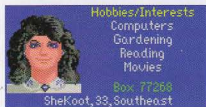


Imaginings

VOLUME TWO/ISSUE THREE - MARCH 1994

IMAGININGS IS A PUBLICATION OF THE IMAGINATION NETWORK

Hearts of Gold Across America



Hobbies/Interests
Computers
Gardening
Reading
Movies

Box 77268
SheKoot, 33, Southeast

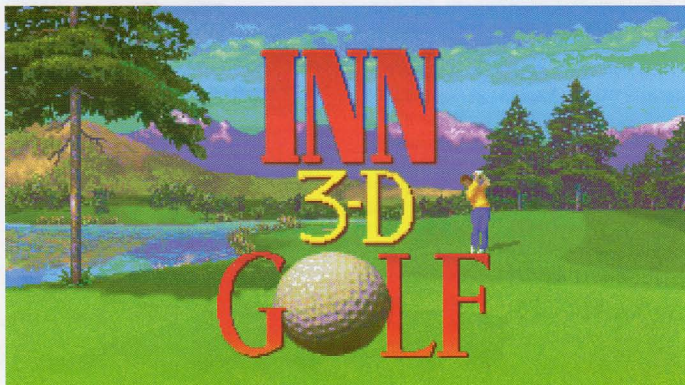
Thirty-six hours and 18 minutes after the recent earthquake

brought the San Fernando Valley to its knees, Janet and Bob M. still didn't know if their daughter, Tina, was all right.

Repeated attempts to reach her by phone had been unsuccessful. Each time they dialed her California number, a recorded voice politely informed them that all circuits were busy. With no other way to contact their 22-year-old daughter, Janet and Bob experienced a deep sense of helplessness. They could do little more than wait for news.

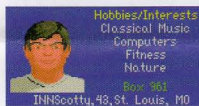
On the East Coast, they sat glued to their television set horrified by the news reports repeatedly showing massive destruction in the place their lovely daughter now called home. Their anxiety increased each time the death toll rose and film crews came upon even more startling carnage. They watched intently, flipping from one station to another. They prayed and wore pathways in the carpeting. They stared at the telephone as though willing it to ring. They held each other many times throughout the day

NORTHERIDGE EARTHQUAKE



TC joked, "How does this guy manage to hit the ball in the same spot every time?"

INN's 3-D Golf Is Up To Par



Hobbies/Interests
Classical Music
Computers
Fitness
Nature

Box 961
INNScotty, 43, St. Louis, MO

It was a beautiful, sunny day. The wind was blowing gently

from the west at three miles per hour as a few clouds rolled by. The wind was a factor and my second shot had to contend with a sand trap in front of the green. I hit a short shot to the center of the fairway, playing it safe. Meanwhile, TC commented on how cute Lily's ankles looked with bobby socks and saddles.

Two things make the ImagiNation Network the premier on-line entertainment network — the people and the games. It's no surprise when INN adds a new game, it is a first-class effort.

When I logged in one Saturday night and found my friends Maud, Lily and TC, I asked them if they'd like to join me in a

ONE ON ONE WITH IMAGINATION Featuring Mark Dawson

This month's One On One with ImagiNation features Mark Dawson, Director of Operations for The ImagiNation Network. Join him on Friday, March 18 for two one-hour conferences at 5 pm and 7 pm in the INN Help Room.

In charge of INN's Host hardware complex, Quality Assurance, production, as well as INN's internal network, Mark will be happy to answer your questions and listen to your comments. Be sure to arrive early as space will be limited.



continued on page 3

continued on page 6

Imaginings

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BULK RATE
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Los Angeles, CA



Hobbies/Interests
Computers
Education
Mechanics
Classical Music
Age: 37 1/2
Ingrid Dean, 48, INNteractiveNetUniv

INInteractive Network University 1994 Spring Quarter Schedule

The Spring Quarter begins the week of April 3, 1994. Classes offered by The INNteractive Network University are introductory-level unless otherwise noted. Game classes are held every day in the Game Lessons room and are a drop-in format, so feel free to attend whenever convenient. All others classes require pre-registration (see below) and are held in the INN University room. The following schedule is subject to change.

