# Imaginings

# New State-of-the-Art Network Brings you to INN
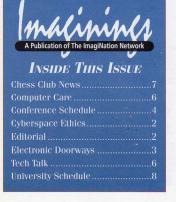
Hobbies/Interests
Education
Computers
Handyman
Music

Box 986

INNKyle, 27, Network Technician

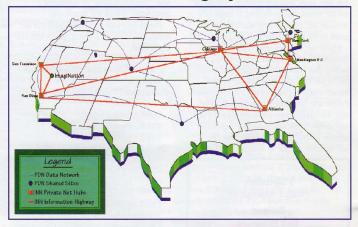As the premier interactive on-line entertainment service, it just makes sense that The Imagi-Nation Network would use a state-of-the-art network to bring you into cyberspace. INN has spared no expense in guaranteeing you connect to us through the most reliable, most technologically-advanced data network around. It's just one of many value-added features INN provides to its members.

Typically, when you call into an on-line service from your home, your modem will be

**An entire "information highway" is dedicated to getting your data to The ImagiNation Network.**

transferred to a local connection point or "node." Your call is then directed along a series of connection points, pooling together with other calls around the country into what is called the Public Data Network, or PDN. This means your call is using the same equipment and cable as thousands and thousands of other calls destined for many different locations.

## Imaginings
### A Publication of The ImagiNation Network

## INSIDE THIS ISSUE

Legend
— PDN Data Network
● PDN Shared Sites
■ INN Private Net Hubs
— INN Information Highway

As the above map illustrates, INN takes a different approach.

When you click on the PLAY button in the INN software, your local telephone company connects you to an INN connection point. Your call is then routed to one of six strategically-placed hubs. The calls are routed according to mathematical algorithms designed to make the most efficient and quickest connection possible.

Once you've reached your destination hub, you are transferred into a private data network. This means you aren't sharing resources with hundreds of other calls and data packets bound for parts unknown. Your call has one destination — an entire "information highway" dedicated to getting your data to where it's going.

## ONE-ON-ONE WITH IMAGINATION
### Featuring Matt George

This month's One On One With Imagi-Nation features Matt George, Director of Systems Development for The Imagi-Nation Network. Join him on Friday, January 21 for two one-hour conferences at 5 pm and 7 pm in the INN Help Room. Under his direction are the INN Hosts, servers, communication sub-systems and information services. Bring your questions, comments and suggestions but be sure to arrive early as space may be limited.

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# FROM THE EDITOR'S DESK

Hobbies/Interests
Music
Nature
Travelling
Photography
Box 915
Editor, 41, ImagiNings

As a new year shines upon INN, it will bring with it some very exciting changes to The Imagi**Nation** Network. Version 2.4 is already in the works. Version 3.0, with many dramatic changes, will not be too far behind. But as exciting as these new versions are, I cannot help thinking they are paled by the people who make up INN.

I have met so many wonderful people through The Imagi**Nation** Network and I believe that I can safely say each and every one of you have met some wonderful new friends within our special place in cyberspace. People who have touched our lives in some way, whom otherwise we would have not met, will always be the one thing that makes INN special. If 1994 on INN does nothing else, it will certainly provide us with unlimited oppor-

tunities to meet people and have fun.

The new year also brings with it some changes. As some of you may know, Sierra On-Line will be relocating many of its personnel to its new offices in Seattle. Included in this move is the Creative Services Department which has provided ImagiNings so much support since the first issue (then called The TSN Times) last May. I wish to thank our Art Director Lori Lucia and everyone else there who contributed to the production of ImagiNings. You all will be missed.

Happy New Year everyone. I wish you all happiness, the best of health, peace and new friendships.

## MORE UNDOCUMENTED FEATURES

Thanks to everyone who sent in more undocumented features. In the bulletin boards, try these features:

Ctrl-N = Next message
Ctrl-P = Previous message
Ctrl-E = Erase message
Ctrl-S = Save post to disk
Ctrl-M = Go to Waitroom
Ctrl-U = Update board you are currently on or all boards if you are at the bulletin board menu

Ctrl-Q = Quit (works in most areas of INN).

Two new features in The Fates of Twinion can be accessed by using the F2 key to bring up your player's statistics and the numeric keypad's "5" key (NumLock off) to display the map. I have found these features very convenient. I have also recently discovered the Home, PgUp, End and PgDn keys turn your character (again, NumLock off). This makes movement possible for those who do not have a mouse or other hardware limitations. It is also much faster than using a mouse.

In all chat modes (except when writing letters and posts), the backspace key will show you the last message sent to you. The space-bar will show you the last message you sent (a name tile must be selected). When you are in a writing mode, such as typing a letter or bulletin board post, you can use Ctrl-H to see the last message sent to you. Lastly, Ctrl-End is functionally the same as Ctrl-K. It deletes text to the end of the line.

For those of you looking for new game challenges, there is a "connect the dots" game template you can load into a Graffiti room. There are also some pictures that have been provided with your software for you to load, view or customize.

Well, that's it for this month. Feel free to write comments, suggestions and "Letters to the Editor" to box 915.

INN

# Cyberspace Ethics

Hobbies/Interests
Art
Current Events
Music
Politics
Box 63351
Naomi, 28, Nowhere special

Since joining INN (back when it was called TSN) I've been fasci-

nated by the phenomenon of cyberspace. Last August, I formed the Cyberspace Ethics Conference to create a place where people can discuss life in this new electronic frontier, to see how it's changed us, and what kind of society we are creating. The meetings have been very interesting, and I'd like to share our thoughts with everyone for two reasons. One, every INN subscriber is a participant in INN culture; and two, perhaps some of you who read this article will have ideas our group missed. But remember, the opinions I will express here are mine alone and don't necessarily reflect those of INN management or even all of the members of the Cyberspace Ethics Conference.

