

## YSERBIUS II: The Fates of Twinion



Time passed quickly after En-Li-Kil's demise. Many of Twinion's inhabitants still traversed the dungeons of Yserbius, searching for some way off the isolated island. One day, in a flash of magic, a sorceress appeared in the midst of the townspeople. So was marked the return of Aeowyn, daughter and sole offspring of the late King Cleowyn, who had come to reclaim the Galabryan throne.

Long had she been away from Twinion, off on distant mainlands learning arcane magics and arts. She had returned only to find her father's tomb, and the volcano Yserbius dominating the islanders beliefs and fears. After being told about the history of Twinion in her absence, the death of her father,



You encounter 2 Night Elf Monks. A Battle Begins!

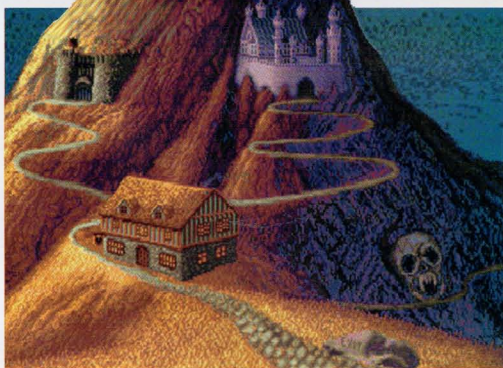
the battle of En-Li-Kil and Arnakkian, and En-Li-Kil's ultimate destruction, she felt a certain responsibility for the inhabitants woes. It was then that she proclaimed

herself Queen Aeowyn of Twinion, and began using her powers to build her own palace alongside her father's in the great volcano.

During her magical enchantments to carve out this palace, Aeowyn uncovered two ancient scrolls signed by Arnakkian Stowfoot on which he recorded his experiments and his search for immortality. The scrolls detailed his efforts in trapping the Time Elemental, En-Li-Kil, and how he tortured the Elemental into revealing secret ways into the lower depths under Twinion. There were mentions in the scrolls of how En-Li-Kil was servant for the Dralkarians, five guardians who protect a magical gateway — described as the Portal of Time —

deep under Twinion. The last entry on the scrolls revealed Arnakkian's proud claim that he had found a way into this area. Unfortunately, the wizard never enjoyed his success, for the Dralkarians freed En-Li-Kil from his bonds to wreak havoc and revenge upon his captor and all those who dared seek this mystic Portal.

From these scrolls, Aeowyn learned that Yserbius was merely the pinnacle of a great underground maze leading to the



The new dungeon will include a more detailed interface matte, new wall types, 15 new animated monsters, new statues, wall and floor objects.

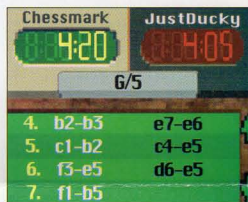


### INN CHESS CLUB: The clock is ticking!

Well, at least the clocks WILL be ticking once version 2.3 arrives! Chess clocks and transcripts are two of the important features that this new release will bring to competitive players. With chess clocks, we'll be adding lots of new play opportunities. In addition to our regular Gold (championship) and Blue (novice /intermediate) club ladders, we'll be adding a Green ladder for action chess—games played in 30 minutes or less! We're also going to add a new Kids' Ladder for players age 14 and under, where each game will be completed in one hour or less. Chess clocks will also let us run some one-day and one-weekend prize tournaments. Watch for announcements of these in future issues.

Chess transcripts will let every player save the moves of their game to share with others or study later. It will also make it easier to submit games for our club's Game of the Month (no prizes, just glory) contests! Other new features will make both teaching and playing simpler, and will bring us into line with the US Chess Federation's Official Rules of Chess.

We'll still have lots of things that don't require version 2.3, of course, including exhibitions, special events, and a separate "no clocks" ladder—but for those who do upgrade to the new features, the clock is ticking down to



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

many exciting new chess activities. See you at the tables!

For more information about chess club activities, stop by the Chess Club and read the CHESS ALERT topic on the bulletin board. All INN members are welcome!

## Stars On-Line

On Friday, September 10, Home Improvement star, Zachary Ty Bryan, was a guest speaker on The ImagiNation Network. Zachary plays one of the two



Zachary Ty Bryan

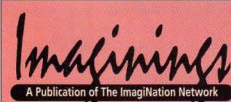
older boys of comedian Tim Allen on ABC's number-one rated TV show.

The event was so successful that it was necessary to rotate members in and out of the conference room. In all, more than 100 members were able to chat with Zachary during the two one-hour sessions. Everyone who attended enjoyed themselves. Many requested similar conferences to be held in the future.

