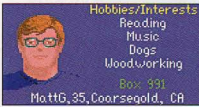


Imaginings

JULY 1994 - VOLUME TWO/NUMBER SEVEN

IMAGININGS IS A PUBLICATION OF THE IMAGINATION NETWORK

ImagiNation To Get New Back End



If you have ever lost connection to INN for no apparent reason, the likelihood of it happening again will be virtually eliminated. Soon, you will notice a significant improvement of ImagiNation's *back-end* performance. INN has invested in newer, faster, and more fault-tolerant hardware. Primarily, this improvement will be reflected in how INN responds to room-change requests.

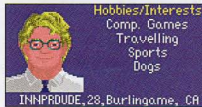
About one year ago, ImagiNation senior management tasked the Systems Department with developing a host-complex (the machines and services used to deliver "value-added" services) with the following qualities:

1. The service should be substantially stronger than the existing host-complex. Unexpected conditions on telephone and network delivery mechanisms should be recoverable, or should minimize the effect on our membership. The tracking and serviceability of the new host complex should allow us to address "point" failures of host-complex machines quickly and easily. Whenever possible, the Operations staff should be able to *proactively* address an impending network failure, so members are unaware of

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World Chess Quarterfinals Go On-Line at Trump Plaza



NEW YORK – With New York's famed Trump Tower as its stage, The ImagiNation Network provided live simulcast of, and co-sponsored, the Intel World Chess Championship Quarterfinals to INN members and world press.

The event featured eight of the world's best players battling for the right to challenge reigning world champion Garry Kasparov at the 1995 Intel World Chess Championship match. Kasparov's last challenger for the championship, Nigel Short of England, top U.S. players Michael Adams and Gata Kramnik, Russians Oleg Romanishin and Sergi Tiviakov, and Indian Viswanathan Anand were among the competitors. (Yes, the players' personae were as accurate as possible.)

Moves from the fourth floor were sent by radio to the atrium of Trump Tower. In the atrium, eight chess masters entered the moves into computers connected to The ImagiNation Network. Between moves, the masters provided commentary and analysis to the hundreds of people attending the eight-day tournament.

INN members watched on "mirror" games and moves were posted on the Tournaments Bulletin Board daily. After each day, a live conference was provided from New York for INN members.

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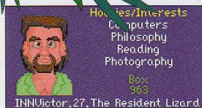
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DATED MATERIAL

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Poker Players Compete for Pride and Prizes



I have a confession. I'm not a very good poker player. Certainly, this may come a quite a surprise to you since I am a CasinoLand Sysop, and poker is the flagship game of CasinoLand, but I feel I have to be honest here.

Perhaps a visual aid will help clear up any confusion. If I were involved in a game of strip poker, I would be reduced to my skeletal system before any of the other players so much as unbuttoned their coats.

You're probably saying to yourself right now, "Why are you telling us this?" Well, I want to take this opportunity to report some new and exciting extracurricular activities put in place by some folks here at ImagiNation. Great segue, eh?

The Class

Let's say you have an interest in learning poker. A good starting point would be ImagiNation Network University's Poker Class. These classes are great if you're just learning the game or you're a seasoned player looking for new techniques and strategies. In any case, you'll come away from the class with a better understanding of poker and, more specifically, how the game is played on ImagiNation.

Poker classes are held every Sunday in the INN University room, located in the Clubhouse, at 1 p.m. and 5 p.m. Pacific Time. The two classes are identical. You may attend either or both without any prior registration. Did I mention these classes are free? They are. All I ask is, in return, you beat the pants off someone with your new-found poker skills. Each class lasts ninety minutes and incorporates various teaching methods.

First, you will meet in the University and are presented with a pre-typed "lec-

ture" lasting about 15 minutes. You can even record the conference to disk in case you want to review it later for some self-inflicted homework. The instructor opens up the floor for questions often. Don't be shy. If you have a question, now is the time to ask. Then it's off to CasinoLand for some hands-on learning.

In CasinoLand, you will have the opportunity to play poker with your classmates. Learn the different variations of poker CasinoLand offers and the specifics of the player interface. The instructor will be there in case you have any additional questions or comments. Congratulations! You have just graduated. It is now time for Phase Two of your rise to the top of High Rollerville.

Bragging Rights: Poker League

You've been through the class, you've seen the movie, you've done your homework and now you're ready to take on some of the finest poker players ImagiNation has to offer. How can you be assured of always getting a seat at some hot tables? Easy, join the CasinoLand Poker League.

The Poker League is different from the Poker Tournament in that there are no prizes. All you get in return for your winning skills is the right to razz the losers unmercifully.

To best explain the purpose of the Poker League, I will quote a line from the league information sheet: "The CasinoLand Poker League was designed as a forum for serious players who enjoy playing poker on ImagiNation to get together in an organized manner without the rigid time constraints of a tournament." A truly revolutionary concept, wouldn't you agree?

You'll also get a sense of camaraderie in the League, not to mention the possibility of meeting new friends from all over the country. All related information is posted on the Poker League Bulletin Board in the Go-Checkers room.

Players are assigned matches weekly,

but you can play at your discretion. To make it easier, a default time of Sunday nights at 6 p.m. PT is set in Polite Place. A match consists of 20 hands. If you're pressed for time, split your match into two or more sittings. After eight weeks, a league winner is crowned and a new league will be formed. Get a detailed list of the rules and regulations from League Director, RoyalFlush, at Box 959. After honing your poker skills in the league, you're ready for Phase Three.

Prizes, Prizes, Prizes: Poker Tournament

If you thought the action was hot in the Poker League, you ain't seen nothin' yet! This is the official ImagiNation Poker Tournament. It is a set-time tournament and takes place at 7 p.m. PT every Thursday night. Not only do you get bragging rights, you will win a free Sierra-On Line game if you manage to scratch and claw your way to the top.

Getting registered is easy. You may post a note to RoyalFlush on the Poker Tourney Bulletin Board in the Tournaments room, located in the Clubhouse, or write to RoyalFlush at Box 959. In return, you will receive the official, patented rules and regulations listing. This list explains everything you need to know to register and play. However, a

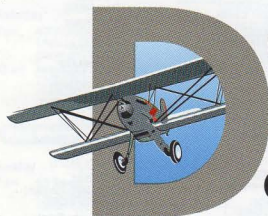


Neither Seven Card Stud nor Five Card Draw will faze your CasinoLand poker face.

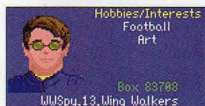
word of warning - only the best of the best can survive this war of wit and luck. Good thing you took the class, huh?

So, there you have it. Everything you need to know to be a CasinoLand poker professional. As for my lack of poker finesse, I have every intention of attending the class and becoming a better player. Who knows? I just may get good enough to win a few hands someday.

Red Baron Squadrons Are



emonstrating ogfight exterity



Piloting planes from the World War I era is a very enjoyable and exciting part of INN. Most Red Baron pilots belong to clubs or teams, commonly referred to as "squadrons." Squadrons provide wonderful opportunities for "team play" and camaraderie. Some squads require qualifying tryouts, others you simply join.

Most squad members identify themselves by placing the squad's initials in front or behind their name. "I am often asked what the BK stands for" explains BKMcCloud. "It stands for Blue Knights, my squadron."

