

# IMAGINings!

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## WHAT'S NEXT?

### Cyber Park™ To Take ImagiNation Into the 3-D Realm

The ImagiNation Network is going 3-D, with a brand new look, new games and exciting new features for its next release.

Code-named Cyber Park™, the new environment in its first release will contain more than 40 sites and buildings, a dozen games and billions of variations of 3-D characters that YOU can customize from head to toe.

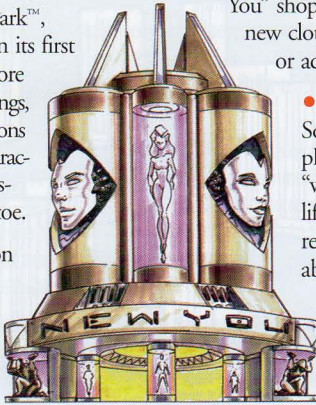
Like the current version of the ImagiNation Network, Cyber Park will allow thousands of players to play and chat online with one another simultaneously.

Unlike the current version, visitors to Cyber Park will be able to access the Network via the Internet and other online services.

#### Additional features will include:

- Smart Tables that pair members who want to play a game together. Just walk through the game room, clubroom or lounge until you find an empty chair, then sit down at the table to begin playing.

- Completely animated 3-D characters you create to show others who you are in cyberspace. Need a new look? Stop by the "New You" shop to pick up some new clothes, dye your hair or add some accessories.



Cyber Park's "New You" shop is the place to go when you want a new look for your online 3-D character.

- A new Town Square for you to explore, where you can "walk around" using lifelike 3-D animation, read the latest news about your favorite games, or entertain your friends in your own apartment that you've "furnished" yourself.
- Internet E-mail (in subsequent releases), so you'll be able to send and receive mail from friends who aren't yet a part of the ImagiNation Network.
- Exciting new sports and action games, in addition to many of the old favorites. We're already underway with several popular titles from Sierra On-Line, and will be working with other developers for additional games.



Some of the new Cyber Park characters you'll see online include (above, l-r) a security guard, sorceress, and (below) a groundskeeper and janitor.

## New Games

We'll be adding new games often to Cyber Park. Here's a list of some of the games currently under development:

#### The Incredible Machine 3

The award-winning puzzle-making game

#### CyberStorm

Futuristic strategy & battle

#### Front Page Sports: Baseball

Virtual baseball with real-life stats

#### Red Baron II

WWI flight sim action

#### Gin

"Old favorite" card game





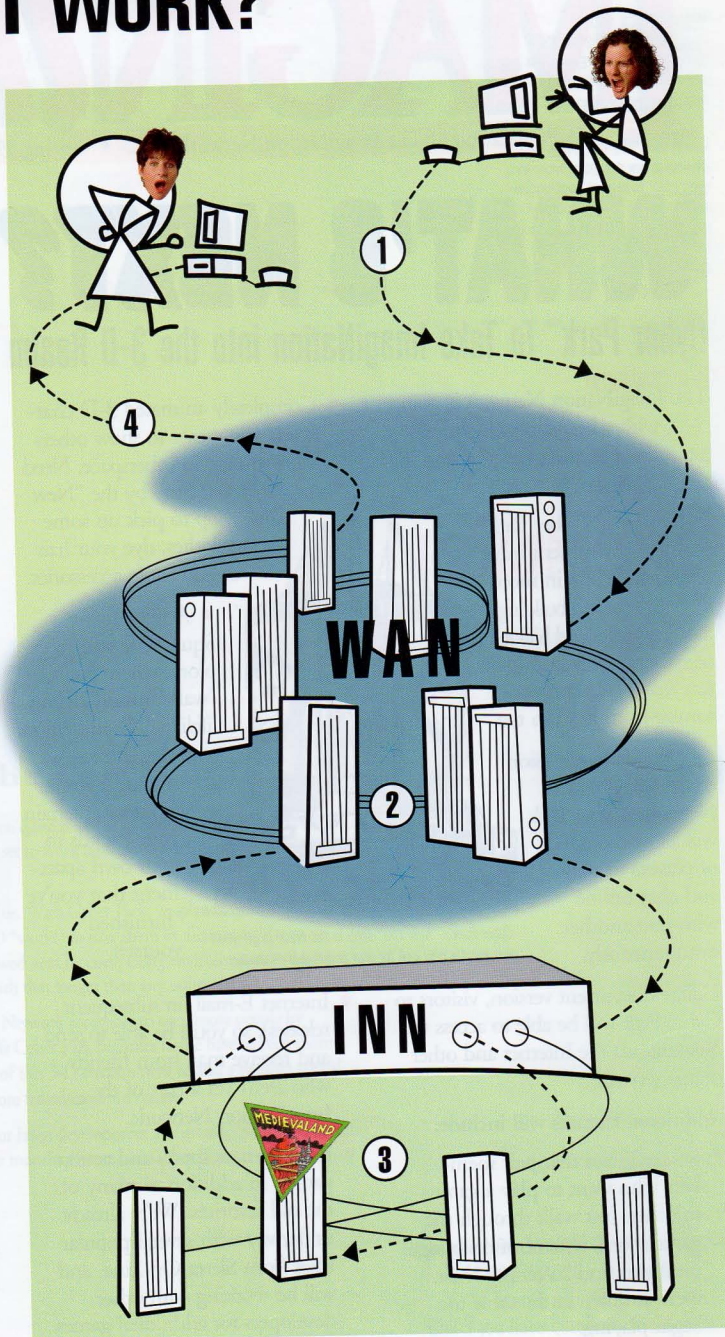
# HOW DOES IT WORK?