In a full conference room with 24 members, Zachary answered questions ranging from his favorite ice cream flavor to his favorite music. He also talked

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# On Sysops: Here to Help You

ImagiNation has many staff members on-line to help you get the most out of your membership. They're easy to spot—they have "INN" in front of their names. Think of them like staff members at a theme park or a local recreation center. Most are "Sysops," a computer term which simply means the system recognizes them as "crew" instead of "passengers."

What does the staff do? Just like at a theme park, the staff members you see are not the people who build the rides. The Sysop's main job has to do with you, the member, and helping make sure that your time here is fun. Answering questions and providing directions is only part of their job. They organize special events like tournaments and exhibitions. They put out chairs for meetings and help members understand the policies and procedures for specific areas.

One thing a Sysop can't do while "on-duty" is play games. They also can't teach you to play, although they can answer a few questions. The Sysop, like the lifeguard at a recreation center or the hostess on a cruise ship, has to keep an eye on the whole room and be ready to help everyone. Playing a game just takes too much time away from general duties. However, several of the individual clubs

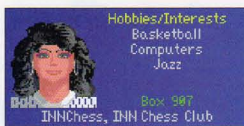
(Bridge, Chess and many Yserbius Guilds) have members who enjoy teaching novices. ImagiNation is also developing a new program, GameMates, to provide teachers for the various games.

Although most Sysops love to talk, they ask you to understand if sometimes they get too busy to just chat. If they're helping someone who's lost, or dealing with an emergency, they may not have time for casual conversation.

If you have a problem, and there are no "INN" names around, use the phone booth and type in "INN\*" That will show you where staff members are. We suggest you first go to ones in the INN Help Room, or the YS Help Room in Yserbius, since their primary job is helping with members' questions. Sysops in other rooms may be running tournaments, organizing meetings, etcetera—but they'll always be glad to help in a pinch.

Finally, the staff is here to enforce Community Standards. We encourage you to read the Community Standards in Town Hall. ImagiNation is for everyone—we want everyone to be able to enjoy it.

Occasionally, when a member gets a little too rowdy, it's the Sysop's duty to first explain the rules. If necessary, a Sysop may then have them leave until they



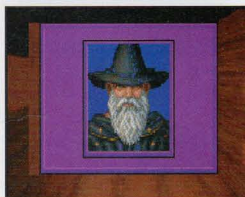
can find a way to express themselves in a way that doesn't interfere with others' enjoyment. Almost all violations come from someone who just doesn't understand yet that this is like a theme park and we expect common courtesy while you're "standing in line" or playing a game.

Sysops can not monitor private conversations or read others' e-mail—when you're just hanging out with your friends, you can use whatever language you are comfortable with.

Sysops do get involved if you send offensive chat to strangers, keep someone from playing a game, participating in a conference or in any way inhibit the another member's ability to enjoy themselves. If someone harasses you through abusive or obscene language, use the **COMPLAIN** button. That sends an exact copy of their words, plus your complaint, along with their account number, to a file later reviewed by Member Services. If they don't stop, find a staff member to deal with it immediately. You don't need to get into a shouting match or trade insults—we're here to help, and to maintain an atmosphere where everyone can enjoy themselves.

## YSERBIUS II: continued from page 1

gateway which opened a multiverse of dimensions. Aeowyn's own sarches led her through an elaborate system of dungeons and labyrinths that no one had known existed. During her explorations she encountered an ancient race of elves who dwelled in these dark places of the earth. From them, she came to understand the full meaning of Arnakkian's scrolls and the immense power she could acquire.



Brown Bats and Wizards challenge you in the dungeons of Twinion.

These dark elves, who Aeowyn came to know as the Night Elves, warned her that any would-be heroes, even those who had dared to destroy En-Li-Kil, would suffer dire consequences if they attempted to face the Drakkarions. The eldest leaders of the dark elves told Aeowyn about the many traps and evil monsters that had been set up to keep outsiders away from the Portal far below. These Night Elves imparted some of their ancient prophecies and beliefs to Aeowyn, which she was able to piece together as the method for getting past the Drakkarions and reaching the Gateway.

To acquire possession of the Gateway, Aeowyn designed areas inside Yserbius where she could test new adventurers and find the Champions who would, unknowingly, help her. Aeowyn sent out a charter requesting any who sought adventure to come and face her tests. Those who pass her tests, she said, will become her Champions and will be richly rewarded for their services.

Who knows what reward awaits the Champions if they succeed...

## ImagiNation Network's Most Asked Technical Questions

**Q:** Why does my airplane warp in Red Baron?

**A:** Occasionally, warping is caused by one or more three major factors

inherent in all on-line flight simulators. First are intermittent delays caused by sending the messages from your computer, to the host computer, to the other players and back again. Second, sometimes a noisy telephone line may delay the information packet to or from your computer. When your computer receives this delayed information your opponent appears to have moved several spaces. Last, *Red Baron* buffers a position update until the next position update is received so the plane can move in a small curve.

