



Games for Windows
LIVE

LIBERTY CITY UNDERGROUND

ISSUE #12 OUR SPECIAL ONE YEAR ANNIVERSARY ISSUE. HAPPY BIRTHDAY US!

LIVE **HARD**....



....PARTY **HARDER**

⚠ Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these “photosensitive epileptic seizures” while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.



LIBERTY CITY UNDERGROUND

Table of Contents

02	Getting Started
05	Games for Windows – LIVE
08	Video Editor
11	Independence FM
12	The Lost and Damned
14	The Ballad of Gay Tony
16	Credits
24	Warranty/Technical Support

System and Other Requirements

Minimum System Requirements

OS: Windows Vista - Windows 7 - Service Pack 1 / XP - Service Pack 3

Processor: Intel Core 2 Duo 1.8Ghz, AMD Athlon X2 64 2.4Ghz

Memory: 1.5GB XP & Vista, Windows 7, 16GB Free Hard Drive Space

Video Card: 256MB NVIDIA 7900 / 256MB ATI X1900

Increased performance will be noticed on more powerful systems.

Other Requirements

Initial activation requires internet connection; Online play requires log-in to Games for Windows - LIVE and Rockstar Games Social Club (13+ to register); disc version requires disc in drive to play (unlimited installations); software installations required including Sony DADC SecuROM, Adobe Flash, DirectX, and Games for Windows - LIVE, and Internet Explorer.

Installation

During the Grand Theft Auto: Episodes from Liberty City installation, you will be prompted to register with Games for Windows - LIVE and Rockstar Games Social Club. Please note that registration into either is not mandatory to play the single player campaign.

In order to experience the maximum functionality of Grand Theft Auto: Episodes from Liberty City, including the ability to play multiplayer, we highly recommend that you sign up for both.

Installation (cont.)

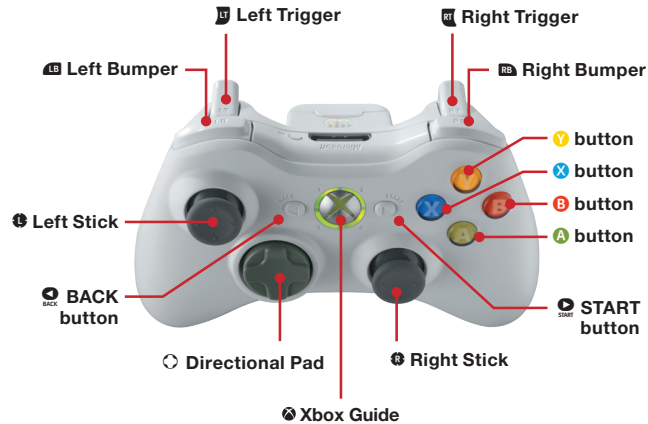
Steps:

1. Insert the 'Grand Theft Auto: Episodes from Liberty City DVD' (Disc 1) into your DVD-ROM drive.
2. Next, you will begin installation of Grand Theft Auto: Episodes from Liberty City. Please follow the on-screen directions.
3. You will next be prompted to sign up for a Games for Windows - LIVE account. If you don't already have a Games for Windows - LIVE account, you may create one now. You will need one in order to enjoy online multiplayer and other LIVE features.
4. You will next be prompted to sign up for your Rockstar Games Social Club account. You are required to log into the Rockstar Games Social Club website for multiplayer sessions.
5. During the installation process you will be prompted to insert Disc 2 when required. Continue to follow onscreen directions to install the game.
6. After all files have been installed, you will need to connect to the internet to confirm that the release date of this software has passed. If you fail to connect or need to perform this step from a different computer with internet access, please visit www.rockstargames.com/support or activate. rockstargames.com/?c=EFLC for details.
7. The installation process is now complete.
8. In order to play Grand Theft Auto: Episodes from Liberty City, make sure you have 'Grand Theft Auto: Episodes from Liberty City DVD' (Disc 1) in your DVD drive
9. The first time you launch Grand Theft Auto: Episodes from Liberty City, you will be prompted to enter your product key to perform a one-time product activation.

If you fail to connect or need to perform this step from a different computer with internet access, please visit www.rockstargames.com/support for details.

Game Controls

Xbox 360 Controller for Windows



In Vehicle Controls

Left Trigger	Brake/Reverse
Left Bumper	Fire Weapon
Right Trigger	Accelerate
Right Bumper	Handbrake
Left Stick	Steering
Right Stick	Rotate Camera/Aiming
Left Stick button	Horn/Engage Slow Motion while in Cinematic Camera
Right Stick button	Look Behind
Y button	Exit Vehicle
B button	Cinematic Camera/Mobile Phone Back/Hang Up
A button	Handbrake/Mobile Phone Forward/Answer
X button	Change Weapon/(Hold) Headlights
D-pad UP	Mobile Phone Up/Use Mobile Phone
D-pad RIGHT	Next Radio Station/(Hold) Turn Radio On/Off
D-pad DOWN	Mobile Phone Down/Skip Mobile Conversation/Zoom Out Mini-Map
D-pad LEFT	Previous Radio Station/(Hold) Turn Radio On/Off
BACK button	Cycle Camera Modes
START button	Pause Menu

Games for Windows–LIVE

Play online for free! With Games for Windows–LIVE, you can build your profile, play online, chat with friends, see your friends' games and activities, and track gaming achievements across all Games for Windows–LIVE games. Plus, you can download game content from Games for Windows–LIVE Marketplace. Get connected and join the PC gaming revolution!

Connecting to LIVE

To connect to Games for Windows–LIVE, you need a high-speed Internet connection and a gamertag. If you already have a gamertag, you have what you need to connect to Games for Windows–LIVE. If you don't have one, you can get one for free. For more information, including availability in your region, go to www.gamesforwindows.com/live.

Family Settings

Windows Parental Controls (Vista and Windows 7) enable parents and guardians to restrict access to mature-rated games and set time limits on how long they can play. Family settings in Games for Windows–LIVE enable parents and guardians to approve who and how your family interacts with others online with the LIVE service. For more information, go to www.gamesforwindows.com/live/familysettings.

On Foot Controls

Left Trigger	Target Lock On/(Half Hold) Free Aim
Left Bumper	Pick Up/Context
Right Trigger	Fire Weapon/(Half Hold) Free Aim
Right Bumper	Enter/Exit Cover
Left Stick	Movement
Right Stick	Rotate Camera/Switch Targets
Left Stick button	Crouch
Right Stick button	Look Behind/Zoom Aim (when targeting)
Y button	Enter Vehicle/Mount Ladder/Melee (Alternative Punch/Counter)
B button	Reload Weapon/Mobile Phone Back/Hang Up/Melee (Punch/Counter)
A button(Hold)	Run/(Tap) Sprint/Mobile Phone Forward/Answer/Melee (Block/Dodge)
X button	Jump/Climb/Melee (Kick)
D-pad UP	Mobile Phone Up/Use Mobile Phone
D-pad RIGHT	Next Weapon
D-pad DOWN	Mobile Phone Down/Skip Mobile Conversation/Zoom Out Mini-Map
D-pad LEFT	Previous Weapon
BACK button	Cycle Camera Modes
START button	Pause Menu

Controls Keyboard and Mouse

PC specific controls settings in the Pause Menu include:

- Mouse Sensitivity
- Mouse Wheel Sensitivity
- Mouse Aim : Hold, Toggle (click once to bring up aiming reticule, again to put away)
- Invert Mouse Off / On
- Always Sprint Hold / Toggle
- Crouch Toggle / Hold
- Helicopter Mouse Control Off / On

Default Controls

Episodes from Liberty City Keyboard and Mouse controls are customizable through the Pause Menu.

FRONT END	
Enter / Exit Pause Menu	Esc
Up / Left / Down / Right	W / A / S / D
Accept	Enter
Map Zoom	Mouse Wheel
Place Waypoint	Right Mouse Button
Grab and Drag Map	Left Mouse Button (Hold) + Mouse Movement

GENERAL	
Look Behind	C
Change Camera	V
Mobile Phone (Take Out)	Up Arrow
Mobile Phone (Put Away)	Backspace
Radar Zoom	T
Text Chat Team	U
Text Chat All	Y
Clip Capture	F2

ON FOOT	
Sprint	Left Shift
Jump	Space
Attack / Shoot	Left Mouse Button
Enter Vehicle	F
Action	E
Next / Previous Weapon	Mouse Wheel Up / Down
Crouch	Left Ctrl
Enter / Exit Cover	Q
Reload	R
Zoom In (While Aiming)	Mouse Wheel Up
Zoom Out (While Aiming)	Mouse Wheel Down
Move Up / Left / Down / Right	W / A / S / D
Free Aim / Melee Lock On	Right Mouse Button
Detonate	Down Arrow

COMBAT	
Target Lock	Right Mouse Button
Punch 1	Left Mouse Button
Punch 2	R
Kick (While Locked On)	Q
Block (While Locked On)	Space

VEHICLES	
Steer Left / Right	A / D
Accelerate	W
Brake	S
Handbrake	Space
Lean Forward / Back	Left Shift / Left Ctrl
Exit Vehicle	F
Shoot / Helicopter Shoot	Left Mouse Button
Free Aim	Right Mouse Button
Next / Previous Weapon	Q / Z
Drop Weapon (GTA Race Only)	R
Headlights	H
Hotwire	W / S
Horn	G
Look Behind	C
Change Camera	V
Cinematic Camera	Caps Lock
Next / Previous Radio Station	Mouse Wheel Up / Down
Next / Previous Song	N / B
Turn Off Radio	X

HELICOPTERS	
Throttle Up / Down	W / S
Rotate Left / Right	Numpad 4 / Numpad 6
Bank Left / Right	A / D
Pitch Forward / Back	Numpad 8 / Numpad 2
Rotate Camera	Hold Right Mouse Button and Move
Shoot	Left Mouse Button
Secondary Shoot	Left Shift

WEAPON SHORTCUTS	
Unarmed	1
Melee	2
Handgun	3 (Also Works in Vehicle)
Shotgun	4
Submachine Gun	5 (Also Works in Vehicle)
Automatic Rifle	6
Sniper Rifle	7
Heavy Weapon	8
Grenade / Molotov	9 (Also Works in Vehicle)
Special	0

PARACHUTES	
Deploy Parachute	Left Mouse Button
Shift Body Weight	W / A / S / D
Left / Right Air Brake	Left Mouse Button / Right Mouse Button
Deploy Smoke	Left Ctrl
Detach Parachute	F

VIDEO EDITOR

The Video Editor feature allows you to capture in-game footage, make real time edits and render those clips out as WMV movie files. The clips can also be spliced together into a video complete with post effects like music, text and transitions, and other features typically found in video editing suites.

