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# A Dragonlover's Guide to Pern Fandom

by April Masters  
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This file is a short guide to Pern fandom as it is today. It is an overall look at the fandom from someone who's been a club leader and active participant in many clubs for quite a while. It is by no means a definitive guide; it's more of an overview for those people new to Pern fandom who are hoping to become active. I hope this file will help you get up to speed quickly so you can get in on the fun as soon as possible.

## What Is Pern Fandom?

Pern Fandom, collectively, refers to many fan clubs based on Anne McCaffrey's Dragonriders of Pern series of novels.

The clubs, which have members all over the world, are named for various organizations from the Pern series, such as Holds, Halls, and Weyrs. Often the clubs are called "Weyrs" and their fictional territory covers that Weyr's flight territory, but the clubs can also be based at holds or crafthalls. Each Weyr, Hold, or Crafthall is comprised of members who receive periodic club newsletters and/or various other publications in exchange for club dues. Each group is autonomous of the others, just like in the books, and has its own set of rules and standards.

The newsletters, or "fanzines," usually consist of member-written stories, articles, artwork, and various other Pern-related material. The stories are about the personas that the members create and about their lives and activities within the Weyr.

While it's not necessary to create a Pernese Persona to join a Pern club, most fans who join Pern clubs decide to "play Pern," which includes participating in the role-playing and writing with personas that they create. It's almost like being on Pern.

## How Can You Join The Fun?

Take a look around wherever you found this file. Chances are, you'll find several fandom Weyrs represented. See what kind of rules, dues and publications they have, see what kind of characters inhabit the club, find out if the "personality" of any of the clubs looks interesting to you. When you find one you like, join by sending in dues and/or whatever other requirements the club has. Then you're ready to create your own Pernese persona.

## Notes About Pern Clubs:

### Territories:

Most Pern clubs are called Weyrs, and the fiction of the club takes place inside the flight territory of that Weyr. For instance, the club High Reaches would cover High Reaches Weyr, as well as High Reaches Hold, Tillek Hold, and any crafthalls that are attached to those holds or in that territory. You can look in the Atlas of Pern by Karen Wynn Fonstead for a map of 9th Pass Pern that shows flight territories. For fan-created Weyrs, territory boundaries are a bit more difficult. Check with the club leaders to be exactly sure of where they are.

### Fan-Created Weyrs:

Everyone knows about the Weyrs created in the Dragonriders books, like Benden, Fort, High Reaches, Telgar, etc. Many of these Weyrs (with the exception of Benden) are in use as fannish Weyrs. Fans have also created Weyrs of their own in which to base their fiction. In the Mainstream 10th Pass (the largest of the cooperative timelines [see below]), you'll find such fan-created Weyrs as Haven, Janus, StarRise, Crescent, Talkon, etc. These Weyrs were created to provide room for fans' creative energies, and often, to take advantage of areas not inhabited in the fiction from Anne McCaffrey. Most of these fan-created Weyrs are located on the Southern Continent or in island chains to the East or West of the Pernese mainland.

### Fanzines:

Most clubs put out some kind of fanzine or newsletter containing submissions from their members. These submissions can take the form of articles about Pern (or their club's slice of Pern), tunings (poetry/song lyrics), persona profiles, wing or hold reports, etc. Mostly though, the 'zines contain fan-written fiction about the members' personas and their interaction with the rest of the club's personas. This fanzine is usually the major activity of the club.

### Timelines:

The word "timeline" can mean different things, depending on how it's used. First, there's the club's timeline. This refers to the timeframe the club's fictional activities are set in. Note that most of the Dragonriders of Pern novels took place during the 9th Pass. There are many clubs set during the 10th Pass, 250 years after the events in the book. Some clubs also take place in alternate 9th Passes (though much later than the events in the books). Still others take place in the 11th, 12th, or even 15th Passes. You may have noticed that none of the clubs take place during the Pass depicted in the books. This is because that Pass, as well as the characters within it, belongs exclusively to Anne McCaffrey. Fannish Weyrs are prohibited from taking place during this time. Sometimes, many clubs will form a cooperative timeline, where their club takes place on the same Pern as other clubs. In a cooperative timeline, the events at one Weyr (or in that Weyr's territory) may have an effect on another Weyr in that timeline. Besides the timeline,

you'll also want to find out what turn (year) it is, currently, for the club's fictional events. Clubs that share a common timeline will often be set during the same turn for their fictional events. Since most clubs take place in "real time," these turns coincide with Terran years--as one Turn passes fictionally, a year passes here on Earth.

