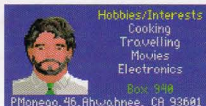


Imaginings

VOLUME ONE / NUMBER EIGHT - DECEMBER 1993

IMAGININGS IS A PUBLICATION OF THE IMAGINATION NETWORK

A Holiday Message from Philip J. Monego, Sr.



This is the time of year when many of us take a little time to look back and reflect on the past 12 months. Personally, I find myself reflecting back even further. I think a lot about the two

years since I joined, what has become, The **ImagiNation Network**.

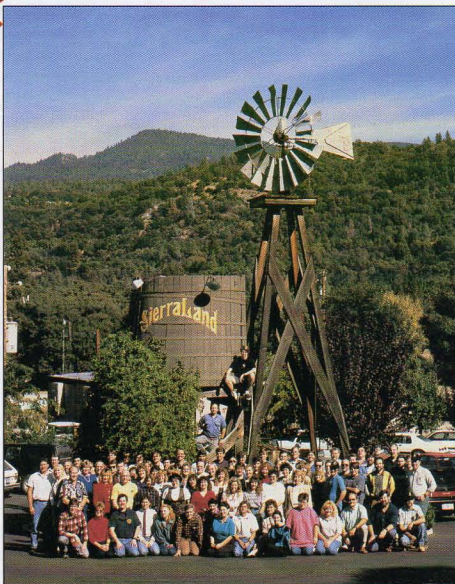
In December 1991, what was then The Sierra Network had just released software version 10 and was happily supporting its first 1000 members. The "Data Center" consisted of two 386 computers and one 486 server. Those were the days before **ImagiNation** when the Constant Companion (now the Clubhouse) was the only place to go. When sometimes it would take 15 to 30 minutes to find someone interested in playing the same game that you were. At TSN, there were about a dozen dedicated people occupying a small corner of sub-leased office space idealistically working to create something that had never been done before - an

continued on page 2

New INN Pricing Lower Basic Fee No Daytime Surcharge Full "Land" Access

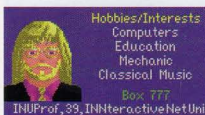
In response to many and frequent member suggestions over the past year, effective December 1, 1993 there will be a new membership and pricing structure for all *new* INN members. Current members can remain at their current membership level.

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Everyone at The **ImagiNation Network** wishes you, your friends and your family, the happiest of holiday seasons.

The INNteractive Network University Makes Its Debut in December



are the limits of our own imaginations. Now we want to help our members to stretch their own imaginations, by opening the INNteractive Network University. With regu-

larly scheduled classes in a wide range of interests, we intend to offer something for all of our members.

From the fun topics of how to play computer games, to the technical topics of DOS and Computer Programming. From Creative Writing and Home Finance, to continuing education for certain career fields. There

are the limits of our own imaginations. Now we want to help our members to stretch their own imaginations, by opening the INNteractive Network University. With regu-

continued on page 12

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Imaginings

A Publication of The ImagiNation Network

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Holiday Message continued from page 1

affordable, true real-time, interactive entertainment environment for the whole family. Not a service for computer programmers and not a service to manage your stock portfolio, but a *place* where you could go to play games, meet new friends and renew old friendships. A *special place* that was there whenever you needed a challenge or a friend. A *place* where you would always know you could find friendly, hospitable individuals with common interests.

Over the last two years, much has changed. Eighteen months ago, we outgrew our cramped office space and moved into The Old Barn. The Old Barn is a 104-year-old converted wooden barn that was taken apart board by board and nail by nail and moved to its present location 10 years ago. In the first seven years in its new location, it housed a very popular barbecue restaurant. Not the kind of place that you would necessarily

expect the world's fastest-growing interactive on-line entertainment service to evolve from. But then again ... maybe its the clear, clean air of the Sierra Nevada foothills that stimulates the kind of creativity that is *ImagNation*.

While the Sierra foothills may be a great place to be creative, it's not the best place to find excess office space for a fast-growing company. In January 1992, The Old Barn restaurant closed and thus The Old Barn restaurant became The Old Barn Technology Center in May 1992. We

So what might the members of *ImagNation* look forward to in 1994? More of the same and *more...* Now that v2.3 has shipped, we are busily working on v2.4. Some of the things to expect from *ImagNation* include Sports – fantasy sports leagues and multiplayer team sports games. Education – with a heavy bias towards entertaining ways to learn. Simulation – to learn what it would be like to create and manage a "virtual" stock portfolio and compete with the best Wall Street analysts and other INN members for prizes.

By the end of next year, some of you will see INN coming into your homes in a whole new way – through your television.

thought we had found a little heaven in Oakhurst, California. Seven thousand square feet of our own space and the ever-present scent of barbecue steak "to boot." Within five months we introduced *ImagNation* and quickly outgrew The Old Barn. Member Services was signing up 2,000 to 3,000 new members a week and we were busting at the seams. Mobile office trailers were brought in (we couldn't find any more empty old barns) and Member Services grew from four to 40 people within 60 days. We are now happily housed in four adjacent buildings and are looking to expand again in 1994.

Along with the growth came some unexpected problems. Our billing systems couldn't keep up with the added load and our telephone system was disconnecting more members than it was connecting. Those of you who were members then will remember those days all too well.

Fortunately the billing and telephone problems are well behind us. The "Data Center" now has almost 40 computers including the most sophisticated UNIX technology available. We have added dual redundant data communications paths, a Virtual Private Network and enough uninterruptible power supplies and diesel generators to keep us going for four days without electricity.

The year 1994 will also bring us new ways to access INN. In the late summer we are planning to support Sega Genesis platforms on INN using a newly-developed peripheral/modem device and keyboard. Also by the end of next year some of you will see INN coming into your homes in a whole new way – through your *television*. We will be announcing soon our participation in various interactive cable TV trials that will begin to be tested next year.

Its all very exciting ... but then, I began this letter to you by reflecting. So I would like to end it on the same theme. Over the last two years I have had the very great pleasure of working with an extraordinary group of very talented and dedicated people here at INN. I have met many of our members both on-line and in person. These are relationships that I will cherish for the rest of my life. It is all of you that make *ImagNation* the *special place* that it is.

Speaking for all of us at The *ImagNation* Network, we thank you for your participation, patience and loyal support. We all wish you and your family our best wishes for the happiest of holiday seasons with joy and prosperity in the new year.

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ImagNings informs INN members about new developments on *The ImagNation Network*.

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One On One With *ImagNation* Presents Philip J. Monego

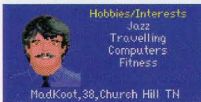
As a special holiday treat for INN members, December's One On One With *ImagNation* proudly presents two hour-long conferences with Phil Monego, General Manager of The *ImagNation* Network. Join him in the INN Help Room on Friday, December 17 at either 5 pm or 7 pm where he will be available to answer questions and listen to your suggestions or comments. Space is limited, so arrive early. If the conference is full when you arrive, please be patient and space will become available as members leave.