Note: Upload and Online features are no longer available within the Video Editor for Grand Theft Auto IV.

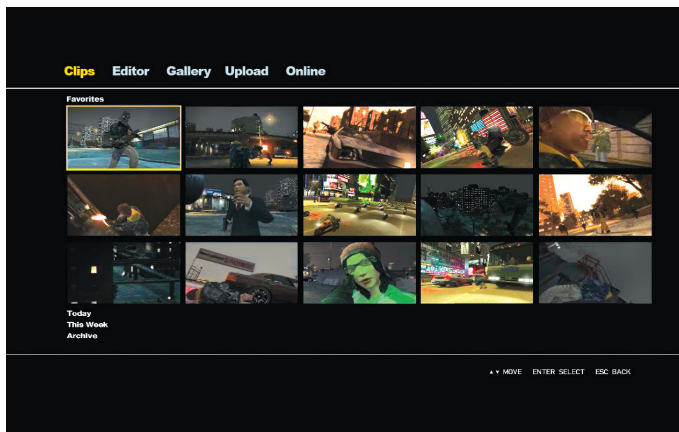
Clip Capture

At any time during the game (single or multiplayer), press the F2 key to dump a chunk of footage to your hard drive. Depending on how data intensive things are in the world at that time, the clip should be about 30 to 40 seconds long. Captured footage will be the action that occurs PRIOR to pressing F2. Note that if you have a slower machine, you also have the option to turn off this feature altogether.

Launching the Video Editor

To launch the Video Editor, call it up using your in-game mobile phone. A prompt will let you know that any unsaved data will be lost, after which you jump into a separate menu to view and edit your clips. You arrive at this screen with the following choices:

- Clips
- Editor
- Gallery



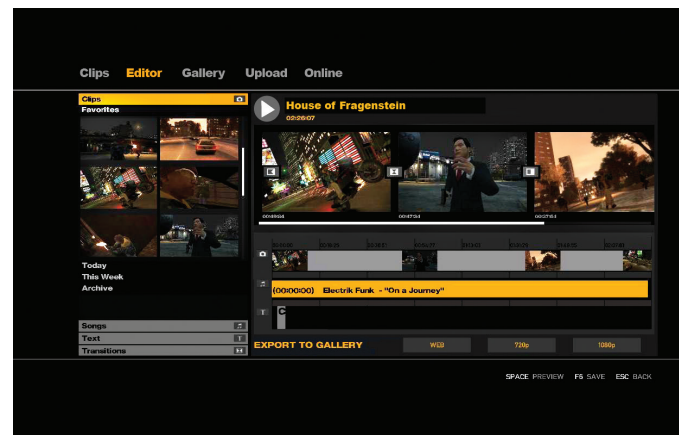
Clips

All the raw footage you've captured in-game can be viewed quickly in the Clips section. There are standard DVD style controls for video playback. In addition, you can hold down the right mouse button to move the camera and view your clip from alternate angles and then update your clip thumbnail making it easy to organize your clips.

Editor

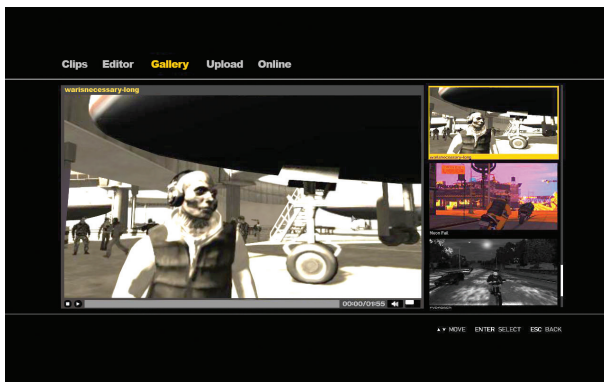
Selecting Editor allows you to create a video from your raw clips. Here you can name your video, string multiple clips together, add music, titles, and transitions.

Your raw footage clips appear on the left side of the screen. The upper right portion of the screen is the storyboard editing space. Drag and drop your clip footage into the storyboard to create a video. Double click a thumbnail on the storyboard to edit it. You can add markers within your clips which allow you to place cameras and filters, and adjust audio and speed settings.



Gallery

The section labelled Gallery contains all of the complete, exported videos. By default, the last exported video is displayed in the preview window. The thumbnails on the right side of the screen are arranged with the most recent ones appearing at the top.



The Video Editor is a full featured tool. For more details, visit www.rockstargames.com/iv/pc.

INDEPENDENCE FM

You can now select your own favourite songs to play through the in-game radio station Independence FM.

Simply place your non DRM'ed MP3s, WMAs, or M4As (or shortcuts to your music folders) in the file location below:

My Documents\Rockstar Games\GTA IV\User Music

Note: Quicktime or iTunes needs to be installed for M4A support.

After accessing Independence FM as you would with any other in-game radio station, you will also have the following options in the Audio tab of the Pause Menu:

Scanning Modes

Enable Auto Scan: Set this to ON to perform a Quick Scan automatically on game startup.

Quick Scan: Reads the audio files within the User Music folder and creates a playlist that is used within the game.

Complete Scan: Performs a quick scan but also analyzes each track to determine an optimum playback volume.

Play Modes

Sequential: Plays through audio files as they appear in your folder – can skip songs.

Shuffle: Plays through audio files randomly – can skip songs.

Radio: Plays through audio files randomly with radio adverts and DJ banter in between tracks – cannot skip songs.

THE LOST AND DAMNED

RIDE WITH THE CITY'S MOST NOTORIOUS BIKER GANG

Across the West River from glamorous Algonquin lies Alderney; home to industrial wastelands, strip malls, dreary suburbia and The Lost Motorcycle Club, a notorious biker gang. A motley band of thieves, murderers and drug-runners, The Lost have sworn to live by their own rules, above the law and in complete allegiance to the brotherhood. Billy Grey, the club's president, has one set of priorities: bikes, booze, babes and blow; in any order and preferably all at the same time. His second-in-command, Johnny Klebitz, knows that time is running out for this gang of outlaws, and with

money to be made in Liberty City, he is determined to make cash as quickly as possible before they all ride off into the sunset. Johnny has been in control of the club while Billy serves out a court-ordered stint in rehab. He has focused the gang's activities on deals and truces, instead of petty vendettas and mindless violence, and has been making good inroads into Liberty City's organized crime world, even developing a working business relationship with the Angels of Death, long term rivals of The Lost. One problem. Billy's coming home, and he's crazier than ever...



THE BALLAD OF GAY TONY

RULE LIBERTY CITY NIGHTLIFE

Luis Lopez is a man who solves problems, and when you are the nightlife legend, Anthony “Gay Tony” Prince’s right-hand man and bodyguard, there are a lot of problems to solve. A playground for vapid celebrities and tragic socialites, Algonquin’s nightlife scene is all about glitz and glamour, and owning the two hottest clubs in town makes Tony the undisputed party king of Liberty City. He appears to have it all – wealth, power, respect – but, in debt to mobsters, loan sharks and the tax man, facing up to a changing

world and a terrible economy, and under threat from pretenders to his crown, Tony begins to spiral more and more into a midlife crisis from hell. Join Luis as he fights to save Tony’s empire from the brink of collapse and to make his own mark in a world defined by decadence and excess, all while keeping his mother quiet and stopping his friends from calling him a sell-out. The party is almost over. It is up to Luis to keep it going.



Rockstar North

Producer
Leslie Benzies

Art Director
Aaron Garbut

Associate Art Directors
Adam Cochrane
Michael Kane

Technical Director
Adam Fowler

Associate Technical Directors
Klaus Schlichter
Phil Hooker

Animation Director
Mondo Ghulam

Associate Producer
Imran Sarwar

Assistant Producer
William Mills

Written By
Dan Houser & Rupert Humphries

Character Artists
Alan Nolan
Ben Clark
Chris Ehrlich
Toks Solatin

Character TD
Rick Striding
Eric Break
Stewart Wright

Concept Artist
Ian McQue

Outscene Animation
Demott Ballie
Andy Welhokzy
CJ Markham
Duncan Shields
Geoffrey Fermin
Jenny Toft
Mark Pinnock
Matt Temperer
Michael Bahurinsky
Michael Mangus
Rob Elsworth
Ryan Schacter
Santiago Hurtado
Stephen Cooper
Tina Nischan

Outscene Cameras
Felipe Busquets
Luke Howard

Outscene Resource Assistant
Kathryn Bodey

Outscene Production Co-ordinator
Francesca Howard

Ingame Animation
Gus Braid
Mike Jones
Darren Hasan-Ali
Malcolm Angus
Abraham Ahmed
John Kim
Rick Winter
Joe Ries

Broker, Bohan, Dukas
Map Artists
Nik Taylor
Alastair McLauchlan
James Allan
Christopher Marshall
Craig Kerr
Gavin Greaves
Marco Hallett
Oliver Gairford
Steven Mulholland
Stuart McDonald
Tim Gilbert

Algorithm Map Artists
Wayland Standing

David Cooper
Simon Little
Dave Brownsea
Elaine McSherry
Mark Wright
Ming Kei Cheung
David Bruce
Ryan Kane

Aldeamy Map Artists
Gary McAdam
Iain McNaughton
Scott Wilson
Andy Sharatt
Eros Tang

Interior Artists
Michael Pirso
Andy Hay
Tze Lim
Alexander Pons
Garden-Jones
Gary Mackenzie
Karyn McHale
Leigh Donoghue
Stuart Scott

Prop Artists
CJ Dick
Andrew McDonald
Eoin Callan
Gillian Bertram

Junior Artist
Michelle Obayada

Vehicle Artists
Jolyon Orme
Alan Duncan
Laurence Knight
Michael Bush
Richard Kansley

