



# **Welcome to Onyx!**

**In this manual, you will find:**

<b>Introduction .....</b>	<b>Page 2</b>
<b>System Requirements.....</b>	<b>Page 3</b>
<b>Installing The Game .....</b>	<b>Page 3</b>
<b>How the Game Works.....</b>	<b>Page 4</b>
<b>Playing the Game .....</b>	<b>Page 9</b>
<b>Registering the Game.....</b>	<b>Page 19</b>
<b>Using Additional Card Decks .....</b>	<b>Page 19</b>
<b>Using Additional Game Board Graphics .....</b>	<b>Page 20</b>
<b>Contact Information.....</b>	<b>Page 20</b>

Onyx is ©1997, 1999, 2000, 2004 by Franklin Veaux. All rights reserved.  
Onyx is shareware! If you use it, please pay the \$35 shareware fee.  
Support: <http://www.symtoys.com/onyx.html>

# Introduction

---

## What is Onyx?

Onyx is a game of sexual exploration designed for two to six players. It allows players to interact with one another in various ways, within general limits set when the game begins.


Onyx is intended for 2-6 consenting adult players. The players start off by rolling virtual “dice” and travelling around the Onyx game board. Players can buy “properties” on this game board. When other players land on these properties, they must pay rent to the owner, or—if they are sexually compatible with the owner—work off the debt. This “working off the debt” can take several forms...



### DISCLAIMER

Onyx contains frank descriptions of sexual acts. Many of the cards in this game describe unusual forms of sexual play. Onyx is a game intended ONLY for consenting adults. **If you are under the legal age of consent, or you live in an area where this material is illegal, you specifically do not have a license to own or use this computer program, and if you use this computer software you are in violation of United States copyright law.**

If you play this game, take responsibility for your own actions! Do not engage in any behavior you are not comfortable with. If you find this game or the descriptions it contains to be offensive, don't play! The publisher, distributors, and author of Onyx are not responsible for your behavior or for any consequences which may arise from your use of or inability to use this program, or your inability to govern your own behavior.



# System Requirements

---



## Macintosh:

Onyx requires a PowerPC Macintosh or Intel Macintosh running Mac OS 9.0.4 or later or Mac OS X 10.3.9 or later. A monitor supporting at least 1024x768 is required.

## Windows:

Onyx requires a Pentium II or better running Windows 98 or later and at least 1024x768 VGA graphics. Onyx requires DirectX version 5 or later. If you see an error message complaining that the DirectSound or DirectX libraries can't be located, you will need to install DirectX on your computer.

## Linux:

Onyx requires an x86 Linux machine (PowerPC, Sparc, Alpha, and other platforms are not supported), with GTK 2.0+.

# Installing the Game

---

## Macintosh:

The shareware version of Onyx for Mac OS 9 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](http://www.aladdinsys.com). Uncompress the Onyx archive onto your hard disk. The Onyx folder will contain the game, the card deck files, and all documentation. The shareware version of Onyx for Mac OS X is a .dmg file. Double-click on the .dmg file to mount it, then drag the Onyx folder to your Applications folder on your hard drive.

To uninstall Onyx, just drag the Onyx folder to the Trash.

## Windows:

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

To uninstall Onyx, run the uninstaller.

## How the Game Works

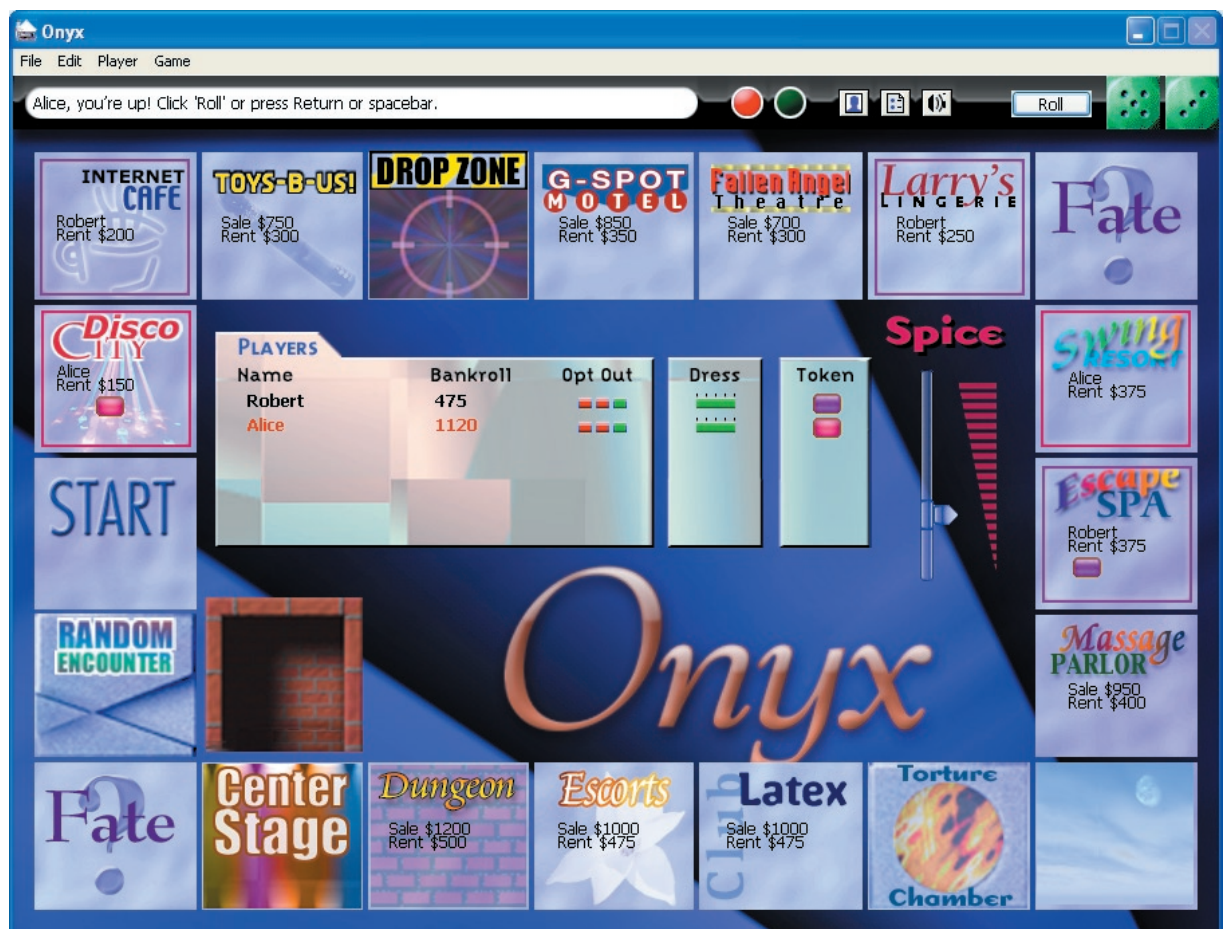
Onyx is played on a game board with 21 squares. The players begin on the “Start” square. At the start of each player’s turn, that player rolls two (virtual) dice, and moves that number of squares on the board.

