

# IMAGINings!

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VOL. 3 • NO. 3

## A CLOSER LOOK AT THE *Ruins of Cawdor*<sup>™</sup>

Coming this year for Version 2.4 is a new game for MedievalLand called *Ruins of Cawdor*. Richard Aronson has been developing the game for the past year and a half. We spoke with him in February to learn more about *Ruins of Cawdor*.

### How did it happen that *Ruins of Cawdor* has an Elizabethan theme?

"I thought of 'Macbeth' because I consider it to be the greatest fantasy play ever written and it would be familiar to most people. Especially for new players, having points of reference gives them great comfort."

### What themes appear in the play as well as in the game?

"All the major characters have roles and personality traits much as they appear in the play. Corruption and loyalty appear in the play and the game as well. Plus, the play has great language in it, as well as comedy.

"One of the problems, philosophically, (in role-playing games) is that the best of players is an antihero – not really a villain. And Macbeth was pretty much the first antihero."

### What makes *Ruins of Cawdor* different from other role-playing games?

"The role-playing model is 'find a monster, kill it and take its treasure.' That's a very simple role-playing paradigm. In this game, there are creatures that you don't kill. A really good role-playing game will have

interactions far more complex than combat. And an inspired one usually will have people laughing most of the time, or at least smiling.

One of the objections to the early games was a lack of realism. In the earlier games, you might see a monster and kill it, but when you'd step out of the room and back in, you'd see the monster there again.

In *Ruins of Cawdor*, when you step back into a room after a battle, you get a message about what already happened there.

Also, the character classes are very different. Everyone gets only eight skills and each character class has at least one skill that nobody else gets."

### Who is the ideal game-player for *Ruins of Cawdor*?

"The early levels are playable by someone who has not played a game like this before. In the first room, you'll find incredibly weak monsters that you can kill with your bare hands. In fact, the first creature you'll encounter is not a monster, but a message from a wizard who welcomes you. And the next time you walk into that room, you'll get a different message.

Still, one of the first rooms you can get to is the ruined room, where, if you like, you can spend hours puzzling over the hints. Playing the game according

See "Ruins" continued on page 9

The ImagiNation Network announced new pricing March 1 -

## NEW PRICING!

See page 2 for details.

with more options for membership plans and lower rates for evening and weekend access.



## DID YOU KNOW?

The number of homes in the U.S. with personal computers has grown by almost *four million* since last summer, to 31% of all homes. Overall, about 58% of PC owners have had their computers two years or less.

The survey was conducted by Odyssey LP of San Francisco and quoted in a story published by the *Wall Street Journal*.

# NEW PRICING

## MORE OPTIONS, LOWER RATES

Whether you spend hours online in head-to-head competition, or just go online to keep in touch via E-mail, there's something for everyone with the revised Membership Plans on the ImagiNation Network.

Better still, if you joined the ImagiNation Network before April 15 and switch up to one of the revised Membership Plans, you could win free hours online. A switch from your current plan to the 50 Plan will get you 10 free hours online. Switch up to the 25 Plan and you'll get 5 free hours, and a switch up to the 15 Plan gets you 3 free hours.

Call 1-800-IMAGIN-1 to let us know which Membership Plan you prefer or go to the Member Services Store in the Mall and select "Monthly Membership Packages." You can also select a Membership Plan by responding to the online E-mail announcing new pricing or by writing to Member Services at P.O. Box 1550, Oakhurst, CA 93644. Unless you say otherwise, your previous Membership Plan will be automatically converted to a current Plan at a similar price.

Membership Plan	Included per Month	Each Additional Hour
Welcome Plan	5 hours for \$9.95	\$2.95
10 Plan	10 hours for \$19.95	\$2.75
15 Plan	15 hours for \$29.95	\$2.50
25 Plan	25 hours for \$49.95	\$2.25
50 Plan	50 hours for \$99.95	\$1.95

Hours included in monthly plans and any bonus hours are good during evenings and weekends. Additional time is billed in one-minute increments.

All weekday time from 7 a.m. to 6 p.m. local time Monday through Friday is billed at \$6 per hour. Plan hours not used in any given month do not carry over into the following month.

# The Fates of TWINION NEVER WALK ALONE

Welcome to "The Fates of Twinion," the newest multi-player fantasy role-playing epic on The ImagiNation Network. Join real people in real time as you search for the secrets of a cursed Kingdom buried beneath a live volcano.

Everyone you meet could be a real live person, as literally thousands of people gather each night to experience the multi-player dungeon epic that Strategy Plus Magazine calls "champion among

multi-player fantasy games...a game too big for just one player."

Team up with a Wizard from Wisconsin, a Knight from New Jersey or a Thief from DC. Build your character by completing quests, acquiring spells, and gaining experience as you explore the labyrinths. Talk to Elves, Trolls, Gnomes, Dwarves, Orcs and maybe even a few humans from all over America.

You'll meet the nicest people. Some of them may even let you live.

Take on enemies with a sophisticated combat system, develop a killer inventory, or form monstrous friendships with other adventurers.



Explore a shadowy kingdom and be back in time for bed. It's all in an evening's play.



Order *The Fates of Twinion* from The Mall in ImagiNation or call 1-800-IMAGIN-1.

# IMAGINATION!™

# A SENSE OF BELONGING

## Guilds in ImagiNation

### Why Not Join a Guild?

As you explore the games in MedievalLand – *The Shadow of Yserbius*, *The Fates of Twinion*, and coming soon, *The Ruins of Cawdor*, you'll soon realize the benefits of joining a guild. In order to solve some of the puzzles and move forward, you may need a combination of skills that you just don't have all by yourself.

Guilds in ImagiNation Network games like these exist because you can accomplish more as part of a group than you can alone.

There are dozens of guilds already registered in ImagiNation – each with distinct personalities and group dynamics. Some hold public meetings and some add new members by personal invitation only.

Private guilds are listed in the *Imaginings* Conference Schedule in blue ink, along with the Guild Master's name and E-mail Box number, and the time, day and ImagiNation room name where the group meets. To join a private guild, write to the Guild Master listed and ask permission to join.

Guilds open to the public are listed in black in the *Imaginings* Conference Schedule. With these guild meetings, there's no need to pre-register – just join in at the proper time and place.

For many years, Larry Buchanan, a.k.a. AragornGM, led one of the most popular guilds of all time in MedievalLand. Under his guidance, the Lord of the Rings (LOTR) Guild grew to include more than 100 members.

Buchanan is the author of *The Adventurer's Survival Guide to Twinion*, Sadly, Buchanan's own Guild disbanded earlier this year, but Buchanan remains active in ImagiNation. These quotes are his thoughts on Guilds.

**“If you're taking a newcomer along on a quest, don't just drag them through. Take the time to explain the quest and the story behind it. Give them a sense of purpose in the game.”**

**“If you're going to party together, you've got to party fair. Some people use cheats to change attributes, but the chances of causing other members to crash because you took away too many points is just too great. No cheating!”**

**“The whole purpose of being in a guild is to help each other out so that you can make it through the rough spots.”**

**“Being in that guild was one of the most fun things I'd ever done. I'd get home from work and log in, get a party together and spend 6-7 hours online each night. I'd spend practically all weekend in the Volcano.”**

## ASK



*Fred*

### HEY FRED:

**I'm the host for a new club online in ImagiNation. I already know of a few people who say they will come to the weekly meetings. But I'd also like to have the club listed in *Imaginings*. How do I do this?**

- Leader

Dear Leader:

The first thing to do is register your club with the ImagiNation Network Conference Manager at E-mail Box number 931. Once a month, the Conference Manager contacts the editor at *Imaginings* with an updated list of all of the new clubs, groups and special events. There's really no need for you to write to *Imaginings* with the information about your new club – just register it with the Conference Manager.

