



BDS Software  
1-708-998-1656

P.O. Box 485

Glenview, IL 60025-0485  
M. David Johnson, President

\_\_\_\_\_ DEMO Disk - \$3.00

Reviewed in 2/92  
Rainbow, p. 42

CF83 FORTH

CF83 Forth is a 1983 Standard Forth Operating System/Programming Language for the 64K CoCo II, 128K CoCo III, and 512K CoCo III - with at least one standard RS-DOS SSDD Floppy Disk Drive.

In keeping with the forth tradition, CF83 is available as a system of individual modules on separate disks so that you can buy what you need, ONLY what you need, and ONLY when you need it. This keeps your cost as low as possible. You are not forced to pay a big price for a big, full-featured system unless that is what you want.

To keep your costs even lower, the CF83 diskettes include their instruction manuals on disk along with a READER program that allows you to both view the manuals on the screen and output them to your own printer. Hardcopy (printed) copies of the manuals are available at additional cost.

In the following price list, the number in parentheses after the product title is the number of pages in the manual. The first price is the price including a hardcopy of the manual, and the second price is the price with the manual on disk only.

Quantity  
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_____	CF83:	Forth-83 Standard Required Words Set (8) - \$19.00/\$15.00	\$ _____
_____	CF83-1:	Technical Reference Manual (29) - \$25.00/\$10.00	\$ _____
_____	CF83-2:	Forth Tutorial (24) - \$22.00/\$10.00	\$ _____
_____	CF83-3:	Block Editor (15) - \$23.00/\$15.00	\$ _____
_____	CF83-4:	Double Number Extension Word Set (3) - \$7.00/\$5.00	\$ _____
_____	CF83-5:	Assembler Extension Word Set (13) - \$22.00/\$15.00	\$ _____
_____	CF83-6:	System Extension Word Set (3) - \$7.00/\$5.00	\$ _____
_____	CF83-7:	Controlled Reference Words Set (4) - \$12.00/\$10.00	\$ _____
_____	CF83-8:	Uncontrolled Reference Words Plus Set (20) - \$20.00/\$10.00 (includes case structure, string operations, printer control & more)	\$ _____
_____	CF83-9:	PMODE Graphics Words Set (25) - \$28.00/\$15.00	\$ _____

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CF83-10: HMODE Graphics Words Set (35) - \$33.00/\$15.00	\$ _____
CF83-11: Sound, Joysticks, Timer, and Random Number Generator Words Set (6) - \$8.00/\$5.00	\$ _____
CF83-12: Word Set to allow making binary files that will EXEC directly from BASIC (6) - \$13.00/\$10.00 (includes system saving, & general RS-DOS file handling and creation)	\$ _____
CF83-13: Floating Point Numbers Word Set (16) - \$18.00/\$10.00	\$ _____
CF83-14: Trigonometry Word Set (18) - \$19.00/\$10.00	\$ _____
CF83-15: Complex Numbers Word Set (19) - \$20.00/\$10.00	\$ _____

We realize the above pricelist is rather cryptic, especially for those who are not already familiar with Forth. But a full explanation would require more words than can fit on a low cost flyer such as this. We recommend you get (or borrow from your local library or via interlibrary loan) a copy of Leo Brodie's STARTING FORTH, Second Edition, Prentice-Hall, Inc., Englewood Cliffs, NJ 07632, 1987. That book will not only give you a better understanding of what the above terms mean - we feel it is the best introduction to forth programming available anywhere. STARTING FORTH is also available from the Forth Interest Group, P.O. Box 8231, San Jose, CA 95155, phone 408-277-0668, fax 408-286-8988. As of April, 1991, their price was \$29.00 plus \$3.00 handling for delivery in the USA, Canada, and Mexico (more elsewhere). You will note that some of the items on the pricelist are not available yet. Although we are working on them as fast as we can, we will NOT set completion dates that we may not be able to meet. That would not be fair to you. However, if you enclose a legal sized SSAE with your order, we WILL send you an updated flyer as soon as the next product becomes available.

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NOT READY YET

CF83 Public Domain Disk No. 1 - \$3.00

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The programs on this disk generally require that you have the  
CF83 Forth Standard Required Words Set Master Disk.

