MS - DOS • MODEM REQUIRED SEE INSIDE FOR DETAILS





"The Happiest Place In Cyberspace"™



Introduction

Welcome to the world's first and best electronic entertainment community! The Sierra Network (TSN) is more than just a network of people playing games. It is a place; a neighborhood of people who talk, listen, meet old and new friends, and always have lots of fun.

The Sierra Network is so easy to install and use, that this Quick Start Manual is probably all you'll ever need. However, if you want more detailed instructions, just print the manual(s) you need by clicking on the button located inside of the Town Hall.

Installing Or Upgrading TSN

- Insert The Sierra Network Disk #1 in drive A: or B:
 - Type A: or B: (whichever drive Disk #1 is in) and press ENTER.
- 3. Type Install and press ENTER.

2

2.

4. Follow the on-screen instructions.

NOTE: To insert your Member Number, move the highlight bar to the appropriate line with your arrow keys and press ENTER. Do the same to insert your local access phone number. Pressing the F1 key displays a nationwide list of local network access numbers which can be selected by moving the cursor. Call 1-800-SIERRA-1 if you need further help with your TSN installation.

To Start TSN

TSN ImagiNation[™]

Type CDVTSN (or whichever sub-directory TSN was installed to) and press ENTER. Type TSN and press ENTER.

- type for and press ENT
- 3. Have fun!

The TSN ImagiNation map appears once you're connected to The Sierra Network. This map is a representation of the on-line community that is TSN. It provides easy access to all of the areas of TSN. Just click your left mouse button on the areas you'd like to go to, and like magic - you're there! If you need help, just click the right mouse button, and the appropriate Help Screen will pop up.

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

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

The Clubhouse is where you can play popular board games in a variety of Constant Companion "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.

The Phone Booth in front of the Clubhouse is where you can locate a TSN friend if he or she is on-line.

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

MedievaLand[™] contains the fantasy role-playing game The Shadow of Yserbius[™] where you can match your skill against the dragons, monsters and dangers within a maze of dungeons. Play it alone or with other TSN role-players to conquer the challenges and solve the riddles of the dungeons.



Shooting down WWI German Fokker Triplane in Red Baron[®]

LarryLand™ is an area for Adults Only! Play casino games or socialize in Lefty's Bar with bargames or idle chit-chat. LarryLand is sure to provide endless hours of fun for adults on The Sierra Network. There are two distinct types of areas within LarryLand, Restricted and Unrestricted. 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 as in other areas of TSN. A screen will be displayed upon entering any LarryLand area that clearly defines the type of area you are about to enter.

> Important Note: A special password capability is provided for parents who wish to prevent access to LarryLand by minors. Please use a unique and secure password that is not known to minors if you wish to prevent access.

The Mall is where you can order various items, many at substantial discounts, through The Sierra Network. When you enter The Mall, you'll see a list of "store fronts" or products/services available. Click on the item you're interested in and you will get a description of the item and a form that will allow you to place your order.

The Airport, represented by the plane above Town Hall, will provide a way to get to new "Lands" that are not represented on the main map of ImagiNation. When "Lands" are added to The Sierra Network, clicking on the Airport will bring up a menu of places that you can "fly to" allowing for easy and unlimited expansion and enhancement of TSN.

The Schoolhouse will contain educational and entertaining games ("Edutainment") geared for elementary through college level learning, while having fun at the same time! One of these games, Rocket Quiz, currently exists in SierraLand. As more are added to TSN, the Schoolhouse will come alive with games and features that will allow adults and children alike to learn while having fun.

Your On-Screen Persona

The first thing you need to do before playing TSN is to create your on-screen persona. SierraLand, MedievaLand, LarryLand and Constant Companion® all have different FaceMaker persona creation programs. The pictures you create are distinctly different for each land, reflecting the appropriate atmosphere. You may have multiple personae for each area, which can represent different identities of yourself, or other family members or friends.

As you click on a room or area you'd like to go to, a screen will appear that has previously created and saved personae in it - or in the case of a new user, a blank area that you can fill with personae. Click on CREATE and type in the name and other information for each persona. 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 the various games in that area.

