

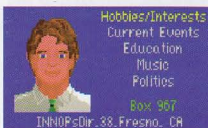
Imaginings

VOLUME ONE / NUMBER SEVEN - NOVEMBER 1993

IMAGININGS IS A PUBLICATION OF THE IMAGINATION NETWORK

9600 Baud Access To INN!

You Asked For It, You Got It!



Effective October 1, 1993 INN members will be able to connect

to INN via selected 9600 baud access numbers at no additional hourly charge! Many of our members have 9600 baud modems already and others are planning to upgrade to 9600 baud (or 14.4 KB) in the future.

Although INN members do not need to operate beyond 2400 baud to fully enjoy all the features of our service, having 9600 baud access availability is more convenient for some. For example, it will significantly speed up the time it takes to download mail. For example, the October 1 issue of the On-Line Times took 26 seconds at 2400 baud compared with 16 seconds at 9600 baud.

Although the change does not apply to all available 9600 baud access numbers, it is

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First National INN Gathering a Great Success!

DALLAS—More than 120 members convened at the first-ever INN National Outing from Thursday, October 14 to Sunday, October 17. The Embassy Suites Hotel, Dallas/Love Field was the site where local *Imaginatives* "Liisa" and "Hal" hosted the first evening of a long weekend of real-life socializing.

The kick-off event was a "Welcome" reception provided by INN. An abundance of tasty hors d'oeuvres set the stage for first real meetings of cyberspace friends.

Everyone wore a name tag with their persona handle(s) on it. There were screams of glee and much hugging as friends met one another in person for the first time. Laura Norman, Director of Member Services, gave a champagne toast to welcome everyone to the event, thanked the key members that made the event happen, and offered warm wishes to the couple scheduled to be married the next day.

After the reception, members broke into two groups. A female group proceeded to a bachelorette party for PamelaJ while the

males high-tailed it to a bachelor party for Nathan.

Friday featured many events, including tours of the Solid Ideas/Rainmaker Software facilities. In the early afternoon, several

continued on page 3

Win a Trip to Las Vegas and CES!

As part of the On Computers Radio Show Trivia Contest tentatively scheduled to start in mid-November (check the On-Line Times for the latest information), INN members with access to version 2.3 SierraLand can participate in a trivia contest. The grand prize is a trip to the January '94 Consumer Electronics Show in Las Vegas!

Here's how the contest works. Every

More details on page 3

Imaginings

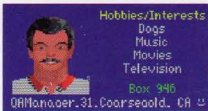
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The ImagiNation Network's Quality Assurance Department



There have been so many things to get excited about here at INN

within the last two months. The release of two variations of version 2.2 (one featuring on-line sign-ups and the other for use by Prodigy-Game Point subscribers), and the addition of a whole new adventure game, *The Fates of Twinion*, have created a new sense of pride among those of us who help get the product to the members. All of these projects made their way from concept, to development, to

testing, and from there to computer screens across the country. Before these products approach disk duplication and release, they must first pass through the Quality Assurance Department, or QA.

The QA Department at INN is composed of one manager, one supervisor, and 12 testers divided into three teams of four people. We

towards the end of its testing cycle just to be sure the games and new code can handle higher levels of player traffic. This is where we are now for version 2.3 as it approaches its release this month.

Testing can be hard, tedious work. Often, hours are spent trying to duplicate a single anomaly. Other times can be quite rewarding. For instance, many of the testers enjoyed playing Stratego for the first time in many years. Other testers gained satisfaction seeing the chess clock, as well as the spades and euchre games that have been so often requested by the members. I personally

Not only are we looking to see if everything works as intended, but we also make sure it will work when someone uses it in ways we don't expect.

look at everything bound for inclusion on the network with a highly critical eye. Not only are we looking to see if everything works as intended, but we also make sure it will work when someone uses it in ways we don't expect! Naturally, such a huge task could not be accomplished by just 12 people when literally thousands are going to be using the software. There are just too many different things that can happen, and that's when we turn to our trusted beta testers.

Normally we use our 500 beta testers in a system of teams. There are 25 teams with approximately eight people assigned to each. We also have 300 beta testers not assigned to any teams who receive the software

remember a couple of rather fun-filled days testing the new NTN Trivia.

Recently, we assembled very specialized testing teams as we worked to release *The Fates of Twinion* and the Prodigy version of INN. For Twinion testing, these teams were composed of people who had mastered *The Shadow of Yserbius* and could look at Twinion with a critical eye and summarize their findings in a clear and concise manner.

For *Game Point*, we had to locate INN members who were also current subscribers to the Prodigy network service. They helped us find, in very short order, what was good and bad in the system that Prodigy and INN had created. In the course of a three-day weekend, we were able to give the software hundreds of hours of testing which would have otherwise taken us weeks to accomplish. In the end, thanks to our Beta Testers, we created a solid system between our two networks.

I hope you enjoyed this glimpse into the INN QA Department. In upcoming issues we'll be giving you an idea of how we bring it all together, what kinds of tools we use for reporting and tracking what our testers discover, and even some idea of what kinds of surprises lie ahead. See you on-line!

PUBLISHER
Philip J. Monego, Sr.

EDITOR
Rich Monosson

ART DIRECTOR
Lori Lucia

CONTRIBUTORS THIS ISSUE

Rick Beardsley
Jeff Leibowitz
Michele Monosson
Rich Monosson
Laura Norman
Macia Bridgman

ImagiNings informs INN members about new developments on *The ImagiNation Network*.

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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 Product 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.

Now Available in "ImagiNary Things"

ImagiNation Mouse Pad\$4.99
Game Modem.....\$39.95

Upgrade in our Member Services Store!