Most of the squares on the board are properties. Each property has a purchase price and a rent price. When a player lands on a property, he or she will be given the option of purchasing it, nobody has purchased it yet and there is enough money in that player’s Bankroll.

If a player lands on someone else’s property, he or she must pay rent, OR—if the player and the owner are sexually compatible with one another—the player may choose to “work off” the debt. Players who choose to work off the debt draw a card which describes some action which the player must perform in order to service the property owner. Some of these cards instruct them to remove an article of clothing, or to remove another player’s article of clothing. The farther into the game the players get, the more risqué the actions become.

Some of the squares on the board are not properties. When a player lands on one of these “special” squares, Onyx draws a card describing different types of actions for each type of square.

The game lasts as long as the players want it to. There is no way to “win” at Onyx; the objective is simply to have fun (and to learn a few things about the other players along the way).



# How the Game Works Continued

---

## Setting Limits: The “Spice Level”

Onyx can be played at one of five “spice levels.” At the lowest level, players will not undress entirely, and the game will not draw any cards which describe an act of sexual intercourse. At level 2, players may undress entirely and sexual actions involving intercourse may be drawn, although the game will not allow any “kinky” actions. At level 3, Onyx will allow cards which describe oral sex acts, acts involving use of some types of sex toys, and very mild bondage; at level 4, anal sex, bondage, and very mild S&M; at level 5 (the highest level), anything goes.

Players choose what level to play at when the game starts. During the game, the players can choose to increase or decrease the spice level. Onyx draws cards at or below the selected spice level; for example, if a game is set to Spice Level 3, Onyx will draw and use Level 3, Level 2, and Level 1 cards.

### Heating things up

You can set a custom spice level that is above the game’s spice level!

Why would you want to do this? Well, let’s say the players want to start at Spice Level 1, and increase the game’s kinkiness as the game goes on. And let’s say you don’t want to go above Level 3, but the other players might.

Set your level to 3 and the game’s level to 1. As the game goes on, the other players may increase the game’s level to 4 or 5, but yours will stay at 3.

## Custom Spice Levels

Usually, players will set a spice level when the game starts, and if they choose, raise it as the game progresses. This is a “global” spice level. It may be that some players don’t want to play at this level. For example, suppose 4 people are playing. Three of them want to play at Spice Level 4, but that is a bit too much for the fourth player; she wants to play at Spice Level 3. She can choose to play at a “custom” spice level, and set her spice level to 3. Onyx will not assign her to any actions above Spice Level 3.

Custom spice levels are significant only if there are more than two players. If there are only two players, and one of them sets a custom spice level, the game will play at that level (if it is lower than the global spice level).

**IMPORTANT:** A player who sets a custom spice level of Level 1 will still get completely undressed when the other players do! That player will not take part in any actions higher than Level 1, however.

**IMPORTANT:** If you have the shareware version of Onyx, and you have not registered your copy, you can only play at Spice Level 1 or 2!



# How the Game Works Continued

---

## Setting Limits: Opt Outs

Players also have special tokens called “opt outs.” When the game starts, each player has one Opt Out token; during the game, players have the opportunity to get more Opt Outs. No player can have more than three Opt Outs at one time. If a player draws a card which describes an action that he or she absolutely does not want to participate in, then that player can spend one of his Opt Out tokens and bail out of that action. If a player has no Opt Out tokens left, he or she won't be given the option to Opt Out of an action!

Anyone involved in an action can Opt Out of it. If one person Opts Out, then the action is cancelled for everyone.

Onyx asks each player for his or her sex and sexual orientation. Onyx will never describe a sexual action between players who are not sexually compatible with one another.

## Dress

Onyx keeps track of each player's Dress Level, which is how much clothing each player is wearing. Fully clothed is Shirt (and bra, for women), Pants, Underpants or panties, Shoes and Socks. This is referred to as “**Dress Level 1.**”

At **Dress Level 2**, players are fully dressed except for their shoes and socks. At **Dress Level 3**, players have removed shoes and socks, shirt, and bra (if appropriate.) At **Dress Level 4**, players are down to underpants; this is as far as a game played at Spice Level 1 can go. At **Dress Level 5**, players are completely naked.

Players may start at any state of undress between Dress Level 1 and Dress Level 4.

As the game progresses, players are dealt cards telling them to remove articles of clothing. The card describes which article of clothing to take off and how to do it, and the player's Dress Level is changed accordingly.