Sunday

Hearts	11 am	3 pm
Spades	Noon	4 pm
Poker	1 pm	5 pm
Euchre	2 pm	6 pm
Desktop Publishing (781)*		6 pm
(Ten weeks beginning April 3)		
Visual BASIC (731)*†		7 pm
(Ten weeks beginning April 3)		

† Prerequisite: Must know QuickBASIC

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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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Monday

Chess	7 pm
Spades	7 pm
Role-Playing Games	7 pm
WordPerfect 5.1 (772)*	7 pm
(Ten weeks beginning April 4)	
C++ (722)*	7 pm
(Ten weeks beginning April 4)	

Tuesday

Cribbage	7 pm
Euchre	7 pm
Resume Writing (793)*	7 pm
(Five weeks beginning April 5)	
dBase III+ (723)*	7 pm
(Ten weeks beginning April 5)	

Wednesday

MedievalLand	7 pm
Role-Playing Games	7 pm
QuickBASIC (734)*	7 pm
(Ten weeks beginning April 6)	
Beginning Windows (764)*	7 pm
(Five weeks beginning April 6)	
Small Business Accounting (754)*	7 pm
(Five weeks beginning April 6)	

Thursday

Spades	7 pm
Stratego	7 pm
Beginning DOS (715)*	7 pm
(Five weeks beginning April 7)	
Creative Writing (745)*	7 pm
(Seven weeks beginning April 7)	

Friday

Chess	7 pm
Euchre	7 pm
Backgammon	7 pm
C++ (726)*	7 pm
(Ten weeks beginning April 8)	
Beginning DOS (716)	7 pm
(Five weeks beginning April 8)	

Saturday

Beginning Windows (767)*	10 am
(Five weeks beginning April 9)	
Backgammon	11 am 5 pm
MedievalLand	Noon 4 pm
Stratego	1 pm 3 pm
Cribbage	2 pm 6 pm
Assembly (727)*	5 pm
(Ten weeks beginning April 9)	

* Note: Classes followed by a box number in parentheses require pre-registration. To register, send your name and mailbox number with the class name, day and time to the box listed. If the box is full, the class has been filled.



Specialty Scheduled Income Tax Preparation Classes in March!

There will be four classes to help you prepare your income taxes during the month of March. Each class will run on three consecutive nights, Wednesday, Thursday and Friday. Members who send their registration information to the mail box listed to the right will be assigned to one of the following four starting dates.

Tax Preparation (704)*
(Three consecutive evenings beginning: Wednesdays, March 2, 9, 16 or 23)

Earthquake Continued from page 1

when tears of fear and frustration came. "It was hell not knowing," Bob later said.

By early evening they were startled by the jingle of the telephone. Janet sprang from the sofa to answer it, her husband close behind.

"Hello?! Hello?!" she said breathlessly as she grabbed for the receiver.

"Hi. Is this the residence of Janet and Bob M.?"

"Yes. Yes it is."

"You don't know me, but I have an important message for you."

"Is this about Tina? Is she all right?" Janet's voice trembled, fearing the man on the phone was an official with horrible news.

"Yes, it's about Tina, but everything is." "We haven't heard from her! We've been worried sick! Please tell me nothing has happened to her!"

"She's okay, Mrs. M. Please calm down now, everything is fine. I got your telephone number from a message Tina posted on-line, through her computer, asking someone to please call you to let you know she was safe. She's got her power back but has only local phone service. I guess she tried to call you herself but couldn't get through. So she left a request asking that one of us try to reach you. She also said that she would call you herself just as soon as she is able to get through."

"Oh! Thank God!" Janet replied, breathing a sigh of relief. "And thank you!

Thank you so much for calling. My husband and I have been crazy with fear. We appreciate your thoughtfulness so very, very much. Oh, and when we do speak to Tina, who shall we tell her it was that phoned?"

