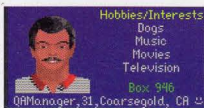


# Imaginations

VOLUME TWO/ISSUE FOUR - APRIL 1994

IMAGININGS IS A PUBLICATION OF THE IMAGINATION NETWORK

## Newly-Released Version Offers Improved Speed, Added Features



After many weeks of testing and more than a few late-night pizzas,

a new version of ImagiNation 2.3 is ready to ship. This new version, ImagiNation 2.3.18, will provide a very noticeable increase in the speed and overall performance of the software.

Our testing shows the new Virtual Memory system of 2.3.18 is 33% faster than the original 2.3. While this may be reason enough to welcome the update, there's much more!

For our new members, there's an on-line INN Guide to help them get acquainted with most of the basic functions and features of the system. Included is information on the layout of the Main Map, what games they can enjoy in each Land,

and even how to get started with all the fun.

Backgammon purists will appreciate the now-strict adherence to rules requiring moves from both dice whenever possible. Also, a "Pip Count" feature has been added in the **Options**

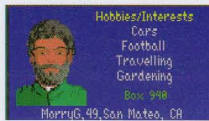
panel. The pip count (the number of points you are from winning) is included in the dialog box when a Double is offered. The "watcher" problems have been virtually eliminated. A new roll-off

for each game is in place rather than alternating the start of subsequent games between players. Note only when both players are running version 2.3.18 is this

*continued on page 7*

## From Auto Racing to Information Superhighway Morry Goldstein Drives to Finish in First Place

In case you haven't heard, the person driving that race car is same person now at the wheel of the ImagiNation Network. Morry Goldstein, comes to us from Ziff-Davis Electronic Information



Division where he has spent the last ten years as president of Information Access Company. We, at INN, are very excited about the enormous expertise and proven track record Morry brings with him.

Ken Williams, CEO of Sierra On-Line, agrees. "Morry Goldstein is a great addition to head the INN management team. His expertise in the consumer-based electronic information business will be very valuable as he leads INN forward."

Morry is an avid sports car racer. When he is not busy driving INN toward successful routes on the Information Superhighway, he is usually racing his

spec race car at a track in Sears Point, Calif.

Fortunately for us, he spends

*continued on page 7*

## ONE ON ONE WITH IMAGINATION Featuring Mike Weiner

This month's One On One With ImagiNation features Mike Weiner, Quality Assurance Manager for the ImagiNation Network. Join him on Friday, April 22 at 5 pm and again at 7 pm in the INN Help Room for either of these one-hour conferences.

In charge of making sure all of your ImagiNation software is as error free as possible, Mike will be happy to tell you all about the Beta Testing process and what new features the team is currently testing. Bring your comments and questions, but arrive early because space is limited.

### Pip Count

Fedora: 131  
Tasha: 82

You are behind by  
49.

precipitate the now-strict adherence to rules requiring moves from both dice whenever possible. Also, a "Pip Count" feature has been added in the **Options**

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Hobbies/Interests  
Dogs  
Music  
Nature  
Travelling  
Box 915  
INNEditor, ImagInings

## Letters to the Editor

Over the last year, I have received many letters and have replied to almost all of them. I appreciate your comments and look forward to hearing from more of you. If you would like to write a letter to the editor, please send it to box 915.

The following are some of the most-often-asked questions I have received.

*Do Game Point members also get sent ImagInings? My friend gets one, but I don't.*

Yes. All ImagiNation Members receive a copy of ImagInings. For the March issue, the mailing list was compiled on February 11. So, depending upon when you signed up, you may have to wait until the following month to be included on the mailing list.

### Editor

Rich Monosson

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*ImagInings* is the monthly newsletter published for members of the ImagiNation Network - America's premier on-line entertainment service.

# IMAGINATION!

To join the ImagiNation Network, call 1-800-IMAGIN-1. Or write the ImagiNation Network, P.O. Box 11, Oakhurst, CA, 93644-1100. For *ImagInings* business, please call Rick Beardsley at 209-642-0700.

The ImagiNation Network is a joint venture of Sierra On-Line, Inc., AT&T and General Atlantic Partners.

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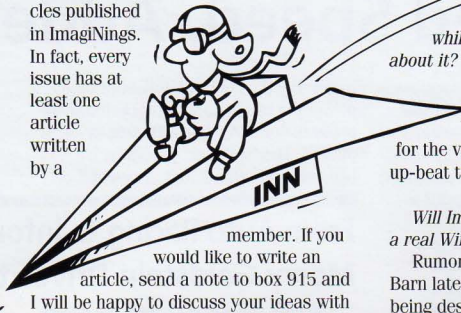


Printed in the USA on recycled paper.

*May I write an article for ImagInings? If so, when do you need it by?*

Many members have submitted articles published in ImagInings.

In fact, every issue has at least one article written by a



member. If you would like to write an article, send a note to box 915 and I will be happy to discuss your ideas with you. Once we've established a subject, your article must be submitted at least 35 days before the date of issue (April 25 for the June issue).

*If ImagInings is done with a desktop publisher, which one do you use?*

Articles are collected and loaded into Word for Windows® where they go through a series of edits. The articles are converted to Macintosh format and loaded into QuarkXPress®, a powerful desktop publisher, and the issue is laid out and designed. Screen captures are done using "Camera," from Deluxe Paint® for DOS and converted to a Macintosh™ format using Adobe Photoshop®. Clip art comes from various sources. After the issue is completed, the electronic data is transferred to a machine which produces film. From the film, plates are made which are used to print ImagInings.

*I really enjoy the music I hear while in the Map. Can you tell me about it?*

The music was written, under contract, by composer Aubrey Hodges, specifically for the version 2.3 Map. This catchy and up-beat tune remains untitled.

*Will ImagiNation ever run properly as a real Windows application?*

Rumors heard floating around the Old Barn lately suggest that ImagiNation is being designed as a true Windows application for version 3.0. By the way, many Members successfully run INN through Windows as a DOS application.

*I often have trouble connecting to ImagiNation. My friend down the street has the same system, set-up, calls the same access number and never has a problem. What could be the problem?*

Members who have problems connecting may have a locally "dirty" phone line. This may be caused by other phone devices in your home connected to the same phone line which "leak" noise. An older answering machine is a good example of this. You might want to try temporarily disconnecting other phones, facsimile and answering machines to determine if this could be the cause of your problem.