**The Cyberspace Ethics Conference will meet in the Go-Checkers room every Wednesday at 7 pm.**

One thing we've found is politeness and respect are even more important on-line than in the real world. In face-to-face communication we supplement our words with a subtle blend of body language, tone of voice and facial expression, called paralanguage. But cyberspace strips that all away, leaving us essentially blind, deaf, mute and paralyzed. When we "speak" on-line, we often overcompensate by typing stronger words than we really mean. Paradoxically, cyberspace can make us (as listeners) more sensitive to what people say. This heightened sensitivity can easily reduce chats into shouting matches, or "flames" as they are generally known.

When you interact on-line, the only thing that makes you unique is the quality of your conversation. If you are bellicose (now there's a word for you!) and opinionated, people won't enjoy talking to you. However, if you are kind, polite, and supportive, you'll find no shortage of friends. This is not to say we can't have diverse beliefs or values. Quite the opposite! Cyberspace culture is extremely diverse because it eliminates physical and geographic boundaries. But this new cosmopolitanism comes with a price — we must extend to our new cyber-neighbors the same dignity we want to receive and not force our opinions on others.

INN

# Electronic Doorways

Imagine, if you will, that you are thirty-seven years old, and because of a severely disabling form of Muscular Dystrophy you have been forced to spend 99% of your life within the confines of your home. Your fingers, ankles and knees are grossly contorted, and you are strapped into a wheel chair each morning because you no longer have the use of your legs. You avoid windows; a peek outside is much too painful a reminder of your limitations.

You've never run through a grassy field or made angels in the snow. You've never seen the sun slip over the horizon at the ocean or traveled any farther than the hospital for your monthly checkup. Riding in a moving vehicle is constant torment and the smallest incline sets you spinning for hours. You've also never been to a large city or library. You've never seen fireworks, strolled around a zoo or lined up with a cheering crowd to watch a parade. Your only "friends" are your family members and a priest who visits on occasion. Besides them, you know no one else but the nurses and doctors who have often saved your life. And worst of all, you have never, ever, spoken to anyone your own age...

As an avid supporter of electronic encounters, and author of a nonfiction book about the topic, people often ask me about the advantages of the on-line world. "Well? What's so good about it?" they say. "I've only read 'bad' things about cyberspace!" It is then I tell them about Rebecca (not the name she uses on-line) — an astounding and courageous young woman, who just so happens to be thirty-seven years old, and is afflicted with a severely disabling form of MD called Werdnig-Hoffman. Rebecca joined the on-line community early this past summer. I recently asked her how this new experience had affected, or changed her life. She responded with the following words: "On June 2, 1993, I was introduced to the on-line community for the first time, and instantly the boundaries of time and space and human relations widened to infinity."

That day, through modern technology, a door opened wide for Rebecca. Despite having only the thumb of her right hand and a pointer firmly secured in her left hand for typing, Rebecca has made numerous friends. She now knows what it's like to "talk" to people her own age. Networking has been the great leveler and has finally allowed Rebecca to become an active part of the "real" world. With a click of the mouse, she is now able to communicate with countless people whom previously she could only imagine knowing. Rebecca tells me that for the first time in her life, she feels as though she "has worth."

The on-line arena, "bad?" Hardly. Less than a year ago, SallyAnne was a lonely widow. She kept herself busy and "stayed in touch" by participating in programs the Senior Citizen Center in her hometown offered older adults.

One Saturday morning, SallyAnne was surprised to see an addition to the list of daily activities posted on the bulletin board: "On-line-Computing." The subject intrigued her, and since she didn't feel that she could endure one more tango lesson, she signed up for the next session. SallyAnne was amazed by the fact that people could "talk" through a computer. She was also equally impressed by the fact that she could send messages and get replies at the speed of light.

Within a week on-line, SallyAnne was a pro. She knew every nook and cranny of the system and was sharing her thoughts and feelings on message boards all over the network. One afternoon she even posted a poem. Little did she know a man named Edward (who had recently lost his own spouse) would be deeply moved by her words. He found her on-line one afternoon a few days later and the pair began a lengthy type-talked exchange. Within two months, SallyAnne and Edward were married. At 67 and 78, they feel they owe their new-found happiness to the on-line world.

My experience has been that the positive aspects of on-line discourse far outweigh any negative ones by a world's weight. Friendship, comradery, companionship, romance and yes, even love are frequently found in cyberspace. And for many people, the on-line community opens doors that once seemed permanently closed.

A recent update from my friend Rebecca seems the perfect place to end this month's segment: "Barely six months have passed since my first excursion into the wide-open electronic realm, and there is still so very much for me to learn. I am only beginning to realize the full potential of this almost magical form of communication. In fact, I know now that I could never give up on-line computing if I tried. I just found out that the whole world is waiting for me."

*Deborah and Steven Baumrucker are the authors of, respectively, "Love Notes From the Net," and "Love at First Byte." They live with their twin sons, Sean and Travis, and a menagerie of animals in the foothills of the Appalachian Mountains.*

INN



*An INN gathering in Lancaster, Calif. on the weekend of Dec. 3 through 5 brought members together from both coasts for the first time for lots of fun and partying!*

**Hobbies/Interests**
Dogs
Cooking
Shopping
Television

INNConfDir, 39, Chatsworth, Ca.
Box 931

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 university-level Classes. Only the ImagiNation can limit the number of conference topics available to INN members.

The following is the schedule of conferences for the month of January as of December 8. 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. All times listed are Pacific Time.

