

he Options menu

Sexual Orientation

The 'Sexual Orientation...' menu item will allow the player currently selected in the 'Players' menu to designate a sexual orientation of either heterosexual, bisexual or homosexual. All subsequent punishments, rewards and surprises will take into account the player's stated sexual orientation.

Sexual Fetishes

The 'Sexual Fetishes...' menu item will allow the player currently selected in the 'Players' menu to designate a set of sexual fetishes that he or she subscribes to.

Most punishments or rewards involve fairly 'standard', non-fetish activities, such as kissing or removing pieces of clothing. However, if the 'Include Fetishes' game option is activated (see below) then additional punishments, rewards and surprises are brought into play that involve various fetishes. Only the players who select fetishes using this menu item will receive fetishist punishments, rewards and surprises, and then only if the 'Include Fetishes' option is activated.

Note that in the unaltered files distributed with the program relatively few of the punishments, rewards and surprises are fetishes, so fetishes will occur only infrequently.

Game Options

While the above two menu items customise the environment for individual players, the 'Game Options...' menu item sets options that apply to all players. The 'Game rating' options allow the participants to limit the game to G-rated cards only; G- and R-rated cards only; or G-, R- and X-rated cards. The three ratings have the following broad properties:

G-rated: This limits the range of sexual activities to the fairly tame level of kissing, cuddling and removing pieces of clothing. Most punishments,

rewards and surprises in the files distributed with the program are G-rated.

R-rated: This includes more intimate activities that may involve physical contact with someone else's naked body.

X-rated: This includes even more intimate activities.

If you write your own cards it would be consistent to try to maintain these conventions. See the 'Writing your own cards' section of this manual for information on how to specify a card's rating.

Please do not distribute the game with any but the standard set of punishments, rewards and surprises, though. Lets face it, if your favourite pastime involves a length of rubber hose, a tub of grease and a tame yak, I really don't want them distributed under my name!

When the game first begins you may wish to have the game's rating set to G-rated. Then as the game progresses, you may wish to spice things up a little by changing the setting to G- and R-rated or even G-, R- and X-rated.

The 'Game length' option determine how many punishment cards will be dispensed by the computer before the supply of punishments is said to have been used up (typically around 20-30, but it depends on the number of players). Once no punishment cards remain, those players losing a trick are limited in their choices to removing a piece of clothing or taking a reward card. The intention here is to prevent the game from drawing on endlessly. Once the game has started the game-length parameter cannot be changed; all other settings in this dialog box can be changed at any time.

The 'Surprise cards' options determine the frequency with which play will be interrupted by a surprise card. Such cards contain instructions that might be directed at all players at once, or at only one or two players; they may be pleasant or punishing.

If the 'Include fetishes' check box is selected then those players who have nominated sexual fetishes in the 'Sexual fetishes...' menu item have the possibility of receiving such cards when next they draw a punishment or reward card. The frequency with which they are drawn will depend upon their prevalence in the card sets. If the 'Include fetishes' check box is not selected then no players will receive fetish cards — regardless of their settings in the 'Sexual Fetishes...' menu item.

If the 'Stop as soon as first player loses' check box is selected then the game will finish the first time any player 'loses'. See the 'Losing the game' section of this manual for more details.

If the 'Censor nude pictures' box is checked then those pictures in the various dialog boxes (such as the opening screen) that depict female nudity will be censored.

The 'Play the "Gasp!" sound...' section of this dialog allows you to choose when, if ever, the sexy 'Gasp!' sound is played.

Set Parameters

This dialog allows you to change various parameters used within the game — parameters such as the cost of taking a reward, or the cost of playing the dice game.

While the default values are carefully chosen to give the game the correct pace, you may, nonetheless, after having played the game a few times, wish to alter some of them to suit your own tastes. These changes are saved in the preferences file between games.

Set Password

As discussed elsewhere in this manual, you may wish to add a password to Strip-Mac! such that the game will not run unless the password is first entered. This command will let you specify such a password — or modify or delete a password if one already exists.

The password is by no means secure — it is written unencrypted into the game's preferences file and can be defeated simply by deleting the file. Its purpose is simply to keep Strip-Mac! out of the hands of children if you happen to feel that it's not the type of thing that they should be exposed to.

Show Descriptions

This command will only be selectable from the Options menu if you are playing against one or more randomly generated opponents. When selected, it displays a dialog giving you a brief computer-generated description of each of your virtual opponents.

Specify available male clothes

Specify available female clothes

When selected these commands will bring up a dialog box that lists the items of clothing that are available to dress the male and female players. Buttons are available to add items, delete items and rename items. For example, players in the United States may wish to rename 'jumper' to 'sweater'.

Note that a maximum of 24 items of clothing may appear in each list. Values added to the lists are saved between games in the game's preferences file. If you wish to discard your alterations to the list you can always revert to the default list by hitting the (you guessed it) 'Revert to default list' button.

Note that these commands are only available before the 'New Game' command has been selected from the File menu.

Specify parts for the BM macro

Specify parts for the BF macro

As explained in the 'Writing your own cards' section of this manual, when included in a card the <BM> macro expands to a male body part. Similarly the <BF> macro expands to a female body part.

When selected these commands will bring up a dialog box that lists the selection of body parts that these macros may expand into. Buttons are available to add items, delete items and rename items. Note that a maximum of 40 items may appear in each list. Values added to the lists are saved between games in the Preferences file. If you wish to discard your alterations to the list you can always revert to the default list by hitting the 'Revert to default list' button. Clever, no?

The Players menu

Choose a Random Player

This command will display the name of a randomly selected player. All names have equal chance of selection. You may also choose to limit the selection to players of a particular gender.

I Don't Like This Card!

If you are required to take a punishment and are given one that you really don't want to do — never fear — you do have a chance for salvation. If you select the 'I don't like this card!' command while the punishment is still on the screen, you might get lucky and be let off. The possible outcomes of selecting this command are listed below, together with their probability of appearance.

Probability	Response
10%	You may ignore this card.
20%	You may ignore this card but must take another.
20%	Sorry, but you must still take this card.
45%	You must take this card AND another one as well!

5% You must take this card AND another two as well!

Note that this menu item can be selected repeatedly until a desired outcome is achieved, however you may end up having to take three or four extra punishments in order to get out of the original one.

Buy Back a Piece of Clothing

At any time, the player whose name appears atop the clothing menu may choose to spend 40 credits (providing s/he has them) to buy back an extra piece of clothing. Remember to indicate which item has been purchased by selecting it in the clothing menu.

Show Players' Status

When selected, this menu item will show how many credits and items of clothing each player currently has. It will also show how many more punishment cards will be dispensed — this is an indication of how much longer the game will continue.