The Fates of Twinion.....\$9.95
Version 2.3 Upgrade (pre-order)\$4.95

INN Gathering
continued from page 1

people met up with the CNN crew in preparation for the wedding of PamelaJ and Nathan. The ceremony was performed according to schedule, with the bride wearing a beautiful lace dress. "Liisa" was her maid of honor. Nathan appeared to be quite calm and composed with "PhillyKid" at his side as best man.

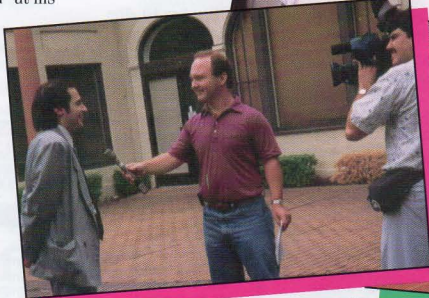
Rather than the traditional throwing of rice, the receiving line blew bubbles onto the couple. CNN recorded the whole event and interviewed many of the guests. A reception was held at the hotel that nearly all attended.

The group broke into two big sections for dinner Friday night. All of the MedievalLand players, and others, joined TXEagle at the "Medieval Times." As house guests of the lord of the castle, the group was entertained with jousting and equestrian/knight competitions.

The more civilized group dined at "Baby Does," a steak and seafood restaurant, with a mining theme. There was a spectacular view of the Dallas skyline from the private room.

Saturday was unscheduled until dinner time, and found many groups of friends get-

ting together for sightseeing and shopping. Several people took a tour of the "dark side" of Dallas on a mission to get tattoos.



CNN interviews the Best Man, PhillyKid.



◀ PamelaJ and Nathan tie the knot.

▼ Members meet and mingle at the hotel.



Some very incredible things were witnessed at the tattoo parlor, and a few members actually got tattooed!

The Texas BBQ was held Saturday night. This all-you-can-eat delicious meal was followed by the commemorative group photo and then dancing. It was a wonderful finale

for the fun-filled days (and nights).

By Sunday the spell was broken and tearfully everyone went their separate ways. Back to their real lives and virtual friends, but with fun and memorable images of the hours they spent together in Dallas.

Win a Trip
continued from page 1

Monday through Saturday you can participate in a special NTN Trivia Game on INN. NTN Trivia is one of the many new games and features included in ImagiNation version 2.3. The On Computers Trivia Games will run at 4 pm, 6 pm and 8 pm (Pacific Time). Each Sunday, a Weekly Final Game will be held during the broadcast of the live call-in radio show, On Computers at 10 am (Pacific Time).

To be eligible for the Sunday Weekly Final game, you must have one of the top twelve scores among the winners of all of the games played Monday through Saturday.

The Sunday game will be announced live on the nationwide On Computers radio show as it's happening! So if you like trivia, make sure you have INN version 2.3 and access to SierraLand to be able to win a fabulous trip to Las Vegas.

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 Mouse Pad FREE! But be careful, this game is definitely not for beginners! Call 1-800-743-7721 for details.

ImagiNation

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The **ImagiNation** Network offers special rooms for clubs and conferences on a vast variety of subjects, addressing as many of our members needs as possible.

This is where you will find Yserbius Guild and Red Baron Squadron meetings. You will also find trivia and role-playing games (RPGs) on a regular basis. In addition, you will find clubs and discussions on a multitude of special interests from politics to self-help groups, poetry to comic books and from video games to fan clubs. Only your **ImagiNation** can limit the number of topics available to members.

The following is the schedule of conferences for the month of November as of October 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* (Angella+ 31866)
- 5 pm Cactus Air Force *Pvt* (CAFWing 64483)

HELP ROOM:

- * On the hour 10 am to 5 pm *
- * New Member Orientation *
- 1 pm Paladins (Advenger 67446) (1st/3rd)
- 6 pm Les Cigogenes Squadron (LCHawker 20506)(2nd/4th)
- 7 pm Silver Chalace *Private* (AlatonGM 33826) (2nd/4th)

MYSTIC PORTAL:

- 1 pm Pagan/Wiccan Conference (Simone+ 37543)
- 4 pm CV Guild (Digita 73574)
- 6 pm RHFS Fan Club (Mikkt 85462)

COLLEGE CAMPUS:

- 6 pm Ranger's Guild Meeting (Skye 56154)
- 7 pm James Brown Hot Tub *Pvt* (JimR 1011)

CHESS CLUB:

- 4 pm Covenant Guild *Private* (Darkoth+ 40763)
- 5 pm Illuminati *Private* (Gorgon 19368)
- 6 pm RIFTS *Private* (Dek 20101)

TECH TOWER:

- 10 am On Computers (TBG+ 66053)
- 2 pm TTG Trivia Madness
- 4 pm TTG Trivia Madness
- 5 pm TTG Trivia Madness
- 6 pm TTG Trivia Madness
- 8 pm TTG Trivia Madness

SINGLES COVE:

- 8 am Savage Frontier RPG (Quar 70001)
- 4 pm Edge Guild (LadyJ 42024)

PILOTS LOUNGE:

- 6 pm Wing Walker Squad *Pvt* (WWBlueMax+ 18340)
- 6 pm Pilot's Hangar (JimmyC 14302)
- 6 pm Sky Wars (BKHavoc 23410)

TEEN HANGOUT:

- 1 pm Church of KOY *Private* (Penney 51637)
- 4 pm HonorBound Guild (Bulldozer+ 55241)
- 7 pm Gamers' Cavern (Johnathank+ 45469)

TREE HOUSE:

- 2 pm MK Squadron (MKTed 52012)
- 6 pm Amateur Programmers (Suprflacker 14609)
- 7 pm KGB Squad (KGBXanth 60915)