INN

INN

Pioneering Prompt Postal Service

A short history of the American Love Letter



Sam sat at his desk and composed his message. It was a love letter,

and using the latest in modern technology, the message would make its way to his loved-one's mailbox with unbelievable speed. Sam was amazed at how the world had changed in so short a time. He reveled at how this modern miracle could keep alive a romance between his sweetheart in Sacramento, Calif., and himself in Saint Joseph, Mo.

Sound familiar? It should, but I'm not referring to electronic mail. If you paid attention to your history in school, you already knew that Saint Joseph, Mo., and Sacramento, Calif., were the beginning and end of the Pony Express.

Sam's "modern miracle" was the country's first horseback relay mail service. The reliability and speed of the system was unheard of during the period between 1860 and 1861. A typical letter took eight days to make the Missouri to California trek. Today, e-mail, instant messages, and chat rooms are common tools people use to facilitate on-line relationships.

If a typical e-mail message took eight minutes, much less eight days to complete its path, Sysops would be inundated with complaints from impatient users. We are smack in the middle of the information age and anything slower than instantaneous isn't good enough!

There are thousands of stories of relationships forged on-line. Tales of friendships developed through a computer are becoming commonplace, even in the mass media. Recent pieces on on-line romance by Time Magazine, Jerry Springer, Jane Whitney, Jenny Jones, and USA Today, indicate that the general public is fascinated by the subject, and are signing on to on-line systems (like INN) in record numbers. In researching our books, my wife Deborah (SheKoot) and I have met hundreds of new friends who have shared their on-line experiences with us.

Yes, some have had their hearts broken, but we've found this happens at about the same rate as in the off-line world. On the other hand, many we've met have created lasting friendships and loving relationships

that would never have happened if not for systems like INN.

Imagine this: a third-year resident in "family practice" in Tennessee who is too busy to date, meets the woman of his dreams in a New York writer with two kids who can't get out of the house. They marry 81 days later, and after five years they are still a happy family.

Admittedly, it could happen in the off-line world, but it did happen on-line, and it happened to us. That's our story, but it is nice to know we are not alone. The same story is echoed throughout the paths of cyberspace by hundreds, perhaps thousands of couples, and our file cabinet overfloweth!

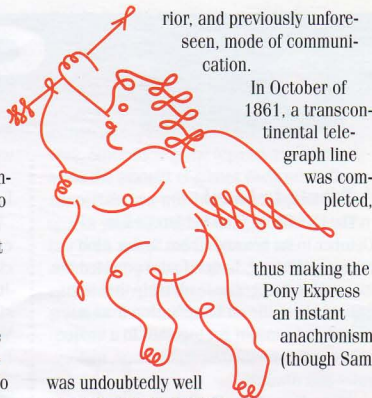
You have the advantage of being pioneers of a new frontier. People you meet on-line today may be friends for years to come. No matter where you move, you're always just a keystroke away from your network friends and family. You can meet scores of new people every night without having to leave your home, brave the streets, or buy a single consumable.

Exploring these relationships and forging a true community on-line will keep things interesting for the near future. There is one caveat, however. Recall Sam's "miracle technology." Were you surprised to find that the Pony Express only operated for one year? The truth is, it was made obsolete by a supe-

rior, and previously unforeseen, mode of communication.

In October of 1861, a transcontinental telegraph line was completed,

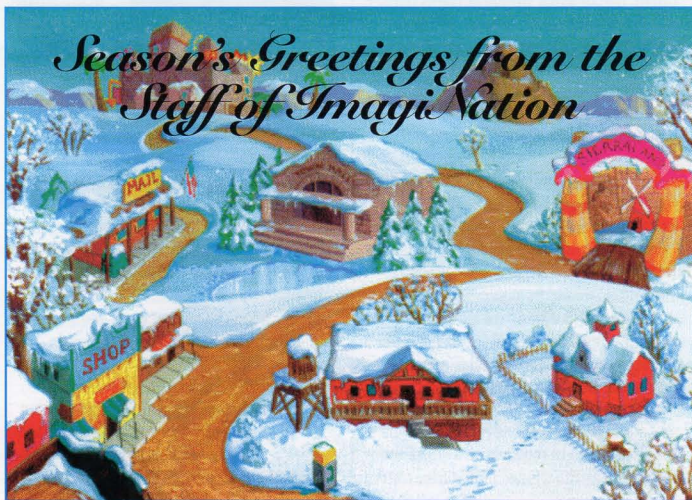
thus making the Pony Express an instant anachronism (though Sam



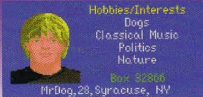
was undoubtedly well pleased with the development). What new system is going to emerge over the horizon that will make our e-mail, chat rooms, and MedievalLand look like the Pony Express? The mind boggles.

In future articles, Deb and I would like to highlight interesting stories of on-line relationships from INN. If you have a great story to share with the readers of *ImagiNings*, write to us! If you'd just like to tell us that you've had an on-line friendship, and its outcome (good or bad,) we'll collate the results of that informal, unscientific survey and report back in a later piece.

Editor's Note: Steve and Deborah Baumrucker are the authors of, respectively, Love at First Byte and Lovenotes From the Net. They live with their twin sons, Sean and Travis, and a menagerie of animals in the foothills of the Appalachian Mountains.



CHESS CLUB NEWS



Hobbies/Interests
Dogs
Classical Music
Politics
Nature
Box: 5280A
MR06g, 28, Syracuse, NY

A Tribute to LadyJ

The INN Chess Club bid farewell in October to its beloved Chess Sysop, club leader and friend, LadyJ. LadyJ provided the inspiration and gentle leadership that transformed chess life on ImagiNation from a casual and random get-together to a unique community with its own institutions, history, rules and rewards.

Soon after joining the network, early this year, LadyJ helped initiate many member-run activities, including an ongoing ladder tournament, e-mail games, special events for youngsters and much more. The growth and success of the INN Chess Club is a tribute to her inexhaustible supply of ideas, energy, patience and kindness.

LadyJ left INN last month to pursue a new opportunity in her career. We wish her the best and hope that she will return soon.

Gaijin Tops Swiss Tournament

Nearly 50 players participated in a six-round tournament — the first on INN to use the Swiss System. In this type of tournament, players are matched for each round according to their cumulative tournament scores, until in the last round the two players with the most wins face each other.

Gaijin, one of INN's strongest chess players, won first place with a score of 6-0. Second place was taken by Sparky, always a dangerous competitor, edging out CrisP18 in a tie-breaking game. Both scored 5-1 in the Swiss rounds. Gaijin, Sparky and CrisP18 win their choice of a Sierra game or one of the door prize options. The door prize winner was Barry, who gets his choice of an INN version 2.3 upgrade, The Fates of Twinion upgrade or one month on a 30-hour account.

Third Quarter Ladder Champs

The club's two ladder competitions showed clear champions for the third quarter, which ended Sept. 30. More than 100 players compete in the ongoing ladder games, climbing one rung for each game they win and dropping a rung for each loss. Champion on the Gold Ladder, open to all players, was Play2Ke2, known in the club as a sharp tactician. Ken was the winner on the Blue

Ladder, reserved for intermediate players.

