

Grand Theft Auto III



MATURE 17+
M
CONTENT RATED BY
ESRB

Welcome to Liberty City

System Requirements

SUPPORTED OPERATING SYSTEMS:

Supported Operating Systems are:

- Mac OS X 10.6.2 Snow Leopard
- Mac OS X 10.5.8 Leopard

MINIMUM HARDWARE REQUIREMENTS

- Intel Core 2 Duo Processor
- 1 GB of RAM
- 1.35 GB of free Hard Disk space
- ATI X1600, NVidia 7300 GT, or Intel X3100 integrated graphics chip
- Keyboard
- Mouse

Recommended Hardware Requirements

- Intel Core 2 Duo Processor or higher
- 2 GB of RAM or higher
- 1.35 GB of free Hard Disk space
- ATI 2600, NVidia 8600 series or higher video card with 256 MB of Video RAM
- Keyboard
- Mouse

* This game will not run on PowerPC (G3/G4/G5) based Mac systems (PowerMac).

CONTENTS

WELCOME TO LIBERTY CITY, THE WORST PLACE IN AMERICA



- 3 INSTALL / TECH SUPPORT
- 4 DEFAULT CONTROLS
- 5 HOW TO FIND YOUR WAY AROUND
- 7 TRANSPORTATION
- 9 RECRUITMENT / HOW TO GET A JOB
- 11 WHERE TO STAY
- 11 LAW ENFORCEMENT
- 11 PROTECTION
- 12 LOCAL AMENITIES
- 13 MAP
- 15 POPULATION
- 15 LOCAL GANGS
- 17 LOCAL FIGUREHEADS
- 19 CLASSIFIEDS
- 21 SOUNDS OF THE CITY
- 23 CREDITS

1 WELCOME TO LIBERTY CITY

A TERRIBLE PLACE FOR A HOLIDAY

2

install

Ensure you are logged in using an account which has administrative privileges.

Mount the downloaded game disc image or insert CD into drive.

Drag the icon for "Grand Theft Auto 3" into your Applications folder.

tech SUPPORT

FOR SUPPORT PLEASE VISIT:

[HTTP://WWW.ROCKSTARGAMES.COM/SUPPORT](http://www.rockstargames.com/support)

IF YOU PREFER TO CONTACT TECH SUPPORT VIA EMAIL OR PHONE PLEASE USE THE FOLLOWING:

FOR US SUPPORT

PHONE: 1-866-405-5464

EMAIL: USA@ROCKSTARSUPPORT.COM

FOR CANADIAN SUPPORT

PHONE: 1-800-269-5721

EMAIL: CANADA@ROCKSTARSUPPORT.COM

default CONTROLS

ACTION:

Fire	Left Control; Number Pad 0; Joypad 1
Next Weapon	Number Pad Enter; Joypad 6
Previous Weapon	Number Pad . ; Period; Joypad 5
Forward	Arrow Up; W
Backwards	Arrow Down; S
Left	Arrow Left; A
Right	Arrow Right; D
Zoom In	Z; PageUp
Zoom Out	PageDown; Joypad 2; X
Enter / Exit	Return/Enter; Joypad 4; F
Change Camera	C
Jump	Space
Sprint	Right Shift; Joypad 2; Left Shift
Target	Tab; Delete
Look Behind	Caps Lock; Number Pad 1

ACTION:

Fire	Left Control; Number Pad 0; Joypad 1
Forward	Arrow Up; Joypad 2; W
Reverse/Brake	Arrow Down; Joypad 3; S
Left	Arrow Left; A
Right	Arrow Right; D
Enter / Exit	Return/Enter; Joypad 4; F
Radio	R
Horn	Left Shift; Right Shift
Sub-mission	Number Pad (+) Plus; Caps Lock
Change Camera	C
Handbrake	Space
Turret Left	J; Number Pad 4
Turret Right	L; Number Pad 5
Turret Up / Dodo Up	I; Number Pad 9
Turret Down / Dodo Down	K; Number Pad 6
Look Behind	Combo: Look Left and Right
Look Left	Q; Number Pad 1; Joypad 5
Look Right	E; Number Pad 2; Joypad 6

Replay - press F1 to begin a 30 second replay

3 **welcome to Liberty City**

Proudly fed a diet of fast food and cheap guns 4

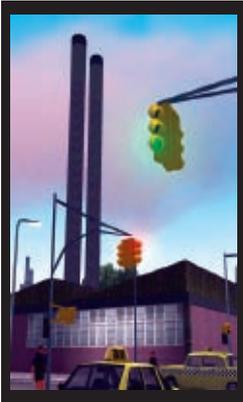
how to find your way around

LIBERTY CITY IS MADE UP OF THREE DISTRICTS: PORTLAND, STAUNTON ISLAND AND SHORESIDE VALE

Portland

THIS IS THE INDUSTRIAL ZONE. HERE YOU WILL FIND THE DOCKS, THE RED LIGHT DISTRICT, WAREHOUSES, FACTORIES, MARKETS, GARAGES, AS WELL AS SOME USEFUL SUPPLIERS. THE AREA IS POPULATED WITH HOOKERS, PIMPS, LABORERS, DOCKWORKERS, POLITICIANS AND GENERAL SCUM. CRIME IS RIFE IN PORTLAND AND IT HAS A LONG HISTORY OF MAFIA CONTROL. BUT THIS IS BEING CHALLENGED BY THE TRIADS. A BLOODY TURF WAR HAS BEEN UNDERWAY FOR SEVERAL MONTHS. A DELIGHTFUL DISTRICT WITH SOMETHING FOR EVERYONE.

PLACES OF INTEREST: Luigi's, Mr. Wong's Launderette, Belly-Up Artificial Mackerel Company, Momma's, Ammu-Nation, 8-Ball's, Salvatore's Gentlemen's Club.



staunton island

THIS IS THE CENTRAL BUSINESS DISTRICT. THIS IS WHERE ALL THE BIG BUSINESS TAKES PLACE IN LIBERTY CITY AND IS DOMINATED BY THE RICH, POWERFUL AND CORPORATE. DURING THE DAY THE AREA IS BUSTLING WITH BUSINESSMEN DOING THEIR 9-5 THING - INSIDER TRADING, TAKING BRIBES AND SELLING THEIR GRANDMOTHERS FOR TEN BUCKS. AT NIGHT IT IS DARK, DESOLATE, AND VERY DANGEROUS.

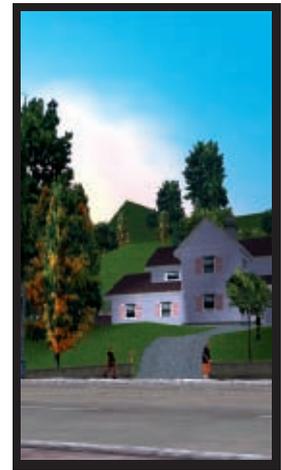
PLACES OF INTEREST: the Love Media Building, Bush Stadium, Kenji's Casino, the shopping mall, Liberty Tree Offices.



shoreside vale

SUBURBAN BLISS AND TRANQUILITY LIBERTY CITY STYLE. HOME TO MANY OF LIBERTY CITY'S MORE AFFLUENT GANGSTERS, LIBERTY CITY'S COMMUTER-BELT IS A PATCHWORK OF SWIMMING POOLS, PICKET FENCES, BACKYARDS, BASKETBALL NETS, STREET GANGS AND FIVE CAR GARAGES. IT'S LITTERED WITH OSTENTATIOUS MANSIONS PAID FOR WITH BLOOD MONEY, PROTECTED BY HIGH SECURITY GUARDS AND GATES TO KEEP OUT THE GANGS OF BORED TEENAGERS LOOKING FOR SOMETHING TO DO TO BRING SOME EXCITEMENT TO THEIR MIDDLE CLASS EXISTENCE. THE DESIGNER DOGS AND THE STATION WAGONS GIVE A SHALLOW SERENITY TO SUBURBIA, BUT DON'T BE FOOLED. VIOLENCE AND CORRUPTION ARE AT THE HEART OF EVERY HOME.

PLACES OF INTEREST: Cartel Mansion, Francis International Airport, Cedar Ridge Observatory, Staunton View Picnic Area



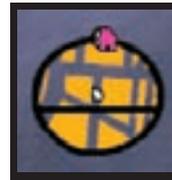
bridges and tunnels



STAUNTON ISLAND CAN BE REACHED FROM PORTLAND VIA THE CALLAHAN BRIDGE.