RPG ZONE:

- Open Red Dragon Inn
- 11 am Darklands AD&D RPG (LARS 63818)
- 3 pm Bard's Guild *Private* (Shileandre 70395)
- 6 pm Knights of Justice *Pvt* (KingArthur 71151)

HEARTS CLUB:

- 5 pm SciFi/Fantasy Writers Club (Ric+ 62912)

TOURNAMENT ROOM:

- 4 pm Arabian Knights Squad (AKJOJO 35254)
- 6 pm GEOS User HQ (RobDMind 30655)
- 7 pm Dining Room Table (ArcyC 23489)

CARD YARD:

- 4 pm KHAN Guild (Narvakhan 60810)
- 5 pm SCA Clan Mchad (Tmoth 70395)
- 7 pm TORG RPG *Private* (Stormer+ 71389)
- 8 pm Shadow Warriors (Axewolf 47922)

BACKGAMMON DEN:

- 4 pm Council of AYANA *Pvt* (Darkrose 21967)
- 5 pm Strike Eagles Force *Pvt* (SEMICAwg 71766)
- 8 pm RAF Squad (RAFrazor 71155)
- 6 pm Forgotten Reals *Pvt* (Stephin 34748)

MARRIED LIFE:

- 7 pm Pylotus Anonymous (WEKTY 31664)
- 8 pm Metaphysical Conference (NIGHT 56450)
- 8 pm Seattle Supers *Private* (Doomsayer 53527)

GO-CHECKERS:

- 5 pm WEOT Guild (Trevor 76793)
- 6 pm Ultima Dragons (Ballyhoo 68076)
- 6 pm MAJESTICS *Private* (dreadth 82437)

MUNDAY

HELP ROOM:

- 7 pm Aerial Atrocity Squad (ScubaAA 18954) (2nd/4th)

TECH TOWER:

- 6 pm TTG Trivia Madness
- 7 pm TTG Trivia Madness
- 8 pm Blue Monday Trivia (NickChris+ 23850)

BRIDGE CLUB:

- 6 pm Bridge Clinic (BridgeDra+ 38985)

COLLEGE CAMPUS:

- 6 pm 12 Step Recovery Group (Wisteria+ 46608)
- 9 pm CyberAnime (Akira 24626)

BOARD ROOM:

- 6 pm Excalibur Guild *Private* (Diana+ 67958)
- 6 pm Spam (Wilco+ 24331)

RPG ZONE:

- Open Red Dragon Inn
- 6 pm Wing Commander KHAN (Ballout 52089)
- 7 pm RPGO (BlueBerry+ 65048)

PILOTS LOUNGE:

- 7 pm KOY Lance Lair *Pvt* (DC 68396)
- 7 pm PS Etiquette Training (PSRichtof 49343)
- 8 pm Blue Knights Squadron *Pvt* (BKMCloud+ 18621)

CARD YARD:

- 5 pm New York 2192 RPG (MJ 41955)
- 6 pm KOY: Sword Swamp (Innocence 44609)
- 6 pm ZUTB Game Players *Pvt* (Barbh 63698)
- 6 pm Ask the Doctor (LadyDoc 30097)

TEEN SCENE:

- 7 pm Ralleigh Kids (Zack 47973)

TEEN HANGOUT:

- 6 pm Tennis Fan Club (Crystal 71766)

TOURNAMENTS:

- 7 pm AD&D Dark Sun II (Rosser 69094)

GO-CHECKERS:

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

MYSTIC PORTAL:

- 6 pm KOY: Castle Creep (LordJolan) 15392)
- 6 pm Amber Guild (Corwin 69734)
- 7 pm Council of Mystics *Pvt* (Raistlin 77933)

SINGLES COVE:

- 8 pm Xanadu RPG (Laston+ 16223)

TUESDAY

GO-CHECKERS:

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

COLLEGE CAMPUS:

- 7 pm Virtual Pen Society *Pvt* (Cassiopea 71802)
- 7 pm Golden Realm of Yserbius (Danielon 521)

TECH TOWER:

- 6 pm TTG Word Play
- 7 pm TTG Word Play
- 9 pm TTG Trivia Madness

PILOTS LOUNGE:

- 6 pm Zero Hour *Private* (MrWhitner+)
- 7 pm WFT Squadron *Private* (WFTJanet 12515)
- 11 pm Confederate Flyers (CFJinx 81351)

CARD YARD:

- 6 pm DPC RPG *Private* (Aragomd 69872)
- 6 pm KOY: Swords Swamp (Innocence+ 44609)

SINGLES CLUB:

- 6 pm College Experimenters Club (JayT 73915)

- 6 pm HIV/AIDS Info Conference (darleneem+ 22991)
- 9 pm Northwest Singles (NWAngel 67992)

RPG ZONE:

- Open Red Dragon Inn
- 7 pm Star Trek RPG (AdmBerry 65048)
- 7 pm Warriors of Destiny Guild (GrinSwor 56751)

TREE HOUSE:

- 7 pm Hawkeye's Bar and Grill (Hawkeye 63543)

BOARD ROOM:

- 7 pm Diteaux Institute (Blanca 69065)

HELP ROOM:

- 7 pm POY Guild (Iceman 78666) (1st/3rd)

MYSTIC PORTAL:

- 7 pm KAAOS Meeting Hall *Pvt* (CHAOSium+ 34945)

WEDNESDAY

TECH TOWER:

- 4 pm TTG Trivia Madness
- 5 pm TTG Trivia Madness
- 6 pm TTG Trivia Madness
- 7 pm Super Stumper Trivia
- 8 pm TTG Trivia Madness
- 9 pm TTG Trivia Madness

TREE HOUSE:

- 6 pm Black Watch Guild (SirArtoS BW 9835)
- 6 pm Lars' Inn (Gambit 74531)
- 8 pm Lovecraft (DaveWw 39759)

COLLEGE CAMPUS:

- 5 pm They Might Be Giants (MeatLoaf 12937)
- 6 pm Fandom Weys of Pern (Nison 44111)
- 7 pm Soap Talk (Joanne 79041)

CARD YARD:

- 6 pm Black Unicorn Inn (Naton 43812)
- 7 pm Greyhawk (MightyMet 70609)
- 9 pm Air Warriors Squad (AAWaceCO 71613)

HELP ROOM:

- 7 pm Cameleo Guild *Private* (Mordred+ 14169)(2nd/4th)

PILOTS LOUNGE:

- 6 pm Flaming Dragons Squadron (NghtHawkFD 75828) *Pvt*
- 7 pm Lethal Xcutors Squad *Pvt* (LMichael 50475)
- 7 pm CABAL Guild (Raven 49146)
- 8 pm Flying Circus Squad *Pvt* (PCSev+ 16785, FC9JLurker+)

SINGLES COVE:

- 6 pm Shores of Oceania RPG (Creideli 51660)
- 7 pm The Gathering *Private* (Lughe+ 39148)
- 7 pm Vampire RPG *Private* (MikeP 65156)
- 8 pm Texas Zoo Gang (Lissa+ 39492)

- TEEN SCENE:**
- 7 pm Computer Crime Awareness (ScottM 35621)

RPG ZONE:

- Open Red Dragon Inn
- 7 pm Coven of KOY Guild *Pvt* (Pugs 65980)
- 7 pm Realm's RPG (Drouis 69192)

BOARD ROOM:

- 6 pm Magi Guild (GoldLion 43099)
- 7 pm Fellowship Guild (Haggard 39127)
- 7 pm Vigilantes *Private* (Mania+ 45578)
- 8 pm Car Lovers (DavidK 61951)

GO-CHECKERS:

- 7 pm Cyberspace Ethics (WFTNaomi 63351)
- 7 pm F2F Meeting (Doom 79024)
- 8 pm TV News *Private* (ChinaDoll+ 80572)

SPORTS DEN:

- 5 pm Programmers Palace (Zack 47973)
- 6 pm Underdog Guild (SirRash 81828)
- 8 pm Puck Lovers Paradise (LIZ 70943)

MARRIED LIFE:

- 8 pm Girl Talk (FIRE 74640)

THURSDAY

TREE HOUSE:

- 5 pm Horse Lovers (Susan 82044)
- 6 pm Middleman Legends (Arutha 34948)
- 6 pm Comedy Conference (Groucho 46892)
- 8 pm BK Squadron (BKMCloud+ 18621)

COLLEGE CAMPUS:

- 6 pm Star Trek Convention (WLLor- 22358)
- 7 pm TSOY Guild Masters *Pvt* (Kestrel+ 24571)

TECH TOWER:

- 6 pm TTG Trivia Madness
- 7 pm TTG Trivia Madness
- 8 pm TTG Trivia Madness

TEEN SCENE:

- 7 pm Criminals (Infamous 72081)
- 8 pm TeenLife (Genyosha 35344)

HELP ROOM:

- 7 pm BRE Toon Meeting *Pvt* (FlamingFox 69570) (2nd)
- 7 pm KORS Guild (Aphrodite 84224) (2nd/4th)

SINGLES COVE:

- 6 pm Vampire: Masquerade RPG (JohnSteed 40035)
- 6 pm Hockey Conference (TomM 52836)
- 7 pm OSZ Users Group (FrankW+ 21493)
- 7 pm Batman RPG (Tanya 66284)

GO-CHECKERS:

5 pm FAS Squadron *Pvt*
(FASAstn 35280)
7 pm Red Mask Guild-
(Snakeman 69107)

RPG ZONE:

Open Red Dragon Inn
6 pm Beyond AD&D *Pvt*
(Beyond+ 47866)
6 pm The Howl: Elliquist
(Strongbow 42291)

PILOTS LOUNGE:

7 pm PS Training Wing *Pvt*
(PSTBALL+ 46320)
7 pm Death Crusaders
(DCJaseAce 73432)
8 pm RD Squadron *Pvt*
(AirDemonKD 74662)

BOARD ROOM:

6 pm Ranger's Guild
(Leviathon 37309)
7 pm Fellowship of the Wyrren
(Archmage 22364)
7 pm TGAO
(Chris 44013)
12 am Midnight Snack Club
(DanielC- 23835)

TEEN SCENE:

6 pm Paint Gamers Squadron
(EPGclnbc 54447)
7 pm Mucho Metal
(Graphite 51674)

SINGLES CLUB:

6 pm Groupness RPG
(Hydra+ 22364)

7 pm Sky Warriors
(Dustin 54008)
7 pm Flying Fortresses
(FFAndrewC 47377)

TEEN HANGOUT:

6 pm Soldiers of the Sky Squad
(DavidW 49948)
9 pm Fun Conference
(Everglade 46040)

RPG ZONE:

Open Red Dragon Inn
4 pm Castle of Cool
(KingCool 49915)
5 pm Cyberdragoon RPG
(JasonY 72321)
8 pm Realm of Trahentria
(JohnV 75014)

6 pm RIFTS RPG
(WhiteNinja 61345)

SATURDAY**CARD YARD:**

6 pm DragonStone RPG
(SirGwalne 23396)
7 pm FF2
(e 32505)
9 pm WVOST
(TheWheeler 5892)

HEARTS CLUB:

11 am Flying Knights Squad
(FKBobCat 42057)
2 pm USS Infinity RPG *Pvt*
(CmdrFuzzy 80115)