Top ladder players for the fourth quarter, crowned Dec. 31, will be declared club champions for the year. The club Junior/Scholastic Committee is planning to start a new ladder for junior players once Version 2.3 is ready. Contact Chessala at Box 32196 for more information.



Pagony resigned after 31. R67+.

Bodacious Game Wins Monthly Glory

With moves that were truly appropriate for his handle, Bodacious played the white side

of the risky King's Gambit to take honors for September Game of the Month after 31 entertaining moves. The game was played September 20 for the Gold Ladder.

Inter-Club Match Heats Up

ImagiNation's two-game match with the America On-Line Chess Club promises an exciting, tactical contest. Go to the Special Events topic on the club Bulletin Board to see INN's best chess minds in action. All chess players are welcome to vote for the club's next move. Majority vote decides. Cast your vote today and help INN Chess to victory!

Lessons from a Grandmaster

Grandmaster Roman Dzindzichashvili of the INN Chess Club is conducting a series of on-line group lessons, entitled Improving Your Chess Intuition. The first lesson, The Art of Attack: Intuitive Sacrifices, was held on Tuesday, October 19. Watch the club bulletin board for notice of future lessons. **INN**

Complaint Policy Explained



Hobbies/Interests
Football
Golfing
Box: 923
JenB, 32, Oakhurst

In the almost three years since ImagiNation's inception, our interactive family has grown into a Cyberspace community. As exciting as this growth is, and as enthusiastically as we greet each new member, expansion does present us with new challenges.

A continuing challenge is on-line discipline. We are continually searching for a balance between acceptable public behavior and unacceptable public behavior. To do this, we need the help of each and every member. When a member approaches you in an offensive manner, be it obscene, annoying or harassing, please use your complain button. You also have the option of muting this person.

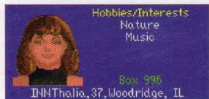
All complaints are sent to INN member advisors who review them and act accordingly.

Offenders are sent a warning letter for relatively minor or first-time offenses. Habitual offenders or those committing more serious "crimes" are suspended from the system for a period ranging from five to 10 days. As a last resort, an account will be cancelled.

Bulletin boards are read daily by INN staff and sysops, but we need your help! If you find an unacceptable post, please write a note on one of the Private Notes to INN boards located in every Clubhouse room. Include the name and location of the board and the date and time it was posted. We are all citizens of ImagiNation and the responsibility for maintaining an environment conducive to the enjoyment of the entire community belongs to all of us. Working together, INN will be the Happiest Place in Cyberspace!

Editor's Note: JenB is the INN Sysop Supervisor and has been a member since 1991. She invites you to say "hello" next time you see her on-line.

Discover Trivia's Haven On ImagiNation



Because there are so many choices available on The ImagiNation

Network, occasionally it's difficult to decide where to go when you log on. If you are looking for a place to test your knowledge and meet some great people, the search is over. With the addition of the Trivia Haven host, on-line trivia now has a home. Every night you may join other INN members in a conference room and spend hours LOL (Laughing Out Loud) while playing games.

Bonus Time!

Aside from pure entertainment, if you play a trivia game during any one-month period, you are eligible to win a prize! The names of all INN members who participate in any game, and achieve a score of at least one point, are entered into a drawing. At the end of the month, three members' names are chosen at random. In October, CptMadDog won "Aces of the Pacific", TheJester won "Quest For Glory III" and Megster won "Freddy Pharkas: Frontier Pharmacist"!

Recently, a contest was held to rename the general "Trivia" message board. Congratulations to NJDevil for submitting the winning name of "Lemming Leap"! He chose a Sierra/Dynamix game for his prize.

Trivia Tourney Holiday Recipe

For wonderfully cooked-up fun, why not try our Trivia Tourney? Just follow these simple instructions. List of Ingredients:

- ImagiNation members
- Trivia Co-Hosts
- General knowledge questions
- Trivia Tourney conference room
- Five first-round and one final game, each lasting one hour
- Fun and Prizes!

Directions: Preheat and send e-mail to INNThalia to mailbox 996 from midnight PST, December 1, through midnight PST, December 8. If you don't have INN Stamps, please post your entry on the General Trivia Bulletin Board. Please include the name with which you will play, your mailbox number and the dates of at least two games you can attend. The tourney is limited to the first 100 entries.

Mix well and you will be assigned, by random drawing, to one of the five first-round games from December 13 through December 17 at 7 pm PST. The four players who have the highest scores at each of the first-round games will advance to the final game.

Pour into an oven-proof dish, bake at a low temperature and be one of the three members who has the most points at the end of the final tourney game on December 18 at 7 pm PST.

Unmold when done and those three members win their choice of a Sierra/Dynamix game, INN version 2.3, "The Fates of

Twinion" or 30 free hours on INN. Serves 100.

Your Invitation to Play

The volunteer trivia co-hosts would like to extend a personal invitation to all INN members. Since their game topics vary as greatly as do the amount of games each week, they are certain you will find something which sparks your interest. When the final question has been asked and the scores are announced, please remember to pick yourself up after so much time spent ROFL to congratulate the winners.



BRIDGE NEWS

With the recent release of version 2.3, INN now has five different types of bridge to play. We're all familiar with rubber bridge. NoScore bridge is for people who just want to play cards.

We also offer three types of Chicago bridge, or four-hand scoring. In all three Chicago "chukkers," nobody is vulnerable on the first hand, one side is vulnerable on the second and third hands, and both sides are vulnerable on the fourth hand. All chukkers last four hands.

Authentic Chicago chukkers have rubber bridge scoring, including honors and part-score accumulation towards game. The dealer's side is vulnerable on the second

to duplicate bridge clubs and tournaments.

Version 2.3 has improved artwork, including the on-screen display of part-scores and vulnerability during bidding and play.



Scoring messages have been streamlined to make the games play faster. A last trick review feature has also been added.

Personally, I think the most desirable feature in version 2.3 is clicking your right mouse on a card actually plays the card, which can really speed up the games, eliminating the need to click and drag the cards.

INN is proud to announce its second bridge column, Kantar Korner, written by Edwin B. Kantar. This column is geared toward the better players so as to complement Alfred Sheinwald's column in the Bridge Parlor, you can send hands to me, PRGRichard, at box 14959 if you play a hand on INN that you think is suitable for Kantar's column.

Finally, there is now an INN on-line bridge newsletter. To receive BridgeBytes, send your handle and mailbox number to box 89763. You may also send submissions to that same mailbox.



and third hands. Cavendish-style chukkers vary from Authentic-style bridge only in that the dealer's side is not vulnerable on the second and third hands.

Duplicate-style chukkers have the dealer's side vulnerable on the second and third hands. There are no honors. Part-scores earn a 50-point bonus but don't accumulate towards games. There is no below-the-line scoring and games earn immediate 300- or 500-point bonuses, depending on the vulnerability. This kind of scoring is reflected

Imaginations

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 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 University-level Classes. Only your ImagiNation can limit the number of conference topics available to INN members.