There's a lot going on behind the scenes when you dial into the ImagiNation Network to chat and play games. Find out where your message goes before it lands on your game opponent's computer screen!

Let's say you type a message to your friend. . .

- 1** You press RETURN to send the message. It goes from your computer's modem to the modem for a WAN, or Wide Area Network, like SprintNet or AT&T's PTNII.
- 2** The message is relayed from computer to computer in the WAN until it is delivered to the ImagiNation Network computers.
- 3** An ImagiNation Network computer picks up your message and delivers it to the appropriate part of our system. Different computers in our system control various Lands of ImagiNation like CasinoLand, SierraLand, etc.
- 4** The ImagiNation Network computers figure out who your message is for and we begin the process of sending the message to your friend, going out through our system and into the WAN, then through your friend's modem and onto your friend's computer screen.

This entire process usually takes only a fraction of a second from start to finish!





# Is It Ready YET?

Before we ship Cyber Park, our Quality Assurance testers will examine every aspect of the new software to make sure everything is just so. As you will see, QA has a lot of say when it comes to determining whether the new software is ready to ship. Here's what happens from the time we first begin generating ideas for Cyber Park to the day we send you the new software:

- 1 During the Design Phase, QA gathers information about what it will take to test the new software and determines when the software will reach various stages of development such as pre-Alpha, Alpha, Beta, final Beta and Gold Master.
- 2 Beta testers are selected who can help test the new software in their own homes. These Beta testers are selected based on the type of computers and equipment they have, what games interest them, and their availability and previous experience with Beta testing. QA creates a database to track software progress and anomalies.
- 3 QA assigns internal test leaders and creates testing teams. These analysts have different interests and skills. For example, some are experts at card and board games, while others prefer working on role-playing or simulation games. The newly-created teams generally receive a pre-Alpha version of the software at this time, to familiarize themselves with game play and features. Special computers which are accessible only to internal developers, testers and selected external Beta testers are set up to test the new software.
- 4 The test plan is finalized. Full-scale testing begins. Much of the testing performed by both developers and QA is automated, using pre-programmed test scripts and special software testing tools. Test teams work with developers to report findings and to receive new builds of the software as it moves from Alpha to final Beta. The test teams, developers and managers meet often during this phase to ensure that the process stays on schedule.
- 5 Once the software moves to final Beta, the final stage of intense testing commences. New members who can give a fresh perspective on the software and verify that nothing has been overlooked are sometimes added to test teams at this stage. External teams focus all their attention on last-minute details. The entire Cyber Park team is alerted that the software is approaching final Beta. Sysops and Hosts receive the product near the end of the final Beta stage so that they will be prepared to answer member questions about the new games.
- 6 A few weeks into the final Beta, the producers, developers, QA members and senior-level managers meet as often as needed to review the software status. Usually, this group meets every day—sometimes several times a day!
- 7 When each member of the ImagiNation Network team agrees that the software is ready for release, Gold Masters are produced and sent off for production. The ImagiNation Network systems are made ready, and the software is shipped to all ImagiNation Network members.
- 8 A short time after the successful release of the software, everyone involved is invited to a "Wrap Party" to scrutinize every part of the development process, from design to release. The goal? To learn what went smoothly, what took an unexpected amount of time or resources, and why, so that we can do it all even better the next time around.

