

Imaginings

VOLUME TWO/ISSUE TWO - FEBRUARY 1994

IMAGININGS IS A PUBLICATION OF THE IMAGINATION NETWORK

NTN Trivia: Join the Fun!



Hobbies/Interests
Art
Music
Nature
Education

Fedora, the hats off to you!

The excitement builds as the twelfth question is revealed. "I know this one!

If I answer fast enough, maybe I can move into sixth place."

I think to myself as I click on the number four answer. I relax for a moment and, between questions, continue my conversation with Patty from New Jersey.

She is fighting for ninth place. "As long as I'm on the board," she says, "I'm happy." On any given evening, there are considerably more people playing NTN Trivia than on the updated leader board. Only the top 12 names are displayed on the leader board during the game.

Patty is just one of the many interesting and particularly friendly people playing NTN Trivia and there are always wonderful conversations to join in on. There is this wonderful sense of camaraderie as we compete against restaurants, hotels and another on-line network when INN's

continued on page 8



Red Baron Programmer Provides Twelve Tips to Dogfight Dexterity



Hobbies/Interests
Comp. Games
Current Events
Rock music
Reading

PR6DoveE_26_0okhurst

Here's what Dave Eaton recommends to improve your Red Baron tactics:

1) Know what's happening around you. Know your airspeed, your altitude, and the positions of all the planes relative to you. I can't repeat this enough: Always know where your opponents are. Don't let them surprise you. If you can't see them, and you aren't certain where they are, use the outside views to find them.

Adjusting your speed is as important as maneuvering. You will probably stall or spin if your speed gets too low — below 40 for most Red Baron planes. To recover from a stall, add power. To recover from a spin, don't use the arrow keys or joystick at first, use opposite rudder. Once you get some speed, pull up and level the wings.

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ONE ON ONE WITH IMAGINATION Featuring Stuart Molder

This month's One On One With ImagiNation features Stuart Moulder, Director of Applications Development for The ImagiNation Network. Join him on Friday, February 18 for two one-hour conferences at 5 pm and 7 pm in the INN Help Room.

Under his direction is virtually everything you see, hear and "feel" when connected to INN. This includes all games, artwork, sounds, bulletin boards, e-mail and other features.

Bring your questions, comments and suggestions but be sure to arrive early as space will be limited.

INN

Imaginings

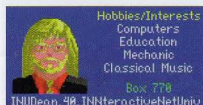
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After Very Successful Opening, University Curriculum Expands



Hobbies/Interests
Computers
Education
Mechanics
Classical Music
Box 778
INUDean, 49, INNteractiveNetUniv

The Imagination Network is demonstrably

more than just the premier on-line entertainment network. INN now has become a recognized center for learning. The opening of the INNteractive Network University was greeted with an overwhelming response to its initial class offerings, far beyond our wildest expectations. Classes had to be added hastily to meet the demand of knowledge-hungry members. Without a

doubt, the opening of INU was a tremendous success — and this is only the beginning!

Plans to expand the curriculum of the open university are already in the works. New classes are being developed and current ones will be offered again, further expanding the open university's limitless potential. Eventually, we expect to award college and continuing education credits for many of our classes through affiliation with an accredited national institution. You can do all this from the comfort of your home or office. You can even chew gum in class!

Comments or questions about the INNteractive Network University should be directed to the INU Chancellor at box 777.

The INNteractive Network University soon will be adding new and exciting classes.

Look for the following new classes starting Spring Quarter or sooner: Assembly Language Programming GO!

Stratego
Beginning Bridge
Visual BASIC
Introduction to Desktop Publishing
Tax Preparation
Resume Writing
Red Baron Techniques and Strategies
Introduction to Role-Playing Games

The following classes will be offered again in the Spring quarter:

Backgammon
MedievalLand
Cribbage
Spades
Hearts
Euchre
Poker
Chess
Creative Writing
Home Accounting
Beginning DOS
Quick BASIC
C++ Programming



Future offerings will include:

Intermediate DOS
Beginning Windows
Batch File Programming



Publisher

Jeff Leibowitz

Editor

Rich Monosson

Art Director

Guenther Selbrede

Contributors This Issue

Rick Beardsley

Michele Monosson

Lewece Champetier

Kathy Felton

Imaginings informs INN members about new developments on *The Imagination Network*.

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For Imaginings business please contact Rick Beardsley at 209-642-0700.

IMAGINATION!

The Imagination Network is a joint venture owned by Sierra On-Line, Inc., AT&T and General Atlantic.

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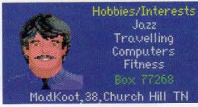
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This November 20, 1993 INN get-together at the Be Bop Cafe in Jamesburg, New Jersey, featured a lap-sitting contest!

From Modem to Marriage:

A Story for Valentine's Day



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

There has been much publicity about the on-line community in

too many jerks. She had decided to cancel her account.