The following is the schedule of conferences for the month of December as of November 5. 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:

- 5 pm Cactus Air Force *Pvt* (CAFWJing 64483)
- 5 pm Holy Air Force *Private* (HAFJubilee 89367)

HELP ROOM:

- * On the hour 10 am to 5 pm *
- * New Member Orientation *
- 1 pm Paladins (Adventure 67446) (1st/3rd)
- 1 pm Half Dome Bug Squad *Pvt* (Catie 35390) (1st)
- 6 pm Les Cllogens Squadron (LCJhawker 20506) (2nd/4th)

MYSTIC PORTAL:

- 1 pm Pagan/Wiccan Conference (Simone+ 37543)
- 6 pm RHFS Fan Club (Mikkt 85462)

COLLEGE CAMPU:

- 3 pm KOY: DragonCourt *Pvt* (Nlager 32488)
- 7 pm James Brown Hot Tub *Pvt* (JimR 1011)

CHESS CLUB:

- 4 pm Covenant Guild *Private* (Darkoath+ 40763)
- 5 pm Illuminati *Private* (Gorgon 19368)

TECH TOWER:

- 10 am On Computers (TGB+ 66053)
- 1 pm Alpha Concept RPG (TavenVPM 82551)

TRIVIA HAVEN:

- 2 pm TTG Trivia Madness
- 4 pm TTG Trivia Madness
- 6 pm TTG Trivia Madness
- 7 pm TTG Trivia Madness
- 8 pm TTG Trivia Madness
- 9 pm Super Stumper Trivia (JoelF 83272)

SINGLES COVE:

- 8 am Savage Frontier RPG (Quar 70001)

PILOTS LOUNGE:

- 6 pm Wing Walker Squad *Pvt* (WBWBeMax+ 18340)
- 6 pm Pilot's Hangar (JimmyC 14302)

6 pm Sky Wars (BKHanthank 23410)

TEEN HANGOUT:

- 4 pm HonorBound Guild (Buildzors+ 55241)
- 7 pm Gamers' Gavren (Johnathank+ 45469)

TREE HOUSE:

- 3 pm CLUB AGA (AGATony 80351)
- 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 63618)
- 4 pm Silver Unicorn RPG (ARIC 48191)
- 8 pm Soaring Allies Squad (MattsS 36444)

HEARTS CLUB:

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

TOURNAMENT ROOM:

- 6 pm GEOS User HO (RobbMind 30655)
- 7 pm Dining Room Table (ArcyC 23489)

CARD YARD:

- 4 pm KHAN Guild *Private* (Narvakhan 87171)
- 5 pm SCA Clan Mcbaud (Timoth 70395)
- 7 pm TORG RPG *Private* (Stormer+ 71389)
- 8 pm Shadow Warriors (Axelwolf 47922)

BACKGAMMON DEN:

- 5 pm Strike Eagles Force *Pvt* (SENiceGuy 71766)
- 8 pm RAF Squad (RAFRAZ 71155)

MARRIED LIFE:

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

GO-CHECKERS:

- 5 pm WEOT Guild (Trevor 76793)
- 6 pm Majestics *Private* (dreadth 82437)

MONDAY

HELP ROOM:

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

TRIVIA HAVEN:

- 6 pm TTG Trivia Madness
- 7 pm TTG Trivia Madness
- 8 pm Blue Monday Trivia (NickChris+ 23850)
- 9 pm Actual Factual Trivia (lovely 84457)

BRIDGE CLUB:

- 6 pm Bridge Clinic (BridgeDr+ 83491)

COLLEGE CAMPUS:

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

BOARD ROOM:

- 6 pm Excaltub Guild *Private* (Diana+ 67958)

RPG ZONE:

- Open Red Dragon Inn
- 6 pm Origin Games Fan Club (Centurion 52089)
- 7 pm RPGO (BlueBerry+ 65048)

PILOTS LOUNGE:

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

CARD YARD:

- 5 pm New York 2182 RPG (MJ 41955)
- 6 pm Ask the Doctor (LadyDoc 30097)

TEEN SCENE:

- 7 pm Rallegh 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 (Lordlan 11592)
- 6 pm Amber Guild (Corwin 69734)
- 7 pm Council of Mystics *Pvt* (Rastlin+ 77993)

SINGLES COVE:

- 8 pm Xanadu RPG (Laston+ 16223)

TUESDAY

GO-CHECKERS:

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

COLLEGE CAMPUS:

- 7 pm Virtual Pen Society *Pvt* (Gassiopta 71802)
- 7 pm Dream Realm of Yserbius (Dantean 521)

TRIVIA HAVEN:

- 6 pm TTG Word Play
- 8 pm Triple Flix'n Trivia (NDevil 22738)
- 9 pm TTG Trivia Madness

PILOTS LOUNGE:

- 4 pm DeathCrashers Squadron (DCManda 55228)
- 7 pm WFT Squadron *Private* (WFTJanet 12515)
- 11 pm Confederate Flyers (CFJmxx 81351)

CARD YARD:

- 6 pm KOY: Swords Swamp (Innocence+ 44609)

SINGLES CLUB:

- 6 pm HIVA&DS Info Conference (darlene+ 22991)
- 9 pm Northwest Singles (NWAngel 67992)

RPG ZONE:

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

BOARD ROOM:

- 4 pm Gnar RPG (DMZZubbat 78277)

- 7 pm Diteaus Institute (Bianca 69065)
- 7 pm YPI *Private* (Cassy 30807)

HELP ROOM:

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

MYSTIC PORTAL:

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

TREE HOUSE:

- 7 pm Haf Land of Barons *Pvt* (HafJustice 73485)
- 9 pm Hawkley's Bar and Grill (Hawkeye 63543)

WEDNESDAY

TRIVIA HAVEN:

- 4 pm Quest for Glory Maria (ErikLC 86891)
- 5 pm TTG Trivia Madness
- 6 pm TTG Trivia Madness
- 7 pm TTG Trivia Madness
- 8 pm TTG Trivia Madness
- 9 pm TTG Trivia Madness

TREE HOUSE:

- 6 pm Black Watch Guild (SirlantsBW 9835)
- 6 pm Lars' Inn (Gambit 74531)
- 8 pm Lovcraft (DawEW 39759)

COLLEGE CAMPUS:

- 5 pm They Might Be Giants (MeatLoad 12937)
- 6 pm Fandom Weys of Pern (Nelson 44111)
- 7 pm Soap Ball (Joanne 79041)

CARD YARD:

- 7 pm Black Unicorn Inn (Naton 43812)
- 7 pm Greyhawk (MightyMelt 70809)
- 9 pm Air Warriors Squad (AWAceCO 71613)

HELP ROOM:

- 6 pm ROC Guild (Cherb 33907) (1st)
- 7 pm Camelot Guild *Private* (Mordred+ 14169) (2nd/4th)

PILOTS LOUNGE:

- 6 pm Flaming Dragons Squad (NighthawkFD 73282) *Pvt*
- 7 pm Lethal Xcuters Squad *Pvt* (LXMichael 50475)
- 7 pm CABAL Guild (Raven 49146)
- 8 pm Flying Circus Squad *Pvt* (PFCSe+ 16785, FCJLarker+)

SINGLES COVE:

- 6 pm Shores of Oceanan RPG (Crededkj 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 (Scotum 35821)

RPG ZONE:

- Open Red Dragon Inn

- 7 pm Coven of KOY Guild *Pvt* (Piig+ 65980)
- 7 pm Realsm RPG (Droun 61912)

BOARD ROOM:

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

GO-CHECKERS:

- 7 pm Cyberspace Ethics (WFTNaomi 63351)
- 7 pm FF2 Meeting (Doom 79024)
- 8 pm TV News *Private* (ChinaDoll+ 80572)

SPORTS DEN:

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

MYSTIC PORTAL:

- 6 pm Get Acquainted With KOY (ErikLC 86891)
- 7 pm DeadZ Guild (DeaZeone 84812)
- 7 pm Sword and Staff RPG (SirRick+ 83826)

THURSDAY

TREE HOUSE:

- 5 pm Horse Lovers (Susan 82044)
- 6 pm Middlekian Legends (Arutha 34948)

COLLEGE CAMPUS:

- 7 pm TSOY Guild Masters *Pvt* (Kestrel+ 24571)

TRIVIA HAVEN:

- 6 pm TTG Trivia Madness
- 7 pm TTG Trivia Madness
- 8 pm TTG Trivia Madness
- 9 pm Eye-Opening Trivia (EyeNiteSky 78218)

TEEN SCENE:

- 7 pm Criminals (Infamous 72081)
- 8 pm TeenLife (Genyosha 65344)

HELP ROOM:

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

SINGLES COVE:

- 7 pm OS2 Users Group (FrankW+ 21493)
- 7 pm Batman RPG (Tanya 66284)

GO-CHECKERS:

- 5 pm FAS Squadron *Private* (FASAsen 35280)
- 7 pm Red Mask Guild (Snakeman 69107)

RPG ZONE:

- Open Red Dragon Inn
- 6 pm Beyond AD&D *Private* (Beyond+ 47866)

PILOTS LOUNGE:

- 7 pm PS Training Wing *Pvt* (PSITBALL+ 46320)
 7 pm Death Crusaders (DJJaseeX 73432)
 8 pm RD Squadron *Private* (AtrDemonRD 74662)

MARRIED LIFE:

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

BOARD ROOM:

- 5 pm KOY Officers (Sarllion 17634)

CHESS CLUB:

- 7 pm Chess Club Business (INNMichael+ 997)

CARD YARD:

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

FRIDAY
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)

BOARD ROOM:

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

TEEN SCENE:

- 6 pm Paint Gunners Squadron (EPGdndCX 54447)
 6 pm Nirvana Fan Club (KartCobain 68358)
 7 pm Mucho Metal (Graphite 51674)

SINGLES CLUB:

- 6 pm Groupness RPG (Hydra+ 22364)

COLLEGE CAMPUS:

- 6 pm AGAR Meeting (AGARLife 43418)
 6 pm Empire of Fear RPG (DonnaElisa 20977)
 7 pm Sierranously Folks (Geoff 68453)
 9 pm Poetry Workshop (HAL9000+ 17066)

TRIVIA HAVEN:

- 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 49249)
 7 pm Overeaters Anonymous (Della- 32155)
 8 pm Red Dwarf (NitzEbb 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 (DoomsDayLE 67374)
 7 pm Sky Warriors (Dustin 54008)
 7 pm Flying Fortresses (FAndrewC 47377)

TEEN HANGOUT:

- 6 pm Soldiers of the Sky Squad (DavidW 49948)
 7 pm Mortal Combat SIG (DraddogJr 85276)
 9 pm PNM Conference (Everglade 46040)

RPG ZONE:

- Open Red Dragon Inn
 4 pm Castle of Cool *Private* (Spock 49915)
 5 pm Cyberdragons RPG (Jamson 72321)
 8 pm Realm of Trahentraria (JohnY 75014)

GO-CHECKERS:

- 7 pm Star Wars RPG (Dakota 71159)
 7 pm Rush Room (Roy 70438)
 7 pm Cyberpunk (Emley 70640)
 9 pm Ladies Night Out *Pvt* (Nutmeg 27408)

TECH TOWER:

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

SPORTS DEN:

- 6 pm MxCLUB (Aaron 69864)
 7 pm FFB Trade Talk (Stephen 48475)
 8 pm Nast's Boyz *Private* (NastINB+ 42112)

MYSTIC PORTAL:

- 6 pm KOTR-Guild *Private* (SoulStrife 83053)
 7 pm Star Wars SIG (Jeremy 79976)
 10 pm Wolf/Gang Guild (SirWolf 66025)

CARD YARD:

- 6 pm Jade Tower RPG (SirAce+ 19752)
 6 pm Electronic Arena (MortKombat 44293)
 7 pm FF2 Game Club (Rich 79924)

BACKGAMMON DEN:

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

HEARTS CLUB:

- 7 pm Mists of Ravenloft RPG (RickF 89730)

- 8 pm Starfleet Academy *Pvt* (AdmTerrek 79213)

SATURDAY
CARD YARD:

- 5 pm Fellowship of Quest (Crinson 69050)
 7 pm PF2 (e 52505)
 9 pm WVOST (TheWeeler 5892)

HEARTS CLUB:

- 11 am Flying Knights Squad (FKBoGat 42507)
 2 pm Secrets of the Deep (KatyR 87714)

TEEN SCENE:

- 8 am SM Squadron (NiteHawkSM 22602)
 1 pm Computer Gamers (Greg 68890)
 3 pm Dread Meeting (Web 52609)
 7 pm Joke Etc. (BDQG 47235)

TREE HOUSE:

- 10 am Keoland Campaign *Pvt* (TheDM 76129)
 Noon Devotion Guild (TOMAR 43845)
 6 pm XM Squadron (JoeJM 24233)
 6 pm GateRunners (Key II) (GateRunDM+ 13820) *Pvt*

BOARD ROOM:

- 8 pm Dark Nation Guild (Hawk 62305)
 8 pm Hood Ousters Guild (Elof 62549)
 9 pm K & G *Private* (Garrett- 50204)

- 12 am Midnight Snack Club (DanieLC- 23835)

COLLEGE CAMPUS:

- 7 pm Christian Conference (DonKxC+ 12419)
 7 pm SBP Squad *Private* (deadSBP 60728)
 7 pm Technoop RPG (MrMeister 83895)

TRIVIA HAVEN:

- 5 pm Mike's Weird Trivia (Mike 75356)
 6 pm TTG Trivia Madness
 4 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 (HTSdeath 70654)
 4 pm AD&D Spellhammer *Pvt* (TheAztec- 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 51469) (1st)
 6 pm Missis Guild (Kishina- 42335) (2nd)
 7 pm DEV Guild *Private* (Delt 51466) (3rd)

1993 DECEMBER 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	31	

All times listed are Pacific Time.

