A Quick Guide To Using Your ImagiNation.

IMAGINATION!

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Welcome.

Welcome to ImagiNation™, the premier interactive on-line entertainment service. Now, get ready, because you're about to take off on a voyage of discovery into a world of fun, fantasy and friendship unlike anything you have ever seen before. So fasten your seat belt, because this could be one wild ride!

INSTALLATION

The first step on your journey is to install The ImagiNation Network (INN) on your computer. Simply follow the four easy steps below, and you'll be ready to go.

INN–Multi-Disk (Or Single-Disk) Version
1. Insert ImagiNation Disk #1 in drive A: or B:
2. Switch to that drive by typing the appropriate letter followed by a colon and press ENTER. (i.e. A: ENTER)
3. Type INSTALL and press ENTER.
4. Follow the on-screen instructions.

NOTE: When the Install program prompts you for your local access number, press the F1 key. Enter your area code and a list of local network access numbers will come up on your screen. Using the tab or cursor keys, move the cursor to the appropriate number and baud rate, and press ENTER. For further help with your installation, call 1-800-IMAGIN-1.

STARTING INN

Dialing in and signing on to ImagiNation is quick and simple. From the directory into which the INN software was installed type INN and hit ENTER

ON-LINE SIGN UP

You can register for membership right on-line. If you already have your member account number, enter it and you're ready to sign on. If not, just follow the screen prompts, which will request the information required to establish an ImagiNation account. When you're

finished providing all the information, we'll take you on a quick guided tour of the different lands in ImagiNation. While you're on your tour, we'll complete the processing of your account.

PLAYING INN

After you've created your persona (see page 5) you're ready to log on to the ImagiNation Network.

The first screen you'll see after clicking on PLAY is the "Mountain/Satellite" screen. If you have chosen the Secured password method, you will be asked to enter your password before your system attempts to connect to ImagiNation. If you choose the Unsecured method, your password will be automatically sent to ImagiNation during log-on. If you receive an error message on this screen, follow its instructions. If you still have a problem, please quit and call 1-800-IMAGIN-1 to resolve the problem.

There are so many exciting and interesting things to see and do in the world of ImagiNation, it helps to have a map. Study the map (it comes up after the Mountain/Satellite screen), then move your cursor to the place you

CasinoLand™ is an area for Adults Only. You can play casino games or socialize in Lefty's Bar with bar games or idle chit-chat. Be aware, however, CasinoLand is divided into Unrestricted and Restricted areas. In Unrestricted areas, adult language and subject matter may be discussed openly and freely. In Restricted areas, the normal rules and standards of etiquette and language will be enforced. When you enter any CasinoLand area, a screen will be displayed clearly indicating whether it is Unrestricted or Restricted.

Important Note: A special password capability is provided for parents who wish to prevent access to CasinoLand by minors. Please use a unique password, known only to you, if you wish to prevent access.

The Post Office is where you can read and send electronic mail (E-Mail) to other ImagiNation members.

The Town Hall is the center of ImagiNation. It's where you can find help and information about ImagiNation, your membership, or your account.

The Phone Booth in front of the ClubHouse is where you can locate ImagiNation friends, when they are on-line.
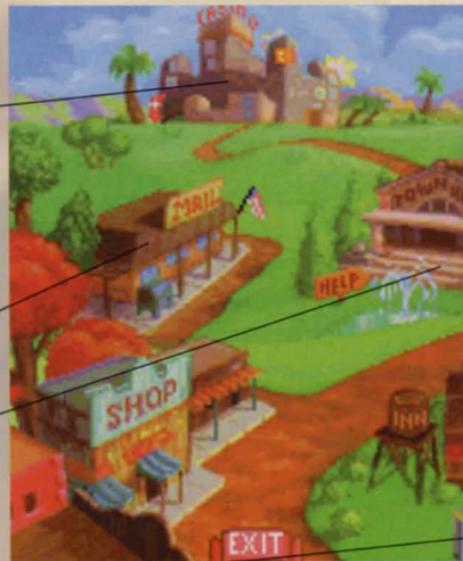
ImagiNation.

