Hearts of Gold Across America



Thirty-six hours and 18 minutes after the recent earthquake

brought the San Fernando Valley to its knees, Janet and Bob M. still didn't know if their daughter. Tina, was all right, Repeated attempts to reach her by phone had been unsuccessful. Each

time they dialed

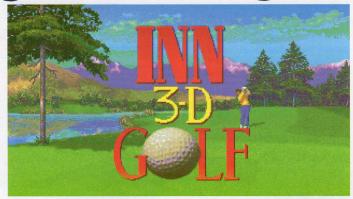
her California number, a recorded voice politely informed them that all circuits were busy. With no other way to contact their 22-year-old daughter, Janet and Bob experienced a deep sense of helplessness. They could do little more than wait for news.

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

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

3-D Golf Is Up To Par



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

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

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

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

continued on page 6

ONE ON ONE WITH IMAGINATION Featuring Mark Dawson

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

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

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Imaginings INNteractive Network University 1994 Spring Quarter Schedule

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

Sunday

Hearts	11 am	3 pm	
	Noon	4 pm	
Spades		1	
Poker	1 pm	5 pm	
Euchre	2 pm	6 pm	
Desktop Publishing	(781)*	6 pm	
(Ten weeks beginning	ng April 3)		
Visual BASIC (731)**	+	7 pm	
(Ten weeks beginning	ng April 3)		
† Prerequisite: Mus	t know Quick	BASIC	

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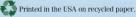
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ImagiNings is the monthly newsletter published for members of the ImagiNation Network - America's premier on-line entertainment service.

To join the ImagiNation Network, call 1-800-IMAGIN-1 or write the ImagiNation Network, P.O. Box 11, Oakhurst, CA, 93644-1100. For ImagiNings business, please call Rick Beardslev at 209-642-0700.

The ImagiNation Network is a joint venture of Sierra On-Line, Inc., AT&T and General Atlantic Partners.

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

Tuesday

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

Wednesday

Medievaland	1	hm
Role-Playing Games	7	pm
QuickBASIC (734)*	7	pm
(Ten weeks beginning April 6)		
Beginning Windows (764)*	7	pm
(Five weeks beginning April 6)		
Small Business Accounting (754)*	7	pm
(Five weeks beginning April 6)		

Thursday

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

A A A CACA,	
Chess	7 pn
Euchre	7 pn
Backgammon	7 pn
C++(726)*	7 pn
(Ten weeks beginning April 8)	
Beginning DOS (716)	7 pn
(Five weeks beginning April 8)	

Saturday

Beginning Windows (7	767)*	10 am
(Five weeks beginning	ng April 9)	
Backgammon	11 am	5 pm
MedievaLand	Noon	4 pm
Stratego	1 pm	3 pm
Cribbage	2 pm	6 pm
Assembly (727)*	5 pm	
(Ten weeks beginnin	g April 9)	

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



Specially Scheduled **Income Tax Preparation Classes in March!**

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

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

Imaginings

Earthquake Continued from page 1

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

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

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

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

"Yes. Yes it is."

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

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

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

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

"Oh! Thank God!" Janet replied, breathing a sigh of relief. "And thank you! Thank you so much for calling. My husband and I have been crazy with fear. We appreciate your thoughtfulness so very, very much. Oh, and when we do speak to Tina, who shall we tell her it was that phoned?"

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

This story is only one of thousands.
The same situation was echoed countless times in cities, towns and hamlets coast to coast. Immediately after the earth-quake, on-line members set-up a relay system of sorts —

offering to help reach quake victims, for distraught friends and family members who couldn't call into

the disaster area themselves. Until long-distance phone and electrical service were reinstated, many with battery-operated laptop computers were still able to communicate with friends and loved ones all over the country. While ham radio is still a vital link during communication emergencies, the availability of tens of thousands of personal computers in Southern California ensured more "health and welfare" messages were transmitted than ever before.

Victims helped as well. Those living in

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

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

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

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

"Does anyone have info on the condition of the apartments on Saticoy in

> Reseda? Unable to contact son, Cecil M. and family since EQ. Would appreciate any news."

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

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

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

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

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

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

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

Much, much more than type-talked





The ImagiNation Network Offers special rooms for clubs and conferences on a vast variety of subjects,

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

The following is the schedule of conferences for the month of March as of February 1. 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

Pacific Time.

