TAGAGINION NETWORK • OCTOBER 1994 VOL. 2 • NO. 10

BACK TO SCHOOL

As books and pencils are supplanted by hard drives and CD-ROMs, you may find yourself wondering how The ImagiNation Network fits into your child's education.

Kids will tell you ImagiNation is fun. But as

you become more familiar with the Network yourself, you soon realize that it's more than fun — ImagiNation is a unique community where kids can grow and develop, both intellectually and socially.

Still, you wonder what role a parent plays in the world that includes our ImagiNation community. Just as you've taught your child to look both ways before crossing the street, there are also ways to help your child navigate the neighborhoods of ImagiNation.

The first task is to become familiar with what ImagiNation has to offer. Our on-screen

activities map will guide you to the different choices. Some places on the map, like CasinoLand adults-only conversation rooms, are simply off-limits to kids.

Many spots, including INN University, are places where age simply isn't an issue – common interest and ability are more important. Other spots, like CyberPlex (see the related story in *Imaginings*) are **made for kids**.

Wherever your child goes in the
ImagiNation neighborhood, you'll want
to be one step ahead. Some things to
talk about:

■ Each time your child signs onto ImagiNation, we ask for a secret password. It's especially important that your child keep this password a secret. Membership and privileges can be taken away if a member doesn't follow the guidelines we've established for ImagiNation. (Members who use abusive language, for example, may be asked to leave.) Kids who share a password with friends who don't follow the rules may lose some important privileges.

- continued on page 7

LEARNING THE LINGO

Kids seem to have a language of their own. It's no surprise that kids of all ages who communicate online have developed slang that is specific to the network. Some examples, including shortcuts that make it easier to type in messages:

Cyberspace: The "world" in which people who use the network converse.

Cyberpunk: Someone who navigates well in Cyberspace.

GA: Short for "go ahead," meant as an encouragement to let someone know you're listening.

<G>: Grin

<VBG> Very big grin

BCNU: Short for "I'll be seeing you."

CUL8R: Short for "See you later."

These "emoticons" offer a way to express emotion. ImagiNation members press the Alt key plus one of keys 0-9 to help get the picture across:

_	Sillie	< AIL 1>
::	Sadness	<alt 2=""></alt>
ë	Laughter	<alt 3=""></alt>
	Tears	<alt 4=""></alt>
::	A kiss	<alt 5=""></alt>
X	Anger	<alt 6=""></alt>
 6	Eagerness	<alt 7=""></alt>
=	Wink	<alt 8=""></alt>
*	Love	<alt 9=""></alt>
Ø	Not allowed	<alt 0=""></alt>

A WHOLE NEW WORLD FOR IMAGINATION KIDS

ImagiNation kids will soon be exploring new territory online – CyberPlex is coming to the ImagiNation Network early next year.

CyberPlex from Bright Star Technology will be the newest addition to the ImagiNation neighborhood, with a wide variety of games that encourage educational development.

The games offered include:

GuessASketch: a drawing game similar to "Pictionary," to polish skills in conceptualizing

SpeedSmarts: a racing game, where cars are powered by solving mathematical equations MemoryMatch: a matching game of words, definitions, phrases and equations, to encourage

associative reasoning

WriteABluff: a bluffing game, similar to "Bamboozle," where players make up definitions for obscure words and build vocabulary

Caverns: an action adventure game that makes history fun, where you can explore

ancient ruins and civilizations

DID YOU KNOW?

College-bound students who own desktop computers may soon have the edge over their classmates who go without. In California, where many computing and education trends trace their roots, three state universities (Humboldt State, Sonoma State and Cal Poly-San Luis Obispo) may soon make ownership of a desktop computer a prerequisite for admission.

GO TO THE HEAD OF THE CLASS

by INNUBrian, an instructor at INN University

The name of the course I teach is "Advanced Assembly Language." I know it sounds serious and dull - the kind of course you're likely to find at a real college.

But my students know better.

Every Sunday night, I join in the pre-class chat about five minutes before we're scheduled to start. One week, the conversation gravitated toward the Soccer championship. Another week, we shared the latest gossip about the Internet.

As the last few members drop in, everyone quiets down and waits for me to ask the usual:

"Any questions before we begin."

And then the screen really lights up as we launch into a programming-related topic. One week, we discussed the programming theory behind "Doom." Everyone gives some input, and we try to come up with some general conclusions.

We get along well, and so we sit around like the big group of friends we are and talk about a little

bit of everything, all the while sharpening our programming skills.

When the discussion draws to a close, my students are still eager to learn something new, and so I upload a short text file that explains the next topic on our syllabus. I elaborate on the topic while students toss in their questions.

Each week as we learn something new, we're all one step closer to becoming expert programmers. Before class ends, I sometimes suggest a project. The most infamous of all is definitely "the Tron game." I suggested it after the very first class I taught. My students had already graduated from the beginner class, and they were ready for a real challenge.