## SUNDAY

**TEEN SCENE:**
3 pm  LDS Teen Conference
(Angella+ 31866)
5 pm  Cactus Air Force *Pvt*
(CAFViking 64483)
5 pm  Holy Air Force *Pvt*
(HAFJubilee 89367)

**HELP ROOM:**
* On the hour 10 am to 5 pm *
* New Member Orientation *
1 pm  Paladins
(Advenger 67446) (1st/3rd)
6 pm  Commonwealth Zeus
(Chinook 78526) (1st/3rd)
6 pm  Les Cigognes Squadron
(LGHawker 20506)(2nd/4th)
7 pm  Silver Chalace *Pvt*
(AlafonGM 33826) (2nd/4th)
7 pm  Empire Guild
(Trent 24513) (4th)

**MYSTIC PORTAL:**
1 pm  Pagan/Wiccan Conf.
(Simone+ 37543)
4 pm  Keepers Guild *Pvt*
(Misten 60330)
6 pm  RHPS Fan Club
(MikkiT 85462)

**COLLEGE CAMPUS:**
3 pm  KOY: DragonCourt *Pvt*
(Yor 86638)
6 pm  Ultima Dragons
(Dell 70309)
7 pm  James Brown Hot Tub *Pvt*
(JimR 1011)

**CHESS CLUB:**
5 pm  Illuminati *Private*
(Gorgon 19368)
7 pm  SOF Guild
(DarkUncle 89913)

**TECH TOWER:**
10 am  On Computers
(TGB+ 66053)
1 pm  Alpha Complex RPG
(TavenVPGM+ 82551)
1 pm  Half Dome Bug Squad *Pvt*
(Catie 35390)

**TRIVIA HAVEN:**
4 pm  TTG Trivia Madness
5 pm  TTG Trivia Madness
6 pm  TTG Trivia Madness
7 pm  TTG Trivia Madness
8 pm  TTG Trivia Madness

**SINGLES COVE:**
8 am  Savage Frontier RPG
(Quar 70001)

**PILOTS LOUNGE:**
2 pm  Mechwarrior RPG
(ninjak 23570)
6 pm  Wing Walker Squad *Pvt*
(WWBlueMax+ 18340)
6 pm  Sky Wars
(SkyDancrWM 59814)

## TEEN HANGOUT:
4 pm  HonorBound Guild
(Bulldozer+ 55241)
7 pm  Gamers' Cavern
(JohnathanK+ 45469)

**BOARD ROOM:**
10 am  Star Wars RPG II
(Hermes+ 80429)
5 pm  Bible Study and
Discussion
(Peace 69872)
7 pm  Christian Gang *Pvt*
(CharlieCG 80542)

**TREE HOUSE:**
5 pm  Six Squad
(OSZeus 90879)
7 pm  KGB Squad
(KGBXanth 60915)

**RPG ZONE:**
Open  Red Dragon Inn
11 am  Darklands RPG *Pvt*
(LARS+ 63618)
4 pm  Silver Unicorn RPG *Pvt*
(AriC+ 48191)
8 pm  Soaring Allies Squad
(MattSA 36444)

**TOURNAMENT ROOM:**
6 pm  GEOS User HQ
(RobBDMind 30655)
7 pm  Dining Room Table
(ArcyC 23489)

**SPADES PLACE:**
4 pm  KHAN Guild *Private*
(NarvaKhan 87171)
5 pm  SCA Clan Mcbaud
(Timoth 70395)
7 pm  TORG RPG *Private*
(Stormer+ 71389)
8 pm  Shadow Warriors
(Axelwolf 47922)

**BACKGAMMON DEN:**
5 pm  Strike Eagles Force *Pvt*
(SENiceGuy 71766)
8 pm  RAF Squad
(RAFRazor 71155)

**MARRIED LIFE:**
7 pm  Pybtonites Anonymous
(QWERTY 31664)
8 pm  Metaphysical Conf.
(NIGHT 56450)
8 pm  Seattle Supers *Pvt*
(Doomsayer 53527)

**GO-CHECKERS:**
5 pm  WEOT Guild
(Trevor 76793)
6 pm  Majestics *Private*
(drdeath 82437)
6 pm  Ultima Dragons *Pvt*
(Whispie 79465)

## MONDAY

**HELP ROOM:**
7 pm  Aerial Atrocity Squad
(ScubaAA 18954) (2nd/4th)

## TRIVIA HAVEN:
6 pm  TTG Trivia Madness
7 pm  TTG Trivia Madness
8 pm  Blue Monday Trivia
(NickChrls+ 23850)
9 pm  Actual Factual Trivia
(lovely 84457)

**BRIDGE CLUB:**
6 pm  Bridge Clinic
(BridgeDr+ 83491)

**COLLEGE CAMPUS:**
6 pm  Virtual Pen Society
(Cassiopia 71802)
6 pm  12 Step Recovery Group
(Wisteria+ 46608)
9 pm  CyberAnime
(Akira 24626)

**BOARD ROOM:**
6 pm  Excalibur Guild *Pvt*
(Diana+ 67958)
6 pm  KJV Bible Study *Pvt*
(1Gr8Prgmmr 42298)

**RPG ZONE:**
Open  Red Dragon Inn
6 pm  Sky Rangers Squadron
(SRYakko 84548)
7 pm  RPGO
(BlueBerry+ 65048)

**PILOTS LOUNGE:**
7 pm  KOY: Lance Lair *Pvt*
(DC 68396)
7 pm  PS Etiquette Training
(PS8Richtof 49343)
8 pm  Blue Knights Squadron *Pvt*
(BKMcCloud+ 18621)