As soon as one person removes his or her last article of clothing, the game draws a special Get Naked card, which instructs all the other players to remove their clothing as well. From this point on, everyone is naked.

During game play, players can remove clothing, but will never be instructed to put any clothing back on.

## The Special Squares

There are seven types of “special” squares on the Onyx game board, plus a “Debtor's Prison” square which is not on the main board and can't normally be landed on. These squares are not properties and cannot be purchased. Several of them have special types of card decks. The special squares:

**START:** This is the square all players start on. When a player travels all the way around the board and comes back to Start, that player will receive either a paycheck or an Opt Out, whichever the player chooses. If the player already has three Opt Outs, that player will receive a paycheck. If a player lands on Start, that player gets both a paycheck and an Opt Out. If a player lands on Start and already has three Opt Outs, that player

## How the Game Works Continued

---

receives a paycheck plus a special pay bonus. As the game progresses and the properties are purchased, the amount of money players get for crossing Start goes down.

**DROP ZONE:** This is a square that allows players to have fun at another player's expense. When a player lands on Drop Zone, that player will be asked to choose another player to send to any square on the game board. A player might, for example, send another player to the Center Stage square (which is described below), or to a square he owns, or even to jail! A player can also Drop Zone himself, so that he (for example) lands on Start, or on a available property that he wants to buy. A player can NOT Drop Zone somebody who is in jail—the police won't allow you to break someone out of jail this way!

**FATE:** There are two Fate squares in the corners of the game board. Players who land on a Fate square draw a special Fate card. These cards describe something that happens to cause the player to gain or lose money (for example, he might get his pocket picked, or win a lottery,) they might send the player to another square on the board, they might cause the player to gain or lose an Opt Out, or they might describe an action inflicted on the player by the whims of Fate.

**TORTURE CHAMBER:** This square is just what it says. Players unlucky enough to land here draw a "Torture Card," that describes some form of torture to be inflicted upon them by another player. These tortures can range from the mild (tickling senseless, for example) to the extreme, depending on the spice level.

**CENTER STAGE:** Players who land on Center Stage are on display. Onyx draws a Center Stage card that describes an action the player will perform for the entertainment of the other players, or which involves the other players. This is a great square to Drop Zone somebody onto!

**RANDOM ENCOUNTER:** This square will assign a partner at random to whomever lands on it, and then draw an Action card for those two players.

**ZEN:** This is a "free" square. Players who land here do not need to pay rent or draw any special cards. The Wise Old Zen Master lives here, and dispenses pithy sayings and sage advice.

**DEBTOR'S PRISON:** The Debtor's Prison square is not attached to the main game board, and players ordinarily can't land here by moving into this square. There are several ways players can end up in Debtor's Prison:

- (1) A Fate square can instruct the player to go immediately to Debtor's Prison
- (2) Another player can Drop Zone the player into Debtor's Prison
- (3) A player lands on a sexually incompatible player's property and cannot afford the rent
- (4) A player passes Start and cannot afford to pay his or her property maintenance fees.

When a player lands in Debtor's Prison, the judge assigns that player to community service. The player must stay in Debtor's Prison until the community service is worked off. Each time the prisoner's turn comes up, the prisoner is assigned a a sexually compatible partner and draws an Action card that describes how the

## **How the Game Works Continued**

---

prisoner must service the other player. The prisoner remains in prison until he or she has serviced each sexually compatible player. After this is done, he or she may leave Debtor's Prison on his or her next turn by rolling one die and moving the appropriate number of spaces.

### **MONEY**

Players begin the game with \$1400 in their bankrolls. They gain money when they pass the Start square (and choose cash instead of an Opt Out), or when other players pay them rent. They spend money to buy properties, pay maintenance fees on properties, and pay rent. Some cards may also cause a player to gain or lose money.

### **CARDS**

Onyx stores all of its actions in five separate "card deck" files. The Action card deck contains cards that are drawn whenever a player chooses to work off a debt with another player or when a player in Debtor's Prison is required to service another player. The Fate card deck contains cards drawn when a player lands on a Fate square. The Stage card deck contains cards for the Center Stage square, and the Torture card deck contains cards for the Torture Chamber square. The last card deck, Get Naked, contains cards that describe how the remaining players are to undress when the first player loses all of his or her clothing.