THE PORTER TUNNEL PROJECT IS DELAYED, BUT SHOULD BE COMPLETED SOON.

map



YOU'LL FIND A RADAR IN THE BOTTOM LEFT HAND CORNER OF YOUR SCREEN, THIS WILL SHOW YOU WHERE YOU ARE, AND WHERE YOU'RE HEADED. THE WHITE DOT IS WHERE YOU ARE, THE PINK DOT IS WHERE YOU NEED TO BE. IF THE PINK DOT IS AT THE TOP OF THE RADAR, YOU'RE HEADED IN THE RIGHT DIRECTION. YOUR CONTACTS WHO HAVE WORK AVAILABLE FOR YOU WILL APPEAR ON THE MAP AS THEIR FIRST INITIAL. TELEPHONE BOXES WHERE YOU CAN GET JOBS WILL APPEAR AS PHONE SIGNS. AFTER ALL, IT'S EASY TO FIND SOMETHING TO DO IN LIBERTY CITY.

FOR AN OVERVIEW OF THE WHOLE CITY YOU'LL FIND A HANDY FOLD OUT MAP INCLUDED OR REFER TO THE CENTER OF THIS GUIDE.

TRANSPORTATION

by car



LIBERTY CITY IS FULL OF MANY DIFFERENT KINDS OF CARS AND VEHICLES, ALL OF WHICH ARE YOURS FOR THE TAKING. TO CARJACK ANY PARTICULAR CAR, APPROACH THE CAR AND PRESS **F KEY**; **RETURN/ENTER**; **JOYPAD 4**. BE WARNED, WHILE SOME DRIVERS WILL BE SCARED AND HAND OVER THEIR VEHICLE WITHOUT TOO MUCH RESISTANCE, OTHERS MAY NOT BE TOO HAPPY ABOUT IT AND WILL PUT UP A FIGHT. FURTHERMORE, YOU AREN'T THE ONLY ONE WHO LIKES TO TRAVEL THIS WAY – YOU CAN BE CARJACKED AT ANY TIME.

YOUR HAND BRAKE IS **SPACEBAR**. USING HAND BRAKE AND NORMAL BRAKE **S KEY**; **ARROW DOWN**; **JOYPAD 3** SIMULTANEOUSLY WILL QUICKLY BRING YOUR VEHICLE TO A STOP.

DIFFERENT VEHICLES TEND TO BE FOUND IN DIFFERENT AREAS; YOU ARE MORE LIKELY TO FIND SUV'S OR STATION WAGONS IN SUBURBIA, MORE SPORTS CARS IN THE AFFLUENT COMMERCIAL DISTRICT AND MORE TRUCKS IN THE INDUSTRIAL AREA, SO IF THERE'S SOMETHING IN PARTICULAR YOU ARE AFTER – SHOP AROUND!

by train



LIBERTY CITY TRAIN RUNS ACROSS PORTLAND 24/7 ON A REGULAR SCHEDULE. STATIONS CAN BE FOUND IN CHINATOWN BY THE WATER, IN PORTLAND VIEW AND IN HEPBURN HEIGHTS.

by subway



THE LIBERTY CITY SUBWAY IS A DANGEROUS PLACE. ALWAYS TAKE WEAPONS WITH YOU WHEN TRAVELING ALONE, ESPECIALLY AFTER DARK. THE SUBWAY RUNS 24/7 AND STATIONS ARE LOCATED IN: RED LIGHT DISTRICT, PORTLAND; LIBERTY CAMPUS, STAUNTON ISLAND; BEDFORD POINT, STAUNTON ISLAND; FRANCIS INTERNATIONAL AIRPORT, SHORESIDE VALE.

by boat



HEAD DOWN TO THE DOCKS AND SEE IF THERE ARE ANY BOATS LYING AROUND UNSUPERVISED.

by plane



FRANCIS INTERNATIONAL AIRPORT IS LOCATED IN SHORESIDE VALE.

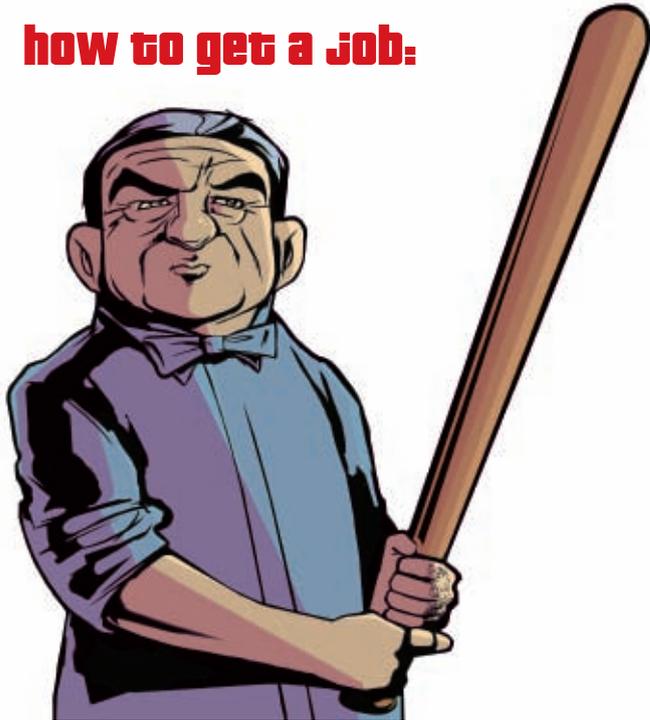
ON FOOT



WALK OR RUN AROUND THE CITY – DEPENDING ON WHO'S AFTER YOU. HOLD **LEFT SHIFT**; **RIGHT SHIFT**; **JOYPAD 2** DOWN TO RUN FASTER, BUT BE WARNED, YOU CAN'T SPRINT FAR.

RECRUITMENT

how to get a job:



it's not what you know...

IF YOU ARE LOOKING FOR A CAREER, THE BEST JOBS ARE LANDED BY PERSONAL INTRODUCTIONS. WHEN YOUR 'EMPLOYERS' HAVE WORK AVAILABLE FOR YOU THEY WILL APPEAR ON YOUR RADAR. GO VISIT THEM AND THEY'LL GIVE YOU A BRIEF.

extra WORK



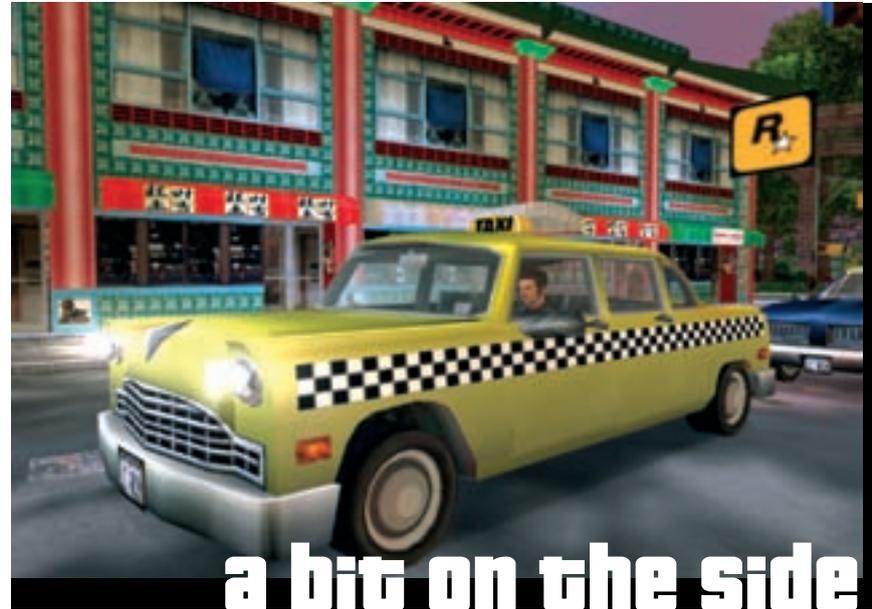
by phone

SOME OF YOUR CONTACTS DON'T LIKE TO MEET IN PERSON AND WILL GIVE OUT INSTRUCTIONS ON CERTAIN PAYPHONES AROUND THE CITY. THESE PAYPHONES WILL APPEAR ON YOUR RADAR WHEN THEY WANT TO EMPLOY YOUR SPECIAL SERVICES.