would like to visit. Click on your left mouse button and, like magic, you're there. If, at any point, you need help, just click the right mouse button and the appropriate Help Screen will pop up.
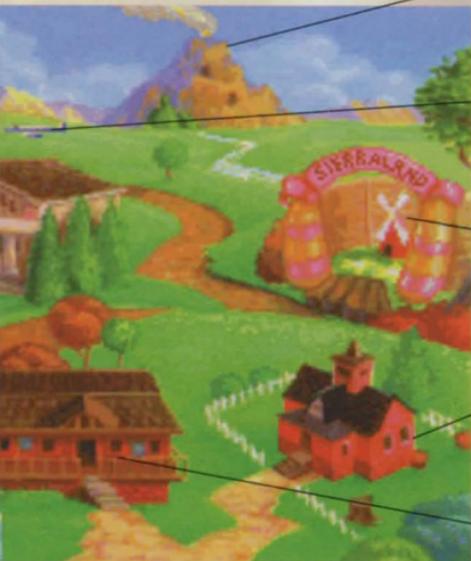
MedievaLand™ contains fantasy role-playing games, including The Shadow of Yserbius™ and, optionally, The Fates of Twinion™. You can match your skill against the dragons, monsters and dangers within a maze of dungeons. Play it alone, or with other ImagiNation role players, as you attempt to master the challenges and solve the riddles of the dungeons.

The Airport, represented by the Plane above Town Hall, provides a way to get to new "lands," not represented on the main map of ImagiNation, that are coming soon.

SierraLand™ is the electronic amusement park of ImagiNation. It features a variety of action/arcade-style games for the kid in all of us.

The SchoolHouse, when it is completed, will offer fun, entertaining, educational games geared for elementary through college level learning. In the meantime, you can sample one of these games, RocketQuiz™, over in SierraLand.

The ClubHouse is where you can play popular board and card games in a variety of rooms. The names of these rooms may suggest the group or activity that the room appeals to, but all games can be found in all rooms, and everyone is welcome everywhere.

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Be Yourself

YOUR ON-SCREEN PERSONA

The first thing you need to do before playing ImagiNation is to create your on-screen persona. Using ImagiNation's special FaceMaker™ persona creation program, you can create a character that represents you.

You select the look of your hair, the shape of your face, facial hair, glasses, clothing, etc. You can change this image as you visit different lands, to properly fit in with the atmosphere of a particular land. SierraLand, MedievaLand, CasinoLand, and the ClubHouse all have different FaceMaker persona creation programs.

To create a persona (you can also delete old personae or modify existing ones), click on CREATE and type in the name and other information. Then select the face shape, hair, clothing, etc., to represent the image you'd like others to see. In some areas, you also specify your skill level at various games.

You can select up to four interests or hobbies, so new friends can get to know you as they LOOK at you on-line. When you're finished creating a persona, click on SAVE.

When you're ready to play, click on the persona you want to use, and then click on PLAY. You'll have the option of selecting the games you're interested in playing during that session. These will appear in your persona as check marks next to the selected games.

THE WAITING ROOM

The room you'll enter after you click on PLAY from the persona screen is called the Waiting Room. You'll see rows of nameplates (your ImagiNation neighbors in that room) and a column of command buttons on the right side of the screen. Waiting Rooms are the meeting places of ImagiNation. Here you can chat with your new and old friends, invite people (or be invited) to play games, or go off to private chat or conference rooms.

MedievaLand games work differently from other areas in ImagiNation. In this game, you create your persona and then enter the main map of the game. From there you can enter the Waiting Room in the Tavern and talk with other adventurers, or go directly to the Guild Hall or dungeons. Please print and review the on-line manual for this game by selecting PRINT DOCUMENT which can be found in the Town Hall.

SELECTING PEOPLE

Selecting people on ImagiNation is how you tell the system you would like to look at, talk to, or play with one or more people. Just

Or Anyone Else.

click on their nameplate and it will turn from yellow or green (not selected) to red (selected). You can then click on **LOOK** to see their profile or click on **TALK** to type a message to them. Another way to see another person's persona is just to click the right mouse button on their nameplate.

