



**This version is 95% ready.**

**Fixes of this version fixes:**

- Some mission bugs fixed
- Some kind of story added
- Added New heavy weapon, Rocket Launcher
- Added More sounds
- Tutorial changed to a phone mission
- Car respray shop added

**[Story]**

You are guy called Mark Trinity, and you want to do some dirty things in Gilligan city.  
Your boss called Shitty Joe want that you make some jobs for him. He gives you some cash of course.  
Make chaos and missions, and have fun with Gilligan City!

**[ CONTROLS ]**

**Press L to quickload the game**

**In Car:**

- W / S:** accelerate/reverse
- A / D:** turn car
- shift:** brakes
- space:** handbrake

**On Foot:**

- W / S:** Walk
- A / D:** Strafe
- Shift:** Run
- F:** Enter/Exit Vehicle
- Space:** Special
- Ctrl:** Graffiti

**[WEAPONS]**



### **Fists]**

If you have guns, you have hands!



### **9mm pistol**

Cheap, abundant, and easy to use, the ubiquitous "nine" will be your best friend through the early bits of the game. Most would agree it looks more like a Colt .45 than anything else, but whatever the case, it's got decent stopping power for a cheap handgun.



### **Micro SMG**

Little, but good weapon



### **Rocket Launcher**

Ah yes, the classic Soviet RPG look-alike is a must have for any one man army out to take on an entire state full of gangs and such. Basically, it's just a big tube with a scope and a trigger to ignite the rockets which propel impact-triggered grenades.



### **M4 Carbine**

M4 is the modified version of the M-16, the shortened stock and barrel makes it more compact while still retaining the accuracy and power of its cousin



### **Minigun**

This formidable weapon is the player's best friend. Designed to deliver massive and withering barrages of ammunition at an alarming rate of fire, this weapon is designed for total destruction of the target and anything around it. Despite its massive size and weight, the gun is portable enough to be carried—and fired—on the streets of Gilligan City.



### **Sniper**

For those times when the regular or assault rifles aren't accurate enough, there's the sniper rifle. While the HUD icon for it bares some resemblance to an HK PSG1, the in-game model is of the old school bolt-action variety. That said, the reload time on this weapon is a little bit longer than the regular rifle, but the addition of a scope makes every shot well worth the wait.



### **Pump Action Shotgun**

Based on the Italian SPAS-12, the combat shotgun uses a gas-operated repeater system much like any semi/fully automatic pistol or rifle. On a shell-by-shell basis, the firepower and range are only a bit greater than the regular shotgun. Given its semi-automatic functionality, however, the rate of fire is on par with that of the 9mm, meaning you'll be unloading much more ammunition on unsuspecting foes.



### **AK-47 Kalashnikov**

The Kalashnikov AK47 is one, if not the most popular varieties of assault rifles in the world. Originally developed for the Soviet army, it features a rugged yet simple design which makes it both cheap to produce and highly versatile on the battlefield. Its durability and affordability have also made even older, used models popular for warring gangs. For the most part, it works just like the M4 in the game, only with a smaller magazine size, and perhaps a little better accuracy due to its slightly slower rate of fire.

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#### **[HINTS]**

To make some dirty job, answer to the phones!  
To save the game. Try to find church in the city, and walk on the cross (what is in front of the church)  
Click OK to save the game.

#### **[ INFO ]**

This game is hardly modified gta-example.  
So 55% in this game are in original example.  
This version has lot of fixes and new things!  
This game is maded on Gamemaker 5.3

#### **[CREDITS]**

car physics engine by Ben Peters  
  
Modified by solttu  
  
Missions by Solttu  
  
Additional coding by head\_removalist  
  
Car collission script by Bravesaturn  
  
Game Editor by Mark Overmars

#### **[GRAPHICS]**

Graphics ripped by Solttu  
Graphics are ripped in gta1, 2, and GTA Advance

#### **[ SOUND FX ]**

Sounds ripped by Solttu  
Sounds Are Ripped in GTA1 and 2

[www.Gouranga.com](http://www.Gouranga.com)

Weapon sounds are taken in GTA3 realistic weapon sounds-pack.

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