There are many reasons to join a squadron. Squadrons keep you informed of Red Baron events such as tournaments. Some squadrons even publish newsletters and others have organized flying classes for new members. Most squadrons have regular meetings. Novice pilots can learn advanced flying techniques from the seasoned flyers in their squadron. This is especially true when novice and advanced pilots are paired against other squadrons in formal competition. Best of all, squadrons are a great way to make new friends.

Red Baron tournaments are varied. Each has a different set of parameters such as duration, frequency, ammunition, plane type and number of lives. Some require squadron membership, others are open to unaffiliated flyers.

An example of a monthly tournament is the Sky Wars Tournament. Squads are randomly placed on opposing sides by the organizer and approved by the Sky

War Council. The Council records kills, gives medals and makes sure everything runs smoothly. This is a very technical, yet rewarding tournament.

Like Sky Wars, the Red Baron Wars also have a council. Both tournaments are fast-paced and add realism to the game. To participate

When asked why he likes the Ladder, BKHavoc responded, "Because it makes me have to fly people every few days, and most are great competition."

Currently in its final stages, is NCTSpattan's Top Gun Tourney. This tourney is set up like the ladder except specific planes are designated. It is set up in pyramid-style, like the NCAA College Basketball Tourney, in that pilots trying to make it to the final four. Each pilot has to have a total of five kills to win.

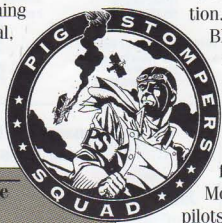
The King of the Mountain Tourney, or KOM4, is a recurring competition. WWRic and

BKBanza! are the organizers of the fourth installment of the KOM Tourney. You must be chosen from your squad to fly in King of the Mountain. Two single pilots and one doubles

team are chosen by each squad to represent them in this prestigious event.

Each squad advances as a team. No pilot can fly both singles and doubles matches in a given round. The winner of the tourney is determined by attrition. Each week, squads are eliminated until a King of the Mountain squad is crowned. Started by BKcrisp, it's one of the oldest Red Baron tournaments.

If you're into flight simulators, Red Baron tournaments can greatly enhance the excitement and friendly competition, so much a part of the INN experience. They make the game more



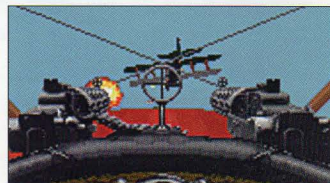
The following is a partial list of active Red Baron Squadrons.

ALW	Aces of Luftwaffe	ALWJaseAce	73432
BK	Blue Knights	BKMalice	22916
DD	Dorsai Dragons	Kensei	24501
FT	Flying Tigers	FokkerFT	30295
HB	Hells Bandits	HBLoneWolfe	93346
LC	Les Cigognes	LCHawker	20506
NB	Nasti's Boyz	NastiNB	42112
NCT	Naked Crisco Twisters	NCTCupCake	65227
PS	PigStompers	PSBobo	1402
SBP	Satan Bi Plane	SBPdead	60728
WFT	Women's Flying Team	WFTJenni	1633
WM	Widow Makers	SkyLordWM	36123
WW	Wing Walkers	WWAce	49995

in Sky Wars or Red Baron Wars you must be in a squad. Your squad then must be signed up to fly in that Sky War or Red Baron War.

During these wars, if you achieve 14 kills without being killed, you receive great honors. If you die, your kill tally starts again.

Another variety of competition on INN is the Red Baron Ladder. The ladder, organized by WFTJenni, is ongoing and consists of as many as 90 pilots. You don't have to be in a squad to participate and you may challenge people up to three rungs above you. The challenger picks the planes, amount of ammunition and other options. The competing pilots switch planes after the first match. You must have four kills to win a rung on the ladder.



exciting and go far in determining the best on-line pilots. You can read about all the tournaments on the Pilots Lounge Bulletin Boards in the Clubhouse. While you are there, you can also read about and talk to the many squadrons represented on INN.

Conference Guide

Once you find a conference you're interested in, find out where it is as indicated below (for example, MYSTIC PORTAL, SPADES PLACE). These are the waiting room names 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 conference! Just drop a line to box 931. It's that easy!

Please note the following **July Schedule** is subject to change, and the most accurate, up-to-date schedule can always be found on-line in **Town Hall** under **Conference Schedule**. All times listed are *Pacific Time*. All conferences listed in *italics* are private and require approval from the conference's moderator or host (displayed in parentheses followed by their mailbox numbers) to attend.

Cartoons & Comics

- Sunday**
- 5 pm **Uncanny Xmen Fan Club** (Feron 79108)
- Tuesday**
- 9 pm **X-Men and More SPADES PLACE** (Timv 53440)

Computers & Games

- Sunday**
- 10 am **On Computers TECH TOWER** (Tevan 92551)
 - Noon **C++ Clinic SPADES TOO** (BohmK 90574)
 - 5 pm **PO4 SIG MYSTIC PORTAL** (PO4dan 115590)
Ultima Dragons GO-CHECKERS (Wispine 74652)
 - 7 pm **Deaf Programmees TREE HOUSE** (ICEmanH 96908)
Virtual Reality SIG TECH TOWER (REALITY 90456)
- Tuesday**
- 6 pm **CELE: Linking Earth MARRIED LIFE** (Gandalf 92800)
- Wednesday**
- 5 pm **Programmers Palace SPORTS DEN** (Zack 47973)
 - 7 pm **PC Flight Simulators CHESS CLUB** (Aviandice 30559)
- Thursday**
- 7 pm **OS/2 Users Group SPADES TOO** (FrankW+ 21493)

Games & Strategies

- Sunday**
- 1 pm **Sir Ace's Game SPORTS DEN** (SirAce+ 98646)
 - 5 pm **TTG Trivia Madness TRIVIA HAVEN**
 - 6 pm **TTG Trivia Madness TRIVIA HAVEN**
 - 7 pm **TTG Trivia Madness TRIVIA HAVEN**
 - 8 pm **TTG Trivia Madness TRIVIA HAVEN**
- Monday**
- 6 pm **TTG Trivia Madness TRIVIA HAVEN**

- Bridge Clinic BRIDGE CLUB** (BridgeDr+ 83491)
- 7 pm **TTG Trivia Madness TRIVIA HAVEN**
- 8 pm **Blue Monday Trivia TRIVIA HAVEN** (NickChris+ 23850)
- Tuesday**
- 5 pm **PBP Team Conference BOARD ROOM** (PBPKicker 83713)

- 10 pm **TTG Trivia Madness TRIVIA HAVEN**
- INN University**
- Sunday**
- 2 pm **Adv. Assembly Language INN UNIVERSITY**
 - 3 pm **Eucbra INN UNIVERSITY**
 - 3 pm **Hearts INN UNIVERSITY**
- Tuesday**
- 6 pm **TTG Trivia Madness TRIVIA HAVEN**
 - 7 pm **TTG Word Play TRIVIA HAVEN**
 - 8 pm **TTG Trivia Madness TRIVIA HAVEN**
 - 9 pm **TTG Trivia Madness TRIVIA HAVEN**
- Wednesday**
- 7 pm **TTG Trivia Madness TRIVIA HAVEN**
 - 8 pm **TTG Trivia Madness TRIVIA HAVEN**