VFX Artist
Malcolm Shortt

Graphic Designers
Stuart Plett
Steven Walsh
Euan Duncan
Alistair Awan
Thomas French

Systems Programmers
John Whyte
Ian Kigan

Additional Art
Ian J Bowden
Chris Smart
Chris Allison
Eric Dave
Gunnar Droege
James McHale
Mark Edwards
Neal Corbett
Si Lee
Tyrone Bramley

Level Design
Craig Fishie
Keith McLeman
Neil Ferguson
Ross Wallace
Adam Westwood
Kevin Roberts
Andrew Bailey-Smith
Andrew Knight
Ben Barclay
Ben Rollinson
Bobby Wright
Brenda Carey
David Watson
Jim McMathon
John Haime
Kenneth Ross
Kevin Wong
Kirk Johnston
Lawrence Kerr
Matthew Booton
Neil Meikle
Paul Davies
Robert Bray
Rowan Cockcroft
Steve Taylor
Vicki Eaton
William Kennedy

Multiplayer Level Design
Martin Connor
Andy Duthie
Alastair Hahson
Chris McMahon
Conor McGuire
David Brewster
Ryan Baker

Music Producer
Craig Conner

Lead Audio
Matthew Smith
Alan Walker

Audio Designers
Will Morton
Jon McCavish
George Williamson

Development Assistants
Alastair MacGregor

Audio Tools
Erika Birse

Dialogue Assistant
Lindsay Robertson

Audio Development Assistant
Rebecca Johnson

Graphics Programmers
Ray Tran
Alex Hadjadj
Andrzej Madajczyk
Mark Nicholson

AI/Physics/Animation Programmers
Jonathon Ashcroft
James Broad
Chris Swinhoe
Adam Croston
Ch-Wai Chu
Colin Entwistle
Gordon Yeoman
Jack Pott

Richard Archibald
Thomas French

Systems Programmers
John Whyte
Ian Kigan

Game Programmers
Derek Payne
Derek Ward
Graeme Williamson

Network Programmers
Kevin Baca
Daniel Yelland
John Gurney
Miguel Freitas

Tools Programmers
David Muir
Luke Openshaw

Development Assistant
Marissa Warner-Wu

QA Tools
Ian McFarland
Alynn Boudue
John Pettie
John Sloan
Jonathan Foot
Katie Pief
Keith Thorburn
Kevin Gray
Liam Halley
Liam Ross
Mags Donaldson
Mark Beagan
Martin Logan
Michael Burton
Michael MacMillan
Nicholas Browning
Oliver Elliott
Pasha Korniyenko
Paul Kowal
Raymond Kerr
Thomas Johnston

Physics Programmers
Justin Link
Nathan Carlin

Animation Programmer
James Miller

System Programmer
Russ Schoaf

Network Programmer
Robert Trickey

Tools Programmers
Adam Dickinson
Todd LeMoine

Designer
Kirk Boornazian

Special Thanks
Erwin Coumans
Kevin Rose
Samuel Buss

Development Assistants
Christina Harvey
Tamara Le Vasan

Art
Vaseem Punnu

Animation
Antia Norfolk
Philip Ho

QA Manager
Craig Arbutnotth

Lead Test Analysts
Neil Corbett
Brian Kelly
Chris Thomson
John Archibald
Steev Douglas

Test Tool Support
Thomas Phillips

Built Engineers
Neil Walker
Ross McKinstry

Test
Amit Chandarana
Andrew Auckland
Andrew Cairn
Andrew Scotland
Ayden Saffari
Ben Jackson
Blair Thorburn
Charles Czerkawski
Christopher Speirs
Ciaran Muldoon
Colin Howard
David Mueller
David N. Anderson
Donald Hutchison
Fiorn Wright
Fraser Morgan
Gemma Horsburgh
Gordon McKenzie
Graeme Hutton
Graeme Wright
Ian Downie
James Adwick
James Trimmer
Jen Mordue
John Pettie
John Sloan
Jonathan Foot
Katie Pief
Keith Thorburn
Kevin Gray
Liam Halley
Liam Ross
Mags Donaldson
Mark Beagan
Martin Logan
Michael Burton
Michael MacMillan
Nicholas Browning
Oliver Elliott
Pasha Korniyenko
Paul Kowal
Raymond Kerr
Thomas Johnston
Rory Jepson
Ross Parker
Sam Chivers
Scott Butchard

Sean Casey
Steff McMillan
Terek Hamad
Tim Fletcher
Vasko Marngalazze
Will Haslewood

Focus Test
Alan Jupp
Alex Dunn
Alexander Armitage
Andrew Savage
Andy Wilson
Anthony Rinaldi
Bradley Law
Christopher Ferguson
Craig Ballantyne
Craig McIntosh
David Steel
Eoin Martin
Iain Erekis
Ian Malone
Jay Adams
Lee Dobbie
Leo Walsh
Lewis Edwards
Mark Allan
Mark Marks
Martin Polak
Helen Andriacchi
Mike Atkinson
Mike Schouten
Neil Suttie
Oscar Farrar
Paul Blyth
Richard Fisher
Robert McByrde
Shaun Johnston
Simon Edgler
Struan Brydone
Tom Adam

Studio Director
Andrew Sample

Office Manager
Kim Young

Admin Support
Suzanne Boroujerdi
Lesley Robertson
Michelle Tanner

Accounts Administrator
Annelie Groves

I.T.
Lorraine Stark
Christine Chalmers
Paul Sharkey
Dave Campbell

With Thanks To:
Xbox Engineering
Support Team
Bruce Dawson
Matt Lee
Ian Lewis
Zsolt Mathe
Scott Seffon
Brendan Vanous
Dan Black

Natural Motion
Kevin Allington
Christoph Birchhold
Harry Denholm
Tom Lowe
Mark Matthews
Kim McKeever

Special Thanks
John "Baron" Vaughan-Chaldy - Baron Customs
Shawn Church - Church Automotive
Dan - Lake Forest Automotive
Christian Kjeldsen

Rockstar NYC

Executive Producer
Sam Houser

VP of Creative
Dan Houser

VP of Product Development
Jeronimo Barrera

Art Director
Rob Nelson

VP of Quality Assurance
Jeff Rosa

Associate Producer
John Needleman

Senior Lead Analyst
Lance Williams

Project Lead
Adam Tetzloff

Test Team
Brian Alcazar
Bryan Rodriguez
Chris Choi
Christopher Mansfield
Christopher Plummer
Curtis Reyes
Gene Overton
Helen Andriacchi
James Dima
James Vega
Jay Capozello
Lloyd Thompson
Marc Rodriguez
Matthew Forman
Michael Piccolo
Mike Hong
Mike Nathan
Oswald Greene
Peter Woloszyn
Phil Castaliane
Rich Huie

Studio Head
Mark Lloyd

Deputy Quality Assurance Manager
Dan Goddard

Lead Testers
Dan Goddard
Dave Fahy
Ben Holgate
Craig Reeve
David Sheppard
Ian McCarthy
James Cree
Mike Blackburn
Pete Broughton
Pete Duke
Richard Kealey
Simon Watson

Senior QA Supervisors
Charlie Kinloch
Kevin Hobson

QA Supervisors
Andy Mason
Eddie Gibson
Lee Johnson
Matthew Hewitt
Phil Alexander
Steve Deane
Philip McGagh

Senior Lead Testers
Will Riggott
Andre Mountain
Dave Lawrence
Mike Bennett

Sean Casey
Steff McMillan
Terek Hamad
Tim Fletcher
Vasko Marngalazze
Will Haslewood

Focus Test
Alan Jupp
Alex Dunn
Alexander Armitage
Andrew Savage
Andy Wilson
Anthony Rinaldi
Bradley Law
Christopher Ferguson
Craig Ballantyne
Craig McIntosh
David Steel
Eoin Martin
Iain Erekis
Ian Malone
Jay Adams
Lee Dobbie
Leo Walsh
Lewis Edwards
Mark Allan
Mark Marks
Martin Polak
Helen Andriacchi
Mike Atkinson
Mike Schouten
Neil Suttie
Oscar Farrar
Paul Blyth
Richard Fisher
Robert McByrde
Shaun Johnston
Simon Edgler
Struan Brydone
Tom Adam

Studio Director
Andrew Sample

Office Manager
Kim Young

Admin Support
Suzanne Boroujerdi
Lesley Robertson
Michelle Tanner

Accounts Administrator
Annelie Groves

I.T.
Lorraine Stark
Christine Chalmers
Paul Sharkey
Dave Campbell

With Thanks To:
Xbox Engineering
Support Team
Bruce Dawson
Matt Lee
Ian Lewis
Zsolt Mathe
Scott Seffon
Brendan Vanous
Dan Black

Natural Motion
Kevin Allington
Christoph Birchhold
Harry Denholm
Tom Lowe
Mark Matthews
Kim McKeever

Special Thanks
John "Baron" Vaughan-Chaldy - Baron Customs
Shawn Church - Church Automotive
Dan - Lake Forest Automotive
Christian Kjeldsen

Executive Producer
Sam Houser

VP of Creative
Dan Houser

VP of Product Development
Jeronimo Barrera

Art Director
Rob Nelson

VP of Quality Assurance
Jeff Rosa

Associate Producer
John Needleman

Senior Lead Analyst
Lance Williams

Project Lead
Adam Tetzloff

Test Team
Brian Alcazar
Bryan Rodriguez
Chris Choi
Christopher Mansfield
Christopher Plummer
Curtis Reyes
Gene Overton
Helen Andriacchi
James Dima
James Vega
Jay Capozello
Lloyd Thompson
Marc Rodriguez
Matthew Forman
Michael Piccolo
Mike Hong
Mike Nathan
Oswald Greene
Peter Woloszyn
Phil Castaliane
Rich Huie

Studio Head
Mark Lloyd

Deputy Quality Assurance Manager
Dan Goddard

Lead Testers
Dan Goddard
Dave Fahy
Ben Holgate
Craig Reeve
David Sheppard
Ian McCarthy
James Cree
Mike Blackburn
Pete Broughton
Pete Duke
Richard Kealey
Simon Watson