"Awww, she wouldn't know me from Adam. There's millions of us here, you know. Just tell her an on-line friend called you, I'm sure she'll understand. I hope you hear from her soon, Mrs. M. Now, I've got to run, I've got several more calls to make. Take care!"

This story is only one of thousands. The same situation was echoed countless times in cities, towns and hamlets coast to coast. Immediately after the earthquake, on-line members set-up a relay system of sorts — offering to help reach quake victims, for distraught friends and family members who couldn't call into the disaster area themselves. Until long-distance phone and electrical service were reinstated, many with battery-operated laptop computers were still able to communicate with friends and loved ones all over the country. While ham radio is still a vital link during communication emergencies, the availability of tens of thousands of personal computers in Southern California ensured more "health and welfare" messages were transmitted than ever before.

Victims helped as well. Those living in

areas having power, relayed messages via e-mail. Many went well out of their way in the face of adversity to physically check on the residents of a specific address they had received.

At first, the messages contained urgent requests — full of desperation, fear and enormous concern:

"Could someone please help find my brother Francis — or, Frank and Betty J.? They live on Ludlow in Northridge. Thanks!"

"I'm looking for PatrickACW. Please help if you know him, or anything about him. Please e-mail me. HURRY, I'm losing sleep over this. . ."

"Does anyone have info on the condition of the apartments on Saticoy in Reseda? Unable to contact son, Cecil M. and family since EQ. Would appreciate any news."

As more and more on-line members reached out to help their virtual friends, the message threads, and the mood, suddenly began to change.

"All of your family here in Illinois have you in our thoughts and prayers. Hold on tight. Everything is going to be all right."

"THANKS to everyone who offered to help find Nancy H. Was able to contact her through the Red Cross — she called last night. She and roommate are fine, but their house is trashed. Thanks again for all the help."

"I know the Gordons and they're fine! I live next door to them, my name is Justyn W., and they are fine!"

"Eric has been found! He spoke to Mom. He is safe. Thanks to all!"

"Found Him!!! Thank you, to everyone who tried to contact Pete L.! Someone got through and he is safe and sound! Thanks all!"

Thousands of messages have been posted since the disaster and I've read many of them. The incredible outpouring of support, words of encouragement, friendship, camaraderie and help were quite overwhelming. One could "feel" the great wave of relief felt by those who received good or encouraging news. There was a sense of community on-line, like I'd never felt before.

Much, much more than type-talked

NORTHRIDGE EARTHQUAKE



FRIDAY

9 pm Ladies Night Out *Private* (Nutmeg 37448)

4 pm Wanderers of the Realm RPG (Venture 59399) *Private*

5 pm BBS SysOp (RISBBS 17329)
Dragon's End Campaign (Kruzer 89307)

8 pm WIFC *Private* (Rick/WIFC 61542)

BOARD ROOM:
6 pm Ranger's Guild (Leviathan 37309)
7 pm Fellowship of the Wyvern (Archmage 22364)
7 pm TSO (Chris 44013)

TEEN SCENE:
6 pm Palm Gunners Squadron (EPC/ClubG 54447)
6 pm Teen Talk (Slick 98142)
6 pm Nirvana Fan Club (Kurt/Cobain 68358)
7 pm Micho Metal (Graphite 51674)

SINGLES CLUB:
5 pm Uncanny Men (Frenia 71908)
6 pm Groupness RPG (Hydra+ 22364)
6 pm MCM Conference (AndMCM 72538)

EUCHREVILLE:
6 pm AGAR Meeting (AGAR/Le 43418)
6 pm Empire of Fear RPG (Domat/Sliss 22927)
7 pm Sierraans Folks (GeoffK 68453)
9 pm Poetry Workshop (HAL/900+ 17066)

TRIVIA HAVEN:
7 pm TIG Trivia Madness (Bilbo Trivia) (Hlonie 1083)

CHESS CLUB:
7 pm Overaters Anonymous (Delta+ 32155)
8 pm Red Dwarf (Nitzer/Dbb 30413)
8 pm Kazar Patrol (WD40 70029)