"Just as I was about to log-off for the very last time, a message appeared on my screen" she recalls. "It was a man named Ximo who wanted to know if anyone was near Lubbock, Texas. Not sure where Lubbock was, I told him where I was. He thought that it was funny that I didn't know where he was

"My flight was canceled. The ticket agent gave me an alternate flight in case I missed my connecting flight. Sure enough, we were delayed on the ground due to bad weather. I finally arrived hours late, tired and annoyed. I thought this may be a sign of bad things to come between Ximo and I."

Upon arrival, she didn't find Ximo in the terminal. Stacey was terrified he had not gotten the message her plane was delayed. Anxiously she walked to baggage claim, hoping he'd be there.

"Sure enough, he was standing there with a smile that could brighten even the worst day of my life." Dinner plans

were ruined, but Ximo was resourceful.

"He handed my luggage to a strange man when we got outside. The man escorted us to a beautiful white limousine. We drove to a road in the mountains that overlooked the city with its million tiny lights twinkling. It was the most breathtaking sight I had ever seen. As we were taking in the scenery, he looked into my eyes and told me how much he loved me. I let him know I loved him, too. Then, he asked me to marry him and slipped a beautiful ring on my finger. I cried and, between sobs, I managed to blurt out 'yes, yes, YES!'"

No one can fail to see the charm and romance in the story of these two happy people. Stacey and Ximo were married in January 1994 and have relocated to Texas. Let's wish them well in their life's journey together. Perhaps the disparity between positive and negative stories in the media isn't so unfair after all. A story like Stacey and Ximo's outweighs at least five "on-line horror" articles in the mass media anytime.

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.

the media lately. As I write this, *NBC Nightly News* has just completed a week-long series on the information highway. *People* magazine and *USA Today* did a feature on on-line relationships, and even *Cosmopolitan* is planning a piece on romance over a modem.

Unfortunately, positive stories such as these are in the minority. For every news feature with something good to say about on-line computing, there seems to be four negative articles with lurid headlines such as: "On-Line Romeo Goes Down in Flames!" or "Revenge of the Cyber-Vixens!" I await the day when the tabloids start covering this subject.

Certainly, there are failed relationships on-line.

There are just as many failed relationships off-line.

Those who point to the number of on-line romances that didn't pan out must try to recall how many people they met, dated, etcetera, before finding their lifelong mate. If we expected every off-line relationship to end up in wedded bliss, we'd be a very disappointed society indeed. It is not fair to expect more from our on-line relationships.

In our research, my wife (SheKoot) and I have found the ratio of successful to unsuccessful relationships to be similar on-line and off. Given all the negative publicity, I'd like to share a very positive story of a successful on-line relationship. It's a story of how on-line relationships should work, and one that will give hope to those who have given up on ever finding that special person on-line.

In the spring of 1993, StaceyLynn (her INN handle) was frustrated with her experiences on-line. Over the months she'd been on-line, she had run into one

and we started talking.

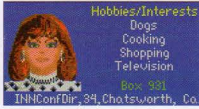
"That night we decided to call each other on the phone since our fingers were about to fall off from typing so much. We hit it off and ended up talking on the phone everyday for the next three months!"

Four months after meeting on-line, they met in person. The meeting was magic for both of them. Before the week was out, the subject turned to matrimony. Stacey was to fly to Texas to meet Ximo's family the next month, but she became apprehensive as one bad omen after another obstructed her path.



Imaginings

FEBRUARY



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

The following is the schedule of conferences for the month of February as of January 4. The schedule is subject to change. Conferences marked *Private* or *Pvt* require approval from the conference's host or moderator to attend. If you have a question regarding a specific conference listed here, please write to the name and box below the conference name. Trivia questions only should be sent to box 996. University questions only should be sent to box 777. All times listed are Pacific Time.

SUNDAY

TEEN SCENE:
5 pm Cactus Air Force *Private* (CAFViking 64483)
5 pm Holy Air Force *Private* (HAFJubilee 89367)
12 am Friends Forever Club (CJMorrSP 57667)

HELP ROOM:
* On the hour 10 am to 5 pm *
* New Member Orientation *
1 pm Paladins (Advenger 67446) (1st/3rd)
1 pm The Cigognes Squadron (LChawker 20506)(2nd/4th)
7 pm Commonwealth Club (Chinook 66330) (1st/2nd)
7 pm Silver Chalice *Private* (AlafonCM 33826) (2nd/4th)
7 pm Empire Guild (Trent 24513) (4th)

MYSTIC PORTAL:
Open Pagan/Wiccan Conference (Simone+ 37543)
4 pm Keepers Guild *Private* (Misten 60330)

EUCHREVILLE:
3 pm KOY: Dragon Court *Private* (MajicWold 69330)
4 pm Shining Force Squad (SFBandR 94313)
7 pm James Brown Hot Tub *Pvt* (Ulmr 1011)

CHESS CLUB:
4 pm Illuminati *Private* (Gorgon 19368)
5 pm SOF Guild (DarkLinc 88913)

TECH TOWER:
10 am On Computers (Taven+ 57508)
1 pm Half Dome Bag Squad *Pvt* (Calfie 3539)
7 pm Virtual Reality SIG (REALITY 80456)