## Alpha Beta Soup



### pre-Alpha

Although design specifications have been created for the software, it is still in component form and is considered to be under development.

### Alpha

The software is being tested internally and has not yet been shipped to the select group of consumers that will give input on the product-in-development.

### Beta

The software has been shipped to a select group of consumers who agree to test the product and offer feedback on what works well, the features they enjoy the most, etc.

### final Beta

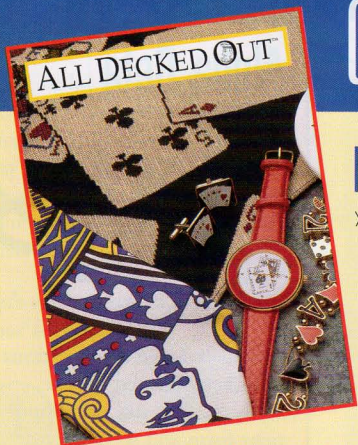
The software is in the final stretch of testing.

### Gold Master

The software is in its final form, or has gone "Gold Master" when all members of the development team, designers, programmers, producers and QA agree that it is ready to ship. Many duplications are created from the Gold Master.



# Great Gifts for the Card Player



No matter how you deal the cards, roll the dice or spin the wheel, you'll be a winner every time with **ALL DECKED OUT™**. Order your favorite gaming designs from our vast selection of fashionable jewelry, clothing, gifts and accessories. Our catalog is loaded with perfect holiday, birthday and special occasion gifts.

FREE full color catalog call **1-800-265-9822** DEPT IM  
 Mail or fax your name & address to: **ALL DECKED OUT™** - DEPT IM  
 4700 N. 31 Court, Hollywood, FL 33021, **FAX 954-967-9903** - DEPT IM



Layer this colorful unisex vest over a shirt, under a jacket or coordinate with a pair of jeans. Be the center of attention in this polyester vest accented with colorful playing cards. Solid black in back with a full acetate lining.

- |                           |                            |                      |
|---------------------------|----------------------------|----------------------|
| Men's                     | M 34-36, L 38-40, XL 42-44 | \$40.00              |
| Women's                   | M 6-8, L 10-12, XL 14-16   | \$40.00              |
|                           | #1209 Orange or #1210 Blue |                      |
| Special IMAGINATION price |                            | \$35.00 + \$6.95 S&H |

## Coming in Spring 1996:

**Earn Frequent Fun Points on ImagiNation!**

Would you like to get FREE hours and prizes just for playing?

You will, when ImagiNation launches its Frequent Fun promotion this Spring. You'll earn points on INN for every hour you play. When you collect enough points, trade them in for FREE time or prizes.

Stay tuned for more details!

## A Friendly Warning



Remember that no ImagiNation Network employee would ever ask for your passport identification number, your credit card number, or your password online.

ImagiNation Network employees use names that begin with the words INN or HOST. Our system "locks out" access to these prefixes to other members. But some people have been known to pose as an employee by typing similar-looking prefixes like IMM or HOSI.

If you're online and someone posing as an ImagiNation Network employee asks you for your passport identification number or your password, press the COMPLAIN button immediately. When you do, you'll alert us of the situation so that we can take appropriate action.





## Dear Member,

We want to learn more about you! If you are the person in your household who uses Imagination the most, please take the time to complete this survey. Answer every question as accurately as possible. Your responses are confidential.

Thank you for your time and interest.

P.S. If you complete this survey online in the Member Services store of the Mall, we'll give you 15 FREE minutes online in the ImagiNation Network.