**Q:** Why do I sometimes receive messages from "Unknown"?

**A:** When a member changes to a different room it takes a while for the host computer to identify who that

person is. When you enter a room and immediately send a message to someone it will show as "Unknown." You can avoid this problem by waiting 5-10 seconds before sending your first message.

**Q:** I can't hear the modem dial! HELP!

**A:** If you can't hear the modem pick up the phone and dial, then INN is having trouble finding your modem. You will need to try changing the COMM port in the INN Install program. To do this, type *Install* from the INN or TSN directory. Try all four COMM ports until you find the one that works.

If all else fails, call the ImagiNation technical support people at 1-800-IMAGIN-1. They are always there to help.

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For information please contact Rick Beardsley at (209) 642-0700.



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## IMAGINE BEING PART OF THE INN TEAM

Our rapid growth has created wonderful opportunities for Marketing Professionals to join the "world's fastest growing on-line network." INN is looking to fill two Brand Manager positions. Potential candidates should have a track record of successfully developing and supporting consumer entertainment products. Experience in vertical marketing to affinity groups is a definite plus. Of particular interest will be your knowledge of card, board, fantasy role-playing and sports games. If interested in applying send your resumé to Leslie Wallace, H.R. Manager at INN, 41486 Old Barn Way, Oakhurst, CA 93644.

## BET YOU CAN'T WAIT TO MEET THIS GUY.

The Fates of Twinion Is Here!




The Fates of Twinion is here! Famed game designer Joe Ybarra has produced a new game especially for you die-hard Shadow of Yserbius players, complete with exciting graphics, diabolical quests, and monsters that can't wait to turn you into monster chow. For a limited time, the first five thousand who order The Fates of Twinion will receive an ImagiNation mousepad FREE! But be careful, this game is definitely not for beginners! Call 1-800-743-7721 for details.



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Hobbies/Interests  
Nature  
Music

Box 936  
INNHalia, 37, Woodridge, IL

There is only one place on The ImagiNation Network where you can join 23 people in the same conference room every night of the week, have a great time and learn interesting facts about our world. Welcome to on-line trivia, with a personal touch.

At least three times per night, you will find real people in Tech Tower hosting trivia games on a variety of topics. ImagiNation members have been making friends, finding romance and, of course, playing trivia for almost two years.

The games offer more than just questions and answers. Each month three people win their choice of a prize just for playing. Each month, the names of all those who attended trivia games are entered into a random drawing and three names are drawn. The winners may choose a Sierra/Dynamix game, ImagiNation version 2.3, *The Fates of Twinion* or 30 hours of on-line time.

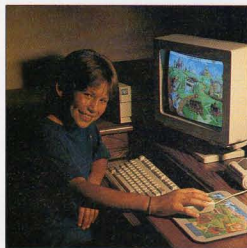
A schedule of all trivia games is available on the TRIVIA GAME SCHEDULE AND RULES message board in Tech Tower and on the daily conference listing in the Town Hall. Interested in hosting a game? Send mail to INNHalia (996) or leave a message on the Trivia board.

members are the people who host and play the games every night, they will be the ones who help choose a new name for the Trivia board. From October 1 to October 15, INNHalia is accepting suggestions for a new name by mail or from messages posted on the Trivia board. All suggestions received by INNHalia will be posted to the board after the 15th. Members who wish to

special plans are being made right now for November. If you like to play trivia, this great event is definitely for you. Watch the Trivia message board in Tech Tower and *ImagiNings* for more information. Please remember to drop by and play a game sometime. Triviaists are the most friendly people on the ImagiNation Network!

## STARS

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Jonathan Taylor Thomas

about the TV show and what it is like to be a child star. Zachary's TV brother, Jonathan Taylor Thomas, will also be appearing in a similar conference.

Look for Zachary on Friday, October 1 from 4 pm to 5 pm and from 7 pm to 8 pm in an INN Help Room conference. Jonathan is scheduled for Wednesday, October 6 at 4 pm and 7 pm.

If you missed them the first time around, come early to make sure you can get a seat in the conference room.

One On One With ImagiNation will be held twice in the month of October to accommodate all of our very special guest, Joe Ybarra, creator of *The Shadow of Yserbius* and *The Fates of Twinion*, on Tuesdays, October 12 and 26 at 4 pm and 7 pm in the INN Help Room.

Come with your questions and be sure to arrive early as space is limited. ■

# ImagiNation's Person-to-Person Trivia



## Name That Board Contest

In the past few months trivia has grown to the point where another message board is needed. Since ImagiNation

vote for their favorite name may do so for one week either by sending mail to INNHalia or leaving a note on the board. The member whose new message board name receives the most votes wins a prize!