The CF83 Public Domain Disk No. 1 contains the following:

1. BASIC programs that allow conversion of CF83 Forth Blocks  
to RS-DOS files and vice-versa.

BLKTOFIL.BAS  
FILTOBLK.BAS  
BLOKFILE.TXT

2. Text Characters for PMODE Graphics in CF83 Forth.

GRAFCHAR.BLK  
GRAFCHAR.TXT

3. A BASIC utility program for dumping disk directories to  
ASCII files.

DTOF.BAS

4. A benchmark comparison between BASIC, Assembly Language,  
and CF83 Forth.

BSIEVE.BAS  
ASIEVE.ASM  
ASIEVE.BAS  
CSIEVE.BLK  
BNCHMARK.TXT

5. Simple Text Screen Control in CF83 Forth.

TEXTCONT.BLK  
TEXTCONT.TXT

6. The CF83 Forth Demonstrator.

CF83DEMO.BAS  
CF83DEMO.BIN  
CF83DEMO.TXT  
CF83DEM2.TXT

The .TXT files are the instructions for the programs and CF83  
Forth Blocks associated with them. You will need a word  
processor capable of loading ASCII files in order to view and  
print the .TXT files.



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1-708-998-1656

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Glenview, IL 60025-0485  
M. David Johnson, President

\$10.00

LIFE AND DEATH

( Written in CF83 Forth )

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by M. David Johnson  
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Glenview, IL 60025-0485

You may make as many copies of this document as you wish for your own use, but you may not sell or give away any copies to anyone else.

"Thou shalt not steal"  
Exodus 20:15

Life and Death ( LD ) is a game of strategy and tactics for one or two players. It is played on a 40 square wide by 41 square high grid and proceeds in turns which have three parts each:

1. One player places up to five markers on the grid.
2. The other player places up to five markers on the grid.
3. Death and reproduction occur.

The object is to control more of the grid's 1640 squares than your opponent does. The two sides ( red and blue ) can be played by separate players, can be played by the same player in a solitaire game, can be played with one player against the computer, or can both be played by the computer in a demonstration game. The grid WRAPS, i.e. a square at the right edge has neighbors on the left edge, a square at the bottom edge has neighbors on the top edge, etc. Repeatedly press the arrow keys to see how this works.

The players determine the end game conditions as they wish. They might choose to play for a selected number of turns, until one player controls a certain number of squares, or until whatever other condition they choose. The game can be saved and later restarted between any two turns.

To play LD, you need a 64K CoCo2, a 128K CoCo3, or a 512K CoCo3 with at least one floppy disk drive and a color monitor ( RGB or Composite ) or a color television. LD cannot be played using a monochrome monitor or B&W TV. To start the game, place the disk

in drive zero, enter RUN "LD" , and follow the menu choices you prefer.

In each turn, there is a 50% chance that blue will move first and a 50% chance that red will move first. Over the long run, each side will average about the same number of opportunities to place markers first, but there will probably be streaks for each player rather than a simple alternation from turn to turn. The vicisitudes of Life!

During turn parts one and two, the color of the player who is to place markers appears at the lower left corner of the grid along with the markers remaining to be placed. You move to the grid square where you wish to place a marker by using the four arrow keys. You place a marker on the chosen square by pressing the ENTER key. You can only place markers on vacant squares. Errors cannot be corrected. If you wish to waste a marker instead of placing it on the grid ( e.g. if no vacant squares are available ), you press the W key instead of the ENTER key.

After both players have placed their markers, death and reproduction occur. If a marker is completely surrounded by eight other markers, it dies by suffocation.

If not completely surrounded, and if at least one of the eight neighboring squares contains an opponent's marker, an attempt is made to eat that marker. The odds are ABOUT 50% ( they vary with a number of factors - The vicisitudes of Life! ) that the attempt will be successful. If so, the marker doing the eating reproduces itself in the square originally occupied by the eaten marker.

Then, if a marker has at least two neighbors of its own color, it attempts to reproduce itself on one of its vacant neighboring squares. The odds are somewhat less than 100% ( and vary - The vicisitudes of Life! ) that the attempt will be successful.

The score is kept at the lower right of the grid. At the end of the three part turn, a green box appears to the lower left of the grid. You continue play to the next turn by pressing the ENTER key. If you prefer to end or save the game at this point, press the BREAK key instead of the ENTER key and follow the menu choices.

To view these instructions on screen, place the disk in drive zero and enter RUN "READER" .

