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Introduction

What Is the Card Editor?

The Card Editor is the program which is used to create the card deck files for Onyx, the game of sexual exploration. Onyx keeps all of its actions stored in five external card deck files: an Action deck, a Fate deck, a Center Stage deck, a Torture Chamber deck, and a Get Naked deck. These cards are drawn during play, and describe actions the players will perform, as well as other things which will influence game play.

IMPORTANT: Card decks that you create with this version of the Card Editor can only be used with registered copies of Onyx!

NOTE: Sometimes, when you open an old card deck in Card Editor 2.5, you may see a notice that certain card inconsistencies have been found and fixed. This is because an obscure bug in earlier versions would on rare occasion not write a card's header information properly; that card would never be drawn by Onyx in play. This bug has been fixed in Card Editor 1.6, and affected decks are automatically fixed by Card Editor 1.6.

System Requirements

MACINTOSH

The Card Editor requires a Macintosh running Mac OS 9.0 or later, or Mac OS X 10.2 or later. The Card Editor requires at least 12 MB of free RAM, and works with virtual memory. The OS X version of the Card Editor is a "Universal" app that runs at full speed on both PowerPC and Intel Macintoshes.

WINDOWS

The Card Editor requires a Windows PC running Windows 98 or later, with at least 4MB of free RAM and hard disk space. Systems running Windows 95 must also have Microsoft DirectX installed as well (DirectX is a part of Windows 98 and later).

LINUX

The Card Editor requires Linux on an Intel x86 or compatible system, with GTK 2.0+. Linux on other architectures (such as PowerPC, Sparc, or Alpha) is not supported.

Installing the Card Editor

MACINTOSH

The Card Editor for Mac OS Classic is distributed as an archived Stuffit file. To decompress the file, you will need the free Stuffit Expander, included with your computer and available free from www.aladdinsys.com. Uncompress the Card Editor archive onto your hard disk. The Card Editor for Mac OS X is distributed as a disk image (.dmg) file. To install, double-click the .dmg file, then drag the Card Editor folder to the Applications folder on your hard drive.

To uninstall the Card Editor, just drag its folder to the Trash.

WINDOWS

The Card Editor is distributed as single EXE file called CARDEDIT.EXE. To install the Card Editor, double-click on this file and follow the on-screen instructions. The installer will create a program group for the Card Editor and set up the application's icons. It will also install an uninstaller program.

Using the Card Editor

To start the program, double-click on the Card Editor icon, or (Windows) select it from the Start menu. The program will launch. If this is the first time you've run the Card Editor, you will be asked to register the program by entering your name and serial number. The serial number for the Card Editor is the same as the serial number for your registered copy of Onyx.

Each "card" you create or edit with the Card Editor contains a single action that a player (or players) will perform. There are five different kinds of "cards" you can edit with the Card Editor; these different types of cards are used at different points in the game.

The first and most basic kind of card is an **Action card**. This is the kind of card you see in Onyx when one person must work off the debt to another person. The Action cards describe fun "actions" done for the benefit of the person who is owed the debt.

The second kind of card is the **Fate card**. A Fate card is drawn whenever a player lands on the Fate square. These cards usually describe some kind of event such as a player gaining or losing money, or moving to a different square, or gaining or losing Opt Outs. Think of the Fate square as a "pot luck" square; something happens which influences the game.

The third kind of card is the **Center Stage card**. A Center Stage card is drawn whenever a player lands on the Center Stage square. A player on Center Stage is on display, and must do something for the amusement or entertainment of the other players, or allow the other players to do something to him or her.

The fourth type of card is the **Torture Chamber card**. This kind of card is drawn when someone lands on the

Torture Chamber square, and it describes an action that will be done to tease, frustrate, or torture the hapless player.

The last type of card is the **Get Naked card**. This card is played when the first player gets completely undressed. It describes the method by which all the other players will get naked.

One card deck file can only contain one kind of card. For example, if you create an Action deck, you can only put Action cards in that deck. You cannot change an Action deck into, for example, a Torture deck; the type of deck is set when the deck is created.

When you start the Card Editor, you have two options: you can create a new card deck, or you can open an existing card deck. To create a card deck, choose “New” under the “File” menu. To open an existing deck, choose “Open” under the “File” menu.

If you choose to edit an existing deck, the Card Editor will load the card deck into memory. When it’s finished, you will see the Edit window and the Card Preview window appear. At this point, you can choose to edit a card, add a new card, change the deck information, or append another card deck.

If you choose to create a new card deck, you will be presented with a dialog box that asks you what kind of deck you are creating. Select the type of deck from the pop-up menu. You will also be asked to enter a title and an author for this deck. This is optional. If you enter a title and an author, Onyx will display this information when it loads your deck. (You can change the title and author information later, if you wish, by selecting “Edit Info...” from the Deck menu.) At this point, the Card Editor will automatically begin adding a new card.

IMPORTANT: This version of Card Edit will only create files that the registered version of Onyx can use. If you create a new deck, only registered Onyx users can use that deck. If you edit the shareware decks, **once you save your changes, only registered users can use that deck!**

Adding and Editing Cards

Once you have loaded a card deck or created a new one, it's time to start writing cards!

