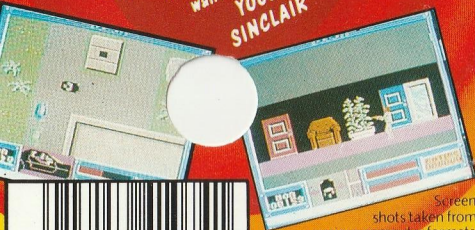


"Another winner!" CCI
"Now that I've seen it I've been gripped by Miami Vice - everything you could want in a game."
YOUR SINCLAIR

BRILLIANT!



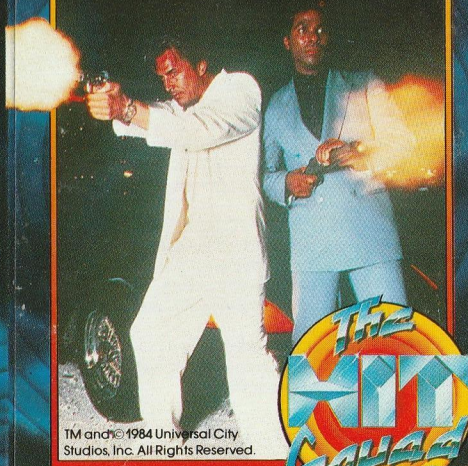
Screen shots taken from various computer formats.



MIAMI VICE



MIAMI VICE



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Crockett and Tubbs have heard; the word is on the street - a one million dollar contraband shipment is due in town on Thursday morning, for collection by Mr. 'J'. Just get out there and squeeze the network of dealers; starting with the real low-life, the \$10 wrap men who frequent the local bars. If you handle them right you just might get to their suppliers, the next link in the chain and eventually the slick businessmen who operate in the casinos - they should have lots of information if you don't have to shoot them first!

LOADING

CPC 464 - Type RUN" and press ENTER key.
 CPC 664 and 6128 - Type { Tape then press ENTER key. Then type RUN" and then press ENTER key.

NOTE

- (1) Press CAPS LOCK to pause (border flickers); press again to continue.
- (2) When paused, press E to quit current game (then press CAPS LOCK to start).
- (3) When games have ended automatically, game starts in PAUSE mode. Press CAPS LOCK to start new game.

KEYBOARD CONTROLS

← = LEFT ↑ = UP COPY = fire
 → = RIGHT ↓ = DOWN

JOYSTICK DURING CAR GAME

UP - ACCELERATE LEFT - LEFT TURN
 DOWN - BRAKE RIGHT - RIGHT TURN

TO SHOOT OUT OF CAR WINDOW

Press FIRE to enter fire mode - car display will light up. To shoot in direction shown in car display, press FIRE again (fire mode will then be exited). To select a new aiming direction, move joystick...

UP - Shoot ahead
 DOWN - Shoot behind
 RIGHT - Shoot directly out of the window (right)
 Once new aim selected, player must fire to exit fire mode.

TO ENTER A NAMED LOCATION

Stop on the road; press FIRE; release and move joystick left. Car display will change to:
 FLASHING = Car carrying evidence.
 FLASHING = Car carrying suspect.



Press FIRE when arrow pointing to chosen side is lit. To abort entry, press FIRE when no arrow lit (of either character enters a location, any evidence or suspects carried in the car will be lost). N.B. Note that turning is possible whilst reversing.

JOYSTICK CONTROLS WHEN INSIDE A LOCATION

UP - Go through door
 DOWN - Exit option mode
 LEFT - Walk left
 RIGHT - Walk right
 FIRE - Shoot in current direction (6 shots limit)
 Evidence (bags of contraband) are collected by walking over them.
 Choose options by pressing FIRE when option is highlighted. Successful interrogation should yield a name of a person or place, a time, or a dollar value of a deal. Crooks and evidence should be returned to City Hall to score.

SPECIAL LOCATIONS

Do not have interior screens, but computer beeps when they are visited. They are:

CITY HALL - City Hall will interrogate crooks and pass on information on the message window in about 3 hours.