You can select up to four interests or hobbies so new friends can get to know you

when they "look" at you on-line. When you're finished creating a persona, click on SAVE. Now when you enter a TSN area, the persona you created will appear. You can

also delete old personae or modify existing ones. 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.

You never know who'll you meet on-line.

The Waiting Room

The GO TO Button

Conference Rooms

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 TSN neighbors in that room) and a column of command buttons on the right side of the screen. Waiting Rooms are the meeting places of TSN. 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.

The Shadow of Yserbius works differently from other areas in TSN. In this game, you create your persona and then enter the main map of the game. Here 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 DOCUMENTATION in the Town Hall.

This button allows you to easily move around the system. You can access ANOTHER PLACE (another room or area within the "Land" or Clubhouse you're in), the BULLETIN BOARD, HINT BOARD or a CONFERENCE ROOM or to select a PERSON in the game.

- These are rooms where specific topics are being discussed. Many conferences are regularly scheduled on TSN on a variety of topics. Check the list of conferences posted in the Town Hall to see if any are of interest to you. If you have any questions about conferences, or would like to start a conference of your own, please ask any SysOp. Inside a conference room, 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.
- **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 you're interested in. You can use the 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 TSN's Bulletin Board system!
- The Hint Board
- This board is invaluable to those who play adventure games from the Sierra family. 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 your disk for future reference.
- Chat Rooms
- Rooms where groups of people can talk simultaneously while looking at each other's personae are called Chat Rooms. You can enter a Chat Room either through an INVITE or a 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.

Electronic Mail



Boogers is the game to pick for on-line fun.

With electronic mail you can receive electronic letters from other TSN members. With the Sierra Stamps[™] option, you can also write and send letters to your TSN friends. It works just like the Post Office, only more quickly and reliably. Letters can be written on-line or "loaded in" as an ASCII text file from your disk. Clicking on SAVE THIS LETTER allows you to print a letter or save it to your disk. It's easy to send and read letters, but if you need help just click on HELP.



Selecting People

Selecting People on TSN is how you tell the system that you would like to look at, talk to, or play with one or more people. Just click on their nameplate and it will turn from vellow 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 a user'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 The Shadow of Yserbius. Please print and read the manual for details.

Talking To People On TSN

▶ Talking to people on TSN can be done by selecting someone and clicking on TALK or simply typing a message once they've been selected. 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 that you have selected (shown in red) will see any message you type, so if you're typing a private message, make sure that you have selected only the person to whom you wish to speak.

TSN 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.

Making Friends Making friends and playing games on TSN go hand in hand. There are a few games on TSN that you can play alone. They will appear if you click on PLAY with no one selected. If you want to invite people to play with you, simply select the person or people you'd like to play with, then click on INVITE. A game choice window will pop up. Click on the game button you want and the system will automatically invite all of the people you have selected (highlighted in red).

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 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

Watching a game in progress is possible by selecting the player you want to watch and clicking on WATCH. A message will be sent informing the player that you want to watch. They may choose to allow you to watch, or not to watch. When watching, you can talk to the players, but do not reveal information about the game or talk so much that it interferes with their game or you may be kicked out by one of the players. You may, of course, leave at any time.

TSN SysOps

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

Dialing In And Signing On

▶ Dialing in and signing on to TSN is quick and simple. The first screen that you'll see after typing "TSN" in the correct sub-directory 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 TSN. If you chose the Unsecured method, your password will be automatically sent to TSN 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-SIERRA-1 to resolve the problem.

Each time you log-on to TSN, you will see your billing status on this first screen. Please read the information in this notice carefully before continuing with your log-on. If it is not correct, or you do not understand the charges indicated, please OUIT the logon at that point and call 1-800-SIERRA-1 with any questions. If you continue, you will be liable for all charges incurred during that session.

TSN Member Services

Getting Help On-Line

Game Instructions

TSN Etiquette

Do a doodle by yourself or with

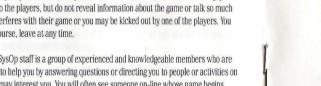
others in Graffitti.