When you are writing cards, you'll work in three windows: the main Edit window, where you can describe the card and enter its text; the Preview window, which will show you what the card will look like when the card is played during a game; and the List window, which shows a list of all the cards in the deck.

Action deck: action.ocd

127/222 Card Title:

Target Sex:
☐ Male ☐ Female ☒ Either

Spice level:

Getting kinky! Anal sex, bondage. Very risqué.

Card Properties Card Text •Props •Roles

Participants: (0 means All)

Dress: From to

Δ Position: ☒ Can Opt Out

Δ Money: ☒ Lose Clothing

Δ Opt Out: ☐ Target will Orgasm

☐ Other Players will Orgasm

☒ This card is appropriate for bicurious players.

Main Window

Preview

Action card for Lisa

Sam, you're going to remove Lisa's shirt and bra, and lick and pinch her nipples until they stand at attention.

Simple enough, right? Now, when they are erect, place clothespins or nipple clamps on her nipples and continue tugging and tweaking them until she is writhing with pleasure, or pain--either one.

127/222

Preview

Card List

#	L	O	D	Title
109	3			Warming up
110	3	+		First date hijinks
111	3			Teasing
112	3	+		Numbers, please!
113	3	+		How does it feel?
114	3	+		Institute of Higher Learning
115	3			Aggression
116	2			Explorations
117	3			Lipstick
118	3	+		Take the Plunge
119	3			Sensations
120	1			Lost in Darkness
121	3			Erotic action
122	3		-	More hints
123	3	+		More pleasure
124	3			Finding the Cherry
125	4	+		Around the World
126	4			More finger action
127	4		-	That's stimulating!
128	4			Explorations

Delete New Find...

Card List Window



The **Card List Window** shows you a list of all the cards in the file, by title. From this window, you can go to a particular card by double-clicking on its title in the Card List Window. You can delete a card by highlighting its title in the Card List Window and clicking the “Delete” button. You can begin entering a new card by clicking on the “New...” button. You can also bring up the Find dialog by clicking on the “Find...” button.

Note: You cannot begin adding a new card until you are finished with the card you’re currently editing.

Note: You cannot delete a card if it is the only card in the deck.

CAUTION: You will not get a confirmation dialog. The card you’re working on will be deleted immediately. There is no Undo. Be careful when you’re deleting cards!

The “L” column in the List Window displays the card’s spice level. A “+” in the “O” column indicates a card that causes orgasm. A “-” in the “D” (“dress”) column indicates a card that involves removing clothing.

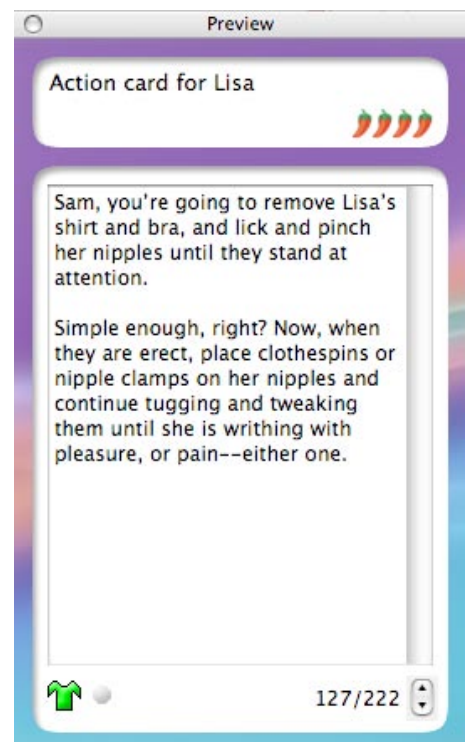
You can sort the list of cards by clicking on the header of the list. If you like, you can sort the list by card number, you can sort cards by spice level, by whether or not they cause orgasm, by whether or not they involve losing clothing, or alphabetically by title.

The **Preview Window** shows you a preview of how your card will look when it is displayed in Onyx. The Preview window will fill in all the Tokens (discussed in the next section) the same way Onyx fills them in, so you can check to make sure everything is displaying the way you intend it to.

It also displays a series of icons below the text; these icons will light up to tell you if this card causes a player to remove clothing, reach orgasm, gain or lose money, change position on the board, or gain or lose an Opt Out token.

The Preview window changes automatically as you type your text in the Main Window. Tokens are filled in automatically, using a list of generic player names in the Card Editor. The Preview window will pay attention to the target sex you specify in the Main Window and fill in the players’ information accordingly.

You can close or open the Card List window and the Preview window by using the menu commands under the View menu. By default, both windows are displayed when you run the Card Editor.