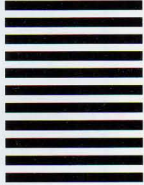
1. What is your age?
  - 0 - 10 years old
  - 11 - 17 years old
  - 18 - 25 years old
  - 26- 35 years old
  - 36- 45 years old
  - 46- 55 years old
  - 56+ years old
2. Are you...
  - Male
  - Female
3. Which best describes your current household situation?
  - Live alone
  - Live with friend/roommate/parents
  - Live with spouse/partner only
  - Single parent living with child(ren) under age 13
  - Single parent living with teens or grown child(ren)
  - Live with spouse/partner and child(ren) under age 13
  - Live with spouse/partner and teens or grown child(ren)
4. Which of the following games (computer or otherwise) have you enjoyed playing and/or purchased in the last 12 months? (Choose all that apply)
  - Action (e.g. Doom)
  - Simulation (e.g. Aces over Europe)
5. How much have you spent on computer game software in the last 12 months?
  - Less than \$50
  - \$50 to \$99
  - \$100 to \$149
  - \$150 to \$199
  - \$200 or more
6. What special interests/hobbies do you have? (Choose all that apply)
  - Watching TV/videos
  - Going out to see movies
  - Computers/Online Services
  - Sports
  - Reading
  - Travel
  - Writing
  - Cooking
  - Arts/Crafts
  - Playing games
7. What is the total combined annual income of all the members of your household, before taxes?
  - Less than \$25,000
  - \$25,000 to \$39,999
  - \$40,000 to \$54,999
  - \$55,000 to \$69,999
  - \$70,000 to \$84,999
  - \$85,000 to \$99,999
  - \$100,000 or more
8. What is the highest level of schooling you have completed?
  - Some high school
  - High school diploma
  - Some college, junior college or trade school graduate
  - College degree
  - Graduate school degree
  - Currently enrolled in college/graduate school
  - Currently enrolled in grades K - 12
9. Which other online services do you subscribe to? (Choose all that apply)
  - None
  - America Online
  - CompuServe
  - Prodigy
  - Microsoft Network (MSN)
  - GEnie
  - internet MCI
  - Netcom
  - PSINet
  - Pipeline USA
  - Other
10. During an average month, how much does your household spend on the long distance portion of your telephone bill?
  - Less than \$10
  - \$10 - 24
  - \$25 - 49
  - \$50 - 74
  - \$75 or more
11. Please indicate your ethnic origin (optional).
  - African American/Black
  - Caucasian/White
  - Hispanic/Latino(a)
  - Asian/Pacific Islander
  - Native American
  - Other

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# 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 WELCOME 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.

## FIND IMAGININGS ON THE WEB!

Look for a special edition of Imaginings live on the ImagiNation Network website!

If you have internet access, you can access the ImagiNation Network website at: <http://www.inngames.com>.

In addition to *Imaginings*, you'll find up-to-the-minute information for online contests so you'll always know what's going on in the ImagiNation Network.

It's also a great place to send friends who are interested in becoming members. Downloading the latest version of the ImagiNation Network software and games is free and easy. Plus, your friend gets free hours online to give us a try.

## Get On Our List!

Subscribe to our Automatic Internet Mail List if you have an Internet E-mail address and would like to receive electronic updates about ImagiNation Network games and special events online.

To subscribe, send E-mail to [LISTSERV@INNGAMES.COM](mailto:LISTSERV@INNGAMES.COM). In the space where you would ordinarily type your message, simply type **subscribe gamelist**.

Once you subscribe, we'll start sending you E-mail notes with news about the ImagiNation Network, including up-to-the-minute information about special events online.

It's easy to cancel this service if, at any time, you no longer want to receive these Internet E-mail messages. All you have to do is send another note addressed to [LISTSERV@INNGAMES.COM](mailto:LISTSERV@INNGAMES.COM) and type **signoff gamelist** in the message area.



*This butler is another of the fully-animated, 3-D characters you'll find online in Cyber Park.*

## GOOD NEWS!

Our weekday rates just got lower for those of you using non-preferred access numbers to dial into the ImagiNation Network. Now you'll pay only \$3 an hour when you use the ImagiNation Network from 7 a.m. to 6 p.m. Monday through Friday. (Non-preferred access numbers are those listed without asterisks on your install screen.)

Burlingame, CA 94010.

or 577 Airport Blvd., Suite 300,  
Imaginings Editor, at E-mail Box 915

Drop a line to Gretchen Lee.

QUESTIONS OR COMMENTS?

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

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8 SPRING 1996

## IMAGINATION!™ The Last Word

As you now know, the past few months have been quite busy for us at the ImagiNation Network. No sooner had we shipped Version 2.4 than we set to work again, putting all our efforts into this next major stage of development: Cyber Park™.

The way I see it, we've got a dual goal ahead of us. With Cyber Park, we plan to give you exciting new games and activities as well as a unique 3-D "world" to play them in. Games are the most challenging areas of online entertainment, followed next by compelling environments to enjoy them in. We know that. We've been working with that longer than any online service.

We're also working at making the ImagiNation Network accessible to even more people by allowing entry to Cyber Park via the Internet. As Cyber Park becomes home base to even more people, we expect the diversity and uniqueness of this 3-D environment to add a broader appeal to you, as well. The more people online, the more friends and fun online.

I'm excited to share with you the news about our latest development at the ImagiNation Network. I look forward to keeping you up-to-date in the months to come, as Cyber Park gets closer to its launch in the second half of 1996.

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.