On Sunday morning April 2, be sure to turn your computer's clock forward so the time display on INN is correct.



Hobbies/Interests  
Jazz  
Travelling  
Computers  
Fitness  
Box: 77268  
ModKoot, 38, Church Hill TN

## Miss Manners meets the **TERMINATOR:** A Guide to On-Line Etiquette



**et-i-quette** (ét-'i-két')

(-kít) —n. The practices and forms pre-

scribed by social convention or by authority. **SYNONYMS:** ETIQUETTE, PROPRIETY, DECORUM

*The American Heritage Dictionary* Copyright © 1986, 1987 by Houghton Mifflin Company.

In my experience, the ImagiNation Network is composed of one of the friendliest groups of people gathered under one CPU. My kids (Boykoot and SeanB) can while away the hours in *The Shadow of Yserbius*, joining groups and trashing monsters to their heart's content, without me worrying about them being exposed to "bad" language or conduct unbecoming a barbarian. When they first got on-line, I used to hover over them like an emperor penguin, nervously watching the screen, ready to censor any perceived improprieties.

Put yourself in my place. Here were our eight-year-old twins, admittedly precocious but still blissful in their innocence, taking their first few halting steps into the ether. They'd be running into who-knows-what on-line and I didn't have a good feel for the INN crowd yet.

After a few nights, however, I began to relax. The boys were learning to type. Keeping up with the game and the associated chatting are good for their reading skills. Besides, they have a wonderful time. I was almost disappointed when I began just sticking my head in the door, asking "You guys need any help?" only to get "No, Dad, we're fine," as a reply.

Once, an orc on their team typed a four-letter epithet in response to a particularly grueling battle. The boys typed, "My dad wouldn't like that word" and the warrior immediately apologized. To see an orc apologize for bad language was one of those once-in-a-lifetime events. I began to realize INN was, as far as on-line communities go, a great place to bring up the kids.

I seriously began to think about why this is the case. Indeed, the INN community is a varied group and surely there must be miscreants on the system.

Intrigued, I tried to search for some. I did find a few, but I made some discoveries along the way.

party heatedly responding to another. These tit-for-tat exchanges can go on for months, with few ever being resolved. There is no reason *not* to sling epithets back and forth, so they continue.

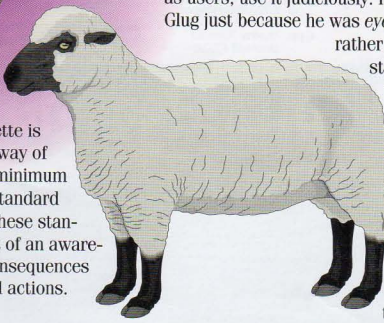
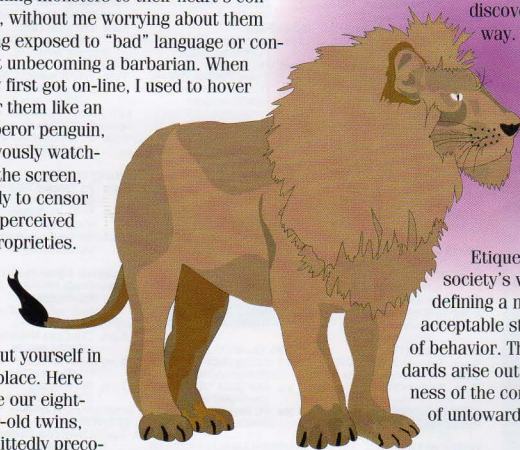
The ImagiNation Network has developed an interesting "natural consequence" to bad behavior, however. The **Complain** button on instant messages serves as a check to most of our base instincts. By clicking this button, a user can send a copy of the message to the Sysops for further action. This action can even result in suspension of an account, if the situation warrants it. The **Complain** button is an on-line corollary to Ug's big stick.

**Complain** will only work if a response from the Sysop is forthcoming (and the staff at INN reports they are working hard to respond appropriately) and if we, as users, use it judiciously. If Ug klonked Glug just because he was *eyeing* his food, rather than actually stealing it, it would have a chilling effect on the society they were creating. Likewise, we can't make the Sysops sift through

reams of crying-wolf messages to find the stuff they truly need to act upon.

A few points to ponder before we close:

1) Remember, what you do and say on the system is *real*, just as what you do and say in your off-line life is real. If you tell someone on-line he's a goof because he reads XMen and you prefer The Punisher, he's going to get just as mad (possibly more) as someone in the



Etiquette is society's way of defining a minimum acceptable standard of behavior. These standards arise out of an awareness of the consequences of untoward actions.

For example, if caveman Glug steals caveman Ug's food, Ug will inform Glug of his breach of etiquette by klonking him over the head with a stick. Glug only has to recall his acute migraine to remember one of the first social conventions of all time: "Steal food, BAD." This process of action and consequence is how social conventions arise.

On-line, there are few ways to see the consequence of our actions in such a dramatic way. On the Internet, legendary "flame wars" arose from one offended

# Imaginations

APRIL 1994

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Bob Kitz  
INN Editor, 23 Northridge, Co.

The **Imagination** Network Offers special rooms for clubs and conferences on a vast variety of subjects, addressing as many of our members needs as possible.

This is where you will find Yserbius Guild and Red Baron Squadron meetings. You will also find trivia and role-playing games (RPGs) on a regular basis. In addition, you will find classes, clubs and discussions on a multitude of special interests from politics to self-help groups. Poetry to computer programming and from video games to INN University courses. Only your **Imagination** can limit the number of conference topics available to INN members.

The following is the schedule of conferences for the month of **April** as of March 1. **The schedule is subject to change.** Conferences marked \*Private\* or \*Pvt\* require approval from the conference's host or moderator to attend. If you have a question regarding a specific conference listed here, please write to the name and box below the conference name. Trivia questions *only* should be sent to box 996. University questions *only* should be sent to box 777. All times listed are Pacific Time.