TEEN SCENE:

8 am SM Squadron
(NiteHawkSM 22602)
1 pm Computer Gamers
(Greg 68890)
3 pm Dread Meeting
(Guch 52009)
7 pm Joke Etc.
(BDOG 47325)

TREE HOUSE:

10 am Kowland Campaign *Pvt*
(TheDM 76129)
Noon Devotion Guild
(TOMAR 43845)
6 pm XM Squadron
(JoelKM 24233)
6 pm GateRunners (Key II)
(GateRunsDM - 13920) *Pvt*

BOARD ROOM:

8 pm Dark Nation Guild
(Hawk 62305)
8 pm Hood Questers Guild
(Elf 62549)
9 pm K & G *Private*
(Garrett- 50204)
12 am Midnight Snack Club
(DanielC- 23835)
COLLEGE CAMPUS:
6 pm EOF Guild
(Dragonwind 63530)
6 pm Jagdeschwader
(JGBam 22061)
7 pm Christian Conference
(DonKCC+ 12419)
7 pm SBP Squad *Private*
(deadSBP 60728)

TECH TOWER:

5 pm Mike's Weird Trivia
(Mike 75556)
6 pm TTG Trivia Madness
7 pm TTG Trivia Madness
8 pm TTG Trivia Madness
9 pm TTG Trivia Madness
10 pm TTG Trivia Madness

CHESS CLUB:

9 am Hawk's Talon Squad
(HTStufe 70654)
4 pm AD&D Spellammer *Pvt*
(TheZtec+ 32515)
6 pm Comic Books Club
(Tech9 45654)
6 pm Youth Bible Study
(Mindy+ 46134)

HELP ROOM:

* On the hour 10 am to 5 pm *
* New Member Orientation *
Noon DEV Guild *Private*
(Delt 51466) (1st)
6 pm Misfits Guild
(Krishna+ 42335) (2nd)
7 pm DEV Guild *Private*
(Delt 51466) (3rd)

8 pm Underworld *Private*
(Lurker+ 20069) (1st/3rd)
8 pm ShapeShifter Guild
(Algeron 62338) (1st/3rd)
9 pm Anime Roundtable
(Ranna 46231) (2nd/4th)

PILOTS LOUNGE:

10 am Darkside *Private*
(Vader+ 892)
Noon KOY *Private*
(Kolnstrom+ 892)
3 pm Red Baron Beginners
(FNBBen 80590)
5 pm TA Squadron *Private*
(RobertA- 22611)

TEEN HANGOUT:

3 pm Superheroes RPG *Pvt*
(Eclipse 68084)
8 pm Shadow Horde Guild
(Slash 22569)

SINGLES COVE:

10 am Miniature Painting 101
(HANZO 48049)
Noon Vigilantes Meeting *Pvt*
(Manta 45578)
1 pm The Dark Guard
(Khorne+ 42473)
8 pm Star Wars RPG *Pvt*
(Stormer 71389)

GO-CHECKERS:

11 am GO Club
(Xeon5ku 38502)
1 pm Shadowrun RPG
(GrimJack 74165)
5 pm Mos Eiseley Cantina
(Dun 63775)
6 pm Royal Guard Guild
(PrinceDan 55691)

SINGLES CLUB:

6 pm Realms RPG
(Goldstaz+ 22838)
6 pm Vampires, A Myth?
(Warlock 79310)

RPG ZONE:

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

7 pm Guardians *Private*
(Misten 60330)

BACKGAMMON DEN:

3 pm Companions Guild *Pvt*
(Ticarro 24055)
6 pm Baseball Cards On-Line
(Ernie 80134)
7 pm Trekkers Anonymous
(Riker 74516)
7 pm LX Listenin'
(LXMMichael 50475)

SINGLES SPOT:

9 am Lost Legions Guild *Pvt*
(Ironwolf 14367)
11 am Keepers of the Light Guild
(Rummy 22759)

MARRIED LIFE:

11 am Nomads Non Nobles
(Terminator 76447)
4 pm KOY Dagger Alley *Pvt*
(Sermon 13079)
5 pm Beginners Programming
(Matria 45197)

MYSTIC PORTAL:

Noon Nomads
(Masal 38723)
6 pm Warriors of Twinion
(Belgarath 73941)
6 pm Next Men RPG
(Nemesis 13961)
7 pm Red Dwarf RPG
(Arithon 66992)

TOURNAMENTS:

8 pm Highlander's Guild
(GeorgeJr 57842)
8 pm Terry Brooks
(TB Leader 66414)

SPORTS DEN:

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

1993 NOVEMBER 1993

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				

All times listed are Pacific Time.
Thanksgiving Day is an Imagination Holiday!

MARRIED LIFE:

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

BOARD ROOM:

5 pm KOY Officers
(Sarillon 17634)
6 pm Black Guard of STORM
(Nariel 76132)

CHESS CLUB:

7 pm Chess Club Business
(LadyJay+ 58237)

CARD YARD:

7 pm FF2 Video Game Fan Club
(JP 72687)
7 pm Motorcycling
(Lightning 40363)

FRIDAY**HELP ROOM:**

5 & 7 pm 11/5 Only
One On One With Laura Norman

TREE HOUSE:

5 pm BBS SysOp
(IRSBBS 47329)
5 pm Dragon's End Campaign
(Kruzer 69307)
6 pm Realm's Wanderers RPG
(Venture 59399) *Pvt*
8 pm WIFC
(RickyWIFC 64542)

COLLEGE CAMPUS:

7 pm AGAR Meeting
(AGARLife 43418)
6 pm Empire of Fear RPG
(DonnaElsa 23097)
7 pm Sierrously Folks
(GeoffK 68453)
9 pm Poetry Workshop
(HAL9000+ 17066)