- Thursday**
- 6 pm **TTG Trivia Madness TRIVIA HAVEN**
 - 7 pm **TTG Trivia Madness TRIVIA HAVEN**
 - 8 pm **Chess Club Business CHESS CLUB** (INNMicheal+ 997)
 - 8 pm **TTG Trivia Madness TRIVIA HAVEN**
- Friday**
- 6 pm **TTG Trivia Madness TRIVIA HAVEN**
 - 7 pm **PaintBall Talk SINGLES CLUB** (Matt 82506)
 - 7 pm **TTG Trivia Madness TRIVIA HAVEN**
 - 8 pm **FFZ Game Club SPADES PLACE** (RichG 79924)
 - 8 pm **TTG Trivia Madness TRIVIA HAVEN**
 - 9 pm **TTG Trivia Madness TRIVIA HAVEN**
 - 10 pm **Later with ShawnM TRIVIA HAVEN**

- Saturday**
- 11 am **Go Club GO-CHECKERS** (XeonSky 38502)
 - 7 pm **TTG Trivia Madness TRIVIA HAVEN**
 - 8 pm **TTG Trivia Madness TRIVIA HAVEN**
 - 9 pm **Bible Trivia TRIVIA HAVEN**

- 10 pm **TTG Trivia Madness TRIVIA HAVEN**
- INN University**
- Sunday**
- 2 pm **Adv. Assembly Language INN UNIVERSITY**
 - 3 pm **Eucbra INN UNIVERSITY**
 - 3 pm **Hearts INN UNIVERSITY**

On-Line Manager Jen Briggs will be available during July's **One on One With Imaginings** on Friday, July 15 in the INN Help Room at 5 p.m. and 7 p.m.

- 4 pm **Twinkl INN UNIVERSITY**
- 5 pm **Intermediate C++ INN UNIVERSITY**
- Poker INN UNIVERSITY**
- 6 pm **Assembly Language INN UNIVERSITY**
- Desktop Publishing INN UNIVERSITY**
- Monday**
- 5 pm **C++ Programming INN UNIVERSITY**
 - 6 pm **Lotus 123 INN UNIVERSITY**
 - 6 pm **Flight Simulators Beginning C++ INN UNIVERSITY**
 - 7 pm **Chess INN UNIVERSITY**
 - Spades INN UNIVERSITY**

- Tuesday**
- 3-6 pm **Homework Hotline INN UNIVERSITY**
 - 5 pm **Stratego INN UNIVERSITY**
 - 6 pm **Pascal INN UNIVERSITY**
 - Go INN UNIVERSITY**
 - 7 pm **Resume Writing INN UNIVERSITY**
 - Novel Writing INN UNIVERSITY**

- Wednesday**
- 6 pm **QuickBASIC INN UNIVERSITY**
 - Ysarbuis INN UNIVERSITY**
 - 7 pm **Beginning Windows INN UNIVERSITY**
 - Eucbra INN UNIVERSITY**
 - Red Baron INN UNIVERSITY**
- Thursday**
- 3-6 pm **Homework Hotline INN UNIVERSITY**

- 6 pm **Spades INN UNIVERSITY**
- Backgammon INN UNIVERSITY**
- 7 pm **Beginning DOS INN UNIVERSITY**
- Adv. WordPerfect INN UNIVERSITY**

- Friday**
- 6 pm **Visual Basic INN UNIVERSITY**
 - dBase INN UNIVERSITY**
 - 7 pm **Chess INN UNIVERSITY**
 - Creative Writing INN UNIVERSITY**
 - Advanced Red Baron INN UNIVERSITY**

- Saturday**
- 10 am **Cribbage INN UNIVERSITY**
 - 11 am **Backgammon INN UNIVERSITY**
 - 2 pm **Ysarbuis INN UNIVERSITY**
 - Stratego INN UNIVERSITY**
 - 4 pm **Beginning C++ INN UNIVERSITY**
 - 5 pm **Red Baron INN UNIVERSITY**

Medieval Land Guilds

- Sunday**
- 1 pm **Paladins HELP ROOM (1st3rd)** (Advenger 67446)
 - 3 pm **KOY: Dragon Court EUCHEVILLE** (MajicWid 68330)
 - 5 pm **SCA Clan McHaud SPADES PLACE** (Timoth 70395)
 - WEOT Guild GO-CHECKERS** (Teavor 76793)
 - SDF Guild BOARD ROOM** (DarkKunze 89913)
 - 6 pm **Death Crusaders Guild TREE HOUSE** (SirSean 100866)
 - Falcon Guild BACKGAMMON DEN** (Patriick 105437)
 - 7 pm **Silver Chalice HELP ROOM (2ND/4TH)** (AntonCam 33626)
 - Empire Guild HELP ROOM (4th)** (Trent 24513)
 - KOS Guild MYSTIC PORTAL** (Kreander 86634)
 - League Of Vendare SPADES TOO** (SirNick 82228)

- Monday**
- 6 pm **Amber Guild MYSTIC PORTAL** (Dworkin 14288)

- Excaltbur Guild BOARD ROOM** (Dorsia+ 31309)

Lords of Chaos Guild BOARD ROOM (LDCosine 82079)

Misty Hollow KOY PILOTS LOUNGE (Allison 30057)

MOT MYSTIC PORTAL (Lorydolan+ 15592/Term)

- 7 pm **LOS Guild Meeting BOARD ROOM** (Bewulf 100355)

SOF/DA Guild GO-CHECKERS (Vigilant2 87832)

SDF Red TREE HOUSE (Iret+ 68189)

VEA Guild GO-CHECKERS (Sabre 70454)

- Tuesday**
- 5 pm **Armageddon Guild GO-CHECKERS** (Fish 33626)
 - 6 pm **GOT TECH TOWER** (FuShnik 91000)
 - HOT Guild TECH TOWER** (Danus 91022)
 - SOF/SS GO-CHECKERS** (Kyra 69743)
 - KOY/SS/UD TREE HOUSE** (Krag 30929)
 - KOY-SS TECH TOWER** (Tolland 81900)
 - Vampire Guild MARRIED LIFE** (Nedate 109158)
 - 7 pm **SDF Guild TREE HOUSE** (Matt+ 41308)
 - KAOS Guild MYSTIC PORTAL** (SwiftSword+ 42908)

- Wednesday**
- 6 pm **ROC Guild HELP ROOM (1st3rd)** (SirMeric 64789)
 - FFBH Guild MYSTIC PORTAL** (LorIPal 105038)
 - SDF/MH Guild TECH TOWER** (Epic 85475)
 - SDF-VR TREE HOUSE** (Ranstar 98862)
 - GOT: Evil Way SPADES TOO** (Wolfer 96924)
 - GOT: Sword Swamp HEARTS CLUB** (Printicus 91925)
 - 7 pm **Camelot Guild HELP ROOM (2ND/4TH)** (Mardred+ 14169)
 - CARAL Guild PILOTS LOUNGE** (Raven 49146)
 - DeatZ Guild MYSTIC PORTAL** (Deadzone 84812)
 - GOS Guild TECH TOWER** (Foxbane 93955)
 - Coven of KOY Guild Rpg Zone** (Pacy 65880)
 - Lost Legion: SS Guild MYSTIC PORTAL** (Kharolis 102683)

- Thursday**
- 6 pm **GOT: Lance Lair TECH TOWER** (AJAX 108064)
 - GOT: Roleplay Cafe TECH TOWER** (Dragon 91073)