Senior QA Supervisors
Charlie Kinloch
Kevin Hobson

QA Supervisors
Andy Mason
Eddie Gibson
Lee Johnson
Matthew Hewitt
Phil Alexander
Steve Deane
Philip McGagh

Senior Lead Testers
Will Riggott
Andre Mountain
Dave Lawrence
Mike Bennett

Studio Head
Mark Lloyd

Deputy Quality Assurance Manager
Dan Goddard

Lead Testers
Dan Goddard
Dave Fahy
Ben Holgate
Craig Reeve
David Sheppard
Ian McCarthy
James Cree
Mike Blackburn
Pete Broughton
Pete Duke
Richard Kealey
Simon Watson

Senior QA Supervisors
Charlie Kinloch
Kevin Hobson

QA Supervisors
Andy Mason
Eddie Gibson
Lee Johnson
Matthew Hewitt
Phil Alexander
Steve Deane
Philip McGagh

Senior Lead Testers
Will Riggott
Andre Mountain
Dave Lawrence
Mike Bennett

Executive Producer
Sam Houser

VP of Creative
Dan Houser

VP of Product Development
Jeronimo Barrera

Art Director
Rob Nelson

VP of Quality Assurance
Jeff Rosa

Associate Producer
John Needleman

Senior Lead Analyst
Lance Williams

Project Lead
Adam Tetzloff

Test Team
Brian Alcazar
Bryan Rodriguez
Chris Choi
Christopher Mansfield
Christopher Plummer
Curtis Reyes
Gene Overton
Helen Andriacchi
James Dima
James Vega
Jay Capozello
Lloyd Thompson
Marc Rodriguez
Matthew Forman
Michael Piccolo
Mike Hong
Mike Nathan
Oswald Greene
Peter Woloszyn
Phil Castaliane
Rich Huie

Studio Head
Mark Lloyd

Deputy Quality Assurance Manager
Dan Goddard

Lead Testers
Dan Goddard
Dave Fahy
Ben Holgate
Craig Reeve
David Sheppard
Ian McCarthy
James Cree
Mike Blackburn
Pete Broughton
Pete Duke
Richard Kealey
Simon Watson

Senior QA Supervisors
Charlie Kinloch
Kevin Hobson

QA Supervisors
Andy Mason
Eddie Gibson
Lee Johnson
Matthew Hewitt
Phil Alexander
Steve Deane
Philip McGagh

Senior Lead Testers
Will Riggott
Andre Mountain
Dave Lawrence
Mike Bennett

Executive Producer
Sam Houser

VP of Creative
Dan Houser

VP of Product Development
Jeronimo Barrera

Art Director
Rob Nelson

VP of Quality Assurance
Jeff Rosa

Associate Producer
John Needleman

Senior Lead Analyst
Lance Williams

Project Lead
Adam Tetzloff

Test Team
Brian Alcazar
Bryan Rodriguez
Chris Choi
Christopher Mansfield
Christopher Plummer
Curtis Reyes
Gene Overton
Helen Andriacchi
James Dima
James Vega
Jay Capozello
Lloyd Thompson
Marc Rodriguez
Matthew Forman
Michael Piccolo
Mike Hong
Mike Nathan
Oswald Greene
Peter Woloszyn
Phil Castaliane
Rich Huie

Studio Head
Mark Lloyd

Deputy Quality Assurance Manager
Dan Goddard

Lead Testers
Dan Goddard
Dave Fahy
Ben Holgate
Craig Reeve
David Sheppard
Ian McCarthy
James Cree
Mike Blackburn
Pete Broughton
Pete Duke
Richard Kealey
Simon Watson

Senior QA Supervisors
Charlie Kinloch
Kevin Hobson

QA Supervisors
Andy Mason
Eddie Gibson
Lee Johnson
Matthew Hewitt
Phil Alexander
Steve Deane
Philip McGagh

Senior Lead Testers
Will Riggott
Andre Mountain
Dave Lawrence
Mike Bennett

Rockstar Toronto

Studio President
Kevin Hoare

Producer
Dan Van Zant

Technical Directors
Frank Kozuh
Oscar Valer

Design
Dan MacPherson
Jonathan Hodge

Programming
Karim Hermaj
Matthew Puthampadavil
Nick Sneli
Stephen Orr
Geoff Herbychuk
Frank Chen
Grant Kim
Terry Litrenta
David Yang

Gameplay Scripters
Matt West
Colin Orr
Reginald Woods
Scott Penman

Art Director
Paul MacPherson

Level Art
Denny Borges
Luke Shelswell

Audio
Steve "Knuckles" Donohoe
QA Manager
Arthur Chiang

Test Team
Chris Conway
Matthew Schembri
Nick Shier

Production Support Manager
Norm "Tubzz" Brown

IT Manager
Matthew Flewelling

Support
Lisa Olsen

Credits

Cutscenes and Dialogue

All Cutscenes and Game Dialogue Written by Dan Houser and Rupert Humphries

Technical Direction

Mondo Ghaliem

On Screen Capture and Dialogue Directed by

Rupert Humphries

Cutscenes Mixed by

David Scott

The Lost and Damned

The Cast

Johnny Kibitz
Chris McKinney
Billy Grey
Brian Jeremy
Tony Thorpe
Clay
Ashley Butler
David "Dave" Grossman
M. Roncero
Angus Martin
Elizabeth Torres
Andreas
Ray Bocino
Marla
Malc
Walter T. Mudd
Mario D'Leon
Thomas Stubbs III
Mathews
McComish
Niko Bellic
Roman Bellic
Bernie Crane
Malto D
Playboy X
Luis Ferrnando Lopez
Tony Prince
Crack Ho
Chad
Russian drug dealer
Prisoner
Ice Agent
Pretty Boy
Evan
Jason
Dealer
Prison Guard
Barmen
Cook
Band
Triad 1

Scott Hill
Chris McKinney
Luo Sumrall
Adrian Martinez
Joshua Burrow
Keith Randolph Smith
Traci Godfrey
Jay Patterson
Jose Ramon Rosario
Brian Tarantina
Charlie Parker
Andreas
Joe Barbara
Wayne Rockwell
Walter T. Mudd
Mario D'Leon
John Lanz
Matthew P. McCarthy
Wass Stevens
Michael Hollick
Jason Zurnwalt
Timothy J. Alex
Robert Blumenfeld
Pronto Springs
Tyler Smith
Anthony J. Mangano
Genia Morgan
Ryan Woodie
Yegyniy Dekhtyar
T. Ryder Smith
Peter Angel
Bill Cohen
Robert Youells
Bill Burr
Brocie Kibitz
Evan Moss
Dessie
Tony Triad
Abdul Amir
Ahmed
Tahir

The Ballad of Gay Tony

The Cast

Luis Ferrnando Lopez
Tony Prince
Genia Morgan
Ryan Woodie
Yegyniy Dekhtyar
T. Ryder Smith
Peter Angel
Bill Cohen
Robert Youells
Bill Burr
Brocie Kibitz
Evan Moss
Dessie
Tony Triad
Abdul Amir
Ahmed
Tahir
Santo
Cook
Gina
Timur
Galina Bulgargin
Billy Grey
Roman Bellic
Niko Bellic
Papi
Packie McReary
Derrick McReary
Johnny Kibitz
Eugene Rapser
Mick Green
Rebecca Benhayon
Modi
Simon Juras
Sarah Viccillo
Liz Jesicki
Kareem Savinon
Oscar de la F. Col6
Jami Mena
Sharon Morton
Cara Castronova
Gielle Rodriguez
Rocco Cambaner
Max Casella
Trod Edge
Armando Riesco
Gregory Johnson
Tom Hatton
Mela McLean
Megan Raya Manzi
Gill Bennington
Poison Pan
Poppy Mitchell
Celestina
Al Di Napoli
Bruce Sadler
Bill Blue
Bobby Blue

Motion Capture

Motion Capture Characters performed by Scott Hill, John Lanz, Anthony J. Mangano, Johnny Rockwell, Paula M King, Kirk Larsen, Craig "Mums" Grant, Genia Morgan, John Joseph Galliger, Lu Rapser, Tiph Swanson, Robert Youells, Mario D'Leon, Franklin Abrams, Jas Anderson, Jarel Davidow, David Kenner, Sonia Cauchi, John Lanz, Santos, Charlie Parker, Annie Mazer, Joe Barbara, Jay Patterson, Traci Godfrey, Ryan Woodie, Jose Ramon Rosario, Joshua Burrow, Robert Romani, Luo Sumrall, Benton Greene, Chris McKinney, Wass Stevens, Robert Blumenfeld, Matthew P. McCarthy, Adrian Martinez, John Zurlhen

Animation Services Image Metrics, Curious Pictures
Rehearsal Studio Danco Manhattan
Location Sound John Moore, Roy Cash
Weaponry Weapons Specialists Ltd.
Casting Telsey & Company, Donna Deseta Casting, Rob Kenner
Pedestrian and Cutscene Production by Francesca Clemens and Gal Bennington
Pedestrians directed by John Zurlhen, Lazlow, Couzin Ed, Anthony Lutton

People of Liberty City

Pedestrian dialogue by Michael Unsworth, Gregory Johnson, Sanford Santacrose, Vincent Parker, Marisa Palumbo, Ayana Osada, Rod Edge, Hugh Michaels, John Zurlhen, Rupert Humphries, Nick Giovannielli, Anthony Lutton, Lazlow, Dan Houser, Naomi Waleziety
The Crowd of Liberty City
Patrick Mulligan, Johnny McGovern, Sean Gardner, Brock Busby, Brian M. Wilson, Gayford Rice, Matt Mack, Brenna Wallace, Luke Pistone, James Edward Beckon, Neal Blasdale, Billy Griffin, Joe Coats, Paugh Shadow, Leyla Pistone, Lauren Fortgang, M Fletcher,