They found that challenge creating a game modeled after the light car scene from the movie Tron. Some students teamed up together for the project. Others tackled the challenge alone. Everybody went farther than the suggested parameters, creating some amazing programs that went beyond anything I imagined.

To this day, my mailbox still fills up with code sent by former students who want me to take a look at just one more version of their Tron game.

Who says learning can't be fun? My students have a blast getting quality instruction. And after graduation? Some of my students have their sights set on professional level game programming, just as soon as they graduate.

A NOTE FROM THE DEAN When I first began to learn computer programming - a lifelong dream - I found it when I have began to learn computer programming—a meiong aream—1 round it very difficult. With neither the time nor the money to take any of the courses offered at the local community college. I rought mucolf scarring with a cheen "Regioning DOC" very ameuit. With neither the time nor the money to take any or the counses officed the local community college, I taught myself, starting with a cheap "Beginning DOS"

From this experience came the vision of INN University. Here, members can learn

anything – from DOS and Windows, WordPerfect, dBase and desktop publishing to And while you can never quite be a kid again, we can teach you how to play – we offer courses in Cribbage, Spades, Go and Chess, among others, including many of your creative writing, Spanish and much more.

favorites from SierraLand, MedievaLand and CasinoLand.

We'll even teach you now to sun — sun the internet, anyway.

And when the Windows version of ImagiNation is up and running, we'll be taking We'll even teach you how to surf – surf the Internet, anyway. off with even more options. In the WordPerfect class, for example, you'll soon be able to have the program itself up and running at the same time that your on-line teacher is under the program user up and running at the same time that your on-time teacher is guiding you through the basics. And how does it strike you to run a multimedia Spanish guiuning you unrough the basics. And now does it strike you to run a multimetua 3P tutorial program, courtesy of INN University, at the same time that you're actually

Here's hoping I'll be seeing YOU in class! attending class?

INNUSusan

INN University Dean

GISTE

Classes are filling up for the fall session of INN University, which starts September 24.

The program has grown to include courses in programming languages like dBase, Pascal, **QBasic and Advanced Assembly** Language. Plus, INN University offers courses on how to write a resume, how to use WordPerfect and desktop publishing, as well as courses in Spanish and **Novel Writing.**

We've got fun and games, too, including special courses on the games you'll encounter in SierraLand, Medievaland and Casinoland.

For a complete listing of INN University courses, see the conferences schedule on page four.

To register for an INN University course, drop a note in the E-mail box number listed underneath the course name. You can also register by leaving a private note in the University Room, if you have no E-mail account.

Courses that teach games need no special registration. To improve your games, just drop in on a class.

AYE CARAMBA!

広島ボート

広島ホート

© 1993 Eric Lawton. All rights reserved.

Above: "Temple Pond", Suzhou, China. Right: "Japanese Boats", Hiroshima,

Lawton will chat live with ImagiNation members Sunday, October 30 at 2 p.m. Pacific time in the Tree House.

PICTURE PERFECT



You may have seen his startling images of man and nature on the pages of The New York Times magazine or Conde Nast Traveler

Now you've got a chance to chat live with and learn more about Eric Lawton, an award-winning photographer who has captured on film the most beautiful spots on earth - remote mountaintops in Nepal, lush valleys on the Hawaiian islands and an austere lighthouse in Denmark, to name a few.

Lawton has just collaborated on a book that pairs his photographs with eclectic

passages from such thinkers as Lao Tzu, Sappho, John Keats, Langston Hughes and others.

Ten lucky ImagiNation Network members will win an autographed copy of the book, The Soul of the World. To enter the giveaway, send your name and a way to reach you to: E-mail Box 941. You can also post your entry on the ImagiNation Bulletin Board, "Notes to ImagiNation" or send a postcard to ImagiNation!, Attn: Eric Lawton, 577 Airport Blvd., Suite 300, Burlingame, CA 94010.

Lawton's photographs have been exhibited and published worldwide and are included in the collections of the New York Public Library and France's Bibliotheque Nationale.

Meet Lawton live on Sunday, October 30 at 2 p.m. Pacific time in the Tree House.

The BartMan, a.k.a. Nancy Cartwright, the voice of TV's favorite smartypants, chatted exclusively Friday evening, September 9, with the winners of the ImagiNation Network weeklong "Simpsons" trivia contest.

Cartwright, an ImagiNation newcomer, signed on with a "Yo, what's happening," and set about setting the record straight on Bart, the "Simpsons" show, why she likes having a "Simpsons" pinball machine in her living room, and what it's like to be a cartoon voice for 16 years. (Bart's not the only 'toon in Tinseltown, you know!)

From the conference:

lynx: Why don't you suggest to the writers that Bart gets a PC and meets Some On-line Loonys????

Nancy: Actually, there's an episode coming up this new season where some computer hackers help Bart out in a situation...

MK2Alan: Why is Bart still 10 and in the 4th grade, vet four Halloween specials have passed and about two shows taking place in the summer have been on??

