

IMAGINings!

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WORLD POKER CHAMP Joins Players on ImagiNation

If you've ever dreamed of sitting down at the table with the best and coming up a winner, now's your chance.

World Poker Champion Dan Harrington has played against the top players all across the world— playing high stakes for nearly 15 years.

And now he's playing on the ImagiNation Network, against the lucky winner in the upcoming Poker Tournament (see related story, this page).

Whoever manages to play against Harrington in the final round should know what they're up against. This year, Harrington took the World Poker Champion

title, as well as the top prize in both the preliminary and final no limit hold 'em events at the World Series in Poker. And this summer, while vacationing in Europe, he dropped in on the European Championship held this year in London— and walked away with the top prize there, too.

Harrington says he first played poker while in college in the late 1960s. "But it was strictly on an amateur basis. I started playing for higher stakes back in the early '80s." By 1987, he was playing in his first World Championship Series and placed sixth. "It looked like playing poker would

continued next page

Beat the Champ!

Take the top spot in the upcoming ImagiNation Network Poker Tournament and win the chance to challenge World Poker Champion Dan Harrington in a one-on-one match. Plus, the top 20 players get to join Harrington in a special conference in the Clubhouse.

The tournament takes place September 23-24, with play starting at 10 a.m. Pacific time. Table assignments will be made as players show up in Key West, in CasinoLand. No advance signups— just show up within 10 minutes of the start of a round.

All you have to do to win a round is be the last person at your table with money. The only game allowed is 7-card stud. At the end of the day Saturday, the top 20 players are invited back for a fight to the finish on Sunday. These top 20 winners are also invited to join Harrington for a cozy get-together online at 7 p.m. Pacific time. Saturday night.

The top player wins 25 FREE hours online and the chance to play one-on-one against Dan Harrington at 7 p.m. Pacific time. Sunday night. You'll double the number of free hours online if you beat Harrington—the prize jumps to 50 FREE hours online if a member wins in this final round.

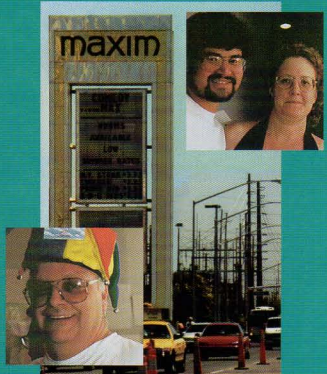
The second-place winner gets 15 FREE hours online. Third- and fourth-place winners each get five FREE hours online.

Check the Poker Tournaments bulletin board in the Tournaments room of the Clubhouse for more detailed information.

Six-week Football Leagues start soon, with prizes from the ImagiNation Network for the top winners in head-to-head play. Look for details online in September!

WISH YOU WERE THERE!

These photos, taken at the Las Vegas INNvasion Member Gathering held July 26-30 at the Maxim Hotel, show just how much fun it can be to come face-to-face with online friends in the ImagiNation Network.



ASK



Fred

Hey Fred!**What's the most popular time to find people online to play a game?****—CaroleT**

Dear CaroleT:

Well, it will probably come as no surprise that you're likely to find the most people online in ImagiNation in the early evening hours. Keep in mind, though, that members sign on from all over the country. If you're on the West Coast, this means that you'll find many East Coast members may be signing on during *their* evening hours which are actually three hours ahead of *your* evening hours. And vice versa.

Hey Fred!**How do you get Version 2.4?****—Jason**

Dear Jason:

If you're already a member of the ImagiNation Network, you'll get Version 2.4 automatically—just as soon as the software is ready. Look for a package in the mail in the coming weeks. I think you'll like what you see when your Travel Kit arrives—it has new software, including the software for the new game Front Page Sports: Football *Online*™ and all-new manuals and quick cards to make it even easier to have fun online. And it's all designed around a travel theme—to help you “navigate” online in ImagiNation.