Motion Capture

Luis Ferrnando Lopez played by Mario D'Leon
Timothy Adams, Maine Adams, Lucia Armentariz, Vitali Baganov, Rebecca Benhayon, Robert Bogue, Cara Castronova, Oscar de la F. Col6, Marisa Compello, D.B. Cooper, Duane Nalka Cooper, Mohammad Jami, Dora Nicholson, Craig "Duff" Jordan-Edge, Rod Edge, Angel Feliciano, Jaime Fernandez, Glenn Fleisher, Jeff Gurner, Liz Jasicki, Simon Juras, Catherine LeFrere, Wilhelm Lewis, J. Salome Martinez Jr., Jami Mena, Tony Mirandanda, Rich Nelson, Brian Nicholson, Sherman Palumbo, Dennis Paladino, Armando Riesco, Giselle Rodriguez, Kareem Savinon, Greg Siff, Charlene T. Smith, Luo Sumrall, John Torment, Victor Velez, Monica Valdivia, Sarah Woodell, Savannah White, Robert Walker, Tony Yang, Jason Zurnwalt, John Zurlhen

Photo Scan

Sebastian Alvarado, Vitali Baganov, Robert Bogue, Richard Cole, Mike Colter, D.B. Cooper, Mario D'Leon, Jaime Fernandez, Glenn Fleisher, Jeff Gurner, Simon Juras, Jay Klutz, Catherine LeFrere, Jessica Miangolara, J. Salome Martinez Jr., Tony Mirandanda, Josh Moskovitz, Rivera Bozix, Elena Sakovich, Greg Siff, John Torment, Paul Vlachou, Daniel Weiner

People of Liberty City

Elshan Abolov, Alakhan Ahmed, Pia Alessandri, Bryan Apple, Johnny Andrew, Armand Anthony, Ashley "Faro" Alfaro, Joey Azurra, Heike Bachmann, Sarah Barbano, Jayce Bartok, Jonathan Beeson, Andre Blake, Michelle Blakely, Ian Bedford, Gail Bennington, Katelyn Bevington, Cameron Berkman, Roger Bova, Jim Broachitta, Bridget Burke, Charles Burrell, Hannah Cabell, J. Cabrera, Rocco Cambaner, Jay Capozello, Christopher Carmello, Tamara Carmon, Drew Cahlan, Herb Carter Jr., Saad "Sizz" Cecil, Jason Colebo, Jason Corney,裴 Chen, Eddie Hyungjin Cho, Chris Choi, Allegra Cohen, Steve Covino, Victor Cruz, Ben Curtis, Miss D, Nor6 Davis, Mike Daze, TJ Del Reno, Noemi Del Rio, Adam De la Cruz, Dan Derwin, Jeff Dougherty, Rogelio Douglas Jr., Javonne Nicole Doves, Joast den Duude ende Gaste, Wayne Sean Dyson, John A Dzubak, Rachel Epstein, Stephen M. Ellis, Martin Ewens, Rob Falcone, Joseph Farrington, Gian Felisano, Ryan Ferguson, Joey Fell, Amy Franklin, Lionel Galant, Rachel Glitter, Nick Giovannielli, Meredith Goldberg, Glenn Grant, Andrew Gross, Philippe Guillaume, Steve Guillaume, Joseph Haniff, Alan Hanley, Jordan Harbinger, William Jackson Harper, Maria Helan, Michael Hong, Alicia Horstein, Fiona Horrow, Luke Howard, Jeff Hon, Bruno Iannone, Matthew L. Imparato, Jason Jacoby, Robert Johnson Jackson, Violet Johnson, Jill Jones, Alex Kaliszky, Forrest Karbowski, Jay Klutz, Kelly Klein, Ivica Kovacevic, Gied Krumbien, Felix Gernaus, Artur Khalador, Jason Knox, Ravi Lakheeram, Tafari Lawton, Arseny Lobodov, Glenn Lavy, Joe Lisi, Patty Lombard, Florence Loublere, Ruben Lugo, Eric Lutz, Anthony Macabini, Robert Ian Mackenzie, Meg Maise, Charles Miller, Chris Mansfield, Jesus E. Martinez, Joselyn Martinez, Jasmina Mathieu, Marika Mnabotshivhi, Hana Moon, Chris J. Murray, Kiamee Nasser, Bart Natkins, Brian Nicholson, Scott Nicholson, Ileana Coli, Ted O'Brien, EJ Offroy, Caleb Oglesky, Kelly Coffield Park, Chris Perry, Chris Peterson, Inese Petruca, Chris Plummer, William Prinsell, Craig Reid, Curtis "Jido" Reyes, Curtis B. Rembert, Matthew Ritter, Barry J. Rivera, Elan Luz Rivera, Frank C. Rivers, Bryan Rodriguez, Miriam Rodriguez, Wendy Rodriguez aka Wendoliza, Alan Roca, Jerry Rohira, Alan Rosinsky, Danny Ruitigiano, Jessica Sals, Omar T. Saleem, James Scourge, Jen Cohn, Raffael A. Sears, Julie Segal, Robert Saletta, David Ian Salter, Brian Schreier, Bradford Scobie, Jason Shebilo, Levi Shells, Heather Alicia Simms, John M. Soto, Adam Stennant, Aaron Stevick-Alm, Ramee Shakes, Keat Sherm, Ray Smiling, Robert Spampinato, Gregg E. Sullivan, Zigorwen "Ziggy" Szymczyk, Marc Sylvain, Nick Tebelekian, Jesse R. Tender, Adam Tetzloff, Lloyd Anthony Thompson, Jose A. Torres, Vance Tucker, Gabrielle Tully, Yui Vasquez, Fidel Vicoico, Faina Vitelsky, Andrew L Walker Jr., Marice Williams, Tracy Weller, Peter "White" Kevin "Kain" Williams, Lance Milizon, Leta "Poppa Sandwich" Woloszyn, Alpher Xan, Yoni, Jon Young, Trevor Zhou, John Zurlhen

Recorded at: Rockstar Studios, Butlens Studios, Great City Productions

Liberty City Media

All radio and TV stations, commercials, DJ dialogue, jingles and station imaging written by Dan Houser and Lazlow

Produced by Lazlow

Radio Stations, designed by Craig Corner
TV Graphics by Stephen Ellis, Jasmina Mathieu
TV camera work by Clark Harris, Shawn Allen, Forrest Karbowski

Internet written by Michael Unsworth, Lazlow, Rupert Humphries, Dan Houser

Internet built by Stuart Petit, Adam Tedman, Evan Duncan, Jill Jones, Ray Smiling, Greg Luo, Mike Torok, Mike Carnevale, Alexis Chuang
Radio and TV Singing by Anthony Cumia, Allison Ford, Michael Baker, Victoria Edwards
Split Sides Comedy Club Frankie Boyle as himself

Inner Sanctum Celtic Frost

(T.G. Fischer, M. Stricker)
Published by Warner/Chappell Music/Publishing/Harsesco Musikverlag GmbH
Courtesy of Universal Music Enterprises

I am Blood Cannibal Corpse

(C. Barnes, B. Ruzay, P. Mazurkiewicz, A. Webster, J. Ower)
Published by BM Virgin Songs, Inc. (BMI)
Courtesy of Metal Black Records, Inc.

Slaughter Of The Soul At The Gates

(Bjork, Anders Martin, Bjork, Jonas Fredrik, Lindberg, Tomas)
Published by Epitaph Records (USA)
Courtesy of Earache Records



LRR 97.8 LIBERTY CITY RADIO

DJ Iggy Pop
Imaging voice and production: John Reilly

China Groove The Doobie Brothers
(Charles T. Johnson)
Published by Warner Tamara Publishing Corp.
Courtesy of Warner Bros. Records Inc. by arrangement with Warner Music Group Videogram Licensing

Drivin' Wheel Foghat

(G. Pavent, R. Pica)
Published by Loeritz Music (ASCAP) and WB Music Corp. (ASCAP)
Courtesy of Bearsville Records by arrangement with Warner Music Group Videogram Licensing

Every Picture Tells A Story Rod Stewart

(R. Stewart, R. Wood)
Published by UniChappell Music Inc. (BMI)/Warner-Tamara Publishing Corp. (BMI) and BMI Blackwood Music Inc. (BMI)
Courtesy of Mercury Records by arrangement with Universal Music Enterprises

Free Ride The Edge Winter Group

(E. Newman)
Published by EMI Blackwood Music
Courtesy of Columbia Records by arrangement with Sony Music Entertainment

Funk #49 The James Gang

(K. Fox, G. Paton, J.F. Walsh)
Published by Sony of Universal, Inc. on behalf of itself and Home Made Music Co. (BMI)
Courtesy of MCA Records by arrangement with Universal Music Enterprises

Go To Hell Eric Cooper

(A. Cooper, B. Ehm, D. Wagner)
Published by Ining Music, Inc. on behalf of ALL BY MYSELF P.B.L. CO./Sony ATV Music/Spart One Music
Courtesy of Warner Bros. Records Inc. by arrangement with Warner Music Group Videogram Licensing

Hair Of The Dog Nazareth

(F. Agnew, M. Charlton, W. McCallister, D. Sweet)
Published by Carlin America, Inc.
Courtesy of Nazareth (Dunflemine) Ltd.

Awakening of the Gods Kreator

(M. Petrazzi)
Published by Warner Chappell Music/Harsesco Musikverlag GmbH
Courtesy of Universal Music Enterprises

Dead By Dawn Deicide

(G. Barton, E. Hoffman, B. Hoffman, S. Asham)
Published by Roadblock Music, Inc. (ASCAP) c/o Universal BMG Songs, Inc. (ASCAP)
Courtesy of The All Blacks B.V. by arrangement with Roadrunner Records, Inc.

Dead Embryonic Cells Sepultura

(M. Casassa, A. Vissai, L. Casassa, P. Fitt, Jr.)
Published by Roadblock Music, Inc. (ASCAP) c/o Universal BMG Songs, Inc. (ASCAP)
Courtesy of The All Blacks B.V. by arrangement with Roadrunner Records, Inc.