Nancy: It is called "successful action." If you found that every time you went down Lexington Avenue you found a hundred dollar bill, why would you then go down Lincoln Street... dig? I am not a writer on the show, obviously, but I doubt that Maggie will ever say more than the "Daddy" we heard, and I doubt that Homer will ever be smart.

lynx: I LOVE that Simpsons pinball machine!

Nancy: Oh, the pinball machine is totally cool: I have one in my living room! They gave it to me! At first, Fox wasn't going to give any of the actors a pinball machine and we were all like totally bummed! So I went ahead and bought one (at cost.) Then, three months later, they decided to give us all one anyway.

So I sent this new pinball machine to the largest drug rehab center in the US... "Narconon."

Sarge: Are the actors in the same studio at the same time, or do you do the voice-overs at different times?

Nancy: Unless someone is off having a baby(!) or filming something else, we are always working in a studio, like old radio. The mikes are set in a semi-circle and we start at the top and take it from there, one take at a time. The great thing about voice-overs is that you can pretty much "phone it in!"

Brady: Did you do any on-camera work before. . .?

Nancy: I did quite a few guest appearances on everything from "Cheers" to "Empty Nest," and "Mr. Belvedere"... a lot of people might remember me as the girl that got zootzed into Cartoonland in "Twilight Zone: The Movie."