- TSN Member Services is available at 1-800-SIERRA-1 to help you with any problems. or questions from 8:00 AM to 10:00 PM (Pacific time) 7 days a week. Call Member Services if you need any assistance installing or using TSN: Having the following items available when calling will allow us to help you as quickly as possible:
 - 3. Local Access Number.
 - 1. Your Member ID Number. 2. Computer Type and Speed. 4. Modem Manual (or make, model and baud rate).
- ▶ 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 TSN Help Room accessible through the Clubhouse or through NEW MEMBER ORIENTATION 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 ASK MEMBER SERVICES located in TOWN HALL and someone will get back to you as soon as possible.
- 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 the files in your TSN sub-directory with ".DOC" file extensions. If you have any questions, just call TSN Customer Service at 1-800-SIERRA-1.
- 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. Even in the areas of LarryLand where risque language and subject matter is allowable, abusive or harassing behavior is never acceptable. When playing games with other people, good sportsmanship is expected of all.

Whenever you receive a message on TSN, one of the buttons you can click on 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 TSN SysOp. Please be aware, however, that complaints are not taken lightly and nuisance complaints may be cause for disciplinary action.

101 101 101 101 101 10 TSN has plenty of great card and

board games.



Electronic Payment Option

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- Exactly how does the Electronic Payment from Checking Account Option work?
- The Sierra Network (TSN) uses a service that cooperates with your bank through the Federal Reserve System. Just complete the Member Registration form and check off the Electronic Payment option box. This authorizes TSN to have only the amount of your monthly TSN bill automatically deducted from your checking account on the day it is due. You will see the deduction on your monthly bank statement.
- 0 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 TSN bill, the Electronic Payment from Checking Account option saves you the time, hassles and money of writing and mailing a check each month.
- 0 Is it safe to give The Sierra Network this kind of access to my checking account?
- А 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.
- 0 What if I cancel my TSN membership or change my mind about how I'd like to pay my bill?
- А No problem. Just call 1-800-SIERRA-1 and we'll make the appropriate adjustment.
- Membership Options BASIC MEMBERSHIP \$12.95 per month.

Includes 30 hours of Evening/Weekend+ access to TSN Constant Companion® including all basic card/board games; bulletin board; conference, chat and waiting rooms: and your own mailbox.

+Evening/Weekend access is available from 6:00 PM through 7:00 AM, Monday through Friday; all weekend (6:00 PM Friday through 7:00 AM Monday); and all day on certain holidays. Daytime Access is from 7:00 AM through 6:00 PM, Monday through Friday, and is \$7.00 per hour. All times are members' local times.

MEMBER VALUE PACKAGES (MVP)

Includes Basic Membership plus extended Evening/Weekend access hours plus Sierra Stamps option plus optional "Lands."

60 Hour MVP Membership... Call 1-800-SIERRA-1 for details.

90 Hour MVP Membership... Call 1-800-SIERRA-1 for details.

120 Hour MVP Membership... Call 1-800-SIERRA-1 for details.

Unlimited Hours MVP Membership... Call 1-800-SIERRA-1 for details.



The Shadow of Yserbius lets you explore dungeons with others.

Optional Services

\$4.00* per month

SierraLand Great arcade and action games for the entire family, including Red Baron,® PaintBall and Minigolf - and much more.

\$4.00* per month

For Adults Only! Play Blackiack, Poker, Slots, Roulette and socialize in the casino,

\$4.00* per month MedievaLand Battle dragons, demons and evil spells in the dungeons of a medieval castle.

Sierra Stamps

LarryLand

\$2.00* per month Allows the sending of electronic mail to other members on The Sierra Network. Includes an unlimited supply of stamps for sending electronic mail throughout TSN. Extra mailboxes for other family members (or different personae) are available for \$5.00 each per month.

*Introductory Pricing

Weekday Access \$7.00 per hour Access to TSN from 7:00 AM through 6:00 PM. Monday through Friday.

Terms And Conditions

The Sierra Network (TSN) 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 TSN system without notice. An appeal must be made by phone to TSN headquarters to get back on the system.