**SPADES PLACE:**
5 pm  New York 2192 RPG
(MJ 41955)
6 pm  Ask the Doctor
(LadyDoc 30097)

**TEEN SCENE:**
7 pm  Raliegh Kids
(Zack 47973)

**TEEN HANGOUT:**
6 pm  Tennis Fan Club
(Crystal 71766)

**TOURNAMENTS:**
7 pm  AD&D Dark Sun II
(Rosser 69094)

**GO-CHECKERS:**
7 pm  VEA Guild *Private*
(DAVEN+ 64752)
8 pm  Wishful Versions
(RJ 519)

**MYSTIC PORTAL:**
6 pm  KOY: Castle Creep
(LordJolan) 15592)
7 pm  Council of Mystics *Pvt*
(Raistlin+ 77993)

**SINGLES COVE:**
8 pm  Xanadu RPG
(Laston+ 16223)

## TUESDAY

**GO-CHECKERS:**
5 pm  Armageddon Guild *Pvt*
(Flash 83606)
5 pm  RC Squadron *Private*
(RcXcaliber 83440)
7 pm  SGLA *Private*
(Chikara+ 35806)

**COLLEGE CAMPUS:**
7 pm  Golden Realm of Yserbius
(Danielon 521)

**PILOTS LOUNGE:**
4 pm  DeathCrushers Squadron
(DCManda 55228)
7 pm  WFT Squadron *Pvt*
(WFTJanet 12515)
11 pm  Confederate Flyers
(CFJinx 81351)

**SPADES PLACE:**
6 pm  Tri-Sun AD&D RPG
(Astronomer 88150)
9 pm  X-Men and More
(TimV 93440)

**SINGLES CLUB:**
6 pm  HIV/AIDS Info Conf.
(darlenem+ 22991)
9 pm  Northwest Singles
(NWAngel 67992)

**RPG ZONE:**
Open  Red Dragon Inn
6 pm  Golden Shield
(CireW 94556)
7 pm  Star Trek RPG
(AdmBBerry 65048)
7 pm  Warriors of Destiny Guild
(GrimSword 56751)

**BOARD ROOM:**
4 pm  Gnar RPG *Private*
(DMFuzzbut+ 78277)
7 pm  Ditteaux Institute
(Bianca 69065)
7 pm  YPI *Private*
(Cassy 30807)

**HELP ROOM:**
7 pm  POY Guild
(Iceman 78666) (1st/3rd)

**TREE HOUSE:**
7 pm  Haf Land of Barons *Pvt*
(HafJustice 73485)
10 pm  Aquarium Club
(ChuckH 76648)

**TRIVIA HAVEN:**
6 pm  James Bond 007 Trivia
(MoneyPenny 1083)
7 pm  TTG Word Play
8 pm  TTG Trivia Madness
9 pm  TTG Trivia Madness

## WEDNESDAY

**TRIVIA HAVEN:**
5 pm  Sierra Stumpers
(ErikLC 86891)
6 pm  TTG Trivia Madness
7 pm  TTG Trivia Madness
8 pm  TTG Trivia Madness

**TREE HOUSE:**
6 pm  Black Watch Guild
(SirArtosBW  9835)
6 pm  Lars' Inn
(Gambit 74531)
8 pm  Lovecraft
(DaveWW 39759)

**COLLEGE CAMPUS:**
5 pm  They Might Be Giants
(MeatLoaf 12937)
6 pm  Fandom Weyrs of Pern
(N'lson 44111)
7 pm  Soap Talk
(Joanne 79041)

**SPADES PLACE:**
7 pm  Black Unicorn Inn
(Naton  43812)

## THURSDAY

**TREE HOUSE:**
5 pm  Horse Lovers
(Susan 82044)
7 pm  Hawkeye's Bar & Grill *Pvt*
(Hawkeye 63543)

**COLLEGE CAMPUS:**
7 pm  TSOY Guild Masters *Pvt*
(Kestrel+ 24571)

**TRIVIA HAVEN:**
6 pm  TTG Trivia Madness

7 pm  Greyhawk
(MightyMet 70809)
9 pm  Air Warriors Squad
(AWAceCO 71613)

**HELP ROOM:**
6 pm  ROC Guild
(CheriB 33907) (1st)
7 pm  Camelot Guild *Pvt*
(Mordred+ 14169) (2nd/4th)

**PILOTS LOUNGE:**
6 pm  Flaming Dragons Sqd.
(NghtHawkFD 75828) *Pvt*
7 pm  Lethal Xecutors Squad *Pvt*
(LXMichael 50475)
7 pm  CABAL Guild
(Raven 49146)
8 pm  Flying Circus Squad *Pvt*
(FCSev+ 16785, FC9Lurker+)

**SINGLES COVE:**
6 pm  Shores of Oceania RPG
(Creideiki 51660)
7 pm  The Gathering *Pvt*
(Lughe+ 39148)
8 pm  Texas Zoo Gang
(Liisa+ 39492)

**TEEN SCENE:**
4 pm  SE Squadron
(TorchSE 95575)
7 pm  Computer Crime Awareness
(ScottM 35821)

**RPG ZONE:**
Open  Red Dragon Inn
7 pm  Coven of KOY Guild *Pvt*
(Pug+ 65980)
7 pm  Realms RPG
(Drous 69192)

**BOARD ROOM:**
6 pm  Magi Guild
(GoldLion 43099)
7 pm  Fellowship Guild
(Haggard 39127)
7 pm  Vigilantes *Private*
(Manta+ 45578)
8 pm  Car Lovers
(DavidK 61951)

**GO-CHECKERS:**
7 pm  Cyberspace Ethics
(WFTNaomi 63351)
7 pm  FF2 Meeting
(Doom 79024)
8 pm  TV News *Private*
(ChinaDoll+ 80572)

