

IMAGINATION!

The Premier On-Line Entertainment Service



Play

Welcome to ImaginNation™, 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 seen before. Fasten your seat belt, because this could be one wild ride!

Installation

The first step on your journey is to install The ImaginNation Network (INN) on your computer. (If your Personal Computer System came pre-installed with the ImaginNation Network skip this section. Please click on the icon provided for the ImaginNation Network, and skip to step 3). Simply follow these easy steps below, and you'll be ready to go:

1. Place disk One into the appropriate drive and log onto that drive. Type **INSTALL** and press **Enter**.
2. If you have a CDROM, place the disk in the drive and log on by typing **D:** (for this example, we used the letter D as the designation for the CDROM drive; if the appropriate drive is designated differently, substitute that letter for D). Type **INN** or **FUN** and press **Enter** to begin installation.
3. Follow the on-screen instructions.

Important: Your *free* hours must be used during the first 30 days.

Note: When the 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 be displayed. Using the tab or cursor keys, move the cursor to the appropriate number and baud rate and press **Enter**. If you need to change your local access number

at any time, type **INSTALL** and **Enter** at the INN> prompt and proceed to the part of the Install program where you are asked for your local access number. For further help with your installation, call 1-800-IMAGIN-1.

Starting

Dialing in and signing on to The ImaginNation Network is quick and simple. From the directory on which the software was installed, type **FUN** or **INN** and **Enter**.

On-Line Sign Up

You can register for membership on-line. If you already have your account number, you can enter it during installation, and you're ready to sign on. If not, just follow the screen prompts. Then enter the information required to establish an ImaginNation account. When you've finished entering all the information, we'll take you on a quick guided tour of the different lands in The ImaginNation Network. While you're on your tour, we'll process your account.

Playing

After you've created your persona (see page 4), you're ready to log on to the ImaginNation Network.

The first screen you'll see after clicking **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 ImaginNation. If an error message appears, follow the on-screen instructions to resolve the problem. If this does not work, please quit the program and call 1-800-IMAGIN-1 for help.



Be Yourself...

Your On-Screen Persona

The first thing you need to do before playing The ImagiNation Network is create your on-screen persona. Using The ImagiNation Network's special FaceMaker persona creation program, you can create a character who represents you. You select the look of your hair, the shape of your face, facial hair, glasses, clothing, etc. You can change your image as you visit different lands so that you fit in with the atmosphere of that land. SierraLand, MedievalLand, CasinoLand, and the Clubhouse all have different FaceMaker programs.

To create a persona (you can also delete old personae or modify existing ones), click on **Create** and type in your name or handle 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 **Save**.



When you're ready to play, click on the persona you want to use, and then click **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 **Play** from the persona screen is called the Waiting Room. You'll see rows of nameplates (your neighbors in that room) and a column of command buttons on the right side of the screen. Waiting Rooms are the meeting places of The ImagiNation Network. 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.

MedievalLand games work differently from other areas in ImagiNation. In this game, you create your persona and then enter the main game map. 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



...Or Anyone Else

Talking on The ImagiNation Network

Talking to people on The ImagiNation Network can be done either by selecting someone and clicking **Talk** or by beginning to type. As soon as you start typing, a message box appears. You cannot type a message using more characters than will fit in the box, but you may type as many messages as you like. Everyone you have selected (shown in red) will see any message you type. If you're typing a private message, make sure you have selected only the people with whom you wish to speak.

The ImagiNation Network 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 – 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.





Discover New Friends...

Chat Rooms

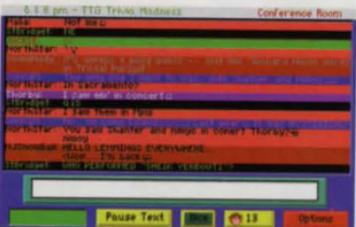
For open and lively conversation, visit one of the Chat Rooms located in the Clubhouse, SierraLand or CasinoLand. In a Chat Room, you can talk to one or several people in real time.