When people are engaged in games or other activities, an icon appears on their nameplate indicating that activity. These features operate differently in MedievaLand. Please print and read the manual for details.

TALKING ON IMAGINATION

Talking to people on ImagiNation can be done either by selecting someone and clicking on **TALK** or just beginning to type. As soon as you start typing, a message box appears. You cannot type a message of more words than will fit in this box, although you may type as many messages as you like. Everyone you have selected (shown in red) will see any message

you type. So, if you're typing a private message, make sure you have selected only the people with whom you wish to speak.

ImagiNation allows you to spice up your messages with special symbols like a smiley face, sad face or heart. These symbols can let people know your mood or inflections, such

as happy, sad, joking or even if you're being sarcastic. Press the **ALT** key and any number between 1 and 0 on the top row of your keyboard to enter one of these symbols in a text message.

JeffD · Shawnee · GoldenMaia · Jessie · Eriond

Matt · William · Trotter · JohnPH · KatKisser

Whisper?   Options

CONFERENCE ROOMS

We've set aside a number of conference rooms for lively discussions on a whole variety of scheduled or impromptu topics. Check the list of conferences posted in the Town Hall to see if there are any of interest to you.

If you have any questions about any of the conferences, please ask a SysOp (see page 11) for assistance. In a conference room, the messages appear in the text area at the center of the screen. You can see a list of who is in the conference room by clicking on the box with the faces in it.

CHAT ROOMS

For open and lively conversations, visit one of the Chat Rooms located in the ClubHouse, SierraLand or CasinoLand (Lefty's Bar). In a Chat Room, you can talk with one or several people in real time.

You can enter a Chat Room either through an INVITE or a request to WATCH. You will see the persona of every other person in the room during your chat.

Unless you click on WHISPER?, everyone in the room "hears" your message.
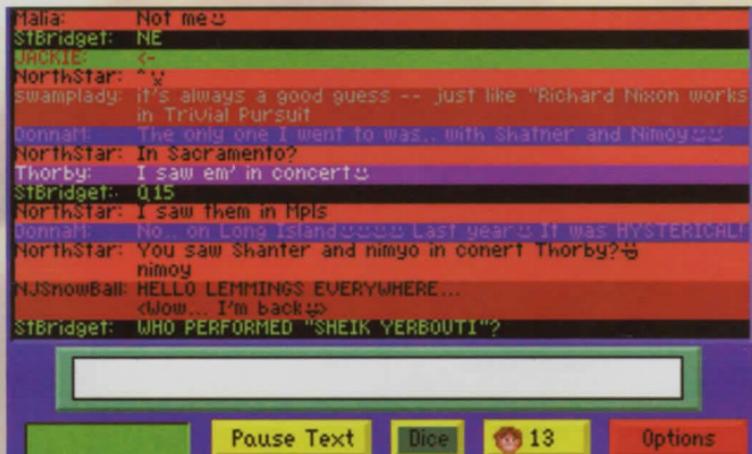
BULLETIN BOARDS

The Bulletin Boards are located in all of the ClubHouse rooms and cover many different topics. Different rooms and areas have different topics, so be sure to check them all for a topic in which your are interested. You can use the

nds And New Ideas.

buttons to look through the `1ST` message, `END` (last) message, `PREVIOUS MESSAGE` and `NEXT MESSAGE` on a Bulletin Board. You can also click on `POST MESSAGE` to add your own thoughts. Don't be shy. Speak up on ImagiNation's Bulletin Board system.