### HEY FRED:

**Because I keep a close watch on my budget, I don't want to accidentally log on during the more expensive weekday hours. Is there anything I can do to make sure I don't slip up?**

- PennyPincher

Dear PennyPincher:

It's possible to request that access to your account be blocked during weekday hours. To find out more about this option, call Member Services at 1-800-IMAGIN-1.

*Got a question for Fred, your "In the Know" guy in the ImagiNation Network? Write to Fred in care of Imaginings at E-Mail Box 915 or 577 Airport Blvd., Suite 300, Burlingame, CA 94010.*

## Planning a Club or Guild? Need to Get the Word Out?

Maybe you've already organized a group, club, squadron or guild. Maybe you just want to test the waters and see who might be interested in joining you for a special event.

Whatever the case, you must register your group with the ImagiNation Network Conference Manager before your listing can be included in the Conference Guide in *Imaginings*.

Fortunately, doing this is very easy. Just write to the Conference Manager at E-mail Box 931. You'll get a survey asking you some basic information about the group. Once you've filled out the survey and sent it back, you'll be given an official time and room where you can meet.

Every month, the Conference Manager prepares an updated list of conferences that includes all the groups, clubs, squadrons and guilds that are pre-registered, and sends this list to *Imaginings*.

That's all there is to it, but if you have questions, write to the Conference Manager at E-mail Box 931.

# April

is High Scores Month!

Let April showers bring you good luck with "April is High Scores Month" in ImagiNation.

We're giving prizes every week for the 10 members who get the highest scores in Red Baron™, 3D Golf™, Mini-Golf™, Paintball™ and NTN Trivia™. That's 10 prizes per game per week, for a total of 200 winners for the four week contest!

The contest starts Sunday, April 2nd, and continues through April 29th. Each week, we'll clear the high scores from the boards to track the leaders from week to week.

To avoid duplication, names will only be tallied once. Your top score is the only one that counts, no matter how many times your name might appear on a listing, or in how many rooms your name might appear.

Prizes include:

- 1ST PLACE: 10 FREE hours online in ImagiNation**
- 2ND PLACE: 9 hours**
- 3RD PLACE: 8 hours**
- 4TH PLACE: 7 hours**
- 5TH PLACE: 6 hours**
- 6TH PLACE: 5 hours**
- 7TH PLACE: 4 hours**
- 8TH PLACE: 3 hours**
- 9TH PLACE: 2 hours**
- 10TH PLACE: 1 hour**

**OK,** here's the fine print:  
No player will be able to win more than 20 hours total during the four week contest.

**Fair is fair, after all.  
Now, ready, set, WIN!**

## LONG DISTANCE OPERATOR!

Because of recent changes in the telephone industry, many telephone companies nationwide are switching to a new standard that allows callers to make some toll calls without dialing "1" before the telephone number.

If you want to avoid making a toll call when dialing into the ImagiNation Network, check with your local telephone company *before* you dial.

Remember that our Member Services department has no way to check for certain whether specific access codes are long distance toll calls for your area.

Only your local telephone company can tell you for certain which calls are within your local calling area. Check your White Pages telephone directory for the number to call for more information.



# Anyone can make it to the Top.



### Staying There Isn't Just Kid's Stuff.

Play PaintBall™ much? How about 3-D Golf™, Red Baron®, or MiniGolf®? Just because you made it to the top once doesn't mean you can stay there. Take back your top score in SierraLand!  
And remember, each room has its own High Scores list.

# IMAGINATION!

## POSTINGS!

There's something for everyone on The ImagiNation Network Bulletin Boards. But if you don't see everything you're looking for, send your ideas for new Bulletin Boards to E-Mail Box 937 or post them in the Private Notes to the Host bulletin board found in all rooms of the Clubhouse.

### INN HELP ROOM

General Interest  
 INN Bulletin Board List  
 INN Member Get-Togethers  
 INN Special Events  
 Member to Member  
 Prodigy Game Point  
 Quotations  
 Suggestions  
 Write for Tech Support

SciFi RPGs  
 Star Trek  
 Wing Commander RPG

### SINGLES CLUB

Books  
 Classic Rock  
 Debates  
 Life in the 90s  
 Movies  
 Single Parents  
 Stratego Strategy  
 Television

### TECH TOWER

Computer Audio  
 Computer Ethics  
 Electronics  
 Hardware  
 Programmers' Forum  
 Science  
 Software  
 TechNotes

### TEEN HANGOUT

Friend-to-Friend  
 General Discussion

# BULLETIN BOARDS

### ALL CLUBHOUSE ROOMS

Info from ImagiNation  
 Private Notes to the INN Host

### BACKGAMMON DEN

Backgammon League  
 BG Announcements and Rules  
 BG League Standings  
 BG Strategy  
 Brain Teasers  
 General Discussion  
 Hobbies and Crafts  
 INN BG Tournaments  
 The Arts

### BRIDGE CLUB

Bridge Club Activities  
 Bridge World Standard  
 Conventions and Treatments  
 General Discussion  
 How Do You Bid This Hand  
 Kantar's Korner  
 Partnership Desk  
 Post Tourney Results Here  
 Tournament Info and Winners  
 Tourney and Lesson Sign-ups

### BRIDGE PARLOR

ACBL Standard Game Card  
 Bidding Panel  
 Bridge Club Activities  
 General Discussion  
 Ladder Rounds  
 Ladder Standings  
 Novice Exchange  
 Partnership Desk  
 Sheinwold on Bridge

### CARD CRIB

Anime  
 Arcade Games  
 Comic Books  
 Computer Games  
 Crib Challengers  
 Cribbage Ladder Board  
 Home Video Games  
 Science Fiction  
 Sierra Games

### CHESS CLUB

Chess Chat  
 Chess Club Administration  
 Chess Tournaments  
 Chess Workshop  
 Friday Night Fights  
 Great Chess Games  
 INN Chess Club Welcome  
 Ladder Rounds  
 Players List and Standings

### EUCHREVILLE

Euchre Chit-Chat  
 Euchre Ladder  
 Euchre Tournaments  
 General Discussion  
 Poetry  
 Writers' Circle

### FLIP N CHECKERS

Add-A-Comment Corner  
 BlackJack League  
 Checker Challenge  
 Checkers Ladder  
 FlipFlop Ladder  
 INN Checkers Tournaments  
 One-Game Cribbage Ladder  
 Serious Add-A-Chapter

### GO-MAGES DEN

GO General  
 GO Players List  
 GO Rules  
 GO Tournaments  
 Misc. Trading Card Games  
 MTG General  
 MTG 1-Game Ladder  
 MTG 3-Game Ladder

### HEARTS CLUB

Disability Issues  
 Gardening  
 Genealogy Explorers  
 Hearts Ladder  
 Music  
 Partner Ladder  
 Recipes  
 Teachers' Forum

### INN UNIVERSITY

Class Sign-ups  
 General Discussion  
 INN Shorthand <ROFL>  
 Schedule of Classes  
 Self-Help Discussion  
 Suggestions for Classes  
 University Announcements

### MARRIED LIFE

Family Values  
 Making Marriage Work  
 Palace Wit and Humor  
 Parenting  
 Prayer Requests  
 Rhyme and Rhetoric  
 Soap Operas  
 Twelve-Step Programs