Besides the club timeline, there is also a persona's timeline. The character you create will have events that happened to him or her in the character's past (birthdates, moving, Impressions, etc.). A listing of these events, with the dates, is the persona's timeline, which is often included on the persona sheet.

### Calendars:

Since most Pern clubs take place in "real time," and we know Pern has a year of 13 months, often clubs will provide a conversion calendar, so you can find out what "today" is on Pern. Pernese dates are listed as TT.MM.DD (that's: Turn.Month.Day). For instance, January 10th of this year (1995) would be 21.01.10 for the Mainstream 10th Pass timeline.

## How Do You Create A Pernese Persona?

For the details of creating a Pern Persona, check with the club you've decided to join. Each club usually has a document prepared to tell you exactly what you need to do to fit in with their version of Pern. Usually, though, following a few steps will get you started. Begin with a name, an age, and a basic personality. You'll also want to decide if you want your character to be a dragonrider, a holder, or a crafter (those being the three basic personality types in Pern fandom) or even something else (such as a holdless person or a trader).

Fill in the details from there using the guidelines for your particular club. They will give you a "persona sheet" to fill out which will list the basic traits for your persona, such as physical appearance, personality, background, and dragon information (if applicable). This is used to tell the club leaders and other members of the club who "you" are.

### Coming Up With a Name:

Coming up with a name can sometimes be the hardest part of creating a Pernese persona. You don't want to make it a Terran name, because you are on another planet, after all. Don't let this part of coming up with your persona stop you. If you're having a hard time coming up with a name, work on other aspects of your persona until something comes to you. Be sure the name is something you will be pleased with for a long time--once your persona becomes known, you can't change it.

One thing to avoid is those cutsey and/or joke names (this goes for both your persona's and your dragon's names). It's cute and funny when you first come up with it, but a few

months down the road, you'll be wondering whatever possessed you to saddle yourself with such a ridiculous thing. Just try writing a serious story with a character named K'mart, rider of blue Woolworth.

There are certain naming conventions in Pernese names. Male dragonriders always give their name an honorific upon Impression. Jalac would become J'lac, Kenery would become K'nery. Try to avoid the four letter names in the 1'234 formula (J'lac, K'l'on, M'ran, etc.). Your persona will stand out more. Note that the vowels are removed from the first part of the name. Mooret would become M'ret, not M'ooret or M'oret.

Female riders of fighting dragons are given a choice on whether they honorific their names or not. If you're creating a candidate character with the intention of later Impressing a dragon, be sure you give yourself a name that won't sound too bad once the honorific is added.

Remember that children born in the Weyr are often named in such a way that their names will be easily honorificed when they Impress. Holder and crafter parents don't follow this tradition. Another Weyr tradition they don't follow is giving their children names from parts of both parents' names (such as F'lar and Lessa's son F'lessan).

### Your Character's Rank:

Understand that every Pern club has many members, and each member often has more than one persona in each club. That means that not everyone can be the Weyrleader or the harper or the goldrider. There are (fictionally) many more greenriders at the Weyr than there are goldriders or bronzeriders. While every hold has a harper, they also have smiths, herdsman, weavers, and any other crafter you may care to name. Holders come in many varieties too, including the Lord or Lady Holder, the Holder of a minor hold, coholders, and even people who just live at the hold. Don't expect to join a club and create your first persona as a goldrider, Lord/Lady Holder or craftmaster. In most clubs, these positions need to be earned.

Exactly how those positions are earned is up to the individual clubs, though usually writing stories and/or doing a lot of work for the club is in order. You may want to start small, say with a greenrider or candidate even, then work your way up. Most clubs will allow you to have more than one persona at a time. Check with your club leaders to be sure.

While there are the three major character types (Holder, Crafter, Dragonrider), there are different ranks below those. Your character can be an apprentice, journeyman or master crafter; a Lord Holder (major hold), Holder (minor hold), or coholder (cot hold), or even just a person who lives at a hold; a weyring, wingrider, wingsecond or wingleader if a dragonrider. At Weyrs, you can also be a candidate, the lowest of the low.