- 8 pm Underworld *Private* (Lurker+ 20068) (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* (Rainstorm+ 892)
 5 pm TA Squadron *Private* (AAOsirius+ 33138)

TEEN HANGOUT:

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

SINGLES COVE:

- 10 am Miniature Painting 101 (HANZO 40049)
 Noon Vigilantes Meeting *Pvt* (Mania 45578)
 1 pm The Dark Guard (Khorne+ 42473)
 8 pm Star Wars RPG *Private* (Stormer 71389)

GO-CHECKERS:

- 11 am GO Club (Xeon5kyu 38502)
 1 pm Shadowrun RPG (GrimJack 74165)
 5 pm Mos Eisley Cantina (Dan 63775)
 6 pm Royal Card Guild (PrinceDan 55691)

SINGLES CLUB:

- 11 am HB Squadron *Private* (HBPuma 86323)
 6 pm Vampires, A Myth? (Warlock 79310)

RPG ZONE:

- Open Red Dragon Inn
 Guild of Sacred Sword (Charles 59792)
 Floating Vagabond RPG (Steve 68163)
 7 pm KEEPERS Guild *Private* (Misten 60330)

BACKGAMMON DEN:

- 3 pm Companions Guild *Pvt* (Tearro 24055)
 6 pm Baseball Cards On-Line (Ernie 80134)
 7 pm Trekkers Anonymous (Riker 74516)

SPORTS DEN:

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

TECH TOWER:

- 11 am Dying Breed of Pilots (DBPCrissy 56134)
 5 pm Trahentrarian Terral RPG (RTDaphni 179882) *Pvt*
 7 pm Computer Audio (Rice 22911)

MYSTIC PORTAL:

- Noon Nomads (Masal 38723)
 6 pm Next Men RPG (Nemeses 13961)
 7 pm Red Dwarf RPG (Arithon 66992)

TOURNAMENTS:

- 8 pm Highlander's Guild (GeorgeJr 57842)
 8 pm Terry Brooks (TLBeuler 66414)

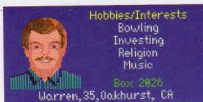
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Backgammon: Ancient Game, New Features



Hobbies/Interests
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Investing
Religion
Music
Born: 2005
Warren, 35, Oakhurst, CA

Backgammon is amongst the most ancient of games and yet even today

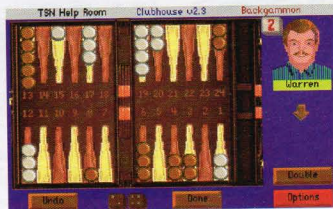
refinements are being made to the game. Nowhere is this more evident than with version 2.3 backgammon. Although the new version of backgammon on INN has had more than 20 improvements and features added, it remains fully compatible with all previous versions.

Some of the new features of v2.3 backgammon are:

☞ **New Dice Algorithm:** Those of you who have been blaming the dice all along for your poor rolls, may actually have had a case. Errors in the dice rolling algorithm have been found and corrected in v2.3. The dice in v2.3 are determined at the moment they are rolled based on human interaction. It now is as similar to rolling real dice as you can get on a computer.

☞ **Move Verify and Undo:** Has this ever happened to you? You roll a 2-1 and proceed to play the two, but instead the point one away grabbed your stone as you let go, thus ruining a great play (and often making you want to kink yourself). When you have Move Verify turned on, you will be given the opportunity to Undo your completed moves and replay them before sending the plays to your opponent.

☞ **Board Notation and Move Log:** v2.3 backgammon has a couple of useful learning features which will help beginners and pros alike improve their game. Players can discuss moves easily while using the optional Board Notation feature that lets players number the points from either player's perspective. Another useful feature is the Move Log which will write a record of moves as they are played to a file that can later be reviewed and studied while off-line.



☞ **Auto-Roll:** Probably the most asked question about backgammon on INN is "Why does the program force you to roll when you are closed-out on the bar?" This question has been addressed in v2.3 by allowing players the option of rolling their own dice in this situation as before or by having the program roll your dice for you automatically. Some may ask, "Why not just pass that players turn completely?" One reason is we had to maintain compatibility with previous versions of backgammon, but an even better reason is that players must still be able to offer a "Double" even though closed-out.

NEVER WALK ALONE



In addition to those major new features, there are many other new things about v2.3 backgammon including a Verbose On/Off mode in which players can choose to turn off unnecessary text messages which knowledgeable backgammon players do not need. The Double notice has been moved so that players can see the whole board in order to make a decision about accepting or declining a double. Improved graphics and animation speed adjustment for the dice and stones also enhance play.

Despite the numerous changes, there were some things that could not be changed in v2.3 due to compatibility issues. However, you can be sure that the backgammon on INN will continually improve in the versions ahead.

☞ Compete Against The Best!

For those who love backgammon competition, there are regular backgammon tournaments sponsored by INN every couple of months. See the bulletin boards in the Tournaments room in the Clubhouse for details.

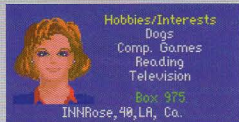
The independently run Backgammon League meets every Wednesday night in the Backgammon Den in the Clubhouse. The Backgammon League currently has 80 mem-

bers and has been going strong for more than two years. If you're looking for the best backgammon on INN, the Backgammon League is where you'll find it! The next Backgammon League begins January 5, 1994. For details about the Backgammon

League, you may send e-mail to me at box 2026 or check out the League Bulletin Boards in the Backgammon Den.

Whether you're an avid or casual backgammon player, be sure you have v2.3 of ImagiNation!

INN



INN Tournaments

groups. Prizes for these tournaments are Free online time and Sierra games. The tournaments are offered every night of the week and on weekends. The main reason for the tournaments are to meet people and to have fun. We have had people meet in tournaments that are now getting married and others that meet just to have a great fun time with new friends. Tournaments are a great way to meet new people.

New tournaments are starting all the time. All tournaments will be announced in the online newsletter and in the Tournament rooms. We are also working on new tournaments for all the new games that are being offered now on INN. So come join the fun and join a tournament soon. See you on line.

INN

INN offers a variety of different types of tournaments. We have tournaments for the serious gamers and tournaments just for the fun of it. We are currently offering tournaments in Backgammon, Cribbage, Hearts, Checkers, FlipFlop, Chess, and Bridge in the Clubhouse. Also in Sierraland we have tournaments in Boogers, SneakATac, MiniGolf, and PaintBall. Soon we will be starting a Poker tournament in CasinoLand (formerly Larryland).

These tournaments are a lot of fun and good clean competition. We have competitions that anyone from the beginner to the pros can play in. They are open to all age

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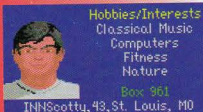


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GO CLIMB A TREE

Paths and Sub-Directories Explained



Have you ever found yourself staring at the computer screen showing only C:\>

and receiving the dreaded 'Bad Command or File Name' error message? Frequently this happens when you are trying to run a file that is not in your current directory. Perhaps I can recount a training session I recently had with a friend.