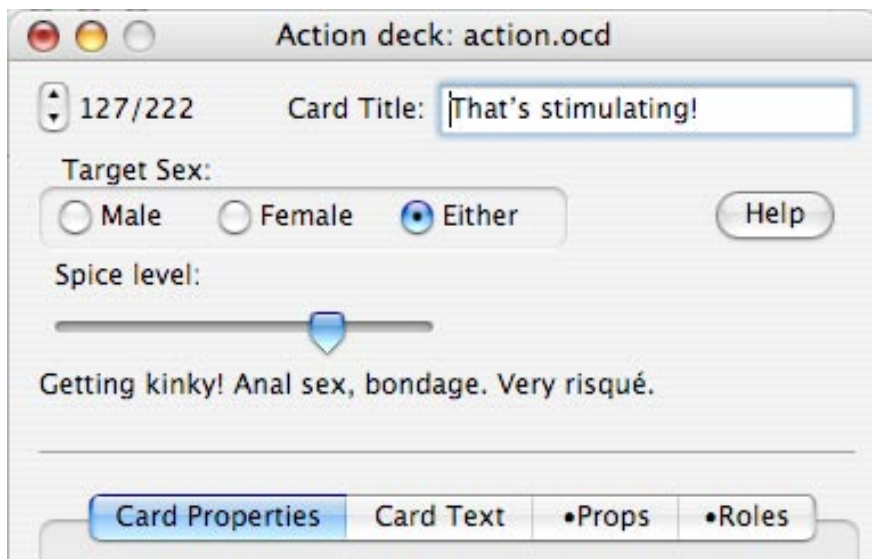


The Main Window is where you will enter all the information about the particular card you're writing. Here's what the various controls and buttons do.

NAVIGATION

You move around in the deck by using the Card List window. Double-clicking on a card's title in the Card List window will take you to that card, and you can begin editing it. The information for that card will be placed in the Main Window, and the card's text will appear in the Preview Window. You can also step backward and forward through the deck by using the small arrows in the Main Window or the Preview Window.

BASIC CARD INFORMATION



Card Title: Enter the title of the card here. The title will appear on the top of the card when this card is drawn. You should try to make all your cards' titles unique. A title is limited to 32 characters in length.

Help Button: Click the HELP button to bring up the online help.

Target Sex: Use this control to tell Onyx what sex the target of this card should be. Onyx will not draw a card for a target of the inappropriate sex. Important: This control only tells Onyx what sex the *target* of your card should be. It does *not* tell Onyx what sex the other players should be. The "target" of the card is not necessarily the current player; the target is the player upon whom the card will be played. The "target" of an Action card is the person who *owns the property*, *not* the person who is working off the debt!! The target of a Get Naked card is the first person who reaches Dress Level 5. The target of all other cards is the person who lands on the square for that card (the person who lands on a Torture square, for example).

Spice Level Buttons and Indicator: This is where you specify what spice level this card is. As you click on the radio buttons, the indicator will change to give you a brief description of what that spice level means.

You can navigate through the cards by pressing the up and down arrows next to the card number in the corner of the window.

CARD PROPERTIES TAB

Card Properties Card Text •Props •Roles

Participants: 2 (0 means All)

Dress: From 2 to 2

Δ Position: 0 ☒ Can Opt Out

Δ Money: 0 ☒ Lose Clothing

Δ Opt Out: 0 ☐ Target will Orgasm

☐ Other Players will Orgasm

☒ This card is appropriate for bicurious players.

This is where you describe when Onyx should draw the card, and how to handle the card being played.

Can Opt Out checkbox: Put a check here if a player can Opt Out of this card. Action cards always have this checked; Get Naked cards never have this checked. Check it for other cards (such as Fate cards) only if it's appropriate. For example, a Fate card which causes the player to lose \$100 should not have the Opt Out checked; a Fate card which tells the player to wear a blindfold for the next 5 turns should. **NOTE:** This control is grayed out for Action and Get Undressed cards. For Action cards, players must always be able to Opt Out. Players can never Opt Out of Get Naked cards.

Lose Clothing checkbox: Put a check in this box if the action on this card describes a way for the target to lose some item of clothing. Make sure that the action you describe goes with the Dress Level for this card! For example, if your card says "Player 1 is to remove the Target's shoes and socks," the Dress Level should be 1 (you don't want Onyx to draw this card if the target has already lost his or her shoes and socks), and put a check in the Lose Level check box. If the players do not Opt Out of this card, Onyx will reduce the Target's Dress Level by one when the card is played. **NOTE:** When the Lose Clothing checkbox is checked, the Lose Clothing token lights up in the Card Preview window. If it is unchecked, the Lose Clothing icon is dim. Clicking on the Lose Clothing icon in the Preview window will check or uncheck this box.

Causes Orgasm check box: If this card describes an action which will bring one or more players to orgasm, put a check in this box. Onyx will draw these cards infrequently (see the Onyx documentation for a complete description of when Onyx will draw orgasm cards), and never before the players have lost all their clothing; these cards should make up a small percentage of the deck.

NOTE: When the Causes Orgasm checkbox is checked, the Causes Orgasm token lights up in the Card Preview window. If it is unchecked, the Causes Orgasm icon is dim. Clicking on the Causes Orgasm icon in the Preview window will check or uncheck this box.

Participants: Here you tell Onyx how many players will be involved in this action. For an Action card, this number is always 2 (the property owner, or target, and the person who is working off the debt); for other cards, such as Center Stage cards, this number can change. If you put a zero in this field, that means every player who is sexually compatible with the target should be involved. An Action card must always have exactly two participants.

Dress: This is where you tell Onyx what level of dress the target should be at. If you specify 3, for example, Onyx will draw this card only if the target has lost his or her shoes, socks, and shirt. Again, this specifies only the dress level of the target, not the other players involved. If you specify Dress Level 5, you can assume that everybody is naked.