Hey Fred!**I've been hearing about Version 2.4 forever. When will I get my new software?****—Ready**

Dear Ready:

The HOSTS and INN employees who are online a lot tell me that several people have been asking this question. Good news! The answer is that within weeks, everyone will have the new software, along with the Travel Guide, quick cards and lots of other cool stuff. Hang in there! It's worth it.

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.



Harrington (cont'd)

be a good way to make some money while I did other things. I was a chess player, and I was pretty good, but you're not really going to get rich playing chess.”

Since then, Harrington has worked hard to become a top-notch player whether he wins or loses. “Basically, after you learn the technique and learn when to bet,” he says, “it comes down to a test of character. Because when you gamble, you're going to lose a significant portion of the time, even if you're a good player.

“So it's not only how you play, but how you behave emotionally,” he concludes. “There are many strong poker players who, when they lose, react badly and then start playing badly.”

Harrington says he prefers to practice the game with real people rather than computers. “This is a partial information game,” he says. “And the more information you can acquire that's hidden, the

better off you'll be. I like to see how a person reacts under certain situations. You'll find in most poker games that your opponents will remain the same over a long period of time.”

What's the best tip he can offer about betting and poker? “Be aggressive most of the time,” he says. “The person who is aggressive has the edge.”

“And practice. To be a good poker player,” Harrington advises, “it's basically just a lot of playing and gaining experience, and learning how to react in a positive fashion under a lot of different circumstances.”



Calling All Card Players!

With Version 2.4, we've made some nice changes to some of your old favorite card games in the ImagiNation Network. Now, you can:

- ♥ Play Team Bridge in the Clubhouse.
- ♣ Allow another player to take your place in a game of Hearts or Spades. You can also return to a game in progress even if you inadvertently lose connection to the network.
- ♦ Read your mail or write letters while in CasinoLand—we've added access to the Post Office from CasinoLand.

Reaching Out to Newcomers

In special roles in the Bridge world of the ImagiNation Network are Alan Susskind from Florida (ImagiNation Network name: Tuss) and Ellen Siebert, from Arkansas.

"While we have more than our share of national and world champions, the vast majority of experienced players on INN are experienced American Contract Bridge League life-masters who for play for the enjoyment of the game and who use the online experience to meet and play with others at their own level that they never would have met otherwise," explains Susskind, a full-time professional Bridge player and winner of nearly 75 regional events.

Susskind is the moderator of the ImagiNation Network's WTP (What's the Problem?) Bridge Bidding Panel, the ImagiNation Network's version of "The Bridge Worlds' Master Solvers Club."

This popular conference allows members to match wits with an expert bidding panel and win free online hours.

Ellen, who has represented the U.S. several times at the World Championships, teaches the weekly beginners' Bridge classes on the ImagiNation Network. "I want people to get involved in Bridge. If I can get some people interested in the game, I feel like I will have accomplished something. It's a tremendous sport," she says.

—*"Sheer"*

BRIDGING the GAP

Bridge Pros Online in the ImagiNation Network

by *"Sheer"*

It looks like any other room, right?

But if you could eavesdrop on some of the conversations in the Bridge Club, you'd find out it's anything BUT a casual night of play for a number of the ImagiNation Network's Bridge regulars.

For months now, as many as ten of the players have been in the midst of a very serious practice for the World Championships to be held this October in Beijing, China. And they're practicing together on the ImagiNation Network.

"I joined ImagiNation last year so that I could practice with my partner, Carol," says New York-based bridge pro Kitty Munson.

Munson, who goes by MissKitty online, has played Bridge for 33 years, 23 of those years in tournaments. She has earned five national titles and has been to the World Championships a number of times, even winning it in 1989 in Australia. This year's team practiced on the ImagiNation Network last July, won the trials in Las Vegas, and earned the honor of going to China to represent the U.S. for 1995. Ever since they qualified, four of the six teammates have been playing on the ImagiNation Network several times a week to prepare for the big world event.