ELECTRONIC MAIL

Head to the Post Office when you want check your mail. With electronic mail, you can receive electronic letters from other ImagiNation members. You can also write and send letters to your ImagiNation friends. It works just like the U.S. Post Office. Letters can be written on-line or "loaded in" as an ASCII text file. Clicking the `SAVE THIS LETTER` button allows you to print a letter or save it to disk. It's easy to send and read letters, but if you need to, just click on `HELP`. You can also access mail through the Mail Room in the ClubHouse.


```
Malia:      Not me☺
StBridget:  NE
JACKIE:     <-
NorthStar:  ^ゞ
swamplady:  it's always a good guess -- just like "Richard Nixon works
            in Trivial Pursuit
Donnati:    The only one I went to was.. with Shatner and Nimoy☺☺
NorthStar:  In Sacramento?
Thorby:     I saw em' in concert☺
StBridget:  Q.15
NorthStar:  I saw them in Mpls
Donnati:    No.. on Long Island☺☺☺☺ Last year☺ It was HYSTERICAL!
NorthStar:  You saw Shanter and nimyo in conert Thorby?ゞ
            nimoy
NJSnowBall: HELLO LEMMINGS EVERYWHERE...
            <Wow... I'm back☺
StBridget:  WHO PERFORMED "SHEIK YERBOUTI"?
```

`Pause Text` `Dice` `🧑 13` `Options`

THE GO TO BUTTON

The `GO TO` button allows you to easily move around the system. With it you can access `ANOTHER PLACE` (another room or area within the "land" or ClubHouse), the `BULLETIN BOARD`, `HINT BOARD` or `CONFERENCE ROOM` or select `A PERSON` in the room.

Play Games With A Friend,

PLAYING GAMES

Making friends and playing games on ImagiNation go hand in hand, and it's easy to set up a game. Simply select the person or persons with whom you'd like to play, click on **INVITE** and a game-choice window will then pop up. Select the game you want and ImagiNation will automatically invite all of the people you have selected (highlighted in red) to join you.

HANDLING INVITATIONS

Accepting or declining an invitation is also easy. Simply click on **ACCEPT** or **DECLINE** when you receive an invitation. If you accept, you will automatically be put into the game

In A Group Or By Yourself.
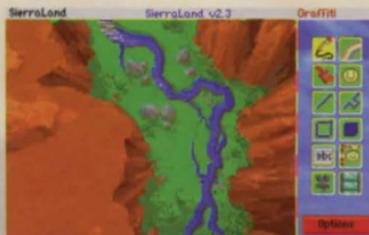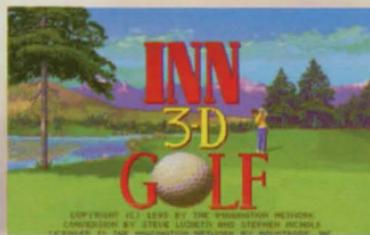
screen. If you decline, you can also attach a brief explanation. You can also **LOOK** at the persona of the person who is inviting you to a game before you accept or decline.

WATCHING GAMES

Maybe, you'd prefer just to watch. That's okay, too. To watch a game in progress, select a player in a game and click on **WATCH**. A message will be sent informing the player you want to watch. They may choose to allow you to watch, or may decline your request. While watching a game, you're free to talk to the players. But please don't reveal

information about the game or talk so much that it interferes with the game, or you may be asked to leave by one of the players. You may, of course, exit **WATCH** at any time.

THE HINT BOARD

The Hint Board is invaluable to those who play adventure games from the Sierra On-Line family of games. When you **GO TO** the **HINT BOARD**, you will see a list of buttons, with one button for each of the game series or miscellaneous categories. Click on one of these buttons and you'll see a list of areas for hints for that game. Keep on following the narrowing topic tree downward until you find the

questions and answers for your problem. Hints can also be saved to disk for future reference.

GAME INSTRUCTIONS

Detailed game instructions are available through **PRINT DOCUMENTATION** located within Town Hall. You can also use a word processor or text editor to view the documentation on-screen. Just look for files in your ImagiNation sub-directory with ".DOC" file extensions. For further information about the help features on ImagiNation, turn to page 11. If you have any other questions, just call ImagiNation Member Services at 1-800-IMAGIN-1.