SUNDAY TEEN SCENE:

Noon Friends Forever Club (CTMorrisFF 57667) Real of Thrail RPG (Reikes 83353)

5 pm Cactus Air Force *Private* (CAFViking 64483) Holy Air Force *Private*

(HAFJubilee 89367) HELP ROOM: On the hour 10 am to 5 pm *

* New Member Orientation * 1 pm Paladins Advenger 67446) (1st/3rd) 6 nm Les Cigognes Squadron (LCHawker 20506)(2nd/4th) 7 nm Commonwealth Club

(Chinook 68358) (1st/3rd) Silver Chalace *Private (AlafonGM 33826) (2nd/4th) Empire Guild (Trent 24513) (4th)

MYSTIC PORTAL:

Pagan/Wiccan Conference 1 nm (Simone+ 37543) Keepers Guild *Private* 4 pm (Misten 60330) Sky Warriors

6 pm (SWFlyinAce 97407)

EUCHREVILLE: 3 pm KOY: Dragon Court Private (MajicWold 69330)

Black Flight Squadron *Pvt* (BFNova 88143) James Brown Hot Tub *Pvt* (JimR 1011)

CHESS CLUB: Silver Unicorn RPG *Pvt* (ARIC 48191)

TECH TOWER:

10 am On Computers (Tayen + 57508) Half Dome Bug Squad *Pvt* 1 pm (Catie 35390)

Virtual Reality SIG 7 pm (REALITY 80456

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

8 pm TTG Trivia Madness SINGLES COVE-Savage Frontier RPG 8 am

(Quar 70001) C++ Clinic (BobMc 90674) Sundowners Squadron *Pvt* 4 pm (SDStarfox 49735)

PILOTS LOUNGE:

Mechwarrior RPG (ninjak 23570) 3 pm Wing Walker Squad *Private* (WWBlueMax+ 18340) Sky Wars

(SkyDancrWM 59814)

INN UNIVERSITY: 11 am Hearts Lessons Noon Euchre Lessons Poker Lessons

addressing as many of our members needs as possible. This is where you will find Yserbius Guild and Red

ImagiNation can limit the number of conference topics available to INN members.

box 996. University questions only should be sent to box 777. All times listed are

TEEN HANGOUT:

HonorBound Guild 4 pm (Bulldozer+ 55241) Gamers' Cavern (JohnathanK+ 45469)

Fandom Weyrs of Pern (Jran 44111) Bible Study and Discussion (Peace 69872)

SOF Guild (DarkUncle 89913) Flying Aces Squadron *Pvt* (FAFlyinAce 97407) 6 pm

TREE HOUSE: Alliance Golf Club 6 pm Agcrobvi 90883) KGB Squad

7 pm (KGBXanth 60915) Dead Programmers (iCEMAN 96908)

RPG ZONE: Red Dragon Inn Darklands RPG *Private*

(LARS+ 63618) Sietch Jacurutu RPG (Ravek 79283) Soaring Allies Squad (MattSA 36444)

TOURNAMENT ROOM: Dining Room Table

(ArcyC 23489) SPADES PLACE: SCA Clan Mchand

(Timoth 70395) TORG RPG *Private* (Stormer+ 71389) Shadow War (Axelwolf 47922)

BACKGAMMON DEN: Strike Eagles Force *Pvt* (SENiceGuy 71766)

Illuminati *Private (Gorgon 19368) Falcon Guild *Private* 6 pm (Aragorn 67524) RAF Squad (RAFRazor 71155)

MARRIED LIFE:

Pyhtonites Anonymous (OWERTY 31664) Metaphysical Conference (NIGHT 56450)

Seattle Supers *Private* (Doomsayer 53527)

GO-CHECKERS: Cast in Amber RPG 4 pm

(KingHastur 98057) WEOT Guild (Trevor 76793)

Ultima Dragons *Private (Whispie 79465) ST Alliance RPG (AVanyon 91540)

Enchre Lessons 2 pm 3 pm Hearts Lessons

Euchre Lessons 4 pm Poker Lessons Beginning DOS (Preregistration required)

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

TRIVIA HAVEN: TTG Trivia Madness 6 pm TTG Trivia Madness Blue Monday Trivia

8 pm

(NickChrls+ 23850) EUCHREVILLE: Virtual Pen Society 6 pm

(Cassiopia 71802) 12 Step Recovery Group 6 pm (Wisteria + 46608) 9 pm CyberAnime

(Akira 24626) BOARD ROOM: Excalibur Guild *Private* 6 pm

(Diana+ 67958) DTH Guild (Gwydion 91874) MK2Maniacs 6 pm

(Tails 93448) RPG ZONE: Red Dragon Inn DragonRider Squadron *Pvt* 6 pm

(SRYakko 84548) 7 pm RPGO (BlueBerry+ 65048)