If you choose, you can put a range of dress levels in here. Let's say you have a card that should be drawn if a player is topless or if a player has lost his or her pants, but should not be drawn if a player is completely dressed or completely naked. You can specify "Dress Level from 3 to 4" and Onyx will draw the card if the target is topless or is pantsless.

Delta Position: A card can move a player's token on the board. If you want this card to move a player's token, put a number here. When this card is drawn, that player will move the number of squares you put here. (If you specify 4, for example, the target will move 4 squares from his or her current square.) If you want to move the player to a certain square—for example, to the Center Stage square—put the number of the square you want the target to move to, preceded by a “-” sign. The square numbers start at 1 for the Start square and are numbered clockwise around the board. Prison is square 21. So, for example, if you want to move the target to the Start square, put -1 in this field.

Important: This is not really appropriate for Action cards. It will move the target; since the target for an Action card is the owner of the property, it will move the property owner, not the current player! It also is not appropriate for Get Naked cards. In general, you should use this field for Fate cards.

Delta Money: If you put a number in this field, the target will gain that much money (if the number is positive) or lose that much money (if the number is negative). Usually appropriate only for Fate cards.

Delta Opt Out: If you put a number in this field, the target will gain that many Opt Outs (if the number is positive) or lose that many Opt Outs (if the number is negative). Usually appropriate only for Fate cards. Do not put more than 1 or -1 in this field. If the target already has 3 Opt Outs, Onyx will not draw any cards that increase Opt Outs (since you can't have more than 3). If the target doesn't have any Opt Outs, Onyx will not draw any cards that cause the target to lose Opt Outs.

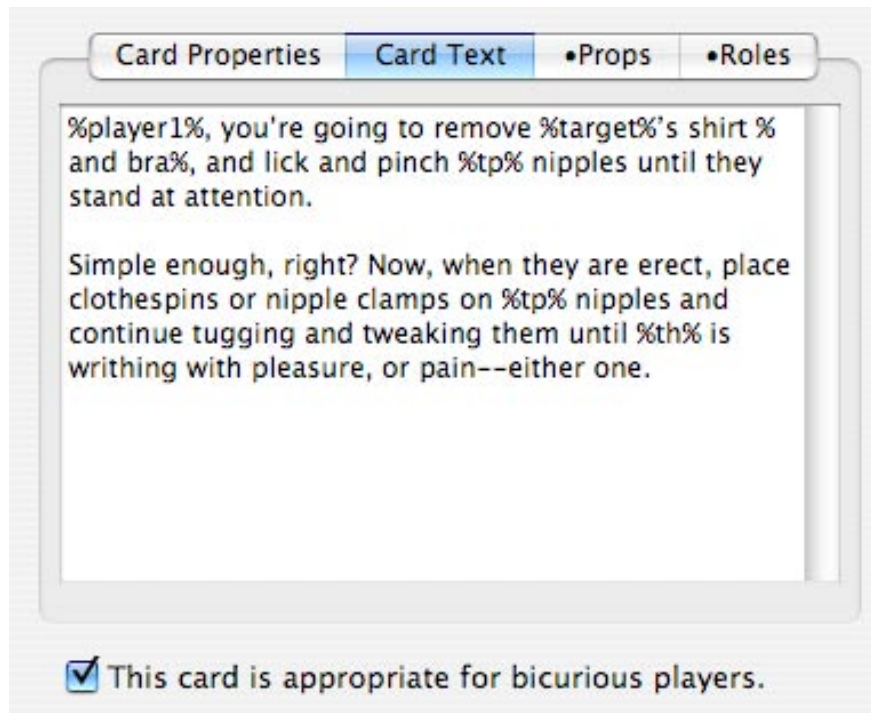
Bicurious Players: At the bottom of the window is a checkbox labelled “This card is appropriate for bicurious players.” Onyx 3 allows a player to set his or her sexual orientation as “Bicurious.” Bicurious is not the same as bisexual; Onyx 3 treats a bicurious player as “mostly straight.” Players who choose the bicurious sexual orientation may be involved in mild actions with players of the same sex, but won't be involved in overtly sexual actions such as sexual contact below the waist.

When should you consider a card to be acceptable for bicurious players?

That's a matter of judgment, and no doubt people will have slightly different ideas about what kinds of actions qualify as “not overtly sexual.” Generally, cards where two players make out, which may include things like kissing or fondling above the waist, are within what Onyx considers to be “bisexual,” and cards involving actions such as massaging, spanking, and the like are okay as well. Cards involving contact with genitals or other more explicitly sexual activities generally should not be marked as acceptable for bicurious players.

During a game, if two people of the same sex are involved in an action, and they have both chosen “bicurious” as their sexual orientation or one has chosen “bicurious” and one has chosen “bisexual” or “gay,” Onyx will only draw cards that are marked as being appropriate for bicurious players.

Entering Card Text



To see and edit the text of a card, click on the Card Text tab in the main edit window.

The text of a card is what gets displayed when the card is drawn during a game. This is where you type the actual action of the card.

When you enter the card text, you can include “tokens” in the text. The tokens are processed by Onyx when the card is drawn, and will be replaced by different things, such as the names of the players or the proper sex pronouns for the players. You can also enter tokens which will cause Onyx to display a countdown timer when the card is drawn, if the players don’t Opt Out. As you enter text, the Preview window will update to

show you what the card would look like if it were drawn in play. The Preview window will “fill in” the tokens as you type them, so you can make sure you’re using the right tokens.