## SUNDAY

- TEEN SCENE:**  
5 pm Carcus Air Force \*Pvt\* (CAFViking 64483)  
5 pm Holy Air Force \*Private\* (HAFJubilee 89367)
- HELP ROOM:**  
\* On the hour 10 am to 5 pm \*  
\* New Member Orientation \*  
1 pm Paladins (15L/3rd) (Adventurer 61446)  
6 pm Les Cligogues Squadron (LCHawker 20506) (2nd/4th)  
7 pm Commonwealth Club (Chinoak 88358) (1st/3rd)  
7 pm Silver Chalice \*Private\* (AlafonM 33826) (2nd/4th)  
7 pm Empire Guild (Trent 24515) (4th)

## MYSTIC PORTAL:

- 10 am IBGLA \*Private\* (Thelmp+ 32286)  
1 pm Pagan/Wiccan Conference (Simone+ 37543)  
4 pm Keepers Guild \*Private\* (Mistral 66390)  
7 pm KOS Guild (Kronador 86634)

## EUCHREVILLE:

- 3 pm KOY: Dragon Court MajicWold 69320) \*Pvt\*  
7 pm James Brown Hot Tub (JimK 10111) \*Pvt\*

## SPORTS DEN:

- Noon Dangerous Journeys RPG (Tricky 101529)  
6 pm Auto Racing (DC 83909)

## TECH TOWER:

- 10 am On Computers (Taven+ 57508)  
1 pm Half Dome Bug Squad \*Pvt\* (Catie 35390)  
7 pm Virtual Reality SIG (REALITY 80456)

## TRIVIA HAVEN:

- 5 pm TTG Trivia Madness  
6 pm TTG Trivia Madness  
7 pm TTG Trivia Madness  
8 pm TTG Trivia Madness

## SINGLES COVE:

- 8 am Save Frontier RPG (Quar 70001)  
Noon C+ + Clinic (BoMc 90674)  
7 pm League of Elders (SirNick 82228)

## PILOTS LOUNGE:

- 6 pm Wing Walker Squad \*Pvt\* (WBBuMax+ 18340)  
6 pm Sky Wars (SKYDancrW 59814)

## TEEN HANGOUT:

- 4 pm HonorBoat Guild (Bulldozor+ 55241)  
7 pm Gamers Cavern (Johnathank+ 45469)

## BOARD ROOM:

- 4 pm Freedom Weirs of Pern (Jan 44111)

## MONDAY

- 5 pm Bible Study and Discussion (Pete 69872)  
5 pm SOF Guild (DarkUncle 89913)
- TRIE HOUSE:**  
5 pm Uncanny X-Men Fan Club (Perov 79108)  
7 pm KGB Squad (KGBXanth 60915)  
7 pm Dead Programmers (CEGMAN 96908)
- RPG ZONE:**  
Open Red Dragon Inn  
11 am Darklands RPG \*Private\* (LARS+ 83618)  
7 pm Stetch Jacuruta RPG (Rayek 79283)  
8 pm Soaring Alphas Squad (MattsA 36444)

## TOURNAMENT ROOM:

- 7 pm Dining Room Table (Arcyc 23489)

## SPADES PLACE:

- 5 pm SCA Alan Mcbaud (Timoth 70355)  
7 pm TORG RPG \*Private\* (Stormer+ 71389)  
8 pm Shadow Warriors (Axelwolf 47922)

## BACKGAMMON DEN:

- 5 pm Strike Eagles Force \*Pvt\* (SEINceGay 71766)  
5 pm Illuminati \*Private\* (Gorgon 99808)  
6 pm Falcon Guild \*Private\* (Armagorn 67524)  
8 pm RAF Squad (RAF Razor 71155)

## MARRIED LIFE:

- 7 pm Pythones Anonymous (QWERTY 31664)  
8 pm Metaphysical Conference (NIGHT 56450)  
8 pm Seattle Supers \*Private\* (Doonssaver 53327)

## GO-CHECKERS:

- 4 pm Cast in Amber RPG (KingLester 98057)  
5 pm WEOT Guild (Trevor 76793)  
6 pm Ultima Dragons \*Pvt\* (Whisper 79465)  
6 pm ST Alliance RPG (Avatony 91540)

## INN UNIVERSITY:

- 11 am Hearts  
1 pm Poker  
2 pm Euchre  
3 pm Poker  
6 pm Euchre  
6 pm Desktop Publishing

## MONDAY

## HELP ROOM:

- 6 pm New OutRiders (Aerial 92415) (4th)  
7 pm Aerial Astrology Squad (ScubaAA 18954) (2nd/4th)

## TRIVIA HAVEN:

- 6 pm TTG Trivia Madness  
7 pm TTG Trivia Madness  
8 pm Blue Monday Trivia (NickChris+ 23850)

## EUCHREVILLE:

- 6 pm Virtual Pen Society (Cassiopta 71802)  
6 pm 12 Step Recovery Group (Wisteria+ 46608)  
6 pm Cyber/Anne (Akira 24266)

## BOARD ROOM:

- 6 pm Excalibur Guild \*Pvt\* (Diana+ 67958)  
6 pm DTH Guild (Geydion 91874)  
6 pm MK2Maniacs (Tails 93448)

## RPG ZONE:

- Open Red Dragon Inn  
6 pm DragonRider Squadron (SRyako 84548) \*Pvt\*  
7 pm RPG (Blueberry+ 65048)  
7 pm USS Galaxy RPG \*Pvt\* (CapBell 55010)

## PILOTS LOUNGE:

- 7 pm KOY: MH/EW \*Private\* (Crys 90815)  
7 pm PS Etiquette Training (PS8Richtof 49345)  
8 pm Blue Knights Squadron (BKMatic+22916) \*Pvt\*

## SPADES PLACE:

- 5 pm New York 2192 RPG (MJ 41955)

## TEEN SCENE:

- 7 pm Rallegth Kids (Zack 47973)

## TEEN HANGOUT:

- 6 pm Tennis Fan Club (Crystal 71766)

## BRIDGE CLUB:

- 6 pm Bridge Guild (BridgeDr+ 83491)

## TOURNAMENTS:

- 7 pm AD&D Dark Sun II (Rosser 69094)

## GO-CHECKERS:

- 7 pm VEA Guild \*Private\* (DAVEN+ 64752)  
7 pm SOF/DA Guild (Yugoo2 67832)  
8 pm Wishful Versions (RJ 519)

## MYSTIC PORTAL:

- 6 pm Mot \*Private\* (LordJolan 15592)  
7 pm SOF RC \*Private\* (fret 68169)