USS Galaxy RPG (CaptBell 55010)

PILOTS LOUNGE: KOY: Lance Lair *Private* (DC 68396)

PS Etiquette Training (PS8Richtof 49343) 7 pm Blue Knights Squadron *Pvt*

(BKMalice+ 22916) SPADES PLACE:

New York 2192 RPG (MJ 41955) 5 pm TEEN SCENE: Raliegh Kids 7 pm

(Zack 47973) TEEN HANGOUT: Tennis Fan Club

(Crystal 71766) BRIDGE CLUB:

6 pm Bridge Clinic (BridgeDr + 83491)

TOURNAMENTS 6 pm Ask The Doctor (LadyDoc 30097) 7 pm AD&D Dark Sun II (Rosser 69094)

GO-CHECKERS: VEA Guild *Private* 7 pm (DAVEN+ 64752)

SOF/DA Guild 7 pm (Yuglooc2 67832) Wishful Versions 8 nm

(RJ 519) MYSTIC PORTAL: KOY: Castle Creep (LordJolan) 15592) 6 pm

Amber Guild *Private* (Bleys 73844)

8 pm Xanadu RPG (Laston+ 16223)

SINGLES COVE:

INN UNIVERSITY: 7 pm 7 pm Chess Lessons C++ Programming Course (Preregistration required) THESDAY

GO-CHECKERS-

Armageddon Guild *Pvt* 5 pm (Flash 83606) RC Squadron *Private*

(RcXcaliber 83440) SGLA *Private* (Chikara+ 35806)

PILOTS LOUNGE: DeathCrushers Squadron (DCManda 55228) 7 pm WFT Squadron *Private*

(WFTJanet 12515) 11 pm Confederate Flyers (CFJinx 81351)

SPADES PLACE: X-Men and More (TimV 93440)

SINGLES CLUB: HIV/AIDS Info Conference 6 nm (darlenem + 22991)

Northwest Singles (NWAngel 67992)

RPG ZONE-Red Dragon Inn Onen Golden Shield (CireW 94556)

(AdmBBerry 65048) Warriors of Destiny Guild (GrimSword 56751)

BOARD ROOM: Gnar RPG *Private* (DMFuzzbut+ 78277) Ditteaux Institute (Bianca 69065)

World of Terath RPG (KiraDM 87320) MYSTIC PORTAL:

Council of Mystics *Pvt* (Wanderer 92338) Tri-Sun AD&D RPC (Astronomers+ 88150)

TREE HOUSE: KOY/SS/JD *Private* (Krang 30929) SOF Guild (Matt 41308)

Aquarium Club (ChuckH 76648) TRIVIA HAVEN:

TTG Word Play TTG Trivia Madness

INN UNIVERSITY Euchre Lessons 7 pm 7 pm Cribbage Lessons

TRIVIA HAVEN:

TTG Trivia Madness 6 pm TTG Trivia Madness 7 nm 8 pm TTG Trivia Madness

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

Lars' Inn 6 pm (Gambit 74531)

8 nm Lovecraft (DaveWW 39759)

EUCHREVILLE They Might Be Giants 5 pm (MeatLoaf 12937)

Soap Talk (Joanne 79041)

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

ROC Guild 6 pm (Cherib 33907) (1st)

Camelot Guild *Private* (Mordred+ 14169)(2nd/4th)

Flaming Dragons Squadron (NghtHawkFD 75828) *Pvt* Lethal Xecutors Squad*Pvt* 7 pm CABAL Guild

(Raven 49146) Flying Circus Squad *Pvt* (FCSev+ 16785. FC9Lurker+)

SINGLES COVE: Shores of Oceania RPG (Creideiki 51660)

The Gathering *Private* (Lughe+ 39148) Texas Zoo Gang (Liisa+ 39492)

TEEN SCENE-Computer Crime Awareness

7 pm (ScottM 35821) RPG ZONE:

(Loubate2 82501)

Red Dragon Inn Coven of KOY Guild *Pvt* (Pug+ 65980) 7 pm Realms RPO (Drous 69192) 8 pm Keepers Guild

BOARD ROOM:

6 pm Magi Guild (GoldLion 43099) Vigilantes *Private* (Manta+ 45578) 8 nm Car Lovers

