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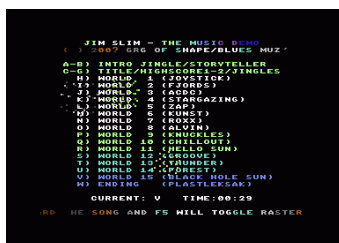
COMMERCIAL RELEASE!

Game Review



The limited boxed edition of Jim Slim. It's very nice and will look great on your shelf!

"Jim Slim's movement is effectively tile based. Jim rolls into the next "tile" in defined movements and this takes some getting used to."



Musician Greg Gallefoss released his Jim Slim music to the scene in 'Jim Slim - The Music Demo'. We highly recommend you check it out.

<http://csdb.dk/release/?id=101598>

Game: Jim Slim
Publisher: Protovision
Developer: Argus Designs
Release Date: 2011
Available: [Protovision](#) (disk, digital download)
It's a bit like: Fred's Back, Cloud Kingdom
Score: 9/10

Balls. We've all got them, and we seem to play with them a lot on the Commodore 64 too. We've had Bouncer, Wizball, Head the Ball, Cloud Kingdom. I'm pretty sure Microprose Soccer had a ball in it. Now, Jim Slim makes his entry into that coveted category of C64 games, with, you guessed it, balls. And this ball has an attitude to match. Let's go play!

Game Overview

Jim Slim is a 15 world, 45 level "jump n roll" which has you navigating various unexplored worlds in order to rescue the beautiful (and slightly inappropriately named) Candy and bring back the treasured magic skull.

Along the way, you will encounter demons, monsters and other nasty henchmen of the evil Gothur, who are all hell bent on stopping you reaching your goal. Throughout the land you will be able to find hidden coins, keys and other treasures to help you along your way.

Once you reach Gothur's castle, his evil servants and then Gothur himself must be destroyed before you can rescue the lovely Candy and retrieve the treasure.

The game itself features various tubes and teleporters to help you get to where you want to go much quicker, and in style!

Jim's movement is unconventional in that it is

effectively tile based and not free flowing as is the case with most other platform games. Jim can move in only four directions and jumps are performed by pressing the joystick directly up, and then in the direction you want to go in.

The game features a full introduction and end sequence beginning and concluding the story, lush worlds and colourful scrolling graphics, many varied enemies and locations, and a soundtrack by renowned SID musician and programmer Glenn Gallefoss.

Jim Slim is available from the Protovision Shop as a limited boxed edition (3.5 and 5.25 inch floppy versions), and digital download. The game is PAL only. We recommend you download and play the two level [preview](#) of Jim Slim before purchasing, due to the game using a scrolling routine that causes some C64's to crash (emulators should be fine though).

Vinny - 9/10

Okay - so I hold my hands up and admit to never buying a game from Protovision. I've purchased a joystick and leads, but never a piece of software. I did toy with the idea of buying an original of The Adventures of Jim Slim in Dragonland, but for some reason I just never got round to it... and what a fool I was!

Right from the opening this game exudes excellence. It's obvious that these guys are really proud of their work and want to ensure that the quality shines through from beginning to end. Even the opening Protovision logo lets you know that you have a quality product in your hand.

But hold on a sec... it's multiload! I always have a pre-set frown when I read the words, multiload, but on this occasion Jim Slim is a disk game and so the loading isn't really any bother - especially if you play it via an emulator and pump up the emulation speed.

Once loaded, the title screen is very polished, and offers items such as starting the game, viewing the instructions, seeing the highscore table, SFX/music select options, password entry, and the credits. All very neatly presented and accompanied by a suitable SID tune by Glenn Gallefoss.



Upon starting the game, I realised that I would need a bit of patience because it's not a game that you can simply whiz around collecting items and then heading straight for the exit. Oh no - this game needed some effort and skill, and so it took some time to get used to - which was actually fun. I mastered the jumping, which at first appeared annoying, and then within a

few minutes I'd conquered the first level. Only another 44 to go. Gulp!

All in all a very enjoyable platform game that's atmospheric, polished, and fun to play. It'll keep you going for days! Oh - and it has a very cute game ending.



Ant - 9/10

Modern C64 games, forged upon the anvil of years of collective experience, can push the old breadbox into amazing realms of unsurpassed beauty.

Jim Slim, a platform/puzzle/shooter, certainly holds true to this claim -- it looks and sounds exquisite -- but is it a flawless work of art?

First impressions are highly favourable as you're greeted with a wonderful hi-res title screen that tells the tale of poor Jim, the fate of his world and that of his dearest love (plots having not progressed very far in the last 30 years).



Jim himself is a charming, determined, rolly-ball (just try pressing Fire while

unarmed). The bad guys (Blizzies) and backgrounds all have a wonderful, menacingly cute air about them.

The graphical quality is simply lovely and is perfectly complemented by the music which is fantastic, rich and varied with lively tunes to suit each world.



So ... flawless, then? Ah, now on to the gameplay ...

First, let's get this straight. Jim Slim definitely has that mystical quality that I often harp on about -- it compels me to go back for just one more go, despite some niggling issues.

Jim Slim's movement is effectively tile based. Jim rolls into the next "tile" in defined movements and this takes some getting used to.

Unfortunately, even after considerable practice, sometimes death was caused by battling with the controls as I tried to get Jim to roll where I thought he should be able to. Moving when I didn't want him to (or not moving when I thought he would) was very frustrating and I'm glad my kids weren't listening to me during those particular moments.



The control system also meant I often collided with the Blizzies and their firepower, particularly in tight spots or mid-jump.

Fortunately, despite some core issues, Jim Slim still remains addictive which says a lot for the amount of polish on this game.

Solving a screen is often a trial and error process so you will lose lives trying to determine the route to escape (likewise if you want to collect all of the possible bonuses). Some screens provide pickups that allow you to launch a volley of missiles and the Blizzies, which is surprisingly satisfying. Watch that weapon timer, though!

I particularly liked the delicious evilness to some of the item placements ... teasing you to leap (roll?) to your doom for an extra life or a healthy score boost as the counter ticks down.

The game itself can get very difficult very quickly, but there's a great password feature that eases the sting.

As you progress, trampolines, moving platforms, teleporters and tubes are introduced adding new twists to the screen navigation as you try to find the right sequence of pickups to reach the exit. All of this variety, along with the stunning music and graphics, ensures that Jim Slim will keep you rolling happily for a long time to come.



The Evil Gothur. The awful flowing brown robe hides his skinny little chicken legs.

Screenshots supplied by <http://www.protovision-online.com/>