

JIM SLIM – BY PROTOVISION

COMMODORE FREE REVIEW

The Story

In ancient times, there was a world under a spell of terror! A wicked demon known as the warlord Gothar ruled the dark-lands.

In the middle of Gothar's evil realm, there was a peaceful little kingdom called Blizland. According to the land's traditions, a magic skull had been handed down from generation to generation.

This skull had great and mysterious powers and was used to protect the friendly creatures - called Blizzies - from the evil surrounding them.

Now the warlord Gothar has stolen the magic skull.

Darkness has fallen over the little kingdom, world peace is at stake!

But mighty Gothar has also taken the beautiful Candy, your true love, captive, so this has become a personal affair to you, young Jim Slim.

You are the chosen one to rescue the beautiful Candy and bring back the magic skull.

On your search for Candy you will have to travel through unexplored dangerous woods, caves, mountains, and destroy every demon, monster or other hostile helper of Gothar that crosses your path.

On your journey through the land of dragons you can collect hidden coins, treasures and keys, which will help you to survive the battles and get you through the maze. But beware, you never know what's lurking behind the doors!

Once you reached Gothar's castle, you will have to face his menacing servants and find your way to the deepest dungeon of the castle, survive your last battle by defeating Gothar, and rescue your beautiful Candy.

All Blizzies have left Blizland, except one old wise man who gives you a final piece of advice: "The easy way is not always the good way."

You'll get yourself in the middle of extreme trouble, but Candy is surely worth it!

Good luck!





COMMODORE FREE

Jim Slim an original game started by Argus Designs and now released by PROTOVISION, who hold exclusive rights to the game.

When you are challenged to a labyrinth of 15 worlds filled with monsters, and dragons challenging mazes and superb music and graphics, especially when World peace is at stake, not to mention the honour of your girlfriend, you know there isn't any excuse but to take on the challenge. When you are told you will be in the form of a red ball, then the challenge steps up a notch or rounds of the whole scenario! When you are then told "retrieve the stolen skull" then this is a challenge No one can turn down.

The game is a jump and roll platformer, featuring colourful graphics, that change for each world and also changing sound track. There are some 15 worlds with are split into 3 levels, the game features teleport systems, keys to collect to open doors, shooter power-ups, tube systems and trampolines And is boxed in a oversize plastic disc case with printed instructions and another disc containing various PROTOVISION demos and previews.

LOADING..

To load the game you type

LOAD":*",8,1

This loads a Pre-loader and then starts to load the game



And you must have all hardware speed loaders disabled, the game supports a range of hardware but the minimum requirements are a Commodore 64 and joystick and of course a disk drive.

Also the game is currently released as a PAL only version.

First we are greeted with the marketing glorious PROTOVISION splash screen, looking slicker than anything Sony or Microsoft could put together this really sets the scene, it's a sort of warm feeling seeing the protovision logo swirl into view and the music start, who ever is responsible for the logo and music must feel very pleased with themselves as this is a work of great art, superb looking, and with the letters "CLASS" written all over it, well actually its PROTOVISION but you know what I mean.

MOVING ON..

Pressing space starts to load the game and we are greeted with the Jim Slim splash screen, this stays on screen until the joystick is pressed, where we are taken to the story of Jim slim and something about his fate by what appears to be a high priestess, the swirly music plays and the words are scrolled on screen, the princess mouths to the words, although it would be better had she actually spoke them out loud, maybe as synthesised speech.

As the story unfolds the music begins to build up, of course whenever you feel bored just press the fire button to go to the



start screen. The music is very good and really sets the scene for our hero.

ALL FIRED UP.....

Pressing fire causes the disk to whirl as the main JIM SLIM screen is loaded into memory, the music begins to pump out and the options are given to

Start the game, enter a password, Turn the music on/off or turn the sound effects on/off
I quickly Rushed in and started the game.....

As the level is started, the music fades and the first set of levels are loaded into memory, we are given the first password, although why we need it for level 1 I am unsure anyway for completeness we are given our first password.

The happy music starts and is hero is placed on a GO square, with the object to get the "OK" Square to finish the level.

The first level takes some getting used to, not because its hard but because you need to figure out the controls, the best advice is to Read the manual, then re read the control part! and finally test things out, holding the joystick for a longer period for example; causes our here to move 2 squares instead of just one, it takes a little time but isn't frustrating and you soon get used to the controls by level 3 you should be very familiar with them.

A handy hint is to stay over the trampoline the more you bounce the higher you will go, oh and of course a red key opens a red door. Trial and error then tells you the first "person" you meet on level 1 doesn't seem to actually want to kill you, just to roll around; you seem quite same rolling over him!

Once you have the first few levels under your belt you soon get the hang of the control system,

Bright and colourful graphics, great animations, super Sonics power-ups and the pressure of the clock ticking away all add to the addictiveness of this platform game.

The game does have a feel of Thing on a spring and for me personally that isn't a bad thing, I don't seem to be very adept at this game but, from memory I was pretty poor at thing on a spring.

- Graphics 8/10
- Sound 8/10
- Game play 8/10
- Last ability 8/10

Overall score 8/10