**SPORTS DEN:**
5 pm  Programmers Palace
(Zack 47973)
6 pm  Undead Guild
(SirBash 81828)
8 pm  Puck Lovers Paradise
(TJZ 70943)

**MYSTIC PORTAL:**
6 pm  Get Aquainted With KOY
(ErikLC 86891)
7 pm  Deadz Guild
(Deadzone 84812)
7 pm  Sword and Staff RPG
(SirRick+ 83826)

**CHESS CLUB:**
6 pm  Infinity Guild
(Starsword 75608)
7 pm  SOF Guild *Private*
(Duplicator 73050)

7 pm  TTG Trivia Madness
8 pm  TTG Trivia Madness
9 pm  Eye-Opening Trivia
(EyeNtheSky 78218)

**TEEN SCENE:**
7 pm  Criminals
(Infamous 72081)

**HELP ROOM:**
7 pm  BRE Town Meeting *Pvt*
(FlamingFox 69570)(2nd/4th)
7 pm  KORS Guild
(Aphrodite 84224) (2nd/4th)

**SINGLES COVE:**
7 pm  OS/2 Users Group
(FrankW+ 21493)

**GO-CHECKERS:**
5 pm  FAS Squadron *Pvt*
(FASAsten 35280)
7 pm  Red Mask Guild
(Snakeman 69107)

**RPG ZONE:**
Open  Red Dragon Inn
6 pm  Guild of Orion
(DeathWish 80614)

**PILOTS LOUNGE:**
7 pm  PS Training Wing *Pvt*
(PSTTBALL+ 46320)
7 pm  Death Crusaders
(DCJaseAce 73432)
8 pm  RD Squadron *Private*
(AirDemonRD 74662)

**MARRIED LIFE:**
6 pm  Health and Diet Club
(TammyW 66433)
7 pm  Beads *Private*
(RayC 42585)

**BOARD ROOM:**
5 pm  KOY Officers
(Sarilion 17634)

**CHESS CLUB:**
7 pm  Chess Club Business
(INNMichael+ 997)

**SPADES PLACE:**
7 pm  FF2 Video Game Fan Club
(JP 72687)
7 pm  Motorcycling
(Lightning 40363)

## FRIDAY

**TREE HOUSE:**
4 pm  Wanderers of the Realm RPG
(Venture 59399) *Pvt*
5 pm  BBS SysOp
(IRSBBS 47329)
5 pm  Dragon's End Campaign
(Kruzer 69307)
8 pm  WIFC
(RickyWIFC 64542)

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

**TEEN SCENE:**
6 pm  Paint Gunners Squad.
(EPGCindyC 54447)
6 pm  Nirvana Fan Club
(KurtCobain 68358)
7 pm  Mucho Metal
(Graphite 51674)

**SINGLES CLUB:**
6 pm  Groupness RPG
(Hydra+ 22364)

**COLLEGE CAMPUS:**
6 pm  AGAR Meeting
(AGARLife 43418)
6 pm  Empire of Fear RPG
(DonnaElisa 23097)
7 pm  Sierraously Folks
(GeoffK 68453)

9 pm Poetry Workshop
(HAL9000+ 17066)

**TRIVIA HAVEN:**
6 pm TTG Trivia Madness
7 pm TTG Trivia Madness
8 pm Bible Trivia
(HiLouie 1083)

**CHESS CLUB:**
7 pm Overeaters Anonymous
(Della+ 32155)
8 pm Red Dwarf
(NitzerEbb 30413)
8 pm Kazar Patrol
(WD40 70029)

**SINGLES COVE:**
7 pm MOAV Guild
(Cerebus 35097)
8 pm AYN Guild
(Darkrose 21967)
9 pm Collectable Comic Books
(Gene 32599)

**PILOTS LOUNGE:**
5 pm Force Ten *Private*
(AssaultF10 47087)
6 pm LE Briefing Room
(DoomsSayLE 67574)
7 pm Sky Warriors
(Dustin 54008)

7 pm Flying Fortresses
(FFAndrewC 47377)

**TEEN HANGOUT:**
6 pm Soldiers of the Sky Squad
(DavidW 49948)
7 pm Mortal Kombat SIG
(DraddogJr 85276)
9 pm Punx Conference
(Everglade 46040)

**RPG ZONE:**
Open Red Dragon Inn
4 pm Castle of Cool *Pvt*
(Spock 49915)
5 pm Cyberdragonz RPG
(JasonY 72321)
8 pm Realm of Traihentria
(JohnV 75014)

**GO-CHECKERS:**
7 pm Star Wars RPG
(Dakota 71159)
7 pm Rush Room
(Roy 70438)
7 pm Cyberpunk
(Effigy 70640)
9 pm Ladies Night Out *Pvt*
(Nutmeg 37448)

**TECH TOWER:**
5 pm BBS Stuff and Info
(ErichR 45840)
8 pm Visual Sensory Overload
(Azren 37448) *Pvt*

**SPORTS DEN:**
6 pm MkCLUB
(Aaron 68864)
7 pm FFB Trade Talk
(Stephen 48475)
8 pm Nasti's Boyz *Private*
(NastiNB+ 42112)

**MYSTIC PORTAL:**
6 pm KOTRT-Guild *Private*
(SoulStrife 83053)
7 pm Star Wars SIG
(Jeremy 79976)
10 pm WolfGang Guild
(SirWolf 66025)

**SPADES PLACE:**
6 pm Jade Tower RPG
(SirAce+ 19752)
6 pm Electronic Arena
(MortKombat 44293)
7 pm FF2 Game Club
(RichG 79924)