SINGLES COVE:
7 pm MOAV Guild (Cerebus 35087)
8 pm ATN Guild (Darkrose 21967)
9 pm Collectable Comic Books (Gene 32599)

PILOTS LOUNGE:
5 pm Force Ten *Private* (Aspin/TF 47087)
6 pm LE Briefing Room (Doomsday/LE 67574)
7 pm Sky Warriors (Dustin 54008)
7 pm Flying Fortresses (FAndrew C 47377)

TEEN HANGOUT:
5 pm Soldiers of the Sky Squad (David/W 49948)
7 pm Mortal Combat SIG (Draddler/85276)
9 pm Puns Conference (Everglade 46040)

RPG ZONE:
Open Red Dragon Inn (Empire of Coal *Private* (Spock 49915))
5 pm Cyberdragon RPG (Jason? 72324)
8 pm Realm of Trubentria (JohnV 75014)

GO-CHECKERS:
7 pm Star Wars RPG (Dakota 71139)
7 pm Rush Room (Roy 70438)
7 pm Cyberpunk (Elfigy 70640)

TECH TOWER:
5 pm BBS Stuff and Info (Eric/JC 45840)
6 pm Doom RPG (Thaddus 87676)
8 pm Visual Sensory Overload (Azren 37448) *Private*

SPORTS DEN:
6 pm MCLuck (Aaron 68864)
7 pm FFB Trade Talk (Sheehan 49475)
8 pm Nasti's Boxy *Private* (Nasti/NB+ 42112)

MYSTIC PORTAL:
5 pm DSQ RPG *Private* (Sylve 90757)
6 pm KOTRT-Guild *Private* (Soul/Srife 83053)
7 pm Star Wars SAG (Jerome 79976)
10 pm WolfGang Guild (SirWolf 66025)

SPADES PLACE:
6 pm Jade Tower RPG (SirAce+ 19752)
6 pm Electronic Arena (Mork/Kombat 44293)
7 pm F2F Game Club (RichG 73924)

BACKGAMMON DEN:
5 pm Bob/Slan (JohnM 83284)
6 pm MacroSS II (Wraith 54516)
6 pm Star Trek RPG *Private* (Com/Prof+ 1260)
6 pm RIFTS RPG (WhiteNinja 61345)

HEARTS CLUB:
5 pm DSQ RPG *Private* (Sylve 90757)
6 pm Inter-Realms RPG (Kronord/97666)
7 pm Mists of Ravenloft RPG (Rick/89730)

MARRIED LIFE:
5 pm SoIs Guild (Charles 98420)
6 pm TNG Covenant (Angie 19088)
12 am MST3 Satellite of Love (MST3K/Crow 69762)

SINGLES SPOT:
7 pm Computer Games (Alan 88527)

INN UNIVERSITY:
7 pm Poker Lessons
7 pm Backgammon Lessons
7 pm C++ Programming Course (Preregistration required)
7 pm Creative Writing Course (Preregistration required)

SATURDAY

SPADES PLACE:
7 pm F2F (e 52365)
9 pm WAST (TheWeeler 5892)

HEARTS CLUB:
11 am Shadowrun RPG (Grim/Jack 74165)
1 pm Romulan Empire RPG (Cmrd/Zalan 84928)
5 pm Soaring Allies Squad *Pvt* (DaveSA 91980)

TEEN SCENE:
Noon Storm Warriors (SW/Thunder 75828)
1 pm Computer Games (Gre 68808)
3 pm Dread Meeting (Web 52609)
7 pm Joke Etc. (BDQG 47325)

TREE HOUSE:
10 am Acotiland Campaign *Pvt* (TheDM 76129)
Noon Devotion Guild (TOMAR 43845)
4 pm Mystic World RPG *Private* (MaryAnn 88313)

BOARD ROOM:
6 pm Shattered Dominion RPG (DominionDM 19154)
7 pm Christian Conference (Dork/CC 12419)
8 pm Dark Nation Guild (Hawk 62305)
8 pm Hood Quarters Guild (Eof 62549)