## SINGLES COVE:

- 8 pm Xanthic RPG (Laston+ 16223)

## INN UNIVERSITY:

- 5 pm C+ + Programming (7 pm Chess

- 7 pm Spades  
7 pm WordPerfect

## TUESDAY

## GO-CHECKERS:

- 5 pm Armageddon Guild \*Pvt\* (WTFleet 12515)  
5 pm RC Squadron \*Private\* (RCXcaliber 83440)

## PILOTS LOUNGE:

- 4 pm DeathCrushers Squadron (DCManda 55228)  
7 pm WFT Squadron \*Private\* (WTFleet 12515)  
11 pm Condemner Flyers (CFJinx 81351)

## SPADES PLACE:

- 9 pm X-Men and More (TimV 93440)

## SINGLES CLUB:

- 6 pm HIV/AIDS Info Conference (darlenem+ 22991)  
9 pm Northwest Singles (NWAJnet 67992)

## RPG ZONE:

- Open Red Dragon Inn  
7 pm Star Trek RPG (AdmBike 65048)  
7 pm Warriors of Destiny Guild (GrimSword 56751)

## BOARD ROOM:

- 4 pm Gnar RPG \*Private\* (DMFuzzbut+ 78277)  
5 pm PBP Team Conference (PBPMike 108100)  
7 pm Diteaux Institute (Bianca 69065)  
7 pm World of Terra RPG (KraibDM+ 87320) \*Pvt\*

## MYSTIC PORTAL:

- 3 pm Theatre des Vampires RPG (Armand 72917)  
6 pm Canna Mystics \*Pvt\* (Wanderer 92338)  
7 pm KAOS Guild \*Private\* (SwiftSword 42908)

## TRIE HOUSE:

- 6 pm KOY/SS/JD \*Private\* (Crys 30929)  
7 pm SOF Guild \*Private\* (Matt+ 41398)  
10 pm Aquarium Club (ChuckK 76648)

## TRIVIA HAVEN:

- 7 pm TTG Word Play  
8 pm TTG Trivia Madness

## TECH TOWER:

- 6 pm GOT \*Private\* (FuShnik 91000)

## INN UNIVERSITY:

- 5 pm Strategy  
7 pm Role-Playing Games  
7 pm Resume Writing

## WEDNESDAY

## TRIVIA HAVEN:

- 6 pm TTG Trivia Madness  
7 pm TTG Trivia Madness  
8 pm I Hate Barney-ites (JenJ 24470)

## TRIE HOUSE:

- 6 pm Black Watch Guild (SirArtosBW 9835)  
6 pm Lars' Inn (Gambit 74531)  
8 pm Lovecraft (DaveWW 39759)

## EUCHREVILLE:

- 5 pm They Might Be Giants (MeatLoaf 12937)  
7 pm Soap Talk (Joanne 79041)

## SPADES PLACE:

- 7 pm Black Unicorn Inn (Nator 43812)  
9 pm Air Warriors Squad (AWAcceCO 71613)

## HELP ROOM:

- 6 pm ROC Guild (Cherb 33907) (1st)  
7 pm Camelot Guild \*Private\* (Mordred+ 14169) (2nd/4th)

## PILOTS LOUNGE:

- 6 pm Flaming Dragons Squadron (NightWield 75829) \*Pvt\*  
7 pm Lethal Xcutters Squad (LXMichael 104114) \*Pvt\*  
7 pm CABAL Guild (Raven 49146)  
8 pm Flying Circus Squad \*Pvt\* (FCSev+16785, FOLClerk+)

## SINGLES COVE:

- 6 pm Shores of Oceania RPG (Creidrek 51660)  
7 pm The Gathering \*Private\* (Lughe+ 39149)  
8 pm Texas Zoo Gang (Lisa+ 39482)

## TEEN SCENE:

- 7 pm Computer Crime Awareness (ScottH 33821)

## RPG ZONE:

- Open Red Dragon Inn  
7 pm Coven of KOY Guild (Pua+ 65980) \*Pvt\*  
7 pm Realms RPG (Drons 69192)  
8 pm Keepers Guild (Loubate 82501)

## BOARD ROOM:

- 6 pm Magi Guild (GoldLion 43099)  
7 pm Vigilantes \*Private\* (Manta+ 45578)  
8 pm Car Lovers (DavidK 61951)

## GO-CHECKERS:

- 7 pm Cyberpace Ethics (WTTNAoB 63351)  
7 pm FF2 Meeting (Doon 79024)  
8 pm TV News \*Private\* (SukIT 69460)

## SPORTS DEN:

- 5 pm Programmers Palace (Zack 47973)  
6 pm Undead Guild (Brend 81828)  
8 pm Puck Lovers Paradise (TZ 70943)

## MYSTIC PORTAL:

- 6 pm Get Acquainted With KOY (ErlC 86891)  
6 pm Rubyruff and Friends (Harvey 78928)  
7 pm Dead Guild (Deadzone 64812)  
9 pm Ars M Schwarzwald (TheBad 65406)

## CHESS CLUB:

- 6 pm Infinity Guild (RobInfood 90241)  
7 pm SOF Guild \*Private\* (Duplicator+ 73050)  
7 pm F1t Simulator (Avalance 30559)

## MARRIED LIFE:

- 6 pm KOY Roleplay INN \*Pvt\* (Rossee 32277)  
6 pm I Hate Barney-ites (JenJ 24470)  
7 pm Coalition \*Private\* (Centaur 33907)

## INN UNIVERSITY:

- 6 pm QuickBASIC  
6 pm Medieval and  
7 pm Beginning Windows  
7 pm Euchre

## BACKGAMMON DEN:

- 6 pm Greyhawk \*Private\* (Met 92253)

## TECH TOWER:

- 6 pm CELLE: Linking Earth (Gandalf 92800)  
6 pm SOF/MAG Guild \*Private\* (Epic 85475)

- 7 pm Desert Hearts Club \*Pvt\* (MARgot+ 80101)  
7 pm GOS Guild \*Private\* (FoXbane 93955)

## THURSDAY

## TRIE HOUSE:

- 5 pm Horse Lovers (Susan 82044)  
6 pm Milkmen Legends (Amtha 34948)  
7 pm Hawkeye's Bar & Grill (Hawkeye 63543) \*Pvt\*