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 (Ouar 70001)
4 pm Sandowners Squadron *Pvt* (SDStarfox 49735)

PILOTS LOUNGE:
2 pm Mechwarrior RPG (cinjak 23570)
2 pm Wing Walker Squad *Private* (WWBlameX+ 18340)
6 pm Sky Wars (SkyDancrWM 59814)

TEEN HANGOUT:
4 pm HonorBound Guild (Bulldozr+ 55241)
7 pm Gamers' Cavern (Johantank+ 45469)

BOARD ROOM:
10 am Star Wars RPG II (Hermes+ 80429)
5 pm Bible Study and Discussion (Peace 68672)
6 pm Flying Aces Squadron *Pvt* (FAFVince 97407)

TRIE HOUSE:
6 pm Alliance Golf Club (Acrotop 90803)
7 pm KGB Squad (KGBXanth 60915)
7 pm Dead Programmers (CEJMAN 96908)

RPG ZONE:
Open Red Dragon Inn (Darklands RPG *Private*) (LARS+ 63618)
7 pm Sitch Jaccuzzi RPG (Ryok 79233)
8 pm Searing Alas Squad (MatsSA 36444)

TOURNAMENT ROOM:
6 pm GEOS User HO (RobM+ 30655)
7 pm Dining Room Table (ArcyC 23489)

SPADES PLACE:
5 pm SCA Clan Mcבוד (Timoth 70395)
7 pm TORX RPG *Private* (Shower+ 71389)
8 pm Slordam Warriors (AxeWolf 47922)

BACKGAMMON DEN:
3 pm KHAN Guild *Private* (Narvakhan 94362)
5 pm Strike Eagles Force *Pvt* (SEVICe 71766)
8 pm RAF Squad (RAFRAF9 71155)

MARRIED LIFE:
7 pm Pyhonies Anonymous (OWERY 31664)
8 pm Metaphysical Conference (NIGHT 56450)
8 pm Seattle Supers *Private* (Doomsayer 53527)

GO-CHECKERS:
5 pm WEOT Guild (Trevor 76733)
5 pm Magesics *Private* (dredth 82437)
6 pm Ultima Dragons *Private* (Whispie 79465)

INN UNIVERSITY:
9 am Creative Writing Course (Pre-registration required)
11 am Herbs Lessons

Noon Euchre Lessons
1 pm Poker Lessons
2 pm Euchre Lessons
3 pm Gamers' Lessons
4 pm Euchre Lessons
5 pm Poker Lessons
6 pm Beginning DOS (Pre-registration required)

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

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

EUCHREVILLE:
6 pm Virtual Pen Society (Cassipula 71802)
6 pm 12 Spot Recovery Group (Wisteria+ 46938)
9 pm Cyberhime (Akira 24262)

BOARD ROOM:
6 pm Excalibur Guild *Private* (Diana+ 67958)

RPG ZONE:
Open Red Dragon Inn (DragonRider Squadron *Pvt*) (SKYakko 84548)
7 pm RPGO (BlueBerry+ 65048)
7 pm USS Galaxy RPG (Captdell 55010)

PILOTS LOUNGE:
7 pm KOY: Lance Lair *Private* (DC 68396)
7 pm FS Elitegate Training (FSBridgt 49343)
8 pm Blue Knights Squadron *Pvt* (BKMalice+ 22916)

SPADES PLACE:
5 pm Star Trek 2192 RPG (DL 41955)

TEEN SCENE:
7 pm Raleigh Kids (Zack 47973)

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

BRIDGE CLUB:
6 pm Bridge Clinic (BridgtR+ 83491)

TOURNAMENTS:
6 pm Ask The Doctor (LadyDoc 30097)
7 pm AD&D Dark Sun II (Rosser 69014)

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

MYSTIC PORTAL:
6 pm KOY: Castle Creep (LorJolan 15392)

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

TUESDAY

INN UNIVERSITY:
7 pm Chess Lessons
7 pm C+ + Programming Course (Pre-registration required)

GO-CHECKERS:
5 pm Armageddon Guild *Private* (Flash 83666)
5 pm RC Squadron *Private* (Recaliber 63440)
7 pm SGLA *Private* (Chikara+ 65806)

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

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

SINGLES CLUB:
6 pm HIV/AIDS Info Conference (Kang 34029)
9 pm Northwest Singles (NWAngel 67992)

RPG ZONE:
Open Red Dragon Inn (Golden Shield (Crew 94556)
7 pm Star Trek RPG (AdmBerry 65048)
7 pm Warriors of Destiny Guild (GrimSword 56751)

BOARD ROOM:
4 pm Gnar RPG *Private* (DMFuzzub+ 78277)
7 pm Diteaux Institute (Banca 69065)
7 pm YPI *Private* (Cassy 30807)

MYSTIC PORTAL:
7 pm Council of Mistics *Pvt* (Rastlin+ 77993)

TREE HOUSE:
6 pm KOY/SSJ/D *Private* (Kang 34029)
10 pm Aquarium Club (ChuckH 76648)