Most clubs in Pern fandom do not require you to know anything, mundanely, about the craft you've chosen, should you chose to make your character a crafter. It is advisable, however, that you have at least a rudimentary knowledge of

the craft concepts if you plan to write plausible stories with that crafter.

Note that if you create a candidate or weyrling character you will need to go through one or two years of weyrling training before your character will be fighting Thread. While this can be fun, if you want to get right to the Threadfighting, you may want to see if your club will "backdate" an Impression. Backdating is when you tell the club leaders that your character Impressed his/her dragon in a prior turn (at least long enough back so he/she could have been through with weyrling training by "now"). Backdating is sometimes called "Instant Dragon."

### Persona Stuff to Avoid:

This section can become quite long, but I'll do my best to keep it short. The problem is, some persona traits have been used by new (or even experienced) fans so often that they have become cliches and therefore boring. Some of the items on this list are even officially restricted by Anne McCaffrey. You may want to avoid these when creating your own persona.

- Use of Anne's Characters. This is rule #1. Don't even try to use Anne McCaffrey's copyrighted characters (including dragons) in a fannish Pern club. This includes using such characters as background for your own characters. This is a definite no-no. This rule comes from Anne McCaffrey and will be vigorously defended. This is the major difference between Pern fan fiction and most other fan fictions--we use our own characters rather than Anne's.
- The Perfect Person. This one is the wonderful person who has no faults (save his/her fiery temper and flaming red hair), who everyone likes (save that one enemy that hates him/her from jealousy), who is good at everything (except anything that smacks of drudgework), who is, basically, the most wonderful character in the world. Try to avoid this. Characters who are too wonderful are no fun at all to write about and they make the club leaders groan when they read the persona sheet. They aren't well-liked characters, either. As a matter of fact, the most well-liked and popular characters at any fan club are usually those who are bumbling misfits who are always in trouble for their latest mistake. You'll have more fun creating a character who can only improve. At least you'll have somewhere to go. (Note that it is possible to go too far in this direction as well.)
- The Persona of Many Firelizards. This one stems from the Harper Hall series. Everyone wants to be "different" by having 10 or 20 firelizards, just like Mennolly did. Logically, on a real Pern, this just wouldn't happen, but it does in Pern fandom, and often enough that characters with so many firelizards don't stand out anymore.
- Orphans. Pern doesn't have orphans, runaways or other solitary children. Due to Pern's more communal society, children are more the property of their homes (the hold, Weyr, or Hall) than their parents. When you get to the slot on the persona sheet where you need to come up with parents for your persona, just fill in some names--you can come up with some interesting family history later.
- The Only Child. Face it, Pern doesn't have effective birth control. If you're a hold child, chances are you've got dozens of full and half siblings running around. Okay, maybe not dozens, but at least one or two. Female dragonriders are the exception as it's difficult to conceive and carry to term while going *between* all the time.
- Dragon Colors. One of the most important rules of Pern fandom is the restriction on dragon colors. Anne has requested that there be no "sport" dragons or firelizards. (Note that "sport" is a term that refers to a genetic mutation.) Dragons come in gold, bronze, brown, blue and green--no others. The white dragon from the book of that name was the only one. There will also be no black, red or silver dragons created. This is a rule from "The Dragonlady" herself. Remember, also, that in most fannish versions of Pern, female dragonriders can ride fighting dragons (browns, blues and greens) as well as golds. Women still can't ride bronzes and men still can't ride golds -- that rule comes from Anne McCaffrey herself too, so it can't be violated.
- Hearing Another Rider's Dragon. Please remember, it is extremely rare to be able to hear another rider's dragon (even if your character is a twin). They just don't care to talk to anyone else in most instances. It is even more rare to be able to hear all dragons. If you want your persona to have this talent, you better be able to justify it to your club leader first. Chances are, this won't be accepted.
- Religion. The closest Pern comes to religion is their thanks to the dragons and their riders that save all Pern. Don't have your characters worshipping anyone or anything. There is no Deity on Pern. Anne wrote out religion on purpose, so please respect her wishes on this.
- The Dragonriding Crafter. Dragons take a lot of care and time. Threadfighting and training for Threadfighting also take a lot of time. If you were planning on creating a dragonrider who is also a crafter, try not to. If a crafter Impresses, that will be the end of his practicing his craft as anything more than a hobby.
- Crafthall Problems. There are a number of misconceptions about crafters. First of all, not every single inhabitant of Pern has crafthall training. Some people just muddle through being people. Think of crafts as a specialized, degreed profession. Those that do get craft training do