### MYSTIC PORTAL

Astrology  
 Clairvoyance  
 Dreams and Interpretations  
 General Discussion  
 Hauntings  
 Martial Arts Discussion  
 Mythology  
 Parapsychology  
 Sightings  
 Spiritualism

### PILOTS LOUNGE

Air Tactics  
 Flight Sims  
 General Discussion  
 INN Tournaments  
 Ladder Tournaments  
 Pilots and Squads Wanted  
 Pilots Proving Grounds  
 Sky Wars Tournaments

### RPG ZONE

Electronic RPGs  
 Fantasy RPGs  
 GM-Players Forum  
 Multi-Genre RPGs  
 New Card Ideas  
 OOC  
 RPG Schedule

### SINGLES DEUX

Current Events  
 Environmental Issues  
 Ethics  
 Philosophy  
 Politics  
 Religion

### SINGLES SPOT

Breaking Up  
 General Discussion  
 Meeting People in the 90s  
 Romance  
 Singles  
 String Along Story Spot

### SPADES PLACE

Card Games  
 Cars and Cycles  
 General Discussion  
 Investments  
 Pets  
 Spades Strategy

### SPADES TOO

Collectibles  
 General Discussion  
 Ham Radio  
 Jam Session  
 One-Game Ladder  
 The Dating Game  
 Three-Game Ladder

### SPORTS DEN

Baseball  
 Basketball  
 Fantasy Sports League  
 Football  
 General Sports  
 Hockey  
 Paladins MLand Tourney Info  
 Soccer  
 Twinion Strategy  
 Yserbius Strategy

Gobbledygook  
 Heavy Metal Music  
 Progressive Rock Music  
 Rap Music

### TOURNAMENTS

3-D Golf Tournament  
 Boogers Tournament  
 Cribbage Tournament  
 FlipFlop Tournament  
 Hearts Trny Sign-ups/Results  
 INN Spades Tournament  
 MiniGolf Tournament  
 Poker Tournament  
 SneakATac Tournament  
 Stratego Tournament  
 Tournament Rules/Matches  
 Tourney Info and Champions

### TRIVIA HAVEN

Lemmings Leap  
 Name That Oldie  
 NTN Chat  
 NTN Trivia Info  
 Tangled Triviot's  
 Trivia  
 Trivia Announcements  
 Trivia B&B  
 Trivia Scores  
 Trivia Game Rules and Schedule  
 Triviot Games

### WELCOME ROOM

Welcome  
 General Discussion  
 Questions on Membership  
 INN Bulletin Board List  
 INN the Know - Tips 2 Have Fun  
 INN Membership Get-Togethers  
 INN Shorthand <ROFL>  
 INN Class Schedule

**SUNDAY      MONDAY      TUESDAY      WEDNESDAY      THURSDAY      FRIDAY      SATURDAY**

# Conference Guide

**Computers & Games**

10 a.m.  
**On Computers**  
TECH TOWER  
(Taven+ 82551)

7 p.m.  
**Virtual Reality SIG**  
TECH TOWER  
(REALITY 80456)

**!!!HELP!!!**

## New to ImagiNation?

Saturdays and Sundays from 10 a.m. to 5 p.m. Pacific time, get the information you need to navigate the world of ImagiNation. These special classes for new members start at the top of each hour in the **HELP ROOM**.

5 p.m.  
**Programmers Palace**  
SPORTS DEN  
(Zack 47973)

6 p.m.  
**DOOMsters**  
TEEN SCENE  
(KillerCow 74535)

**Computer Gaming Club**  
TEEN HANGOUT  
(Arcane 118133)

7 p.m.  
**PC Flight Simulators**  
CHESS CLUB  
(Avalance 30559)

7 p.m.  
**OS/2 Users Group**  
SPADES TOO  
(FrankW+ 21493)

6 p.m.  
**VGPA**  
CARD CLUB  
(LCCChris 37788)

10 a.m.  
Beginning BBS'ing  
TECH TOWER  
(Ren+ 58848)

**Games & Strategies**

6 p.m.  
**TTG Trivia Madness**  
TRIVIA HAVEN

8 p.m.  
**TTG Trivia Madness**  
TRIVIA HAVEN

7 p.m.  
**TTG Trivia Madness**  
TRIVIA HAVEN

8 p.m.  
**TTG Trivia Madness**  
TRIVIA HAVEN

7 p.m.  
**TTG Trivia Madness**  
TRIVIA HAVEN

8 p.m.  
**TTG Trivia Madness**  
TRIVIA HAVEN

8 p.m.  
**TTG Trivia Madness**  
TRIVIA HAVEN

9 p.m.  
**TTG Trivia Madness**  
TRIVIA HAVEN

6 p.m.  
**TTG Trivia Madness**  
TRIVIA HAVEN

**Bridge Clinic**  
BRIDGE CLUB  
(BridgeDr+ 83491)

7 p.m.  
**TTG Trivia Madness**  
TRIVIA HAVEN

8 p.m.  
**TTG Trivia Madness**  
TRIVIA HAVEN

9 p.m.  
**TTG Trivia Madness**  
TRIVIA HAVEN

5 p.m.  
**PBP Team Conference**  
SINGLES DELUX  
(PBPKickar 83713)

6 p.m.  
**TTG Trivia Madness**  
TRIVIA HAVEN

7 p.m.  
**TTG Word Play Madness**  
TRIVIA HAVEN

8 p.m.  
**TTG Trivia Madness**  
TRIVIA HAVEN

9 p.m.  
**TTG Trivia Madness**  
TRIVIA HAVEN

6 p.m.  
**TTG Trivia Madness**  
TRIVIA HAVEN

7 p.m.  
**TTG Trivia Madness**  
TRIVIA HAVEN

**Chess Club Business**  
CHESS CLUB  
(INNKevin + 833)

8 p.m.  
**TTG Trivia Madness**  
TRIVIA HAVEN

9 p.m.  
**TTG Trivia Madness**  
TRIVIA HAVEN

11 a.m.  
**Go Club**  
FLIP N CHECKERS  
(XeonSKyu 38502)