# Playing the Game

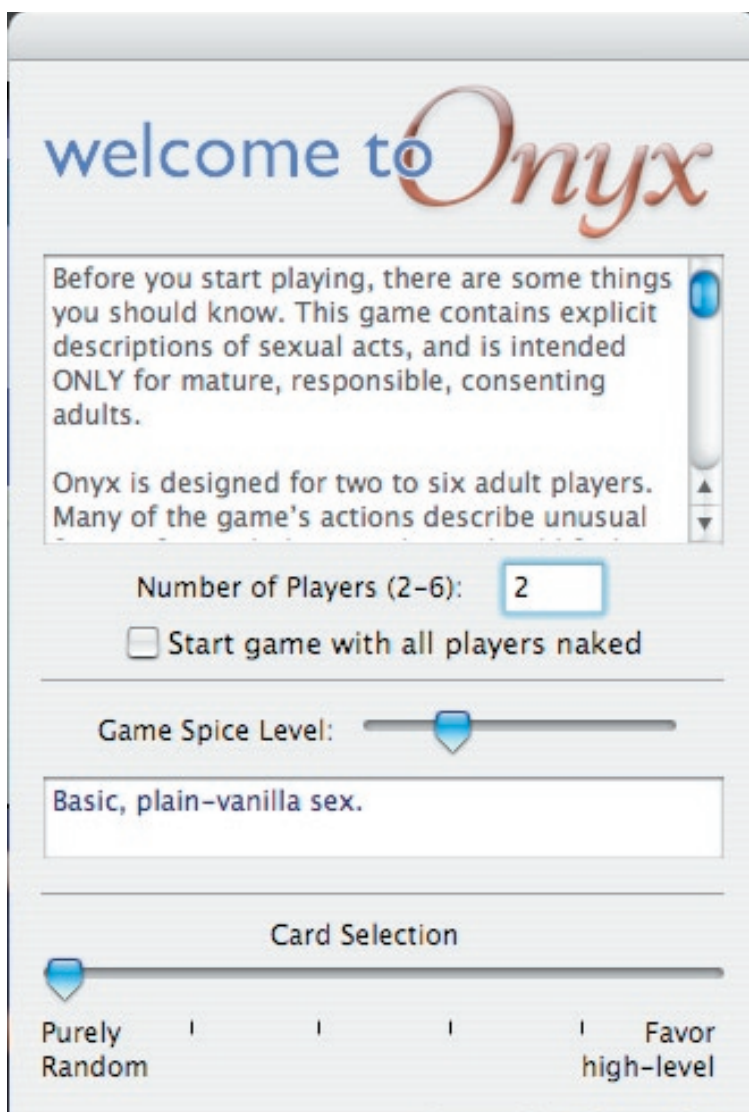
---

## Starting Onyx

To start Onyx, open the Onyx folder and double-click on the Onyx icon. You will see a splash screen, then the game board screen. To start a game, choose the "New Game" command from the "File" menu.

## Entering Information

When you start a game, Onyx will ask you how many people are playing, and at what spice level you would like to begin the game.



The image shows the 'welcome to Onyx' setup screen. At the top, it says 'welcome to Onyx' in a stylized font. Below this is a text box with a warning: 'Before you start playing, there are some things you should know. This game contains explicit descriptions of sexual acts, and is intended ONLY for mature, responsible, consenting adults.' Below the warning is another text box: 'Onyx is designed for two to six adult players. Many of the game's actions describe unusual'. Then there is a 'Number of Players (2-6):' label with a text input field containing the number '2'. Below that is a checkbox labeled 'Start game with all players naked'. Then there is a 'Game Spice Level:' label with a horizontal slider bar. Below the slider is a text input field containing the text 'Basic, plain-vanilla sex.'. At the bottom, there is a 'Card Selection' label with a horizontal slider bar. The slider bar has a blue shield icon on the left and is labeled 'Purely Random' on the left and 'Favor high-level' on the right.

If you are playing at spice level 2 or higher, you can choose to have all players start the game naked, if you like. This gets things moving faster and lets the action heat up more quickly.. If you choose to have all the players start out naked, then this applies to everyone; you can't have some players start naked and some players start out dressed.

## Playing the Game Continued

---

A game must have at least two players, and can have up to 6. There are five spice levels in Onyx; the spice level determines how kinky the game can get. At the lowest spice level, players cannot undress completely, and no sexual intercourse is allowed; at the highest spice level, anything goes. Click on each spice level button to see a brief description of what kind of activity is permitted at that level.

If you select Quit at this point, Onyx will(of course) quit.

### **Game Options-Spice Level**

The spice level is, of course, how you control the degree of “kinkiness” of the game. The spice level you enter here is the **global spice level**—that is, how hot the action is allowed to get overall.

As described later, players can set their *own* spice level, if they don't want to play at the same level as everybody else. So if, for example, there are five players, and four of them want to play on Level 4 but one of them wants to play on Level 2, then the spice level here would be set to Level 4, and that player would set his or her own spice level to Level 2.

The global level is the highest spice level the players will be at. If other players wish to set their own spice levels, they should be lower than the global level. So if two people want to play on Level 4 and three people want to play on Level 3, use Level 4 as the global spice level.

Using the “Increase Spice Level” command during a game changes the global spice level.

### **Game Options-Card Selection**

This control lets you determine how Onyx chooses cards.

Normally, Onyx will draw cards completely at random. If you have the game set to Spice Level 4, Onyx will draw cards that are Level 1, Level 2, Level 3, or Level 4. By sliding the slider to the right, you can influence Onyx to favor cards at higher spice levels.

When the slider is all the way to the left, card selection is purely random. When you move it on stop to the right, Onyx will draw the highest-level card it can about 20% of the time. Two spaces to the right, and Onyx will draw high-level cards about 40% of the time, and so on. Move the slider all the way to the right, and Onyx will always draw the highest-level cards it can.

This option only comes into play once the players have lost most of their clothing. So it doesn't make much difference in the beginning stages of the game, but in later stages—look out!

## Playing the Game Continued

A game must have at least two players, and can have up to 6. There are five spice levels in Onyx; the spice level determines how kinky the game can get. At the lowest spice level, players cannot undress completely, and no sexual intercourse is allowed; at the highest spice level, anything goes. Move the Spice Level slider to see a brief description of what kind of activity is permitted at that level.

After you select a number of players and a spice level, Onyx will ask you for each player's name, sex, and sexual orientation. Onyx will never assign incompatible partners— eg, two straight males, or a straight female to a bisexual female—during any action. (You can change the details about a player during the game by choosing the “Edit Player” command.) You can also choose a game token for the player. This token is the game piece that will represent the player on the game board.

You can also tell Onyx what level of dress each player is starting at. It's most fun to start fully clothed, but you don't have to.



Enter information for player 1

enter player profile

Name: Robert

Sex

☒ Male ☐ Female

Orientation

☒ Straight ☐ Bi ☐ Bi-curious ☐ Gay

Starting Dress:

Token:

Show Advanced Options and Roles

OK

### Choosing a Sexual Orientation

Onyx lets you specify one of four sexual orientations: Straight, Bi, Bi-Curious, or Gay.

Straight, Bi, and Gay are self-explanatory. But what does Bi-Curious mean?