Cartoons & Comics	5 p.m.	MONDAY	9 p.m. X-Men and More	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
	Uncanny Xmen Fan Club TREE HOUSE (Feron 79108)		X-Men and More SPADES PLACE (TimV 93440)				
omputers & Games	7 p.m. Dead Programmers Inter HUSS-SMS() (ICEMANS) (ICEM	8 p.m. Future Games & Software TREE HOUSE (RJ+ 513)		5 p.m. Programmers Palace SPORTS DEN (Zaok 47973) 6 p.m. Masters HEL SCENE (Killer Con "4853) Computer Gaming Club (EEN HANGOUT) (Avane 118133) 7 p.m. Flight Simulators CHESS CLUB (Avalance 30559)	5 p.m. NBJ Jam SPORTS DEN (NBJWhitey 107276) 7 p.m. DES Laese Group SPADES TOD OF Hayers BACNSOMMOND EN (Master 12/514) 8 p.m. Sport NBJW Base TECH TOWER (William 77374)	5 p.m. Stuff and Info 1805 Stuff and Info 1ECH TOWER (Endah 45980) 6 p.m. VGP and VGP (Endah 45980) 1 mEE HOUSE (LCChris 37788)	10 a.m. Beginning BBS'ing TECH TOWER (Ren+58848)
ames & Strategies	5 pm. TTG Trivia Madness TRIVIA HAVEN 7 pm. TTG Trivia Madness TRIVIA HAVEN 8 pm. TTG Trivia Madness TRIVIA HAVEN 8 pm. TTG Trivia Madness TRIVIA HAVEN Special Event Sundays Mark TRIVIA HAVEN Special Event Sundays Seventeen magazine's Solfia Anniversary Trivia Quiz	6 pm. TITG Trivia Madness TRIMA HAVEN Pridge Clinic BRIDGE CLUB (Bridgebri 8391) 7 pm. TITG Trivia Madness TRIMA HAVEN Pridge TRIMA HAVEN (NiexChris+ 23850)	5 p.m. SPEP ream Conference SNBGIES DELIX (PEPKYCHEE SOLIX (PEPKYCHEE SOLIX SNBGIES DELIX (PEPKYCHEE SOLIX SNBGIES DELIX (PEPKYCHEE SOLIX SNBGIES DELIX SNBG	Jum TTG Trivia Madness TRIVIA HAVEN B D.M. TTG Trivia Madness TRIVIA HAVEN B D.M. TG Trivia Madness TRIVIA HAVEN B D.M. TRIVIA	6 p.m. TTG Trivia Madness TRIVIA HAVEN 7 p.m. TTG Trivia Madness TRIVIA HAVEN Chess Club Business Chess Club Business (NRMAIchael- 997) B.p.m. TTG Trivia Madness TRIVIA HAVEN	6 D.T. TITS Trivia Modness TRIVIA HAVEN TRIVIA HAVEN PaintBall Talk SINGIES OLUB (Matl 2505) 7 p.m. TTG Trivia Madness TRIVIA HAVEN FF2 Game Club SPALES FLACE (Florid) 1920-8 TG Trivia Madness TRIVIA HAVEN	11 am Colub EUCHRE II BU COLUBRE II BU COLUBRE II BU COLUBRE II BIDIO TIVIO I FIVI A HAVEN A P. D. T. T. T. VI. A MADIONE STRIVIA HAVEN BU COLUBRE II FIVI A HAVEN BU COLUBRI II FIVI A HAVEN BU COLUBRE II FIVI A HAVEN BU COLUBRE II FIVI A
INN University	2 p.m. Beginning Assembly Language Box 760 Box	4-6 p.m. Homework Holline INN UNIVERSITY 6 p.m. However Holline However Holling However Holling Beginning C++ NN UNIVERSITY BOX 727 7 p.m. Beginning WordPerfect INN UNIVERSITY Chess BOX 777 Chess How UNIVERSITY Spades 8 p.m. How UNIVERSITY 8 p.m. 8 p.m. Beckgammon How UNIVERSITY 1 p.m. 1	4-6 p.m. Homework Hotline INN UNIVERSITY 5 p.m. Cribbage BY	4-6 p.m. Homework Hotiline INN UNIVERSITY 6 p.m. Spanish Syanish Box 708 7 Windows Windows NN UNIVERSITY Box 708 7 Euchre INN UNIVERSITY Red Baron	4-6 p.m. Homework Holline INNU UNIVERSITY 7 p.m. Spades INNU UNIVERSITY DOS INNU UNIVERSITY BOX 703	6 p.m. Visual Basic NNU JUNIFERSTY BOX 730 P. D. T. D.	10 a.m. Cribbage INN UNIVERSITY 11 a.m. Backgammon INN UNIVERSITY Noon Yserbius Silerratand INN UNIVERSITY 2 p.m. Silerratand INN UNIVERSITY 5 p.m. Go Backgammon Backgammon Backgammon Backgammon Backgammon Backgammon Silerratand INN UNIVERSITY 6 m. Backgammon Back
	1 a.m. Paladias Paladias HELP PRODM (1st & 3rd Sunday only) (Markenger 5746) 3 p.m. (Pargane ourl 101/14874) 3 p.m. (Pargane ourl 101/14874) 5 p.m. SCA Clan Mebaud (Majakiyola 69330) 6 p.m. SCA Clan Mebaud (Majakiyola 69330) 6 p.m. Meros for Hire Guild TECH TOWER (Majakiyola 69330) 6 p.m. Meros for Hire Guild TECH TOWER (Majakiyola 69330) 6 p.m. Meson (Majakiyola 69330) 6 p.m. Meson (Majakiyola 69330) 7 p.m. Silver Chalace HELP ROLM (Majakiyola 69300) 6 p.m. Meson (Ma	5 p.m. Amber Guild Amber Guild LUCHE II (288) Excellibre Guild SNIGLES DEUX (Moran Sund Sund Sund Sund Sund Sund Sund Sun	5 p.m. Armagoddon Guild EUCHRE III (Flash South Flash	6 p.m. ROC suild ROC suild ROC suild REC FROOM with suild RELP ROOM with suild RELP ROOM with suild RELP ROOM with suild RELP ROOM with suild ROC SUILd Aumobrie RELP ROUM WISTIC PORTAL (Lord's 160038) RWSTIC ROOM RELP ROOM REL	6 p.m. GOT: Lance Lair GOT: Lance Lair GOT: Lance Lair GOT: SRRA2 (AJAX 109064) GOT: RRA GOT:	4 pm. Build of the Golden Arrow Build of the Golden Arrow Academy (Adam) 12906 (Adam) 12906 (Adam) 12906 (Adam) 12906 (Adam) 12906 (Adam) 12906 (Adam) 12907 (Ada	9 am. Lost Logione Guild Lost Logione Guild SINGLES SPOT (Innwool 14367) ROT SPADES PLACE (RangerCrAI 39802) 3 pm. Rot Vidence (RangerCrAI 39802) 3 pm. Rot Vidence Ridge MARRIED LIFE (Unin 94701) 4 pm. Rot Videnan Ridge MARRIED LIFE (Batuluras 61339) 5 pm. Companions Guild BACKGAMON DEN (Hasan 71900) Defending Angels Guild SINGLES DEUX (Nivana 102115) 6 pm. Adventure Guild MARRIED LIFE (Scrape 13017) Mistiffs Guild HELP ROUM (Pal Saturdays only) (Kristina 42335) 7 pm. SOF Lance Lair MYSIC PORTAL

SUNDAY MedievaLand Guilds

p.m. Continu KOS Guild MYSTIC PORTAL (Krondor 86634) League Of Veldare SPADES 100 (SirNick 82228) NOR High Council (Leto 92464)

MONDAY

TUESDAY

WEDNESDAY p.m. Continued Coven of KOY Guild RPG ZONE (Pug+ 65980)

Protectors of Yserbius MYSTIC PORTAL (Kharolis 102683) Twinion Dwellers Guild CHESS CLUB (Duplicator+ 73050) FUN Guild SINGLES DEUX (Crvs 88364)

THURSDAY

SOF: Raptor Reach (SirJorge 83803) SINGLES DEUX (VanHelsing 72797) FRIDAY

SATURDAY Aces Guild RPG 70NF

(Thomas+ 102263) Soldiers of Fortune TECH TOWER (Kyra 128756)