"Before we used the ImagiNation Network, we used to try to get together on weekends and we bid hands by fax machine," Munson explains. "It wasn't nearly as much fun. INN has been a great way for us to get more hands in. And practicing online lets me feel like I'm really with my team members, so we end up bonding well and building team spirit."

Munson says she and her six teammates, including Carol Simon, Karen McCallum and Sue Picus, who practice with her

online, think of themselves as the ImagiNation Network team, since it has become their base of operations for practicing and inter-team communications.

"I came on here originally just to practice, but I've met all kinds of great people on INN, including a nice new boyfriend," she laughs.

Star Players

Another ImagiNation Network Bridge player is one of America's most well-known players, Bobby Goldman. He's a four-time winner of the World Championships and is going to Beijing with his stellar team, all of whom are practicing on the ImagiNation Network.

"INN's main benefit to me is that it's an easy way to maintain contact with many people I've known from 35 years in the tournament world," says Goldman, who uses the handle BobbyG online and lives in Dallas.

"But how it started was, two years ago, our team captain demanded that our team get memberships and start practicing on INN, and we've been practicing on INN ever since. We think of ourselves as the ImagiNation Team."

Other ImagiNation Network players well-known in the Bridge world include Paul Soloway, Mark Lair, Mike Pasel, Jeff Mechstroth, Bobby Levin, Peter Weichsel and Jimmy Caine, some of whom are on the team representing the U.S. this October at the World Championships in Beijing.

—*"Sheer"*

SciFi Spectacular

Our own Richard Aronson, game designer for the upcoming game *The Ruins of Cawdor*, was at the World Science Fiction Convention in Glasgow, Scotland August 24-28. Many ImagiNation Network members joined Aronson online August 26 for a live report from the convention.



Thousands of people who enjoy science fiction attended the convention, also known as WorldCon, including many of the genre's most famous authors, artists, filmmakers, computer professionals, role players and the like.

At the WorldCon, Aronson served on two panel discussions. For "Cyberspace Beginners", he gave a general overview of life in Cyberspace, and spoke about the online experience in the ImagiNation Network. On the panel "From Cyberspace to Gothic Horror: The Evolution of Role Playing Games," he shared his insights as an avid game player and game designer since the start of the role-playing game phenomenon in the 1970s.

find Your Place Online

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!

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.

Meeting of the Month

Join dozens of other members in the ImagiNation Network Federation of Planets for a weekly game based on the Star Trek series. To join this member-run conference and get a position assignment in the game, write to AdmMaddox at E-mail Box 94720. You'll get two play manuals and attend a short training session before you join the game.

The Big Show – GenCon '95

Thousands of game players visited the ImagiNation Network booth at the GenCon Game Fair held August 10-13 in Milwaukee, including many long-time ImagiNation Network members. Those who stopped by got a glimpse at the soon-to-be released fantasy role-playing game *The Ruins of Cawdor*. And many got to walk away wearing the "show special"— ImagiNation Network Viking hats!



PersonaLink ServicesSM and Magic LinkTM from Sony can change the way you communicate. Find out more about this special offer from AT&T.



SPECIAL OFFER For ImagiNation Members

Imagine sending and receiving E-mail when you're away from home (or the office) and away from your computer. Imagine never again having to be out of touch with your friends, family, associates or customers while traveling across the country, or just across town. And, as long as we're imagining, imagine you can do these things all from a personal communicator that fits in the palm of your hand.

Together, AT&T PersonaLinkSM Services and the Sony Magic LinkTM personal communicators bring your imagination to life! With a few simple instructions you can send and receive multimedia E-mail (text, voice, and even animated graphics), as well as send a fax or wirelessly receive a message on your pager. You can even get an electronic newspaper (national, international, local news with sports and weather) delivered to your communicator, free, every morning.