## EUCHREVILLE:

- 7 pm TSOY Guild Masters (Krestel+ 24571) \*Pvt\*

## TRIVIA HAVEN:

- 6 pm TTG Trivia Madness  
7 pm TTG Trivia Madness  
8 pm TTG Trivia Madness

## TEEN SCENE:

- 6 pm Trek Talk For Teens (Spock 96250)  
7 pm Criminals (Infamous 72081)

## HELP ROOM:

- 7 pm BRE Town Meeting \*Pvt\* (FlamingFox 6570) (2nd/4th)  
7 pm KORS Guild (Aphrodite 84224) (2nd/4th)

## SINGLES COVE:

- 7 pm OS/2 Users Group (FrankW+ 21493)

## GO-CHECKERS:

- 5 pm Flying Pilot Squad (FASasten 35280) \*Pvt\*  
7 pm Red Mask Guild (Snakeman 89107)

## TECH TOWER:

- 7 pm YPI \*Private\* (Cassy 38907)

## RPG ZONE:

- Open Red Dragon Inn  
6 pm KOY: TP and LL \*Pvt\* (Ahsly 76467)

## PILOTS LOUNGE:

- 7 pm PS Training Wing \*Pvt\* (PSTBALL+ 46320)  
7 pm Death Crusaders (DCJaceA 73432)  
8 pm RD Squadron \*Private\* (AirdemonDK 74662)

## MARRIED LIFE:

- 7 pm Beads \*Private\* (RayC 42585)

## BOARD ROOM:

- 6 pm TYR Guild \*Private\* (Charles 98420)  
6 pm KOY Officers (Sarilyon 17634)  
7 pm Motorcycling (CBRLohn 20344)

## CHESS CLUB:

- 7 pm Chess Club Business (INNMichael+ 997)

## SPADES PLACE:

- 7 pm FF2 Video Game Fan Club (Op 72887)

## INN UNIVERSITY:

- 7 pm Backgammon  
7 pm Spades  
7 pm Beginning DOS  
7 pm VisualBASIC

## FRIDAY

## TRIE HOUSE:

- 4 pm Wanderers of the Realm RPG (Venture 59386) \*Pvt\*  
5 pm BBS SysOp (KRBSBS 47329)  
5 pm Dragon's End Campaign (Kruzer 69307)  
8 pm WFC \*Private\* (RockyWFC 64542)

**HELP ROOM:**

5 & 7 pm One On One With INN  
(4/22 only)  
10 pm SNI Fan Club (1st & 3rd)  
(HoSalsa 108895)

**BOARD ROOM:**

6 pm Ranger's Guild  
(Leviathan 37309)  
7 pm Fellowship of the Wyvern  
(Archmage 22364)  
7 pm TGAO  
(Chris 44013)

**TEEN SCENE:**

6 pm Paint Gunners Squadron  
(PGYcindyG 54447)  
6 pm Teen Talk  
(Slick 98142)  
6 pm Nirvana Fan Club  
(KurtCobain 883558)  
7 pm Mucho Metal  
(Graphite 51674)

**SINGLES CLUB:**

6 pm Congress RPG  
(Hydra + 22364)  
6 pm MCM Conference  
(AndyMCM 72558)  
7 pm DOMSling Legions  
(Draconis 55444)

**EUCHREVILLE:**

6 pm AGAR Meeting  
(AGARLE 43418)  
6 pm Empire of Fear RPG  
(DonnaElisa 23097)  
7 pm Red Knights Squad \*Pvt\*  
(RtKncker 51354)  
9 pm Poetry Workshop  
(HAL9000+ 17066)

**TRIVIA HAVEN:**

6 pm TTG Trivia Madness  
7 pm TTG Trivia Madness  
8 pm Bible Trivia  
(Hiloute 1083)  
9 pm TTG Trivia Madness

**CHESS CLUB:**

7 pm Overaters Anonymous  
(Della+ 32155)  
8 pm Red Dwarf  
(NitzerEbb 30413)  
8 pm Ruff Patrol  
(WD40 70029)

**SINGLES COVE:**

7 pm MOAY Guild  
(Cerebus 35097)  
8 pm ATN Guild  
(Darkrose 21967)  
9 pm Collectable Comic Books  
(Gene 32599)

**PILOTS LOUNGE:**

5 pm Force Ten \*Private\*  
(Assault10 47067)  
6 pm LE Briefing Room  
(DoomsSayLE 67574)  
7 pm Sky Warriors  
(Dustin 54086)  
7 pm Flying Fortresses  
(FFAndrewG 47377)

**TEEN HANGOUT:**

6 pm Soldiers of the Sky Squad  
(DavidW 49948)  
7 pm Mortal Combat SIG  
(Dradlog7 85276)  
9 pm Panx Conference  
(Everglade 46040)

**RPG ZONE:**

Open Red Dragon Inn  
4 pm Castle of Cool \*Private\*  
(Spock 49915)  
5 pm Cyberdragon RPG  
(JasonY 72321)  
8 pm Realm of Tralientria  
(JohnV 75014)

**GO-CHECKERS:**

7 pm Star Wars RPG  
(Dakota 71159)  
7 pm Rush Room  
(Roy 70438)  
7 pm Cyberpunk  
(Eflgy 70640)  
9 pm Ladies Night Out \*Pvt\*  
(Nutmeg 37448)

**TECH TOWER:**

5 pm BBS Stuff and Info  
(ErichR 45940)

6 pm Toon RPG  
(Thaddeus 87676)  
8 pm Visual Sensory Overload  
(Azren 37446) \*Private\*

**SPORTS DEN:**

6 pm MKCLB  
(Aaron 68964)  
7 pm PFS Trade Talk  
(Stephen 48475)  
8 pm Nasti's Boyz \*Private\*  
(NastiNB+ 42112)

**MYSTIC PORTAL:**

5 pm DS9 RPG \*Private\*  
(Sythe 90757)  
6 pm KOTKI \*Private\*  
(SoulStrife 83053)  
7 pm Star Wars SIG  
(Jeremy 79976)  
10 pm Wolfzang Guild  
(SirWolf 66025)

**SPADES PLACE:**

6 pm Jade Tower RPG  
(SJAce+ 18752)  
6 pm Electronic Arena  
(MortKombat 44293)  
7 pm FF2 Game Guild  
(RichG 79924)