by pager

ALWAYS KEEP YOUR PAGER ON YOU. IT PAYS TO BE REACHABLE, YOU NEVER KNOW WHEN A BIT OF EXTRA WORK MAY COME YOUR WAY. WHEN SOMEONE IS TRYING TO BEEP YOU YOUR PAGER WILL APPEAR AT THE TOP LEFT OF YOUR SCREEN



a bit on the side

TAXIS, POLICE CARS, AMBULANCES AND FIRETRUCKS ALL PROVIDE OPPORTUNITIES FOR A BIT OF EXTRA CASH MOONLIGHTING IN ANOTHER PROFESSION (WHEN ENTERING ONE OF THESE VEHICLES PRESS **CAPS LOCK**; **NUM PAD (+)** PLUS TO TOGGLE THE MISSIONS ON OR OFF).

where to stay



YOU NEED TO FIND SOMEWHERE TO STASH YOUR STUFF, KEEP A NICE SET OF WHEELS, LAY LOW, HIDE OUT AND TAKE A BREAK. WE RECOMMEND STARTING WITH SOMEWHERE BASIC -A WAREHOUSE IN THE INDUSTRIAL AREA. BUT JUST A WORD OF WARNING, ONCE YOU HAVE MOVED ON AND FOUND A NEW SAFE HOUSE IN A DIFFERENT PART OF TOWN, DON'T TRY RETURNING TO YOUR OLD HAUNT, YOUR ENEMIES WILL BE WAITING.

Law enforcement



**i am not the Law,
but these gentlemen are.**

RANGING FROM THE LCPD TO SWAT TEAMS AND THE FBI, LIBERTY CITY HAS A FULL LAW ENFORCEMENT SYSTEM TO KEEP THE CITY PROPERLY CORRUPT AND SOMEWHAT SAFE.

PROTECTION



YOUR SELECTED WEAPON IS DISPLAYED IN THE TOP LEFT HAND CORNER OF THE SCREEN. YOU CAN GET WEAPONS BY: BUYING THEM (FOR EXAMPLE FROM AMMU-NATION), STEALING THEM, OR BEING GIVEN THEM.

- TO SCROLL THROUGH YOUR AVAILABLE WEAPONS PRESS **NUMBER PAD ENTER**; **JOYPAD 6**
- TO FIRE YOUR WEAPON PRESS **NUMBER PAD 0**; **LEFT CONTROL**; **JOYPAD 1**
- CERTAIN WEAPONS CAN ONLY BE FIRED USING FIRST PERSON VIEW (SNIPER RIFLE AND ROCKET LAUNCHER) PRESS **DELETE** TO AIM BEFORE FIRING.
- YOU CAN CONTROL THE DISTANCE THAT YOU THROW GRENADES AND MOLOTOV COCKTAILS BY EITHER TAPPING OR HOLDING THE **NUMBER PAD 0**; **LEFT CONTROL**; **JOYPAD 1**. THE LONGER YOU PRESS THE FURTHER IT GOES.

Local amenities

hospital



THERE IS A HOSPITAL LOCATED IN EACH AREA AND THIS IS WHERE YOU WILL END UP IF YOU DON'T WATCH YOUR BACK. IT IS ALSO WORTH A TRIP IF YOU ARE FEELING UNDER THE WEATHER, THEY CAN USUALLY GIVE YOU SOMETHING TO RESTORE YOUR HEALTH AND GIVE YOU THAT EXTRA SENSE OF WELL-BEING. LOCAL HOSPITALS: Sweeney General Hospital, Portland ; Carson General Hospital, Staunton Island ; Hope Medical College, Shoreside Vale

SPRAY shops



THESE CAN BE USED FOR REPAIRING VEHICLES AND GETTING RID OF UNWANTED LEGAL ATTENTION AND ARE LOCATED IN: The Red Light District, Portland ; Newport, Staunton Island ; Pike Creek, Shoreside Vale

bomb shop



RUN BY THE TRUSTY 8-BALL, THE EXPLOSIVES EXPERT, THIS PLACE IS WORTH MAKING A NOTE OF. LOCATIONS: Harwood, Portland ; Newport, Staunton Island ; Pike Creek, Shoreside Vale

Police station/ Jail



POLICE STATIONS AND JAILS CAN BE FOUND IN EACH DISTRICT AND THIS IS WHERE YOU'LL FIND YOURSELF IF YOU PUSH YOUR LUCK TOO FAR. LOCAL POLICE STATIONS: Portland view, Portland ; Torrington, Staunton Island ; Pike Creek, Shoreside Vale

ammunation



AN AMERICAN TRADITION. LIBERTY CITY'S LEADING WEAPONS SUPPLIER IS LOCATED IN: Red Light District, Portland ; Newport, Staunton Island

WELCOME TO LIBERTY CITY



grand
theft
auto III

Portland

- 1) Hideout
- 2) Luigi's (Sav Club Seven)
- 3) Joey's Garage
- 4) Toni's (Momma's Ristorante)
- 5) Salvatore's "Gentlemen's Club"
- 6) 8-Ball's Autoyard
- 7) Triad Fish Factory (Turtle Head Fishing Co.)
- 8) China Town Fish Market (Triad)
- 9) Mr. Wong's Laundrette
["If it ain't Wong's, it ain't white!"]
- 10) Diablo's/El Burro contact point (Hepburn Heights)
- 11) Trenton Police Precinct

- 12) Harwood Fire Station
- 13) Sweeney General Hospital
- 14) Portland Subway
- 15) El-Train Station
- 16) Car crusher
- 17) Capital autos (Dealership)
- 18) Marco's Bistro (Forelli)
- 19) Bitchin' Dog Foods
- 20) Portland Rock
- 21) Pay'n'Spray
- 22) Porter Tunnel
- 23) Head Radio

Staunton Island

- 1) Hideout
- 2) Asuka's Condo
- 3) Kenji's Casino
- 4) Yardie Contact Point
- 5) Love Media
- 6) Pan-Lantic Construction (Cartel gang area)
- 7) Lips 106 FM
- 8) Rise FM
- 9) Shopping Mall
- 10) Phil Cassidy's Army Surplus
- 11) AMCO HQ

- 12) Liberty Tree Offices
- 13) Subways [2]
- 14) Ammu-Nation
- 15) OR-Bit
- 16) Liberty City police HQ (+rooftop helipad)
- 17) FBI
- 18) City Hall (Mayor O'Donovan)
- 19) Carson General Hospital
- 20) Liberty Memorial Coliseum
- 21) Callahan Bridge
- 22) 8-Ball's Bomb Shop
- 23) Porter Tunnel, Rockford Slipway
- 24) Pay'n'Spray

Shoreside Vale

- 1) Hideout
- 2) Hoods contact area
- 3) Cartel mansion
- 4) 8-Ball's Bomb Shop
- 5) Pay'n'Spray
- 6) Francis International Airport
- 7) Airport Subway Station
- 8) Porter Tunnel (Francis Slipway)
- 9) Shoreside Lift Bridge
- 10) Staunton View picnic area
- 11) Cedar Ridge Observatory
- 12) Cochrane Dam

Gang logo key



POPULATION

4 MILLION PEOPLE LIVE IN THE LIBERTY CITY AREA.

Local gangs



LEONE FAMILY
headed up by Salvatore Leone

TURF: Around St Marks (Industrial Sector)
BUSINESS: Protection, Extortion, Robbery
FRONT: Restaurants, Clubs
STYLE: Charming, smart, traditionally well-dressed, strong Sicilian family
CHARACTERISTICS: Loyalty to the family above all else, strong family values, very traditional
WHEELS: Limos, supplied by Joey Leone
FAVORITE RADIO STATION: Double Cleff FM



TRIADS

TURF: Chinatown (Industrial Sector)
BUSINESS: Protection, Laundry, Bullying the Mafia
FRONT: Artificial Mackerel Factory ('more fish, less kipper')
STYLE: Heavily tattooed
CHARACTERISTICS: Intensely loyal and obsessively territorial maniacs
WHEELS: Laundry Vans
FAVORITE RADIO STATION: Chatterbox FM



YAKUZA

TURF: Central Business district (Commercial sector)
BUSINESS: Gambling, Protection, Counterfeiting
FRONT: Casinos
STYLE: Impeccably dressed
CHARACTERISTICS: Traditional Japanese organized crime syndicate that is centuries old. Honor, loyalty, efficiency are key. Patriarchal hierarchy
FAVORITE RADIO STATION: Lips 106