If you choose "Bi-Curious," Onyx will treat you as "mostly straight." You will be paired with opposite-sex partners for most actions. However, you may be paired with same-sex partners (if there are any who are of the right sexual orientation) for mild actions. Basically, you may kiss or make out with same-sex partners, but you won't do more than that.

## Playing the Game Continued

### Advanced Player Options

The Edit Player Information has an option to show advanced options. If you click it, the window will expand to show you additional information and options that you can set.

Enter information for player 1

**enter player profile**

Name:

Sex:  
☒ Male ☐ Female

Orientation:  
☒ Straight ☐ Bi ☐ Bi-curious ☐ Gay

Starting Dress:

Token:  

<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Hide Advanced Options and Roles

**roles**  
define the roles you are willing to play in scenarios and actions. Mouse over roles to see what they mean.

☐ Dominant ☐ Pain-Giving  
☒ Submissive ☒ Pain-Receiving  
☒ Restrained ☒ Blindfolded  
☒ Forceful ☒ Resisting  
☐ Humiliation-Giving  
☐ Humiliation-Receiving

☒ This player may orgasm  
☒ Use Custom Spice Level:

OK Load Profile Save Profile

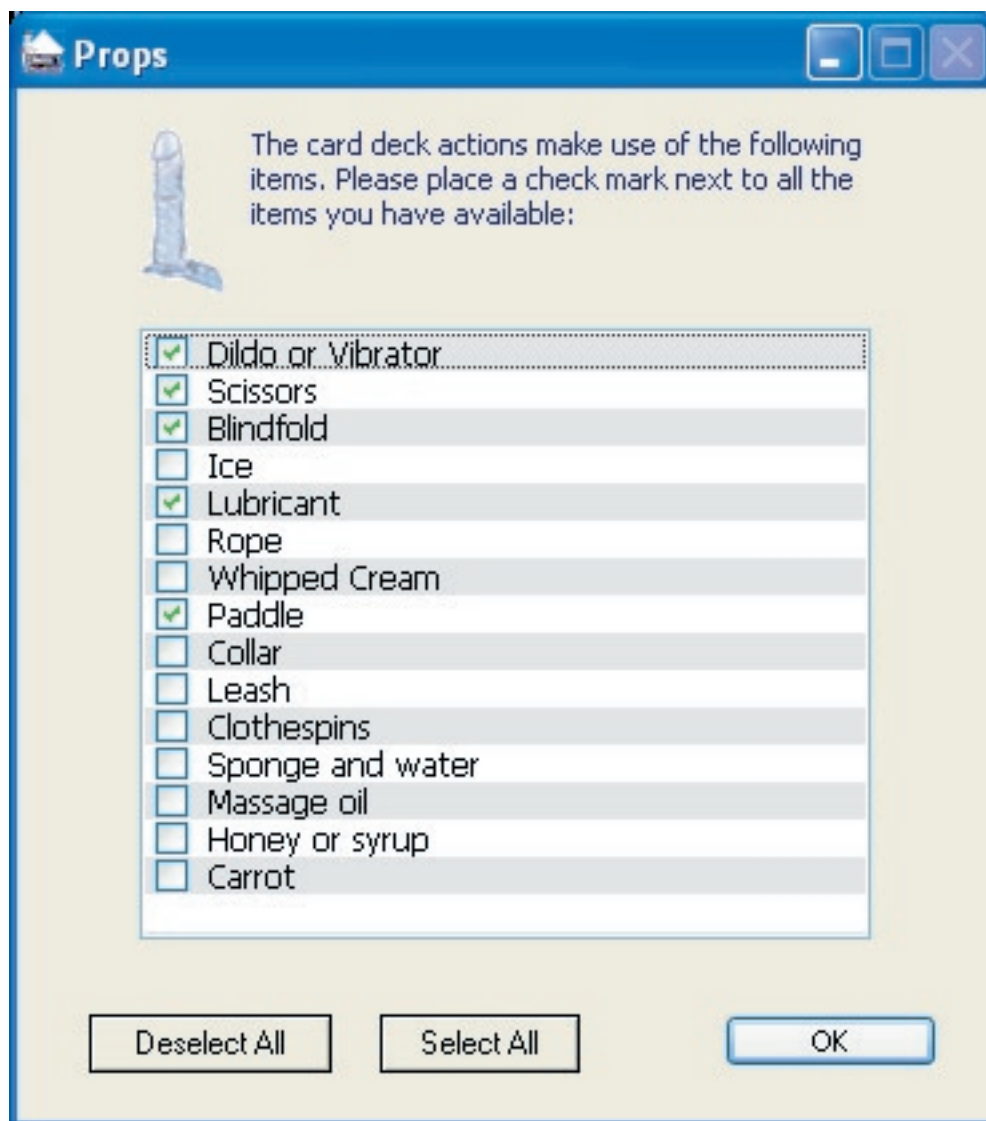
Here you can set **roles**, which will determine the kinds of activities you're willing to participate in in role-playing scenarios; you may set whether or not you're willing to be involved in actions that will result in you reaching orgasm; you may set a custom spice level; and, if you choose, you may save your player profile or load a saved profile.

When you're selecting roles, you can hover the mouse pointer over each role to see a brief description of what it means. The roles should be self-explanatory, and if you want, you can change them (or any other player profile information) later in the game.

## Playing the Game Continued

---

Once all players have entered their names and information, Onyx displays the game board on the screen and begins to load the card decks into memory. The card deck files are encrypted, so this may take a few seconds as Onyx decrypts the cards. Onyx then shuffles the decks, draws the players' tokens on the board, and displays a "prop list" for the cards.