## Trivia Barbeque


Join us on Halloween Night, October

31, for the first "Trivia Barbeque." We'll be getting

together for about two hours in a Tech Tower conference room to "roast" a trivia host or player as only triviaists can do. INNHalia is accepting nominations by mail or by messages on the Trivia board until October 21. If you are familiar with celebrity roasts, then you know this will all be for fun.

Everyone is invited to come with jokes in hand and tongue in cheek! Very special plans are being made right now for November. If you like to play trivia, this great event is definitely for you. Watch the Trivia message board in Tech Tower and *ImagiNings* for more information. Please remember to drop by and play a game sometime. Triviaists are the most friendly people on the ImagiNation Network!

# Little-Known INN Features



Hobbies/Interests  
Music  
Nature  
Baseball  
Travelling

Box 930  
INNEditor, 41, Sunny California

The other day, while in Yserbius, someone mentioned how useful the F1 key was. The F1 key? So, as any other red-blooded American semi computer literate person would do, I pressed the F1 key.

To my surprise, the message window popped up with the name of the last person I had sent a message to, colon and all! Pressing the F1 key again gave me the person I had sent a message to before that.

It occurred to me that many of the features that I was familiar with might be unknown to many of our members. The features I will share with you in this column, make my life easier while I'm on-line and I hope I can, at least, make your time on-line a little more enjoyable. The following are for non-Yserbius areas.

Alt-R reorganizes and alphabetizes the name tiles in the waiting room. I find this very useful when I am looking for someone specific or trying to see how many people are in a conference. Alt-R also reorganizes your mail, putting unread mail at the top of your screen.

Ctrl-C clears the message box or the entire page of your letter. It also deletes the entire field your cursor is in, such as the filename of a letter you are saving.

While writing a letter, playing a game or reading bulletins, you can hit Alt-S to view and send a message to someone in the waiting room.

The spacebar will show you the last message you sent and the backspace key will show you the last message you received.

Have you ever wanted to use the phone booth to look for someone but weren't sure how to spell their name? Use the wild card "\*" to replace the questionable letters. For example, "Bob\*" will list members with names like BobR, Bobbie, Bobby and Bobcat. In the same vein, if you need to locate a Sysop, type "INN\*."

The right mouse button serves many purposes. If you right-click on a name tile, it will prompt the [Look] feature. If you right-click on a function button, it will display help messages.

Lastly, as many of you might guess, I spend quite a bit of time in our mail system. In addition to using Ctrl-C to erase a page, you might also find use for Ctrl-K, which deletes from the cursor to the end of the line.

If you know of an undocumented feature or time-saving device in the ImagiNation Network, please send me a note at box 930 and I will pass it along to our members in future columns. ■

## SCARE UP SOME FUN ON HALLOWEEN!


Solve the "Riddle of the Dancing Men" on Halloween night when there will be a special contest for INN members. Coded messages will be scattered throughout the Bulletin Boards. Use your decoding skills to solve the mystery. Difficulty is scaled for each age group. When you sign up in the Teen Hangout or Teen Scene with your name, age and mailbox number, you will receive a map to the clues.

8 pm - TTG Trivia Madness Conference Room

MrRedhead: WHAT DOES THE ARCHER FISH USE FOR ARROWS?  
JWolf: The sheep in Argentina are scared.  
PamJ: water  
Annt: spit  
JWolf: teeth  
shyster: water drops  
Woode: quills  
Jazzy1: SPINES  
Krazz: water  
Miles: spit  
Redbird: fins  
JWolf: spit  
shaint: water  
CptMadDog: spit  
Frank: water

Pause Text Dice 23 Options

# ImagiNation Bridges the Gap



Hobbies/Interests  
Comp. Games  
Parlor Games  
Classical Music  
Sports

Box 2141  
PRGRichard, 37, Oakhurst bx2141

Bridge on The ImagiNation Network is booming. With the additions of a second dedicated bridge room, three additional bridge hostesses, and the advent of version 2.3 with its Chicago-Style Bridge and enhancements, we are looking forward to more activities and more fun. Almost every night, during

peak hours, you'll find more than 100 bridge players on-line. These players include some of the most prestigious names in bridge and many of them freely offer their expertise in order to encourage people to get involved in this fascinating world of ours. We have lessons and lectures for all levels of experience. The enthusiasm and camaraderie of the members has led to several player-organized events.