In addition, the Magic Link communicator is a full featured personal (or business) information manager

with a name card file, calendar, datebook, scheduler, spreadsheet, and many other features, which puts the resources at your home or office in the palm of your hand.

Find out how you can put PersonaLink to work for you, with a special offer for ImagiNation Network members available through December 31, 1995.

If you order now, you'll get the Magic Link Bundle for \$599.95 plus shipping, handling and applicable sales tax. And, you'll get PersonaLink service free for one month, and then pay \$9.95 a month for unlimited E-mail. The Sony Magic Link bundle includes a Sony Magic Link PIC-1000 personal communicator with a 1MB Memory Card and Rechargeable Battery.

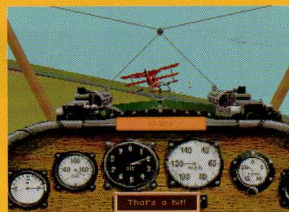
For more information, call (800) 936-LINK ext. D19, or place your order through the AT&T Discount Store online in the Mall, or send an note to ImagiNation Network E-mail Box 281128.

Attention Red Baron Pilots

Because so many of you wrote to let us know about improvements you wanted for Red Baron, we've made some recent changes.

Now, when you look at another member's toon to decide if you want to invite them to fly, you'll be able to tell the other person's modem speed. This is important, because we've found that the game is more realistic when you play against a person with the same modem speed as your own.

Of course, you can always choose to play against a person with a different modem speed—we don't want to restrict your play in any way.



Another big change—we've made it so that play between Pentium computers and 486 computers will be more realistic.

We hope you like the improvements. And thanks to all Red Baron devotees who brought these issues to our attention. Together, we're making the ImagiNation Network better all the time!



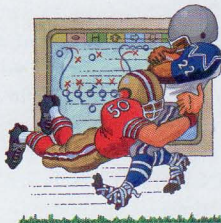
More New Rooms!

As the Arena opens up with Version 2.4, you'll see several new rooms, including:

- ▶ **Coaches Club**
- ▶ **Owners Box**
- ▶ **The Goal Post**
- ▶ **INN End Zone**
- ▶ **The Ready Room**
- ▶ **Prop Point**
- ▶ **The 19th Hole**
- ▶ **Sand Traps**

Don't Miss Out!

The special introductory offer for the Front Page Sports: Football *Online*™ official game manual ends September 15, 1995. Manuals ordered before the deadline cost \$6.95 each—that's a dollar off the regular price of \$7.95.



ask Member Services

REAL QUESTIONS FROM REAL MEMBERS TO IMAGINATION'S MEMBER SERVICES

Q: When I try to play Front Page Sports: Football *Online*,™ I get a message that says: Insufficient Expanded Memory.

A: Football *Online* requires 585K (599,040 bytes) of conventional memory and 1024K (1,048,576 bytes) of expanded (EMS) memory. Some computers are not configured for expanded memory, but it's easy to create expanded memory with a Front Page Sports: Football *Online* boot disk. You'll need a blank disk that fits in your A: drive and is the same density (high density or double density) as that drive. Change to your Football *Online* directory (usually C:\INN\FOOTBALL) and type: INSTALL. Select CREATE A BOOTABLE FLOPPY from the Installation Choices menu. Follow the on-screen instructions. When your boot disk is finished, restart your computer with this disk in the A: drive each time you want to connect to the ImagiNation Network and you'll have the expanded memory you need to play Front Page Sports: Football *Online*.

Q: When I was installing my software for Front Page Sports Football *Online*, I got this message: "error reading drive B:." What does this mean, and what do I need to do to fix the problem?

A: If you are installing Front Page Sports: Football *Online* using Windows,™ quit Windows and install through DOS. If you still have problems, follow the instructions provided in the previous answer to create and use a boot disk before.

Q: I've been playing a lot lately. How can I save money every month?