- Friday**
- 7 pm **Wolfgang Guild MYSTIC PORTAL** (SirWolf 66025)
 - 9 am **Last Legions Guild SINGLES SPOT** (Ironwolf 14367)
 - 3 pm **YR Guild MARRIED LIFE** (Orin 94701)
 - 4 pm **KOY Volcano Ridge MARRIED LIFE** (Barburas+ 61339)
 - 5 pm **Companions Guild BACKGAMMON DEN** (Ticarro 24055)
 - 6 pm **Adventure Guild MARRIED LIFE** (Scapae 18317)
 - Mielts Guild HELP ROOM (2nd)** (Krishna+ 42335)
 - SDF: RI Guild EUCHEVILLE** (Lender 93451)
 - 7 pm **DEV Guild HELP ROOM (3RD)** (Dell 51468)
 - SOF Lance Lair MYSTIC PORTAL** (Paladin 89124)
 - Aces Guild Rpg Zone** (Thomas 102263)
 - 8 pm **Soldiers of Fortune BOARD ROOM** (Turk+ 76130)
 - Underworld HELP ROOM (1ST/3RD)** (Lurker+ 20068)
 - ShapeShifter Guild HELP ROOM (1st3rd)** (Alperon 62338)
 - Shadow Horde Guild TEEN HANGOUT** (Slash 22569)

- GOT: Roleplay Inn GO-CHECKERS** (LONS 83830)

KOY: Roleplay Inn Rpg Zone (Bock 64650)

KOY: TP/RI Rpg Zone (Silk 73524)

Righteous Fire MYSTIC PORTAL (MinskyK 09468)

SDF: QuestMasters MYSTIC PORTAL (SAGA 67735)

7 pm **TSOV Guild Masters EUCHEVILLE** (Kestrel+ 24571)

KORS Guild HELP ROOM (2nd/4th) (Aphrodite 64224)

SOF: Raptor Reach BOARD ROOM (SirJorge 83803)

SDF Guild BOARD ROOM (VanHelsing 72797)

Music

- Wednesday**
- 5 pm **They Might Be Giants EUCHEVILLE** (MeatLoaf 12937)
 - 7 pm **Guitar Club GO-CHECKERS** (KCobain 33101)

Political & Social Issues

- Sunday**
- 7 pm **Commonwealth Club HELP ROOM (1st3rd)** (Chinook+ 68358)
- Tuesday**
- 7 pm **Ditteaux Institute BOARD ROOM** (Bianca 69065)

Something fishy in your tank?
 Check out the **Aquarium Club** every Tuesday evening at 10 p.m. in the Tree House.

Imaginings

Wednesday
8 pm **TV News GO-CHECKERS** (SuWTh 68469)

Saturday
6 pm **HIV/AIDS Info Conference SINGLES CLUB** (Sat/Inn/22991)
12 am **Anarchist's Underground TOURNAMENTS** (BlackJack+ 76909)

Red Baron Squadrons

Sunday
3 pm **GH Squadron Operations PILOTS LOUNGE** (GHdarcOne 21593)
4 pm **Wing Walker Squad PILOTS LOUNGE** (WW/Walkers+ 16340)
5 pm **Holy Air Force TEEN SCENE** (HAF/Jubilee 89367)
KO Squadron PILOTS LOUNGE (KOGuido 116904)
Flying Warlords Squadron HEARTS CLUB (FWSnake 75829)
6 pm **Les Cigognes Squadron HELP ROOM** (2nd/4th) (LJLim 22806)
Sky Wars PILOTS LOUNGE (SkyDancrWM 59814)
8 pm **Soaring Allies Squad RPG ZONE** (MattiSA 36444)
RAF Squad BACKGAMMON DEN (RAFrazor 71155)

Monday
7 pm **Aerial Atrocity Squad HELP ROOM** (2nd/4th) (ScubaAA 18954)
8 pm **Blue Knights Squadron PILOTS LOUNGE** (BK/Mattia 22916)

Tuesday
4 pm **DeathCrushers PILOTS LOUNGE** (DC/Manta 55226)
5 pm **RC Squadron GO-CHECKERS** (RC/Kaliber 83440)
7 pm **WFT Squadron PILOTS LOUNGE** (WFT/Janet 12515)
11 pm **Confederate Flyers PILOTS LOUNGE** (CF/Inn 81351)

Wednesday
6 pm **Rolling Thunder Squad HEARTS CLUB** (RT/Washout 80859)
7 pm **Lethal Xcursion Squad PILOTS LOUNGE** (LXM/Chae 104114)
8 pm **Flying Circus Squad PILOTS LOUNGE** (FC/Sn+ 16762, PGL/Julia+)
9 pm **Air Warriors Squad SPADES TABLE** (AW/Ace00 71613)

Thursday
5 pm **Flying Police Squad GO-CHECKERS** (FAS/Asen 35280)
7 pm **Death Crusaders PILOTS LOUNGE** (DC/Jasace 73432)
8 pm **RD Squadron PILOTS LOUNGE** (Air/DemonRD 74662)

Friday
5 pm **Force Ten PILOTS LOUNGE** (Assault/F10 47087)
6 pm **Black Dragon Squad PILOTS LOUNGE** (Sniper 95018)
Lafayette Escadrille Squad PILOTS LOUNGE (HeroLE 71625)

7 pm **Red Knights Squad TREE HOUSE** (RKF/oker 36134)

Saturday
9 am **Hawk's Talon Squad CHESS CLUB** (HT/Skath 70654)
10 am **Killer Serpents EUCREVILLE** (KSCobra 35863)
5 pm **Desert Fighters Squad SPADES TOO** (Justin 73348)
7 pm **Black Wings Squadron BOARD ROOM** (BW/Ace 120513)

Under the weather? You may Ask
The Doctor medical questions every Monday in Tournaments at 6 p.m.

Religious & Spiritual

Sunday
1 pm **Pagan and Wiccan MYSTIC PORTAL** (Simone+ 37543)
5 pm **Bible Study and Discussion BOARD ROOM** (Peace 69872)
8 pm **Metaphysical Conference MARRIED LIFE** (Night 56450)

Role-Playing Games

Saturday
6 pm **Christian Viewpoints TREE HOUSE** (RobertV1 90883)
7 pm **Christian Conference BOARD ROOM** (DonRKC 12419)
Sunday
OPEN **Red Dragon Inn RPG ZONE**
Magic: The Gathering RPG ZONE
Dangerous Journeys EUCREVILLE (Traveler+101529)
1 pm **Sunday A D & D Game RPG ZONE** (LadySharon+ 80267)
5 pm **Illuminati BACKGAMMON DEN** (Gorgon 13968)
The Gathering MARRIED LIFE (Lugh+ 39148)
The Purple MYSTIC PORTAL (Nemesis+ 13961)
7 pm **Game Masters TEEN HANGOUT** (Johnathank 45469)
TORG SPADES PLACE (Stormer+ 71389)
8 pm **Seattle Supers MARRIED LIFE** (Doomsayer 53527)

Monday
OPEN **Red Dragon Inn RPG ZONE**
Magic: The Gathering RPG ZONE
4 pm **Me and My Dragon BOARD ROOM** (Caldemar 58925)
5 pm **New York 2182 SPADES PLACE** (MJ 41955)
7 pm **RPQD RPG ZONE** (BlueBerry+ 65048)