**BACKGAMMON DEN:**
6 pm Macross II RPG
(Wraith 54516)

6 pm Star Trek RPG *Pvt*
(ComFloyd+ 1260)
6 pm RIFTS RPG
(WhiteNinja 61345)

**HEARTS CLUB:**
7 pm Mists of Ravenloft RPG
(RickF 89730)

**MARRIED LIFE:**
6 pm TNG COVenant
(Auggie 19088)
7 pm Starfleet Academy *Pvt*
(AdmTerrek 79213)
12 am MST3 Satelite of Love
(MST3KCrow 69762)

**SINGLES SPOT:**
7 pm Computer Games
(Alan 89527)

**SPADES PLACE:**
5 pm Fellowship of Quest
(Crimson 69050)
7 pm FF2
(e 52505)
9 pm WVOST
(TheWeeler 5892)

**HEARTS CLUB:**
11 am Flying Knights Squad
(FKBobCat 42057)
5 pm Soaring Allies Squad *Pvt*
(DaveSA 91080)

**TEEN SCENE:**
1 pm Computer Gamers
(Greg 68890)
3 pm Dread Meeting
(Gweb 52609)
7 pm Joke Etc.
(BDOG 47325)

**TREE HOUSE:**
10 am Keovland Campaign *Pvt*
(TheDM 76129)
Noon Devotion Guild
(TOMAR 43845)
6 pm Chili Pepper Fan Club
(Chilipep 81331)
6 pm Star Wars RPG
(BountHunt 85261)

**BOARD ROOM:**
8 pm Dark Nation Guild
(Hawk 62305)
8 pm Hood Questers Guild
(Elof 62549)
9 pm K & G *Private*
(Garrett- 50204)

**COLLEGE CAMPUS:**
6 pm Aces of the Luftwaffe *Pvt*
(ALWJaseAce 73432)
7 pm Christian Conference
(DonRxCC+ 12419)
7 pm SBP Squad *Private*
(deadSBP 60728)

**TRIVIA HAVEN:**
4 pm TTG Trivia Madness
5 pm Mike's Weird Trivia
(Mike 75556)
6 pm TTG Trivia Madness
7 pm TTG Trivia Madness
8 pm TTG Trivia Madness
9 pm TTG Trivia Madness
10 pm TTG Trivia Madness

**CHESS CLUB:**
9 am Hawk's Talon Squad
(HTSteath 70654)
2 pm Seventh Fleet RPG
(AdmSupak+ 84346)
4 pm AD&D SpellJammer *Pvt*
(TheAztec+ 32515)

**HELP ROOM:**
* On the hour 10 am to 5 pm *
* New Member Orientation *
Noon DEV Guild *Private*
(Delft 51466) (1st)
6 pm Misfits Guild
(Krishna+ 42335) (2nd)

7 pm DEV Guild *Private*
(Delft 51466) (3rd)
8 pm Underworld *Private*
(Lurker+ 20068) (1st/3rd)
8 pm ShapeShifter Guild
(Algeron 62338) (1st/3rd)
9 pm Anime Roundtable
(Ranna 46231) (2nd/4th)

**PILOTS LOUNGE:**
5 pm TA Squadron *Private*
(AAOsiris+ 33138)

**TEEN HANGOUT:**
3 pm Superheroes RPG *Pvt*
(Eclipse 68084)
6 pm Siouxsie 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
(Xeon5Kyu 38502)
1 pm Shadowrun RPG
(GrimJack 74165)
5 pm Mos Eisley Cantina
(Dan 63775)
6 pm Royal Guard Guild
(PrinceDan 55691)

**SINGLES CLUB:**
11 am HB Squadron *Private*
(HBPuma+ 86323)

**RPG ZONE:**
Open Red Dragon Inn
10 am Blackmoon Inn *Pvt*
(Darkrose 89411)

1 pm Guild of Sacred Sword
(CharlieS 59792)
5 pm Floating Vagabond RPG
(Steve 66163)

**BACKGAMMON DEN:**
5 pm Companions Guild *Pvt*
(TIcarro 24055)
6 pm Baseball Cards On-Line
(Ernie 80134)
7 pm Trekkers Unanonymous
(Riker 74516)
7 pm LX Listenin'
(LXMichael 50475)

**SINGLES SPOT:**
9 am Lost Legions Guild *Pvt*
(Ironwolf 14367)
11 am Keepers of the Light Guild
(Rummy 22759)
1 pm DragonLance
(SauronDM 34961)

**MARRIED LIFE:**
11 am Nomads Non Nobles
(Terminator 76447)
4 pm KOY Dagger Alley *Pvt*
(Shocker+ 39941)
6 pm GateRunners RPG *Pvt*
(GateRunDM 13920)

**MYSTIC PORTAL:**
Noon Nomads
(Masal 38723)
7 pm Red Dwarf RPG
(Arithon 66992)

7 pm Soldiers of Fortune
(Paladin 89124)

**TOURNAMENTS:**
8 pm Highlander's Guild
(GeorgeJr 57842)
8 pm Terry Brooks
(TBLeader 66414)

**SPORTS DEN:**
5 pm CC: KOY Red Garrison
(Geoffrey 33114)
5 pm RJ Squadron
(RJGhstRidr 22602)
6 pm FGD AD&D *Private*
(Palladium 74954)
7 pm Beavis and Butthead
(Butthead 70948)

**TECH TOWER:**
11 am Dying Breed of Pilots
(DBPCrissy 56134)
5 pm Traihentrian Terrain RPG
(RTDaphnil 75982) *Pvt*
7 pm Computer Audio
(Rice 22911)

INN

# TECH TALK

Hobbies/Interests
Education
Computers
Handyman
Music
Box 906
INNKyle, 27, Network Technician

Version 2.3 is here, and it heralds the arrival of many new games that will soon become favorites such as INN 3-D Golf, Stratego, euchre, and spades. Imagi**Nation** v2.3 also uses a technique known as "virtual memory" to make it possible to play most of the games on-line with as little as 480k of free conventional RAM!