7 p.m.  
**TTG Trivia Madness**  
TRIVIA HAVEN

8 p.m.  
**TTG Trivia Madness**  
TRIVIA HAVEN

9 p.m.  
**TTG Fast & First Trivia**  
TRIVIA HAVEN

10 p.m.  
**TTG Trivia**  
TRIVIA HAVEN

**INN University**

11 a.m.  
**Beginning Internet**  
INN UNIVERSITY  
Box 704

Noon  
**Cribbage**  
INN UNIVERSITY  
Drop In

1 p.m.  
**Twinion**  
INN UNIVERSITY  
Drop In

1:30 p.m.  
**Spades**  
INN UNIVERSITY  
Drop In

3:30 p.m.  
**Windows Applications**  
INN UNIVERSITY  
Box 764

4 p.m.  
**Euchre**  
INN UNIVERSITY  
Drop In

5 p.m.  
**Quicken**  
INN UNIVERSITY  
Box 767

**Hearts**  
INN UNIVERSITY  
Drop In

**Visual Basic**  
INN UNIVERSITY  
Box 772

**Creating Doom Wads**  
INN UNIVERSITY  
Box 781

6-8 p.m.  
**Homework Help**  
INN UNIVERSITY  
Drop In

6:30 p.m.  
**Tech Corner**  
INN UNIVERSITY  
Drop In

**Beginning DOS**  
INN UNIVERSITY  
Box 793

**Sierraland**  
INN UNIVERSITY  
Drop In

7 p.m.  
**Cribbage**  
INN UNIVERSITY  
Drop In

8 p.m.  
**Spades**  
INN UNIVERSITY  
Drop In

5:30 p.m.  
**Windows**  
INN UNIVERSITY  
Box 727

6 p.m.  
**C++**  
INN UNIVERSITY  
Box 735

**Genealogy**  
INN UNIVERSITY  
Box 722

6:30 p.m.  
**Euchre**  
INN UNIVERSITY  
Drop In

7 p.m.  
**INN Games**  
INN UNIVERSITY  
Drop In

7:30 p.m.  
**Advanced Internet**  
INN UNIVERSITY  
Box 754

**Newbie Class**  
INN UNIVERSITY  
Drop In

3-5 p.m.  
**Homework Help**  
INN UNIVERSITY  
Drop In

4:30 p.m.  
**Backgammon**  
INN UNIVERSITY  
Drop In

5 p.m.  
**Spanish**  
INN UNIVERSITY  
Box 734

**Hearts**  
INN UNIVERSITY  
Drop In

6 p.m.  
**Beginning ASM**  
INN UNIVERSITY  
Box 745

**MS Works**  
INN UNIVERSITY  
Box 715

**OS2**  
INN UNIVERSITY  
Box 726

7 p.m.  
**Word for Windows**  
INN UNIVERSITY  
Box 701

7:30 p.m.  
**Cribbage**  
INN UNIVERSITY  
Drop In

**Twinion**  
INN UNIVERSITY  
Drop In

8 p.m.  
**Euchre**  
INN UNIVERSITY  
Drop In

6-8 p.m.  
**Homework Help**  
INN UNIVERSITY  
Drop In

5 p.m.  
**Newbie Class**  
INN UNIVERSITY  
Drop In

6 p.m.  
**Resume Writing**  
INN UNIVERSITY  
Box 703

**Red Baron**  
INN UNIVERSITY  
Drop In

**Spades**  
INN UNIVERSITY  
Drop In

6:30 p.m.  
**Networking**  
INN UNIVERSITY  
Box 708

7 p.m.  
**Go**  
INN UNIVERSITY  
Drop In

7:30 p.m.  
**Pascal**  
INN UNIVERSITY  
Box 764

**Yserbius**  
INN UNIVERSITY  
Drop In

3-5 p.m.  
**Homework**  
INN UNIVERSITY  
Drop In

4 p.m.  
**INN Games**  
INN UNIVERSITY  
Box 727

**Advanced ASM**  
INN UNIVERSITY  
Box 722

**Word Perfect 6.0**  
Box 715

**Euchre**  
INN UNIVERSITY  
Drop In

7 p.m.  
**INN Games**  
INN UNIVERSITY  
Drop In

7:30 p.m.  
**Chess**  
INN UNIVERSITY  
Drop In

**Cooking**  
INN UNIVERSITY  
Box 767

6 p.m.  
**Backgammon**  
INN UNIVERSITY  
Drop In

**CasinoLand**  
INN UNIVERSITY  
Drop In

**Spades**  
INN UNIVERSITY  
Drop In

**Word Perfect 6.0**  
Box 715

**Euchre**  
INN UNIVERSITY  
Drop In

7 p.m.  
**INN Games**  
INN UNIVERSITY  
Drop In

7:30 p.m.  
**Chess**  
INN UNIVERSITY  
Drop In

**Cooking**  
INN UNIVERSITY  
Box 767

6 p.m.  
**Backgammon**  
INN UNIVERSITY  
Drop In

**CasinoLand**  
INN UNIVERSITY  
Drop In

**Spades**  
INN UNIVERSITY  
Drop In

**Word Perfect 6.0**  
Box 715

**Euchre**  
INN UNIVERSITY  
Drop In

7 p.m.  
**INN Games**  
INN UNIVERSITY  
Drop In

7:30 p.m.  
**Chess**  
INN UNIVERSITY  
Drop In

**Cooking**  
INN UNIVERSITY  
Box 767

10 a.m.  
**Newbie Class**  
INN UNIVERSITY  
Drop In

11 a.m.  
**Screenwriting**  
INN UNIVERSITY  
Box 701

**Backgammon**  
INN UNIVERSITY  
Drop In

Noon  
**Yserbius**  
INN UNIVERSITY  
Drop In

1 p.m.  
**NTN Trivia**  
INN UNIVERSITY  
Drop In

6 p.m.  
**3-D Golf**  
INN UNIVERSITY  
Drop In

6:30 p.m.  
**Starting a BBS**  
INN UNIVERSITY  
Box 703

8 p.m.  
**Hearts**  
INN UNIVERSITY  
Drop In



**KIDS!**

Need a little help with your homework? Our homework hotline is now available **FOUR DAYS A WEEK**, Mon. - Thurs., from 4-6 p.m. Pacific time at INN University.

Once you find a conference you're interested in, find out where it is by the bold type (for example, **MYSTIC PORTAL**, **SPADES PLACE**). These are waiting rooms in the **Clubhouse**. Once in the waiting room, click the **GO TO** button, select **A CONFERENCE**, and then click on the conference name desired - you'll join immediately. And remember, you can always start your own club or group! Just drop a line to E-mail Box **931**. It's that easy!

This October schedule is subject to change. The most accurate, up-to-date schedule can always be found online in **Town Hall** under **Conference Schedule**. All times listed are Pacific time. All conferences listed in *blue italics* are private and require approval from the conference's host (displayed in parentheses with the contact person's mailbox number) to attend.

Member-hosted conferences and any comments, suggestions or advice given therein do not necessarily reflect the opinions of The ImagiNation Network, Inc.

**MedievalLand Guilds**

1 p.m.  
**Paladins**  
HELP ROOM  
(1st & 3rd Sundays only)  
(Advenger 67446)

6 p.m.  
**Ambar Guild**  
FLIP N CHECKERS  
(Dworkin+ 14288)

6 p.m.  
**GOT: High Council**  
TECH TOWER  
(Dragon 91073)

4 p.m.  
**Dark Dragons**  
GO MAGES DEN  
(DarkWolf 123273)

3 p.m.  
**DDK Demons Guild**  
MYSTIC PORTAL  
(Dwonce 146892)

6 p.m.  
**ADD Guild**  
MYSTIC PORTAL  
(Lancelot 116767)

4 p.m.  
**Koyi Volcano Ridge**  
MARRIED LIFE  
(Barburus+ 61339)