DIABLOS
El Burro is back

TURF: Hepburn Heights (Industrial sector)
STYLE: Denim, trainers, red bandannas and slicked back hair.
CHARACTERISTICS: Hispanic street gang
WHEELS: Stallions
FAVORITE RADIO STATION: Head Radio



SOUTH SIDE HOODS

TURF: The projects (suburbia)
STYLE: Gold chains, rings and teeth, branded streetwear, hooded sweatshirts, platinum
WHEELS: Rumpo XL
FAVORITE RADIO STATION: Game Radio, MSX



COLOMBIAN CARTEL

TURF: Around the airport, the construction site and the derelict freighter (all over the city)
FRONT: Freight
STYLE: Snake skin cowboy boots, jeans, printed shirts and ten-gallon hats rimmed with gator/snake teeth.
CHARACTERISTICS: Ruthless and disloyal
WHEELS: Suped-up 4x4 chrome-buckets
FAVORITE RADIO STATION: Flashback FM, Rise FM



YARDIES

TURF: Up town (commercial sector)
STYLE: Loaded with Caribbean style, dreadlocks and long dark suits.
CHARACTERISTICS: They love penthouse suites and often mark their territory with voodoo charms
WHEELS: Lobo
FAVORITE RADIO STATION: K-Jah

LOCAL FIGUREHEADS

[the people who run this town]



maria



8-ball



Luigi



Joey Leone



toni



salvatore Leone



misty



el burro



Kenji



asuka



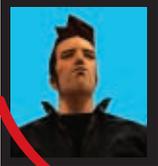
miguel



donald Love

classifieds

employment



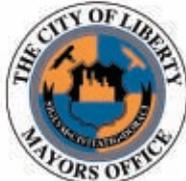
WANTED: SMALL TIME CROOK AS ERRAND BOY FOR LARGE SCALE GANGSTER OPERATION, MUST BE WILLING TO DO ANYTHING. GOOD PAY AND VERY GOOD PROSPECTS FOR PROMOTION. VISIT LUIGI'S IN PORTLAND IF YOU THINK YOU ARE UP TO THE JOB.

no questions asked.



THE NEW MAIBATSU MONSTROSITY

WHY DRIVE A SMALL CAR? ARE YOU A SMALL PERSON? THE NEW SUV MAIBATSU MONSTROSITY BUZZES, RASLS AND ROARS FOR CROSSING ARCTIC TUNDRA DRIVING ONE WILL MAKE YOU FEEL SOBI



LIBERTY CITY'S
MAYOR O'DONOVAN

Real Estate

SAFE HOUSE; WAREHOUSE PROPERTY AVAILABLE NOW. SECURE, GOOD FOR STORING SPECIAL WEAPONS AND VEHICLES AND FOR SAVING THE GAME.

SAFE. SECURE.



AMMU-NATION
THE STORE THAT HELLED
BEAT COMMUNISM IS
HAVING A SALE
15% OFF ON ARMOUR
PIERCING BULLETS!

Fernando's New Beginnings



Hi! I'm Fernando Martinez, I got 100% success!
Big money. A hand account for...
Call Me Now At 955-9292 And I Can Work A Miracle
I GUARANTEE IT

Pets Overnight
.com

ANY PET, ANYWHERE, OVERNIGHT, IN A BOX!

**KITTENS • PUPPIES • FISH • RHINOS
STOMACH PARASITES • VERMIN • WHALES
PEKINESE FIGHTING BITCHES • SHARKS • MACKEREL**

**BELLY-UP
MACKEREL**



**FISH AND SEAFOOD
PROCESSING PLANT**

**Finest 100%
Artificial Mackerel.
More Fish,
Less Klipper.**

Mamma's Restaurants
A Liberty City Favorite Since 1968
The serve only the best Italian food and have only the best Italian hospitality. Our commitment to original Italian cuisine has made us a Liberty City favorite, a place for celebrations and a place to eat and eat. Mamma wouldn't have it any other way!

A Friend For All The Family



**POGO
THE
MONKEY**

Available for all video game consoles!
A Monkey With Springs For Legs!



**Make That Bitch
SHUT UP**

with tasty homemade, chicken
chickens, the vitamins of the
Bitch Dog Food and lots of other
nutritious goodies.
NO WONDER SHE'S SO HAPPY!



1-555-I-SUE-YOU
*Sue anyone!
For anything!
And you'll probably win!*
call us - and get ready to enjoy a life of luxury!



HEAD RADIO

DJ: Russ Mottla as Michael Hunt
IMAGING AND PRODUCTION:
Jeff Berlin

"Stripe Summer" by Dil-Don't
Written and produced by Craig Conner
Vocals – Heidi Hazelton

"Good Thing" by Whatever
Written and produced by Allan Walker, Craig Conner
Vocals – Craig Conner

"Fade Away" by Craig Gray
Written and produced by Stuart Ross
Vocals – Stuart Ross

"Change" by Conor And Jay
Written and produced by Craig Conner, Julie Wemyss
Vocals – Julie Wemyss

"See Through You" by Frankie Fame
Written and produced by Craig Conner
Vocals – Raff Corrilla, Craig Conner, Nancy Jenkinson

"Electronic Go Go" by Scatwerk
Written and produced by Stuart Ross

"Life Is But A Mere Supply" by Dezza
Written and produced by Craig Conner
Vocals – Kate McKinnon

DOUBLE CLEFF FM

DJ: Gerry Cosgrove as Morgan Merryweather

"Non piu andrai farfallone amoroso" from Le Nozze di Figaro written by Wolfgang Amadeus Mozart – Performed by Sesto Bruscantini and Teresa Berganza with the Orchestra e Corodi Roma della RAI; conducted by Zubin Mehta

"Chi mi frena in tal momento" from Lucia di Lammermoor written by Gaetano Donizetti – Performed by Renata Scotto, Luciano Pavarotti and Piero Cappuccilli with the Orchestra Sinfonica e Coro di Torino della RAI conducted by Francesco Molinari Pradelli

"Libiamo ne'lieti calici" from La Traviata written by Giuseppe Verdi – Performed by Renata Scotto, Jose Carreras and Sesto Bruscantini, conducted by Nino Verchi

"Finch'han del vino" from Don Giovanni written by Wolfgang Amadeus Mozart – Performed by Sesto Bruscantini, Nicolai Ghiurou and Alfredo Kraus with the Orchestra e Corodi Roma della RAI, conducted by Carlo Maria Giulini

"Le Donna E Mobile" from Rigoletto written by Giuseppe Verdi, Performed by Luciano Pavarotti and Renata Scotto with the Orchestra and Chorus of Teatro Comunale of Florence conducted by Carlo Maria Giulini

All above recordings courtesy of Opera d'Oro Records and Allegro Corporation, www.allegro-music.com

K-JAH

with Horace 'the Pacifist' Walsh - Herman Stephens aka 'Self'
Produced by Hamish Brown at Wavelength Studios, London

"Dance Of The Vampires"
"The Mummy's Shroud"
"The Corpse Rises"
"Your Teeth In My Neck"
"Plague Of Zombies"

All from the Scientist album: "Scientist Rids The World Of The Evil Curse Of Vampires"

Produced and Arranged by: Henry Junjo Lawes
Rhythm Tracks laid at Channel One
Mixed at King Tubby's by Scientist
Published by and courtesy of Greensleeves Records, Ltd.

RISE FM

DJ: Andre as Andre The Accelerator
MUSIC MIX: Terry Donovan
PRODUCTION: Lazlow

"Neo (The One)" - Performed by Slyder
"Score [Original Mix]" – Performed by Slyder
"Shake [revolt clogrock remix]" – performed by Chris Walsh & Dave Beran
"Deep Time" – Performed by Shiver
"Innerbattle" – Performed by r.r.d.s.