TECH TOWER:

6 pm TTG Trivia Madness
7 pm TTG Trivia Madness
8 pm Bible Trivia
(HiLouie 1083)
9 pm TTG Trivia Madness
10 pm TTG Trivia Madness

CHESS CLUB:

5 pm The MST3K Forum
(Jeff 49240)
7 pm Overeaters Anonymous
(Della+ 32155)
8 pm Red Dwarf
(NitzerEbb 30413)

SINGLES COVE:

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

PILOTS LOUNGE:

5 pm Force Ten *Private*
(AssaultF10 47087)
6 pm LE Briefing Room
(DoomsSayLE 67574)

GO-CHECKERS:

7 pm Star Wars RPG
(Dakota 71159)
7 pm Rush Room
(Roy 70438)
7 pm Cyberpunk
(Eflgy 70640)
9 pm Ladies Night Out *Pvt*
(Nutmeg 37448)

SPORTS DEN:

6 pm MxCLUB
(Aaron 68864)
7 pm FFB Trade Talk
(Stephen 48475)
8 pm Nast's Boxy *Private*
(NastNB- 42112)

MYSTIC PORTAL:

6 pm KOTRP-Guild *Private*
(SoufStrife 83053)
7 pm Star Wars SIG
(Jeremy 79976)
10 pm WolfGang Guild
(SirWolf 66025)

CARD YARD:

7 pm Technocop RPG
(MrMeiser 83895)
6 pm Jade Tower RPG
(SirAce+ 19752)
7 pm FF2 Game Club
(RichG 79924)

BACKGAMMON DEN:

6 pm MacroS II RPG
(Wraith 54516)
6 pm Star Trek RPG *Pvt*
(CaptRozen+ 1304)

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Hobbies/Interests
Reading
Music
Computers
Perf. Arts
Box 337
INNBSMag, #3, Imagin@tion

BULLETIN BOARD REFERENCE GUIDE

The following is an alphabetical list of all the bulletin boards currently and soon to be available on The **Imagin@tion** Network, by board name. Please keep in mind that the list is subject to change and reflects boards that are tentatively scheduled in the near future. Suggestions for new bulletin board topics should be sent to box 80008, or box 937.

ACBL Standard Game CardBridge Parlor
Add-A-Chapter StoriesTree House
AdviceSingles Spot
AdviceTeen Scene
AffirmationsSupport Circle
Air FactiesPilots Lounge
America's BestCollege Campus
AnimationTeen Scene
Antiques and ClassicsCribbage Lane
Arcade GamesTree House
Ask An ExpertBridge Parlor
AstrologyMystic Portal
BG League StandingsBackgammon Den
Backgammon LeagueBackgammon Den
Backgammon TournamentsTournaments
BaseballSports Den
BasketballSports Den
Board GamesFlipFlop Foyer
BoatingCribbage Lane
Boogers TournamentsTournaments
BooksSingles Club
Brain TeasersBackgammon Den
Breaking UpSingles Spot
Bridge Club ActivitiesBridge Club
Bridge Club ActivitiesBridge Parlor
Bridge EtiquetteBridge Club
Bridge World StandardBridge Club
Budget IdeasMarried Life
Campus EthicsCollege Campus
Card GamesCard Yard
Cars and CyclesCard Yard
Checkers StrategiesGO-Checkers
Checkers TournamentsTournaments
Checkers LadderGO-Checkers
Chess AlertChess Club
Chess ChatChess Club
Chess ClubChess Club
Chess Players ListChess Club
Chess TournamentsChess Club
Chess WorkshopChess Club
ClairvoyanceMystic Portal
Classic RockSingles Club
Classical MusicCribbage Lane
CollectiblesSingles Cove
Comic BooksTree House
Community ActivitiesSenior Center
Community StandardsINN Help Room
Computer AudioTech Tower
Computer EthicsTech Tower
Computer GamesTree House
Cribbage StrategyCribbage Lane
Cribbage TournamentsTournaments
Current EventsBoard Room
Deaf and Hearing ImpairedSupport Circle
DebatesSingles Club
Disability IssuesSupport Circle
Drawing BoardKids Under 12
Electronic RPGsRPG Zone
ElectronicsTech Tower
Environmental IssuesBoard Room
EthicsBoard Room
Family ValuesMarried Life
Fantasy RPGsRPG Zone
Fantasy Sports LeagueSports Den
Favorite BooksKids Under 12
Fine ArtsBackgammon Den
Flight SimsPilots Lounge