HELP ROOM (1st & 3rd Saturdays only) (Lurker+ 20068)

ShapeShifter Guild HELP ROOM (1st & 3rd Saturdays only) (Algeron 62338)

Shadow Horde Guild TEEN HANGOUT (Slash 22569)

nn Club TOURNAMENTS (Beethoven 102586) They Might Be Glants EUCHREVILLE (MeatLoaf 12937)

Billy Joel Fan Club SPORTS DEN (PianoMan 21153)

7 p.m. Guitar Club EUCHRE II (KCobain 33101) Noon Led Zep Fan Club (Isildur 101911) MTV/VH1 Talk

HEARTS CLUB

Political & Social

p.m. Commonwealth Club HELP ROOM (1st & 3rd Sundays only) (Chinook+ 114758) Ditteaux Institute

8 p.m. TV News EUCHRE II (SukiTV 68460)

6 p.m. Republican Forum (JoshM 122220)

10 a m Anarchist's Underground TREE HOUSE (BlackJack+ 76909)

6 p.m. HIV/AIDS Info Conference SINGLES CLUB (darlenem+ 22991)

p.m. **GH Squadron Operations** PILOTS LOUNGE (GHDarkOne 21593)

ing Walker Squad Pilots Lounge (WWBlueMax+ 18340)

5 p.m. Hell's Bandits Squad TREE HOUSE (HBMagnum+ 81551) Holy Air Force TEEN SCENE (HAFJubilee 89367) KO Squadron PILOTS LOUNGE (KOGuido 116904) Flying Warlords Squad HEARTS CLUB (FWSnake 75829)

6 p.m. Sky Wars PILOTS LOUNGE (SkyGrupWM 86135) Les Cigognes Squad INN HELP ROOM (2nd & 4th Sundays only) (LCJim 22806)

Soaring Allies Squad RPG ZONE (MattSA 36444) RAF Squad BACKGAMMON DEN (RAFRazor 71155)

Joining Luftwaffe (LWCurt 71140)

Aerial Atrocity Squad (2nd & 4th Mondays only) (ScubaAA 18954)

8 p.m. Blue Knights Squadron PILOTS LOUNGE (BKMalice+ 22916)

7 p.m. WFT Squadron PILOTS LOUNGE (WFTJanet 12515)

DeathCrushers Squad PILOTS LOUNGE (DCManda 55228 5 p.m. RC Squadron EUCHRE II (RcXcaliber 83440)

Colorblind Dogfighters Squad PILOTS LOUNGE (CD Merlin 14572)

6 p.m. Rolling Thunder Squad HEARTS CLUB (RTWashout 60859) Sky Hunters PILOTS LOUNGE (SHRattler 14497)

7 p.m. Lethal Xecutors Squad PILOTS LOUNGE (LXMichael 104114) 8 p.m.
Flying Circus Squad
PILOTS LOUNGE
(FCSev+ 16785, FC9Lurker+)

g Police Squad Flying Police St EUCHRE II (FASAsten 35280)

p.m. Death Crusaders PILOTS LOUNGE (DCJaseAce 73432)

p.m.
Force Ten
PILOTS LOUNGE
(AssaultF10 47087)
Black Widows Squad PILOTS LOUNGE (BWAce 120513) 6 p.m. Black Dragon Squad PILOTS LOUNGE (Sniper 95018) Lafavette Escadrille

Squad PILOTS LOUNGE (HeroLE+ 71625) 7 p.m. Red Knights Squad 9 a.m. Hawk's Talon Squad CHESS CLUB (HTSteath 70654)

Killer Serpents (KSCobra 38563) Desert Fighters Squad

SPADES TOO (Justin 73346) SINGLES DEUX (BWAce 120513) SBP Squad EUCHRE II (SBPdead+ 60728)

Once you find a conference you're interested in, find out where it is by the bold type (for example, MYSTIC PORTAL, SPADES

PLACE). These are waiting rooms in the Clubhouse. Once in the waiting room, click the Go to button, select A Conference, and then click on the conference name desired - you'll join immediately. And remember, you can always start your own conference! Just drop a line to box 931. It's that easy!

This October schedule is subject to change. The most

accurate, up-to-date schedule can always be found online in Town Hall under Conference Schedule. All times listed are Pacific time. All conferences listed in blue italies are private and require approval from the conference's host (displayed in parentheses with their mailbox number) to attend.

Member-hosted conferences and any comments, suggestions or advice given therein do not necessarily reflect the opinions of The ImagiNation Network, Inc.

Religious & Spiritual

p.m. Pagan and Wiccan MYSTIC PORTAL (Simone+ 37543)

5 p.m. Bible Study & Discussion (Peace 69872) Metaphysical Conference MARRIED LIFE (NIGHT 56450) Noon Chapel of KIGS MYSTIC PORTAL (RShotgun 46672)

NEXT Look for a revised Bulletin Board listing that makes it

easy to find the groups you want to join!