**BACKGAMMON DEN:**

5 pm Boysiam  
(JohmJ 92394)  
6 pm Macroos IRPG  
(Wraith 54516)  
6 pm Star Trek RPG \*Private\*  
(ComFlyt+ 1260)  
6 pm RIFTS RPG  
(WhiteNinja 61345)

**HEARTS CLUB:**

6 pm DS9 RPG \*Private\*  
(Sythe 90757)  
6 pm Inter-Realms RPG  
(Kronoff 97666)  
7 pm Mists of Ravenloft RPG  
(RickR 89730)

**MARRIED LIFE:**

6 pm GOCovenant  
(Angie 19088)  
7 pm Ruffs RPG \*Private\*  
(Wisdom 55918)  
8 pm Wiccan Covenant  
(Kerry 81842)  
12 am MST3 Satellite of Love  
(MST3KCrow 69762)

**SINGLES SPOT:**

7 pm Computer Games  
(Alan 89527)

**INN UNIVERSITY:**

7 pm Chess  
11 am C+ + Programming  
8 pm Creative Writing

**SATURDAY**
**SPADES PLACE:**

4 pm FK Briefing Room \*Pvt\*  
(FKFlyAce 97407)  
7 pm FF2  
(e52505)  
9 pm WYST  
(TheWeeler 5892)

**HEARTS CLUB:**

11 am Shadowrun RPG  
(GrimJack 74165)  
1 pm Romulan Empire RPG  
(CmidZalan 84928)  
5 pm Snoring Allies Squad  
(DaveSA 91080) \*Pvt\*

**TEEN SCENE:**

Noon Storm Warriors  
(SWThunder 75828)  
1 pm Computer Gamers  
(Games 68890)  
3 pm Dread Meeting  
(Gweb 52808)  
7 pm Joke Etc.  
(BDOG 47325)

**TREE HOUSE:**

10 am Keovland Campaign  
(TheDM 76129) \*Pvt\*  
Noon Devotion Guild  
(TOMAR 43945)  
4 pm Mystic World RPG \*Pvt\*  
(MaryAnn 89313)

**BOARD ROOM:**

4 pm Rihs RPG  
(DandMan 86726)  
5 pm Shadowrun RPG  
(Shadow 87821)  
7 pm Christian Conference  
(DonKCC 12419)  
8 pm Soldiers of Fortune  
(Turk 76130) \*Pvt\*

**EUCHREVILLE:**

9 am Starfleet RPG Council  
(Charles 79213)  
10 am Killer Serpents  
(KSCobra 38563)  
Noon CCG Meeting  
(GCG 68890)  
7 pm SBP Squad \*Private\*  
(deadsBP 60728)

**TRIVIA HAVEN:**

4 pm Sierra Stumpers  
(ErikLC 86891)  
5 pm Mike's Weird Trivia  
(Mike 75556)  
6 pm TTG Trivia Madness  
7 pm TTG Trivia Madness  
8 pm TTG Trivia Madness  
10 pm TTG Trivia Madness

**CHESS CLUB:**

9 am Hawk's Talon Squad  
(HTSceath 70654)  
2 pm Seventh Fleet RPG  
(AdmSupak+ 84346)  
5 pm ADXD Spellhammer \*Pvt\*  
(TheXzec+ 32515)

**HELP ROOM:**

\* On the hour 10 am to 5 pm \*  
\* New Member Orientation \*  
Noon DEV Guild \*Private\*  
(Deft 51466) (1st)

**PILOTS LOUNGE:**

6 pm Missifs Guild  
(Krisnina+ 42335) (2nd)  
7 pm DEV Guild \*Private\*  
(Deft 51466) (3rd)  
8 pm Underworld (1st/3rd)  
(Larker+ 20068) \*Pvt\*  
8 pm ShapeShifter Guild  
(Ageron 62338) (1st/3rd)  
9 pm Annie Roundtable  
(Raarna 46231) (2nd/4th)

**PILOTS LOUNGE:**

4 pm Ten Forward RPG  
(Conkoloth 85469)  
5 pm AA Squadron \*Private\*  
(AOSirs+ 33138)  
5 pm EK Squadron  
(EKEXcaliber 75828)  
7 pm Lethal Vengeance  
(Hawk 83995)

**TEEN HANGOUT:**

3 pm Superheroes RPG \*Pvt\*  
(Eclipse 68084)  
6 pm Siouxie Fanatics  
(Catwoman 72236)  
8 pm Shadow Horde Guild  
(Slash 22569)

**SINGLES COVE:**

10 am Miniature Painting 101  
(HANZO 48049)  
Noon Vigilantes Meeting \*Pvt\*  
(Manta 45578)  
1 pm Dark Guard  
(Khorne+ 42473)  
8 pm Star Wars RPG \*Pvt\*  
(Stormer 71389)

**GO-CHECKERS:**

11 am GO Club  
(Gochiku 38502)  
1 pm Shadowrun RPG  
(GrimJack 74165)  
5 pm Mos Eisley Cantina  
(Dan 63775)

**SINGLES CLUB:**

11 am HB Squadron \*Private\*  
(HBPuma+ 86523)  
Noon Stratego Clubhouse  
(Chuck 59792)  
Noon Dark Night's Squad  
(DKZarx 83440) \*Pvt\*

**RPG ZONE:**

Open Red Dragon Inn  
10 am Blackmoon Inn \*Private\*  
(Darkrose 69411)  
1 pm Guild of Sacred Sword  
(CharlesE 59792)

## 1994 APRIL 1994

SUN	MON	TUES	WED	THUR	FRI	SAT	
All times listed are Pacific Time.						1	2
3	4	5	6	7	8	9	
10	11	12	13	14	15	16	
17	18	19	20	21	22	23	
24	25	26	27	28	29	30	

5 pm Floating Vagabond RPG  
(Steve 66163)

**BACKGAMMON DEN:**

5 pm Companions Guild \*Pvt\*  
(Ticarro 24055)  
6 pm Gate Runners RPG \*Pvt\*  
(GateRunDM 13920)  
7 pm LX Liskerlin  
(LMichael 50475)  
8 pm DarkLandsl RPG  
(LARS 63618)

**SINGLES SPOT:**

9 am Lost Legions Guild \*Pvt\*  
(Greenoff 14367)  
11 am Keepers of the Light Guild  
(Rummy 22759)  
1 pm DragonLance  
(SaoronDM 34961)