EUCHREVILLE:
6 pm Aces of the Luftwaffe *Pvt* (ALW/JesseAce 73432)
7 pm SBP Squad *Private* (dead/SBP 60726)

TRIVIA HAVEN:
4 pm Sierra Stumpers (Eri/LC 86891)
5 pm Mike's Weird Trivia (Mike 75356)
6 pm TIG Trivia Madness (7 pm) TIG Trivia Madness (Mork/Kombat 44293)
7 pm TIG Trivia Madness (7 pm) TIG Trivia Madness

CHESS CLUB:
9 am Hawk's Talon Squad (HT/Sealth 70654)
2 pm Seventh Fleet RPG (Aidan/Sapak+ 84346)
4 pm AIN/ID Spellhammer *Private* (TheAzec+ 32515)

HELP ROOM:
*** On the hour 10 am to 5 pm***
*** New Member Orientation ***
Noon DEV Guild *Private* (Deth 51469) (1st)
6 pm Miffles Guild (Kris/na+ 42355) (2nd)
7 pm DEV Guild *Private* (Deth 51466) (3rd)
8 pm Underworld *Private* (Larker+ 20065) (1st/3rd)
8 pm ShapeShifter Guild (Algeron 62338) (1st/3rd)
9 pm Anime Roundtable (Rama 46231) (2nd/4th)

PILOTS LOUNGE:
4 pm Ten Forward RPG (Com/Koloth 85469)
5 pm AA Squadron *Private* (AM/Stris+ 33138)
5 pm EK Squad (EK/Exaltr 75828)

TEEN HANGOUT:
3 pm Superheroes RPG *Private* (E/Spice 88884)
6 pm Sloussie Fanatics (Catwoman 72236)
8 pm Shadow Horde Guild (Slash 22569)

SINGLES COVE:
10 am Miniature Painting 101 (HANOZ 49049)
Noon Vigilantes Meeting *Private* (Mania 45578)
1 pm Dark Guard (Khame+ 42473)
8 pm Star Wars RPG *Private* (Stormer 71389)

GO-CHECKERS:
11 am GO Club (Yeon/5ku 38502)
1 pm Shadowrun RPG (Grim/Jack 74165)
5 pm Mos Esley Cantina (Dan 63775)

SINGLES CLUB:
11 am HB Squadron *Private* (HB/Mya+ 86323)
Noon Strategic Clubhouse (Chuck 59782)

1994 MARCH 1994

SUN	MON	TUES	WED	THUR	FRI	SAT
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	31		

Noon Dark Night's Squad *Pvt* (DK/Zax 83440)

1 pm DragonLance (SauronDM 34961)

RPG ZONE:
Open Red Dragon Inn
10 am Blackmoon Inn *Private* (Darkrose 89411)
1 pm Guild of Sacred Sword (Charles 59792)
5 pm Floating Vagabond RPG (Steve 66163)

MARRIED LIFE:
11 am Nomads Non Nobles (Terminator 76447)
4 pm KOY Dagger Alley *Private* (Shocker+ 39941)
5 pm Fellowship of Quest *Pvt* (Crimson 69056)

MYSTIC PORTAL:
Noon Nomads (Blased 38723)
7 pm Red Dwarf RPG (Arthon 68992)
7 pm SOF Lance Lair *Private* (Paladin 89124)

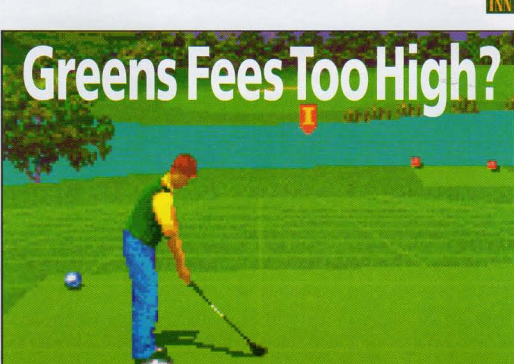
TOURNAMENTS:
8 pm Highlander's Guild (Georgier/57842)
8 pm Terry Brooks (TBL/edar 66414)

