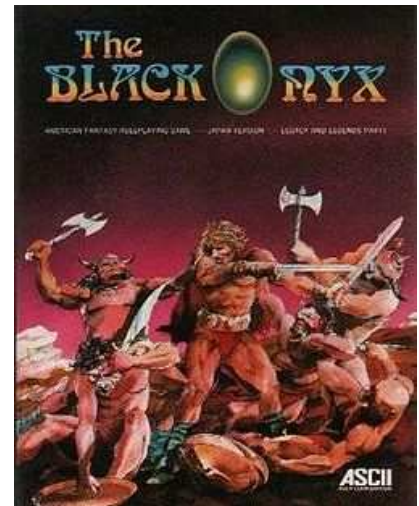


The Black Onyx



Gameplay (from Wikipedia)

The player can create a five-member party, or can ask friendly encounters to join the party to fill empty slots. The party will explore the dungeons under the town of Utsuro to obtain the legendary Black Onyx. Doing so will break the curse which binds the town in eternal night.

The combat system has no concept of distance, so there are no bows or similar missile weapons. There are melee weapons, shields, and armor, however. The hospital in town can offer "examinations" which display the status.

There is a bank in town where the heroes can deposit money. This protects money from thieves; but there is no interest on the deposits, since there is no time system.

The labyrinth under the town has several entrances, each hidden in one of the locations of the town. The labyrinth has six floors corresponding to the six colors the computer can display. These must be solved in the proper order in order to create the stairway to the Black Tower, where the Onyx resides.

Description (from Moby Games)

Rumor says that the legendary Black Onyx, an artifact that grants eternal youth and happiness to those who can find it, lies within the Black Tower near the town of Utsuro. You assemble a party of brave adventurers and venture into the tower, defeating monsters on your way to the great treasure.

The Black Onyx is the very first RPG made by a Japanese company. It is similar in gameplay to early Wizardry and Ultima games with killing monsters and exploring dungeons, with dark, realistic visuals. You create a party (up to five members) and explore a maze-like 3D dungeon, fighting random enemies on the way. You also meet adventurers whom you can convince to join your party. The combat engine is turn-based.

Keys :

C cure
T display text
Q save
A load
H gold

link for maps : <http://www.geocities.jp/galfned/blackonyx/blackonyx01.html>