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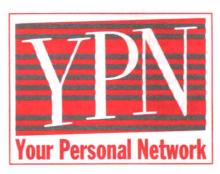
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## **FAQs**

"Frequently Asked Questions" about the Net and Net Games

## 1. How are games you play on the Net different from ordinary video games?

The first computer games—stuff like *tic-tac-toe*, *chess*, and *Space Invaders*—were great because you didn't need a human opponent around to enjoy a good game. Games on the Net take the next level—you don't need a human opponent around because there are 20 million potential candidates out there in the elastic space created by the connections between computers and their users known as the Net.

#### 2. Who's playing these online games?

ho isn't? The players include *Dungeons & Dragons* role-players who explore adventure, fantasy, and sci-fi universes; armchair strategists—from war generals to football quarterbacks—who plan, ally, trade, defend, attack, and put a premium on realistic details; chess (or *backgammon*, *Go*, *bridge*, *checkers*, *poker*, you name it) novices and masters getting their anytime, anyplace fix of human competition; puzzle lovers, you daily crossword-doing, *Jeopardy*-watching, *Rubik's Cube*—solving people out there; *Mortal Kombat* killers and other hand-eye shootfirst, check-the-score later types; and the gregarious gamers for whom it's not whether you win or lose but how good the company is.

#### 3. If I get into this, what's it gonna cost me? Will I go bankrupt?

ou might hear horror stories about GEnie users addicted to *Air Warrior* blowing \$1,000 a month in WWII dogfights, but the truth is that most online games can be enjoyed as part of the monthly basic rate of a commercial service or a local BBS, or, even more cheaply, on the mostly unmetered Internet. And—just in case—this book marks games that involve extra costs with a \$ symbol.

**Net Games 1**