Our tournaments and special game nights are a popular diversion for our members and more than 100 players regularly enter the on-line tournaments. This spills out of cyberspace and into many successful real-world partnerships. ImagiNation Bridge has appeared in almost all major bridge publications and columns. We span the coasts from the



Hobbies/Interests  
Computers  
Comp. Games  
Nature  
Music

Box 982  
INNBridge, BridgeClubINNLand

New York Times to the Los Angeles Times. The syndicated column of 'Sheinwold on Bridge,' by Alfred Sheinwold and Frank Stewart, is currently on-line in the Bridge Parlor. By the time you receive this, ImagiNation should have started running a puzzle column written by an award-winning bridge writer and two-time World Champion.

Programmer Richard Aronson is busily working on the finishing touches and perfecting version 2.3 bridge. It will have several new features, including the most current bridge scoring and streamlined messages. It should play faster and more easily than the rubber bridge in earlier versions.

There will be four new bridge variants. NoScore Bridge will be a faster game for those who just want to 'play cards' and aren't interested in scoring a rubber. The three varieties of Chicago-Style Bridge are all four hands long and differ in scoring. They are Authentic Chicago, Cavendish Chicago and Duplicate Chicago. Next year we move forward to version 3.0 and true Duplicate Bridge. ■

Choosing Chicago Variation

In Authentic and Cavendish rubbers, part scores apply and winners get part scores. In Duplicate rubbers, no part scores apply and winners get only the total score. In Authentic, dealer's side is vulnerable on the second and third deals. In Duplicate, dealer's side is vulnerable on the second and third deals, and no honor are awarded in all three, nobody is vulnerable on the first hand and all are on the fourth.

Authentic Duplicate



# Conference Schedule for October

The ImagNation 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 clubs and discussions on a multitude of special interests from politics to self-help books, poetry to comic books and from video games to fan clubs. Only your ImagNation can limit the number of topics available to members.

The following is the schedule of conferences for the month of October as of September 10. 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 Conf. \*Pvt\* (Angelia+ 31066)  
 5 pm Cactus Air Force \*Pvt\* (CAVFLWG 64483)  
 8 pm Teens and INN (Asten 35280)
- HELP ROOM:**  
 \*On the hour 10 am to 5 pm\*  
 \*New Member Orientation\*  
 6 pm Teen Eagles Squadron (LCJawaker 20506) (2nd/4th)  
 7 pm Silver Chalace \*Private\* (AlfonzoM 33826) (2nd/4th)
- BOARD ROOM:**  
 1 pm Pagan/Wiccan Conference (Shionea+ 37543)  
 6 pm A245 Guild Meeting (Oracie 38919)  
 6 pm Political Forum (Anisone+ 13021/JeanM+)
- COLLEGE CAMPUS:**  
 6 pm Ranger's Guild Meeting (Ske 56154)
- CHESS CLUB:**  
 10 am Black Rose Inn (Terminator 72951)  
 4 pm Covenant Guild \*Private\* (Darkoath+ 40763)  
 5 pm Illuminati \*Private\* (Gorgon 19368)  
 6 pm RIFTS Guild Meeting (Dek 20101)

- TECH TOWER:**  
 10 am Dvorak on Computers  
 2 pm TTG Trivia Madness  
 4 pm TTG Trivia Madness  
 6 pm TTG Trivia Madness  
 7 pm TTG Trivia Madness  
 8 pm TTG Trivia Madness
- SINGLES COVE:**  
 6 pm Savage Frontier RPG (Ogar 70001)  
 4 pm Edge Guild (LadyJ 42024)
- PILOTS LOUNGE:**  
 6 pm Wing Walker Squad \*Pvt\* (WingWalker+ 18340)  
 6 pm Wings Warriors (BKJawee 23410)
- TEEN HANGOUT:**  
 4 pm Haves of KOY \*Private\* (Penney 51857)  
 4 pm HonorBound Guild (Bullrozzor+ 55241)  
 7 pm Games Cavern (Johnathank+ 45469)

- TRIEE HOUSE:**  
 6 pm A245 Squadron (MKTel 52012)  
 7 pm KGB Squad (KGBVanth 60915)
- OPEN ZONE:**  
 Open Red Dragon Inn  
 3 pm Bard's Guild \*Private\* (Bardic 70395)  
 7 pm Taladas ADDD \*Private\* (SethIshe- 1097)
- HEARTS CLUB:**  
 Noon KOTKI Guild (KingMe 70840)  
 Noon Black Hand Guild (Alstar 89216)  
 5 pm Sci/Fantasy Writers Club (Ric+ 62912)

- TOURNAMENT ROOM:**  
 2 pm Star Wars RPG (Ackbar 62338)  
 3 pm Fantasy Star RPG (Alaska 20908)  
 6 pm Sunday Night w/ The G.U.L.L. (RobMind 30655)  
 7 pm Dining Room Table (Arcy2 23489)
- CARD YARD:**  
 4 pm KHAN Guild (Narvahan 60180)  
 5 pm SCA Clan Michael (Thorn 70395)  
 7 pm TORC RPG \*Private\* (Stonemr 71389)  
 8 pm Shadow Warriors (AxeWolf 47922)