All of the above appear courtesy of Generation Records

LIPS RADIO

DJ: Shelley Miller as Andee
IMAGING AND PRODUCTION: Jonathan Hanst

"Bump To The Music" by Fatamarse - Written and produced by Craig Conner, vocals by Nancy Jenkinson
"Wash Him Off" by Marydancin - Written and produced by Craig Conner, vocals by Anna Stewart
"Feels Like I Just Can't Take No More" by April's In Paris
Written and produced by Craig Conner, vocals by Paul Mackie, Craig Conner. Guitars written and performed by Allan Walker
"Forever" by Lucy - Written and produced by Stuart Ross, vocals by Anne Somerville
"Pray It Goes Ok?" - Boyz 2 Girlz - Written and produced by Craig Conner, vocals by Raff Corrilla, Craig Conner
"Grand Theft Auto" by Da Shootaz - Written and produced by Craig Conner, vocals by Robert De Negro
"Rubber Tip" by Funky Bjs - Written and performed by Stuart Ross

GAME FM

Hosted by Stretch Armstrong and Lord Sear as themselves
Mixed by Stretch Armstrong
Produced by Shecky Green and Stretch Armstrong for Game Records

"Scary Movies" (Instrumental) – produced and preformed by Reef

"We're Live (Danger)" – Performed by Royce Da 5'9", produced by Rush

"Nature Freestyle" – Performed by Nature, produced by Rush

"JoJo Pelligrino Freestyle" – Performed by JoJo Pelligrino, produced by Rush

"Spit Game" – Performed by Pretty Ugly and Royce Da 5'9" produced by Rush

"I'm The King" – Performed by Royce Da 5'9", produced by Alchemist

"By A Stranger" – performed by Black Rob, produced by Ayatollah

"Rising To The Top" – Performed by Agallah and Sean Price, Produced by Agallah

"Instrumental Bed 1" – produced and performed by Rush
"Instrumental Bed 2" – produced and performed by Rush
JoJo Pelligrino appears courtesy of Violator Records
All of the above appear courtesy of Game Records

MP3 RADIO

Or play your own music: any valid mp3 or wav file (or shortcuts to valid mp3 or wav files) placed into the /gta3/mp3/ directory will be treated by Grand Theft Auto 3 as an "mp3" radio station. These shortcuts can be local shortcuts, or shortcuts to a file on a LAN. Internet (url based) shortcuts are not supported.

MSX FM

MC: Code breaker DJ: Timecode
Produced by Timecode

MIX A: "First Contact" by Omni Trio
Written and produced by R. Haigh
"Spectre" by Aquasly
Written and produced by B. Newitt, K. Bailey, D. Wallace
"Winner Takes All" by Rascal & Klone
Written and produced by G. Lomas and S. Ward

MIX B: "Agent 007" by TJ Rizing
Written and produced by J.T. Manou
"Quagmire" by Calyx
Written and produced by L. Klone
"Get Wild" by Rascal and Klone
Written and produced by G. Lomas and S. Ward
"Judgment Day" by Ryme Tyme
Written and Produced by S. Martins

All lyrics performed by MC Codebreaker
All mixes done by Timecode
All the above tracks appear courtesy of Moving Shadow, Ltd.

FLASHBACK FM with TONI

DJ: Maria Chambers as Toni
IMAGING AND PRODUCTION: Sean Lynch

"Scarface (Push It To The Limit)" Words & Music by Giorgio Moroder & Arthur W. Barrow
"Rush Rush" Words & Music by Giorgio Moroder & Deborah Harry
"She's On Fire" Words & Music by Giorgio Moroder & Peter Bellotte
"Shake It Up" Words & Music by Giorgio Moroder & Arthur W. Barrow
"I'm Hot Tonight" Words & Music by Giorgio Moroder & Peter Bellotte

All of the above are from the Motion Picture Scarface © 1984 UNIVERSAL – MCA MUSIC PUBLISHING, A DIVISION OF UNIVERSAL STUDIOS, INC. / ASCAP

CHATTERBOX FM

Hosted and produced by Lazlow as himself
Written by Dan Houser and Lazlow

Guests: Lucien Jones, Karin Bykowski, Hank Stewart, Abbi Davis, Mellowvision.com, Paul Maloney, BernieS, Frank Fava, Kit Halsted, Joe Casalino, Dan Houser, Jay Crutcher, Frank Chavez, DJ Rush, A.M. Watson, Laura Bykowski, Navid Khonsari, Sherry Wohlgmuth, Porkchop, Renaud Sebbane, Kyle MacIachlan, Sabby, Kim Schaefer, Debi Mazar, Nick Mandelos, David Connell, Reed Tucker, Jennifer Kolbe, Ami Plasse, Keith Broadus, Cameo Carlson, JD Leeds, Michael Madsen

COMMERCIALS

All commercials written by Dan Houser and Lazlow
Produced by Lazlow

Voiced by: Stephanie Roy, Gerry Cosgrove, Sean Lynch, Lazlow, Alex Anthony, Jonathan Hanst, Chris Silvestro, Jeff Berlin, Shelley Miller, Ron Reeve, Maria Chambers, Alana Silvestro, Alice Saltzman, Dan Houser, Frank Chavez, Craig Olivo, Laura Bykowski

CREDITS

ROCKSTAR U.K.

PRODUCER

Leslie Benzies

ART DIRECTOR

Aaron Garbut

TECHNICAL DIRECTION

Obbe Vermeij
Adam Fowler

DESIGN BY

Chris Rothwell
Craig Filshie
William Mills
James Worrall

WRITTEN BY

James Worrall
Paul Kurowski
Dan Houser

CHARACTERS

Ian Mcque

ANIMATION

Alex Horton
Lee Montgomery
Duncan Shields

AUTO DESIGN

Paul Kurowski

3D ARTISTS

Keiran Baillie
Adam Cochrane
Gary Mcadam
Andrew Soosay
Ailsdair Wood
Michael Pirso

CODERS

Alan Campbell
Andrzej Madajczyk
Mark Hanlon
Alexander Roger
Raymond Usher
Graeme Williamson
Barane Chan
Derek Payne

SOUND DESIGN

& MASTERING
Allan Walker

AUDIO PROGRAMMING

Raymond Usher

SCORE

Craig Conner, Stuart Ross

TEST MANAGER

Craig Arbuthnott

LEAD TESTERS

Andy Duthie, John Haime,
Neil Corbett

TESTERS

Graeme Jennings, David
Murdoch, David Beddoes,
Edwin Smith, Mark Flett,
Michael Sutherland, Kevin
Wong, Ross Elliott, Ross
Beazley, Alex Bazlinton
Dave Watson, Malcolm Smith

TECHNICAL SUPPORT

Lorraine Roy
Christine Chalmers

STUDIO MANAGER

Andrew Semple

ARTIST

Stuart Petri

ROCKSTAR U.S.

EXECUTIVE PRODUCER

Sam Houser

PRODUCER

Dan Houser

DIRECTOR OF DEVELOPMENT

Jamie King

TECHNICAL PRODUCER

Gary J. Foreman

ASSOCIATE PRODUCER

Jeremy Pope

MUSIC SUPERVISOR

Terry Donovan

ROCKSTAR PRODUCTION TEAM

Jennifer Kolbe
Jenefer Gross
Laura Paterson
Jeff Castaneda
Chris Carro
Adam Tedman
Jung Kwak
Brian Wood
Paul Yeates
Stanton Sarjeant
Jeronimo Barrera
Carly Slater
Greg Lau
Steve Knezevich
Devin Winterbottom

VP OF MARKETING

Terry Donovan

TECHNICAL COORDINATOR

Brandon Rose

QA MANAGER

Jeff Rosa

LEAD ANALYST

Adam Davidson

LEAD GAME ANALYST

Richard Huie

TEST TEAM

Joe Greene, Brian Planer
Jameel Vega, Lee Cummings
Devin Bennet, Elizabeth
Satterwhite, Aaron Rigby

LIBERTY TREE EDITORIAL

Publisher: Adam Tedman

Editor: Dan Houser

Adrep: Paul Yeates

Photo Editor: Jenefer Gross

Tea Girl: Laura Paterson

Special Correspondents:

James Worrall and Steve K.