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GETTING HELP ON-LINE

Getting help on-line is easy. For general help, simply click on **HELP** located in the **OPTIONS** control panel. For help on a specific item, simply point at the item and click on the right mouse button (on a one-button mouse, hold down the [shift] key while clicking on the item). For live on-line help, go to the ImagiNation Help Room accessible through the ClubHouse (or through **PRINT DOCUMENTATION** in Town Hall). During most times, you'll find a SysOp there, ready to answer questions, introduce you to others with similar interests, or otherwise help you have fun. During off-hours, leave a message in **NEW MEMBER ORIENTATION** and someone will get back to you as soon as possible.

IMAGINATION SYSOPS

The ImagiNation SysOp staff is a group of experienced and knowledgeable members who are available to help you by answering questions

or directing you to people or activities on ImagiNation that may interest you. You will often see someone on-line whose name begins with "INN" (e.g., INNLynn). This indicates they are a SysOp and ready to help. Just say hello and tell them you are a new member, and they'll make sure you have a great time from that moment forward.

MEMBER SERVICES

Member Services is available at 1-800-IMAGIN-1 to help you with any problems or questions from 8:00 a.m. to 10:00 p.m. (Pacific time) seven days a week. Call Member Services if you need any assistance installing or using ImagiNation. Having the following items available when calling will allow us to help you as quickly as possible:

1. Your Member ID Number.
2. Computer Type and Speed.
3. Local Access Number.
4. Modem Manual
   (or make, model and baud rate).

IMAGINATION ETIQUETTE

Etiquette and proper conduct are as important to our electronic community as they are in your home town. When talking with others, please treat them as you would like to be treated. Obscene or abusive language will cause an immediate termination of your access rights and membership. When playing games with other people, good sportsmanship is expected of everyone involved.

Whenever you receive a message on ImagiNation, one of the buttons on which you can click is the **COMPLAIN** button. If you would like to complain about an abusive, obscene or harassing message, clicking on the **COMPLAIN** button will allow you to add your objection or comments and will then send the message to a SysOp.

Please be aware, however, complaints are not taken lightly and nuisance complaints may be cause for disciplinary action.

Mouse-Click Away.

Joleen	Alexandra	AuntieCin
OleCountry	Patricia	VickiS
GaryH	Marquis	Butterfly
MeatLoaf	Peg	KevinW
Belle	platinum	GoldenMaia
Carmela	RacCarDrvr	DaveA
Harmony	PammyR	LoveBud
Tammy	HighOnLife	DianaL

INN
IMAGINATION

Talk
Look
Invite
Watch
All | None
Go to
Options

9:32pm ⚐ 51 ⬇ ⬆

A User-Friendly Plan

The ImagiNation Network offers three payment plans: Credit Card, Electronic Checking, and Regular Checking. We encourage our members to pay by Credit Card or Electronic Checking since it's automatic, provides uninterrupted access and is less expensive. Accounts not paid by credit card or electronically debited from a checking account will be charged a nominal $2.50 per month for paper statement generation and mailing. You may risk having your access to ImagiNation restricted should your payment not be received in time.

Many members have asked questions regarding Electronic Checking. Here are a few of them along with their answers:

Q. Exactly how does the Electronic Payment from Checking Account Option work?

A. ImagiNation uses a service that cooperates with your bank through the Federal Reserve System. You may choose this option by contacting Member Services at 1-800-IMAGIN-1 and authorizing ImagiNation to have the amount of your monthly ImagiNation bill automatically deducted from your checking account on the day it is due. You will see the amount deducted on your monthly bank statement.

Q. What are the benefits of using the Electronic Payment from Checking Account option?

A. If you don't have or don't want to use a credit card to pay your ImagiNation bill, the Electronic Payment from Checking Account options saves you the time, hassles and money of writing and mailing a check each month. You also save the $2.50 charge for preparing and mailing your monthly ImagiNation statement.

Q. Is it safe to give ImagiNation this kind of access to my checking account?

A. Absolutely. No one actually has access to your account except you and your bank. In fact, consumer safeguard regulations are stricter when you use the Electronic Payment option than when you write a check.