### MONDAY

- BACKGAMMON DEN:**  
 4 pm Council of AYANA \*Pvt\* (Darkose 21967)  
 5 pm Strike Eagles Force \*Pvt\* (SNEJGaw 71766)  
 8 pm RAF Squad (KAPRazor 71155)  
 6 pm FK General RPG \*Private\* (Stephin 54748)
- MARRIED LIFE:**  
 3 pm Kaffeeklatsch (Igraine 41067)  
 7 pm Pythonics Anonymous (OWERT 31064)  
 8 pm Metaphysical Conference (NIGHT 56450)  
 8 pm Seattle Supers \*Private\* (Doomsway 53527)
- GO-CHECKERS:**  
 6 pm Ultima Dragons (Balthoo 68076)  
 6 pm MAJESTIES \*Private\* (dritch 82437)
- SPORTS DEN:**  
 7 pm Golf (Dorothy 51819)
- HELP ROOM:**  
 7 pm Aerial Arctery Squad (SchaAA 18954) (2nd/4th)

- TECH TOWER:**  
 6 pm TTG Trivia Madness  
 7 pm TTG Trivia Madness  
 8 pm Blue Monday Trivia (NickChris+ 23850)
- SERIOUS BRIDGE:**  
 6 pm Bridge Clinic (BridgeGr+ 39085)
- COLLEGE CAMPUS:**  
 6 pm 12 Step Recovery Group (Wickster+ 46008)  
 9 pm CyberNautic (Akira 24626)
- BOARD ROOM:**  
 6 pm Escalibur Guild \*Private\* (Diana+ 67938)  
 6 pm Spam (WingWalker+ 24321)  
 7 pm Beavis and Butthead (Butthead 70948)

- SINGLES COVE:**  
 6 pm Single Treas (Tanya 66284)  
 8 pm Nadadu RPG (Lampson+ 16223)
- RPG ZONE:**  
 Open Red Dragon Inn  
 6 pm Wing Commander RPG (Rafael 52089)  
 7 pm BKG (PRGRichard+ 52645)
- PILOTS LOUNGE:**  
 7 pm PS Etiquette Training (PSRichard 49343)  
 8 pm Blue Knights Squadron \*Pvt\* (BKMCloud+ 18621)
- CARD YARD:**  
 6 pm New York 2192 RPG (DJ 41955)  
 6 pm KOY: Sword Swamp (Innocence+ 44609)  
 6 pm ZUC Bible Game Players \*Pvt\* (Barth 63698)  
 6 pm Ask The Doctor (LadDoc 30097)

- TEEN SCENE:**  
 7 pm Ralleigh Kids (Zack 47973)  
 7 pm Tennis Fan Club (Crystal 71766)
- TOURNAMENTS:**  
 7 pm ADDD Dark Sun II (Rosser 68094)
- GO-CHECKERS:**  
 7 pm VEA Guild \*Private\* (DAVEN+ 64752)  
 8 pm Wash'd Veterans (RJI 519)
- TREE HOUSE:**  
 7 pm Better Place Agenda (Pamela1+ 69371)

### TUESDAY

- MYSTIC PORTAL:**  
 7 pm Council of Mystics (Kastlin 77993)
- GO-CHECKERS:**  
 5 pm Armageddon Guild \*Private\* (Flash 83606)  
 7 pm SGLA \*Private\* (Chikara+ 35906)
- MARRIED LIFE:**  
 6 pm Beginning Bridge Lessons (Grandlam+)
- COLLEGE CAMPUS:**  
 7 pm KAAOS Meeting Hall \*Pvt\* (CHAOSULM+ 34945)  
 7 pm Virtual Pun Society \*Pvt\* (Cassioptia 71802)
- TECH TOWER:**  
 6 pm TTG World Play  
 7 pm TTG World Play  
 9 pm TTG Trivia Madness
- PILOTS LOUNGE:**  
 6 pm Zero Hour \*Private\* (MWhiner+)  
 7 pm WFT Squadron \*Private\* (JennMFT 1633)

- CARD YARD:**  
 6 pm RPG RPK \*Private\* (AravenGM 69872)  
 6 pm KOY: Swords Swamp (Innocence+ 44609)
- SINGLES CLUB:**  
 6 pm College Experimenters Club (Jay 73915)  
 6 pm HIV/AIDS Info Conference (darlene+ 22911)  
 9 pm Northwest Singles (NWAngel 67992)
- RPG ZONE:**  
 Open Red Dragon Inn  
 7 pm Star Trek RPG (AmfBrew 65048)  
 7 pm Warriors of Destiny Guild (GrimsWood 56751)  
 8 pm Realm of Sierra (John 75914)
- TREE HOUSE:**  
 6 pm Hawkeye's Bar and Grill (Hawkeye 63543)