Virtual Memory (or VM) does this by using small amounts of space on your hard drive to "swap out" bits of data, free up that portion of RAM, then read back from disk the information it swapped so game play can continue. Swapping information in and out from the hard drive can take a second or two, so in this issue we'll discuss how to use expanded memory to eliminate the need for your machine to swap to and from your fixed disk.

Your computer's memory is divided into three types: Conventional (the amount from 0 to 640k, Shadow Ram (the amount from 640k to 1024k), and Extended (memory above 1024k). You can use a Memory Manager, such as EMM386.EXE to create blocks of memory that conform to the Expanded Memory Specification (or EMS). By setting up 300k or more of EMS memory, VM will never need to use your hard drive to swap out information — it will do it in your computer's memory. Not only does this mean less hard drive writes and reads, it means your v2.3 games will run faster because memory takes only nanoseconds to access.

The quickest and easiest way to gain EMS memory for use by INN is to use the boot disk maker found on disk #1 of the INN install kit (BOOTDISK.EXE). Not only will the boot disk maker calculate the exact formula for your computer to use, it will copy all nec-essary files from your hard drive to a floppy disk and then create a CONFIG.SYS and AUTOEXEC.BAT file on that disk for you! Using the boot disk program also means you don't have to worry about changes you make in your memory management scheme affecting the way other programs perform.

If you'd rather boot from your hard drive and want to make sure you are making EMS memory available to INN, insure the following lines appear in your CONFIG.SYS file:

DEVICE = C:\DOS\HIMEM.SYS
DEVICE = C:\DOS\EMM386.EXE 384

This guarantees a minimum of 384k of EMS will be created when you boot your computer.

Remember, if you have questions, please feel free to write me at box 906!

Happy computing!

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Hobbies/Interests
Classical Music
Computers
Fitness
Nature
Box 961
INNScotty, 43, St. Louis, MO

# An Ode to Computer Care

As you well know, computers aren't cheap,
But there are so many benefits to reap.
To keep your computer running like new
Below are a list of things you can do.
The computer will be a long lasting tool
But it doesn't like heat, so please keep it cool.
Another thing that is really a must,
Is to keep it away from sources of dust.
And its not only dust, its much more than that.
Computers get dirty from the hair of your cat.
Being hungry on-line is often our mood,
but keyboards are ruined from the crumbs of the food.
As glasses and cups of beverages are filled,
But then all too often these drinks are then spilled.
Prevention is cheap and a very quick chore,
With a can of compressed air that you get at the store.
Once in a week, a really good spray,
Will blow out the crumbs, dust and hair far away.
This is surely not all that will damage your unit.
A big surge of power will definitely ruin it.

A surge protector is an investment with pride,
To keep the unit from being deep fried.
Please back up your files to tape or to disk,
Takes lotsa time, but well worth the risk.
Smoking on-line is also taboo,
As it coats your computer with brownish-like goo.
If you think that's all to computer care, NOT!
A virus can destroy everything that you've got.
System files, data, and software I guess,
A virus will alter it, make it a mess.
To back up your hard drive will often suffice,
But a virus protect program would also be nice.
You can find them expensive and yet some are free,
But using it often is really the key.
You're computer will last long and for you will be there,
If you make a good effort to treat it with care.

Seriously, I've been in this industry for many years. I've seen computers damaged by preventible and unpreventible causes and people faced with costly repairs. We like to see you on-line, and often, so please take care of your investment.  If you have any questions, I'm in the Help Room most every night.

To support our private, fiber-optic-based data network, redundant hardware and systems have been put into place to insure that if something unforeseen happens, it will be virtually invisible to you, the member. Repetitive processors and switches all over the network mean that if a system goes down, computers dedicated to monitoring the network's traffic will automatically re-route calls around problems while the affected systems "repair themselves" by referring traffic to duplicate "stand-by" systems. Alarms go off and alert technicians as to the type and location of the failure, and people are dispatched to correct the problem.

The system can tolerate multiple breakdowns and will continue to search for the most efficient path through the network to keep your connection to us. If necessary, calls can even be pulled from our private network and transferred to the public network. In one case, calls from some INN members, affected by a network blockage, were re-routed through Paris, France!

Although we offer more connection points

## Hobbies/Interests
Dogs
Classical Music
Politics
Nature
Box 32866
MrDog, 28, Syracuse, NY

# CHESS CLUB NEWS

## INN players meet, compete at Reno chess tournament

At a recent nationwide chess tournament, several INN Chess Club members, who got together to see the faces behind the toons of their on-line friends, also saw one of their own take first place.

The event was the 11th Annual Sands Regency Western States Open, held October 29 through 31 in Reno, Nevada.

Grandmaster Roman Dzindzichashvili, who frequently plays and gives lessons in the INNChess Club, won the tournament after defeating two other top players in tie-break rounds.

Other INN Chess Club players met at the hotel for some pre-tournament socializing. They are known on the network as Vissidarte, Tiger22, Strangler, Bluelite, Chessala and LadyJ.