FlipFlop LadderFlipFlop Foyer
FlipFlop TournamentsTournaments
FootballSports Den
Friend-to-FriendTeen Hangout
GM-Players ForumRPG Zone
GardeningHearts Club
GenealogySenior Center
General DiscussionBackgammon Den
General DiscussionBridge Club
General DiscussionBridge Parlor
General DiscussionCard Yard
General DiscussionCribbage Lane
General DiscussionMystic Portal
General DiscussionSenior Center
General DiscussionSierra 2
General DiscussionSingles Cove
General DiscussionSingles Spot
General DiscussionTeen Hangout
General DiscussionTeen Scene
General InterestINN Help Room
General SportsSports Den
Go! GeneralGO-Checkers
Go! Players ListGO-Checkers
Go! StrategiesGO-Checkers
Go! TournamentsGO-Checkers
GobbledygookCard Yard
Graffiti TournamentsTournaments
Great Chess GamesChess Club
Ham RadioSingles Cove
HardwareTech Tower
HauntingsMystic Portal
Health and MedicineSierra 2
Hearts StrategyHearts Club
Hearts TournamentsTournaments
Heavy Metal MusicTeen Hangout
HobbiesKids Under 12
Hobbies and CraftsBackgammon Den
Hobbies and CraftsSenior Center
HockeySports Den
Home ImprovementsSenior Center
Home Video GamesTree House
Homework HelpersKids Under 12
How Do You Bid This HandBridge Club
How To Pick a CollegeCollege Campus
How ya beenSierra 2
Hug RequestsSupport Circle
INN BugsINN Help Room
INN Events & Get-TogethersINN Help Room
INN Shortland <RFL>Card Yard
INN TournamentsPilots Lounge
Info from **Imagin@tion**Every Room
International PoliticsGO-Checkers
InvestmentsSingles Cove
Jam SessionSingles Cove
JapamationTree House
Ladder RoundsChess Club
Language and LinguisticsFlipFlop Foyer
Lemmings and LizardsTrivias Haven
Life in the 90sSingles Club
Making Marriage WorkMarried Life
Meeting People in the 90sSingles Spot
Member TournamentsFlipFlop Foyer
Member to MemberINN Help Room
MiniGolf TournamentsTournaments
Misc RPGsRPG Zone
MoviesSingles Club
Multi-Genre RPGsRPG Zone
MusicHearts Club
MythologyBoard Room
On-Line EthicsCollege Campus
Painting TournamentsTournaments
ParapsychologyMystic Portal
ParentingMarried Life
Partnership DeskBridge Parlor
Partnership DeskBridge Club
Pen PalsSierra 2
Performing ArtsBackgammon Den

PetsCard Yard
PetsKids Under 12
PhilosophyBoard Room
Physical FitnessSierra 2
Pilots and Squads WantedPilots Lounge
PoetryHearts Club
PoetryTeen Scene
Poker TourneySierra 2
PoliticsBoard Room
Post Tourney Results HereBridge Club
Post Tourney Results HereBridge Parlor
Prayer RequestsMarried Life
Private Notes to the Inn HostEvery Room
Programmer's ForumTech Tower
Progressive Rock MusicTeen Hangout
Puns and RiddlesFlipFlop Foyer
QuotationsINN Help Room
RPGORPG Zone
Rap MusicTeen Hangout
RecipesHearts Club
ReligionBoard Room
Remember WhenSierra 2
Rhyme and RhetoricMarried Life
Rocket/Quiz TournamentsTournaments
RomanceSingles Spot
SchoolKids Under 12
SciFi RPGsRPG Zone
ScienceTech Tower
Science FictionTree House
Serious Add-A-ChapterGO-Checkers
Sheinwold on BridgeBridge Parlor
Sierra GamesTree House
SightingsMystic Portal
Single ParentsSingles Club
SinglesSingles Spot
Sky Wars TournamentsPilots Lounge
Sneak'Atz TournamentsTournaments
Soap OperasMarried Life
SoccerSports Den
SoftwareTech Tower
Speakers' CornerTrivias Haven
Special EventsChess Club
SpiritualismMystic Portal
Star TrekRPG Zone
Success StoriesSupport Circle
Suggestions INNHelp Room
SurvivorsSupport Circle
Teachers' ForumHearts Club
Tech NotesTech Tower
Teen HangoutTeen Scene
TelevisionSingles Club
Tennis and GolfSports Den
The Dating GameSingles Cove
Thought for the DaySenior Center
Time ManagementCollege Campus
Tournament Info and WinnersBridge Club
Tourney Info and WinnersBridge Club
Tourney Info and ChampionsTournaments
Tourney and Lesson Sign-upsBridge Club
Tourney and Lesson Sign-upsBridge Parlor
TravelHearts Club
TriviaTrivias Haven
Trivia Game Schedule and RulesTrivias Haven
Trivia News and ScoresTrivias Haven
Trivia GamesTrivias Haven
Twelve-Step ProgramsSupport Circle
User TournamentsPilots Lounge
User TourneysCard Yard
Vacations and ResortsSenior Center
Video GamesKids Under 12
What's New In BridgeBridge Club
Wine and CheeseCribbage Lane
Write for Tech HelpINN Help Room
Writers' CircleCollege Campus
Yerbusid StrategyTree House
Zany Add-A-ChapterTeen Scene



INN Bridge News

A Safecracker's In the Parlor

The ImagiNation Network has hired a code cracker. Don't worry programmers, his name is Alfred Sheinwold and during WWII he was the chief code and cipher expert for the American Allied Services. Head of cryptographic security, Sheinwold doubled as the resident safe-cracking expert of the OSS, an early manifestation of today's CIA. He has since gone on to write a bestseller which has sold more than two million copies, and writes a 35 year old syndicated column which is published in some 200 newspapers.

The code word here is BRIDGE. Sheinwold is not only one of the most widely read authors on the subject, he also has had hundreds of tournament victories and has served the American Contract Bridge League (ACBL) in many capacities.

The ImagiNation Network is proud to have Sheinwold's column, from the Los Angeles Times Syndicate, currently on-line in the Bridge Parlor. Three columns are published weekly.

'Sheinwold on Bridge' currently shares its byline with Frank Stewart, another respected teacher and author. Stewart is the author of 17 books and has published hundreds of technical articles and humor pieces in most of the world's leading bridge magazines. He was co-editor for five years of the most widely-circulated of these, *The Contract Bridge Bulletin*, which is published by the ACBL. Stewart is currently co-editing the Fifth Edition of the *Official Encyclopedia of Bridge*.

A visit to the Bridge Parlor might not buy you expertise at safe cracking but will surely aid and enhance your bridge game.

If you play any interesting hands on ImagiNation, submit them to PRGRichard, Box 14959, for possible use in the column.