Psychic/Mystic Conference MYSTIC PORTAL (Gwydion+ 111067)

p.m. Christian Conference SINGLES DEUX (DonRxCC 12419)

Role-Playing Games

Red Dragon Inn RPG ZONE Magic: The Gathering RPG ZONE

Dangerous Journeys EUCHREVILLE (Traveller+101529)

Circle of the Dagger SINGLES DEUX (MikeH 107272) Toon SPADES TOO

Red Dragon Inn Magic: The Gathering

4 p.m. Me and My Dragon SINGLES DEUX (Calamar 58925) p.m. New York 2192

SPADES PLACE (MJ 41955) TREE HOUS

Red Dragon Inn Magic: The Gathering RPG ZONE

3 p.m. Theatre de Vampires RPG ZONE (Armand+ 72917) 4 p.m. Gnar SINGLES DEUX (DMFuzzbut+ 78277) Star Trek Club

TREE HOUSE (Seth 111797)

Red Dragon Inn RPG ZONE Riftwar Saga MARRIED LIFE (Arutha+ 94720)

5 p.m. BattleTech MARRIED LIFE (BtechPlayer) Realms of Ayskria SPADES TOO (AyskriaWM+ 98896) 6 p.m. USS Phoenix

SINGLES DEUX (CaptGrant 53752)

AC&C SINGLES DEUX (CEOHamster 99046)

Red Dragon Inn

Magic: The Gathering RPG ZONE

Dragon's End Campaign TREE HOUSE (Kruzer 69307)

Red Dragon Inn Magic: The Gathering RPG ZONE

4 p.m. Wanderers of the Realm TREE HOUSE (Venture 59399) Castle of Cool

(Spock 49915) MYSTIC PORTAL (Sythe 90757)

Red Dragon Inn Magic: The Gathering RPG ZONE a.m. Time Warriors

TEEN SCENE (ALWZIT 102285) Time Warriors

SPADES TOO (ALWZIT 102285) 10 a.m. TREE HOUSE (TheDM 76129)

SUNDAY BACKGAMMON DEN (Gorgon 19368) War of the Lance RPG ZONE (GregDM 52609)

The Gathering MARRIED LIFE (Lughe+ 39148) The Purge MYSTIC PORTAL (Nemesis+ 13961) ST Alliance (LtCVanyon+ 91540)

7 p.m. Gamers Cavern TEEN HANGOUT (JohnathanK+ 45469) Star Trek Enterprise BACKGAMMON DEN (Kevin 138331) TORG SPADES PLACE 8 p.m.

MARRIED LIFE (Doomsayer 53527)

TUESDAY MONDAY

> (AdmBBerry 65048) World of Terath SINGLES DEUX (KiraDM+ 79917)

WEDNESDAY 6 p.m. Continued Spitle of the Spinx SPORTSDEN (ByronDM+ 40311) RPG ZONE (Drous 69192)

Rotian's Sceptre EUCHRE II (Byron 40311)

LET THE GAMES BEGIN!

RPG ZONE (BlueBerry+ 65048)

USS Galaxy

RPG ZONE (CaptBell 55010)

Rosser 69094)

AD&D Dark Sun II TOURNAMENTS

As The ImagiNation Network has grown, the number of online tournaments and clubs has skyrocketed We're working hard to keep up, but we need your help. Send us information about upcoming tournaments and details of your club, and we'll return the favor. We'll publish updated listings and help get the word out to other ImagiNation members, and may even provide some cool prizes!

It's simple to register your tournament or club: write to the Club Registry at E-mail Box 699, or drop us a line at Imaginings, 577 Airport Blvd., Suite 300, Burlingame, CA 94010, or post to any "Notes to INN" Bulletin Board. To include your information in Imaginings, we need the information at least three weeks before the start of the month in which the tournament or special event takes place.

THURSDAY

SATURDAY

FRIDAY

5 p.m. Continued Dragon's End Campaign

(Kruzer 69307

SINGLES DEUX (CEOHamster 99

Star Trek BACKGAMMON DEN

EUCHHE II (FIţAdmKyle+ 108678)

(ComFloyd+ 1260)

USS Potemkin

Ranma 1/2 SINGLES DEUX (Mousse 114071)

Seitch Jacurutu

SINGLES DEUX (Rayek 79283)

8 p.m. FR Adventures

(Warlock 110235)

1834

6 p.m.

DragonLance TREE HOUSE

TEEN SCENE (ghBEAVIS 131672) Superheroes TEEN HANGOUT (Eclipse 68084 Shadowrun RPG ZONE (TheAztec 32515)

Dark Sun HEARTS CLUB (Ferro+ 109132) Death Caverns (Death 132112) Amber TECH TOWER (Chezni 95305)

6 p.m. AD&D Planescape BACKGAMMON DEN (FWMasmune+66812 Gate Runners BACKGAMMON DEN (GateRunDM 13920)

7 p.m. Red Dwarf MYSTIC PORTAL (Arithon 6692) Star Trek MYSTIC PORTAL (CaptTommy 102263) 8 p.m.