**\*\* Jesus Lives! \*\***



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M. David Johnson, President

THE KJV ON DISK FOR THE CoCo

The **KJV on Disk** allows you to use just about any word processor to search the King James Version of the scriptures and easily add scripture portions to sermons or other documents. The KJV is organized into pure ASCII files without any control characters. This allows you to use any word processor that supports ASCII files. You can read the files one line at a time by using the "TYPE.BAS" program if you don't have a word processor yet (NOT recommended - you really need a word processor).

The KJV on Disk is available in the following formats.

<u>Quantity</u> <u>Order #</u>		<u>Each</u>	<u>Total</u>
_____	CKJV: Entire KJV Bible - 32 Disks	\$75.00	\$ _____
_____	CKJVO: KJV Old Testament - 24 Disks	\$60.00	\$ _____
_____	CKJVN: KJV New Testament - 8 Disks	\$20.00	\$ _____
_____	CKJV01: Genesis 1-29	\$ 3.00	\$ _____
_____	CKJV02: Genesis 30-50	\$ 3.00	\$ _____
_____	CKJV03: Exodus 1-21	\$ 3.00	\$ _____
_____	CKJV04: Exodus 22-40	\$ 3.00	\$ _____
_____	CKJV05: Leviticus	\$ 3.00	\$ _____
_____	CKJV06: Numbers 1-18	\$ 3.00	\$ _____
_____	CKJV07: Numbers 19-36	\$ 3.00	\$ _____
_____	CKJV08: Deuteronomy 1-29	\$ 3.00	\$ _____
_____	CKJV09: Deuteronomy 30-34, Joshua	\$ 3.00	\$ _____
_____	CKJV10: Judges, Ruth	\$ 3.00	\$ _____
_____	CKJV11: I Samuel	\$ 3.00	\$ _____
_____	CKJV12: II Samuel	\$ 3.00	\$ _____
_____	CKJV13: I Kings	\$ 3.00	\$ _____
_____	CKJV14: II Kings	\$ 3.00	\$ _____
_____	CKJV15: I Chronicles	\$ 3.00	\$ _____
_____	CKJV16: II Chronicles	\$ 3.00	\$ _____
_____	CKJV17: Ezra, Nehemiah, Esther	\$ 3.00	\$ _____
_____	CKJV18: Job	\$ 3.00	\$ _____
_____	CKJV19: Psalms 1-87	\$ 3.00	\$ _____
_____	CKJV20: Psalms 88-150	\$ 3.00	\$ _____
_____	CKJV21: Proverbs to Song of Solomon	\$ 3.00	\$ _____
_____	CKJV22: Isaiah 1-37	\$ 3.00	\$ _____
_____	CKJV23: Isaiah 38-66	\$ 3.00	\$ _____
_____	CKJV24: Jeremiah 1-31	\$ 3.00	\$ _____
_____	CKJV25: Jeremiah 32-52, Lamentations	\$ 3.00	\$ _____

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_____	CKJ27: Ezekiel 27-48	\$ 3.00	\$ _____
_____	CKJ28: Daniel to Amos	\$ 3.00	\$ _____
_____	CKJ29: Obadiah to Habakkuk	\$ 3.00	\$ _____
_____	CKJ30: Zephaniah to Malachi	\$ 3.00	\$ _____
_____	CKJ31: Matthew	\$ 3.00	\$ _____
_____	CKJ32: Mark	\$ 3.00	\$ _____
_____	CKJ33: Luke	\$ 3.00	\$ _____
_____	CKJ34: John	\$ 3.00	\$ _____
_____	CKJ35: Acts	\$ 3.00	\$ _____
_____	CKJ36: Romans to II Corinthians	\$ 3.00	\$ _____
_____	CKJ37: Galatians - II Thessalonians	\$ 3.00	\$ _____
_____	CKJ38: I Timothy to Hebrews	\$ 3.00	\$ _____
_____	CKJ39: James to III John	\$ 3.00	\$ _____
_____	CKJ40: Jude, Revelation	\$ 3.00	\$ _____
_____	CKJVF: The entire J2V in C833 Forth Blocks - 27 disks *	\$ 81.00	\$ _____

\* without paragraphing or other organization: thus suitable for those who wish to experiment with developing their own concordance programs, or with data compression, etc. CF83 and CF83-3 are the minimum tools you would need to access these blocks.

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MICROMESSAGES, Group No. 1

**Micromessages** are short 10 minute messages suitable for Sunday School classes, nursing home ministries, and other occasions. Each **Micromessage** includes both an exposition of the passage it addresses, and stories and anecdotes to illustrate the passage.