not always go to the main crafthall for training. Quite often, there are smaller, local crafthalls that will train crafters or even Journeymen stationed at a hold will give training (remember Petiron's mysterious apprentice Mennolly?). Never, never, never will a person just showing up at the crafthall door one day get accepted to become an apprentice. One must be referred. Once you get accepted as an apprentice, remember it's going to take a number of years to become a journeyman then a good twice that to become a master. Masters quite often do things other than teach, and teachers are often journeymen.

- See The World. If your persona is located at High Reaches Weyr, try not to have your persona born at Nerat Hold. It's just not that easy or common to travel a lot on Pern. People usually grow up and die in the same hold they were born in. Dragonriders do not often Search outside of their own Weyr's territory, and dragonriders never offer "a ride" to someone casually hitchhiking across the planet.
- Impression from the stands. Been there, done that, got the t-shirt. ::Yawn:: This has got to be the most overused fan fiction storyline in Pern fandom. I'm not saying your club *won't* accept a story like this, but getting it accepted isn't a good possibility.
- Split Personality. Conflicting personality traits are not logical and annoy those trying to use your character in their stories. Here I'm referring to the responsible-sober-and-shy-young-man-who-is-also-a-constant-practical-joker-and-life-of-the-party-type-personas. Try to keep character traits cohesive and logical.
- Psychopaths Impressing. This one comes up a lot too. Dragons are usually pretty wise when choosing their lifemates. They probably wouldn't choose a psychopath on the sands.

### Things You Won't See in Pern Fanfic

- Using Another's Persona in a Derogatory Manner. You wouldn't want them to use yours that way, would you? One major rule of fandom Weyrs is that you must always use other people's personas in a way that they would improve. If you wish to use a character developed by another fan writer, courtesy requires that you get that author's permission.
- Space Invaders from Mars. This is Pern. Not Delta-Gamma III. Pern is so far out in the middle of nowhere, the FSP will never find them again, and they have a map. Pern is fun the way it is, let's keep it that way.
- Magic. The only magic on Pern is dragons--going *between*, Impression, etc. Don't have your characters casting spells, dealing with mystical runes, etc.

- Impressing Someplace Other Than a Weyr. All Impressions happen on the Hatching Grounds at a Weyr. You will never stumble over a dragon egg on the beach, just about to hatch and Impress.
- Wrong People Impressing. Craftmasters, Lord/Lady Holders, Hold Heirs won't be Searched, and they won't Impress.

### AIVAS:

In most fannish universes, AIVAS, the intelligent computer left by the Ancients, has not saved Pern from Thread. There are several stories explaining its absence. Here are a few:

1. It was never found.
2. It was found, but sadly, exposure to the elements and time destroyed the delicate circuitry and AIVAS was unable to tell the Pernese how to destroy Thread.
3. It was found, the events depicted in All The Weyrs of Pern really happened, but the things they used to get rid of Thread just didn't work.

Basically, you get the idea: AIVAS didn't shape future Pern in any really significant way.

If the club you've chosen has decided not to use AIVAS and the events in All the Weyrs of Pern, then the advances in technology made due to AIVAS, of course, never happened. Most of the fannish Weyrs prefer to take place in a world unmarred by technology, so you'll notice missing many of the technological advances made by the 9th Pass Pernese themselves. Most notable is the almost universal ignorance of the distance writer introduced in the original trilogy.

## What Do You Need to Know?

### Trademarks & Copyrights:

Since 1982, the term "Dragonriders of Pern" has been a registered trademark of Anne McCaffrey. Since 1967, the concepts created for the Dragonriders series has been copyrighted by Anne McCaffrey. This means that Pern belongs to Anne, lock, stock and firelizard. Any games called "The Dragonriders of Pern" will be prosecuted as a trademark violation, any publications may be termed a copyright violation. The fannish Weyrs exist by clearly marking themselves as fan-created and returning all copyrights for their publications to Anne.