Proprietor: Donald Love

Layout: Greg Lau

COVER ART & ILLUSTRATION

Stephen Bliss

GRAFFITI BY:

Kaves Lordzofbklyn
Tommy Rebel

MAC DEVELOPMENT BY TRANSGAMING TECHNOLOGIES



Alec Nickalls
Andrew Harmon
Angelo Italiano
Benjamin Henry
Blair Yakimovich
Daniel Koch
Daniel Posner
David DePauw
Dennis Ensing
Ellie Malek
Eric Van Beurden
Gavriel State
James Helferty
Jason Azevedo
Jason Gorski
Jason Green
Lisa Seelye
Mark Adams
Mark Ng
Martin Korych
Matt Robinson
Nicolas Capens

MAC DEVELOPMENT BY TRANSGAMING TECHNOLOGIES CONTINUED

Patrick Guyette

Paul Hays

Paul Nesbit

Philippe Casgrain

Paul Nowosad

Robert Stepinski

Roberto Monge

Roman Kliotzkin

Sangeeta Mehta

Scott Guy

Sunny Thakkar

Vikas Gupta

Wojtek Kawczynski

CUT-SCENES

SCRIPT by Dan Houser and James Worrall

AUDIO DIRECTED by Dan Houser

AUDIO PRODUCED by Renaud Sebbane

CAST:

FRANK VINCENT as Salvatore Leone
JOE PANTOLIANO as Luigi Goterelli
MICHAEL MADSEN as Toni Cipriani
MICHAEL RAPPAPORT as Joey Leone
DEBI MAZAR as Maria
KYLE MACLACHAN as Donald Love
ROBERT LOGGIA as Ray Machowski
GURU as 8-Ball
SONDRA JAMES as Momma
LIANA PAI as Asuka
LES MAU as Kenji
CYNTHIA FARRELL as Catalina
AL ESPINOSA as Miguel
CHRIS PHILLIPS as El Burro
HUNTER PLATIN as Chico
WALTER MUDU as D-ICE
CURTIS MCCLARIN as Curtly
BILL FIORE as Darket
CHRIS PHILLIPS as Marty Chonks
HUNTER PLATIN as Curly Bob
WALTER MUDU as King Courtney
KIM GURNEY as Misty
HUNTER PLATIN as
Phil the One-Armed Bandit

MOTION CAPTURE

TECHNICAL DIRECTION by Alex Horton

DIRECTED by Navid Khonsari

PRODUCED by Jamie King

and Renaud Sebbane

RECORDED at

Modern Uprising Studios, Brooklyn

ACTORS:

Renaud Sebbane, Giselle Jones, Stephen
Daniels, Robert Stio, Jenny Gross

THANK YOU TO ALL THE GRAND THEFT AUTO FANSITES
AROUND THE WORLD, INCLUDING:

Gouranga (www.gouranga.com)
GTA3.com (www.gta3.com)
GTA Sentinel (<http://73dap.com/gta/>)
GTAzz (<http://azz.gouranga.com>)
GTA.Skyscraper.net (<http://gta.sky-scraper.net/>)
GTA Center (<http://www.gtacenter.com>)
GTA Warehouse (<http://www.gta3warehouse.com/>)
GTA-3.com (<http://www.gta-3.com/>)
Busted! (<http://www.busted.nano.pl>)
Zaibatsu (<http://www.gta.pl/>)
GTA.Help.Pl (<http://gta.help.pl>)

PEDESTRIAN DIALOGUE

WRITTEN by Dan Houser and Navid

Khonsari and James Worrall

DIRECTED by Craig Conner, Dan Houser and Lazlow

PRODUCED by Renaud Sebbane

CAST:

Hunter Platin, Dan Houser, Renaud Sebbane,
Maria Chambers, Jeff Stanton, Ryan Croy,
Deena Berman, Alice B. Saltzman, Alex
Anthony Sioukas, Sean R. Lynch, Amy
Salzman, Colin McShane, Corey Wade,
Gerald Cosgrove, Stephanie Roy, Doris Woo,
Joseph Greene, Lazlow Jones, Hsiang Lin,
Steve Michael Robert, Mathew Murray,
Richard Huie, Garvin Atwell, Steve
Knezevich, Yukimura Sato, Frank Chavez,
Liezl Jacinto, Canaan McKoy, Adam
Davidson, Lance Williams, Neil McCaffrey,
Laura Paterson, Rey Concepcion, Charles
Herold, Andrew Greenwald, James Mielke,
Peter Suci, Alex Odulio, Don Nkrumah,
Kendall Pittman, Sal Suazo, Erek Mateo,
Chris Difate, Leila Milton, Darren Zoltowski,
Virginia Smith, Kevin Cassin, Jason
Shigemori, Kelly Kinsella, Mollie Stickney,
Stanton Sarjeant, Laura Walsh, Mark
Garone, Joanna Sly, Elizabeth Howell, Ana
Hercules, Shirley Irick, Kashona Fields, Joel
M. Lilje, John Dibenedetto, Nancy Giles,
Ryan Croy, Jennifer Kolbe, Liam Burke,
Sigrid Preissl, Anita Fitzsimons, Philippa
Raselli, Wil Quesnel, Falko Burkert, Sara
Sewell

RADIO STATIONS AND MUSIC

PRODUCER FOR ROCKSTAR U.K.

Craig Conner and Stuart Ross

SOUNDTRACK COORDINATOR Terry Donovan

PRODUCER FOR ROCKSTAR GAMES Dan Houser

EDITED by Craig Conner, Allan Walker and Lazlow

DJ BANTER AND IMAGING written by

Dan Houser and Lazlow

SPECIAL THANKS TO: Nick Love, Little T, Alex Mason, Judy Henderson
Casting, Hamish Brown, Chrissy Hoban, Innes Ricard, Lilion Brozaska,
Bob Hillary, Emily Anderson, Richie Henderson, Justin Chisholm,
Szufelka & Rodzinka, Anne Morgan Spalter and Ed Bielawa, Tommy,
Christine and Monkey, Alan McGregor, Martin & Claire Logan, Jennie
Baillie, Willie Pettigrew, Pete Smith, Rita Liberator, The Angry Captain,
Sandra Hutton, Rob Playford, Christine Davidson, Paul Cawley

LIMITED SOFTWARE WARRANTY; LICENSE AGREEMENT, AND INFORMATION USE DISCLOSURES

This document may be updated from time to time and the current version will be posted at www.rockstargames.com/eula or www.take2games.com/eula. Your continued use of this Software 30 days after a revised version has been posted constitutes acceptance by you of its terms.

THIS SOFTWARE IS LICENSED, NOT SOLD. BY INSTALLING, COPYING OR OTHERWISE USING THIS SOFTWARE (DEFINED BELOW), YOU AGREE TO BE BOUND BY THE TERMS OF THIS LIMITED SOFTWARE WARRANTY AND LICENSE AGREEMENT (THE "AGREEMENT") AND THE TERMS SET FORTH BELOW. THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUALS, PACKAGING AND OTHER WRITTEN FILES, ELECTRONIC OR ON-LINE MATERIALS OR DOCUMENTATION, AND ANY AND ALL COPIES OF SUCH SOFTWARE AND ITS MATERIALS. BY OPENING THE SOFTWARE, INSTALLING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THIS AGREEMENT WITH TAKE-TWO INTERACTIVE SOFTWARE, INC. ("LICENSOR"). IF YOU DO NOT AGREE TO THE TERMS OF THIS AGREEMENT, YOU ARE NOT PERMITTED TO INSTALL, COPY OR USE THE SOFTWARE.

I. LICENSE

LICENSE. Subject to this Agreement and its terms and conditions, Licensor hereby grants you the nonexclusive, non-transferable, limited right and license to use one copy of the Software for your personal non-commercial use for gameplay on a single computer or gaming unit, unless otherwise specified in the Software documentation. Your acquired rights are subject to your compliance with this Agreement. The term of your license under this Agreement shall commence on the date that you install or otherwise use the Software and ends on the earlier date of either your disposal of the Software or Licensor's termination of this Agreement. Your license terminates immediately if you attempt to circumvent any technical protection measures used in connection with the Software. The Software is being licensed to you and you hereby acknowledge that no title or ownership in the Software is being transferred or assigned and this Agreement should not be construed as a sale of any rights in the Software. All rights not specifically granted under this Agreement are reserved by Licensor and, as applicable, its licensors. OWNERSHIP. Licensor retains all right, title and interest to the Software, including, but not limited to, all copyrights, trademarks, trade secrets, trade names, proprietary rights, patents, titles, computer codes, audiovisual effects, themes, characters, character names, stories, dialog, settings, artwork, sounds, effects, musical works, and moral rights. The Software is protected by the United States copyright and trademark law and applicable laws and treaties throughout the world. The Software may not be copied, reproduced or distributed in any manner or medium, in whole or in part, without prior written consent from Licensor. Any person copying, reproducing or distributing all or any portion of the Software in any manner or medium, will be willfully violating the copyright laws and may be subject to civil and criminal penalties in the US or their local country. Be advised that US Copyright violations are subject to statutory penalties of up to \$150,000 per violation. The Software contains certain licensed materials and Licensor's licensors may also protect their rights in the event of any violation of this Agreement. All rights not expressly granted to you herein are reserved by the Licensor.