TRIVIA HAVEN:
7 pm TTG Word Play
8 pm TTG Trivia Madness
9 pm TTG Trivia Madness

WEDNESDAY

INN UNIVERSITY:
7 pm Euchre Lessons
7 pm Cribbage Lessons

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

TREE HOUSE:
6 pm Black Watch Guild (SirArtoBS 9835)

6 pm Lars' Inn (Gambit 74531)
8 pm Lovcraft (DaveWW 39759)

EUCHREVILLE:
7 pm They Might Be Giants (MeadLeaf 12937)
6 pm Final Wishes of Penn (Nylon 44111)
7 pm Soap Talk (Joanne 79041)

SPADES PLACE:
7 pm Black Unicorn Inn (Naton 43812)
9 pm Air Warriors Squad (AWAcco 71613)

HELP ROOM:
6 pm KO Guild (Cherb 33907) (1st)
7 pm Camelot Guild *Private* (Mordred+ 14169)(2nd/4th)

PILOTS LOUNGE:
6 pm Flaming Dragons Squadron (NghtHawkRD 73828) *Pvt* (Lethal Accutors Squad *Pvt* (LAWHedge 50475)
7 pm CABL Guild (Riven 49146)
8 pm Flying Circus Squad *Pvt* (FCSev+ 16785)
9 pm F9JLarkr+)

SINGLES COVE:
6 pm Shores of Oceania RPG (Credelis 51660)
7 pm The Gathering *Private* (Lughe+ 39146)
8 pm Texas Zoo Gang (Lissa+ 39492)

TEEN SCENE:
7 pm Computer Crime Awareness (ScotM 33821)

RPG ZONE:
Open Red Dragon Inn (Goven of KOY Guild *Pvt* (Puz+ 65380)
7 pm Realms RPG (FASAsten 35280)
8 pm DRUG (Drops 69192)

BOARD ROOM:
6 pm Mage Guild (GoldJinn 43099)
7 pm Fellowship Guild (Haggard 39127)
7 pm Vigilantes *Private* (Mama+ 45578)
8 pm Car Lovers (DavidK 61951)

GO-CHECKERS:
7 pm Cyberspace Ethics (WFTNomial 63551)
7 pm FF2 Meeting (Doom 79024)
8 pm TV News *Private* (SukTV 68460)

SPORTS DEN:
5 pm Programmers Palace (Zack 47973)
6 pm Under Guild (SirBash 81828)
8 pm Rock Lovers Paradise (JIZ 70943)

MYSTIC PORTAL:
6 pm Get Acquainted With KOY (ErdK 86891)
7 pm DeadZ Guild (Deadzzone 84812)
9 pm Ars M. Schwarzwald (TheBard 65406)

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

MARRIED LIFE:
6 pm SOF Guild *Private* (Dpic 85475)

7 pm Desert Hearts Club *Pvt* (Margot+ 80101)
7 pm Coalition *Private* (Centaur 33907)

INN UNIVERSITY:
7 pm Home Accounting Course (Pre-registration required)
7 pm Quick BASIC Course (Pre-registration required)
7 pm Medieval and Lessons

BACKGAMMON DEN:
6 pm Greyhawk *Private* (Met 92253)

THURSDAY

TREE HOUSE:
5 pm Horse Lovers (Susan 82044)
6 pm Middleman Legends (Arutha 34948)
7 pm Hawkeye's Bar & Grill *Pvt* (Hawkeye 63543)

EUCHREVILLE:
7 pm TSOJ Guild Masters *Pvt* (Kestrel+ 24571)

TRIVIA HAVEN:
6 pm TTG Trivia Madness
8 pm TTG Trivia Madness
8 pm TTG Trivia Madness
9 pm Eye-Opening Trivia (EyeNiteSky 78218)

TEEN SCENE:
7 pm Criminals (Infamous 72061)

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

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

GO-CHECKERS:
5 pm FAS Squadron *Private* (FASAsten 35280)
7 pm Red Mask Guild (Shneman 68107)

TECH TOWER:
6 pm CCC Conference (CCCDallas 92969)

RPG ZONE:
Open Red Dragon Inn
6 pm Guild of ORION *Private* (DeathWish+ 80614)
6 pm World of Two Moons (Lutter 49409)

PILOTS LOUNGE:
7 pm PS Training Wing *Private* (PSTBALL+ 46320)
7 pm Death Crusaders (DCASave 74322)
8 pm RD Squadron *Private* (AirDemondR 74662)

MARRIED LIFE:
7 pm Beads *Private* (RayC 42585)

BOARD ROOM:
5 pm KOY Officers (Sarlion 17634)
7 pm Motorcycle (CBBJinn 20344)

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

SPADES PLACE:
7 pm FF2 Video Game Fan Club (JP 72687)

INN UNIVERSITY:
7 pm Creative Writing Course (Pre-registration required)
7 pm Spades Lessons

7 pm Beginning DOS Course
(Preregistration required)