- COLLEGE CAMPUS:**  
 6 pm Star Trek Convention (LAWOLF 22350)  
 7 pm TSOY Guild Masters \*Pvt\* (Kestrel+ 24571)
- TECH TOWER:**  
 4 pm TTG Trivia Madness  
 6 pm TTG Trivia Madness  
 9 pm TTG Trivia Madness
- TEEN SCENE:**  
 7 pm Trifalms (Criminos 72081)  
 8 pm TrE-life (Geyoshia 35344)
- TREE HOUSE:**  
 6 pm Black Watch Guild (SirtomasBW 9835)  
 6 pm Lairs Inn (Gambit 74531)

- BOARD ROOM:**  
 7 pm Diteaux Institute (Blanca 69065)
- HELP ROOM:**  
 7 pm FOY Guild (Iccan 78666) (1st/3rd)
- TECH TOWER:**  
 4 pm TTG Trivia Madness  
 6 pm TTG Trivia Madness  
 9 pm TTG Trivia Madness
- TEEN SCENE:**  
 7 pm Trifalms (Criminos 72081)  
 8 pm TrE-life (Geyoshia 35344)
- TREE HOUSE:**  
 6 pm Black Watch Guild (SirtomasBW 9835)  
 6 pm Lairs Inn (Gambit 74531)

- HELP ROOM:**  
 7 pm BEE Lion Meeting \*Pvt\* (FlamingFox 69570) (2nd)

- SINGLES COVE:**  
 6 pm Vampire Masquerade RPG (JobSteed 40035)  
 6 pm Hockey Conference (Tom 52366)  
 7 pm OS2 Users Group (FrankW+ 21483)  
 7 pm Batman RPG (Tanya 66284)

- GO-CHECKERS:**  
 7 pm Red Mask Guild (Snakeman 69107)

- CARD YARD:**  
 7 pm FF2 Video Game Fan Club (JP 72887)

- RPG ZONE:**  
 Open Red Dragon Inn  
 6 pm Flaming Dragons Squadron (NightHawkP 75280) \*Pvt\* (Kings+ 47866)  
 6 pm The Howl Elfquest (Stongbow 42291)

- PILOTS LOUNGE:**  
 7 pm FS Training Wing \*Pvt\* (PSTBALL+ 46320)  
 7 pm Death Crusaders (DKJaceAce 73432)  
 8 pm RD Squadron \*Private\* (AirDemondR 74662)

- MARRIED LIFE:**  
 7 pm Beads (KeyC 42585)  
 9 pm Ladies Night Out \*Pvt\* (Nutmeg 37448)

- CARD YARD:**  
 6 pm Jade Tower RPG (SirAce+ 19752)  
 7 pm FF2 Paper Club (Ske 79242)

- TREE HOUSE:**  
 5 pm BBS Sypst (RBSIS 47329)  
 5 pm Drazer's End Campaign (Krugor 69007)  
 6 pm HIFler RPG \*Private\* (Venture 59398)  
 8 pm WFC (RockyWFC 64542)

- BOARD ROOM:**  
 6 pm Magp Guild (GoldLion 43099)  
 7 pm Fellowship Guild (Hogard 39127)

- BOARD ROOM:**  
 6 pm Sage's Guild (Levathan 37309)  
 7 pm Fellowship of the Wyrven (Archange 22364)  
 7 pm TCAO (Chris 44013)  
 12 am Midnight Snack Club (DanicC+ 23835)
- TEEN SCENE:**  
 6 pm Paint Gamers Squad (EPGCMDG 54447)
- SINGLES CLUB:**  
 6 pm Groupoeps RPG (Hydra+ 22364)
- COLLEGE CAMPUS:**  
 6 pm AGAR Meeting (Susan 82044)  
 6 pm Midekman Legends (Arutha 34948)  
 6 pm Comedy Conference (Groucho 46892)  
 9 pm Poets Workshop (BKMCloud+ 18621)

- TECH TOWER:**  
 7 pm TTG Trivia Madness  
 8 pm Bible Trivia (HILuce 1083)  
 10 pm TGY Guild Madness
- CHESS CLUB:**  
 5 pm The MSTK Forum (Jeff 49240)  
 7 pm Overcasters Anonymous (Della+ 32155)  
 8 pm Red Dwarf (NitrezBe 30413)
- SINGLES COVE:**  
 6 pm Lost Legion Guild \*Pvt\* (ironWolf 14367)  
 7 pm MOVI Guild RPG (Cerebus 35097)