USS Galaxy RPG ZONE (Capt/Neil 55010)
AD&D Dark Sun II TOURNAMENTS (Rossler 69094)

Tuesday
OPEN **Red Dragon Inn RPG ZONE**
Magic: The Gathering RPG ZONE
Theme de Vampires MYSTIC PORTAL (Armand 72917)
3 pm **Gnar BOARD ROOM** (DM/Fuzzi+ 78277)

7 pm **Star Trek RPG ZONE** (AdamBerry 65048)
World of Tarah BOARD ROOM (KiraDM 87320)

Wednesday

OPEN **Red Dragon Inn RPG ZONE**
4 pm **Ritvar Sage MARRIED LIFE** (Arutha+ 94720)
5 pm **BattleTech RPG MARRIED LIFE** (SteelPlayer 86062)
Realms of Ayskria SPADES TOO (AyskriaWM+ 98896)
Star Trek Club RPG TREE HOUSE (Seth 111797)
7 pm **Realms RPG ZONE** (Drous 69192)

Thursday

OPEN **Red Dragon Inn RPG ZONE**
Magic: The Gathering RPG ZONE
6 pm **USS Intrepid RPG BOARD ROOM** (GalDancing 92917)
World of Two Moons RPG ZONE (Cutter+ 49409)

Friday

OPEN **Red Dragon Inn RPG ZONE**
Magic: The Gathering RPG ZONE
4 pm **Wanderers of the Realm TREE HOUSE** (Venture 59399)
Castle of Cool RPG ZONE (Spock 48915)
5 pm **DS9 MYSTIC PORTAL** (Slye 90755)
Dragon's End Campaign TREE HOUSE (Kruzer 69307)
4 pm **AC&C RPG BOARD ROOM** (CCHamster 99046)
6 pm **Star Trek BACKGAMMON DEN** (ComPlay 1260)

RIFTS BACKGAMMON DEN (WhiteNinja 61345)
USS Polemkin RPG GO-CHECKERS (CaptKyle+ 108678)
7 pm **Rama's 1/2 RPG BOARD ROOM** (Mousse 114071)
Slech Jacurutu RPG BOARD ROOM (Rayek 79283)

8 pm **FB Adventures RPG TECH TOWER** (Wartox 110235)

Saturday
OPEN **Red Dragon Inn RPG ZONE**

8 am **ADVenture TECH TOWER** (Lightning+ 40363)
10 am **Kooland Campaign RPG ZONE** (TheDM 76129)
Star Wars Freelord RPG ZONE (Karlsruhe 72370)
1 pm **DragonLance TREE HOUSE** (SauronDM+ 34961)
3 pm **Superheroes TEEN HANGOUT** (Eclipse 68084)
5 pm **Dark Sun RPG HEARTS CLUB** (Fero+ 109132)

Amber TECH TOWER (Chezi 95305)
6 pm **Gate Runners BACKGAMMON DEN** (GateFunDM 13920)
7 pm **Red Dwarf MYSTIC PORTAL** (Arthon 68992)
Star Trek RPG MYSTIC PORTAL (CapTomy 102263)
8 pm **Star Wars SPADES TOO** (Stormer 71389)
RIFTS TOURNAMENTS (GM/Loki+ 101288)

Special Events

Friday
5 pm **On One with INN HELP ROOM** (7/15)
7 pm **On One with INN HELP ROOM** (7/15)

Special Interests

Sunday
1 pm **Hall Doms Bag Squad TECH TOWER** (Catie 36390)
4 pm **Fandom Weys of Pern BOARD ROOM** (Jran 44111)
5 pm **The Gathering MARRIED LIFE** (Lugh+ 39148)
7 pm **James Brown Hot Tub EUCREVILLE** (JinR 1011)
The Dining Room Table TOURNAMENT ROOM (Arvcy 23489)
9 pm **Caveat Emptor TOURNAMENT ROOM** (M/Boddy 23637)

Monday

6 pm **Virtual Pan Society TREE HOUSE** (Cassiopta 71802)
Ask The Doctor TOURNAMENTS (LandyDoc 30937)
7 pm **Raleigh Kids TEEN SCENE** (Zack 47973)
8 pm **Beta Testers Reunion TREE HOUSE** (RJ 519)

Tuesday

9 pm **Northwest Singles SINGLES CLUB** (NW/Angel 67992)
10 pm **Aquarium Club TREE HOUSE** (ChuckK 75648)

Wednesday

5 pm **Great Ones BOARD ROOM** (Scanless 102708)

7 pm **Vigilantes BOARD ROOM** (Manta+ 45278)

Cyberspace Ethics GO-CHECKERS (WFT/Adam 63351)
FFZ Meeting GO-CHECKERS (Doom 79024)
FUN BOARD ROOM (Crys 88364)
Coalition MARRIED LIFE (Centauri 33907)

Real FreedomFighters GO-CHECKERS (Peg+ 110470)
8 pm **Texas Zoo Gang SPADES TOO** (Lisa+ 39492)
Lyn RPG ZONE (Ric 62912)
9 pm **ArchM. Schwartzwald MYSTIC PORTAL** (TheBarD 65406)

Thursday

5 pm **Horse Lovers TREE HOUSE** (Susan 82044)
Highly Debatable TECH TOWER (Loia 95511)
PG4 SIB MYSTIC PORTAL (POAdan 115590)
7 pm **Criminals TEEN SCENE** (Infamous 72081)
Hawkeye's Bar & Grill TREE HOUSE (Hawkeye 63543)
Y1 TECH TOWER (Cassy 30807)
Beads MARRIED LIFE (RPG+ 42935)

Friday

5 pm **Bodyslam BACKGAMMON DEN** (JohnM 93284)
7 pm **MCM Conference SINGLES CLUB** (AndyMCM 72558)
8 pm **Nasi's Boyz SPORTS DEN** (Nasi/MB 91802)
Poetry Workshop EUCREVILLE (HAJ900+17066)
Midnight **MSTS Satellite of Love MARRIED LIFE** (MST3Crow 69762)

Saturday

9 am **ROT SPADES PLACE** (Ranger/CAR 38002)
6 pm **Talk to Liv Tyler HELP ROOM** (9/10 only) (Susanna 126123)
7 pm **Joke Etc. TEEN SCENE** (BOOG 47325)
8 pm **WVOST SPADES PLACE** (TheWeeler 5892)
Anime Roundtable HELP ROOM (9/2nd/4th) (LandyDoc 30937)
Read Kill Kate HELP ROOM (DeadPool 61016)

Princess (84036) is planning a get-together for the Tri-City area of upstate New York, for Saturday, July 9. For information on this or other get-togethers, read the INN Get-Togethers Bulletin Board in the INN Help Room.

