= Navy SEALS (video game) =

Navy SEALS is a shoot ' em up platform video game developed and published by Ocean Software . It was first released in the United Kingdom for the Amstrad CPC , Amstrad GX4000 and Commodore 64 in 1990 . It was later re @-@ released in the rest of Europe for the ZX Spectrum , Atari ST and Amiga home computers in the following year . It was then ported to the Game Boy on 1 September 1991 in the United States . The game is based on the film of the same name and follows the protagonist , Lieutenant Dale Hawkins , progressing through five side @-@ scrolling levels .

The game was developed by Ocean Software , in which they were renowned for creating video games related to their respective films . Navy SEALS focuses on Hawkins recovering caches of Stinger missiles from Arab soldiers in the Middle East . The game received positive reviews upon release , with critics mainly praising the graphics , presentation and challenging gameplay . However , criticism was directed at the ZX Spectrum port , which received disapproval over its monochrome graphics .

= = Gameplay = =

The game is a side @-@ scrolling shoot ' em up and revolves around the protagonist , Lieutenant Dale Hawkins , recovering caches of hidden Stinger missiles from Arab terrorists in Oman . The game features a total of five levels with varying locations and begins with allocating five lives to the player . The main objective of the game is to locate and place time bombs on boxes containing Stinger missiles , in which the player is required to escape before the time runs out . The enemies featured in the game are Arab terrorists ; the player must neutralise them by shooting them with their selected weapon , which is a handgun by default . Other weapons available in the game include machine guns , rocket launchers , and a flamethrower , which are only accessible through finding hidden crates .

The second level of the game is in Beirut , and focuses on the player , along with a group of Navy Seals , rescuing hostages in a 3D presentation of the city . If the player is successful in rescuing the hostages and recovering all missiles , the remaining forces will rendezvous at a submarine . During the game , the player @-@ character may grapple onto ledges , climb ladders , crawl , and jump in any direction . The player can also push large crates in order to reach higher platforms . Combat is focused on shooting an enemy with a weapon on sight , however the player can crawl at any time in order to avoid the oncoming bullets of an enemy . The player is also able to neutralise enemies by dropping down onto them whilst dangling from a higher platform . In every level , the game sets a time limit when a bomb is placed on one of the crates containing Stinger missiles .

= = Background = =

Ocean Software was founded in Manchester by David Ward and Jon Woods in 1984 . The company were known for developing titles such as Platoon , Top Gun and Jurassic Park , which were usually based on their films of the same name . During the late 1980s and early 1990s , Ocean primarily focused on developing games related to best @-@ selling B @-@ movies or porting other commercially successful games to different platforms . In 1998 , the company was purchased by French holding company Infogrames and was later merged into Atari , in 2004 . In 2004 , both founders of Ocean Software received the Entertainment and Leisure Software Publishers Association Hall of Fame award , for their recognition in " transforming " the British video games industry into a multi @-@ national business . The music for Navy SEALS was composed by Matthew Cannon , an employee of Ocean Software .

= = Reception = =

The game received mostly positive reviews upon release . Richard Smith of Crash heralded the graphics for their detail , colour and smooth animation , summarising that it was a " landmark in

every aspect " . Chris Jenkins of Sinclair User stated that the graphics and animation were " fabulous " , whilst focusing particular praise on the game 's background details . Jeff Matthews of Raze praised the graphics for both Amstrad GX4000 and Commodore 64 ports , heralding them as " nicely detailed " and " super @-@ smoothly animated " , respectively . Matt Bielby of Your Sinclair praised the presentation and gameplay , citing them both as " out of the ordinary " , whilst also praising the developer 's attention for detail . Steve Fielder of Commodore Format praised the game 's ability to fully utilise the colour palette of the Commodore 64 , in which Fielder praised the " smooth " side scrolling levels and " derfully " detailed backdrops .

Two reviewers of Mean Machines praised the sprites and background drops , calling both " cleverly animated " and " atmospheric " . However , the other reviewer criticised the game 's hard difficulty . Robert Swan of Computer and Video Games criticised the playability of the ZX Spectrum version , calling it " less playable " due to its presentation in monochrome and hard difficulty . Reviewing the GX4000 port , Swann praised the " colourful " graphics , but expressed scepticism over the difficulty . Fielder also praised the game 's soundtrack as " mystifying " .