(DavidK 61951) GO-CHECKERS-

SPORTS DEN-

Cyberspace Ethics (WFTNaomi 63351) 7 pm FF2 Meeting (Doom 79024)

TV News *Private* (SukiTV 68460)

Programmers Palace 5 pm (Zack 47973) Undead Guild (SirBash 81828) 8 nm Puck Lovers Paradise

(TJZ 70943) MYSTIC PORTAL: 6 pm Get Aquainted With KOY (ErikLC 86891)

Deadz Guild (Deadzone 84812) Ars M. Schwarzwald 9 pm (TheBard 65406)

CHESS CLUB: 6 pm

Infinity Guild (Starsword 75608) SOF Guild *Private (Duplicator 73050)

(Centauri 33907)

MARRIED LIFE: I Hate Barney-ites 6 pm (JerJ1 24470) Coalition *Private* INV UNIVERSITY.

Home Accounting Course (Preregistration required) Quick BASIC Course

(Preregistration required) MedievaLand Lessons

BACKGAMMON DEN:

6 pm Greyhawk *Private* (Met 92253)

TECH TOWER:

SOF MM Guild *Private* 6 pm (Epic 85475) Desert Hearts Club *Pvt* 7 pm

(MARgot+ 80101) GOS Guild *Private* 7 pm *Foxbane 93955)

THURSDAY

TREE HOUSE: Horse Lovers 5 pm (Susan 82044)

Midkemian Legends (Arutha 34948) Hawkeye's Bar & Grill *Pvt* (Hawkeye 63543)

ELCHREVILLE-

TSOY Guild Masters *Pvt* (Kestrel+ 24571)

TRIVIA HAVEN:

TTG Trivia Madness TTG Trivia Madness 6 pm 7 pm TTG Trivia Madness

TEEN SCENE: Criminals (Infamous 72081)

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

KORS Guild (Aphrodite 84224) (2nd/4th)

SINGLES COVE: 7 pm OS/2 Users Group

(FrankW+ 21493) GO-CHECKERS:

FAS Squadron *Private* 5 pm (FASAsten 35280) Red Mask Guild 7 nm (Snakeman 69107)

TECH TOWER:

CCC Conference (CCCDallas 92969)

RPG ZONE: Red Dragon Inn

World of Two Moons (Cutter 49409)

PILOTS LOUNGE: 7 pm PS Training Wing *Private* (PSTTBALL+ 46320)

Death Crusaders (DCJaseAce 73432) RD Squadron *Private* (AirDemonRD 74662)

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

BOARD ROOM: KOY Officers

(Sarilion 17634) Motorcycling (CBRJohn 20344)

CHESS CLUB: Chess Club Business

7 pm (INNMichael + 997)

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

INN UNIVERSITY

Creative Writing Course (Preregistration required) Spades Lessons Beginning DOS Course (Preregistration required)

FRIDAY

TREE HOUSE:

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

5 pm (IRSBBS 47329) Dragon's End Campaign 5 pm

(Kruzer 69307) WIFC *Private* 8 pm (RickyWIFC 64542)

(Leviathon 37309) Fellowship of the Wyvern (Archmage 22364)

(Chris 44013)

Paint Gunners Squadron 6 pm

(EPGCindyC 54447) Teen Talk

(Slick 98142) 6 pm (KurtCobain 68358)

Mucho Metal (Graphite 51674)

SINGLES CLUB:

5 pm Uncanny Men 6 pm Grounness RPG

MCM Conference (AndyMCM 72558)

ELCHREVILLE-

6 pm (AGARLife 43418) Empire of Fear RPG

onnaElisa 23097) 7 pm Sierraously Folks

eoffK 68453) 9 pm Poetry Workshot (HAL9000+ 17066)

TTG Trivia Madness Bible Trivia (HiLouie 1083)

Overeaters Anonymous (Della+ 32155) Red Dwarf

NitzerEbb 30413) Kazar Patrol

SINGLES COVE-7 pm MOAV Guild

(Cerebus 35097)

AYN Guild Darkrose 21967)

Collectable Comic Books (Gene 32599)

Force Ten *Private* 5 pm LE Briefing Room

(DoomsSayLE 67574) (Dustin 54008)

Flying Fortresses (FFAndrewC 47377)

TEEN HANGOUT:

Soldiers of the Sky Squad 6 pm (DavidW 49948)

Mortal Kombat SIG 7 nm (DraddogJr 85276) Punx Conference

(Everglade 46040)

