

IMAGINings!

A Publication of The ImagiNation Network, Inc. • June/July 1995 VOL. 3 • NO. 5



A WINNING TEAM

From June to September, the ImagiNation Network is joining forces with Maxis, the makers of popular games like *SimCity 2000*, *Sim Tower*, *Sim Isle*, *Klik & Play* and *Print Artist* to bring you discounts, game-playing tips, and special contests with great Maxis prizes.

Here's what's coming up:

- As an Imagination Network member, you'll get a special discount on all Maxis products offered in the ImagiNation Network Mall. Just click on the Mall, then click on the Maxis Online Store.
- You can also compete to win Maxis products in the Maxis Trivia contest. Your chance to win comes the second Saturday of every month on NTN Trivia.

- You can collect hints for your favorite Maxis games online with two "hints" Bulletin Boards in the Tech Tower of the Clubhouse.
- And that's not all—you'll soon be seeing the ImagiNation Network advertised in stores that sell Maxis products. Look for the Maxis Passport & Win promotion. Here's how it works: Buy a game in a specially-marked box, and you'll get a passport sticker that could land you a prize.

A single sticker gets you a Maxis CD Sampler. Two stickers give you the chance to buy a Maxis game for \$5. Collect three stickers and you get a Maxis product absolutely FREE.

READY, BREAK!

Football *Online* will become available free of charge to ImagiNation Network members who are upgrading their software to Version 2.4.

That's right! This summer when you receive your free upgrade kit for Version 2.4, you will also find the software for the online version of this tremendously popular sports action game from Sierra On-Line.

Football *Online* continued next page

Check it out!
MicroSpeed and GIC Software
have also opened new stores
in the ImagiNation Mall.

Football *Online* continued from cover

When you play Front Page Sports: Football *Online*, you compete as the coach of your favorite NFL players. You call the plays. You select the players. You even choose the weather and playing conditions.

And so that you can dive right into a game, we're sending with your software a handy Quick Card of tips on how to get started and play the game to win.

NEED HELP WITH YOUR GAME?

Order the Official Manual for Front Page Sports: Football Online. You'll get all the detailed info you'll need to get serious about playing the game. Look for an E-mail letter for info about early order discounts.

THANKS!

A hearty thanks to the dedicated team of ImagiNation Network Beta Testers who logged many hours online with Version 2.4. This group of men and women, most of whom are longtime ImagiNation Network members, ventured forth into every nook and cranny of the soon-to-be-released software to make sure everything is *just so* when we ship Version 2.4 to you this summer.



DON'T BE SURPRISED

You may catch a glimpse of some good-looking, but unfamiliar toons in the near future. In the coming weeks, 5,000 Beta Testers will be testing Version 2.4 and you just might see some of their new faces as they go about their play, er, work.

You also may notice the letters "24", which stands for Version 2.4, on some nameplates in the waiting rooms.

ASK ? Fred

HEY FRED!

Sometimes I get mail and I don't throw it away right away. I end up with a lot of letters in my mailbox. I'd like to "clean house" and throw away the letters that I don't want to keep. But is it possible to get rid of this mail without taking the time to open all the letters all over again?

-POPULAR

Dear Popular:

Being the popular guy that I am, I can certainly sympathize with your problems! And yes, there is a way to throw away a letter without opening it. Select the letter you want to throw away by clicking on it once. This will bring it to the forefront. Then click on the DISCARD button at the lower left of your "Envelopes" screen. (You can also use this technique for getting rid of unwanted letters that you haven't read.)

HEY FRED!

I'd like to get a copy of the online manual for The Shadow of Yserbius, but I don't want to use up my hours online to do this. Is there a better way?

-GAMER

Dear Gamer:

Glad to help you out, pal. Actually, not enough people know that it's possible to print game manuals from the "Facemaker" screen you see before you log into the ImagiNation Network. From this screen, click on the PRINT button that appears at the lower right of your screen. A screen will pop up that lists several different manuals that will help you as you play and explore online in ImagiNation.

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.



THE GUY BEHIND THE GAME

Pat Cook, the Dynamix game designer who created Front Page Sports: Football Pro, talks about why he loves ImagiNation's Football Online.

Q How do you rate Football Online?

A My favorite part of it is that it is online—it gives you the ability to play against another player in real time. We get letters all the time from people who play (Football Pro '95) in leagues. The way that works is that you have to fill in your coaching profile and send it off to your opponent. Playing like that doesn't give you the advantage of letting you react. Now you can play against someone and change your playcalling tactics accordingly.

Q Have you been playing Football Online during the testing phase?