LICENSE CONDITIONS.

You agree not to: a) Commercially exploit the Software; b) Distribute, lease, license, sell, rent or otherwise transfer or assign the Software, or any copies of the Software, without the express prior written consent of Licensor or as set forth in this Agreement; c) Make a copy of the Software or any part thereof (other than as set forth herein); d) Making a copy of this Software available on a network for use or download by multiple users; e) Except as otherwise specifically provided by the Software or this Agreement, use or install the Software for permit others to do same on a network, for on-line use, or on more than one computer or gaming unit at the same time; f) Copy the Software onto a hard drive or other storage device in order to bypass the requirement to run the Software from the included CD-ROM or DVD-ROM (this prohibition does not apply to copies in whole or in part that may be made by the Software itself during installation in order to run more efficiently); g) use or copy the Software at a computer gaming center or any other location-based site; provided, that Licensor may offer you a separate site license agreement to make the Software available for commercial use; h) Reverse engineer, decompile, disassemble, prepare derivative works based on or otherwise modify the Software, in whole or in part; i) Remove or modify any proprietary notices, marks or labels contained on or within the Software, and i) Transport, export or re-export (directly or indirectly) into any country forbidden to receive such Software by any U.S. export laws or accompanying regulations or otherwise violate such laws or regulations, that may be amended from time to time.

ACCESS TO SPECIAL FEATURES AND/OR SERVICES, INCLUDING DIGITAL COPIES. Software download, redemption of a unique serial code, registration of the Software, membership in a third-party service and/or membership in a Licensor service (including acceptance of related terms and policies), may be required to access digital copies of the Software or certain unlockable, downloadable, online or other special content, services, and/or functions (collectively, the "Special Features"). Access to Special Features is limited to a single user account per serial code and access to Special Features cannot be transferred, sold, or re-registered by another user unless otherwise specified. The provisions of this paragraph supersede any other term in this Agreement.

TRANSFER OF PRE-RECORDED COPIES. You may transfer the entire physical copy of pre-recorded software and accompanying documentation on a permanent basis to another person as long as you retain no copies (including archival or backup copies) of the Software, accompanying documentation, or any portion or component of the Software or accompanying documentation, and the recipient agrees to the terms of this Agreement. Special Features, including content otherwise unavailable without a single-use serial code, are not transferable to another person and under any circumstances and Special Features may cease functioning if the original software is deleted or the original software is unavailable to the user. The Software is intended for private use only, NOTWITHSTANDING THE FOREGOING, YOU MAY NOT TRANSFER ANY PRE-RELEASE COPIES OF THE SOFTWARE.

TECHNICAL PROTECTIONS. The Software may include measures to control access to the Software, control access to certain features or content, prevent unauthorized copies, or otherwise attempt to prevent anyone from exceeding the limited rights and licenses granted under this Agreement. If the Software permits access to Special Features, only one copy of the Software may access those features at one time. Additional terms and registration may be required to access online services and to download Software updates and patches. Only Software subject to a valid license can be used to access online services, including downloading updates and patches. You may not interfere with such access control measures or attempt to disable or circumvent such security features. If you disable or otherwise tamper with the technical protection measures, the Software will not function properly.

USER CREATED CONTENT. The Software may allow you to create content, including but not limited to a gameplay map, a scenario, screenshot of a car design or a video of your game play. In exchange for use of the Software, and to the extent that your contributions through use of the Software give rise to any copyright interest, you hereby grant Licensor an exclusive, perpetual, irrevocable, fully transferable and sub-licensable worldwide right and license to use your contributions in any way and for any purpose in connection with the Software and related goods and services, including the rights to reproduce, copy, adapt, modify, perform, display, publish, broadcast, transmit, or otherwise communicate to the public by any means whether now known or unknown and distribute your contributions without any further notice or compensation to you of any kind for the whole duration of protection granted to intellectual property rights by applicable laws and international conventions. You hereby waive any moral rights of paternity, publication, reputation, or attribution with respect to Licensor's and other players' use and enjoyment of such assets in connection with the Software and related goods and services under applicable law. This license grant to Licensor, and the above waiver of any applicable moral rights, survives any termination of this License.

INTERNET CONNECTION. The Software may require an internet connection to access internet-based features, authenticate the Software, or perform other functions. In order for certain features of the Software to operate properly, you may be required to have and maintain (a) an adequate internet connection and/or (b) a valid and active account with an online service as set forth in the Software documentation, including but not limited to third-party gaming platform, Licensor or a Licensor affiliate. If you do not maintain such accounts, then certain features of the Software may not operate or may cease to function properly, either in whole or in part.

II. INFORMATION COLLECTION & USAGE.

By installing and using this software, you consent to these information collection and usage terms, including (where applicable) transfer of data to Licensor and affiliated companies into a country outside of the European Union and the European Economic Area. If you connect to the Internet when using the Software, either through a gaming platform network, or any other method, Licensor may receive information from hardware manufacturers or gaming platform hosts and may automatically collect certain information from your computer or gaming unit. This information may include, but is not limited to, user IDs (such as gamer tags and screen names), game scores, game achievements, game performance, locations visited, buddies, hardware MAC address, internet protocol, and user usage of various software features. All information collected by Licensor will be analyzed and aggregated in a manner that does not disclose your identity or constitute personal information, however, if you include personal information (such as your real name) in your user ID, then such personal information will automatically be transmitted to Licensor and used as described herein.

The information collected by Licensor may be posted by Licensor on publicly-accessible web sites, shared with hardware manufacturers, shared with platform hosts, shared with Licensor's marketing partners or used by Licensor for any other lawful purpose. By using this Software you consent to the Licensor's use of related data, including public display of your data such as identification of your user created content or displaying your scores, ranking, achievements and other gameplay data. If you do not want your information shared in this manner, then you should not use the Software.

III. WARRANTY

LIMITED WARRANTY. Licensor warrants to you (if you are the initial and original purchaser of the Software) that the original storage medium holding the Software is free from defects in material and workmanship under normal use and service for 90 days from the date of purchase. Licensor warrants to you that this Software is compatible with a personal computer meeting the minimum system requirements listed in the Software documentation or that it has been certified by the gaming unit producer as compatible with the gaming unit in which it was published, however, due to variations in hardware, software, internet connections and individual usage, Licensor does not warrant the performance of this Software on your specific computer or gaming unit. Licensor does not warrant against interference with your enjoyment of the Software; that the Software will meet your requirements; that operation of the Software will be uninterrupted or error-free, or that the Software will be compatible with third party software or hardware or that any errors in the Software will be corrected. No oral or written advice provided by Licensor or any authorized representative shall create a warranty or constitute a contract. Licensor's liability for any claims or limitations on implied warranties or the limitations on the applicable statutory rights of a consumer, some or all of the above exclusions and limitations may not apply to you.

If for any reason you find a defect in the storage medium or Software during the warranty period, Licensor agrees to replace, free of charge, any Software discovered to be defective within the warranty period as long as the Software is currently being manufactured by Licensor. If the Software is no longer available, Licensor retains the right to substitute a similar piece of Software of equal or greater value. This warranty is limited to the storage medium and the Software as originally provided by Licensor and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, misstatement, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any other warranty of merchantability, fitness for a particular purpose or non-infringement, and no other representations or warranties of any kind shall be binding on Licensor.

When returning the Software subject to the limited warranty above, please send the original Software only to the Licensor address specified below and include: your name and return address; a photocopy of your dated sales receipt; and a brief note describing the defect and the system on which you are running the Software.

IN NO EVENT WILL LICENSOR BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SOFTWARE, INCLUDING BUT NOT LIMITED TO: DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, PROPERTY DAMAGE, LOST PROFITS OR PUNITIVE DAMAGES FROM ANY CAUSES OF ACTION ARISING OUT OF OR RELATED TO THIS AGREEMENT OR THE SOFTWARE, WHETHER ARISING IN TORT (INCLUDING NEGLIGENCE), CONTRACT, STRICT LIABILITY OR OTHERWISE, WHETHER OR NOT LICENSOR HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. IN NO EVENT SHALL LICENSOR'S LIABILITY FOR ALL DAMAGES (EXCEPT AS REQUIRED BY APPLICABLE LAW) EXCEED THE ACTUAL PRICE PAID BY YOU FOR USE OF THE SOFTWARE.