SINGLES SPOT:
9 am Lost Legions Guild *Private* (Ironwolf 14367)
11 am Keepers of the Light Guild (Rummy 22759)

8 am RJ Squadron (RJ/Gist/Rdr 22602)
6 pm FGD A&D *Private* (Palladium 74954)
7 pm Beavis and Butthead (Butthead 70948)

TECH TOWER:
8 am ADventure RPG *Private* (Lightning+ 40363)
11 am Red Knights Squadron *Pvt* (R/K/oker 56134)
5 pm Trilateral Terrain RPG (RT/Thap/1 75982) *Pvt*
7 pm Computer Audio (Rice 22911)

INN UNIVERSITY:
11 am Backgammon Lessons
Noon Medieval/Lessons
1 pm Spades Lessons
2 pm Cribbage Lessons
3 pm Spades Lessons
4 pm Medieval/Lessons
5 pm Backgammon Lessons
5 pm C++ Programming Course (Preregistration required)

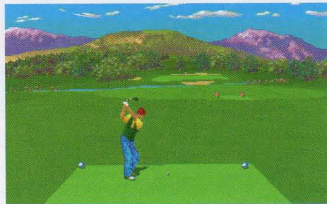


Maybe you should look into getting a foursome together on The ImagiNation Inn. INN's 3-D Golf is new with version 2.3. It's the most fun you can have without having to replace divots. You can sign-up for 2.3 in The INN Mail, or call 1-800-IMAGIN-1 for details.



3-D GOLF *Continued from page 1*

game of 3-D Golf. I sent the invitation when we arrived at Fairway Bend. I chose an 18 hole round and a standard net stroke game. Other options were two variations of Match Play, three variations of the Skins game and several other alternatives. I almost felt as if I was organizing a PGA tournament! I was able



to configure my personal style of play by opting to be a beginner and considering myself an "aimer" rather than a putter. This style of play brings your personal style of golf to the game.

I've played off-line golf games, but they are missing one thing — the camaraderie. This and the chat feature sets 3-D Golf apart from other golf games. The quality of this program sets INN apart from other services. The spectacular graphics are all very detailed and well designed. I think the mountains impressed me the most when I first played. The course has a serene effect, very nice.

Lily and Maud were clowning around while waiting for me to hit. I chose where I wanted to aim my shot, which club to use and my stance. We all negotiated that sand trap differently. Lily and I took the safe route to the side, but TC and Maud had the guts to attempt to hit over it. All of us managed to par the hole.

The second hole was profitable to all of us. My first shot went 230 yards down the center of the fairway. TC managed to find the rather large sand trap 225 yards away and to the left. This brought on a few jokes. Lily teased that he should use a beach ball if he was going to play in the sand. Maud suggested he should have brought his pail and shovel with his golf clubs. I couldn't resist telling him that rather than driving a golf cart, he should rent a camel.

Being a good-natured person, TC took this all in stride and still managed to par the hole with an excellent second shot, chip shot and putt. Meanwhile Lily sank a 17-foot putt for par even though she claimed the wind was blowing her hair into her eyes. Maud birdied the hole by making a 42-foot putt, the longest putt I've ever seen made here.

I made par thanks to a chip shot that hit a pole and bounced to within 31 inches from the hole, although I'd left a gigantic divot.

We stopped to admire the breathtaking view on the 10th hole. It overlooks a



stream and boasts one of the best views of the mountain landscape. We discussed strategy for each hole, especially the 11th, where there is a fierce uphill slope

from the tee. I usually drop down a couple club sizes to get over the hill.



Comparing this program to other commercial golf games I've played, is no contest. This game has the graphics and features of any game in the stores. For me, INN 3-D Golf has a big advantage — time with my friends.

We all had a great time joking around. The messaging system is excellent and it makes it a fun place to go with friends or soon-to-be friends. The game itself gives people opportunity to talk and have a good time playing golf.