Sports

Sunday
6 pm **Auto Racing SPORTS DEN** (DC 93509)

Tuesday
5 pm **WWF Forum MARRIED LIFE** (TheREF 109627)

Wednesday
8 pm **Puck Lovers Paradise SPORTS DEN** (JohnDwens 105791)

Friday
7 pm **Sports Score TECH TOWER** (JohnDwens 105791)
NBA Jam Conference SPORTS DEN (AgentSteve 119977)

Support Groups

Monday
6 pm **12 Step Recovery Group MARRIED LIFE** (Wisteria+ 46608)
7 pm **Overeaters Anonymous CHESS CLUB** (Debra+ 32155)
Victims No More TOURNAMENTS (StarChild+ 35377)

Wednesday
7 pm **Desert Hearts Club MARRIED LIFE** (MARgot+ 80101)

Television & Movies

Sunday
6 pm **Monty Python Fan Club TECH TOWER** (Griffin+ 103053)
7 pm **Pythonites Anonymous MARRIED LIFE** (OWERTY 31664)

Monday
6 pm **Star Wars Reunion MARRIED LIFE** (Kalely 76841)

Tuesday
5 pm **M*A*S*H MARRIED LIFE** (Hawkeye 100334)

Wednesday
7 pm **Soap Talk EUCREVILLE** (Joanne 79041)

Thursday
10 pm **Three Stooges Info Line TREE HOUSE** (SteveG 80339)

Friday
5 pm **Star Trek Remembrance RPG ZONE** (AndrewW 115511)
10 pm **SNI Fan Club HELP ROOM** (1st3rd) (HotSalsa 108895)

Bulletin Board Reference

Once you find a bulletin board you're interested in, find out where it is as indicated below (for example, PILOTS LOUNGE, SINGLES SPOT). These are the waiting room names in the Clubhouse. Once in the waiting room, to read and post on bulletin boards, click **Go to**, select **Bulletin Board**, and you'll find the boards you want.

Advice & Support

- Advice
- SINGLES SPOT, TEEN HANGOUT
- Breaking Up
- SINGLES SPOT
- Life in the 90s
- SINGLES CLUB
- Making Marriage Work
- MARRIED LIFE
- Meeting People in the 90s
- SINGLES CLUB
- Parenting
- MARRIED LIFE
- Romance
- SINGLES SPOT
- Self-Help Discussion
- INN UNIVERSITY
- Single Parents
- SINGLES CLUB
- Singles
- SINGLES SPOT
- The Dating Game
- SPADES TOO
- Twelve Step Programs
- MARRIED LIFE

Animation

- Animation
- TEEN SCENE
- Animation Comments
- TEEN SCENE
- Japanimation
- TREE HOUSE

Backgammon

- Backgammon League
- BACKGAMMON DEN
- BG League Standings
- BACKGAMMON DEN
- INN BG Tournaments
- BACKGAMMON DEN

Bridge

- ACBL Standard Game Card
- BRIDGE PARLOR
- ABCL Tournaments
- BRIDGE PARLOR
- Bridge Club Activities
- BRIDGE CLUB, BRIDGE PARLOR
- Bridge World Standard
- BRIDGE CLUB
- Conventions and Treatments
- BRIDGE CLUB
- How You Bid This Hand
- BRIDGE CLUB
- Kantar's Corner
- BRIDGE CLUB
- Ladder Game Results
- BRIDGE PARLOR
- Ladder Rounds
- BRIDGE PARLOR
- Ladder Standings
- BRIDGE PARLOR
- Partnership Desk
- BRIDGE CLUB, BRIDGE PARLOR
- Post Tourney Results Here
- BRIDGE CLUB
- Sheinwald On Bridge
- BRIDGE PARLOR
- Tournament Info and Winners
- BRIDGE CLUB

- Tourney and Lesson Sign-ups
- BRIDGE CLUB
- Tourney Info and Champions
- BRIDGE PARLOR

CasinoLand Leagues & Tournaments

- BlackJack League
- GO-CHECKERS
- Poker League
- GO-CHECKERS
- Poker Tournaments
- TOURNAMENTS

Checkers

- Checkers League
- GO-CHECKERS
- INN Checkers Tournaments
- GO-CHECKERS

Chess

- Chess Chat
- CHESS CLUB
- Chess Club Administration
- CHESS CLUB
- Chess Tournaments
- CHESS CLUB
- Chess Workshops
- CHESS CLUB
- Great Chess Games
- CHESS CLUB
- Ladder Rounds
- CHESS CLUB
- Read Me First
- CHESS CLUB
- Players List and Standings
- CHESS CLUB
- Special Events
- CHESS CLUB

Collectibles

- Collectibles
- SPADES TOO
- Comic Books
- TREE HOUSE

Computer Games & Technology

- Arcade Games
- TREE HOUSE
- Computer Audio
- TECH TOWER
- Computer Ethics
- TECH TOWER
- Computer Games
- TREE HOUSE
- Electronics
- TECH TOWER
- Flight Sims
- PILOTS LOUNGE
- Hardware
- TECH TOWER
- Home Video Games
- TREE HOUSE
- Lemmings Leap
- TRIVIA HAVEN
- Programmers' Forum
- TECH TOWER
- Sierra Games
- TREE HOUSE

- Software
- TECH TOWER
- TechNotes
- TECH TOWER

Entertainment

- Classic Rock
- SINGLES CLUB
- Jam Session
- SPADES TOO
- Music
- HEARTS CLUB
- Progressive Rock Music
- TEEN HANGOUT
- Rap Music
- TEEN HANGOUT
- Soap Operas
- MARRIED LIFE
- Star Trek
- RPG ZONE
- Television
- SINGLES CLUB

Euchre

- Euchre Ladder
- EUCHREVILLE
- Euchre Tournaments
- EUCHREVILLE

Go

- Go General
- GO-CHECKERS
- Go Players List
- GO-CHECKERS
- Go Rules
- GO-CHECKERS
- Go Tournaments
- GO-CHECKERS

Hearts

- Hearts Strategies
- HEARTS CLUB
- Hearts Try Rules and Matches
- HEARTS CLUB
- Try Sign-ups and Results
- HEARTS CLUB

Home Life

- Budget Ideas
- MARRIED LIFE
- Family Values
- MARRIED LIFE
- Investments
- SPADES TOO
- Pets
- SPADES PLACE
- Recipes
- HEARTS CLUB

In All Clubhouse Rooms

- General Discussion
- Info from ImagiNation
- Private Notes to the INN Host

INN Information

- INN Bugs
- INN HELP ROOM
- INN Bulletin Board List
- INN HELP ROOM
- INN Events and Get-Togethers
- INN HELP ROOM
- Prodigy Game Point
- INN HELP ROOM
- Suggestions
- INN HELP ROOM
- Write For Tech Help
- INN HELP ROOM

INN University

- Ask A Professor
- INN UNIVERSITY
- Class Sign-ups
- INN UNIVERSITY
- Schedule Of Classes
- INN UNIVERSITY
- Suggestions For Classes
- INN UNIVERSITY
- University Announcements
- INN UNIVERSITY

MedievalLand

- Twinion Strategy
- EUCHREVILLE
- Yserbius Strategy
- EUCHREVILLE

Other Games & Tournaments

- Card Games
- SPADES PLACE
- Cribbage Tournaments
- TOURNAMENTS
- INN Tournaments
- PILOTS LOUNGE
- Tourney Info and Champions
- TOURNAMENTS

Politics & Current Events

- Current Events
- BOARD ROOM
- Debates
- SINGLES CLUB
- Environmental Issues
- BOARD ROOM
- Ethics
- BOARD ROOM
- On-Line Ethics
- EUCHREVILLE
- Philosophy
- BOARD ROOM
- Politics
- BOARD ROOM

Red Baron

- Air Tactics
- PILOTS LOUNGE
- Ladder Tournaments
- PILOTS LOUNGE
- Pilots and Squads Wanted
- PILOTS LOUNGE
- Pilots Proving Ground
- PILOTS LOUNGE
- Sky Wars Tournaments
- PILOTS LOUNGE