This also means that we are playing in Anne's world. Anne is not required to allow us to do this. She allows it under the conditions that we play in an alternate Pern with our own characters rather than hers. She has set out certain guidelines and rules for us and has asked that we not send her our Pern fan fiction. We comply because to not comply would mean losing the playground altogether. Please keep that in mind while "playing Pern."

## Role-Playing Games (RPGs):

While Pern fandom is, to a certain extent, "role playing," it is not your standard RPG. There is no game master, no dice and no turns. RPGs based on the Dragonriders of Pern are frowned on, or, in extreme cases, prosecuted according to law (see above). There are a few MUSHs or MUDs on the Internet which, after careful investigation, are allowed to exist and they come as close as possible to a Pern RPG. A real Pern RPG would have a license granted from Anne McCaffrey and her publishers. If you come across an RPG calling itself "Dragonriders of Pern," you're seeing a genuine, bona fide Trademark Violation. I guarantee Anne *will* sue.

## Running to Anne:

There have been occasions where feuding Pern fans have gone directly to Anne to solve their fannish problems. Like any fond parent (who wants quiet, not fair), she solves the problem by taking the toys away. Many valued aspects of the fandom have been lost this way. This is why those oldtimers in the fandom recommend that we solve fannish disputes *within* fandom rather than going to Anne for a solution. If you have a problem with another fan, please try to settle it in a rational, adult manner. If this isn't possible and outside intervention is necessary, please contact another fan you respect, rather than pestering Anne with our problems. If we work together, we can solve anything.

## Club Autonomy:

Each Pern fan club is autonomous of every other Pern fan club. That means that each club can run things their own way and other clubs cannot interfere to tell them what to do. Just because one club has women riding brown and blue dragons, this does not mean every other club has to. Nor can one club tell another club what to do, how to run, or who to accept for members. Each club is completely independent and self-contained.

# ANNE MCCAFFREY PERN BIBLIOGRAPHY

The date of first printing in parentheses, and ISBNs are from the editions in our personal libraries. The publisher is Del Rey Books unless otherwise noted.

## The Dragonriders of Pern trilogy

DRAGONFLIGHT, July 1968. ISBN: 0-345-33546-5

DRAGONQUEST, May 1971. ISBN: 0-345-33508-2

THE WHITE DRAGON, June 1978. ISBN: 0-345-31336-4

This trilogy is also available in a single hardcover volume through the Science Fiction Book Club, and trade paperback in a few bookstores.

## The Harper Hall of Pern trilogy

DRAGONSONG, March 1976. Bantam Books; ISBN: 0-553-12044-1

DRAGONSINGER, February 1977. Bantam Books; ISBN: 0-533-11835-8

DRAGONDRUMS, March 1979. Bantam Books; ISBN: 0-553-20722-9

This is also available as a single hardbound copy through the Science Fiction Book Club.

## Others

DRAGONSDAWN, November 1988. ISBN: 0-345-36286-1

THE RENEGADES OF PERN, November 1990. ISBN: 0-345-34096-5\*

ALL THE WEYRS OF PERN, December 1991. ISBN: 0-345-36892-4\*

MORETA: DRAGONLADY OF PERN, November 1983. ISBN: 0-345-29873-X

NERILKA'S STORY, March 1986. ISBN: 0-345-33159-1\*

THE CHRONICLES OF PERN: FIRST FALL, November 1993. ISBN: 0-345-36898-3\* This is a collection of short stories about Pern. Most take place in the Dragonsdawn era or the All the Weyrs of Pern era.

THE DOLPHINS OF PERN, October 1994. ISBN: 0-345-36894-0\*.

"The Smallest Dragonboy" Short story found in GET OFF THE UNICORN; Pub 1973

"The Girl Who Heard Dragons" Short story; Pub 1985; 100 signed copies published.

"Rescue Run" Short story published in the August 1991 Analogue; Also available in hardcover from the Science Fiction Book Club and Wildside Press.

"The Impression" Short story published in the Dragonlover's Guide to Pern; Pub 1989; depicts F'lessan's Impression of Golanth from a first-person point of view.

"Weyr Search" Short story published in October 1967 Analogue; This Hugo-winning novella now forms the first quarter of Dragonflight and is the story that started it all.

## Suggested Reading Order

Ms. McCaffrey suggests that the books be read in order of publication (i.e. start with DRAGONFLIGHT and go in published order). Alternatively, she suggests starting with DRAGONSONG as a 'gentler' introduction, completing the Harper Hall trilogy, and then going back to DRAGONFLIGHT, DRAGONQUEST, et. al.

