

# COMMODORE USERS GROUP OF ATLANTA

Volume 8, Issue 7

July, 1990

#### **Executive Board**

#### Officers

President: Mark Thomas (923–8822)

Vice President: Bob Padgett (938-2413)

Vice President: Gene Smith (636-8598)

Secretary/Treasurer: Dallas Denny (325-7055)

## Staff

CUGA Editor - Gene Smith (636-8598)

C-64 Librarian - (Where are you?)

C-128 Librarian - Bob Pitts (636-8003)

Amiga Librarian – Bob Padgett (938–2413)

**Mext Meeting:** 

7:30pm, Thursday, July 26, 1990

Tucker Christian Church

Demonstration: GAS/128

CS-DOS/128

Program: "Little Computer People

C-64

LAST MONTH WAS GREAT OLD MEMBERS - NEW MEMBERS

COME ON OUT - WE NEED YOU

### AT THE COMPUTER with REGGIE EBERT AND REGGIE SISKEL

Originally Published in the Nashville Commodore Users Group Newsletter

- EBERT: Good evening. I'm Reggie Ebert of the Chicago Sun Times Users Group. Sitting across from me is Reggie Siskel of the Chicago Tribune Users Group.
- SISKEL: Tonight on At The Computer we're going to review three popular programs for the Commodore 64.
- EBERT: The first is JUMPMAN, by EPYX Software.
- SISKEL: I liked this little program.
- EBERT: I did too, Reggie. I thought the title sequence was particularly well done. And the music and graphics are great.
- SISKEL: Reggie, I think you miss the point completely. The significance of JUMPMAN is not its flashy opening, its great graphics, or its stunning music. What I think is important about this program is the performance of the leading man, JUMPMAN. I think we have a major new actor here. I can forsee at least an Oscar nomination.
- EBERT: He was absolutely tireless. But I think that the most imporant feature of the game is the use of multiple scenarios. Before JUMPMAN, two or three screens was considered sufficient. And JUMPMAN has over thirty! Some recent games have even more, but it was JUMPMAN that broke the ground. I think that's as important a breakthrough as PONG was in its day.
- SISKEL: You're right about that. And JUMPMAN was ground-breaking in that it retains the high scores of the players. It was the first program I've seen to do that.
- EBERT: JUMPMAN is a milestone program in a number of ways.
- SISKEL: The other two programs we are reviewing tonight are ATTACK OF THE MUTANT CAMELS by HESware and BLUE MAX by Synapse Software.
- EBERT: The less said about CAMELS, the better. I nominate this program for Turkey of the Month.
- SISKEL: Again I agree with you, Reggie. CAMELS is totally without plot or redeeming social value. Are we really supposed to buy the notion that giant mutant camels have attacked the Earth? Come on! If we were that gullible we would own MS-DOS machines!
- EBERT: Let's go on to BLUE MAX. I really liked it. It's a great program. Like JUMPMAN, it has everything.
- SISKEL: I must disagree with you there, Reggie. You're right about the content; it's excellent— but the programmer's warning to software pirates was totally repellent to me. It was so offensive that I must give this otherwise excellent program "thumbs down."
- EBERT: That's funny. I don't remember seeing such a warning.
- SISKEL: You only see it if you use a track/block editor to look at the-- never mind.
- EBERT: Reggie, I'm ashamed of you! You couldn't have seen that message unless you were trying to ...
- SISKEL: Well, there you have it. We both loved JUMPMAN ...
- EBERT: We both hated ATTACK OF THE MUTANT CAMELS ...
- SISKEL: And we disagreed on BLUE MAX. I hated it.
- EBERT: And I loved it. Until next week ...
- SISKEL: I'm Reggie Siskel-- and he's Reggie Ebert.
- EBERT & SISKEL: And we're At The Computer.