BECAUSE SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY SHALL NOT BE APPLICABLE SOLELY TO THE EXTENT THAT ANY SPECIFIC PROVISION OF THIS WARRANTY IS PROHIBITED BY ANY FEDERAL, STATE, OR MUNICIPAL LAW, WHICH CANNOT BE PRE-EMPTED. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. This Agreement is effective until terminated by you, by the Licensor, or automatically upon your failure to comply with its terms and conditions. Upon any termination, you must destroy or return the physical copy of Software to the Licensor, as well as permanently destroy all copies of the Software, accompanying documentation, associated materials, and all of its component parts in your possession or control including from any client server or computer on which it has been installed.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Software and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-1013 or as set forth in subparagraph (c)(1)(i) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is the Licensor at the location listed below.

EQUITABLE REMEDIES: You hereby agree that if the terms of this Agreement are not specifically enforced, Licensor will be irreparably damaged, and therefore you agree that Licensor shall be entitled, without bond, other security, proof of damages, to appropriate equitable remedies with respect any of this Agreement, in addition to any other available remedies.

INDEMNITY: You agree to indemnify, defend and hold Licensor, its partners, licensors, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Software pursuant to the terms of the Agreement.

MISCELLANEOUS: This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected.

GOVERNING LAW. This Agreement shall be construed (without regard to conflicts or choice of law principles) under the laws of the State of New York, as such law is applied to agreements between New York residents entered into and to be performed within New York, except as governed by federal law. Unless expressly waived by Licensor in writing for the particular instance or contrary to local law, the sole and exclusive jurisdiction and venue for claims related to the subject matter hereof shall be the state and federal courts located in Licensor's principal corporate place of business (New York County, New York, U.S.A.). Both parties consent to the jurisdiction of such courts and agree that process may be served in the manner provided herein for giving of notices or otherwise as allowed by New York state or federal law. The parties agree that the UN Convention on Contracts for the International Sale of Goods (Vienna, 1980) shall not apply to this Agreement or to any dispute or transaction arising out of this Agreement.

IF YOU HAVE ANY QUESTIONS CONCERNING THIS LICENSE, YOU MAY CONTACT IN WRITING TAKE-TWO INTERACTIVE SOFTWARE, INC. 622 BROADWAY, NEW YORK, NY 10012.

Rockstar Games, Inc., 622 Broadway, New York, NY 10012 © 2002-2010 Rockstar Games, Inc. Rockstar Games, Rockstar North, the  logo, Grand Theft Auto and the Grand Theft Auto logo are trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. The ratings icon is a trademark of the Entertainment Software Association. Mac and the Mac logo are trademarks of Apple Inc., registered in the U.S. and other countries. All other marks and trademarks are properties of their respective owners. All rights reserved. Use of this software is subject to license available in the game manual and online at rockstargames.com/eula. Any online features require internet connection, may be retired on 30 days notice, and may not be available to all users. Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited. The content of this videogame is purely fictional, is not intended to represent or depict any actual event, person, or entity, and any such similarities are purely coincidental. The makers and publishers of this videogame do not in any way endorse, condone or encourage engaging in any conduct depicted in this videogame.

Cider™ is Copyright © 2000-2010 TransGaming Inc.

Cider C/C++ runtime components (msvcr.dll, msvc71.dll, msvc71.dll, msvc80.dll, and msvc90) include portions of Visual C++ 6.0 runtime components and portions of Dinkum Complete C/C++ Libraries. Visual C++ 6.0 runtime components are Copyright © 1999 Microsoft Corp. Dinkumware components are Copyright © 1989-2006 by P.J. Plauger and Dinkumware Ltd.

Cider MFC & ATL components (MFC42.dll, MFC71.dll) include the Visual C++ 6.0 MFC & ATL components. Visual C++ 6.0 MFC & ATL components are Copyright © 1992-1999 Microsoft Corp.

Cider includes libpng, Copyright © 1995-2004 the libpng project authors (see <http://www.libpng.org/pub/png/src/libpng-LICENSE.txt> for a complete list)

This software is based in part on the work of the independent JPEG Group. Cider includes libjpeg, copyright © 1991-1998, Thomas G. Lane.

Cider uses NVIDIA's Cg Toolkit, Copyright © 2002-2008, NVIDIA Corporation.

Cider includes dmcl, Copyright © 2001-2006 Wolfram Gloger

Cider includes CSRML, Copyright © 1988, 1989, 1993 University of Toronto

Cider includes The Better String Library (bstring) Copyright (c) 2002-2006 Paul Hsieh

Cider includes Unsheld, Copyright © 2003 David Eriksson <twogood@users.sourceforge.net>

Portions of this software are Copyright © 2006, Industrial Light & Magic, a division of Lucasfilm Entertainment Company Ltd. Portions contributed and copyright held by others as indicated. All rights reserved.

imPaser Portions Copyright © 2000 by Nicolas Devillard, used under the MIT License.

Portions of this software are copyright © 1996-2000 the FreeType Project (www.freetype.org). All rights reserved.

Portions of this software are copyright © 2006 Simon Brown and contributors of the Squish project (<http://sjrbrown.co.uk/code=squish>). All rights reserved.

Cider libquartz.dylib component includes portions of ffmpeg, Copyright © 2000-2006 Fabrice Bellard, et al.

Portions of Cider are Copyright © 2002-2006 the ReWind project authors (see <http://cvs.transgaming.org/cgi-bin/viewcvs.cgi/rewind/AUTHORS?root=rewind> for a complete list). ReWind components are available under the terms of the ReWind license.

Portions of Cider are Copyright © 1993-2008 The Wine project authors (see <http://source.winehq.org/source/AUTHORS> for a complete list). Wine components are available under the terms of the LGPL Lesser General Public License (LGPL).

Source code to the LGPL components is available through: <http://transgaming.org/cvs/>

Other Cider components available via CVS are licensed separately under terms described in the LICENSE files that accompany them.

Complete Cider EULA at <http://www.transgaming.com/cider/eula>

25 We come to the city

a tough town for stupid people 26

grand theft auto III

ACTION:

Fire	Left Control; Number Pad 0; Joypad 1
Next Weapon	Number Pad Enter; Joypad 6
Previous Weapon	Number Pad . ; Period; Joypad 5
Forward	Arrow Up; W
Backwards	Arrow Down; S
Left	Arrow Left; A
Right	Arrow Right; D
Zoom In	Z; PageUp
Zoom Out	PageDown; Joypad 2; X
Enter / Exit	Return/Enter; Joypad 4; F
Change Camera	C
Jump	Space
Sprint	Right Shift; Joypad 2; Left Shift
Target	Tab; Delete
Look Behind	Caps Lock; Number Pad 1

ON FOOT:

ACTION:

Fire	Left Control; Number Pad 0; Joypad 1
Forward	Arrow Up; Joypad 2; W
Reverse/Brake	Arrow Down; Joypad 3; S
Left	Arrow Left; A
Right	Arrow Right; D
Enter / Exit	Return/Enter; Joypad 4; F
Radio	R
Horn	Left Shift; Right Shift
Sub-mission	Number Pad (+) Plus; Caps Lock
Change Camera	C
Handbrake	Space
Turret Left	J; Number Pad 4
Turret Right	L; Number Pad 5
Turret Up / Dodo Up	I; Number Pad 9
Turret Down / Dodo Down	K; Number Pad 6
Look Behind	Combo: Look Left and Right
Look Left	Q; Number Pad 1; Joypad 5
Look Right	E; Number Pad 2; Joypad 6

IN CAR:

Replay - press F1 to begin a 30 second replay

FOR TECH SUPPORT, E-MAIL US: support@rockstargames.com

TO SUBSCRIBE TO THE GRAND THEFT AUTO MAILING LIST, SEND AN EMAIL TO: gta-subscribe-request@listserv.rockstargames.com

TO SUBSCRIBE TO THE ROCKSTAR GAMES MAILING LIST, SEND AN EMAIL TO: subscribe@rockstargames.com

WWW.ROCKSTARGAMES.COM/GRANDTHEFTAUTO3