**MARRIED LIFE:**

11 am Nomads Non Nobles  
(Terminator 76447)  
4 pm KOY Dagger Alley \*Pvt\*  
(Jack 36634)

5 pm Fellowship of Quest  
(Crimson 69050) \*Pvt\*

**MYSTIC PORTAL:**

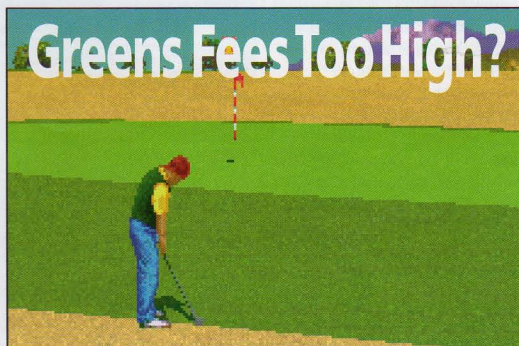
6 pm Adventure Guild \*Pvt\*  
(Jaran 59084)  
Noon Nomads  
(Masal 38723)  
7 pm Red Dwarf RPG  
(ArtInoo 86892)  
7 pm SOF Lance Lair \*Pvt\*  
(Paladin 89124)

**TOURNAMENTS:**

8 pm Highlander's Guild  
(GoedeR 57842)  
8 pm Terry Brooks  
(TDLear 66414)  
8 pm RIFTS RPG  
(Lisa 93899)  
9 pm Road Kill Race  
(DeadPool 61016)

**SPORTS DEN:**

5 pm CC KOY Red Garrison  
(Keofey 33114)



Maybe you should look into getting a foursome together on The Imagination Network. INN's 3-D Golf is new with version 2.3. It's the most fun you can have without having to replace divots. You can sign-up for 2.3 in The INN Mall, or call 1-800-IMAGIN-1 for details.

# IMAGINATION!



## BRIDGE CLUB NEWS



Welcome to the Bridge Club and Bridge Parlor. I'd like to take you on a tour of our Bulletin Boards. First, click on the Go To button and

select Bulletin Board from the menu. You'll see a cork board with notes tacked on it. Each note represents a different topic. Note the pink arrow in the lower-right corner. There is a second page of items for your perusal.

Each bridge room has one of our most important boards, Bridge Club Activities. There you'll find announcements for our Convention Clinics — both Bridge World Standard '94 and ACBL Standard 'Yellow' Card, Guest Lecturers which include some of the world's best players and teachers, Special Games and INN Bridge Tournaments. We urge you to read this so you'll be INN the know.

Tournament Info Board has conditions of contest, tournament match-ups, INN Bridge event winners and some National and International tourney news. The Post Tourney Results Here and Tourney and Lesson Sign-ups are self-explanatory.

The second page (via the pink arrow in the lower right) is where the boards in each room differ. We offer two "syndicated" columns. Sheinwold on Bridge is in the Bridge Parlor. Kantar's Korner, tailored for INN, is in the Bridge Club. We solicit interesting hands or problems for possible use in these columns.

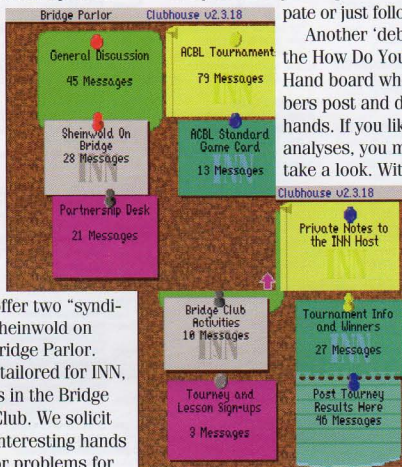
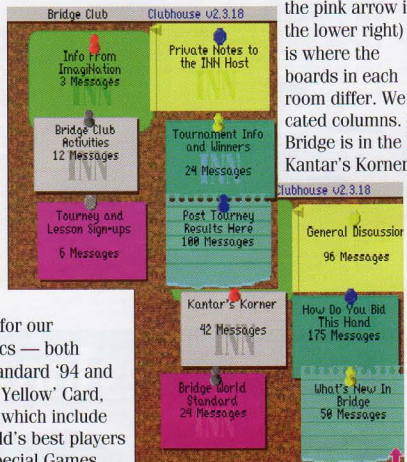
There are Partnership Desks for finding partners or contacting tournament opponents. There are also the General Discussion boards. The General Discussion boards are used to voice opinions, offer suggestions and tell

stories. You will often find them full of lively debates you might like to participate or just follow.

Another "debate" area is the How Do You Bid This Hand board where members post and discuss hands. If you like hand analyses, you may wish to take a look. With our current roster looking like the world's largest expert panel, the discussions are food for thought.

We also have an ACBL Tournaments Board. By the time you read this are hoping to have a Bridge Ladder which will use two boards.

We urge you to try all of the INN Bulletin Boards, not just bridge. You can find a list of all the boards on the second page of the INN Help Room Bulletin Board.



### ETIQUETTE *Continued from page 3*

"real world." You probably wouldn't be rude to someone you just met at the office or school, but it is amazing how often things like that happen on-line.

2) Gee, that pesky old Golden Rule keeps popping up everywhere. I won't repeat it here at the risk of sounding cliché, but we have to remember clichés are often clichés because they have value. This one covers a lot of ground,

e.g., be honest, be respectful, *don't be a goon*, and other stuff.

3) Use **Complain** judiciously, but use it! It is not a weapon, but a tool. Think of yourself as a social engineer every time you decide whether to use it. You're defining the mores and conventions of our virtual community.

Steven Baumrucker, MD is the author of "Love at First Byte: the Complete Guide to On-line Relationships" which (hopefully) will be on the bookstore shelves by mid-summer. He and his wife, Debbie (SheKoot, author of "Lovenotes From the Net"), live with their twin sons and a menagerie of animals in the foothills of Northeast Tennessee. They are always looking for new stories and can be reached at INN mailbox 77268.

## NEW VERSION Continued from page 1

last feature in effect.

