



Grand Theft Auto: Vice City

By Frederic P. Miller

Alphascript Publishing. Taschenbuch. Condition: Neu. Neuware - Grand Theft Auto: Vice City (abbreviated as GTA: VC) is a sandbox-style action-adventure computer and video game designed by Rockstar North (formerly DMA Design) and published by Rockstar Games. It is the second 3D game in the Grand Theft Auto video game franchise and sixth original title overall. It debuted in North America on October 27, 2002 for the PlayStation 2 and was later ported to the Xbox and PC in 2003. Vice City was preceded by Grand Theft Auto III and followed by Grand Theft Auto: San Andreas. Vice City draws much of its inspiration from 1980s American culture. Set in 1986 in Vice City, a fictional city modeled after Miami, the story revolves around Mafia member Tommy Vercetti, who was recently released from prison. After being involved in a drug deal gone wrong, Tommy seeks out those responsible while building a criminal empire and seizing power from other criminal organizations in the city. The game uses a tweaked version of the game engine used in Grand Theft Auto III and similarly presents a huge cityscape, fully populated with buildings, vehicles, and people. 232 pp. Englisch.



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