Understanding and Using Tokens

When you enter the text of a card in the Card Editor, you can use “tokens,” which are special codes which will be filled in while a game is being played.

The simplest token is a code for the name of a player. For example, if you type **%target%** into an Action card, then when the card is drawn, Onyx will fill in the name of the person who owns the property. So a line reading “%target%, please lie on your back” might be displayed during a game as “Kelly, please lie on your back” if the person who owned a property when this card was drawn is named Kelly.

Tokens can also cause events to occur during a game. For example, if your card contains the token **%m#%**, where # is a number, then when the players click the “Do It!” button during a game, a timer will run for that number of minutes. The token **%m1%** will be displayed as 1, and will cause a timer to run for one minute.

Tokens must be typed exactly! **%target%** and **%Target%** are not the same. Using the token **%Target%** will not work.

You can get a complete list of the tokens you can use by clicking the Help button while you’re working on a card. This will show you all the tokens supported by this version of the Card Editor and Onyx. Tokens are always begin

and end with “%”. Some special notes about some of the tokens:

%target%: As already discussed, this will be replaced by the name of the target—the owner of a property for an Action card, the first person undressed for a Get Naked card, or the current player for any other card.

%player1%: This will be replaced by the name of the first player involved in an action. In the case of an Action card, %player1% is the player who is working off the debt.

%player2% %player3% %player4% %player5%: These tokens will fill in the name of the second, third, fourth, and fifth players involved in an action with the target. They are never used for Action cards, since Action cards only allow 2 players. Do not use these tokens if your card does not call for that many players, or the results will be unpredictable! See “How Onyx chooses players for an action” below.

%mX% and %dX%: Use these tokens to tell Onyx to start a timer if the players choose not to Opt Out of this card. X is replaced by a number; do not put a space between the %d or the %m and the number. %mX% means that X is a number of minutes; %dX% means that X is a number of seconds. Example: %m3% runs a timer for 3 minutes; %d30% runs a timer for 30 seconds.

Entering Card Props



To see and edit the props that a card uses, click on the Props tab in the main edit window.

Props are items that the players need to have in order to play the card. For example, if a card says to blindfold another player, then the blindfold is a prop. If a card instructs one player to use a vibrator on another player, then the vibrator is a prop.

Onyx keeps track of the props that the players have on hand. When a game starts, Onyx displays a list of all the props a deck of cards will use, and the players can check off which props they have. Onyx will never draw a card that requires a prop the players don't have.

For example, if a card requires massage

oil, and the players don't have any, Onyx will not draw that card. When you are editing cards, the "props" tab will change to "• props" if the card you're working on uses any props.

IMPORTANT

Onyx will only show the players a list of the props from the Action deck. When you make a deck of cards, you MUST make sure that every deck uses the same list of props that is in the action deck.

In the Props tab, you will see a button labelled "Load prop list from another deck." When you work on a deck of cards that is not an Action deck, use this button to load the list of props from the Action deck. If you add a prop to the list of props, make sure that you load the list of props into the Action deck. The prop list in all card decks must be the same!

When you first create a brand-new card deck, the Card Editor will fill in a list of default props to use as a starting point. You do not need to use these props if you don't want to. You can delete them and create your own; just make sure that all the cards files in one set are using the same list of props.

To delete a prop, highlight it in the list and hit the - button. To add a new prop, hit the + button. There is a limit of 32 props in any one deck, if you have 32 props, you won't be able to add any more.

One card can, if you like, use more than one prop.

Entering Card Roles

The screenshot shows the 'Roles' tab in the Onyx card editor. The window has four tabs: 'Card Properties', 'Card Text', '•Props', and '•Roles' (which is selected and highlighted in blue). Below the tabs is a list of roles with checkboxes. The roles are arranged in two columns. The first column includes: Dominant, Submissive, Restrained, Pain-Giving, Pain-Receiving (checked), Blindfolded, Forceful, and Resisting. The second column includes: Humiliation-Giving, Humiliation-Receiving, Anal-Giving, and Anal-Receiving. Below the role list is a 'Show:' section with two radio buttons: 'Target' (selected) and 'Other Players'. At the bottom of the window, there is a checkbox labeled 'This card is appropriate for bicurious players.' which is also checked.

Role	Selected
Dominant	<input type="checkbox"/>
Submissive	<input type="checkbox"/>
Restrained	<input type="checkbox"/>
Pain-Giving	<input type="checkbox"/>
Pain-Receiving	<input checked="" type="checkbox"/>
Blindfolded	<input type="checkbox"/>
Forceful	<input type="checkbox"/>
Resisting	<input type="checkbox"/>
Humiliation-Giving	<input type="checkbox"/>
Humiliation-Receiving	<input type="checkbox"/>
Anal-Giving	<input type="checkbox"/>
Anal-Receiving	<input type="checkbox"/>

Show: ☒ Target ☐ Other Players

☒ This card is appropriate for bicurious players.

To see and edit the roles that a card calls for, click on the Roles tab in the main edit window.

Roles are general descriptions of the activities people are willing to engage in. Because different people have different tastes and limits, Roles allow a player to determine the kinds of activities he or she will and will not do. Onyx allows each person an opportunity to choose what Roles he or she is willing to participate in.