Scotty: (after turning on computer) What's this?

Sara: It's all my files.

Scotty: ALL?!

Sara: All. Can you help me?

Scotty: You can only have 512 files in a directory. No wonder you are having problems.

Sara: Help me? For a cookie?

Scotty: Well, OK. First with all these files here, do you know which belongs to which program?

Sara: I don't think so.

Scotty: In DOS, you are allowed to organize your files into directories. This keeps files that work with each other together. Think of the directory structure like a tree.

Sara: Even with a bark?

Scotty: But it doesn't bite. Actually, the structure is called a TREE and the main directory you see here is called the ROOT directory. From here you can create branches or subdirectories, and its these directories where you should be storing similar files. In fact within these subdirectories, you can create smaller subdirectories or branches.

Sara: Smaller branches? You're going out on a limb now, aren't you?

Scotty: This way your disk is clean and orderly. Look at your TSN directory. Within this directory we have other

directories. The SL subdirectory has Sjerraland files, your Yserbius directory has Yserbius files and your Twinion directory has Twinion files. These are all within your TSN directory. Do you see how they are grouped?

Sara: What happens when I try to run one program from another program's directory?

Scotty: Then you'll get your classic 'Bad Command or File Name' error.

Sara: Kinda like barking up the wrong tree, isn't it?

Scotty: Exactly.

Sara: How can I get a listing of my files?

Scotty: You can type DIR. That will give you the list of all your files in the current directory. The listings with <DIR> next to them indicate subdirectories of the directory we are currently in. To go to your data directory, we type CD\DATA. The CD stands for "Change Directory". I see here you have subdirectories beneath DATA for LETTERS, REPORTS, and BUDGETS by the <DIR> on the directory listing. Maybe there is hope for you yet.

Sara: OK, how can I now get a file listing in LETTERS?

Scotty: From here in the ROOT directory, we type CD\DATA\LETTERS. Then we type DIR to get a listing of your files. Oh, here's a file named BOARHEAD.TXT. I won't even ask what that is. The PATH is the exact location of a file from the root directory to its subdirectory. OK, here is your first test. What is the PATH to get to BOARHEAD.TXT?

Sara: Uh, is it C\DATA\LETTERS?

Scotty: Correct! Sara: Tell me what I've won, Vanna. Scotty: Just like you have to follow a specific line of branches to get to one leaf on tree, you follow a PATH to get to this file.

Sara: How do I know which directory I'm in?

Scotty: You see the C: prompt? Lets

type in PROMPT \$P\$G and see what happens.

Sara: Kew!

Scotty: Your drive and directory information now shows up as your prompt. You will now know where in your directory tree you are at all times. If you insert this line in your AUTOEXEC.BAT file, if will run eachtime you turn on your computer.

Sara: OK, you've convinced me. Its good to get organized here. But how do I make a new directory?

Scotty: Simple.

Sara: Good.

Scotty: First, keep in mind that a directory can only be 8 characters in length. Now we will make a subdirectory off the root directory called Graphics. We make sure we are in the root directory and type the command: MD GRAPHICS. MD stands for "Make Directory". Now we are ready to copy your graphics files there. By the way, if you need to delete a directory, it must be totally empty. We would type RD GRAPHICS, which stands for "Remove Directory", if we wanted to remove the same directory we just created.

Sara: OK, we have made our way around the disk, through directory paths, and even made a directory.

Scotty: Remember, there is an organized place for every file, and the computer must know where to find that file.

Sara: That's right. We'll be able to find our files a lot faster if all the files that work together are in the same location. Scotty: Good, now lets type TREE. You will then see all the directories and subdirectories on your disk, and if you type TREE /F, you'll also get the files added to that listing.

Sara: This is really great! I feel so organized!

Scotty: That's great, but knowing you as well as I do, I really hope that you'll stay organized.

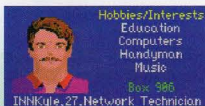
Sara: Scotty... Go climb a TREE.

Tech Help Is Just A Phone Call Away

Greetings to all my old, new, and future friends. My name is INNkyle and I'm here to answer your technical questions about The Imagination Network. You can write to me on-line at box 892. This column is for you, so let me know what questions you have or what you would like to see here.

Imagination is a pioneer. From the comfort of your home (or office), you can join people in cyberspace for chats, for games, to put your ideas on bulletin boards, read others' opinions, or join in special interest groups through our on-line conferences. The possibilities are endless, and Imagination couldn't be easier to use. From the FaceMaker to Fort Fun, or from Monte Carlo to MedievalLand, interacting with others is just a mouse and a menu away!

Even with all the effort we've put into Imagination to make it easy and fun to use, you may need help sometime along the way since there are so many different combinations of computers, modems, and peripherals out there. Imagination is prepared and has an award-winning Member Services staff just a phone call away. Dial 1-800-IMAGIN-1 (1-800-462-4461) and your needs will be taken care of quickly



and courteously.

When you do call, the more you know about your system and account, the better we can help you. Having your member number or mailbox number handy when you call lets us retrieve your information faster. If you're calling for technical support, knowing the local access number you're calling, your modem model, how much free RAM your machine has available, and most importantly the error number (if any) you received is a big help.

You can find out how much free RAM you have by typing MEM at any DOS prompt and writing down the number under "Largest Executable Program Size" (DOS 5.0), or the number under "Free Conventional Memory" (DOS 6.0). It is also a good idea if you have a printed copy of your AUTOEXEC.BAT, CONFIG.SYS files and a list of any drivers loaded in memory that may be used by peripherals, such as a sound card or CD-ROM.

I'll be looking forward to your letters and questions and will try to answer as many as possible and cover any other topics you find interesting. Until then, TTYL (Type To You Later)!



Managing Your Memory



A lot of people have asked me about MS-DOS 6.00 DoubleSpace and some people

are losing connection because they are running out of available ram. This is because DoubleSpace uses 40K of conventional memory, the same memory that INN uses.

I have devised a solution for people who use MS-DOS 6.00. This version of DOS has a startup facility that you can use to create a type of "menu" that will let you choose between your normal boot up or one written for INN. Choosing INN instead of NORMAL gives you the maximum amount of conventional memory available to INN.

These directions are for a member who is comfortable with DOS and making changes

to their system. If you get lost in the first few paragraphs here, you may want to ask a friend that has a little more experience with computers to make these changes for you.

Use your favorite editor to make these changes. < Place your original CONFIG.SYS data here! > means your existing CONFIG.SYS should appear in this area of the file; the same goes for the AUTOEXEC.BAT This example makes changes to the beginning and end of your CONFIG.SYS and AUTOEXEC.BAT.

As is the case any time you are adjusting system startup files, it's a good idea to have a backup of them so they can be restored in case something goes wrong. You can make a copy of these files by typing COPY C:\AUTOEXEC.BAT C:\AUTOEXEC.BAK[enter] and COPY C:\CONFIG.SYS C:\CONFIG.BAK[enter] at the C:\>

Now let's make the changes! To use the DOS editor, type EDIT C:\CONFIG.SYS at the C:\>. If you use a word processor to change these files, make SURE you save them as ASCII or TEXT files. Lastly, don't type anything you see in parentheses, these are just notes of things that might be different depending on your setup.