Oh, by the way, TC did want me to mention that if you hit the ESC key twice, you can cancel your shot (if you don't like it) before you hit it. You can do the same thing by hitting the right mouse button twice. Maud wants me to mention that Alt-G will turn on a grid to aid you in judging the slope of the greens. Lily wanted me to remind you to watch out for the wind blowing your hair.

You can find simple instructions in the SierraLand.Doc file in your INN directory. You might want to read those before you play but is not necessary. This game is fun and addicting whether you play it alone or with friends.

**EARTHQUAKE** *Continued from page 3*

words have been shared on-line since the earthquake. In addition to the all-important speed-of-light exchange of information, emotions and feelings were transmitted as well, as our on-line family banded together to help those in desperate need of assistance and support.

Interestingly, what network and cable television were unable to offer in this disaster — on-line computing did. On-line, individuals were able to receive specific information about their loved ones and were often able to participate in the same

sort of personal exchange telephone companies were unable to provide. On-line services proved to be a crucial link, allowing almost immediate contact

NORTHBRIDGE EARTHQUAKE

between residents of the quake area, and the rest of the world.

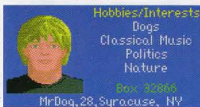
These electronic connections bring to mind, and seem to validate, the human element of on-line computing. Throughout

this horrible and unfortunate catastrophe, computers were indeed the tool that granted us connectivity — but we should not forget sitting behind every one of them, was a living, breathing, and most importantly, a feeling human being.

(Author's note: the names and addresses of persons mentioned in this article have been changed to protect their privacy.)

Steve and Debbie Baumrucker are the authors of "Love at First Byte," and "Lovenotes from the Net" respectively. They are always looking for new stories, and can be reached at INN mailbox 77268.





INN Chess Club News



The newest version of ImagiNation, featuring a revamped chess program, has had a big impact on activities at the INN Chess Club. The most important changes result from the chess clocks installed in version 2.3, which enable players to set time limits on their games. With many options to choose from, the clocks are designed to suit any player's preferred tempo. Speed chess players delight in racing against short time controls such as five minutes, while others may choose a more relaxed pace.

In response to the new opportunities offered by time controls, the Chess Club has held new tournaments, ladder competitions and speed chess events.

Faster Than a Speeding Bishop!

A five-round Quick Chess tournament was held December 26 to celebrate version 2.3. With five straight wins, NYKnicks (rated 2150) took first place in the East Coast section. The winner for the West Coast was Barry19 (rated 1900), who won on tie-break after he and BobWez both won four games.

First prize was the player's choice of any game in the INN Mall.

Congratulations to both winners!

Meanwhile, the club's new biweekly blitz tournaments, called "The Saturday Night Fights (Just for Fun)," put all the action and excitement of speed chess at your fingertips. This "no prizes, just glory" event is held every other Saturday, with five rounds of five-minute games. The action starts promptly at 6 pm in the Chess Club, with registration from 5:15

pm to 5:45 pm (Pacific Time). For more information, see the Special Events Bulletin Board.

The first Blitz Kings, winners of the January 15 tournament, were IceDice and Steve, each with four wins.

Prize Tournaments Planned

The chess club plans to have more frequent Swiss System prize tournaments this year, starting with a six-round event which began January 27. Tournaments will be played with time controls of G/90 (game in 90 minutes per player) and 40/2; SD/1 (40 moves in 2 hours, followed by "sudden death" in 1 hour).

Club Crowns Top-Rung Players

In hard-fought battles for the top positions in the chess club ladder competitions,

Pagony and CrtJester earned the title of 1993 Ladder champions.

Pagony held the highest rung on the Gold Ladder, open to all players, on December 31. In addition, he had earned 12 stars by defeating other top-ranked players. Stars are earned for each win scored while ranking on the eighth, or highest, level.

On the Blue Ladder, CrtJester was champion on the eighth level with four stars. This competition is reserved for unrated players or those with a US Chess Federation rating under 1400 (novice level).

Players on the ladders climb one rung for each victory and drop a rung with each defeat. Games are scheduled regularly, several days each week. The two ladders together have more than 100 active players.