Religious

- Prayer Requests
- MARRIED LIFE

- Religion
- BOARD ROOM

RPGs

- Electronic RPGs
- RPG ZONE
- Fantasy RPGs
- RPG ZONE
- GM-Players Forum
- RPG ZONE
- Misc. RPG
- RPG ZONE
- Multi-Genre
- RPG ZONE
- RPGD
- RPG ZONE
- SciFI RPGs
- RPG ZONE

SierraLand Tournaments

- 3-D Golf Tournaments
- TOURNAMENTS
- Boogers Tournaments
- TOURNAMENTS
- FlopTournaments
- TOURNAMENTS
- Graffiti Tournaments
- TOURNAMENTS
- MiniGolf Tournaments
- EUCHREVILLE
- Painball Tournaments
- TOURNAMENTS
- RocketQuiz
- TOURNAMENTS
- SneakTat Tournaments
- TOURNAMENTS
- Stratego Strategy
- SINGLES CLUB
- Stratego Tournaments
- TOURNAMENTS

Spades

- INN Spades Tournaments
- SPADES PLACE
- One-Game Ladder
- SPADES TOO
- Spades Strategy
- SPADES TOO
- Three-Game Ladder
- SPADES PLACE

Special Interests

- Campus Issues
- EUCHREVILLE
- Friend to Friend
- TEEN HANGOUT
- Gardening
- HEARTS CLUB
- General Interest
- INN HELP ROOM
- Gobbledygook
- TEEN HANGOUT
- Ham Radio
- SPADES TOO
- Hobbies and Crafts
- BACKGAMMON DEN
- INN Shorthand <PROFL>
- TEEN HANGOUT
- Member-To-Member
- INN HELP ROOM
- Quotations
- INN HELP ROOM
- Science
- TECH TOWER
- Science Fiction
- TREE HOUSE
- Teachers' Forum
- HEARTS CLUB
- Teen Hangout
- TEEN SCENE

- Travel
- HEARTS CLUB

Spiritual

- Astrology
- MYSTIC PORTAL
- Clairvoyance
- MYSTIC PORTAL
- Hauntings
- MYSTIC PORTAL
- Mythology
- MYSTIC PORTAL
- Parapsychology
- MYSTIC PORTAL
- Sightings
- MYSTIC PORTAL
- Spiritualism
- MYSTIC PORTAL

Sports

- Baseball
- SPORTS DEN
- Basketball
- SPORTS DEN
- Brain Teasers
- BACKGAMMON DEN
- Cars and Cycles
- SPADES PLACE
- Fantasy Sports League
- SPORTS DEN
- Football
- SPORTS DEN
- General Sports
- SPORTS DEN
- Hockey
- SPORTS DEN
- Soccer
- SPORTS DEN
- Tennis and Golf
- SPORTS DEN

Trivia

- Name That Oldie
- TRIVIA HAVEN
- MTN Chat
- TRIVIA HAVEN
- MTN Trivia Info
- TRIVIA HAVEN
- Tangled Trivlots
- TRIVIA HAVEN
- Trivia
- TRIVIA HAVEN
- Trivia Game Schedule & Rules
- TRIVIA HAVEN
- Trivia Scores and Announcements
- TRIVIA HAVEN
- Trivlot Games
- TRIVIA HAVEN

Writing & Fine Arts

- Add-A-Chapter Stories
- TREE HOUSE
- Books
- SINGLES CLUB
- Fine Arts
- BACKGAMMON DEN
- Movies
- SINGLES CLUB
- Performing Arts
- BACKGAMMON DEN
- Poetry
- EUCHREVILLE, TEEN SCENE
- Rhyme and Rhetoric
- MARRIED LIFE
- Serious Add-A Chapter
- GO-CHECKERS
- Writer's Circle
- EUCHREVILLE
- Zany Add-A-Chapter
- TEEN SCENE

BACK END from page 1

and unaffected by potential problems affecting the INN experience.

2. Because of the explosive growth and popularity of INN, the host-complex must provide uniform access to a variety of network-service providers (for example: Sprint and AT&T). The availability of dial-up modems must be maintained at a

GOAL: A faster, more diverse, flexible and error-resistant service to our members.

high level. Access from the different providers must be *integrated*. Members accessing INN from different providers could be in the same Waiting Room, or in the same Red Baron game. In addition, INN must be strategically positioned to take advantage of "information super-highway" access - access that implies the information-carrying capacity of cable-television (or even greater).

3. The host complex must be capable of supporting *millions* of INN members. This implies hundreds of thousands of members on-line simultaneously. Essentially, this was a directive to "do it once, do it right, and then you won't have to do it again. Oh, and do it inexpensively." This translated to "start small, but design it in such a way as to get

REALLY big (i.e. the systems needed to be extremely scaleable)."

In order to accomplish the design goals of INN management, a totally re-architected, re-written host complex would need to be implemented. The first step in this implementation was the selection of a new network *topology* (the way in which the machines of the network are interconnected). This step was necessary in order to meet design-goals (2) and (3), above. The old topology and the new topology differ in one very important way: there are now two tiers of machines supporting the host-complex, instead of only one.

The original INN host-complex was comprised of a single tier of IBM PC-clones connected via Ethernet wiring with a practical "transfer limit" limit of only 10 million bits per second. When several of these machines contend for the same physical wire, this "transfer limit" can easily be degraded to between three and five million bits per second. The new topology is connected using a high-speed fiber-optic network running at nearly 100 million bits per second!

Separating the complex into dual tiers allows the access-dependent functions of INN (functions concerned with physical connection to a service provider) to be separated from the network-application functions (chatting, waiting rooms, conferencing, e-mail, et cetera). In this way, members playing from disparate

provider-networks can play in the same waiting and game rooms. Another ramification of this topology is moving from room to room within INN will now be very, very fast. This change in speed will be one of the most noticeable indications of the new back-end.

The second step in the redesign of the INN host-complex involved a movement from the DOS operating-system running on a PC-clone computer to the Unix operating system running on RISC-based multi-processor machines. This step will allow INN to fulfill design goal (1), above, and to scale the size of the host-complex to a reasonable number of machines.

Through the new back-end technologies described above, INN hopes to

The likelihood of losing connection will be virtually eliminated.

deliver a faster, more diverse, flexible and error-resistant service to our members.

Matt George, Director of Systems Technology, oversees the Hosts, servers, communication and sub-systems. - Ed.

Show Us Your Stuff!

There are actually people out there who think they're smarter than you. It's true! Well now you can show off nationally with INN's version 2.3 NTN Trivia and prove who is who once and for all. Order version 2.3 in The INN Mall, or call 1-800-IMAGIN-1 for details.

IMAGINATION!

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Trivia Point 5

WHICH MYTHICAL CREATURE PERIODICALLY BURNED ITSELF UP AND THEN AROSE FROM ITS OWN ASHES?