Some actions in Onyx require the use of various props, such as blindfolds, dildos, and so on. The props that are needed by a particular card deck will be listed in the Props window. Plce a chackmark next to all the props you have available. Onyx will not draw cards that require props you don't have handy.



# Playing the Game Continued

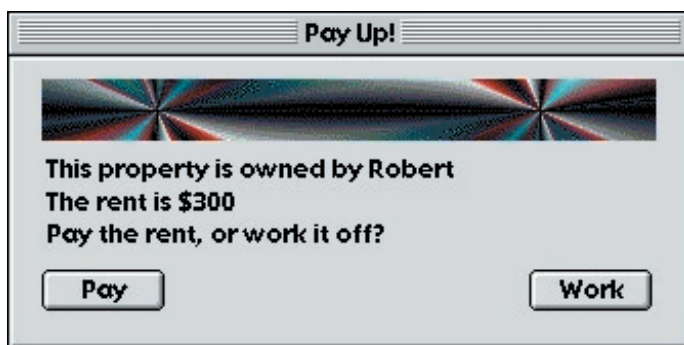
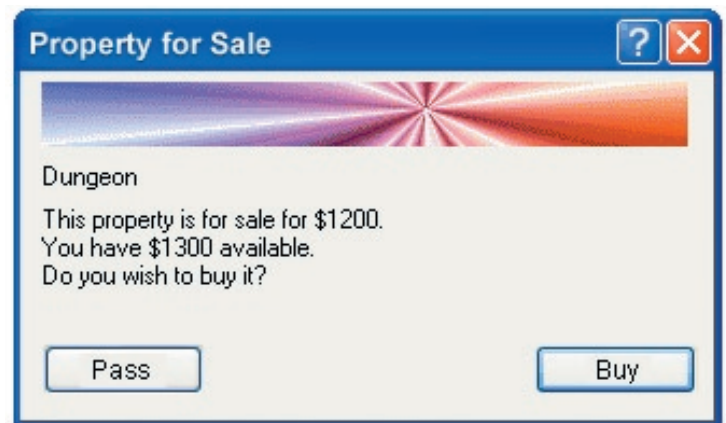
---

## Playing the Game

The players take turns during the game. When a player's turn comes up, that player's name is displayed under the game board, the player's token is highlighted on the board and his or her name turns red in the player list in the center of the board. At this point, the player can choose to sell or mortgage any properties he or she owns by selecting "Sell Property" or "Mortgage Property" from the Game Control menu.

When the player is ready to move, he or she clicks on the "Roll" button. Onyx then rolls two dice, displays the result, and moves the player that number of spaces clockwise around the board. Several things can happen when the player has finished moving, depending on what kind of square the player has landed on.

**PROPERTY SQUARE:** Most of the squares on the game board are property squares. When a player lands on a property square, Onyx checks to see if that property belongs to someone. If not, Onyx then determines if the player who landed on the square has enough money to buy it. If that player does not have enough money, the turn is over and Onyx goes to the next player. If the player has enough money, Onyx will ask the player if he or she wants to buy the property. If the player chooses not to buy, the turn is over. If the player buys the property, Onyx deducts the price from the player's Bankroll, draws the player's name on that square, and then the turn is over.



If a player lands on a property that is owned by someone else, Onyx checks to see if the player and the owner are sexually compatible and if the player can afford to pay the rent. If they are compatible and the player can afford rent, Onyx offers a choice: pay the rent or work off the debt. If the player chooses to pay, then the amount of the rent is deducted from the player's bankroll and added to the owner's. If the player chooses to work off the debt, Onyx draws an Action card that describes what the player must do in order to discharge the debt. Usually, this involves

some action for the owner's pleasure; anything that is allowed under the current spice level is possible.



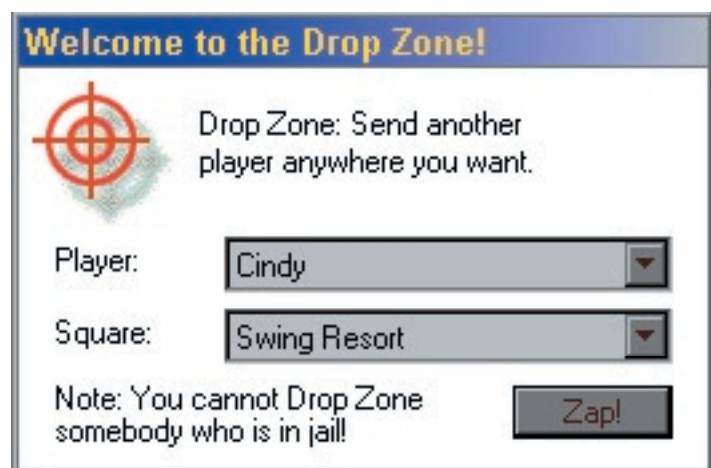
## Playing the Game Continued

---

If the players are sexually compatible and the player doesn't have enough money to pay the rent, Onyx makes that person work off the debt by drawing an Action card. If the players are not sexually compatible, Onyx makes the player pay the owner the appropriate amount of rent. If the players are not sexually compatible and the player can't afford rent, then that player is in trouble! He or she has no way to discharge the debt, and is immediately sent to Debtor's Prison to serve out a term of community service.

Once the rent has been paid or worked off, the player's turn is over.

**DROP ZONE SQUARE:** If a player lands on Drop Zone, that player can choose anyone he or she wants, and send that player to any square on the board, including Debtor's Prison. The player who has been Drop Zoned will move immediately to that square the next time that player's turn comes up. Players who have been Drop Zoned do not pass Start and do not receive their paycheck, unless they have been Drop Zoned onto the Start square itself. Players who are already in Debtor's Prison can not be Drop Zoned!