A At Dynamix, we've got eight guys testing it. But the die-hard testers are four guys. I keep my toon anonymous. It's very likely that I've played against one of your beta

testers. I like doing that because I get a lot of honest feedback. If they knew who I was, they might alter their feedback.

Q Who's the ideal player of Football Online? Who's the game designed for?

A We find that the player seems to be someone a little bit older, because it's a coaching type of game. It's very much of a mental, psychological game. You have to be a smart coach and call the right plays in the right situation.

Q What language is the game written in?

A It's written in C, C++ and some Assembly language.

Q What was the process like, creating the game?

A During Football Pro '95 this year, we were doing 16- to 18-hour days, seven days a week. But the hours don't matter so much as the fun you have.

Q What are some of the differences between Football Pro '95 and Football Online?

A Well, there are no leagues in the online version, and you don't have trading and drafting. You do have a chat mode, so you can talk to your opponent. The other thing, compared to Football Pro '95, is that in Football Online you have the rule changes recently made by the actual NFL—the 2-point conversion after a touchdown, and the kickoff from the 30-yard line.

Q Are you an ImagiNation Network member?

A I was actually a member even before I started working on Football Online. I'm on there all the time. But I'm actually

Q & A with Pat Cook is continued on page 4

Q & A with Pat cook continued from page 3



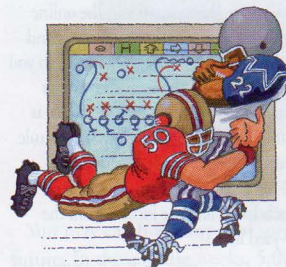
more of a strategy player. Once I made it all the way through Yserbius, I started playing Stratego. I also play Euchre. I'm from the Midwest and that's a Midwestern kind of game.

Q How did you become a Dynamix game designer?

A When I graduated from college, I had several offers in the Midwest from computer companies and advertising companies. I didn't want to stay in the Midwest, though. I had a motorcycle and just got onto Highway 65. I could either go East or West. Eventually, I wound up in Fresno, where I saw an ad for Sierra On-Line. I started in Customer Service. I went to Cinemaware, then Acme Interactive, and then Dynamix.

Q Do you still find time to play games for fun?

A I spend an hour or two every day playing games. After the kids go to bed-- I have a 3-year-old and a 9-month-old-- then that's my chance. They take a lot of energy out of you!



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FIND Your Place Online

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.

Homework Hotline

Homework Help is on the way for ImagiNation Network kids.

Look for meeting times online—Homework Help is held in the INN University.



Trivia Madness Catch It!

You'll find Trivia Madness seven days a week in TRIVIA HAVEN. Check online in the Town Hall for game times.

Hundreds of clubs, groups and special events meet online every week in the ImagiNation Network. For the most current listings, go to the Town Hall and look at the CONFERENCE SCHEDULE.

All times listed are Pacific time. Conferences listed with an asterisk are private and require approval from the conference's host (displayed in parentheses with the contact person's mailbox number) to attend.

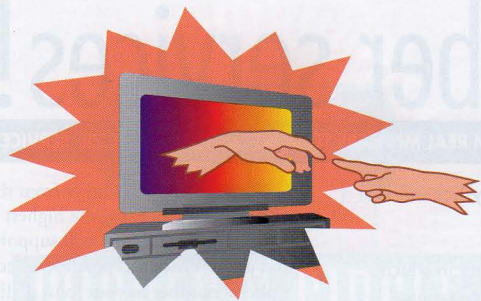
Once you find a conference you're interested in, make a note of the room name, and the time and day listed. The room names are waiting rooms in the Clubhouse. Once in the waiting room, click on the GO To button, select A CONFERENCE, and then click on the conference name for your meeting—you'll join immediately!

And remember, you can always start your own club or group! Just drop a line to E-mail Box 931. It's that easy!

SPECIAL BONUS

Are you an AT&T long distance customer? If so, we'll take 10 percent off your monthly membership fee for the rest of 1995. Check your ImagiNation mailbox for the special AT&T survey. You can also register in the "AT&T Discount" store in the ImagiNation Mall or call 1-800-IMAGIN-1. When you tell us your home billing telephone number, we'll verify your account and get YOU on our list for savings!

100%
SAVE



Welcome New Members!

Have fun exploring on the New Member Scavenger Hunt and win two FREE hours online. Six questions await you in your mailbox-- just open the welcome letter.

And remember, HOSTS are always available online to offer clues. Current members, please encourage newcomers to play!

What where?