The Sierra Network does not warrant that service on TSN will be uninterrupted or error-free. TSN is distributed on an "as is" basis without any express or implied warranties. Neither The Sierra Network nor Sierra On-Line will be liable for any damages arising out of any use of, or inability to use, TSN. TSN and Constant Companion® are protected by federal copyright law and international treaty.

You may not modify or adapt TSN or translate, decompile, or reverse-engineer software running on TSN. You will indemnify TSN against liability for your use of TSN and any violation of these rules. You may install TSN onto as many computers as you like, however, only one at a time may access TSN using one account number. In addition, you are responsible for any and all charges incurred by anyone using your account number (which should be kept secret) or by anyone using your original version of TSN or any copies.

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



Mini-golf is maxi-fun.

Important Notes

All monthly membership and optional charges are billed at the beginning of each billing period. Other charges are billed at the end of each billing period.

All hourly rates billed in increments of one minute.

All rates apply in Continental U.S. only. For Hawaii, Alaska, Canada and other international rates call 209-642-0800.

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

TSN is distributed on high density diskettes only.

If a portion of your session occurs during Weekday time, you will be charged \$7.00 per hour for your entire session, even though most of your session may have occurred in Evening/Weekend Time.

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

The Sierra 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.

An account may be put on inactive status for up to 90 days if requested in writing in advance. Access to TSN is temporarily suspended, but mailboxes and other features stay active. All monthly fees are suspended during this period except for an account maintenance fee of \$4.95 per month.

The current shipping version of TSN requires a 16-mhz (or faster) 286 (or better) IBM

Taxes applicable where required.

System Requirements

compatible computer with hard disk drive, 640kb memory (at least 580 kilobytes available), a 1200 baud or faster modem, EGA or VGA graphics and Microsoft compatible mouse or equivalent. Some games may not perform adequately on slower computers or at slower baud rates. Red Baron® and PaintBall require a 386SX or better and 2400 baud modem. The Shadow of Yserbius™ requires VGA graphics. It is also recommended that all memory resident programs be removed from memory before running TSN. WINDOWS 3.X compatibility requires at least 386SX with 4 megabytes of RAM running in Enhanced Mode.

Windows is a trademark of Microsoft Corporation Red Baron is a registered trademark of Dynamix, Inc.



More than one romance has started on TSN.

Membership Rea	sistration Form	(Please complete, sign	, and keep for your records
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Social Security # (for verifi	cation only)						
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Membership Registration Form (Please complete, sign, and mail this form today!)

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ImagiNation[™] On The Sierra Network[®].



ImagiNation on The Sierra Network is on-line games and more.



Omni Magazine simply said ImagiNation was "the best place to play"

And a cyberspace theme

park where you participate

in the future of interactive

entertainment.



"One of the largest collections of cyberspace real estate around" says Multimedia World Magazine.



PC's Magazine's John Dvorak called ImagiNation "The future of on-line services."



Gannet Newspapers said ImagiNation has "the potential to revolutionize the way families and friends interact."



A place where people from all over get together for serious fun and games, conversation, and companionship.



A true virtual community where you can meet new people, exhange ideas, and play great games with them.



A Fun Place For Fun People ~ Like You!

Welcome to ImagiNation on The Sierra Network! The world's first and best electronic entertainment community and theme park.

ImagiNation on TSN is more than just a way to play games on-line, it's a neighborhood of people from around the country that get together to chat, play and generally have fun.

When you enter ImagiNation using this Start-Up Kit, you'll find that you've instantly entered a fun, friendly Cyberspace world where you can do things and experience wonders you never thought possible. Jump into a World War I biplane and dogfight with other pilots from across the country. Explore the dungeons beneath a live volcano and search for treasures while fighting off vicious animals and evil phantasms.

You can also relax and enjoy a quiet game of Bridge or Chess, or compete with others in a nice round of Minigolf. It's all here in this virtual world for you to explore.



"The Happiest Place In Cyberspace"

FOLD HERE

Place Stamp Here Post Office Will Not Deliver Without Postage

The Sierra Network P.O. Box 11 Oakhurst, CA 93644