Each **Micromessage** is also accompanied by a file of expository notes on the passage to aid you in expanding and/or customizing the message for your own particular needs. Both the **Micromessage** and the expository notes file are pure ASCII without control codes, to facilitate importing to your own word processor. A **READER** program is included for those without word processors.

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\_\_\_\_\_ MMSG0001: Prayer = \$ 5.00 \$ \_\_\_\_\_  
Matthew 6:5-15

\_\_\_\_\_ MMSG0002: The Requirements for \$ 5.00 \$ \_\_\_\_\_  
Salvation = Romans 10:8-13

\_\_\_\_\_ MMSG0003: I See a Day = \$ 5.00 \$ \_\_\_\_\_  
Revelation 21:1-8

\_\_\_\_\_ MMSG0004: Christmas = \$ 5.00 \$ \_\_\_\_\_  
Luke 2:1-19

\_\_\_\_\_ MMSG0005: The Life of Christ, \$ 5.00 \$ \_\_\_\_\_  
A Failure = Matthew 27:26-50

\_\_\_\_\_ MMSG0006: If Christ Did Not \$ 5.00 \$ \_\_\_\_\_  
Rise = I Corinthians 15:12-20

\_\_\_\_\_ MMSG0007: The Son of God = \$ 5.00 \$ \_\_\_\_\_  
Romans 1:1-7

\_\_\_\_\_ MMSG0008: The Gospel of Jesus \$ 5.00 \$ \_\_\_\_\_  
Christ = Romans 1:8-17

\_\_\_\_\_ MMSG0009: The Wrath of God = \$ 5.00 \$ \_\_\_\_\_  
Romans 1:18-23

\_\_\_\_\_ MMSG0010: God Gave Them Up = \$ 5.00 \$ \_\_\_\_\_  
Romans 1:24-32

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_____	MMSG0011: God's Righteous Judgement = Romans 2:1-8	\$ 5.00	\$ _____
_____	MMSG0012: Judgement of Good and Evil = Romans 2:9-16	\$ 5.00	\$ _____
_____	MMSG0013: The Jews and the Law = Romans 2:17-24	\$ 5.00	\$ _____
_____	MMSG0014: Inward and Outward Circumcision = Romans 2:25-29	\$ 5.00	\$ _____
_____	MMSG0015: God's Faithfulness = Romans 3:1-8	\$ 5.00	\$ _____
_____	MMSG0016: No One is Righteous = Romans 3:9-20	\$ 5.00	\$ _____
_____	MMSG0017: Righteousness through Faith, Part I = Romans 3:21-23	\$ 5.00	\$ _____
_____	MMSG0018: Righteousness through Faith, Part II = Romans 3:24-31	\$ 5.00	\$ _____
_____	MMSG0019: Abraham was Justified by Faith = Romans 4:1-8	\$ 5.00	\$ _____
_____	MMSG0020: Jews and Gentiles are Justified by Faith = Romans 4:9-15	\$ 5.00	\$ _____
_____	MMSG0021: The Promise is of Faith by Grace = Romans 4:16-25	\$ 5.00	\$ _____

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Glenview, IL. 60025

OTHER SOFTWARE FOR THE COCO

DISASSEMBLER: Allows you to examine memory and binary machine language files in Assembly Language format, decimal or hex. A knowledge of 6809 Assembly Language is required. \$5.00

FAST DISK FORMATTER: Allows you to initialize floppy disks in drives zero and one with a single "EXEC". Allows you to repeat that "EXEC" over and over without reloading the formatting program. Requires two disk drives. \$5.00

NINE DIGIT CALCULATOR: Allows you to use your COCO like a scientific calculator. Six Operation Registers. 100 Memory Registers. 39 Functions. Reverse Polish Notation (like Hewlett-Packard Calculators). \$10.00

SMITH-CORONA L-1000 PROGRAM LISTER: Allows you to neatly list programs on the Smith-Corona L-1000 Daisywheel printer. Requires the TEMPO-ASCII 10/12 printing wheel. Pauses after each sheet to allow loading a new sheet. \$5.00

All products are provided on floppy disk only  
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\*\* Jesus Lives \*\*

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All the files, programs, and other documents on the enclosed disk(s) are copyrighted by M. David Johnson and BDS Software - you may make as many copies for your own use as you wish, but you may not sell them or give them away to anyone else. "Thou shalt not steal." (Exodus 20:15).

BACKUP THE DISK(S) before you do anything else!

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