**FATE SQUARE:** When a player lands on Fate, Onyx draws a Fate card for that player. Most of the Fate cards cause a player to gain or lose money (a player might win a lottery, or have his pocket picked.) The player may not Opt Out of the card. Fate cards can also instruct the player to tell the other players something about himself or herself, or cause some other random whim of good or bad luck to fall on the player's head; some of these cards give the player an option to Opt Out. Fate cards do not describe sexual actions.

**TORTURE CHAMBER:** When a player lands here, Onyx draws a Torture card. This card describes an action designed to frustrate, torment, or harass the player, and may assign one (or more!) other players to act as the torturer and carry out the action. Any player involved in the action may choose to Opt Out.

**CENTER STAGE:** This is a square which causes the player landing on it to be put on display. Onyx draws a Center Stage card that describes an action where the player is the center of attention. This may involve all the other players servicing that player in some way (by feeding him or her grapes, for example,) or it might describe an action that the player must do for the entertainment and amusement of the others. Again, any player involved in the action may choose to use an Opt Out.

## Playing the Game Continued

---

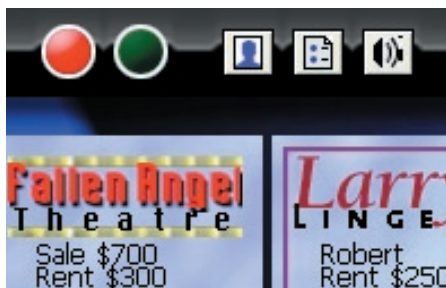
**RANDOM ENCOUNTER:** This is an “illicit tryst” square. When a player lands on Random Encounter, Onyx chooses a sexually compatible partner at random and draws an Action card for the two of them. Either of them may choose to Opt Out.

**ZEN:** This is a freebie square. The Wise Old Zen Master lives here, and he’ll dispense sage advice to any player who lands here.

**START:** This is the square players start on. When a player passes over this square, that player will receive either an Opt Out or a paycheck; Onyx will ask which one the player wants. If a player is lucky enough to land on Start, that player gets both a paycheck and an Opt Out. Note that players can’t have more than three Opt Outs; a player who has three Opt Outs will automatically be given a paycheck.

Players who pass Start will also be required to pay the maintenance fees on their properties, if any, and make the mortgage payments on any properties with mortgages. Players who cannot pay their maintenance fees are sent to Debtor’s Prison; players who can’t make their mortgage payments immediately lose all their mortgaged properties!

### Red Light/Green Light



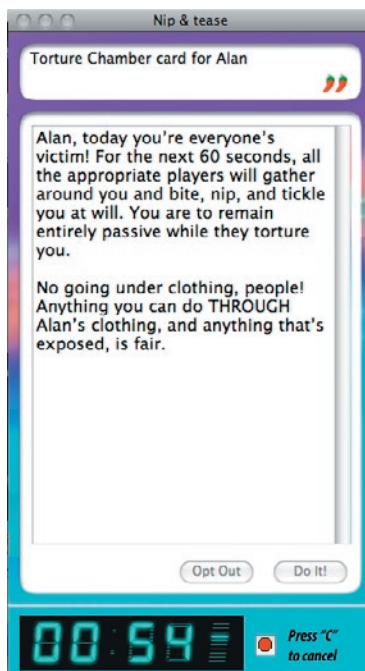
In the corner of the screen, Onyx will display a red and green light on the board. As long as this light is red, Onyx will not draw any cards which allow any players to reach orgasm. When the light turns green (several moves after everyone gets naked), Onyx may draw a card which will allow the players to reach orgasm. (A green light doesn’t mean that Onyx WILL draw a card that allows orgasm; only that it CAN.) As soon as someone participates in an action that results in orgasm, the light will turn red again for a few more turns.

You may set the minimum number of turns that must pass before Onyx will again allow a card which causes orgasm by using the Orgasm Delay menu item under the Game Control menu. This command is discussed below.

### Optional Rules

From the Deck menu, you can choose two optional rules if you want, “Doubles Rules” and “Money Rules.” If you choose Doubles Rules, then anyone who rolls doubles on the dice (for example, anyone who rolls two 4s or two 6s) gets to move again. If you choose Money Rules, then any money that gets paid in fines (for example, any money that a player loses because of an Action card) goes into the Zen square. A player who lands on the Zen square gets tha money.

## Playing the Game Continued



### The Timer

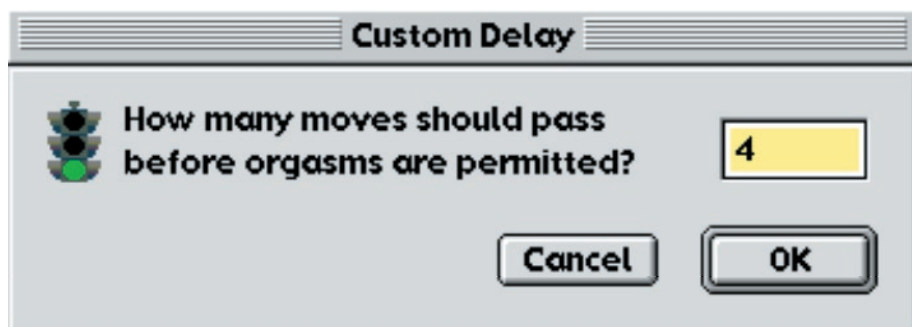
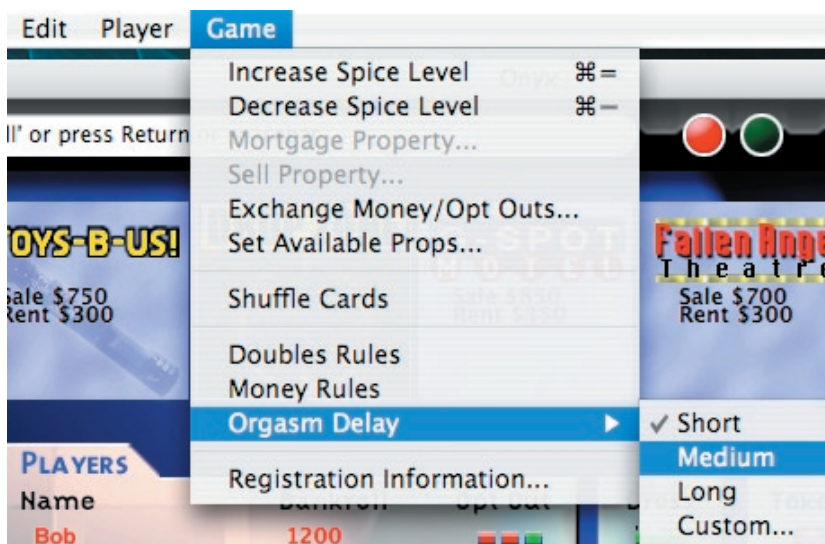
Some cards describe actions that the players should do for a certain amount of time. These cards will automatically cause a timer to start if the players don't Opt Out. The timer will count down the time and then beep to indicate that the action is over. Pressing the "C" key on the keyboard or hitting the stop sign next to the timer will cause the timer to stop.