FRIDAY
TREE HOUSE:

 4 pm Wanderers of the Realm RPG
(Venture 59399) *Private*
BBS Symp
(RSBBS 47329)
5 pm Dragon's End Campaign
(Kruzer 69307)
8 pm WFC
(Ricky/WFC 64542)

BOARD ROOM:

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

TEEN SCENE:

 6 pm Paint Gamers Squadron
(EPGcndyC 54447)
6 pm Teen Talk
(Shck 98142)
6 pm Nirvana Fan Club
(KurtCobain 69358)

 7 pm Muchto Melod
(Graphite 51674)

SINGLES CLUB:

 6 pm Groupage RPG
(Hydra+ 22364)

EUCHREVILLE:

 6 pm AGAR Meeting
(AGARLife 43418)
6 pm Empire of Fear RPG
(DonnaElsa 23097)
7 pm Sierraously Folks
(GeoffK 68453)
9 pm Poetry Workshop
(HAL5000+ 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 ATN Guild
(Darkrose 21967)
9 pm Collectable Comic Books
(Gene 32599)

PILOTS LOUNGE:

 5 pm Force Ten *Private*
(AssaultF 167087)
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
(DarkWolf 49948)
7 pm Mortal Kombat S/G
(DraddogR 85276)
9 pm Punx Conference
(Everglade 46040)

RPG ZONE:

 Open Red Dragon Inn
Castle of Cool *Private*
(Spock 49915)
5 pm Cyberdragon RPG
(JasonJ 72312)
8 pm Realm of Triaeria
(JohnW 75014)

GO-CHECKERS:

 7 pm Star Wars RPG
(Dakota 71159)

 7 pm Rush Room
(Roy 70438)
7 pm Cyberpunk
(Ethog 70640)
9 pm Ladies Night Out *Private*
(Nutmeg 37448)

TECH TOWER:

 5 pm BBS Stuff and Info
(ErichR 45840)
8 pm Visual Sensory Overload
(Azren 37448) *Private*(NasdB+ 42112)

SPORTS DEN:

 6 pm MKCLIB
(Aaron 68864)
7 pm PFB Trade Talk
(Stephen 48475)
8 pm Nasdi's Boz *Private*
(NasdB+ 42112)

MYSTIC PORTAL:

 6 pm KJRT-Guild *Private*
(SoulScribe 43053)
7 pm Star Wars S/G
(Jeremy 79976)
10 pm WolfCang Guild
(SirWolf 66025)

CARD VARY:

 6 pm Jade Tower RPG
(SirAce+ 19752)
6 pm Electronic Area
(MortKombat 44293)
7 pm PZ2 Game Club
(RichG 79924)

BACKGAMMON DEN:

 6 pm Macross II RPG
(Wraith 54516)
6 pm Star Trek RPG *Private*
(CampPlayd+ 1260)
6 pm RIFTS RPG
(WhiteNinja 61345)

HEARTS CLUB:

 7 pm Mists of Ravenloft RPG
(RichF 89730)

MARRIED LIFE:

 6 pm TNG O'Connell
(Imvige 19088)
7 pm Starfield Academy *Pvt*
(AdminTerrek 79213)
12 am MST3 Satellite of Love
(MST3K.Orow 69762)

SINGLES SPOT:

 7 pm Computer Games
(Alan 89527)

INN UNIVERSITY:

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

SATURDAY
HELP ROOM:

 * On the hour 10 am to 5 pm *
* New Member Orientation *

NOON:

 DEV Guild *Private*
(Delt 51466) (1st)
Mistifs Guild
(Krishna+ 42335) (2nd)
7 pm DEV Guild *Private*
(Delt 51466) (3rd)
8 pm Underworld *Private*
(Larker+ 20089) (1st/3rd)
8 pm Shapesifter Guild
(Algeron 62338) (1st/3rd)
8 pm Anime Roundtable
(Ramna 46231) (2nd/4th)

SPADES PLACE:

 5 pm Fellowship of Quest
(Crimson 69050)
7 pm FP2
(e 52905)
9 pm WY937
(TheWheeler 5892)

HEARTS CLUB:

 11 am Shadowrun RPG
(GrimJack 74165)

11 am Plying Knights Squad

 (FKBobCat 42057)
5 pm Soaring Allies Squad *Pvt*
(DavesA 91088)

TEEN SCENE:

 1 pm Computer Gamers
(Greg 68890)
3 pm Dread Meeting
(Gweh 52809)
7 pm Joke Etc.
(BD00G 47325)

TREE HOUSE:

 10 am Keonland Campaign *Pvt*
(TheDM 76129)
Noon Devotion Guild
(TOMAR 43845)
4 pm Mystic World RPG *Private*
(MaryAnn 89313)

BOARD ROOM:

 6 pm Shattered Dominion RPG
(DominionDM 19154)
8 pm Dark Nation Guild
(Hawk 62305)
8 pm Hood Questers Guild
(Elof 62549)

EUCHREVILLE:

 6 pm Aces of the Luftwaffe *Pvt*
(ALWaseAc 73432)
7 pm Christian Conference
(TheBkCG+ 12419)
7 pm SBF Squad *Private*
(deadSBP 60728)

TRIVIA HAVEN:

 3 pm Sierra Game Trivia
(Falcon 80115)
5 pm Mike's Weird Trivia
(Mike 75399)
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
(HTSath 70654)
2 pm Seventh Fleet RPG
(AdmSnak+ 64346)
4 pm ADKD Spielhammer
Private
(TheAteac+ 32515)

PILOTS LOUNGE:

 4 pm Ten Forward RPG
(ComKlotz 85469)
5 pm TA Squadron *Private*
(AAOsiris+ 33138)
5 pm EK Squadron
(EKXcaliber 75828)

TEEN HANGOUT:

 3 pm Superheroes RPG *Private*
(Eclipse 68064)
6 pm Sioussie Fanatics
(Catwoman 72236)
8 pm Shadow Horde Guild
(Slash 22369)

SINGLES COVE:

 10 am Miniature Painting 101
(HANZO 48049)
Noon Vigilantes Meeting *Private*
(Manta 45378)
1 pm Dark Guard
(Khorac+ 42473)
8 pm Star Wars RPG *Private*
(Stormer 71389)

GO-CHECKERS:

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

SINGLES CLUB:

 11 am HB Squadron *Private*
(HBPuma+ 86323)
Noon Stratego Clubhouse
(Chuck 39792)

1994 FEBRUARY 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	All times listed are Pacific Time.					

RPG ZONE:

 Open Red Dragon Inn
10 am Blackmoon Inn *Private*
(Darkrose 89411)
1 pm Guild of Sacred Sword
(Charles5 59792)
5 pm Floating Vagabond RPG
(Steve 66163)

BACKGAMMON DEN:

 6 pm Companions Guild *Private*
(Ticar0 24055)
6 pm Baseball Cards On-Line
(Ernie 80134)
7 pm LX Listener
(LXMember 50475)

SINGLES SPOT:

 9 am Lost Legions Guild *Private*
(IronWolf 14367)
11 am Keepers of the Light Guild
(Rammy 22759)
DragonLance
(SauronDM 34961)

MARRIED LIFE:

 11 am Nomads Non Nobles
(Terminator 76447)
4 pm KOY Dagger Alley *Private*
(Shocker+ 38941)
6 pm GateRunners RPG *Private*
(GateRunDM 13920)

MYSTIC PORTAL:

 Noon Nomads
(Masal 38723)
7 pm Red Dwarf RPG
(Arthon 66892)
7 pm Soldiers of Fortune
(Paladin 89124)

TOURNAMENTS:

 8 pm Highlander's Guild
(GeorgeJR 57842)
8 pm Terry Brooks
(TBLLeader 66414)

SPORTS DEN:

 5 pm CC:KOY Red Garrison
(Geoffrey 33114)

5 pm RJ Squadron

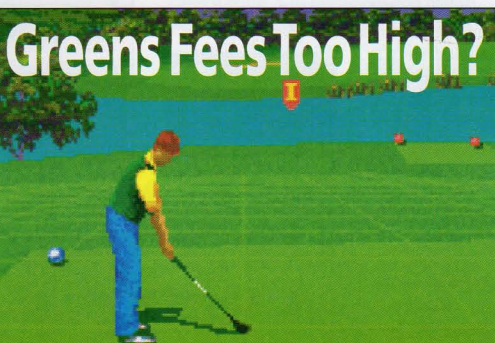
 (RJShcRdr 22602)
6 pm FGD ABXD *Private*
(Palladium 74954)
7 pm Beavis and Butthead
(Butthead 70428)

TECH TOWER:

 11 am Red Knights Squadron *Pvt*
(R3KfKer 56134)
5 pm Trahentrion Terrain RPG
(RTDaphni 75982) *Pvt*
7 pm Computer Audio
(Rice 22911)

INN UNIVERSITY:

 11 am Backgammon Lessons
Noon MedievalLand Lessons
1 pm Spades Lessons
2 pm Cribbage Lessons
3 pm Spades Lessons
4 pm MedievalLand Lessons
5 pm Backgammon Lessons
5 pm C++ Programming Course
(Preregistration required)

INN


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

IMAGINATION!

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BRIDGE NEWS



Hobbies/Interests
Comp. Games
Nature
Music
Travelling
Box: 382
INN Bridget, WelcomeToTheClub

The size of INN's bridge-playing membership puts

it among the top 10 bridge clubs in North America. Our members run the gamut from beginners to World Champions. On any given evening, you will find members enjoying a casual rubber, side by side with well-known experts practicing for their next National Tournament.

Our dedicated staff of Bridge Sysops augment regular hosting duties with specialized functions. They add unique touches enhancing your enjoyment of the fastest-growing bridge club in the



Hobbies/Interests
Music
Reading
Art
Travelling
Box: 894
INNTrey, ...Bridge Club...

country. INNTrey manages the beginning bridge lessons. These

weekly classes vary in length from eight to 12 weeks. She also organizes junior games every other Tuesday evening in the Bridge Parlor specifically for beginning and intermediate players. During this time, she is available to give you tips on bidding and play.