Add the following lines to the BEGINNING of your CONFIG.SYS:

```
[Menu]
MenuItem=Normal,Normal Startup!
MenuItem=TSN,TSN
[Normal]
< Place your original CONFIG.SYS data here! >
Add the following lines to the END of your CONFIG.SYS:
```

```
[TSN]
Set Auto/PL=TSN
Switches=/F
DEVICE=C:\DOS\HMMEM.SYS
DEVICE=C:\DOS\EMM386.EXE
DOS=HIGH,UMB
BUFFERS=8
FILES=40 (you can make this number higher,
40 is the minimum for INN)
LASTDRIVE=E
SHELL=C:\DOS\COMMAND.COM /p /e:256
DEVICEHIGH=C:\DOS\DBLSPACE.SYS /MOVE
Save the file as C:\CONFIG.SYS. Now, let's make the changes to your AUTOEXEC.BAT!
```

Add the following lines to the BEGINNING of your AUTOEXEC.BAT:

```
IF %AUTO/PL% == .TSN GOTO TSN
ECHO Starting System Normally
< Place the original AUTOEXEC.BAT data here! >
Add the following lines to the END of your AUTOEXEC.BAT:
```

```
GOTO NOWHERE
Echo INN Memory Configuration Started!
PROMPT $P$g
PATH = CADOS
SET TEMP=CADOS
LOADHIGH MOUSE.COM (or whatever file is necessary to activate your mouse)
CD \TSN (Use CDWIN if you are using v2.3)
TSN (Use INN if you are using v 2.3)
:NOWHERE
END
```

Save the file as C:\AUTOEXEC.BAT. Now, REBOOT your machine. Remember, if things aren't working right, or if your machine "hangs up" in the middle of booting, turn the power off, and, while the message "Starting MS-DOS" appears, strike the F5 key. This will abort loading of the CONFIG.SYS and AUTOEXEC.BAT, and will take you directly to a C:\> prompt.



INNteractive Network University
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are very few limitations on what we can offer in our University, and we intend to take full advantage of that to offer a truly broad range of fascinating subjects. From intimate study groups, to lectures reaching a national audience, we offer a flexible and enjoyable learning environment. We are hopeful that eventually, through affiliation with an accredited national institute, we will be able to offer college credit for some of our courses. All that, and a fast and easy commute, too!

Watch your INN mailbox for schedules of the following classes:

INN GAMES

Cribbage	Backgammon
Chess	Hearts
Poker	MedievalLand
Bridge	Euchre
Spades	Go

APPLICATIONS & PROGRAMMING

Home Accounting	DOS
Quick BASIC	C++
Creative Writing	Assembly

SELF-HELP WORKSHOPS

Twelve Step Recovery	Ask The Doctor
SGLA	HIV / AIDS Information
Poetry Workshop	Overeaters Anonymous

New INN pricing
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Hobbies/Interests:
Computers
Electronics
Music
Travelling
Box: 941
The Jeff, 39 Oakhurst, CA

December 31, 1994 or, at their option, choose to switch to one of the new membership and pricing plans if it better suits their needs and usage patterns.

The new memberships offer access to **all** areas of **ImagiNation** and include INN Stamps as well. There is no longer an extra charge for access to each land or to send e-mail. However, CasinoLand (formerly LarryLand) is still limited to access by adults only and requires that proof of age be submitted before access is granted.

There is also no longer a surcharge for daytime use. The same low rates apply 24 hours a day, seven days a week! In addition, there is a built-in discount schedule for pre-paid, long-term membership subscriptions. There are now three different INN Memberships:

Membership Type	Monthly Fee	Hours Included
Basic	\$9.95	5
Gold	\$49.95	25
Platinum	\$99.95	50

options and pricing in effect as of December 31, 1993 until

Hours included in memberships can be used 24 hours a day, seven days a week. Additional hours are \$3.50 per hour. Special Access numbers are subject to a \$2 per hour surcharge.

Subscription Discounts*

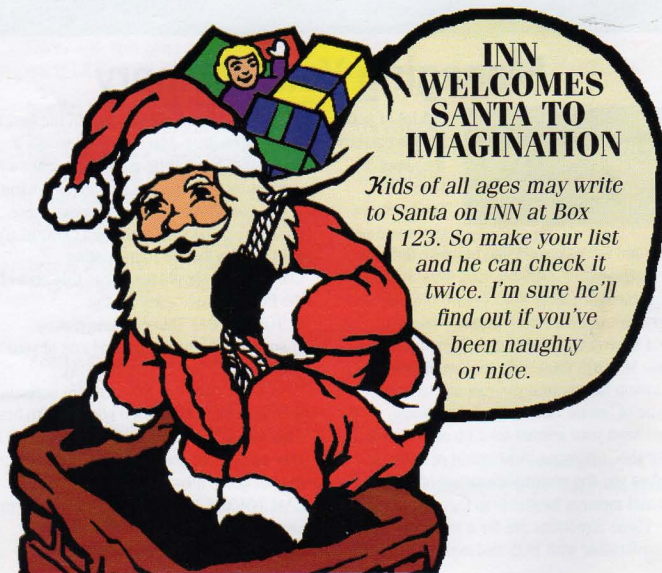
3 Months	10% Off
6 Months	15% Off
12 Months	20% Off

*Pre-pay a multiple-month subscription and receive the above discount off of your total monthly fees. Discount does not apply to Additional Hour or Special Access surcharge fees.

This new membership structure and pricing means that, for example, by subscribing to INN as a Basic Member for one year, your monthly membership fee can be less than \$8 per month. It has been developed in response to the many **ImagiNation** members, current and past, who have requested both lower fees for less hours and unrestricted daytime access. In addition, it offers a much simplified rate structure, discounts for long-term members and complete access to all of the fun and games in all of the lands of **ImagiNation**.

To switch to one of the new membership plans, or to join (or re-join) **ImagiNation**, just call INN at 1-800-IMAGIN-1. A Member Services Representative will be happy to assist you.

INN



INN WELCOMES SANTA TO IMAGINATION

Kids of all ages may write to Santa on INN at Box 123. So make your list and he can check it twice. I'm sure he'll find out if you've been naughty or nice.

Many instructional classes are already being taught on INN. Some of these will become a part of the INNteractive Network University. The New Member Orientation will still be a great introduction to all of the services **ImagiNation** has to offer our newest members. The Chess and Bridge organizations have such a strong member involvement that, even though the University will offer classes in these games, we expect additional opportunities for member involvement to continue to exist with the user groups directly.

Beginning in December, we will be offering a wide variety of the classes free of charge, that best meets the current needs of our membership. As we gain experience with the on-line education medium, more classes will be added, and our schedule of classes will expand.

Watch for announcements of new classes in the On-Line Times and here in future issues of **ImagiNings**. Your comments and suggestions are always welcome. Please send them to the University at mail box # 777.

INN