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
<b>MedievalLand Guilds</b> <i>Continued from page 6</i>	3 p.m. <b>KOY: Dragon Court</b> EUCHREVILLE (Malicious 23473) 4 p.m. <b>Guild of the Golden Arrow</b> MYSTIC PORTAL (AdamD 122906) 5 p.m. <b>WEOT Guild</b> FLIP N CHECKERS (Ttavor 78793) <b>SOF-FF Guild</b> SINGLES DELUX (Zallona+ 100636) <b>Falcon Guild</b> BACKGAMMON DEN (PatrickC 105437) 6 p.m. <b>FBF Guild</b> GO SIERRA2 (Thanatos 117569) <b>Red Dragon INN Org</b> CHESS CLUB (MILORD+ 85469) 6 p.m. <i>Continued</i> <b>POY Guild</b> HEARTS CLUB (Oak 80756) 7 p.m. <b>League Of Veldare</b> SPADES TOO (SirNick 82228) <b>NOR High Council</b> SINGLES DELUX (Astar 81829) <b>LLDA Meeting Hall</b> GO MAGES DEN (Lythor 98948)	6 p.m. <i>continued</i> <b>EW VEA Guild</b> GO-MAGES DEN (Serafin 60330) 7 p.m. <b>MedievalLand Sysop</b> SPORTS DEN (4th Mondays only) (INNIani) <b>SPRI Sysop</b> SPORTS DEN (1st & 3rd Mondays only) (INNSue) <b>SOF/DA Guild</b> FLIP N CHECKERS (Yuglooc2 67832) <b>SOF FC</b> CARD CRIB (AsteC 132391) <b>VEA Guild</b> FLIP N CHECKERS (Sabre+ 70464)	6 p.m. <i>continued</i> <b>SOF-SS</b> FLIP N CHECKERS (Sweetie 105738) <b>KOY Sword Swamp</b> FLIP N CHECKERS (Anylin 197143) <b>The Pandion Order</b> GO MAGES DEN (Ehiana + 150016) <b>KNOW</b> FLIP N CHECKERS (Akasha+ 164495) <b>SOF-RR</b> GO-MAGES DEN (Brigid 123154) <b>Orian Guild</b> GO-MAGES DEN (WickedOne 57026) 7 p.m. <b>KAODS Guild</b> MYSTIC PORTAL (Brittan+ 1990595) <b>SOF Guild</b> CARD CRIB (Matt+ 41308)	6 p.m. <b>EOF Guild Jamboree</b> TECH TOWER (LordP 135353) <b>FFBH Guild</b> MYSTIC PORTAL (LordPa 105038) <b>KOR Guild</b> MYSTIC PORTAL (CaptainM 102485) <b>GOT: Evil Way</b> SPADES TOO (Wolfer 96024) <b>GOT: Challenge Arena</b> EUCHREVILLE (Ravenna 128036) <b>SOF-RR</b> GO-MAGES DEN (Owerty 117781) 7 p.m. <b>Dead Guild</b> MYSTIC PORTAL (Sirkill 102641) <b>Twinn Dwellers Guild</b> CHESS CLUB (Duplicator- 73050) 7 p.m. <b>DragonSlayers Guild</b> GO-MAGES DEN (Hades 124437)	5 p.m. <b>YWG</b> TEEN SCENE (Shimmer 138626) 6 p.m. <b>GOT: Lance Lair</b> GO MAGES DEN (Ekatoria 100805) <b>GOT: RR</b> GO MAGES DEN (Jessica 113374) <b>GOT: Mace Manor</b> MYSTIC PORTAL (AngeliQue+ 93375) 7 p.m. <b>Criminals</b> TEEN SCENE (Infamous 72081) <b>KOY: MM</b> FLIP N CHECKERS (Dahl 81829) <b>SOF: Raptor Reach</b> SINGLES DELUX (SjGeorge 83803) <b>SOF Guild</b> SINGLES DELUX (VanHelsing 72797)	7 p.m. <b>Dragon Princess Guild</b> GO-MAGES DEN (Garion 121658) 8 p.m. <b>VQYS Guild</b> FLIP N CHECKERS (AVARDE 107388)	5 p.m. <b>Companions Guild</b> BACKGAMMON DEN (Hasan 71900) <b>Defending Angels Guild</b> SINGLES DELUX (Nivana 102115) 6 p.m. <b>LLDA Guild</b> GO-MAGES DEN (Axi 84253) <b>GOT: Sword Swamp</b> CHESS CLUB (Richard 87322) <b>Wizards of High Sorcery</b> SPORTS DEN (Nultri 74076) 7 p.m. <b>Acex Guild</b> RPG ZONE (Thomas+ 102263) <b>GOC Council of Krynn</b> CHESS CLUB (Huma 132403) <b>SOF Guild Lance Lair</b> MYSTIC PORTAL (Altea + 88492) 8 p.m. <b>Soldiers of Fortune</b> TECH TOWER (ret 68169) <b>Champions of Justice</b> PILOTS LOUNGE (Solaris 127288) <b>Dark Hawk Campaign</b> BACKGAMMON DEN (DMKruzer 69307)
<b>Music</b>	5 p.m. <b>Bass Player's Club</b> TEEN SCENE (Bassman 37315)		8 p.m. <b>Piano Club</b> TOURNAMENTS (Bethoven 102586)	5 p.m. <b>Pearl Jamers</b> HEARTS CLUB (PLUTO 126074)			Noon <b>Led Zep Fan Club</b> SINGLES DELUX (Luthin 101911) 4 p.m. <b>Guilar Club</b> EUCHREVILLE (John Lennon 33101) 7 p.m. <b>MIV/VH1 Talk</b> HEARTS CLUB
<b>Political &amp; Social Issues</b>			7 p.m. <b>Ditieux Institute</b> SINGLES DELUX (Blanca 69066)				6 p.m. <b>HIV/AIDS Info Conference</b> SINGLES CLUB


**!!!HELP!!!**

10 a.m. to 5 p.m.

**Saturdays and Sundays**, get the information you need to navigate the world of Imagination.

Classes start at the top of each hour in the **HELP ROOM**.