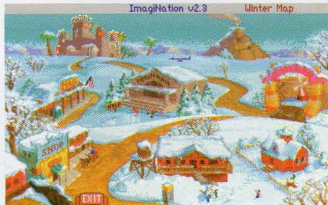
In bridge, game preferences can be stored, providing more continuity. A new Deal Review feature will enable all players to see all four hands, as originally



dealt, before observing the scoring of the hands.

For more fun in the Clubhouse, spades players will appreciate the pesky synchronization problem has been corrected, where the

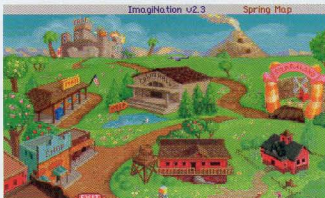
Your wings are shaking...



watchers' card listing was one screen behind the players'.

NTN Trivia addicts will appreciate an adjustment to fix the "Out of Memory..." message that sometimes occurred. When I say "addicts," I mean "addicts!" This message usually came after you would be playing NTN Trivia for **three hours** or more.

Also in SierraLand, Red Baron pilots should enjoy the many new features com-



ing with 2.3.18. Shot-down planes will spiral to the ground very cinematically.

Opponents now are notified when a player's wings

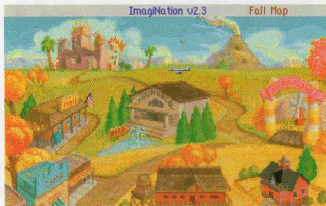
Jim has snapped his wings!

have snapped off. The damage model from the Career mode of the off-line version of Red Baron has been implemented to reflect more substantial and realistic air battles. The random selection of planes has been improved. We even

enhanced our trusty joystick calibration utility so it now supports the Notebook Gameport peripheral!

One feature you won't notice right away is how the Main Map changes its display with the changing seasons. On the basis of the system date on your computer, the Main Map will appear with a Winter, Spring, Summer and Fall display. Just to keep it entertaining, two different musical scores accompany the changing seasons playing alternately throughout the year.

Another nice touch just about everyone will find useful is the addition of a

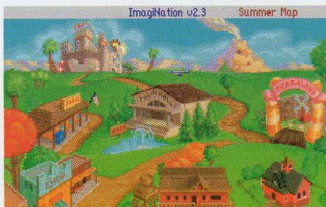


"Redial" feature. Now, when your local access line is busy, or you have a problem reconnecting to INN, you are presented with an option to automatically redial (until a connection is made) or quit to DOS.

Speaking of making connections, for everyone who got new modems over the last holiday season (and even for those of us who didn't), 2.3.18 contains new modem driver files. This update provides support for the popular Digicom

Softmodem and adds modem strings for more than 200 different modem brands and models.


About this time you may be asking



yourself how you can get a copy of this glorious new version. Well, since asking **yourself** probably won't get you an answer, **I'll** give you one.

If you already have ordered and received ImagiNation 2.3, you don't have to do anything to get this new version. We will send it to you with our compliments, **FREE!**

If you have not ordered ImagiNation 2.3 yet, all you have to do is order it now, and you'll get this supercharged version sent right out. You can do this in the INN Mall or by calling 1-800-IMAGIN-1.

I'm confident you'll enjoy the new version and look forward to bringing you more news on what's new and what's coming from INN's Quality Assurance 

## MORRY Continued from page 1

most of his time at the wheel of INN and, from all reports, exhibits the same competitive passion for ImagiNation as he does on the race track. As in any race, finishing first is the object and there is no other place for INN, the premier on-line entertainment network. We have to be the best to finish first.

A native of Pittsburgh, Morry calls San Mateo home, commuting to Oakhurst weekly. When not racing his car in his spare time, Morry enjoys, playing blackjack, sports (especially football), traveling and, on occasion, has been seen playing bridge. Don't be surprised if you find Morry on-line at a poker table in CasinoLand, playing 3-D Golf in SierraLand or

playing few rubbers of bridge in the Clubhouse. We are told that he also enjoys a variety of foods, but has an especially soft spot for ice cream. You might even find Morry checking out the latest on the Recipe Bulletin Board.

If you would like to write to Morry, send e-mail to box 940.

## INNteractive Network University Spring Quarter Schedule

Sunday			Wednesday			Friday		
Hearts	11 am	3 pm	QuickBASIC	6 pm	Chess	7 pm		
Poker	1 pm	5 pm	MedievalLand	6 pm	C++ Programming	7 pm		
Euchre	2 pm	6 pm	Beginning Windows	7 pm	Creative Writing	7 pm		
Desktop Publishing	6 pm		Euchre	7 pm				
Monday			Thursday			Saturday		
C++ Programming	5 pm		Backgammon	7 pm	Cribbage	10 am		
Chess	7 pm		Spades	7 pm	Beginning Windows	11 am		
Spades	7 pm		Beginning DOS	7 pm	Backgammon	11 am	5 pm	
WordPerfect	7 pm		VisualBASIC	7 pm	MedievalLand	Noon		
					Stratego	2 pm		
					Assembly Language	5 pm		
Tuesday								
Stratego	5 pm							
Role-Playing Games	7 pm							
Resume Writing	7 pm							


Trivia Point Sier

WHICH BIG EVENT OCCURRED ON OCTOBER 17, 1947?

---

9 OF 15

- 1 FIRST HEART TRANSPLANT
- 2 SOUND BARRIER BROKEN
- 3 WORLD WAR II ENDED
- 4 TELEVISION INTRODUCED
- 5 POLIO VACCINE FOUND

 HINTS


Trivia Point Sier

UNDER WHOSE LEADERSHIP WAS THE 'PARTHENON' OF GREECE BUILT?

---

10 OF 15

- 1 ALEXANDER THE GREAT
- 2 PTOLEMY I
- 3 MENELAUS
- 4 PERICLES
- 5 AGRIPPA

 HINTS

## Can You Believe It!

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 Sier

WHICH WORD IS A MUSICAL TERM?

---

11 OF 15

- 1 FOSSE
- 2 UMLAUT
- 3 DESCANT
- 4 LOUCHE
- 5 THEOPHANY

 HINTS


Trivia Point Sier

THE TERM 'ELEVENTH HOUR' COMES FROM:

---

12 OF 15

- 1 AESOP'S FABLES
- 2 SHAKESPEARE
- 3 THE BIBLE
- 4 GRIMM'S FAIRY TALES
- 5 THE GETTYSBURG ADDRESS

 HINTS