Drowned Entombed

(Anderson, Nicklas Anders, Cederlund, Ulf Anders, Helld, Alexander L.T.K)
Published by Earache Songs
Courtesy of Earache Records

Fear Of Napalm Terrorizer

(Pratao, Sandoval, Garcia, Vincent)
Published by Earache Songs
Courtesy of Earache Records



Highway Star Deep Purple
(J. Lord, I. Paice, I. Gillan, R. Glover, R. Blackmore)
Published by EMI Music Publishing c/o Glemwood Music Corp. (ASCAP)
Courtesy of Warner Bros. Records Inc. by arrangement with Warner Music Group Videogram Licensing and BMI Records UK

Lord Of The Thighs Aerosmith
(S. Tyler)
Published by Music of Stage Three (BMI)
Courtesy of Sony Music Entertainment

Renegade Styx
(T. Shaw)
Published by Almo Music Corp. c/o Infa and Stylen Songs (ASCAP)
Courtesy of A&M Records by arrangement with Universal Music Enterprises

Saturday Night Special Lyndry Skynyrd
(E.C. King, R. Van Zan)
Published by Songs of Universal, Inc. on behalf of itself and Longtate Music/Universal Music Corp.
Courtesy of MCA Records by arrangement with Universal Music Enterprises

Wanted Dead Or Alive Bon Jovi
(J. Bon Jovi, R.S. Sambora)
Published by Sony/ATV Music Publishing LLC/Aggressive Music and Universal Polygram International Publishing
Courtesy of Universal Music Enterprises

Who's Of Steel Saxxon
(P. Byford, S. Dawson, P. Gil, G. Oliver, P. Quinn)
Published by Carlin America
Courtesy of Steamhammer, a division of SPV GmbH

Wild Side Mötley Crüe
(T. Lee, N. Sico, V. Noll)
Published by Tommy Lund-Saalf P. Sound, Six Gunner Music (ASCAP) and Warner Chappell Publishing
Courtesy of MCA Records by arrangement with Universal Music Corp. under license from Masters 2000, Inc.



RADIO BROKER

DJ Juliette Lewis
Imaging voice and production: Bryan Apple
Blood On The Steps The Yelling
(N. Cox, M.U. Heinz, R.W. David)

Published by 21st Century Frank (BMI), Sir Gro (BMI), Fire And A Microphone (BMI)
Courtesy of The Yelling

Body Language Monotrix

Published by Copyright Control
Courtesy of Drag City Records

Borderline Freeland

(A. Freeland, B. Dale, A. Druy)
Published by Marine Parade/Publishing Palpatones Music (BMI)/David Platz Music (BMI)/Drury c/o The Royalty Network, Inc./Brody Dale appears courtesy of herself
Courtesy of Marine Parade Music Corp.

Command Foxykyle

(J. De Presser, B. Stakin)
Published by Copyright Control
Courtesy of Foxykyle

Police In Helicopter John Holt

(John Holt)
Published by Music Sales
Courtesy of VP Records

Hard Time Pressure Sugar Minott

(Lincoln Barrington Minott)
Published by Blue Mountain Music dba Catherine's
Peak Music
Courtesy of Mango/land by arrangement with Universal
Music Enterprises

007 (Shanty Town) Desmond Dekker &

the Aces
(Desmond Dekker)
Published by Universal - Polygram Int. Publ., Inc. on behalf
of Beverly's Records Ltd. (ASCAP)
Courtesy of Universal Music Enterprises

Anything Goes Major Lazer feat.

Turbulence
(Sheldon Campbell, T. Pentz, D. Taylor)
Published by Roynet Music (ASCAP), EMI April Music,
1 Like Tunes Music (ASCAP)
Courtesy of Downtown Records

Jammys A Shine Prince Jammy

(Jammy)
Published by Falman
Courtesy of Falman Recordings/Ken Gordon

54-46 Was My Number Toots & the Maytals

(Freddie's Hechec)
Published by Universal - Songs of Polygram Int., Inc. (BMI)
Courtesy of Universal Music Enterprises

Worries In The Dance Frankie Paul

(Paul Blake)
Published by Keep On Kicking Music Inc. (ASCAP)
Courtesy of VP Records/Greenleaves Records

Mus Come a Road Mr. Vegas

(Stanley Hayden, Clifford Smith McAuly)
Published by VP Music and Music by Tafari, Inc. (BMI) dba
Jack Russel Music Ltd. (PRS)
Courtesy of VP Records / Greenleaves Records

**SELF-ACTUALIZATION FM****DJ Audrey** - Ashley Albert**Imagining voice: Mitch Todd**

Imagining production: Bryan Apple

A Huge Ever Growing Pulsating Brain That

Rules From The Centre of the Ultraworld:

Live Mix MK10 The Orb

(James Francis Cauly, Simon Darlow, Trevor Charles
Horn, Stephen James Lipson, Duncan Alexander
Robert Paterson, Bruce Martin Woolby, Minnie Riperton,
Richard J. Russell)

Published by Universal Music - MGB Songs on behalf
of Universal Music Publ. MGB Ltd. and E.G. Music Ltd.
(ASCAP/ Chrysalis Music (ASCAP)/ Embassy Music Corp.
and SRZ Music, Inc. dba Downtown Music Publishing
Courtesy of Universal Music Enterprises.

Contains samples from "Loin" "You" by Minnie Riperton
courtesy of Capitol Music Group

Artifacts & Prophecies Alpha Wave

Movement
(Gregory Kyrklak)
Published by Gregory Kyrklak
Courtesy of Harmonic Resonance Recordings
By arrangement with Gregory Kyrklak

Bike Autchre

(Boof, Brown)
Published by Warp Music
Courtesy of Warp Records

Cosmology Myth Larry Heard

(Larry Heard)
Published by Alavated Music (ASCAP)
Courtesy of Black Market Records

Go Forward (Love Bubble Mix) Chilled

by Nature
(Pete Lawrence)
Published by Bug Music Ltd. (PRS)
Courtesy of Pete Lawrence

Moonbathing Tom Middleton

(Tom Middleton)
Published by Copyright Control
Courtesy of Big Chill Recordings

Skysazer (3002 Remix) Alucinacion

(Bruce Bickerton)
Published by Lucid Recordings
Courtesy of Lucid Recordings

V/8 Psychedelic Brunch Pete Namlook and

Klaus Schulze feat. Bill Laswell
(Peter Kurlman, Klaus Schulze)
Published by Frabrick dba Peter Kurlman/ Innovative
Computer Music Edition (SMA) c/o Warner Chappell
Courtesy of Fabia

**VICE CITY FM****DJ Fernando Martinez** - Frank

Chavez

Imagining voice: Chaz Kelly

Imagining production: Bryan Apple

Buffalo Stance Neneh Cherry

(Neneh Cherry, Cameron Andrew McViey, James Philip
Morgan, Phil Rampton)
Published by EMI Blackwood Music Inc. (BMI) and EMI
Virgin Songs (BMI)/Warner/Chappell Music Ltd. (PRS)/
Virgin Music Publishers Ltd. (PRS)/S&K Songs Ltd. (PRS)/
Copyright Control (PRS)
Courtesy of Virgin Records America Inc./Capitol
Music Group

Contains samples from "Chicken Yellow" by Miami
courtesy of TK
Records by arrangement with Warner Music Group Video
Game Licensing and EMI UK

Breakout Swing Out Sister

(Andrew John Cornell, Corinne Drewery, Martin Boyd
Jackson)
Published by EMI Virgin Songs Inc. (BMI)
Courtesy of Universal Music Enterprises

Cuddly Toy Roachford

(Andrew Sylvester Richard Roachford)
Published by Universal - Polygram Int. Publ. Inc. on behalf
of Polygram Music Publ. Ltd. (ASCAP)
Courtesy of Sony Music Entertainment

Divine Emotions Narada Michael Walden

(Cohen, Walden)
Published by WE Music Corp. (ASCAP)/ Graduate Sky
Music (ASCAP)/ When Worlds Collide Music (ASCAP)
Courtesy of Atlantic Recording Corp. by arrangement with
Warner Music Group Video Game Licensing

Find The Time Five Star

(Paul Guntz, Nick Trevisick)
Published by Universal - Polygram International Publishing,
Inc. (ASCAP)/ Chrysalis Music (BMI)
Courtesy of Sony Music Entertainment

Heart and Soul T'Pau

(Carol Ann Decker, Ronald Philip Rogers)
Published by Universal Music - MGB Songs on behalf of
AMP Publ. Ltd. (ASCAP)
Courtesy of Virgin Records America, Inc. / Capitol
Music Group

I Can't Wait Nu Shooz

(John Robert Smith)
Published by Poolside Music Inc. (BMI) / Split One Music
Courtesy of Atlantic Recording Corp. by arrangement with
Warner Music Group Videogame Licensing

I Don't Want a Lover Toxic

(John McDhorne and Sherlen Eugene Spoler)
Published by EMI Virgin Music (ASCAP)
Courtesy of Universal Music Enterprises

Kayleigh Marillion

(Derek Williams Dick, Mark Kelly, Ian Francisco Mosley,
Steven Thomas Robby, Peter John Trevelyan)
Published by EMI April Music Inc. on behalf of Chrysalis
Music Publishing USA Inc. (ASCAP)
Courtesy of Capitol Music Group

Labour of Love (12" Version) Hue & Cry

(Gregory Philip Kane, Patrick Mark Kane)
Published by Universal Music - MGB Songs on behalf
of Universal Music Publ. MGB Ltd. (ASCAP)/ Chappell
Music Ltd. (PRS)
Courtesy of Virgin Records America, Inc./Capitol
Music Group

Love Changes (Everything) Climie Fisher

(Simon Cariss, Rob Fisher, Dennis Morgan)
Published by Universal Music - MGB Songs on behalf of
Universal Music Publ. MGB Ltd. (ASCAP)/ Published by
Simon Cariss administered by Kobalt Music Publishing
America, Inc.
Courtesy of EMI Music UK

Maneater Hall & Oates

(Sara Allen, Darryl Hall, John Oates)
Published by Firmy/Wave Music Publishing/ Unichappell
Music INC. (BMI)/ Hot Cha Music Co. (BMI)/ Geometric
Music (BMI)
Courtesy of Sony Music Entertainment

Miffit Curiosity Killed the Cat

(Toby Anderson, Julian Goodry Brookhouse, Miguel
Drummond, Nicholas Bernard Thorp, Ben Vollebier-
Pieroni)
Published by Universal- Polygram Int. Publ., Inc. on behalf
of Curio Sounds Ltd. (ASCAP)
Courtesy of Universal Music Enterprises

