

THE RUIN OF ØCEANUS PRIME

**Instruction
Manual**

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Welcome to Your Adventure

THE RUIN OF OCEANUS PRIME is an interactive science fiction-horror from Marco Innocenti, the acclaimed and IFComp winner author of the Andromeda Legacy series, sequel to *AIRLOCK* by the same author.

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

THE RUIN OF OCEANUS PRIME 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 PunyJam#4 post comp version, available in a lot of formats: AMIGA, APPLEII, ATARI 8BIT, ATARI ST, BBC, C64, C128, CPC, MAC CLASSIC, MEGA65, MSX, PLUS/4, SAM COUPE, SPECTRUM +3, TRS80, DOS and WIN/LINUX/MACOS .

THE RUIN OF OCEANUS PRIME placed 1st (winner) in the Dec, 2023 *PunyJam#4*.

*** 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.

How to Play the Game

The *THE RUIN OF OCEANUS PRIME* package contains a »How to Play Interactive Fiction« card that explains the basic gameplay and many synonyms will enhance what you read on it. There are a few extra verbs necessary but these will be introduced to you in advance and should be fairly obvious. You never have to guess the verb.

Text Adventures in the Modern Era

THE RUIN OF OCEANUS PRIME is following the path of some of the most iconic interactive fiction releases from the 1980s and early 1990s, trying to resemble a retro look and feel but it also aims to meet modern era expectations. There are no dead ends and the difficulty level is moderate. Generally it's more about experiencing a story rather than drowning the player in frustration.

Supported Systems

The game is available for COMMODORE 64, 128, PLUS/4 and AMIGA; AMSTRAD CPC and PCW; SINCLAIR ZX SPECTRUM +3 and SPECTRUM NEXT; ATARI 8-BIT and ST; BBC MICRO; ACORN ELECTRON; MEGA65; MSX and MSX2; TRS-80 MODEL III and MODEL 4; MGT SAM COUPÉ, APPLE MACINTOSH 68K; IBM-PC (MS-DOS) and MODERN PC/MAC. For playing the game on a modern machine, a .z5 file is provided, which allows you to run the game in a Z-machine interpreter of choice like Frotz, Lectrote or Fizmo.

Boxed Edition Credits

Idea, Text, Code and Illustrations:

Marco Innocenti (SPACEWHALE)

Box and Content Design:

Sebastian Bach (POLY.PLAY)

Loading the Game/ Version Notes

AMSTRAD CPC

Insert the game disk.

Type: `RUN"DISC` and press [ENTER].
You have to press a key to dismiss the loading screen.

AMSTRAD PCW

Insert the game disc.

Type: `VEZZA` and press [RETURN].

APPLE MACINTOSH 68K

Insert game disk.

Double click on the `MOONMIST.ENT.` disk image.

Double click on `Interpreteer.`

Select → File → Import Z-Code file.

In the menu select → Display → All files.

Double click on the `.story` file.

You need at least `MACOS 7.5` for playing this game.

ATARI 8-BIT

Insert the game disk and start the machine with `BASIC` disabled.

The game will load automatically

ATARI ST

Insert the game disk and open it.

To watch the artwork launch `ARTVIEW.APP` and select `ART.PI1`.

To launch the game set the machine to medium resolution.

Open the disk and double click `PLAY.PRG` in the disk directory.

This version of the game supports the `UNDO` command.

BBC MICRO/ACORN ELECTRON

Insert the game disk.

Type `*EXEC !BOOT` and press [RETURN] to run the game.

The game is compatible with the `BBC MODEL B`, `BBC MODEL B+` and `BBC MASTER 128` computers. It will run without sideways RAM, albeit slowly. Having at least

16 kB of sideways RAM or a 6502 second processor is recommended. Shadow RAM will make things even smoother. The game also runs on `ACORN ELECTRON` computers, provided you have at least 16 kB of sideways RAM, which is a requirement. On the `ELK`, It's recommend playing it with an `ELKSD64`, as with this device you won't need to worry about anything. Your `ELK` will thank you later. We all love the `ELK`!

COMMODORE 64

Insert the game disk.

Type: `LOAD"*",8,1` and press [RETURN].

When the computer has finished loading, type `RUN` and press [RETURN].

COMMODORE 128

Insert the game disk.

Type `LOAD"*",8,1` and press [RETURN].

When your `C128` has finished loading, type `RUN` and press [RETURN].

If you wish to play the game in 80 columns, which is supported type this in `BASIC`:

```
10 GRAPHIC 5
```

```
RUN
```

And now load the game (see above)

This version makes use of the extended memory of the `Commodore 128`

COMMODORE AMIGA

Just insert the game disk and the game will load automatically.

You have to press a key to dismiss the intro screen.

COMMODORE PLUS/4

Insert the game disk.

Type: `LOAD"*",8,1` and press [RETURN].

When the computer has finished loading, type `RUN` and press [RETURN].

IBM-PC (MS-DOS)

Copy the contents of the game disk to your hard drive.

Run `PLAY.BAT` to start the game.

You need to press [SPACE] to dismiss the intro screen.

This version of the game supports the **UNDO** command.

MEGA65

Insert the game disk.

Type **BOOT** and press [RETURN].

MODERN PC/MAC

Just launch your Z-Machine interpreter of choice and open the **ghosts.z5** file

MSX/MSX2

Insert the game disk.

The game will boot automatically.

You'll have to press a key to dismiss the intro screen.

The game will run in 40 columns on a MSX computer and in 80 columns on a MSX2 machine.

Sam Coupé

Load **PRO-DOS** from the provided **PRO-DOS v2** disk.

Insert game disk.

Type **LOAD** and press [RETURN].

You have to press a key to dismiss the intro screen

SINCLAIR ZX SPECTRUM +3

Insert the **SPECTRUM CPM PLUS** disk and then use the machine's **LOADER** feature.

Once **CPM PLUS** has finished loading, insert the game disk.

Now type **PLAY GAME** and press [ENTER].

You have to press a key to dismiss the loading screen.

SINCLAIR ZX SPECTRUM NEXT

Your **SPECTRUM NEXT** has **Z-MACHINE** support built-in. Just Insert the SD card, and open the **Z-MACHINE** file from your **NEXT** browser.

TRS-80 MODEL III

Insert game disk.

Turn on your computer.

The game will auto-boot.

In case your computer was already turned on, you need to reset.

You may need to enter a date between 1980–1989.

TRS-80 MODEL 4

Insert game disk.

Turn on your computer..

The game will auto-boot.

In case your computer was already turned on, you need to reset.

Z-MACHINE FILES (.Z3 AND .Z5)

For use with your interpreter of choice, **FROTZ** or **LECTROTE** are favourable. It's recommend using the **z5** file when playing in a modern environment. The **z5** version supports the **UNDO** command.

Credits

Dedicated to the memory of Gerardo Poggiali, on the twentieth anniversary of his death. You put me on this cursed path, and I will never be able to thank you enough. (2 Dec 2003 – 2 Dec 2023)

The game was tested by Jade, Garry Francis, Audrey Lee and Stefan Vogt. It uses the PunyInform libraries by Johan Berntsson and Fredrik Ramsberg, and of course Inform6 by Graham Nelson (and a lot of other people). The various 8- and 16-bit versions have been compiled by Stefan Vogt with his awesome Puny Build Tools.

Copyright

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