If you want to go with a completely chronological reading order, try the following, suggested by Anne McCaffrey:

Dragonsdawn

The Chronicles of Pern: First Fall

Moreta: Dragonlady of Pern & Nerilka's Story at the same time (neat trick, huh?)

Dragonflight

Dragonquest

The first three chapters of The White Dragon

Dragonsong  
Dragonsinger  
The rest of The White Dragon  
Dragondrums  
The Renegades of Pern  
All the Weyrs of Pern  
The Dolphins of Pern

## References

Several Pern-related "Reference Books" have been published:

THE ATLAS OF PERN by Karen Wynn Fonstead. Out of print, but still available if you look around for it. The Science Fiction Book Club apparently still has copies in stock.

THE PEOPLE OF PERN with sketches and paintings by Robin Wood, text by McCaffrey. (1988, Donning Publishing; ISBN: 0-89865-635-4 hardcover; 0-89865-751-2 softcover) This is actually more of a photo album for the major characters.

THE DRAGONLOVER'S GUIDE TO PERN by Jody Lynn Nye with Anne McCaffrey (November 1989. ISBN: 0-345-35424-9 hardcover) This is considered by many to be the reference work on Pern, aside from the books themselves. Note that this volume directly contradicts the books, Anne, and the ATLAS OF PERN in many cases. In this event, check with your club for The Final Word on the subject.

\* ISBN Number indicates hardback edition

## Online Sources of Pern Fandom

This listing is by no means comprehensive. This is simply the sources that this author knows for finding Pern fan groups gathering. If you're reading this file and have further information to add, please write to the author at SF-2000@genie.geis.com or AMasters@aol.com with additions or corrections.

### America Online

America Online has a large group of new and exciting Pern groups. The Science Fiction Forum there includes a Pern Weyrs folder in the Fantasy Section. Highlights include the new 12th Pass Weyrs as well as some Mainstream 10th Pass and Far Eastern Continent Weyrs.

To find Pern on America Online, choose "Clubs & Interests," "Science Fiction & Fantasy," (Keyword: Sci-Fi). From there, go into the Fantasy Boards section and from there, the Pern Weyrs Folder.

To sign up for America Online, call 1-800-827-6361.

### GEnie:

GEnie has the largest group of Pern fans clustered together in one place. Two entire Categories within the Science Fiction & Fantasy Fandom RoundTable are devoted to Anne McCaffrey and the fandom Weyrs. There is also an exclusive library devoted to Pern and regular Real Time Conferences. Highlights include Topics for every active Mainstream 10th Pass Weyr, the oldest Pern club around, and the popular Jockey Club of Pern.

To find Pern on GEnie, type SFRT3 or M472 at any prompt. The Bulletin Board is option 1. Once inside the message area, type SET 35 (Anne McCaffrey Category) or SET 36 (Fandom Weyrs Category).

To sign up for GEnie, follow the steps below:

1. Set your communications software for half duplex (local echo), at 300, 1200, or 2400 baud, 8 data bits, no parity, 1 stop bit.
2. Have your computer dial 1-800-638-8369 (in Canada, 1-800-387-8330). Upon connection, enter HHH.
3. At the U#= prompt, enter IAMCOOL (or JOINGENIE), then press RETURN.
4. At the offer code prompt, enter MBC524 to get a special offer entitling you to \$50 worth of free services your first month.
5. You may also call 1-800-638-9636 for a free Windows or Macintosh disk.

### CompuServe

CompuServe has a McCaffrey Section in their SF Forum. There are many international Pern fans on CompuServe and some of the older Weyrs.

To find Pern on CompuServe, type "GO SCI-FI." (Note that the author does not currently have a CompuServe account and cannot get full information on this--you may have to do some looking, but I know they're there.)

To sign up for CompuServe, call 1-800-848-8990.

### Internet

If you have access to the Internet, there are a couple of areas devoted to Anne McCaffrey. There is the alt.fan.pern newsgroup, which has hundreds of messages weekly devoted to Pern from fans all over the world. There are also MUDs (Multi-User Dungeons) and MUSHs (Multi-User Shared Hallucinations) scattered around. Ask in the newsgroup for these.

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