<b>Red Baron Squadrons</b>	5 p.m. <b>Hell's Bandits Squad</b> CARD CRIB (HBMagnus+ 81551) <b>Holy Air Force</b> TEEN SCENE (HAFAbilities 89367) 6 p.m. <b>DC Squad</b> PILOTS LOUNGE (DCRocky 165638)	8 p.m. <b>Blue Knights Squadron</b> PILOTS LOUNGE (BKMalice+ 22916)	4 p.m. <b>DeathCrushers Squad</b> PILOTS LOUNGE (DCManda 55228) 6 p.m. <b>HA Squadron Briefing</b> PILOTS LOUNGE (PsyHA 147035) <b>WFT Squadron</b> PILOTS LOUNGE (WFLMaid 12515) <b>Colorblind Dogfighters Squad</b> PILOTS LOUNGE (CDMerlin 115742)	7 p.m. <b>Lethal Xcutors Squad</b> PILOTS LOUNGE (LXMichael 104114) 8 p.m. <b>Flying Circus Squad</b> PILOTS LOUNGE (FCSev- 16785, FCBLUKer+) 10 p.m. <b>Sky Hunters Squad</b> PILOTS LOUNGE (SHRatter 14497)	5 p.m. <b>Flying Police Squad</b> FLIP N CHECKERS (FASAsTen 35280) 7 p.m. <b>Death Crusaders Squad</b> PILOTS LOUNGE (DCBassAcz 73432)	6 p.m. <b>Black Dragon Squad</b> PILOTS LOUNGE (Snayer 95018) <b>Lilayet Escadrille</b> PILOTS LOUNGE (HoroLEx 71625) 7 p.m. <b>Red Knights Squad</b> CARD CLUB (RWFokker 56134) <b>LB Squadron</b> GO-MAGES DEN (CoargrLB 140255) <b>Iron Eagles</b> PILOTS LOUNGE (IEMattW 16002)	3 p.m. <b>XWSquad Meeting</b> PILOTS LOUNGE (OwlLuk 79654) 5 p.m. <b>Desert Fighters Squad</b> SPADES TOO (Luthin 3346) <b>FX Squad</b> PILOTS LOUNGE (FXSplash 22602) 6 p.m. <b>Hell's Bandits BW</b> (HBFPerShot 81126) 7 p.m. <b>EXO-Squad: BRAVURA</b> SINGLES CLUB (Barok+ 30529)
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<b>Religious &amp; Spiritual</b>	1 p.m. <b>Pagan and Wiccan</b> MYSTIC PORTAL (Simone+ 37543) 5 p.m. <b>Bible Study &amp; Discussion</b> SINGLES DELUX (Peace 69872)	6 p.m. <b>Divination Conference</b> MYSTIC PORTAL (Salem 102224)	 <p><b>KIDS!</b> Need a little help with your homework? Our homework hotline is now available <b>FOUR DAYS A WEEK, Mon. - Thurs.</b> from 4-6 p.m. Pacific time at INN University.</p>	7 p.m. <b>Psychic/Mystic Conference</b> MYSTIC PORTAL (Evedylin+ 111667) <b>Walking with God</b> SPORTS DEN (Blair + 62922)	7 p.m. <b>Christian Conference</b> SINGLES DELUX (Glen Shadow +93021)
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<b>Role-Playing Games</b> <i>Continued on page 8</i>	OPEN <b>Red Dragon Inn</b> GO-MAGES DEN <b>Magic: The Gathering</b> GO-MAGES DEN 9 a.m. <b>3FL Fantasy Draft</b> TOURNAMENT ROOM (Faters 16178) Noon <b>Dr. Who</b> GO-MAGES DEN (DrWho 140280) 1 p.m. <b>Challenge the Gods</b> RPG ZONE (APHOSirAoz+ 89646)	OPEN <b>Red Dragon Inn</b> RPG ZONE <b>Magic: The Gathering</b> GO-MAGES DEN 4 p.m. <b>Me and My Dragon</b> SINGLES DELUX (Calamar 58925) 6 p.m. <b>USS Shadow</b> SPADES TOO (AdminCeau+ 94720) 7 p.m. <b>USS Galaxy</b> RPG ZONE (CapBell 55010)	OPEN <b>Red Dragon Inn</b> RPG ZONE <b>Magic: The Gathering</b> GO-MAGES DEN 4 p.m. <b>HNWF Wrestling</b> SPORTS DEN (Enforcer 126753) <b>Leaders of Light</b> RPG ZONE (Rev 139125) 7 p.m. <b>World of Terath</b> SINGLES DELUX (KiraMd+ 79917)	OPEN <b>Red Dragon Inn</b> RPG ZONE 5 p.m. <b>BattleTech</b> MARRIED LIFE (BlasrPlayer 86062) <b>Realms of Ayskra</b> SPADES TOO (Ayskra)WM+ 98896) 6 p.m. <b>USS Phoenix</b> SINGLES DELUX (CapGrnt 53752) <b>WNF Wrestling</b> SPORTS DEN (MaddMatt 128589)	OPEN <b>Red Dragon Inn</b> RPG ZONE <b>Magic: The Gathering</b> GO-MAGES DEN 6 p.m. <b>GOT: Fear Forest</b> RPG ZONE (Serenity 36114) <b>Knights of Mercy</b> SPORTS DEN (Tel 170016) <b>KOY: Misty Hollow</b> RPG ZONE (Speak 49915) <b>Knights of Mercy</b> SPORTS DEN (Silk+ 73524)	OPEN <b>Red Dragon Inn</b> RPG ZONE <b>Magic: The Gathering</b> GO-MAGES DEN 4 p.m. <b>Castle of Cool</b> RPG ZONE (Speak 49915) 6 p.m. <b>AD&amp;D: The Shattered Lands</b> CHESS CLUB (SlayerDM 76569) <b>USS Generation</b> MYSTIC PORTAL (CptRiker 167406)	OPEN <b>Red Dragon Inn</b> RPG ZONE <b>Magic: The Gathering</b> GO-MAGES DEN 7 a.m. <b>Time Warriors</b> TEEN SCENE (ALWZIT 102265) 7 p.m. <b>Time Warriors</b> SPADES TOO (ALWZIT 102265) 9 a.m. <b>DragonNet Mtg</b> SINGLES SPOT (DVOom 85261)
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	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	
<b>Role-Playing Games</b>	1 p.m. <i>continued</i> <b>Shadowrun</b> SPORTS DEN (Fiberman 86401) 4 p.m. <b>Toon</b> RPG ZONE (Benghof 68751) <b>OWA Wrestling</b> (Steve+ 131978) 5 p.m. <b>The Purge</b> MYSTIC PORTAL (Nemesis+ 13961) <b>KOT: Roleplay Inn</b> CHESS CLUB (Bock 64650) 6 p.m. <b>The REALMS</b> SPADES PLACE (Navic 81120) 8 p.m. <b>Seattle Supers</b> MARRIED LIFE (Doomsayer 53527) <b>Heroes Unlimited</b> CHESS CLUB (Alarik 57615)				7 p.m. <b>USS Universe</b> TEEN SCENE (AdmMike+ 49933) 8 p.m. <b>Lorn</b> RPG ZONE (Ric 62912)	7 p.m. <b>Marvel™</b> RPG ZONE (Illian 110447) <b>DTF Guild</b> MYSTIC PORTAL (SirPain 110705)	6 p.m. <i>continued</i> <b>USS Potemkin</b> FLIP N CHECKERS (FIAdmKyle+ 108678) 7 p.m. <b>Seitch Jacuratu</b> SINGLES DELUX (Rayk 78285) <b>The Quickening</b> RPG ZONE (McLeodQ 155260) 9 p.m. <b>USS Endocrine</b> SPADES PLACE (Crow 95406)	3 p.m. <b>NBA</b> TEEN SCENE (ghBEAVIS 131672) <b>Superheroes</b> TEEN HANGOUT (Edgips 68084) <b>Kombat</b> BACKGAMMON DEN (Golbez 134128) 5 p.m. <b>Amber</b> TECH TOWER (Cheer 85305) <b>Companions</b> BACKGAMMON DEN (GaleFunDM 13920) 6 p.m. <b>Star Trek: Generations</b> TEEN SCENE (CapTTommy 102263) <b>Forgotten Realms</b> TECH TOWER (TomDMing 102263) 8 p.m. <b>Final Fantasy II</b> GO-MAGES DEN (Kain 23670)

## Another Big Step

Look for The ImagiNation Network on new computers by Compaq. ImagiNation will be pre-loaded on all new Presario Multimedia PCs by Compaq. For more information, visit your nearest computer retailer or call Compaq at (800) 345-1518.

