

= Miami Vice ( video game ) =

Miami Vice is an action video game developed by Canvas and published by Ocean Software . It was first released in the United Kingdom for the Amstrad CPC , Commodore 64 , and ZX Spectrum in 1986 . It was later re @-@ released in Germany and Italy for the Commodore 64 in 1989 . The game is based on the television series of the same name and follows the two central characters , James " Sonny " Crockett and Ricardo Tubbs , as they attempt to derail a Miami drug ring which is led by series antagonist " Mr J " .

The game was published by Ocean Software , who were renowned for developing video games related to their respective films and television shows . The main objective of the game is to apprehend criminals throughout the streets of Miami , which is accomplished by driving to various locations around the city . Miami Vice received mixed reviews upon release ; the game was mainly criticised due to its poor mechanics and graphics , though some reviewers praised the overall experience .

= = Gameplay = =

The game is presented in a top @-@ down perspective with elements of 2D side @-@ scrolling gameplay . The main objective of the game is to derail various shipments of drugs controlled by the Miami Vice series antagonist , Mr J. The player assumes control of series protagonists James " Sonny " Crockett and Ricardo Tubbs , in which they must eliminate gangsters throughout Miami . To accomplish this end , Crockett and Tubbs can drive their car through the streets of Miami in order to get to various destinations , such as City Hall , Vines Bar , State Hotel , Shark Club , Joes Bar , Flag Hotel , Grand Casino , Palm Club , Murk Club , Ocean Warehouse , Acme Warehouse and Sierra Hotel , quicker . If the player collides into a wall or another car whilst driving , a small explosion will occur and a life will be deducted .

At a labelled building , the player can get out of the car and enter , though enemies will only appear during certain times of the day . If the player arrives too early , the enemy gangsters will attempt to escape . If the player arrives too late , the building will be found vacant . A timetable of all meetings are included in the game 's instruction manual . The aesthetic interior of buildings include two rooms , with limited decorations such as a pool table and chairs . Some buildings contain evidence bags which can be collected for extra points . Once the player comes into contact with an enemy , a separate window will appear which will display his name . The player can apprehend him by either catching or trapping him . Once caught , the player may take him to the city hall to interrogate him in order to receive information such as the location of the next gangster meetup . Points are gained by apprehending criminals , returning evidence bags or destroying cars .

= = 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 the 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 onto different platforms .

In 1996 , the company was purchased by French holding company Infogrames for £ 100 million 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 .

= = Reception = =

The game received mixed to negative reviews upon release . Pete Shaw of Your Sinclair praised the overall experience of the game , including the " fast paced " gameplay and lack of an intrusive

plot , however he criticised the " terrible " attribute clash issues in the ' Frankie goes to Florida ' mode , in which he states that the mode causes graphical errors . Three reviewers of Zzap ! 64 stated that the graphics were " simplistic " , but found them to be crisp and colourful . Chris Bourne of Crash , however , criticised the graphics as " dodgy " and " drab " . Jim Lloyd of Computer and Video Games praised the music and its ability to change once the player moves from a car to building , however theorised that the game would sell due to " its name " . Bourne criticised the game 's lack of music for the Amstrad port and limited range of sound effects .

Miami Vice received particular criticism at the difficulty of manoeuvring the car . Edward Drury of Computer Gamer , though finding the game to be enjoyable at times , stated that his only dislike was the manoeuvrability of the car , remarking that the game " gets boring " due to the amount of collisions . Bourne was highly critical of the mechanics of the car , finding it to be " ludicrous " and taking " at least half an hour to get used to " . He concluded that the game was " very bad " . Jim Lloyd of Computer and Video Games and a reviewer of Zzap ! 64 concurred that the controlling the car was a major issue .