Alfred Sheinwold

World Bridge Champion and Author Kit Woolsey Comes to INN Bridge Club

Forty members of the INN Bridge Club attended a conference where Kit Woolsey, World Bridge Champion, contributor to all the major Bridge publications and author of three excellent books on bridge.

Partnership Defense,
Modern Defensive Signalling, and
Matchpoints,

gave invitational forums on partnership defense. On September 28 and 30, Kit fielded questions about all aspects of defense and gave the attendees invaluable advice. To these members, these were truly red letter days.

INNBridge and INN Honor served as hostesses and were delighted at the opportunity to learn along with our club members. They will be arranging other special events for bridge-playing members of INN in the near future.

CHESS CLUB NEWS

Lots of things are happening in the Chess Club these days! Our first Open House, organized by Welcoming Committee Chairman MacDuff, was a lot of fun. Club Champion Tiger22 accepted simultaneous challenges from nine club members—and won eight! The only challenger who scored a victory against the champ was Chessnut18—congratulations to all who participated. Our Masters Committee also staged a blitz demo, with games at 10 seconds per move—it was amazing to see chess at that level played that fast.

Our Game of the Month winner for last



Forest16's move, 23. Bh6.G5, was the turning point.

month was Forest16, who chose psychology to set the stage for a great game against MrDog on our Gold Ladder. "I had played him before and knew he preferred an open game with lots of tactical chances. So I deliberately played for a closed game." The

resulting Stonewall Defense won the September contest.

Speaking of the ladder, we also crowned our third-quarter champion September 30. Play2Ke21 is our new Club Champion, with nine wins on the top level of the Gold ladder! Ken, playing on the intermediate ladder, is our new Blue Ladder champ.

Our fourth-quarter ladder champions will also be declared Best of the Year on December 31, so there's plenty of time for new members to get involved. You can start ladder play any week—just drop by the Chess Club and read the directions in the LADDER ROUNDS topic on the club's bulletin board. We now have ladder rounds eight times a week. It's a fun way to get in a little "serious chess."

9600 baud access to INN
continued from page 1

in effect for the following cities and access numbers:

Atlanta, GA	404-688-1212
Baltimore, MD.....	410-244-0470
Boston, MA	617-338-0002
Charlotte, NC	704-332-4023
Chicago, IL	312-938-5462
Cincinnati, OH.....	513-579-1593
Cleveland, OH.....	216-575-0811
Columbus, OH.....	614-461-8671
Dallas, TX	214-653-0840
Denver, CO.....	303-745-3285
Detroit, MI	313-965-3011
Houston, TX	713-228-0705
Kansas City, MO.....	816-421-5783
Los Angeles, CA.....	213-937-5526
Miami, FL	305-358-5349
Milwaukee, WI.....	414-271-2420
Minneapolis, MN.....	612-324-0033
New Orleans, LA.....	504-524-7442
New York, NY.....	212-206-0256
Newark, NJ	201-624-8843
Oahu, HI	808-536-3886
Philadelphia, PA.....	215-854-0589
Phoenix, AZ	602-254-1903
Pittsburgh, PA	412-281-8326
Portland, OR.....	503-295-0337
San Francisco, CA.....	415-956-2256
Seattle, WA	206-625-1386
St. Louis, MO.....	314-421-1376
Washington, DC	202-659-2733

So, for those of you able to use these new access numbers, congratulations! And for the rest of our members, we'll continue to work on ways to further reduce costs for all the residents of ImagiNation. Accessing 9600 baud requires INN version 2.3 available around the end of October.

Special Access Explained

Recently about one out of ten INN members learned (through the billing screen when first entering ImagiNation)



INN has been forced to add a surcharge to access from selected dial-in locations. The sites are referred to as Special Access Sites with the fee being called a Special Access Surcharge. "What is Special Access and why am I lucky enough to be afflicted?" you may ask. It's not an easy subject. Since I was the only one failing to take a step backward when General Manager Philip Monego

asked for volunteers, I got the nod to explain it.

The Packet Data Network (PDN) has access points (modems) in over 700 cities within the continental United States. These modems represent your local connection point when dialing into INN. Most of these cities have their own dedicated equipment and are directly connected into the nationwide system for communication back to the INN Data Center. However, some do not have their own equipment because the number of callers from the local area is small. They are called Special Access Locations.

To provide these communities local access, and avoid telephone company long distance voice rate charges, a dedicated communication line is connected to the nearest city that does contain its own communication equipment. This electronic "umbilical cord" solves the communication issue, but causes a pricing issue. Even though this type of connection between cities is cheaper than voice connections, it is still a connection subject to tariff with charges dictated by governmental regulation.

INN is, by far, the least expensive service of its type in the world (even with special access surcharge). We have been able to provide low rates through extensive use of technology and serious negotiation with

Packet Data Network providers. Our member fees are so low INN cannot continue to absorb the charges associated with these Special Access cities and locations. It is for this reason, and this reason alone, an hourly surcharge is being added for members calling from these locations effective October 22, 1993.

The Special Access Charge does not effect most INN members. Even so, we will continue striving to "level the playing field" providing inexpensive access to all of our members without regard to where the four winds may have taken them.

One On One With INN
Presents Laura Norman

Director of Member Services, Laura Norman, is the featured guest for November's **One On One With ImagiNation**. Join her on



Friday, Nov. 5, for two one-hour conferences at 5 pm and again at 7 pm in the

INN Help Room. Under her direction are Technical Support, Sysop Organization, Member Support, and Correspondence. Bring your questions, comments and suggestions but be sure to arrive early as space is limited.

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*\$4.95 for shipping and handling. Available in the Member Services Store in the INN Mall, or call 1-800-IMAGIN-1.