Star Wars SPADES TOO (Stormer 71389) RIFTS TOURNAMENTS (GMLoki+ 101288)

Special Interests 1 p.m.

Half Dome Bug Squad TECH TOWER (Catie 35390) 5 p.m. The Gathering MARRIED LIFE (Lughe+ 39148)

7 p.m. James Brown EUCHREVILLE (JimR 1011) un Hot Tub The Dining Room Table TOURNAMENT ROOM (ArcyC 23489)

9 p.m. Caveat Emptor TOURNAMENT ROOM (MrBoddy 23637)

6 p.m. Virtual Pen Society TREE HOUSE (Casiopia 71802)

TOURNAMENTS (LadyDoc 30097 p.m. Raleigh Kids (Zack 47973)

Ask The Doctor

10 nm

6 p.m. Food Fun and Recipe Club (Princess+ 84036)

7 p.m. Old timers Reunion GO SIERRA 2 (3rd Tuesdays only) (Kathyf 132614)

9 p.m. Northwest Singles (NWAngel 67992)

Aquarium Club (ChuckH 76648)

> (Centauri 33907) Rehel Freedom Fighters EUCHRE II (Peg+ 110470) Texas Zoo Gang SPADES TOO (Liisa+ 39492) Lorn RPG ZONE (Ric 62912)

5 p.m. Great Ones SINGLES DEUX (Scanless 102708)

TREE HOUSE (Danny 72523)

p.m. Angel's Party TEEN HANGOU (Angel 129404)

Vigilantes SINGLES DEUX

(Manta+ 45578)

FF2 EUCHRE I

(Doom 79024)

Coalition MARRIED LIFE

Cyberspace Ethics EUCHRE II (WTNaomi 63351)

6 p.m.

Horse Lovers TREE HOUSE (Susan 82044) PQ4 SIG MYSTIC PORTAL (PQ4Dan 115590)

Midkemian Legends BACKGAMMON DEN (JimTheHand 71625)

p.m. Disneyana TREE HOUSE (Mufasa 114327) Criminals TEEN SCENE (Infamous 72081) Hawkeye's Bar & Grill TREE HOUSE (Hawkeye 63543)

YPI TECH TOWER (Cassy 30807) Beads MARRIED LIFE (RayC 42585)

5 p.m. **Bodyslam** BACKGAMMON DEN (JohnM 93284) Two Ears Club (Marcie 60887)

7 p.m. Teen Talk TEEN SCENE (KatieK 133621)

8 p.m. Nasti Boyz SPORTS DEN (NastiNB 91802) p.m. Poetry Workshop

(Hal9000+ 17066) MST3 Satellite of Love

TEEN HANGOU (Kathy 124257) Le Circle Français (Frenchy 50335) 4 p.m. STAWTLIBC

People With 2 Ears Club

TEEN HANGOUT (MikeL 129261) 6 p.m CC Social Group

TOURNAMENTS (1st & 3rd Saturdays only) (MarianneG 49838)

Joke Etc. TEEN SCENE (BDOG-47325) WVOST SPADES PLACE (TheWeeler 5892)

Anime Roundtable (2nd & 4th Saturdays only) (Ranma 46231) Road Kill Kafe

(DeadPool 61016)

Sports Events SPORTS DEN 7 p.m. Sports Events SPORTS DEN 8 p.m. Puck Lovers Paradise SPORTS DE (TJZ 70943)

Sports Score TEEN SCENE (JohnOwens 105791) NBA Jam Conference SPORTS DEN (AgentSteve 119977)

Sports Events Sports Events

Support Groups

6 p.m. 12 Step Recovery MARRIED LIFE (Wisteria+ 46608)

p.m. Victims No More TOURNAMENTS (StarChild+ 35377)

7 p.m. Desert Hearts Club TECH TOWER (Nina/MARgot+ 80101)

6 p.m. Deaf Community (RobertVI 90833)

Television & Movies

Pythonites Anonymous MARRIED LIFE (Qwerty 31664)

New Movie Talk

6 p.m Star Wars Reunion MARRIED LIFE (Kaleicy 76841)

5 p.m. M*A*S*H (Hawkeye 100334) 7 p.m. Soap Talk EUCHREVILLE (Joanne 79041) New TV Shows TEEN HANGOUT

(Ann 90644)

Three Stooges Info Line TREE HOUSE (SteveG 80339)

Letterman Asylum

Liquid TV Club TEEN HANGOUT (JustinK 117861)

Star Trek Remembrance (AndrewW 115511)

- "SCHOOL" continued from page 1

■ Remind kids to be cautious about revealing personal information online. Similarly, advise them not to believe everything they read online. Above all, tell them to trust their instincts!