RPG ZONE-

Red Dragon Inn Castle of Cool *Private* (Spock 49915)

Cyberdragonz RPG (JasonY 72321) Realm of Traihentria (JohnV 75014)

GO-CHECKERS: Star Wars RPG

(Dakota 71159) Rush Room

(Roy 70438) 7 pm Cyberpunk (Effigy 70640)

Ladies Night Out *Private* (Nutmeg 37448)

TECH TOWER:

BBS Stuff and Info 5 pm (ErichR 45840) Toon RPG (Thaddeus 87676)

Visual Sensory Overload (Azren 37448) *Private*

SPORTS DEN:

MkCLUB

(Aaron 68864) FFB Trade Talk (Stephen 48475) Nasti's Boyz *Private* (NastiNB+ 42112)

DS9 RPG *Private* (Sythe 90757) 6 pm KOTRT-Guild *Private* (SoulStrife 83053)

Star Wars SIG (Jeremy 79976)

(SirWolf 66025) SPADES PLACE:

Jade Tower RPG (SirAce+ 19752)

Electronic Arena (MortKombat 44293) FF2 Game Club

BACKGAMMON DEN:

5 pm (JohnM 93284

(Wraith 54516 Star Trek RPG *Private*

(ComFloyd+ 1260) RIFTS RPG (WhiteNinja 61345)

HEARTS CLUB

DS9 RPG *Private* (Sythe 90757) Inter-Realms RPG

(Krondorf 97666) Mists of Ravenloft RPG (RickF 89730)

MARRIED LIFE:

SotS Guild (Charles 98420) TNG COVenant

(Auggie 19088) MST3 Satelite of Love (MST3KCrow 69762)

SINGLES SPOT:

Computer Games (Alan 89527)

INN UNIVERSITY:

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

(Preregistration required)

SPADES PLACE:

7 pm FF2 (e 52505) 9 pm WVOST (TheWeeler 5892)

Shadowrun RPG

(GrimJack 74165) Romulan Empire RPG (CmdrZalan 84928)

Soaring Allies Squad *Pvt* (DaveSA 91080)

TEEN SCENE:

Storm Warriors (SWThunder 75828)

Computer Gamers 1 pm (Greg 68890) 3 pm Dread Meeting

Joke Etc. (BDOG 47325)

TREE HOUSE.

Keovland Campaign *Pvt* 10 am (TheDM 76129)

(TOMAR 43845) Mystic World RPG *Private* (MaryAnn 89313)

ROARD ROOM-

Shattered Dominion RPG (DominionDM 19154) Christian Conference

(DonRxCC 12419) Dark Nation Guild (Hawk 62305) Hood Questers Guild (Elof 62549)

EUCHREVILLE-

Aces of the Luftwaffe *Pvt* (ALWJaseAce 73432) (deadSBP 60728)

TRIVIA HAVEN:

4 pm Sierra Stumpers (ErikLC 86891) Mike's Weird Trivia

(Mike 75556) TTG Trivia Madness 6 pm TTG Trivia Madness TTG Trivia Madness 8 pm TTG Trivia Madness

CHESS CLUB:

Hawk's Talon Squad 9 am (HTSteath 70654) Seventh Fleet RPG (AdmSunak + 84346) AD&D SpellJammer Private

(TheAztec+ 32515)

HELP ROOM: On the hour 10 am to 5 pm6

New Member Orientation DEV Guild *Private* (Delft 51466) (1st)

Misfits Guild (Krishna+ 42335) (2nd) DEV Guild *Private* 7 pm

(Delft 51466) (3rd) Underworld *Private (Lurker+ 20068) (1st/3rd)

8 pm ShapeShifter Guild (Algeron 62338) (1st/3rd) 9 pm Anime Roundtable (Ranma 46231) (2nd/4th)

PILOTS LOUNGE:

Ten Forward RPG (ComKoloth 85469)

AA Squadron *Private* (AAOsiris+ 33138)

(EKExcalibr 75828)

TEEN HANGOUT:

perheroes RPG *Private* (Eclipse 68084)

Siouxsie Fanatics (Catwoman 72236

Shadow Horde Guild

SINGLES COVE:

Miniature Painting 101 (HANZO 48049) Noon Vigilantes Meeting *Private*

(Manta 45578) 1 pm

Dark Guard (Khorne+ 42473) Star Wars RPG *Private* (Stormer 71389)

GO-CHECKERS:

(Xeon5Kyu 38502) Shadowrun RPG (GrimJack 74165)