Roles are very general, and don't describe specific acts. For example, some people don't ever want to play a submissive role in their sexual activities. These people can uncheck the "Submissive" role, and Onyx will not

draw cards assigning actions which would cause those players to act in a submissive manner.

When you create cards, think about the roles that the participants in the activities you're describing will play. If they match any of the roles in the list, be sure to check the appropriate checkboxes to let Onyx know what roles your card calls for. (Many cards will not call for any specific roles; most cards probably won't have any roles selected.)

You can set roles both for the Target of a card (the owner of a property in the case of Action cards; the player who has landed on a square for Center Stage, Torture, and Fate cards) and assign different roles for the other players involved. So, for example, if you have a card in which the target is tied down and blindfolded by the other player, you would choose "Restrained" and "Blindfolded" for the Target, but nothing for the other player. If you have a card where the target is spanked by another player, you would choose "Pain-Receiving" for the target, and "Pain-Giving" for the other player.

Multiple Players for One Card

In most cases, the cards you write will involve only two players: the owner of a property, and the person working off a debt. In some cases, for example in Center Stage or Torture cards, the cards you write may involve more than two players.

When you create a card that calls for more than two players (for example, if you create a Center Stage card that calls for three players), Onyx will check to see if the target has that number of sexually compatible partners. If not, Onyx won't draw the card. If so, Onyx will make a list of all the players who are sexually compatible with the target, then put that list in a random order, and then finally hand the list to the card. So, when you write cards that call for many players, you don't know in advance who will be assigned to the target.

For example, let's consider a game with three straight men (Albert, Bob, and Cory) and three straight women (Denise, Ellen, and Francine). Ellen has just landed on Center Stage, and Onyx has drawn a card that calls for 3 players.

In this case, Ellen is the Target. Onyx will check to see if there are two partners who are sexually compatible with Ellen. There are; Ellen has 3 partners (Albert, Bob, and Cory). So Onyx first builds a list of Ellen's partners, then puts the list in random order. The list now reads Bob, Cory, Albert. The card calls for a total of 3 players, and Ellen counts as one of those players, so Ellen's partners are Bob and Cory. Onyx will now go through the card, replace %target% with "Ellen," replace %player1% with "Bob," and replace "%player2" with "Cory."

As you can tell, the other players involved in an action will always be compatible with the target, but they may not be compatible with each other. You can specify the sex of the target, but that doesn't necessarily mean you know what sex the other players are! In the example above, suppose Ellen were bisexual, and Denise were bisexual as well. Now Ellen has 4 potential players: Albert, Bob, Cory, and Denise. Onyx will shuffle the list of names (Denise, Albert, Cory, Bob) and then pass the proper number of players to the card. Now %target% is Ellen, %player1% is Denise, and %player2% is Albert. Don't make any assumptions about what sex anyone except the target is!

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For example, let's consider a game with three straight men (Albert, Bob, and Cory) and three straight women (Denise, Ellen, and Francine). Ellen has just landed on Center Stage, and Onyx has drawn a card that calls for 3 players.

In this case, Ellen is the Target. Onyx will check to see if there are two partners who are sexually compatible with Ellen. There are; Ellen has 3 partners (Albert, Bob, and Cory). So Onyx first builds a list of Ellen's partners, then puts the list in random order. The list now reads Bob, Cory, Albert. The card calls for a total of 3 players, and Ellen counts as one of those players, so Ellen's partners are Bob and Cory. Onyx will now go through the card, replace %target% with "Ellen," replace %player1% with "Bob," and replace "%player2" with "Cory."

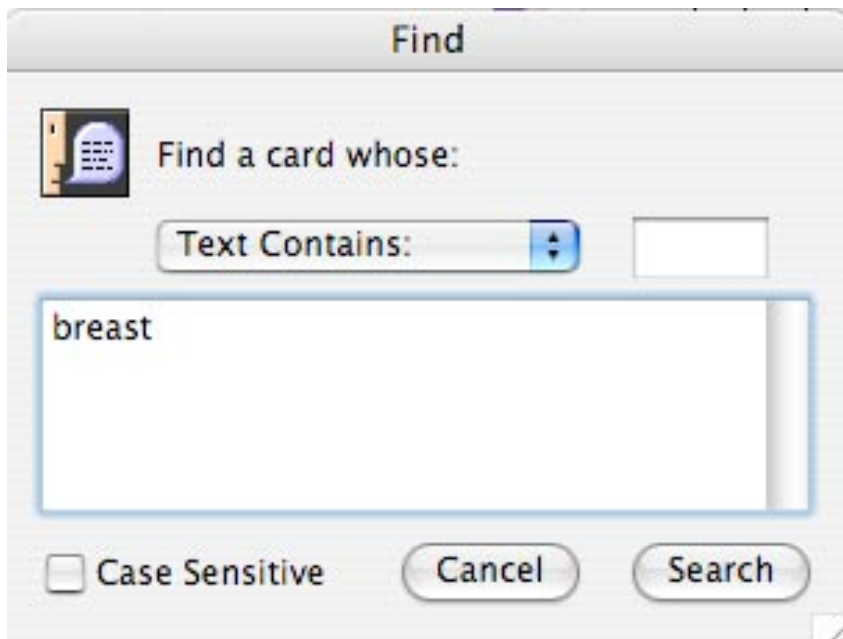
As you can tell, the other players involved in an action will always be compatible with the target, but they may not be compatible with each other. You can specify the sex of the target, but that doesn't necessarily mean you know what sex the other players are! In the example above, suppose Ellen were bisexual, and Denise were bisexual as well. Now Ellen has 4 potential players: Albert, Bob, Cory, and Denise. Onyx will shuffle the list of names (Denise, Albert, Cory, Bob) and then pass the proper number of players to the card. Now %target% is Ellen, %player1% is Denise, and %player2% is Albert. Don't make any assumptions about what sex anyone except the target is! If you specify "0" in the number of players, Onyx will interpret that to mean "everyone who is compatible with the target." You do not necessarily have any way of knowing how many players this will be. In a game with only 2 players, there will be only two people involved; in a game with 6 players, it's possible that all 6 will be involved! In the first example above, if Ellen draws a card which calls for 0 players, there will be 4 people involved: Ellen, Albert, Bob, and Cory. In the second example, there will be 5 participants: Ellen, Albert, Bob, Cory, and Denise. Don't make any assumptions about the number of players involved if you specify 0 participants, and don't use tokens like %player2%, %player3%, etc. Instead, use phrases like "all the other appropriate players."