INNJacki runs our special event games. Experts and amateurs pair

up for the very popular Pro/Am games. These are generally held on alternate Tuesdays from the junior game. She is also the friendly toon in the Bridge Parlor for our Friday evening specials and works diligently through most holidays to give you special events and prizes. INNJacki will be starting a Bridge Ladder soon.



Hobbies/Interests
Reading
Movies
Current Events
Box: 818
INNJacki, The Deep South

INN Honor is our resident

'expert.' She oversees the Monday night Bridge Clinics. For beginning to advanced players, the Bridge Clinics cover various aspects of bridge bidding and play.

Her persuasive powers are almost as refined as her bridge play. This is evidenced by the preeminent cast of bridge

luminaries, authors and teachers she has obtained for our Great Events series of lectures with more eagerly anticipated guests lined up for future lectures (see related article).

I am INN Bridget, the Bridge Club 'fixture' or 'fixer.' I run the multi-week tournaments. I write bulletin board posts, BridgeBytes (our Bridge Club newsletter) and do most of the 'clerical' work for the club. Most importantly, I try to create a friendly environment for our members to play. I also act as a liaison with INN management, relaying your commentary and suggestions.

So now you've met us and know a little about what we do. Say "hi" when you see us. If you want to chat, we are usually available for that too. On a more personal note, INNJacki and I are avid role-players. I'm a hockey fan. INN Honor loves classical music. INNTrey . . . well, we'll let you try to ferret out our outside interests if you desire.



The Great Events Lecture Series

Only the Best for INN Bridge

We finished 1993 with two interesting and informative lectures by World Bridge Champion, teacher and author Mike Lawrence. The question and answer sessions were a preview of his book, *Takeout Doubles*, scheduled for publication in the spring of 1994. Mike is a prolific as well as famous author whose books *Play Swiss Teams With Mike Lawrence*, *Judgment at Bridge*, *Dynamic Defense* and *Topics on Bridge* are well-thumbed editions in many bridge libraries. In addition, he publishes *Mike's Newsletter* from 131 Alvarado Road, Berkeley, CA 94705.

We began 1994 with another series of two Great Event lectures. Larry Cohen,

author of the best-selling bridge book of the decade, shared his expertise. Larry is the winner of many National Championships. His book, *To Bid or Not to Bid: The Law of Total Tricks*, has become a classic and is found on many of his peers' shelves. The book can be ordered from Larry at 181 Long Hill Rd., #16, Little Falls, NJ 07424.

Future Great Events will include many more of the great names in bridge. Watch for the announcements in either bridge room, on the Bridge Club Activities board, in the On-Line Times or in your newsletter from Box 89763.

Red Baron Tips *continued from page 1*

2) The best way to shoot down opponents is to get a few thousand feet above your opponent and dive toward them from behind. Avoid diving head on. Although you will usually force your opponent to stall, if they don't stall, they can do as much damage as you can do to your opponent. For head-to-head games, it is generally best to try to gain altitude.

If you have a powerful plane that turns well, you can make a shallow dive. When the safety is off, pull up and you can often hit the fuel tank (which is just behind the engine and below the pilot) and make them start smoking quickly.

Never go for the opponent's balloons until they are shot down and forced to take off. To avoid being an easy target while shooting down balloons, cut your throttle to between three and six (depending on the type of airplane and if you are climbing or diving) and try to get the balloons in a single pass.

3) Use the best climb speed to gain altitude. This allows a plane to gain the most altitude in the least amount of time. The best climb speed depends on the power of the airplane and other factors. For Red Baron planes, the best rate of climb is between 60 and 80 mph.

If you have a plane with a lot of power (for example, Fokker D. VII, Fokker D. VIII, S.E. 5, Spad, Sopwith Snipe, Siemens Schuckert or Albatros D. III) and you start at the aerodromes, you can turn in the opposite direction from your opponent and climb to about 3,000 to 5,000, then turn back toward your opponent. You can often use this tactic to fly above your opponent. Turn and dive on his tail to get a relatively easy kill. If they end up at a similar altitude, shoot them while they are distracted shooting your balloons. Caution, always watch your opponent so you are not facing away while your opponent is shooting at you.

4) Avoid getting into situations where you and your opponent are making level circles. When you do that, you end up near the stall speed and your chances of stalling or spinning increase. You also end up having less momentum to go into other maneuvers.

5) Rotary-engine planes from World War I have a tendency to turn more sharply to the right than the left. Right-turning tendencies are most pronounced in a light plane with lots of power moving at a low speed. Pulling back (climbing)

causes the plane to turn slightly to the right. This is most noticeable in the Sopwith Camel, but applies to others (Fokker Dr. I or Snipe).

6) Surprise your opponent without a dogfight. It's quicker and your opponent has less opportunity to damage you. If you can't surprise them, the most important tactic is to get close behind your opponent.

