Grand Theft Auto III

DESCRIPTION:

Liberty City, USA. The worst place in America. You've been betrayed and left for dead. Now you're taking revenge, unless the city gets you first. Mob bosses need a favor, crooked cops need help and street gangs want you dead. You'll have to do whatever you can just to stay out of serious trouble. Anything can happen out there.

Grand Theft Auto 3 returns this Fall with a visually stunning debut on the Xbox. Described by Time magazine as "a national obsession" Grand Theft Auto 3 has achieved an unprecedented level of public awareness and critical acclaim worldwide and is finally set to hit the stage November 2003 on Xbox. Featuring a fully 3-D living city, a combination of narrative driven and non-linear gameplay and a completely open environment, the game represents a huge leap forward in interactive entertainment. For the first time on Xbox, players are put at the heart of their very own gangster movie, and let loose in a fully realized 3 dimensional city, in which anything can happen and probably will.

With a cast of hundreds, 50 plus vehicles, ranging from sports cars to ice cream trucks and from boats to buses, 3 hours of music, including opera, reggae, house, drum and bass, pop and disco, a huge array of street-ready weapons and some of the seediest characters in video game history, Grand Theft Auto 3 is a sprawling epic which will show you that sometimes, crime can pay and sometimes it can pay you back.

FEATURES:

CRIME

- Liberty City is a complete physical universe with laws, rules, standards, ethics and morals. They are yours to follow or to shatter.
- Over 60 missions and tons of side missions.
- Work your way through the hierarchy of the gangs, meet bigger bosses, and get better jobs.
- Multi-layered missions interweave story elements from level to level.
- Revenge drives the player through the plot, whilst retaining non-linearity and freedom of previous games.
- Over two dozen ways to take out other characters: fist fighting (punch, kick and head butt), base ball bat, handgun, Uzi, machine gun, M-16, rocket launcher, grenade, Molotov cocktail and flame thrower.
- Organized police forces including cops, SWAT Teams, FBI, and the Army work strategically to keep Liberty City properly corrupt and somewhat safe.

THE CITY

- Liberty City is divided into 3 districts: Portland (the industrial zone), Staunton Island (commercial district) and Shoreside Vale (the suburban neighborhood) all connected by bridges and tunnels. Each has its own look and feel – different kinds of buildings, cars, and inhabitants. As you progress through the game, new areas will open up to you eventually allowing access to the whole city.
- The streets of Liberty City are jammed with over 50 different types of vehicles, each with their own physics. All ripe for the plucking, cabs, sedans, family cars, mini vans, SUVs, trucks (pick-ups to 18 wheelers), sports cars, convertibles, buses (school buses and metro buses), fire engines, ambulances, SWAT vehicles, and even the ice cream man are on the move in fear of losing their ride. When trying to escape a jam, boats and trains help transport players from one side of the city to the next.
- Vehicles take damage on 18 different panels.
- The time of day and night affects every mission. This city is a very different place at night and some missions can only be performed at certain times of day.
- A full-weather eco-system (including rain, fog, thunder and lightning) also affects gameplay. For example, rain makes roads slippery, fog reduces visibility, etc.
- Unpredictable pedestrian AI makes for wicked nights and strange days throughout Liberty City. Hundreds of pedestrians each with their own characteristics populate Grand Theft Auto 3's intersections and alleyways. Businessmen hurry to work, gang members look for trouble, and hookers prowl for business. Each character acts and reacts to situations and the activity surrounding them in their own unique way.
- Over two hours of music make up the soundtrack for the City. Each vehicle is tuned to its own radio station playing a combination of licensed tracks, specially created music and talk radio.