<b>Special Interests</b>	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
	5 p.m. <b>The Gathering</b> MARRIED LIFE (Lughe+ 39148) <b>ACAD Users</b> EUCHREVILLE (ACE 143619) 7 p.m. <b>The Dining Room Table</b> TOURNAMENT ROOM (ArcyC 23489) 9 p.m. <b>Caveat Emptor</b> TOURNAMENT ROOM (MrBoddy 23637)	6 p.m. <b>Ask The Doctor</b> TOURNAMENTS (LadyDoc 30097) <b>Kids Club</b> TEEN SCENE (MattAlark 146777) 7 p.m. <b>Raleigh Kids</b> TEEN SCENE (Zack 47973) 8 p.m. <b>The Disney Club</b> CARD CRIB (RJ+ 519)	6 p.m. <b>Food Fun and Recipe Club</b> HEARTS CLUB (Princess+ 84036) 7 p.m. <b>News Events</b> MARRIED LIFE	5 p.m. <b>Great Ones</b> SINGLES DELUX (Scanless 102708) 6 p.m. <b>OFFG</b> CARD CRIB (Danny 72523) 7 p.m. <b>Rebel Freedom Fighters</b> FLIP N CHECKERS (Prep+ 110470) 8 p.m. <b>Texas Zoo Gang</b> SPADES TOO (Liisa+ 39492)	5 p.m. <b>PG4 SIG</b> MYSTIC PORTAL (P4HDan 115590) 6 p.m. <b>Midkemia Legends</b> BACKGAMMON DEN (JmTheHand 71625) 7 p.m. <b>Beads</b> MARRIED LIFE (RayC 42585)	5 p.m. <b>Two Ears Club</b> TEEN HANGOUT (Marcie 60887) 6 p.m. <b>Florie Anthony Club</b> TEEN HANGOUT (PAFMme 110822) <b>Teen Party</b> TEEN SCENE (Ariel 114081) 7 p.m. <b>Historical Romance</b> MYSTIC PORTAL (Brienne 165822) <b>Overeaters Anonymous</b> CHESS CLUB (Della+ 32155) 8 p.m. <b>Nasti Boyz</b> SPORTS DEN (NastiNB 91802) <b>WFC</b> TECH TOWER (RickyWFC 64542) 9 p.m. <b>AMC Meeting</b> CARD CRIB (Mail 193178) <b>GH Chat Room</b> TEEN HANGOUT (ghILSIorm 48501) <b>Poetry Workshop</b> EUCHREVILLE (Hal9000+ 17066) Midnight <b>MS13 Satellite of Love</b> MARRIED LIFE (MST3K/Crow 69762)	11 a.m. <b>Le Cercle Français</b> HEARTS CLUB (Frenchy 50335) 4 p.m. <b>People With 2 Ears Club</b> TEEN HANGOUT (Kathy 124257) 7 p.m. <b>Joke Etc.</b> TEEN SCENE (BODC 47235) <b>CC Social Group</b> TOURNAMENTS (1st & 3rd Saturdays only) (MarianneG 49838) <b>The Christian Gift</b> SINGLES SPOT (GlenShadow+ 99021) 9 p.m. <b>Anime Roundtable</b> HELP ROOM (2nd & 4th Saturdays only) (Ramus 46231) <b>Road Kill Kale</b> TOURNAMENTS (DeadPool 61016)

**Let the Games Begin!**

As the ImagiNation Network has grown, the number of online tournaments and clubs has skyrocketed.

It's simple to register your tournament or club: write to the Club Registry at E-Mail Box 699, or drop us a line at *Imaginations*, 577 Airport Blvd., Suite 300, Burlingame, CA 94010.

**What's a Conference?**

A conference is like listening in on a party line – but it's OK to drop in with a comment when you like.

In conferences, people with similar interests share their ideas about a favorite subject – anything from games to TV shows to dating tips.

<b>Sports</b>	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
	7 p.m. <b>Sports Events</b> SPORTS DEN					7 p.m. <b>Sports Score</b> TEEN SCENE (JohnOwens 105791)	Noon <b>Sports Events</b> SPORTS DEN 7 p.m. <b>Sports Events</b> SPORTS DEN

<b>Support Groups</b>	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
		6 p.m. <b>12 Step Recovery</b> MARRIED LIFE (MaryLynn + 71995)		7 p.m. <b>Desert Hearts Club</b> TECH TOWER (Nina + 18858) 8 p.m. <b>TV News</b> FLIP N CHECKERS (Cindy 71060)			6 p.m. <b>Deaf Community</b> CARD CRIB

<b>Television &amp; Movies</b>	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
	7 p.m. <b>New Movie Talk</b> HEARTS CLUB		7 p.m. <b>The Movie Club</b> SINGLES CLUB (JeremyM 14114)	7 p.m. <b>Soap Talk</b> EUCHREVILLE (Joanne 79041) <b>New TV Shows</b> TEEN HANGOUT 10 p.m. <b>New TV Shows</b> TEEN HANGOUT	5 p.m. <b>Letterman Asylum</b> TEEN HANGOUT (Ann 90644)	5 p.m. <b>Liquid TV Club</b> TEEN HANGOUT (JustinK 117861) <b>Star Trek Remembrance</b> RPG ZONE (AndrewW 115511) 10 a.m. <b>SNL Fan Club</b> HELP ROOM (1st & 3rd Fridays only) (HolSalsa 108895)	

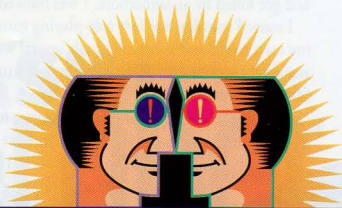
**!!!HELP!!!**

**New to ImagiNation?**

Saturdays and Sundays from 10 a.m. to 5 p.m. Pacific time, get the information you need to navigate the world of ImagiNation.

These special classes for new members start at the top of each hour in the **HELP ROOM**.





## WINNER'S CIRCLE

### NetGuide Cyberspace Trivia Weekend

Top-Scoring Player & Winner of the AT&T Paradyne Modem

**JT**

Top Players & Winners of *NetGuide*

**TALEN  
JEAN  
MARI  
SYL  
JIMBO  
DUB  
RICKN**

**MARC  
LYNX  
RINALD  
KIRBOO  
MEGA  
PAMELA  
MATT**

subscriptions and a Phillips CD-ROM

### Top Pilots in *Blaster* magazine's

#### Red Baron Free-For-All

Grand Prize Winner of the SoundBlaster MultiMedia Upgrade Kit

### SPIDERBFFA

2nd Place Winner of 40 Hours Online:

**SPEEDNB**

3rd Place Winner of 30 Hours Online:

**PSKYMSTR**

### Top NTN Trivia Winners in January

1st Place Winner of 15 Hours Online:

**DUG**

2nd Place Winner of 10 Hours Online:

**JT**

3rd Place Winner of 5 Hours Online:

**MARI**

4-10th Place Winners of 1 Hour Online:

**JEAN  
JIMBO  
SHEER  
NARDY**

**TALEN  
GUIDO  
TICKN**

### NTN Trivia Quarterly Winner

**BEAST**

Remember, you can't take the top prize every month! This month's NTN Trivia winners are disqualified from taking the top prize next month so that **everyone** gets a fair chance! Contests void where prohibited by law. Employees of the ImagiNation Network® are ineligible.

### Much Music Grammy Awards "Guess the Winners and Win" Contest

Winners of Much Music merchandise

**ANNEC  
DBFLANKER  
AEOROSISTER  
MATTL  
THEBLUR  
NICOLE  
PYTHON  
BROCK  
ZACK  
DUNDRUNDER  
TEDRIC  
ERINM  
SPOONMAN**

### Academy Awards "Guess the Winners and Win" Contest

Winners of a newly-released film on video and an ImagiNation Network T-shirt

**MICHAEL  
SWEETSHELA  
ELSBETA  
BIBOY  
MATERVA  
SMOKEY  
YVONNE  
DONNAK  
DAVE  
AMBER**

"Ruins" continued from page 1

to the hints will make it easier. The hints are written in Elizabethan quatrains. But people who don't like those puzzles can ignore them."

### What's the basic concept for the layout of *Ruins of Cawdor*?

"Well, the room layout is based on a medieval castle – multilevel and with a central stair. So that means you're never more than two rooms away from any spot in the castle."

### What are the essential elements of a good role-playing game?

"What works for me is humor. People can get so stressed out playing these games. And humor reminds them that they're here to have fun."