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. To exit a chat room, click on **Options** and then **Leave Room**.

Unless you click on **Whisper?** everyone will "hear" your message.

Conference Rooms

We've set aside a number of conference rooms for lively discussions on a variety of scheduled or



...and New Ideas

You can use the available buttons to look through the **1st** message, **End** (last) message, **Jump To**, **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 The ImagiNation Network's Bulletin Board System.

Electronic Mail

Head to the Post Office when you want to check your mail. With electronic mail, you can receive electronic letters from other ImagiNation Network 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 ASCII text files. Clicking the **Save This Letter** button allows you to





There are so many exciting and interesting things to see and do in the world of The ImagiNation Network that it helps to have a map. Study the map (it appears after the Mountain/Satellite screen), then move your cursor to the place you'd like to visit. Click 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.

The **Post Office** is where you can read and send electronic mail (e-mail) to other members.

The **Town Hall** is the center of The ImagiNation Network. Here you can find help and information about The ImagiNation Network, your membership, and your account.

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

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 The ImagiNation Network – that are coming soon.



The World of ImagiNation

SierraLand™ is the electronic amusement park of The ImagiNation Network. It features a variety of action and strategy games for kids of all ages.

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

The Clubhouse features 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.

CasinoLand™ is an area for Adults Only. You can play casino games or socialize in *Lefty's Bar* with bar games or just chit-chat. However, be aware that *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, clearing indicating whether it is Unrestricted or Restricted.

Important Note: A special password 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.



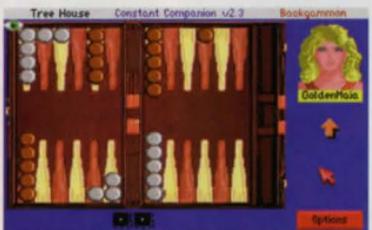
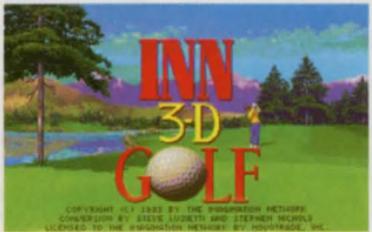
Play Games With A Friend,

Playing Games

Making friends and playing games on The ImagiNation Network 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 **Invite** and a game-choice window will pop up. Select the game you want and all the people you have selected (highlighted in red) will automatically be invited to join you.

Handling Invitations

Accepting or declining an invitation is also easy. Simply click **Accept** or **Decline** when you receive an invitation. If you accept, you will automatically be put into the game screen. If you decline, a message will be sent to the member who invited you, informing them that you have respectfully declined. You may also add your own



explanation in the space provided. You may also choose to **Look** at the persona of the person who is inviting you to play a game before you accept or decline.

Watching Games

If you'd prefer just to watch a game in progress, select a player in the 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 by clicking on **Options** or **Leave** game.



In A Group, Or By Yourself

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 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.



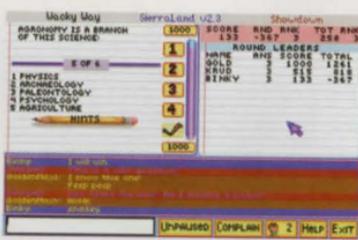
Game Instructions

Detailed game instructions are available through **Print Documentation** located within Town Hall. You may also print detailed game instructions by clicking **Print** in the Persona Creation (Face Maker) screen. 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 12. If you have any other questions, just call The ImagiNation Network Member Services at 1-800-IMAGIN-1.

Help Is Only...

Getting Help On-Line

Getting help on-line is easy. For general help, simply click **Help** located in the **Options** control panel. For help on a specific item, simply point at the item and click 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 Network Help Room accessible through the Clubhouse (or through **New Member Orientation** in Town Hall). At 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** and someone will respond to you as soon as possible.



ImagiNation SysOps

The ImagiNation Network 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 The ImagiNation Network 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.