People Hold On Lisa Stansfield

feat. Coldcut
(Matthew Black, Jonathan Richard Mors, Lisa Jane
Stansfield)
Published by Universal Music - Carers on behalf of Block
Gibert Music Ltd. (BMI) / Universal Songs of Polygram
Int., Inc. (BMI)
Courtesy of Sony Music Entertainment

Something About You Level 42

(Waioku Jacques Daniel Badarou, Philip Gabriel Gould,
Rowland Gould, Mark King, Mike Lindup)
Published by Songs of Universal, Inc. on behalf of Noting
Hit Music Ltd. (BMI)/Troveave, LTD administered by
Warner/Chappell Music International LTD
Courtesy of Universal Music Enterprises

Stay With Me Tonight Jeffrey Osborne

(Raymond E. Jones)
Published by Universal Music - MGB Songs on behalf of
Israf and Zubachah Music Publ. Co. (ASCAP)
Courtesy of Universal Music Enterprises

The Look Roxette

(Per Hestberg, Gessle)
Published by Sony/ATV
Courtesy of Sony Music Group

The Politics Of Dancing Re-flex

(Paul Faiman)
Published by Jambo Music Ltd.
Courtesy of Capitol Music Group

Voices Carry 'Til Tuesday

(Aimee Mann, Michael Hausman, Joseph Pesco,
Robert Holman)
Published by 11 Tunes Associates (ASCAP)
Courtesy of Sony Music Entertainment

Waiting For A Star To Fall Boy Meets Girl

(George Robert Merrill, Shannon Alexandra Rubicam)
Published by Irving Music, Inc. dba Israf and Boy Meets
Girl Music (BMI)
Courtesy of Sony Music Entertainment

When Love Breaks Down Prefab Sprout

(Paddy McAloon)
Published by EMI Blackwood Music Inc.
Courtesy of Sony Music Entertainment

Wishing Well Terence Trent D'Arby

(Terence Trent D'Arby, Sananda Maitreya, John Siskey,
Algeon Oliver)
Published by EMI Virgin Songs (BMI)/ Chrysalis Music
(ASCAP)
Courtesy of Sony Music Entertainment

Wishing I Was Lucky Wet Wet Wet

(Graeme Clark, Thomas Cunningham, Mark McLaughlin,
Neil Mitchell)
Published by Chrysalis Music (ASCAP)
Courtesy of Universal Music Enterprises

**WKRT RADIO**

Imagining voices: Brian Thomas, Jack Harte

CONSPIRE

(John Smith, RJ Allison, Abigail Grayson, Jeni Cohn)
Callers: Ben Curtis, Meg Maize, Jason Jacob, Tafari
Lawton, Kelly Klein, Brian Schreier, Jim
Broschitta, Kelly Corfield Park

THE MARTIN SERIOUS SHOW

(Martin Serious, Will Forte)
Published by Universal Music - MGB Songs on behalf
of Universal Music Publ. MGB Ltd. (ASCAP)/ Chappell
Music Ltd. (PRS)
Courtesy of Virgin Records America, Inc./Capitol
Music Group

Love Changes (Everything) Climie Fisher

(Simon Cariss, Rob Fisher, Dennis Morgan)
Published by Universal Music - MGB Songs on behalf of
Universal Music Publ. MGB Ltd. (ASCAP)/ Published by
Simon Cariss administered by Kobalt Music Publishing
America, Inc.
Courtesy of EMI Music UK

Maneater Hall & Oates

(Sara Allen, Darryl Hall, John Oates)
Published by Firmy/Wave Music Publishing/ Unichappell
Music INC. (BMI)/ Hot Cha Music Co. (BMI)/ Geometric
Music (BMI)
Courtesy of Sony Music Entertainment

**INTEGRITY 2.0****DJ Lazlow** as himself

Saxophone
Walter Houser
Voice of Saxophone player
Kene Holiday
Female joggler
Andrea Stapleton
Police officer
Rocco Gambareni
Jorje
Palo Heitz
Clipboard Woman
Artist 1
Artist 2
Artist 3
Artist 4
Artist 5
Artist 6
Artist 7
Artist 8
Artist 9
Artist 10
Artist 11
Artist 12
Artist 13
Artist 14
Artist 15
Artist 16
Artist 17
Artist 18
Artist 19
Artist 20
Artist 21
Artist 22
Artist 23
Artist 24
Artist 25
Artist 26
Artist 27
Artist 28
Artist 29
Artist 30
Artist 31
Artist 32
Artist 33
Artist 34
Artist 35
Artist 36
Artist 37
Artist 38
Artist 39
Artist 40
Artist 41
Artist 42
Artist 43
Artist 44
Artist 45
Artist 46
Artist 47
Artist 48
Artist 49
Artist 50
Artist 51
Artist 52
Artist 53
Artist 54
Artist 55
Artist 56
Artist 57
Artist 58
Artist 59
Artist 60
Artist 61
Artist 62
Artist 63
Artist 64
Artist 65
Artist 66
Artist 67
Artist 68
Artist 69
Artist 70
Artist 71
Artist 72
Artist 73
Artist 74
Artist 75
Artist 76
Artist 77
Artist 78
Artist 79
Artist 80
Artist 81
Artist 82
Artist 83
Artist 84
Artist 85
Artist 86
Artist 87
Artist 88
Artist 89
Artist 90
Artist 91
Artist 92
Artist 93
Artist 94
Artist 95
Artist 96
Artist 97
Artist 98
Artist 99
Artist 100

WEAZEL NEWS AND WEATHER

Mica Whitey
Jerry Acorn
Christine Sokol
Loni Dengelo-Stockton
Callista Brown
Jim Harrison
Eric House
Alison Maybury
Bryan Wilkinson
Financial reporter
Weathercasters
John Montone
Shawn Allen
Melissa Leebaert
Ori Fadia Lamypley
Jeff Bottoms
Michael Jaye
Joan Baker
Bill Anderson Quinn
Jessica Spencer
John Beach
Shannon Murphy

Liberty City Television

CNT Network voice
Weazel Network voice
Mitch Todd
Jeff Bottoms

PRINCESS ROBOT BUBBLEGUM

Princess Robot Bubblegum
Ayana Osada
Purse Thief
Master Hentai
Saki
Sword Boy
Party Machine Man
Talking Plant
Announcer
AJ Allen

THE MEN'S ROOM WITH BAS AND JEREMY

Announcer
Bas Rutten
Jeremy St. Ives
Callers
Felix Karavassilis, Lloyd Thompson,
Wendy Rodriguez

REPUBLICAN SPACE RANGERS - HOMECOMING

Announcer
Jim Conroy
The Commander
Dick
Robot
Soldier
Jim Conroy
Bill Lobley
HR officer
President Zane

REPUBLICAN SPACE RANGERS EPISODE 456

Announcer
Jim Conroy
The Commander
Dick
Hispanic Alien
Intellectual alien

A HISTORY OF LIBERTY PART 2

Announcer
Jarome Richard
Milton Savannah
Larrox Kincaid
Angus Hubburn
Charles Turner
Tom McKeon
Anthony Litton

3D Scanning Eyetrack

Stylies Emily Lovato-O'Connor, Sean Reveron, Rachel
Rheingold, Lindsey Busch

Photography Studios Drive-In Studios, Shoot Digital

Photographer Brandon Schulman

Graphic Artists Alastair Mclauchlan, Cope, Flood, Indie,
Marilyn 'Bibi' Parwana, Michael Bush, Tim Gilbert

Graphic Consulting Busquelo Productions, LLC

Research Consultants Jerry Caspet, Bill Olfham

Frankie Boyle motion capture recorded by Audiomotion
Studios Ltd (London)

Location Mediahouse (London)



END USER LICENSE AGREEMENT AND LIMITED SOFTWARE WARRANTY

This limited software warranty and license agreement (this "Agreement") may be periodically updated and the current version will be posted at www.rockstargames.com/eula (the "Website"). Your continued use of the Software after a revised Agreement has been posted constitutes your acceptance of its terms.

THE SOFTWARE IS LICENSED, NOT SOLD, BY INSTALLING, COPYING, OR OTHERWISE USING THE SOFTWARE. YOU AGREE TO BE BOUND BY THE TERMS OF THE END USER LICENSE AGREEMENT IN THE GAME AND AT WWW.ROCKSTARGAMES.COM/EULA (THE "EULA"). THE "SOFTWARE" INCLUDES ALL SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ACCOMPANYING MANUAL(S), 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, DOWNLOADING, COPYING, INSTALLING, AND/OR USING THE SOFTWARE AND ANY OTHER MATERIALS INCLUDED WITH THE SOFTWARE, YOU HEREBY ACCEPT THE TERMS OF THE EULA WITH THE TWO INTERACTIVE SOFTWARE, INC. ("LICENSEE") AS WELL AS THE PRIVACY POLICY LOCATED AT WWW.ROCKSTARGAMES.COM/PRIVACY AND TERMS OF SERVICE LOCATED AT WWW.ROCKSTARGAMES.COM/LEGAL. PLEASE READ THE EULA CAREFULLY. IF YOU DO NOT AGREE TO ALL THE TERMS OF THIS AGREEMENT, YOU ARE NOT PERMITTED TO OPEN, DOWNLOAD, INSTALL, COPY, OR USE THE SOFTWARE. THE EULA MAY BE PERIODICALLY UPDATED AND A CURRENT VERSION WILL BE POSTED AT WWW.ROCKSTARGAMES.COM/EULA. YOUR CONTINUED USE OF THE SOFTWARE AFTER A REVISED EULA HAS BEEN POSTED CONSTITUTES YOUR ACCEPTANCE OF ITS TERMS.

LICENSE: Subject to this Agreement and its terms and conditions, Licensee hereby grants you a nonexclusive, non-transferable, limited, and revocable right and license to use one copy of the Software for your personal, non-commercial use for gameplay on a single Game Platform (e.g. computer, mobile device, or gaming console) unless otherwise expressly specified in the Software documentation. Your license 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 the termination of this Agreement (see below).