### What research did you do to prepare for creating the game?

"I reread the play 'Macbeth' a couple or three times. You can't know your source work too well. And because I wanted the items to be historically accurate, I also read *Alfred the Great* by Eleanor Duckett, *Kjeltic Myth and Legend* by Charles Squire, and *The Warrior Kings of Saxon, England* by Ralph Whitlock.

There's more juicy material in *Warrior Kings*, which is based on the lives of people as they really were, than you'll see in a full year of "General Hospital."

### How do you link the historic elements to the game?

"Well, Eadburga was a queen in Wessex who inadvertently poisoned her husband, Beorhtric, so an item with Eadbrug's name on it will probably have something to do with poison.

And Ohthere was a Norse sea captain, so something with his name on it would probably have to do with water. But most of the magic items come straight from "Macbeth".

See "Ruins" continued on page 10

"Ruins" continued from page 9

All of the monsters have some historical basis of having been known in Scotland at the time of Macbeth. That's my sense of realism – including things that were part of the believable universe at the time.

Also, there are certain elements, like the Rampant Cat Inn on the main map for *Ruins of Cawdor*, that are based on fact. The Rampant Cat Inn actually exists in Broadway, England. I brought back a snapshot of the place and we included it in the artwork."

### How did the project change over the course of months as you were creating the game?

"Well, I was much more reserved in the early rooms. As I designed more and the initial feedback was coming in, I found I could be more relaxed, make more jokes. The later rooms have a lot more of my personality, which I hope will be good."

### How did you get started with games like this?

"In November of 1977, a good friend of mine told me there was this new type of game called Dungeons and Dragons and I really should play it. Well, I did, and my first day, I killed a giant lizard

and got killed by an unberholk. I was hooked.

I started running my first role-playing game in April of 1978. I built my own world and eventually built several worlds. Most of that time I was a very serious computer programmer working for banks and Fortune 500 companies.

I was the Coordinator and Game Master for the Los Angeles Mensa chapter Fantasy Role-playing Special Interest Group. I ran one game a week for smart adults for 10 years. I was the first game master for, probably, 200 adults during that time."

### How many hours do you spend on games?

"These days, when I'm spending 50-60 hours a week creating *Ruins of Cawdor*, I'm not leading any other games. Ordinarily, I'd spend 6-8 hours a week on games. Before I was married, I'd spend 40-50 hours a week playing games, and that includes basketball as well as role-playing games."

### Anything else you'd like to tell us about *Ruins of Cawdor*?

"Just remember that all the really bad lines are Shakespeare's. All the good lines are mine."



# Try Your Hand – Play Bridge in ImagiNation.



- ♠ Play rubber bridge, no score bridge or choose between three types of Chicago style bridge.
- ♥ Test your skills against world-class players, take the Eddie Kantar quiz and keep up-to-date with Alfred Sheinwold's column on Bridge!

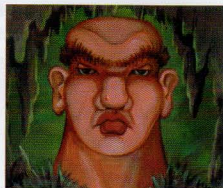
## IMAGINATION!™

# ASK member services!

REAL QUESTIONS FROM REAL MEMBERS TO IMAGINATION'S MEMBER SERVICES

## Q: How do I back up my Yserbius and Twinion Characters?

**A:** It's always a good idea to back up any irreplaceable information on your computer's hard drive. Your Yserbius or Twinion characters are no exception. To back up your Yserbius characters, copy the mychars.dat and the automaps.dat files in the \INN\Yserbius



directory to a floppy disk. To back up your Twinion characters, copy the tinsinchars.dat and the automaps.dat from the \INN\Twinion directory to another floppy disk. Be careful to store these files in separate

directories or on separate diskettes, because overwriting the automaps.dat file will corrupt your characters.

For example, assuming that the ImagiNation Network is installed in a C:\INN directory and your floppy drive is A:, type the following:

CD\INN\YSERBIUS: Hit [Enter]

COPY MYCHARS.DAT A: Hit [Enter]

COPY AUTOMAPS.DAT A: Hit [Enter]

Insert a new floppy disk.

CD\INN\TWINION: Hit [Enter]

COPY TWINCHARS.DAT A: Hit [Enter]

COPY AUTOMAPS.DAT A: Hit [Enter]

## Q: How do I quit 3D-Golf?

**A:** Press [Alt] X,  
or Press [Ctrl] -Q,  
or Press [Ctrl]-Esc.



## Q: How do I make the little smiley faces that I see in people's conversations?

**A:** To create these "emoticons," press the [Alt] key along with any number from the row of number keys at the top of your keyboard.

☺	Smile	[Alt 1]	☹	Anger	[Alt 6]
☹	Sadness	[Alt 2]	☺	Sarcasm	[Alt 7]
☺	Laughter	[Alt 3]	☺	Wink	[Alt 8]
☹	Tears	[Alt 4]	♥	Love	[Alt 9]
☺	A kiss	[Alt 5]	∅	Not allowed	[Alt 0]

## Q: Where can I find more documentation about the ImagiNation Network and how to play games?

**A:** On the ImagiNation map, click on the Town Hall and click on PRINT DOCUMENTATION. If you would like to print these documents offline, change to the directory in which you installed ImagiNation (usually C:\INN) and type PRINT followed by the name of the file you want to print.

For example, to print SierraLand documentation, type:

PRINT SIERRALAND.DOC: Hit [Enter]

You'll also find documentation on:

The Shadow of Yserbius (YSERBIUS.DOC)

The Fates of Twinion (TWINION.DOC)

The Clubhouse (CLUBHOUS.DOC)

CasinoLand (CASLAND.DOC)

ImagiNation in general (GENERAL.DOC)

## Q: How do I talk when I'm playing or watching a card game or board game?

**A:** Just start typing your message. A text box will automatically pop up.

Burlingame, CA 94010,  
or 577 Airport Blvd., Suite 300,  
ImagInings Editor, at E-mail Box 915

**QUESTIONS OR COMMENTS?**

Drop a line to Gretchen Lee,  
membership, call 1-800-IMAGIN-1.  
To join the Imagination Network  
or ask questions about your  
wholly owned subsidiary of AT&T,  
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ImagInings is published monthly

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# IMAGINATION!™ **The Last Word**

You've no doubt noticed many new faces online in ImagiNation lately. Our membership is growing by leaps and bounds. And after reading in *The Wall Street Journal* that the number of households owning a personal computer has grown by almost four million since last summer, to 31 percent of the households nationwide, I believe we can expect our membership to continue to grow.

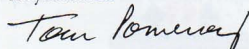
More computers in the home will mean more people looking for a community that they can "plug into." As you well know, ImagiNation gives people a way to, as we say here around the office, "play games, make friends and have fun" all within the comfort of their own homes.

To help make the ImagiNation Network available to even more people who own personal computers, we're instituting a new program called "Refer a Friend."

When you refer a friend to ImagiNation who chooses to stay online for a period of 60 days or more, we give you credit you can use for online fun. Each friend you bring to the ImagiNation Network can net you five free hours online. Plus, you'll have another *friend* online.

To find out more about the program, look for the special flier inserted in your new kit for ImagiNation Network Version 2.4 that will arrive in the mail within the next couple of months.

See you online!



Tom Pomeroy, a.k.a. TomP

Tom Pomeroy is Vice President of Marketing and Sales at the ImagiNation Network.

## Update

Last month I introduced you to Dean DeBiase, the new president and CEO at The ImagiNation Network. This month, I want to let you know that Dean DeBiase has chosen INNDean for his online name. Write to INNDean at E-Mail Box 936 in ImagiNation. And give a friendly hello the next time you see him online!