...A Mouse-Click Away

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 (telephone) 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 to others, please treat them as you would like to be treated. Obscene or abusive language will result in 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 available to you is the **Complain** button. If you would like to complain about an

abusive, obscene or harassing message, clicking the **Complain** button will allow you to add your objections or comments and will then send the message to a SysOp.

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



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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 automatically 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 Network bill, the Electronic Payment from Checking Account option saves you the time and the hassle 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 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.

Important Notes

All monthly membership and optional fees are billed at the beginning of each billing period. Other charges are billed at the end of the billing period. Members paying by check should receive their statements by the 15th of each month. If payment is not received by the next statement date, the account will be restricted, and access to The ImagiNation Network service will be denied.

Monthly membership fees and subscription savings plan payments are non-refundable.

All hourly rates are calculated and billed in increments of one minute. Taxes are applicable where required. All rates apply in the Continental U.S. only. For Hawaii, Alaska, and international rates, call 1-800-IMAGIN-1.

All cancellations must be made either in writing or by calling 1-800-IMAGIN-1. Members will be responsible for all charges incurred up to the date of cancellation.

The ImagiNation Network can provide members with the ability to limit their charges by setting a monthly dollar limit. This is particularly useful for families with children who like to use the

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...For Monthly Membership Fees

ImagiNation Network service. If you are interested in the option, please contact our Member Services Department at 1-800-IMAGIN-1.

The ImagiNation Network software 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 service. Please check with your local or long distance telephone company. A small group of Special Access numbers provided may require an additional charge from our long distance carrier. If you are calling this type of Special Access number, you will be advised of the charge on-screen. You may wish to call another access number.

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. Said notice can be mailed or posted on-line.

Terms and Conditions

The ImagiNation Network is 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. Appeals for re-instatement of membership must be made by calling or in writing to The ImagiNation Network headquarters.

The ImagiNation Network does not warrant that service will be uninterrupted or error-free. The ImagiNation Network is distributed on an "as-is" basis without any expressed or implied warranties. The ImagiNation Network will not be liable for any damage arising out of any use of, or inability to use The ImagiNation

Network software or service. The ImagiNation Network is protected by federal copyright law and international treaty.

You may not modify or adapt The ImagiNation Network software or translate, decompile, or reverse-engineer software running on The ImagiNation Network using the same account number. Your account number is unique and should be kept secret. You are responsible for any and all charges incurred by anyone using your account number or by anyone using your original version of The ImagiNation Network software or any copies thereof containing your account number.

THE IMAGINATION NETWORK CAN MODIFY THE RATES AND GUIDELINES AT ANY TIME BY POSTING REVISIONS ON THE IMAGINATION NETWORK SERVICE. USE OF THE IMAGINATION NETWORK SOFTWARE OR SERVICE INDICATES YOUR UNDERSTANDING AND AGREEMENT TO COMPLY WITH THESE GUIDELINES.

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 that 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.

Windows is a trademark of Microsoft Corporation. Red Baron is a registered trademark of Dynamix, Inc. Stratego is a registered trademark of The Milton Bradley Company. NTN Trivia is a registered trademark of NTN.



Casinoland Access Request

For the enjoyment of our adult members, we have created an adults-only casino games area in ImagiNation called Casinoland. Although your membership entitles you to full access to all games and activities in ImagiNation, we must receive proof you are 18 years of age or older to activate Casinoland access.

To authorize Casinoland, please do one of the following:

1. Sign this Casinoland Access Request form and return by mail to the address below.
2. Fax this form with your signature to 209-642-0885.
3. When online, go into the INN MALL, select the Member Services Store (Casinoland Option) and follow the instructions. We will process your request within 24 hours of its receipt.

To prevent minors in your home from entering Casinoland, optional password protection is available. Read your Quick Guide or follow the instructions online for this protection.

Thank You!

Your Member ID Number

Your legal signature certifying you are at least 18 years of age

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