spacewhale *presents*

THE RUIN OF
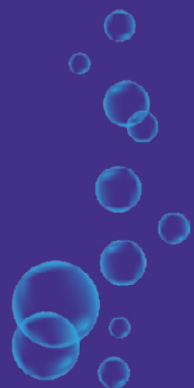# ØCEANUS
PR1ME

Rel. 2

Depth: 2,400, achieved.
Standard visibility: None.
Oxygen level: 99%
Electrolysis: Functional.
Deeplink connection: Active.
Signal: 83%, stable.

«There's nothing here, Carter. Vital signs zero-zero. It's a fucking cemetery.»

THE RUIN OF ØCEANUS PR1ME is a survival text adventure about a rescue mission gone completely wrong. It has an *in media res* approach and may result obscure to many players until quite far in the playthrough. It's a story meant to unfold step by step and it is intended to work like this. Rel.2 is the post-PunyJam#4 version.

*** *CONTENT WARNING* ***

This story contains foul language and detailed descriptions of physical and psychological violence against animals and minors, abuse of narcotic substances or otherwise harmful to human beings. It is recommended for adult audiences only.

THE RUIN OF ØCEANUS PR1ME is a sequel to A1RL0CK,
by the same author. Playing it is not necessary to fully enjoy
RUIN, but is still recommended.

You play as Colonel J.T. Thomas.
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The game is played via text input.

You can move the player around by typing in directions (GO NORTH or, simply, N).
Other actions are allowed, like EXAMINE (to have a description of things surrounding you -- we strongly suggest you do it as much as possible), TAKE or GET <thing> (to take possession of objects found in the game), PUSH, PULL and even ATTACK what you wish. And many more.

Not every command has a satisfying result. Just keep on going and try and understand what all is about.

Try everything. And if something sounds improper...: **OOJ, A**