## GAME CONTROLS

Onyx has other features that you may want to use, located under the Game Control menu as follows:

**Orgasm Delay:** This command allows you to tell Onyx how many turns must pass before Onyx is allowed to draw a card which results in a player having an orgasm. Normally, the minimum number of turns is 4; this is a "short" delay. If you specify "Medium," the minimum number of turns is 6; if you specify "Long," the minimum number of turns is 8. You may also specify a Custom number of turns, which can be any number of turns that you want.

**Mortgage Property:** The Mortgage Property command allows the player to mortgage a properties he or she owns and the Sell Property command allows the player to sell a property to



## Playing the Game Continued

---

another player, or back to the bank.

When a player chooses Mortgage Property, he or she immediately gets the purchase price of the property added to his or her bankroll. The mortgage must be paid back over the space of five trips around the board. Each time the player passes Start, one-half of the purchase price of the mortgaged property is deducted from his or her bankroll. The normal maintenance fees must still be paid as well. Mortgaging property is very expensive!

If a player does not have enough money to pay for the mortgage on a property, that player immediately loses all of the properties he or she has mortgaged! Properties that are repossessed return to the Bank, and may be purchased by other players.

**Sell Property:** A player can sell a property to another player by choosing “Sell Property” from the Game Control menu. The owner selects which player is buying the property, and for how much. The owner may also choose to sell the property back to the Bank; the Bank always pays 1/2 the normal purchase price for a property. A property cannot be sold if it is mortgaged!

**Shuffle Cards:** This command forces Onyx to reshuffle the cards right now. (Normally, Onyx reshuffles the cards whenever there aren't any playable cards left in the deck.)

**Leave Game:** This command will make the current player leave the game.

### ENDING THE GAME

Onyx is not a competitive game; there is no way to “win.” A game will end in Normal mode if one person leaves the game and that would leave other players with no partners, or if somebody leaves the game and there are only two players in the game. To exit the game, choose Quit from the File menu.

## Registering the Game

---

If you downloaded the shareware version of Onyx from the Internet or you have the shareware version of Onyx on CD, you can play the game, but you cannot register the game until you pay the shareware registration fee and obtain a serial number.

The unregistered version of the game has some limitations. It can only be played on Spice Level 1 or Spice Level 2, and it can only be played with the shareware card decks—you cannot use other card deck files or create your own card deck files.

When you receive a serial number, you can use it to unlock all of Onyx's features.

If you have a serial number, you can enter it by choosing the “Registration Information” command from the Game Control menu. There will be a “Register” button in the window that appears. Click on Register, then enter your name and serial number. You must enter the serial number exactly, including upper or lowercase characters, spaces, and dashes!

If your serial number is correct, you will see a dialog box thanking you for registering Onyx. All of the Onyx features will now be unlocked.

If you do not see a “Register” button in the Registration Information window, then this copy of Onyx is already registered.

When you play a registered version of Onyx, your name will appear in the splash screen and in the About window.

## Using Additional Card Decks

---

Onyx allows you to use additional “card deck” files with different actions in them. You can only use additional card decks with the registered version of Onyx.

To select different card deck files, choose “Preferences” from the Edit menu (Windows, Linux, or Mac OS Classic) or from the application menu (Mac OS X). Onyx will give you a dialog window showing which files it is using for each type of deck right now. You can use the “Chose” button to select additional decks. The decks you choose will be remembered the next time you run Onyx.

**IMPORTANT:** Unregistered versions of Onyx will only work with the card decks that came with the program. The card decks that come with the shareware version are smaller than the full distribution decks. Also, you will not be able to use the Card Editor until you register Onyx.

## **Using Additional Game Board Graphics**

---

Onyx allows you to use different graphics for the game board. To load a different game board graphic, select “Open Interface...” from the File menu, and locate the game board image you wish to use.

A game board is simply a .BMP file with a resolution of 600 pixels by 400 pixels. You can, if you wish, create your own game board graphics in a graphics program such as Adobe Photoshop or PC Paintbrush. Save your image as a 600x400-pixel BMP file.

## **Support and Copyright**

---

Onyx is copyright 1996-2009 by Franklin Veaux; all rights reserved. You may make copies of Onyx for others, provided that: 1) You do not charge money for it; 2) You distribute it unmodified, with all original documentation and Card Deck files; and 3) you do not distribute the serial number or the registered version of Onyx.

Documentation by Andrea Longo and Franklin Veaux.

Visit the Onyx support Web site at  
**<http://www.symtoys.com>**