AND HOW TO FIND IT ALL

We've made some changes that will affect the way you get your news about the ImagiNation Network. You may have already noticed some subtle changes to Imaginings and INNNews, as well as to other online publications like TrnyTyme and INNSider. Here's the lowdown:



INNNews is your official online source for information about the ImagiNation Network. You'll hear about membership programs, new features and other benefits of being a member. *INNNews* comes to you once a week in your E-mail Box.

Imaginings will now include a brief overview of the clubs, groups and special events online, instead of the complete listing of conferences that was previously included. *Imaginings* is delivered via the U.S. Postal Service. Send your comments and story ideas for *Imaginings* to E-mail Box 915.



TrnyTyme includes the latest information on online tournaments in the ImagiNation Network and is delivered twice a month to your E-mail Box. To submit items you'd like to see included, write to E-mail Box 909.

INNSider gives members a way to get in touch with one another twice a month via an E-mail newsletter— to say "Happy Birthday", "Whatever happened to...", or "Join our club!" Send your items for *INNSider* to E-mail Box 930.



A complete listing of conferences is still available online in the ImagiNation Town Hall. You'll find the most up-to-date information on clubs, conferences and special events in this special conferences listing.

Deal!



Try your hand at Hearts, Spades, Bridge, Euchre, Poker or Black Jack. There's a place at the table for you right now!

IMAGINATION!TM



A Helping Hand

Beginning June 1st, all owners of Gateway 2000 computers can get system support on ImagiNation! Post to the Gateway 2000 Tech Talk bulletin board in Tech Tower and Gateway 2000 will respond directly to your concerns. (Please allow 24 hours for a response.)

*Refer a Friend
and Get*

**FREE
HOURS**

Online!

Get the 5 easiest hours you'll ever earn online when you tell us whom to invite into the ImagiNation family!! Go to your ImagiNation mailbox, open the letter with the return address "5 Free Hrs" and follow the brief instructions. Or, go to the Mall and click on "Refer a Friend— Free Hours" for details.

ASK member services!

REAL QUESTIONS FROM REAL MEMBERS TO IMAGINATION'S MEMBER SERVICES

Q: Why doesn't my joystick work in Red Baron?

A: Change to the directory in which you installed the ImagiNation Network (usually C:\INN) and type "RBJOY" to calibrate your joystick. Also note that pressing [ALT-J] while in a Red Baron game enables or disables the joystick control.

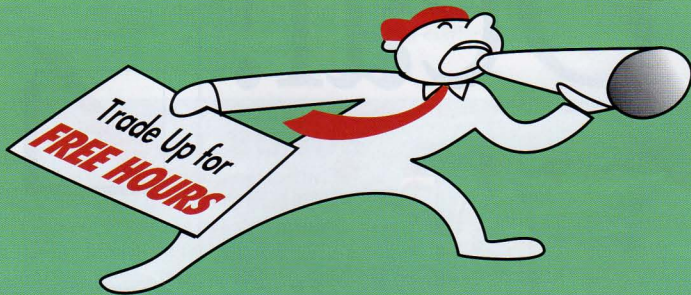
Q: How do I change my ImagiNation Network access phone number?

A: Run the Install program from the directory in which you installed The ImagiNation Network (usually C:\INN). On the Installation Choices screen, highlight Access Phone # and press [Enter]. Press the [F1] function key, enter your area code and press [Enter] again.

Highlight a phone number from the provided list, choosing the highest baud rate your modem will support and press [Enter]. If possible, select a phone number in your local dialing area. Remember that you will be responsible for any long-distance charges you incur. Follow the on-screen prompts.

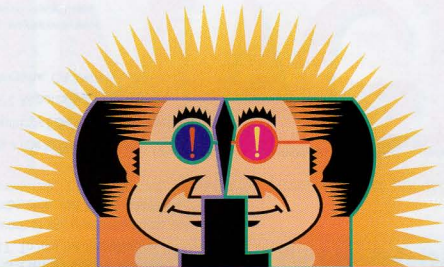
Q: I just installed your disk and I can't access anything but the Clubhouse, Post Office and Town Hall. Why is that?

A: The single-disk version of the ImagiNation Network is an introductory version and does not include all of the lands and games. A full version of the software will be mailed to you within 10 days of your first visit.



Which Plan is the Right Plan?

Did you know that exceeding the monthly hours on your membership plan costs as much as \$2.95 per hour? Why pay more? Trade up to a plan that best suits your needs and get up to 10 FREE hours in addition to great monthly savings! Open the letter "Trade Up!" in your mailbox or go to the Member Services shop in the Mall and click on "Trade Up for FREE HOURS!"



