

# VICE CITY BLUES

A GAME BY MÁRIO ARMÃO FERREIRA

## CREDITS:

Spectrum and Next Version Graphics: Mário Armão Ferreira

Sound Effects: Mário Armão Ferreira

Coding: Mário Armão Ferreira

Story: Mário Armão Ferreira

Lyrics (Spectrum Next Version only): Mário Armão Ferreira

Music (Digital) "Vice City Blues" (Spectrum Next): Mário Armão Ferreira

Music (AY-3-8910/AY-38912) "Pora Domoy" (ZX Spectrum): Dmitriy Okatov

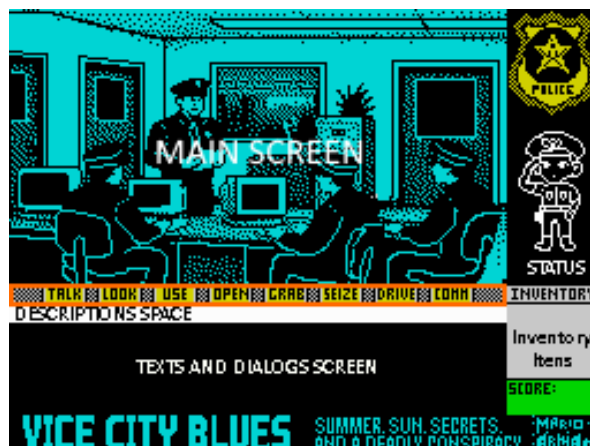
## STORY:

This game follows the Story of Police Officer Alex Reed during an episode that changed it's life. In it you will make some missions as a police officer on patrol, and then as a Detective in the Vice's Squad.

## GAME MECHANICS:

Game is heavily inspired on the scumm interface and on games like Police Quest. The main menu is key to all actions in the game.

The screen will divide in the following way:



The main screen represents the scene you are currently on. It is over it that you will move a cursor/pointer after you choose an action from the main menu screen circled orange on the above image.

The cursor will move with Q, A, O, P, M Keys (up, down, left, right, choose), and you will get a response to the action you choose on the chosen location on the TEXTS AND DIALOGS Screen.

Actions you have are TALK, LOOK, USE, OPEN, GRAB, SEIZE, DRIVE, and COMM.

All actions are self explanatory, and USE is a bit different as it will place the cursor on the Inventory Items area for you to choose what item to use, and then you get to choose the location where to use it, on the Main Screen,

TALK – Engages in Dialog.

LOOK – More info on the chosen location. This is decisive for unveiling the story, and unlocking access to future actions. Also, looking may end with an automatic grab of objects.

USE – As stated will let you choose an item from the inventory, to use on the chosen location on the Main Screen.

OPEN – Will open things.

GRAB – Allows the player to grab objects.

SEIZE – This action will apprehend objects and personal items. Use on the object or person that that has the object(s) you wish to apprehend.

DRIVE – Allows you to drive your car. It may be used on certain parts of the scenario to exit back to the car.

COMM – This will communicate with the central. Effect will vary depending on the object chosen from the Main Menu. COMM can call ambulances, tow trucks, or backup, depending where used.

Other thing worth mentioning is the STATUS AREA. On the above screen you will see a police officer on foot since no vehicle is in use. This will change to a vehicle once assigned.

Finally, the SCORE area. In this game you cannot die. But what you do has consequences. Actions will get you points, but not all actions are mandatory, so you may end with a not perfect Score. It is up to you to discover what a good cop would do, and get the additional points.

Also bad actions, can make you lose points. So, don't screw up!