Ladder Players Watch the Clock

Games played for the Gold and Blue ladders are now governed by a default

time control of G/60, chosen by club vote. However, two players meeting for a ladder game may agree on any other available time control.

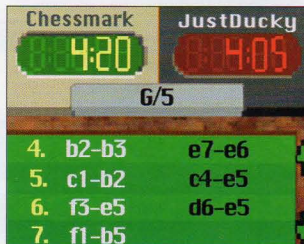
Juniors Take Off

A new Junior Ladder for players 14 years of age and younger began January 4. Rounds are played every Tuesday and Saturday at 5 pm Pacific time. New players can join any week. For more details, contact Chessala (Box 31296) or ask on the Chess Club Administration Bulletin Board. Either way, remember to include your mailbox number.

More 2.3 Goodies

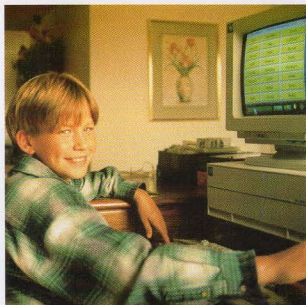
Version 2.3 has other valuable features besides the clocks. Games are recorded in coordinate notation on a move list that can be saved as a text file or imported into commercial chess programs. Also, games in progress can be restored to any earlier move, allowing players to

explore different variations. By first saving your original game, you can return to it after you're done. This "take back" feature will be very useful for teaching chess on INN.



Standard chess notations can be saved to disk and the chess clock is adjustable.

One On One With ImagiNation Special Edition! Home Improvement Stars Jonathan Taylor Thomas and Zachery Ty Bryan



Jonathan Taylor Thomas

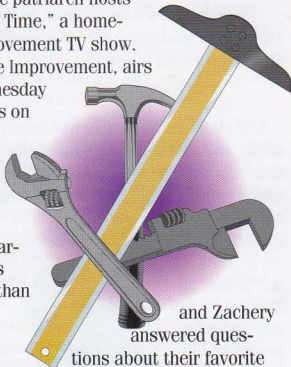
By popular demand, Jonathan Taylor Thomas and Zachery Ty Bryan will return as featured guest speakers in two new One On One With ImagiNation conferences. Join Zackery on Monday, March 7 at 6 pm and Jonathan on Monday, March 14 at 7 pm for one or both of the 90-minute events.

Jonathan and Zachery play the two eldest sons of Tim Allen on the top-rated television show, Home Improvement. The

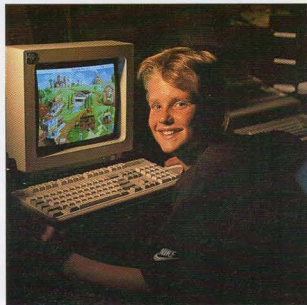
show is based on Tim Allen's stand-up comedy parodying the macho image and the difficulties of a suburban family whose patriarch hosts "Tool Time," a home-improvement TV show.

Home Improvement, airs Wednesday nights on ABC.

In previous INN appearances Jonathan



and Zachery answered questions about their favorite ImagiNation games and their favorite ImagiNation lands. They talked about Home Improvement and what it is like being a child star and working with Tim Allen. They also shared their favorite ice cream flavors as well as their favorite



Zachery Ty Bryan

music and TV shows.

If you missed one of their previous appearances, be sure to arrive early to this very popular event. Previous appearances by these two stars were so successful, it was necessary to rotate members in and out of the conference room. In all, more than 300 members have attended these fun-filled and informative events.



CHOOSE THE WORD THAT IS MOST NEARLY SIMILAR TO 'PREROGATIVE':	1000
1 OF 15	1
1 INQUIRY	2
2 CAUTION	3
3 STIPULATION	4
4 CHOICE	5
5 PRIVILEGE	1000
HINTS	
BAD CHOICE	
SPILL THIS INQ ON THE LEG	
Fedora: out of 42? that's pretty go	
Carrie: I usually do a lot better Fe	
Fedora: Well, we shall see next game	
Are you having fun though	
MicoFT: hello everyone	
Carrie: Yes - I'm having fun!!	

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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