How Onyx Draws Cards

Many programs that use a "card deck" metaphor choose a random number between one and the number of cards in the deck and display that card. This is not the best way to draw cards; by using this system, it's possible that some cards will be drawn twice in a row, and if the random number generator being used isn't very good then some cards will get drawn more often than others. Onyx uses a more realistic system. All the cards in the deck are "shuffled" to put them in a random order; then Onyx draws a card off the top of the deck, plays it if it can be used in the current situation, then discards it. When no more cards are left in the deck, Onyx reshuffles all the discarded cards and starts again.

Finding and Editing Cards

If you want to edit a card you've already written, choose "Find Card..." from the Deck menu, or click the "Find..." button in the Card List window. The Card Editor will present the following dialog:



If you know the number of the card you want to edit, you can enter its number in the Card Number field and go straight to that card. Otherwise, you can search for a particular piece of text in the card's title or body.

By default, a search is not case sensitive—that is, if you search for the phrase "MORE FUN," the card editor will find a card containing "More Fun." If you want to make the search find only phrases with the exact same capitalization, check the box labelled "Case Sensitive."

After you have used "Find" to search for a card, you can use "Find Again" to locate the next card in the deck that matches the search criteria.

When the Card Editor finds the card you've told it to look for, it will display the card's information exactly the same way it does when you add a new card. You can flip through the deck using the Previous or Next buttons just like when you're adding cards. If you flip to another card, any change you've made to the card you were working on takes effect.

To find the next card with a particular criterion (for example, to find the next card which contains the word "Body" after you have searched for cards containing the word "Body"), use the Find Again command under the Deck menu.

Loading, Saving, and Merging Decks

To load a deck, choose “Open” from the File menu.

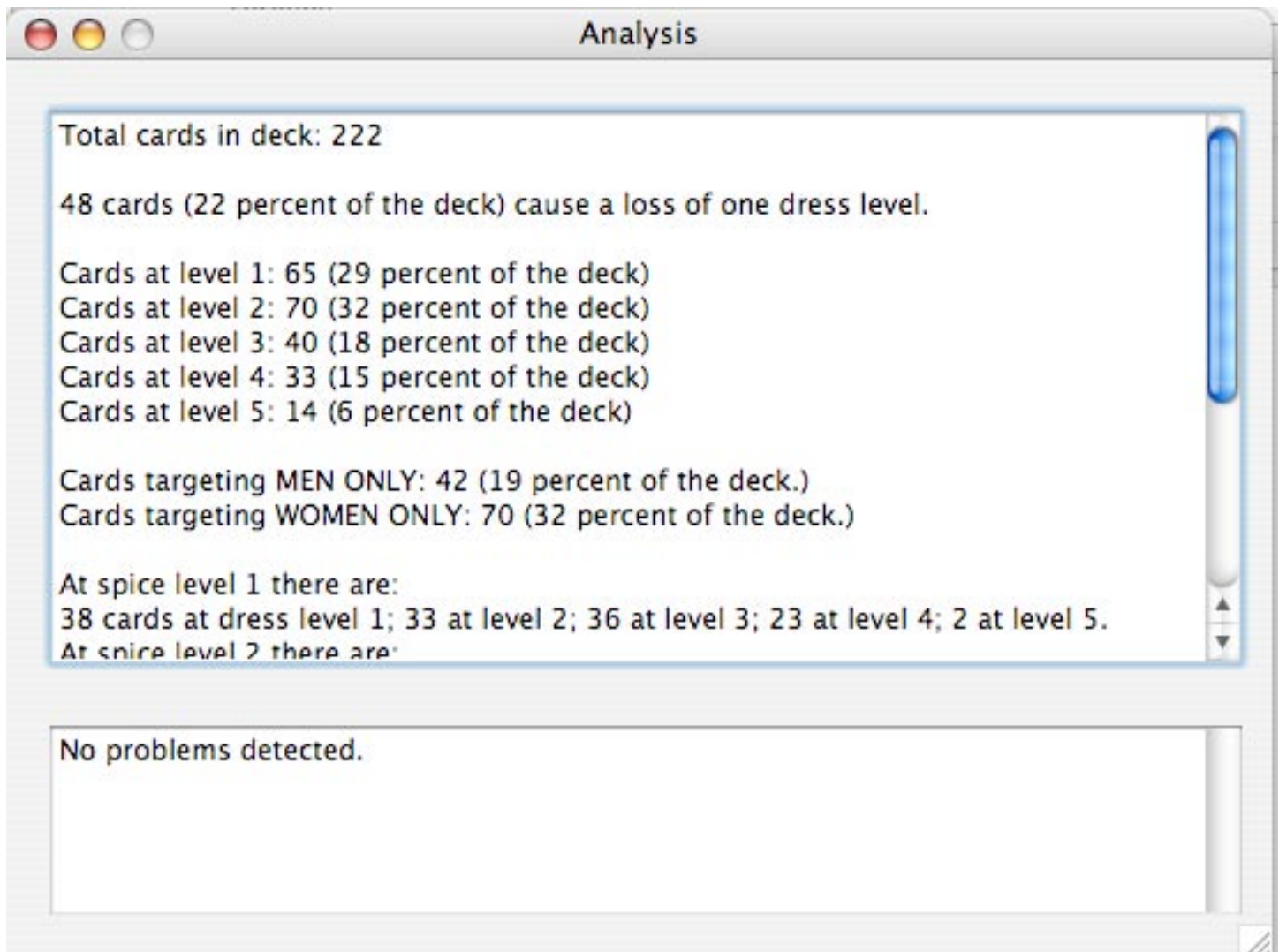
To save a deck, use “Save” from the File menu. To save a card deck with a different name, choose “Save As.” The Card Editor encrypts the card deck as it saves the deck to disk; attempting to examine the card deck with a disk editor or by other means won’t work.