If a conversation becomes uncomfortable, your kids can "mute" further messages from a particular person. And if they receive a message that is abusive or inappropriate, tell them to complain right away to an online ImagiNation employee, identified by the "INN" label at the beginning of their online name.

- Make being a part of ImagiNation easy on everyone in the family. To use ImagiNation, you dial in with a modem and a household phone line. Some families have a 2nd phone line installed so no one misses an important call while the computer is in use.
- Make sure the family computer is accessible to everyone who needs to use it. Some families with more than one computer sign up for more than one ImagiNation account so that parents and kids can go online at the same time in the evening.
- Make the computer a comfortable place to be. Avoid backache with a well-built, adjustable chair. And make sure you have adequate lighting in the room and a good-quality monitor to minimize eyestrain and glare.
- Finally, take your own place in the ImagiNation community. If you haven't joined us already, take the time for a stroll around the ImagiNation neighborhood. You may find that you like it here, too.

- "NEW WORLD" continued from page 1

Games on CyberPlex are designed for children ages 7-14, with skills levels from beginner to advanced. A feature that sets CyberPlex apart from other game systems is that it allows children to "team up" and learn how to collaborate to meet a goal.

Another fun detail: CyberPlex has additional facial features, including animal forms, for players to use in creating their ImagiNation personae.

Also, CyberPlex has a "trophy case" where the best players get awards for top-notch performances.

Special Events



Think You Know Music?

Play top-of-the-charts trivia in Billboard's Music Mania contest Wednesday nights in October from 7:30-8 p.m. Pacific time.

We're celebrating Billboard magazine's 100-year anniversary. For a century, Billboard has reported on the music and entertainment industry. From turn-of-the-century circuses and vaudeville to the jukebox and rock-and-roll. Billboard has covered it all.

And for **ImagiNation** members who happen to

October 5, 12, 19, 26, from 7:30-8 p.m. Pacific time on NTN Trivia in Sierraland.

know it all, we've got exciting Billboard merchandise for the top five winners each night.

Join us live on NTN Trivia in SierraLand Wednesday nights October 5, 12, 19, 26, from 7:30-8 p.m Pacific time.



Who's That Girl?

That Seventeen girl sure doesn't look her age. Seventeen magazine has been quiding young girls toward womanhood for 50 years

Over the years, one of the favorite sections has become the

October 2, 9, 16, 23, from 4-4:30 p.m. Pacific time on NTN Trivia in Sierraland.

monthly quiz. With a few well-crafted questions and some zany

multiple-choice answers, a girl can find out what kind of life she leads.

Now, join the editors for a special trivia quiz. And find out if you know as much as you think about the magazine that one out of every two teenage girls in the U.S. reads.

Top winners will receive Seventeen magazine merchandise and/or subscriptions.

The Seventeen magazine Trivia Quiz takes place every Sunday afternoon in October on NTN Trivia in SierraLand, October 2, 9, 16, 23, from 4-4:30 p.m. Pacific time.

MAGINATION! In explanation

During the last month, portions of your ImagiNation service have been disrupted several times. To explain what happened, we informed you after the temporary Post Office closure that we experienced an "unusual system event."

As my mailbox attests, many of you felt that wasn't a good enough explanation! Unfortunately the closure was the first in a series of events which truly were unusual. A component of our host complex failed, and the failure affected another part of our service.

With a system as sophisticated and complex as ImagiNation, there are bound to be problems that are not anticipated. It's like driving a car. You can rotate the tires and change the oil every 3,000 miles, but if you run over a nail, you still have a problem. Last month, The ImagiNation Network ran

The good news is we have the best mechanics working on the problem. We employ some of the top people in our industry to manage our system, and they are working 24 hours a day to ensure that ImagiNation is a system you can count on.

Also on the upside, we used the downtime last month to continue upgrading the "back end" of ImagiNation. (See the story by Matt George in the August 1994 Imaginings.) This upgrade process should be complete in November. Future issues of Imagining will keep you up-to-date on our progress.

I cannot promise there will be no further "unusual system events." However, I can assure you we will do everything possible to guarantee your service is as interruption-free as possible.

In the coming months, I will be addressing more of the issues you're interested in – things such as pricing, our new games and the plans for our new Windows version.

See you on ImagiNation!

Tom Pomeroy, a.k.a. TomP

Tom Pomeroy is the Vice President of Marketing and Sales at The ImagiNation Network.

Fresh Face We've made some changes at *Imaginings*. Longtime editor Rich Monosson has moved on to new projects. We wish him well and welcome our new editor. Gretchen Lee.

You may have noticed some design changes in our look, too. We'd love to hear what you think of the new design. Drop us a line at E-mail Box 915 or write *Imaginings*, 577 Airport Blvd., Suite 300, Burlingame, CA 94010.

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QUESTIONS OR COMMENTS

Drop a line to Gretchen Lee, Imaginings Editor, at E-mail Box 915 or 577 Airport Blvd., Suite 300, Burlingame, CA 94010.

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