A: AT&T long distance customers get 10 percent off the monthly membership fee. Check online for details. Also, if you find yourself going into over hours, you may be able to save money by upgrading to a higher plan. From September 6 to October 6, earn FREE hours online for trading to a higher Membership Plan. See the INN Mall for details.

Trade Up for the Best Rates

Membership Plan	Included per Month	Each Add'l 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

a note from DISNEY WORLD

by Dan Ross

Quality Assurance Manager at the
ImagiNation Network

On May 16th, I had the privilege of attending the unveiling of AT&T's INNOVENTIONS exhibit at Epcot Center in Walt Disney World.

Located directly across from the signature geodesic dome, INNOVENTIONS is a place where AT&T has made the latest technology available for "hands on" demonstrations to millions of people who visit the Walt Disney World theme park every year.

In the center of the display, among futuristic picture phones, interactive televisions and PersonaLinkSM personal communicators, stand two kiosks that we use to show off the ImagiNation Network.

Visitors can "tour" the ImagiNation Network with a self-running interactive film. Touchscreen technology

allows the visitor to "move" from one spot to another in the ImagiNation Network and get information on how to become a member.

After traveling to Epcot Center to set up the computers and install the software, I spent a few days giving live demonstrations. Some of you may have seen me online as DemoMan. Everyone who took a minute to watch seemed quite impressed. Many didn't know that the technology even existed to allow them to play a game with a friend or two all the way across the country!

One of our newest, biggest fans is a fellow named John who was visiting the United States from England on his honeymoon. He was hooked the minute he saw the ImagiNation Network. He had explored the Internet back home in England,

but he'd never seen anything like our interactive network.

John's favorite part? The facemakers! He spent 20 to 30 minutes just trying out the different options in the Clubhouse and SierraLand. His new wife eventually decided to go and see some displays on her own. Five hours later, she returned to collect her husband. I explained to John that I needed to go too, because the park was closing, but told him I would be back the next day.

The next morning, an hour after I arrived at the kiosk, John was back. We now correspond via the Internet, and he always asks when INN will be available in England. Maybe someday, John.

Play the *Daily Word Puzzle*

Good with words? Have a knack for puzzles? Then try your luck with the new ImagiNation Network Daily Word Puzzle.

The puzzle will appear daily as a letter in your ImagiNation E-mail Box. You'll have until 8 a.m. Pacific time the next day to return your answer via E-mail. Just write your answer in the survey letter that will appear each day in your mailbox.

We'll select a winner at random each day from all the winning entries received. As the week progresses, the questions get harder, so we'll be giving out prizes accordingly.

This means that if you win on Monday, the prize is one hour online in ImagiNation. On Tuesday, the prize is two free hours online, and so on until Friday, when the prize is five free hours online in the ImagiNation Network PLUS a special mug, T-shirt or mousepad from the ImagiNation Network.

Look for more details online in September!

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

QUESTIONS OR COMMENTS?
Imagings is published monthly
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AT&T Corp. To join the Imagination
Network or ask questions about your
membership, call 1-800-IMAGIN-1.

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8 SEPTEMBER 1995

IMAGINATION!™ The Last Word

We want to know what you think!

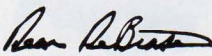
We've already begun shipping an early version of v2.4 for final testing. We are currently making final changes to the software and will soon be distributing the official version to everyone.

Along with the software, we will be shipping all-new quick cards for some of the more challenging games, plus a new Travel Guide to help you through the basics of being online in the Imagination Network. We've tried to make it as easy as possible for you to be up and running quickly with Version 2.4.

Write to us and let us know what you like best about the new software. Tell us what we can do in the future to make the process of getting online with the new software even easier for other members. And let us know what you'd like to see added to the Imagination Network.

Write to me at E-mail Box 936. And have a great time in the Imagination Network!

See you online!



Dean A. DeBiase
President and CEO

Remember! Our Member Services call center,
at 1-800-IMAGIN-1, is now open
from 6 a.m.-10 p.m.
Call if you have questions or concerns.