IMPORTANT: This copy of the Card Editor creates card decks that only work with the registered version of Onyx. They will not work with the shareware version.

To merge card decks together, use the “Append” command under the File menu. Append will take a file on disk and add its cards to the card deck in memory, as long as the card deck in memory is the same kind as the card deck on disk (if they aren’t the same type, you will receive an error message).

Getting Statistics for a Deck

The Card Editor provides a way for you to collect information about the makeup of a card deck. To display statistics about a deck, choose the “Analyze Deck” command from the Deck menu. The Card Editor will compile a list of statistics and then display the results. A sample analysis is shown below:



The first part of the window shows the total number of cards in the deck, and how many of them have the “Lose Level” box checked. (The more Lose Level cards you have, the faster the players will, on average, get undressed.) Playtesting on the beta version of Onyx suggests that you should keep the number of “lose level” cards at roughly a quarter of the deck. The window then breaks down the number of cards at each spice level, and the number of cards which can only be played on men or only be played on women.

The next part of the analysis tells you how many cards from this deck can be used at each spice level. Remember that when players choose a particular spice level, Onyx will play cards at or below that spice level; for example, at Spice Level 3, Onyx will play Level 3, Level 2, and Level 1 cards. This part of the analysis also shows you how many cards are available at each dress level. If the number of cards available at a certain dress level and spice level is

less than 6, it will be displayed in red, because that means that in some games there may not be enough cards to go around. For example, suppose that at Spice Level 5 there are only 2 cards at Dress Level 2. That means that if six players are playing the game, Onyx will probably end up drawing those two cards over and over again. (At Spice Level 1, players will never reach Dress Level 5, so don't worry about how many cards are available there.)

The next two sections are displayed only for Action decks, and are there to help you find problems which could prevent the players who are using your deck from getting undressed.

The statistics window will show you first an analysis of how far players can undress if they use this deck. For example, let's suppose that you created a deck which had no "Lose Level" cards for Dress Level 4 at Spice Level 2. That would mean that players at Spice Level 2 could never get undressed; there aren't any cards telling them to remove their underwear! This section of the statistics window will tell you about problems like that.

Finally, the statistics window will display a chart showing how many cards are available at each spice level which will cause the players to lose a dress level. Again, there should be at least 6 available cards at each dress level and spice level; otherwise, players playing at that spice level might not all lose clothing past that dress level (at least not until someone gets completely undressed).

At the bottom of the window, you will see a list of cards (if there are any) that have problems. For example, let's say that you have made a card that instructs a player to lose clothing, but the card also says it can only be played at dress level 5, when the players are already naked. This doesn't make sense, and so the Card Editor will mark the card as having an error.

Limitations on Cards

The card deck system as it is currently implemented does have some limitations that you should keep in mind. These limitations are:

1. Cards can specify the sex of the target, but not necessarily the sex of the other participants. Don't make assumptions about the sexes of all the players. (See the section on "How Onyx assigns players" above for more information.)
2. The Card Editor will allow you to put more than one command to start a timer in a card. You could put a command like %m3% in one paragraph (telling Onyx to run a timer for 3 minutes) and %m2% in the second paragraph (which will tell Onyx to run a timer for 2 minutes). I have no idea what will happen if you actually do this. It will probably cause all sorts of problems. Don't do it.