WINNER'S CIRCLE

April is High Scores Month

WEEK 4

NTN TRIVIA

- | | | |
|----------|----------|-----------|
| 1 JEAN | 2 MRSBIL | 3 BROJEFF |
| 4 PAVEL | 5 SMOKEY | 6 FLEUR |
| 7 TUBIE | 8 DUG | 9 TALEN |
| 10 HONEY | | |

MINI GOLF

- | | | |
|---------|----------|------------|
| 1 DEE | 2 KAREN | 3 DOROTHYC |
| 4 MAX | 5 LARAM | 6 JAMES |
| 7 SATIN | 8 ZYPHER | 9 STARDETH |
| 10 RK | | |

PAINTBALL

- | | | |
|-------------|-------------|----------|
| 1 ERIC | 2 STVADER | 3 MARRL |
| 4 TRDURDSW | 5 STOMPERFT | 6 SHRIMP |
| 7 CYBERDORK | 8 RYAN | 9 PYRO |
| 10 CDCCOOL | | |

RED BARON

- | | | |
|--------------|-----------|-----------|
| 1NITEMAREAJ | 2 DAVID | 3 LISAH |
| 4 PANTHERFT | 5 VENOMNB | 6 EPNINJA |
| 7 GUNFIGHTER | 8 EPNINJA | 9 EPREG |
| 10 EBOHME | | |

3 D GOLF

- | | | |
|--------------|--------------|------------|
| 1 LIZBETH | 2 STEPHEN | 3 DRBIRDIE |
| 4 BADBILL | 4 CHRISF | 6 DINKSTER |
| 6 SMOKEYBEAR | 8 TIGETWOODS | 9 ARTHURE |
| 10 DAVID | | |

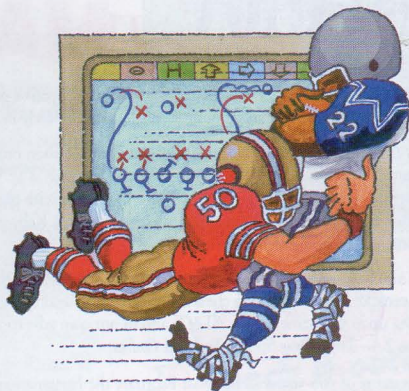
Top NTN Trivia winners are ineligible for prizes the following month so that everyone gets a fair chance! Contests void where prohibited by law. Employees of The ImagiNation Network, Inc. are ineligible.



WE'RE ON THE WEB!

The ImagiNation Network now has an address on the information superhighway. Look for our Home Page on the World Wide Web. It's a great place to refer friends who want to get our software for free. You'll also see an online version of the ImagiNation Network newsletter and descriptions of your favorite games. You'll find the ImagiNation Network Home Page at <http://www.imaginationnet.com>

COMING SOON TO THE IMAGINATION NETWORK



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Drop a line to Gretchen Lee,
Imaginings Editor, at E-mail Box 915
or 577 Airport Blvd., Suite 300,
Burlingame, CA 94010.

QUESTIONS OR COMMENTS?

Imaginings is published monthly
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Network. The Imagination Network,
Inc. is a wholly-owned subsidiary of
AT&T. To join the Imagination
Network or ask questions about your
membership, call 1-800-IMAGIN-1.

DATED MATERIAL

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IMAGININGS!

IMAGININGS!

BULK RATE
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8 JUNE/JULY 1995

IMAGINATION!™ **The Last Word**

Been seeing a bit more of us lately?

If you've been watching TV or reading magazines at all, you've probably already noticed-- the ImagiNation Network is getting quite a bit of attention lately in the media.

In just the past few months, we been part of a new television program all about cyberspace that features the ImagiNation Network. The show, called "The Street You Live On", includes commentary by writer George Plimpton and interviews with performance artists Laurie Anderson and Eric Bogosian, as well as comments by Pat Kelly of the New York Yankees. The program will air in 23 cities in July.

We've also been featured in the new television commercials produced by AT&T Corp. In one ad, a teenager is shown playing chess on ImagiNation against a grey-haired barber. We're also showing up in magazine ads for AT&T, and in our own advertisements for the new game for Version 2.4-- Front Page Sports: Football *Online*.

And as many of you already know, last February the Imagination Network was featured in a special Valentine's Day segment on "Good Morning America." The report focused on an online friendship that turned into marriage for two ImagiNation Network members.

All in all, we like the attention, and hope you do too. It's all part of our efforts to help our community grow-- one ImagiNation member at a time.

See you online!

Dean A. DeBiase
President and CEO

Update

Tom Pomeroy has left the ImagiNation Network to work on other projects.

We wish him well, and thank him for guiding the ImagiNation Network during its "early days" of online, interactive entertainment.