Mos Eisley Cantina (Dan 63775)

SINGLES CLUB:

HB Squadron *Private* (HBPuma+ 86323) Stratego Clubhouse (Chuck 59792)

1994 MARCH 1994

SUN	MON	TUES	WED	THUR	FRI	SAT
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

Dark Night's Squad *Pvt* (DKZarx 83440)

RPG ZONE:

Red Dragon Inn Blackmoon Inn *Private* (Darkrose 89411)

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

BACKGAMMON DEN:

Companions Guild *Private* (Ticarro 24055)

Gate Runners RPG *Private* (GateRunDM 13920) (LXMichael 50475) DarkLandsII RPG

(LARS 63618)

Lost Legions Guild *Private* (Ironwolf 14367)

Keepers of the Light Guild (Rummy 22759)

DragonLance (SauronDM 34961)

MARRIED LIFE-Nomads Non Nobles (Terminator 76447)

KOY Dagger Alley *Private* (Shocker+ 39941) Fellowship of Quest *Pvt* (Crimson 69050)

MYSTIC PORTAL:

Nomads (Masal 38723) Red Dwarf RPG (Arithon 66992)

(Paladin 89124)

TOURNAMENTS (GeorgeJr 57842) Terry Brooks

(TBLeader 66414)

CC: KOY Red Garrison (Geoffrey 33114)

FGD AD&D *Private* (Palladium 74954) Beavis and Butthead (Butthead 70948)

RJ Squadron

(RJGhstRidr 22602)

TECH TOWER:

ADDventure RPG *Private* 8 am (Lightning+ 40363) Red Knights Squadron *Pvt* (RKFokker 56134)

Traihentrian Terrain RPG (RTDaphni1 75982) *Pvt*

Computer Audio (Rice 22911)

INN UNIVERSITY. Backgammon Lessons

Noon Medieval and Lessons Spades Lessons 1 pm

Cribbage Lessons 3 pm Spades Lessons 4 pm MedievalLand Lessons

Backgammon Lessons C++ Programming Course

(Preregistration required)

Greens Fees Too High?

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.

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Imaginings

3-D GOLF Continued from page 1

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



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

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

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

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

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

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

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



stream and boasts one of the best views of the mountain landscape. We discussed strategy for each hole, especially the 11th, where there is a fierce uphill slope from the tee. I usually drop down a couple club sizes to get over the hill.



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

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

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

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

EARTHQUAKE Continued from page 3

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

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

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

NORTHRIDGE EARTHOUAKE

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

These electronic connections bring to mind, and seem to validate, the human element of on-line computing. Throughout this horrible and unfortunate catastrophe, computers were indeed the tool that granted us connectivity — but we should not forget sitting behind every one of them, was a living, breathing, and most importantly, a feeling human being.

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

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



Imaginings INN Chess Club News



he newest version of ImagiNation, featuring

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

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

Faster Than a Speeding Bishop!

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

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

Congratulations to both winners!

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

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

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

Prize Tourneys Planned

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

> Club Crowns Top-**Rung Players**

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

Pagony and CrtJester earned the title of 1993 Ladder champions.

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

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

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

Ladder Players Watch the Clock

Games played for the Gold and Blue ladders are now governed by a default time control of G/60, chosen by club vote. However, two players meeting for a ladder game may agree on any other available time control.

Juniors Take Off

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

More 2.3 Goodies

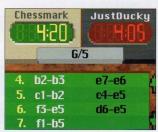
Version 2.3 has other valuable features besides the clocks. Games are recorded in coordinate notation on a move list that can be saved as a text file or im-

> ported into commercial chess programs. Also, games in progress can be restored to any ear-

lier move, allowing players to explore different

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

IM



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

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



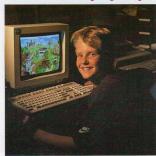
Jonathan Taylor Thomas

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

Jonathan and Zachery play the two eldest sons of Tim Allen on the top-rated television show, Home Improvement. The show is based on Tim Allen's stand-up comedy parodying the macho image and the difficulties of a suburban family



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



Zachery Ty Bryan music and TV shows.

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

INN

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MicoFT: Carrie:	— hello everyone⇔ — Yes - I'm having	

Can You Believe It!

There are actually people out there who think they're smarter than you. It's true! Well now you can show off nationally with INN's version 2.3 NTN Trivia and prove who is who once and for all. Order version 2.3 in The INN Mall, or call 1-800-IMAGIN-1 for details.

IMAGINATION!

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