HOSPITAL - May be visited once a day to recover some player strength.

MEETINGS

Your captain has provided you with sets of probable time schedules for all the meetings which are expected on Monday. There are two possible schedules for Monday a.m., and four for Monday p.m. All meetings within each twelve hour period will follow the same schedule, although you do not know which ones at the start.

To catch a crook at a meeting, arrive at the meeting between 4 and 8 minutes after its scheduled start. To disturb a meeting in order to make crook flee, leaving his contraband behind, arrive between 0 and 4 minutes from its start. To encounter a crook's car (the red car), enter and leave the location of a meeting within 8 and 12 minutes from its start.

SCHEDULES: MONDAY ONLY

A.M.
SUSPECT LOCATION
Time - this could be either of the time stated below

BLADES	SAM'S BAR	2.00	9.20
PADDY	ISLAND BAR	3.20	8.00
MAC	FATS BAR	4.40	6.40
RONNIE	DIXIE BAR	6.00	5.20
BONZO	LAMP BAR	7.20	4.00
CHICO	SURFER BAR	8.40	2.40

P.M.
SUSPECT LOCATION
Time - this could be any of the times below

DINO	JOES BAR	0.20	9.40	6.00	5.20
SHARKY	VINES BAR	1.20	8.40	7.00	4.20
TOOTS	SAM'S BAR	2.20	7.40	8.00	3.20
HUGGY	ISLAND BAR	3.20	6.40	9.00	2.20
DUKE	FATS BAR	4.20	5.40	10.00	1.20
FRANKIE	DIXIE BAR	5.20	4.40	1.00	10.20
EDDIE	LAMP BAR	6.20	3.40	2.00	9.20
HAWKER	SURFER BAR	7.20	2.40	3.00	8.20
REEMO	JOES BAR	8.20	1.40	4.00	7.20
SNOWY	VINES BAR	9.20	0.40	5.00	6.20

LADEN

CPC 464 – Tippe RUN" und danach drücke die ENTER Taste.

CPC 664/6128 – Tippen Sie I TAPE, und drücken Sie die ENTER/RETURN – Taste. Danach geben Sie RUN" ein und drücken die ENTER/RETURN – TASTE.

ANMERKUNG

1. Drücke den CAPS LOCK zum Anhalten (Rand flimmert).
2. Wenn angehalten, drücke E um das laufende Spiel abbrechen (danach drücke CAPS LOCK zum Anfangen).
3. Wenn Spiele automatisch enden, beginnt das Nächste im Pausenmodus. Drücke den CAPS LOCK um ein neues Spiel zu beginnen.

STEUERUNGEN

JOYSTICK WAHREND DEM AUTO-SPIEL

AUF – BESCHLEUNIGEN

AB – BREMSEN

LINKS – LINKS ABBIEGEN

RECHTS – RECHTS ABBIEGEN

← = LINKS ↑ = AUFWARTS COPY = FEUER
→ = RECHTS ↓ = ABWARTS

AUS DEM AUTOFENSTER SCHIESSEN

Durch Drücken von FEUER, Feuermodus einstellen – Auto wird aufleuchten. Um in die angezeigte Richtung zu schießen, nochmals FEUER drücken (Feuermodus wird dann abgestellt). Um eine neue Schußrichtung zu wählen, Joystick wie folgt bewegen.

AUFWÄRTS – nach vorne schießen

ABWÄRTS – nach hinten schießen

RECHTS – direkt aus dem Fenster schießen (nach rechts)

Nach Wählen einer neuen Schußrichtung muß der Spieler feuern, um aus dem Feuermodus herauszukommen.

JOYSTICKSTEUERUNG IM GEBÄUDE

AUFWÄRTS – Durchschreiten der Tür

ABWÄRTS – Auswahlmodus beenden

RECHTS – Nach rechts gehen

FEUER – In eingestell te Richtung schießen

LINKS – Nachs links gehen

Beweise (Schmugelgut) werden durch Darübergehen gesammelt.

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