Q. What if I cancel my ImagiNation membership or change my mind about how I'd like to pay my bill?

A. No problem. Just call 1-800-IMAGIN-1 and we'll make the appropriate adjustment. You can replace the Electronic Payment option with Credit Card or Direct Billing at any time.

TERMS AND CONDITIONS

The ImagiNation Network is much more of a neighborhood than a network of computer game players. You should treat others on the network with the courtesy and politeness you would use in any other public place. Abusive, lewd or obscene language or suggestive remarks WILL NOT be tolerated in any way and is cause for immediate removal from The ImagiNation Network without notice. An appeal must be made by phone or in writing to The ImagiNation Network to get back on the system.

The ImagiNation Network does not warrant that service on The ImagiNation Network will be uninterrupted or error-free. The ImagiNation Network is distributed on an "as is" basis without any express or implied warranties. The ImagiNation Network will not be liable for any damages arising out of any use of, or inability to use The ImagiNation Network. The ImagiNation Network and Constant Companion® are protected by federal copyright law and international treaty.

You may not modify or adapt The ImagiNation Network or translate, decompile, or reverse-engineer software running on The ImagiNation Network. You will indemnify The ImagiNation Network against libility for your use of The ImagiNation Network and any violation of these rules. You may install The ImagiNation Network onto as many computers as you like, however, only one at a time may access The ImagiNation Network using one account number. In addition, you are responsible for any and all

For Membership Fees.

charges incurred by anyone using your account number (which should be kept secret) or by anyone using your original version of The ImagiNation Network or any copies.

THE IMAGINATION NETWORK CAN MODIFY THESE GUIDELINES AND TERMS AND CONDITIONS AT ANY TIME BY POSTING THE REVISED GUIDELINES ON INN. USE OF THE IMAGINATION NETWORK INDICATES YOUR UNDERSTANDING AND AGREEMENT TO COMPLY WITH THESE GUIDELINES.

IMPORTANT NOTES

All monthly membership and option charges are billed at the beginning of each billing period. Other charges are billed at the end of each billing period. Your monthly statement can be viewed on-line in the Town Hall after the 10th of the month. Check payers should receive their statements by the 15th of each month. If your payment is not received by the next statement date, your account will be restricted and you will not be able to access The ImagiNation Network.

All hourly rates are billed in increments of one minute.

All rates apply in Continental U.S. only. For Hawaii, Canada and other international rates call 1-800-IMAGIN-1.

A small group of Special Access numbers provided may require an additional charge. If you are calling this type of Special Access number, you will be warned of the charge on-screen. You may wish to choose another access number to call.

Cancellations: Members are responsible for canceling their accounts. All cancellations must either be in writing or by calling 1-800-IMAGIN-1. Members will be responsible for all charges incurred up to the date the cancellation was received. No credits will be given for charges incurred up to the date of cancellation.

The ImagiNation Network can provide members with the ability to limit their monthly charges by setting a dollar limit. This is particularly useful for families with children who like to use The ImagiNation Network. If you are interested in this Billing Level Protection option, please contact our Member Services Department at 1-800-IMAGIN-1.

ImagiNation is distributed on high density diskettes and CD ROM only.

Members are responsible for any phone message units, long distance or other charges incurred while using The ImagiNation Network. Please check with your local or long distance telephone company.

The ImagiNation Network reserves the right to change features, rates or specifications, or offer additional services or features for an additional charge, at any time with 30-day notice, which can be posted on-line or mailed.

Taxes applicable where required.

SYSTEM REQUIREMENTS

The ImagiNation Network requires a 386SX (or better) IBM-compatible computer with hard disk drive, 640KB memory (580KB free), a 2400-baud (or faster) modem, VGA graphics and Microsoft-compatible mouse or equivalent. It is also recommended all memory resident programs be removed from memory before running The ImagiNation Network. WINDOWS 3.X compatibility requires at least a 386SX with 4 megabytes of RAM running in Enhanced Mode. DOS 5.0 (or better) may be required when running sound in MedievaLand. Most major sound cards are supported.

IMAGINATION!