

Phil Morton (Dan Sanderson, Jane Veeder)

Dear Phil.

Finally plowed thru my stack of cassette magazines & came to part of the Feb SOFTACK. Familiar names!!!  
Congrats on your collection efforts!

Been meaning to write and this just tripped my trigger -  
I suppose you are aware that De Tom has licensed 24ESS to  
"Albemarle Engineering" & they are rapidly bringing the project to  
fruition. One thing that can help this us all ~~get~~ to  
finally enjoy the benefits of the long-awaited "Add On"  
is to have a selection of software ready to go when the  
unit becomes available. Can you + your cronies help?  
We will have the Zgrass language, 64 K of RAM, disc drive  
controller (2) (4!) plus other I/O available. What <sup>software</sup> is  
now usable and available, & what could be made  
available? Two routes can be taken - a) \$6 →

The "Third Party" is developing a distribution system  
(stores, etc.) and I ~~have been~~ <sup>am</sup> handling some mail order  
to keep the market alive during the Astrocade bankruptcy  
hiatus. This network can be used

to include your 'group's' outputs.

I would like to open a dialog on this subject  
area.

Do there anything that could be used on this yearning  
"Zgrass Viper" was here directly, immediately, soon,  
etc etc.

- a) some good display-type programs to show off various features of Zgran plus tutorial-type material (text + program) to explain Zgran operation, such items to be published in the AHC, and
- b) programs of a commercial nature, both game and "practical", to be provided on tape and eventually disc as users purchase disc drive eqpt. CP/M programming would fall in this latter category, for the most part.