- TECH TOWER:**  
 7 pm TTG Trivia Madness  
 8 pm Bible Trivia (HILuce 1083)  
 10 pm TGY Guild Madness
- CHESS CLUB:**  
 5 pm The MSTK Forum (Jeff 49240)  
 7 pm Overcasters Anonymous (Della+ 32155)  
 8 pm Red Dwarf (NitrezBe 30413)
- SINGLES COVE:**  
 6 pm Lost Legion Guild \*Pvt\* (ironWolf 14367)  
 7 pm MOVI Guild RPG (Cerebus 35097)

- 8 pm AIN Guild (DarkWolf 32115)  
 9 pm Collectable Comic Books (Gene 32399)

- PILOTS LOUNGE:**  
 5 pm Force Inn \*Private\* (Assault10 47087)  
 6 pm LE Briefing Room (DoomsdayLE 67574)  
 7 pm Wing Warriors (Dustin 54008)  
 7 pm Flying Fortresses (FFAnnerC 47377)

- TEEN HANGOUT:**  
 6 pm Soldiers of the Sky Squad (DovW 49448)  
 9 pm Pym Conference (Everglade 46040)

- RPG ZONE:**  
 Open Red Dragon Inn  
 4 pm Castle of God (KingCool 49915)  
 6 pm Cybernautic RPG (JennyM 72321)

- PILOTS LOUNGE:**  
 10 am Darkside \*Private\* (Vaders 892)  
 Noon KOY \*Private\* (Rainstorm+ 892)  
 3 pm Red Baron Begimers (FLNCR 80580)  
 5 pm TD Squadron \*Private\* (RobertT+ 22611)

- TEEN HANGOUT:**  
 3 pm Superheroes RPG \*Pvt\* (Eclipse 68084)  
 8 pm Shadow Hour Guild (Slash 22569)

- SINGLES COVE:**  
 10 am Miniature Painting 101 (HINZO 48049)  
 Noon Vigilantes Meeting \*Pvt\* (Manta 45578)  
 1 pm The Dark Guard (Khorae+ 42473)  
 8 pm Star Wars RPG \*Private\* (Stormer 71389)

- GO-CHECKERS:**  
 6 pm Star Wars RPG (Dakota 71159)  
 7 pm Rush Room (Roy 70438)  
 7 pm Cybernet (Edgar 70640)

- SPORTS DEN:**  
 6 pm MCLBL (Aaron 68864)  
 7 pm FFB Trade Club (Stephen 46745)

- CARD YARD:**  
 6 pm DragonStone RPG (Strawman 23396)  
 7 pm Guardians Guild (Debbie 37446)  
 7 pm P2\* (e 52505)  
 9 pm WVOST (TheWeiler 5829)

- TEEN SCENE:**  
 8 am SM Squadron (NiteHawkSM 22602)  
 1 pm Computer Gamers (Greg 66890)  
 3 pm Dread Meeting (Gresh 52609)  
 7 pm Joke Etc. (BDQG 47325)

- TREE HOUSE:**  
 10 am Keovand Campaign \*Pvt\* (TheDM 76129)  
 Noon Devotion Guild (TOMAR 43845)  
 6 pm XM Squadron (Joelm 24233)  
 6 pm GateWarriors (Key I) (GateRamsDM+ 13920) \*Pvt\*

- BOARD ROOM:**  
 8 pm Dark Nation Guild (Hawk 62305)  
 8 pm Hood Questers Guild (Edf 62549)  
 9 pm K & G \*Private\* (Garrett 50204)  
 12 am Midnight Snack Club (DanicC+ 23835)

- COLLEGE CAMPUS:**  
 6 pm EOF Guild (DragonWind 63350)  
 6 pm Jaglesschwader (IGham 22061)  
 7 pm Christian Conference (DorkKC+ 12419)  
 7 pm SBD Squad (Serp 66728)  
 8 pm WFF (Hawks 70654)

- TOURNAMENTS:**  
 8 pm Highlander's Guild (GeorgeJ 57842)
- BACKGAMMON DEN:**  
 8 pm Dark Nation Guild (Hawk 62305)  
 6 pm Baseball Games On-Line (Ernie 80134)  
 7 pm Trekkers Anonymous (Riker 74516)  
 8 pm L's Listner (LXMichael 50475)

- SINGLES SPOT:**  
 11 am Keepers of the Light Guild (Rummy 22739)

- MARRIED LIFE:**  
 11 am Nomads Non Nobles (Terminator 74474)  
 9 am KOY Fan Forest (Sermon 13079)  
 6 pm WC (Siv 45161)

- MYSTIC PORTAL:**  
 Noon Nomads (Masa 36723)  
 7 pm Red Dwarf RPG (Arithon 66992)

- CHESS CLUB:**  
 9 am Hawks Night Squad (Hawks 70654)

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