When not in close dogfights, turn toward your opponent. This makes it easier for you to get behind them and harder for them to get behind you. This includes climbing toward someone diving at you.

A common mistake is to dive away from your opponent in a straight line. This makes the diving plane an easy target. Diving should be used only briefly to go into another maneuver or for attacks.

7) An important factor to remember on INN is the momentary network delay in receiving position updates from your opponent's plane. If you hit someone, it will be a couple of seconds before they realize they have been hit and start maneuvering. Add a couple seconds more before you see their reactions.

Thus, avoid flying in straight lines for long periods. It is generally better to turn away and try for deflection shots.

8) Rolling or breaking turns, split-s or half-loops, scissors and yo-yo maneuvers are useful in dogfights. If you need speed for maneuvers, sacrifice some altitude, increase your throttle, or both. Setting your throttle lower means you can turn sharper, but you sacrifice available speed.

9) A breaking turn is going into a steep turn away from an opponent. It involves going into a steep bank to make the turn sharper. By doing this you tend to lose speed. A rolling turn is similar to a breaking turn. You lose altitude as you roll the plane over so you are

partially upside down as you turn. Use it in dogfights to pick up speed at the loss of altitude. Rolling turns work well for planes that have a good rate of roll (for example, Fokker Dr. I, Fokker D. VII, Fokker D. VIII, Sopwith, Nieuport, Spad 13, Albatros D.V.).

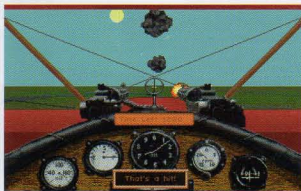
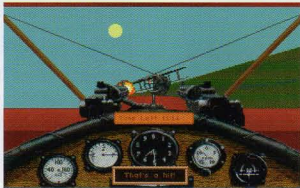
10) A split-s maneuver involves starting at a high altitude, rolling to an inverted position, then pulling the stick back to make a half loop. If you go faster by using a higher throttle, you will lose less altitude. This maneuver is useful when your plane is several hundred feet above your opponent and you are flying in the opposite direction. You can use this maneuver to surprise them, ending up on their tail. The half-loop (also known as the Immelmann maneuver) is basically the reverse of the split-s. If you are diving on someone and going fast enough (usually above 120 mph), keep shooting at them until you go past them. Pull up until you reach the top of the loop. Then roll back over to a normal position and attack your opponent again.

11) A basic (or flat) scissors involves two opposing planes at about the same speed and altitude. Both planes turn toward each other. Then plane A out turns plane B and starts to get behind plane B as plane B makes a rolling turn. This causes plane A to overshoot and allows plane B to get behind plane A. The important part of this maneuver is to slow your speed without stalling. A rolling scissors starts as plane A dives at an angle on plane B. Plane B pulls up, slows down and turns toward plane A, causing plane A to overshoot. This puts plane B in a position to start the maneuver over again.

12) The yo-yo maneuvers are named after the Chinese pilot who invented them. A high yo-yo can be used to prevent overshoots and involves pulling up,

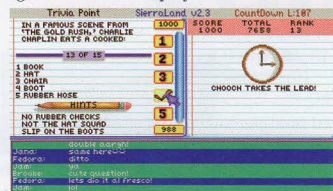
making a rolling turn to get behind your opponent. A low yo-yo can be used to trim a side of the circle when two planes are circling so you end up behind your opponent instead of on the opposite side. To

make a low yo-yo, make a small dive as you turn which will cause you to speed up, then pull up to get behind your opponent. It's best to make a few small low yo-yos rather than one large yo-yo.



NTN Trivia: Join the Fun!
continued from page 1

composite score is ranked nationally against other trivia players in more than



1800 venues. I can't help but feel a sense of pride every time I see the ImagiNation team ranked higher than the on-line competition.

Yes! I moved into sixth place! The third, fourth and fifth ranked players are not far ahead. It all depends on the next three questions...

This scene is played out every fifteen minutes, every evening in SierraLand. Dozens of people gather to test their knowledge (or luck) guessing right answers from five choices.

Since the system keeps track of my

high game and average score, I compete against myself as well as others. The system also keeps track of totals toward monthly prizes for the best scores!

Here's how it works. First you see the question. After a few moments, five possible answers are provided. The maximum number of points for any question is 1000. The faster you answer, the more points you get! Then, one by one, hints are revealed. These hints usually help eliminate wrong answers and you can change your answer at



announcing elaborate plans and demonstrating high-tech prototypes for interactive networks of the future. INN and NTN

INN and NTN have joined forces to provide hours of original interactive trivia programming.

any time! There are 15 questions per game.

While a number of companies are



already have joined forces to provide hours of original interactive trivia programming every day. This, on top of INN's other fantastic features, truly makes it the premier on-line entertainment network.

If you haven't experienced NTN Trivia, I wholeheartedly recommend giving it a try. All it requires is INN v2.3 (which you should have anyway), access to SierraLand and a desire to meet people and have fun. I'll see you there!



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.



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