1 OF 15

- 1 MEDUSA
- 2 PHOENIX
- 3 CYCLOPS
- 4 MINOTAUR
- 5 PEGASUS

HINTS

Trivia Point 5

16TH-CENTURY ENGLISH SCIENTIST WILLIAM GILBERT COINED THIS FAMILIAR WORD:

2 OF 15

- 1 AUTOMOBILE
- 2 BOTANY
- 3 HURRICANE
- 4 ELECTRICITY
- 5 GLACIER

HINTS

Trivia Point 5

THE OPOSSUM IS THE ONLY:

3 OF 15

- 1 NOCTURNAL MAMMAL
- 2 NORTH AMERICAN MARSUPIAL
- 3 RODENT THAT LAYS EGGS
- 4 RELATIVE OF PRAIRIE DOGS
- 5 WARM-BLOODED REPTILE

HINTS

Trivia Point 5

WHAT WERE 'HARRY BANKNOTES' TO AMERICAN FRONTIERSMEN?

4 OF 15

- 1 INDIAN SCALPS
- 2 BUFFALO
- 3 PACKHORSES
- 4 MOCCASINS
- 5 FELTS

HINTS

01.2.02.4.08.2.04.5

The ImagiNation Crossword Challenge

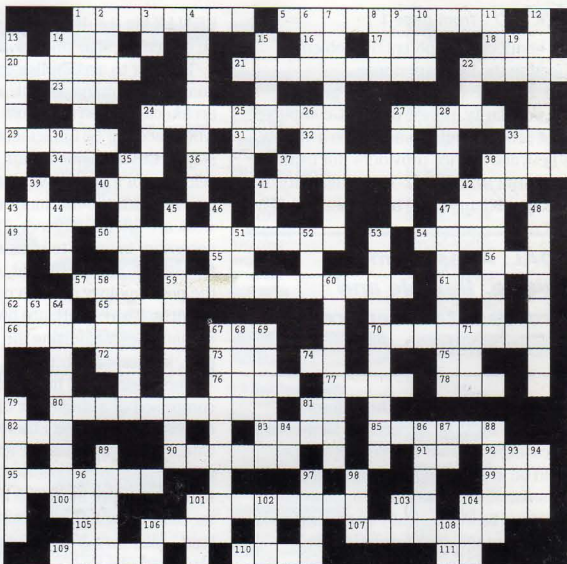
ACROSS

1. A game to putter around with
5. Stone opponent's blots in this Clubhouse game
14. 2000 pounds
16. In the direction of
17. To steal or pilfer
18. Fourth caliph of Islam
20. Where Red Baron pilots hang out
21. Something you will find in MedievalLand
22. Go here to locate friends
23. Game ends without a winner
24. Once the Constant Companion
27. Tech
29. A Red Baron flyer
31. An interjection
32. To exist
34. And/
35. Ancient Chinese game now popular on INN
36. Special Interest Group (abbr.)
37. A place in where adventure is found
38. A place for data storage
40. Same as 31 and 34
41. Negative
42. Young child
43. The unit in Oakhurst that runs INN
47. Low clouds
49. Masculine name, teacher of Samuel
50. One of the wonderful things about INN
54. Bass or treble
55. Negative
56. To move quickly and violently
57. Random access memory (abbr.)
59. The premier on-line entertainment network
61. Hog
62. A noise of short duration
65. Do this after winning a big poker hand in CasinoLand
66. Popular card game on INN
67. Disk operating system (abbr.)
70. Play against the house in this CasinoLand game
72. On, in, near, by

73. Type of hard drive interface (abr.)
74. Nurse Klot (abbr.)
75. Most frequent word used in this puzzle
76. Having plenty of CasinoBucks for buying fancy flowers and large personal aids
77. Keyboard key that brings cursor to beginning
78. A mouse sits on this
80. Fun-filled competition on INN
81. Radium (abbr.)
82. Steal
83. Relating to the spoken word
85. Four-person card game in the Clubhouse
89. A now-popular card game on INN
90. To wipe or cleanse
91. Sixth note of musical scale
92. They watch our reactors (abbr.)
95. Represents MedievalLand on the Map
99. Best place on an INN tournament ladder
100. A chimney
101. Two-person card game in Clubhouse
103. River in Western Siberia
104. List of choices
105. Infinitive of is
106. Built the world's fastest computer
107. Stang for a badge
109. Computer language (abbr.)
110. Card
111. In a position above, but in contact with

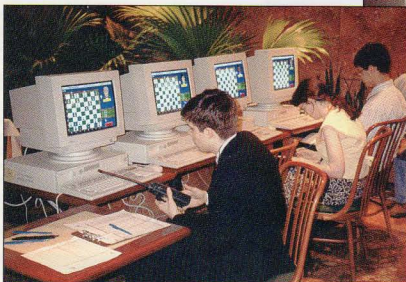
DOWN

1. INN is viewed here
2. English playwright
3. Identification (abbr.)
4. Home of the Imagination Network
6. To get (pt)
7. Room where meetings are held
8. African antelope
9. Where Red Baron Pilots fly
10. Madama (abbr.)
11. Negative (slang)
12. Spot or Clue
13. Type of disk
14. King
15. Laser technology device (abbr.)
19. Seal
22. Famous American writer
24. Chief economic officer (abbr.)
25. INN members do this when they meet in person
26. Cry for help (abbr.)
27. A turn in many card games
28. Were
30. Seal
33. Smaller than a byte
35. Our own
37. Informal exclamation to attract attention
38. Red Baron air conflict
39. Famous software publisher (abbr.)
41. Crazy or peccan
42. A once very popular clan on INN
43. Popular Clubhouse card game
44. Special interest group (abbr.)
45. Home to Yserbius and Twinion
46. Use this to employ magic
47. Clubhouse game in black and white
48. Jump a king in this Clubhouse game
49. Part of a gear
52. Type of video display (abbr.)
53. Person that writes INN code
58. A general place
60. Place to find information on INN
63. Style manual used for *ImagInings* (abbr.)
64. Team up for this action-packed INN war game
67. A list of files
68. Norse mythical god
69. A portion of a hard drive
71. A period of time
79. There are two distinct versions of this game on INN
81. Radium (abbr.)
84. INN Football position (abbr.)
86. A card suit
87. Common word for laughter on INN
88. Large keyboard key
89. INN has the best of these available on-line
93. Short for Ronald
94. Central processing unit (abbr.)
96. Country south of Florida
97. Rate of data transmission (abbr.)
98. Network (abbr.)
101. Mode of transportation
102. Sound a sheep makes
104. In a position above and in contact with
106. Unit of measurement (abbr.)
108. Opposite of from

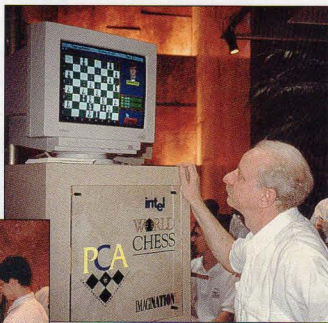


CHESS from page 1

As a service to the Professional Chess Association, the ImagiNation Network matches were "watched" and recorded from the press room located on the 15th floor. Moves were transmitted by facsimile to more than 80 news media outlets in 10 countries.



"The Professional Chess Association was very pleased to have the ImagiNation Network participate in this historic event," said Bob Rice, commis-



▲ New York INN member Marks checks out the action.

◀ Chess masters entered the moves for the world to see.

sioner of the PCA. "We're taking chess into the 21st century using technological advances from an innovator like The Imagination Network."

Look for the quarterfinal results in either the Tournament Room's PCA Bulletin Board or in the Chess Club.

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IMAGINATION!

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