Vissidarte, who did not play in the tournament, drove to Reno Saturday morning from the San Francisco Bay Area to see how his chess student Jordy Mont-Reynaud was doing in the tournament. Jordy is the U.S. Chess Federation's top-rated player in the 10-year age category, with a rating close to the master's level.

than any other network, INN will be adding more very shortly. As technology and techniques in data connections improve, they will be incorporated into our existing private data network to assure the connection

from your modem to us is as quick and clean as possible. It's just another way INN works to remain the premier interactive on-line entertainment service!　INN

# The Shadow of YSERBIUS

## The Ultimate Multi-User Dungeon!

**QUEST ITEMS**
CLOSE
You see: Flana Restore
You see: Flana Restore
You see: Green Lvxobld
You see: Wand of Radiance

"You'll be hooked long after you solve the volcano's mysteries."
—*QuestBusters*

Welcome to "The Shadow of Yserbius," the multi-player fantasy roleplaying epic on The ImagiNation Network. Join real people in real time as you search for the secrets of a cursed Kingdom buried beneath a live volcano.

Everyone you meet could be a real live person, as literally thousands of

people gather each night to experience the multi-player dungeon epic that Strategy Plus Magazine calls "champion among multi-player fantasy games...a game too big for just one player."

Team up with a Wizard from Wisconsin, a Knight from New Jersey or a Thief from DC. Build your character by completing quests, acquiring spells, and gaining experience as you explore the labyrinths. Talk to Elves, Trolls, Gnomes, Dwarves, Orcs and maybe even a few humans from all over America.

And you can take a FREE tour of the dungeons, just by calling the number to the right. You'll meet the nicest people. Some of them may even let you live.

Source Code #551.

# Imaginings

# INN Quality Assurance: From Bugs to Beauty

Hobbies/Interests
Dogs
Music
Movies
Television
Box 946
QAManager,31,Coarsegold, CA

As 1994 begins, Imagi**Nation** v2.3 is appearing on the computers of more and more of our Members. Those of us in the INN Quality Assurance (QA) department feel a special sense of pride in delivering the most heavily-tested version of our software in time for everyone to enjoy through the holidays.

After QA's last article, I received a number of inquiries asking how exactly we go about the process of reporting and resolving problems with the software during testing. With 600 to 800 field Beta Testers running v2.3 through its paces, you can bet we had a sound system in place to handle all of what they would be telling us about the software.

The way it works is this. Every Beta version of our software is written to make use of what we call our "INN BugLogger." This tool is activated when a Tester hits a hot-key. They are then presented with a screen prompting them to create a title and give a full description of the problem. Then, there are buttons to indicate how severe the prob-

lem is (i.e. are you dumped back to DOS or is it just something relatively minor or even a suggestion), where it occurred and whether or not they found it to be repeatable. Once their information is complete, the Tester can then click on a Save button and send their report to us.

These reports are written to special bulletin boards only our QA department can access. A number of times everyday during the height of a testing cycle, we will download all of the information written to these special boards. In addition to what the Tester wrote, the BugLogger also reports the Testers computer speed, modem brand, baud rate, the date and time they reported the bug, and even their mailbox number. In testing v2.3 there were incidences where our programmers needed additional information only our Beta Tester reporting the problem could provide. When that happened, having a mailbox already listed helped enormously!

Once the reports are downloaded from the network, they are imported into a bug-tracking software package where everyone involved with the project can read them, comment on them and, of course, pass them on

to QA once they have been addressed. QA's involvement with version 2.3 began as far back as last June. All tolled, there were more than 5,000 individual bug reports generated during testing version 2.3. You can imagine (no pun intended) how many testing hours that represents.

When the programmer assigned a specific bug report is done fixing it, they then assign it to QA. We then verify the fix the programmer made and either "close" the bug report or, if we find it is still a problem, we route it back to the programmer with more information as to what was found in testing. Eventually, all of the bugs reported are resolved and then, the software is ready for release.

Working in QA is certainly an interesting job to tell people you do in casual conversation, and its usually followed with a reply along the lines of "You play games ALL day?" Now you can see there's a little more to it. But as any avid gamer would imagine (okay, maybe just a small pun intended this time), its a job that's easy to love.

Happy holidays from all of us at INN QA. See ya' on-line!

INN

# INNteractive Network University
# Winter Quarter Schedule

The new class quarter begins on Saturday, January 8. Game classes will be a drop-in format, all others require signing-up in advance. To register for a class, send your name, box number and the class title to the box listed next to the class (below). If you do not have INN Stamps, you may leave a message in the appropriate bulletin board in the INN University. The current schedule is as follows:

**SATURDAY**

| Backgammon: | 11 am | 5 pm |
| MedievaLand: | Noon | 4 pm |
| Cribbage: | 2 pm | 6 pm |
| Spades: | 1 pm | 3 pm |

**SUNDAY**

| Hearts: | 11 am | 3 pm | |
| Euchre: | Noon | 2 pm | 4 pm |
| Poker: | 1 pm | 5 pm | |
| Beginning DOS*: | 6 pm (box 711) | | |
| *5 weeks beginning 1/9/94* | | | |

**MONDAY**

| Chess: | 7 pm |
| C++:* | 7 pm (box 722) |
| *10 weeks beginning 1/10/94* | |

**TUESDAY**

| Euchre: | 7 pm |
| Cribbage: | 7 pm |

**WEDNESDAY**

| Home Accounting*: | 7 pm (box 754) |
| *3 weeks beginning 1/12/94* | |
| Quick BASIC*: | 7 pm (box 734) |
| *10 weeks beginning 1/12/94* | |
| MedievaLand: | 7 pm |

**THURSDAY**

| Creative Writing*: | 7 pm (box 745) |
| *7 weeks beginning 1/13/94* | |
| Spades: | 7 pm |
| Beginning DOS*: | 7 pm (box 715) |
| *5 weeks beginning 1/13/94* | |

**FRIDAY**

| Poker: | 7 pm |
| Backgammon: | 7 pm |

*Class requires pre-registration