The Software is licensed, not sold, 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. Licensee retains all right, title, and interest in the Software, including, but not limited to, all copyrights, trademarks, trade names, trade names, proprietary rights, patents, titles, and computer code, audiovisual characters, character names, stories, dialog, settings, artwork, sounds effects, musical works, and moral rights. The Software is protected by U.S. 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 Licensee. Any persons 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 U.S. or their local country. Be advised that U.S. copyright violations are subject to statutory penalties of up to \$150,000 per violation. The Software contains certain licensed materials and Licensee's licensors may also protect their rights in the event of any violation of this Agreement. All rights not expressly granted under this Agreement are reserved by Licensee and, as applicable, its licensors.

LICENSE CONDITIONS: You agree not to: commercially exploit the Software; distribute, lease, license, sell, rent, convert into convertible currency; or otherwise transfer or assign the Software, or any copies of the Software, including but not limited to Virtual Goods or Virtual Currency (defined below) without the express prior written consent of Licensee or as expressly set forth in this Agreement; make a copy of the Software or any part thereof (other than as set forth herein); make a copy of the Software available on a network for use or download by multiple users; except as otherwise specifically provided by the Software or this Agreement, use or install the Software (or 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; 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); use or copy the Software at a computer gaming center or any other location-based site; provided, that Licensee may offer you a separate license agreement to make the Software available for commercial use; reverse engineer, decompile, disassemble, display, perform, prepare derivative works based on, or otherwise modify the Software, in whole or in part; remove or modify any proprietary notices, marks, or labels contained on or within the Software; restrict or inhibit any other user from using or enjoying any online features of the Software; or utilize any unauthorized robot, spider, or other program in connection with any online features of the Software; violate any terms, policies, licenses, or code of conduct for any online features of the Software; or transport, export, or re-export (directly or indirectly) into any country forbidden to receive the Software by any U.S. export laws or regulations or U.S. economic sanctions or otherwise violate any laws or regulations, or the laws of the country in which the Software was obtained, which 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 Licensee service (including acceptance of related terms and policies) may be required to activate the Software, access digital copies of the Software, or access certain un-lockable, downloadable, online, or other special content, services, and/or functions (collectively, "Special Features"). Access to Special Features is limited to a single User Account (as defined below) per serial code and access to Special Features cannot be transferred, sold, leased, licensed, rented, converted into convertible virtual currency, or re-registered by another user unless otherwise expressly specified. The provisions of this paragraph supersede any other term in this Agreement.

TRANSFER OF PRE-RECORDED COPY LICENSE: 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 its accompanying documentation, and the recipient agrees to the terms of this Agreement. Transfer of the pre-recorded copy license may require you to take specific steps, as set forth in the Software documentation. You may not transfer, sell, lease, license, rent, or convert into convertible virtual currency any Virtual Currency or Virtual Goods except as expressly set forth in this Agreement or with Licensee's prior written consent. Special Features, including content otherwise unavailable without a single-use serial code, are not transferable to another person under any circumstances, and Special Features may cease functioning if the original installation copy of the Software is deleted or the pre-recorded copy 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. Such measures may include incorporating license management, product activation, and other security technology in the Software and monitoring usage, including, but not limited to, time, date, access, or other controls, counters, serial numbers, and/or other security devices designed to prevent the unauthorized access, use, and copying of the Software, or any portions or components thereof, including any violations of this Agreement. Licensee reserves the right to monitor use of the Software at any time. You may not interfere with such access control measures or attempt to disable or circumvent such security features, and if you do, the Software may not function properly. If the Software permits access to Special Features, only one copy of the Software may access those Special 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. Except as otherwise prohibited by applicable law, Licensee may limit, suspend, or terminate the license granted hereunder and access to the Software, including, but not limited to, any related services and products, at any time without notice for any reason whatsoever.

USER CREATED CONTENT: The Software may allow you to create content, including, but not limited to, a gameplay map, scenario, screenshots, car design, item, or 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 intellectual property interest, you hereby assign, transfer, license, and otherwise grant Licensee an exclusive, perpetual, non-exclusive, 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, but not limited to, 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 and agree never to assert any moral rights of paternity, publication, reputation, or attribution with respect to Licensee'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 Licensee, and terms above regarding any applicable moral rights, will survive any termination of this Agreement.

INTERNET CONNECTION: The Software may require an internet connection to access internet-based features, authenticate the Software, or perform other functions.

USER ACCOUNTS: In order to use the Software or a software feature, or for certain features of the Software to operate properly, you may be required to have and maintain a valid and active user account with an online service, such as a third-party gaming platform or social network account ("Third-Party Account"), or an account with Licensee or a Licensee affiliate, as set forth in the Software documentation. 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. The Software may also require you to create a Software-specific user account with Licensee or a Licensee affiliate ("User Account") in order to access the Software and its functionality and features. Your User Account log-in may be associated with a Third-Party Account. You are responsible for all use and the security of your User Accounts and any Third-Party Accounts that you use to access and use the Software.

VIRTUAL CURRENCY AND VIRTUAL GOODS: If the Software allows you to purchase and/or earn through play a license to use Virtual Currency and Virtual Goods, the following additional terms and conditions apply.

VIRTUAL CURRENCY & VIRTUAL GOODS: The Software may enable users to (i) use fictional virtual currency as a medium of exchange exclusively within the Software ("Virtual Currency" or "VC") and (ii) gain access to (and certain limited rights to use) virtual goods within the Software ("Virtual Goods" or "VG"). Regardless of the terminology used, VC and VG represent a limited license right governed by this Agreement. Subject to the terms of and compliance with this Agreement, Licensee hereby grants you the nonexclusive, non-transferable, non-subschenable, limited right and license to use VC and VG obtained by you for your personal non-commercial gameplay exclusively within the Software. Except as otherwise prohibited by applicable law, VC and VG obtained by you are licensed to you, and you hereby acknowledge that no title or ownership in or to VC and VG is being transferred or assigned hereunder. This Agreement should not be construed as a sale of any rights in or to VC and VG.

VC and VG do not have an equivalent value in real currency and do not act as a substitute for real currency. You acknowledge and agree that Licensee may revise or take action that impacts the perceived value of or purchase price for any VC and/or VG at any time except as prohibited by applicable law. VC and VG do not incur fees for non-use; provided, however, that the license granted hereunder to VC and VG will terminate in accordance with the terms and conditions of this Agreement and the Software documentation, when Licensee ceases providing the Software, or this Agreement is otherwise terminated. Licensee, in its sole discretion, reserves the right to charge fees for the right to access or use VC or VG and/or may distribute VC or VG with or without charge.

EARNING & PURCHASING VIRTUAL CURRENCY AND VIRTUAL GOODS: You may have the ability to purchase VC or to earn VC from Licensee for the completion of certain activities or accomplishments in the Software. For example, Licensee may provide VC or VG upon the completion of an in-game activity, such as attaining a new level, completing a task, or creating user content. Once obtained, VC and/or VG will be credited to your User Account. You may purchase VC and VG only within the Software, or through a platform, participating third-party online store, application store, or other store authorized by Licensee (all referred to herein as "Software Store"). Purchase and use of in-game items or currency through a Software Store are subject to the Software Store's governing documents, including but not limited to, the Terms of Service and User Agreement. This Software Store has been licensed to you by the Software Store. Licensee may offer discounts or promotions on the purchase of VC, and such discounts and promotions may be modified or discontinued by Licensee at any time without notice to you. Upon completing an authorized purchase of VC from an Application Store, the amount of purchased VC will be credited to your User Account. The Licensee shall establish a maximum amount you may spend to purchase VC per transaction and/or per day, which may vary depending on the associated Software. Licensee, in its sole discretion, may impose additional limits on the amount of VC you may purchase or use, how you may use VC, and the maximum balance of VC that may be credited to your User Account. You are solely responsible for all VC purchases made through your User Account regardless of whether or not authorized by you.

BALANCE CALCULATION: You can access and view your available VC and VG in your User Account when logged into your User Account. Licensee reserves the right, in its sole discretion, to make all calculations regarding the available VC and VG in your User Account. Licensee further reserves the right, in its sole discretion, to determine the amount of and manner in which VC is credited and debited from your User Account in connection with your purchase of VC or for other purposes. While Licensee strives to make all such calculations on a consistent and reasonable basis, you hereby acknowledge and agree that Licensee's determination of the available VC and VG in your User Account is final, unless you can provide documentation to Licensee that such calculation was or is intentionally incorrect.

USING VIRTUAL CURRENCY AND VIRTUAL GOODS: All purchased in-game Virtual Currency and/or Virtual Goods may be consumed or lost by players in the course of gameplay according to the game's rules applicable to currency and goods, which may vary depending on the associated Software. VC and VG may only be used within the Software, and Licensee, in its sole discretion, may limit use of VC and/or VG to a single game. The authorized uses and purposes of VC and VG may change at any time. Your available VC and/or VG as shown in your User Account will be reduced each time you use VC and/or VG within the Software. The use of any VC and/or VG constitutes a demand against and withdrawal from your available VC and/or VG in your User Account. You must have sufficient available VC and/or VG in your User Account in order to complete a transaction within the Software. VC and/or VG in your User Account may be reduced without notice upon the occurrence of certain events related to your use of the Software: For example, you may lose VC or VG upon the loss of a game or the death of your character. You are responsible for all uses of VC and/or VG made through your User Account, regardless of whether or not authorized by you. You must notify Licensee immediately upon discovering the unauthorized use of any VC and/or VG made through your User Account by submitting a support request at www.rockstargames.com/support.

NON-REDEEMABLE: VC and VG may only be redeemed for in-game goods and services. You may not sell, lease, license, or rent VC or VG, convert them into convertible VC, VG and VG may only be redeemed for in-game goods or services and are not redeemable for any sum of money or monetary value or other goods from Licensee or any other person or entity at any time, except as expressly provided herein or otherwise required by applicable law. VC and VG have no cash value, and neither Licensee nor any other person or entity has any obligation to exchange your VC or VG for anything of value, including, but not limited to, real currency.

NO REFUND: All purchases of VC and VG are final and under no circumstances will such purchases be refundable, transferable, or exchangeable. Except as prohibited by applicable law, Licensee has the absolute right to manage, regulate, control, modify, suspend, and/or eliminate such VC and/or VG as it sees fit in its sole discretion, and Licensee shall have no liability to you or anyone else for the exercise of such rights.

NO TRANSFERS: Any transferring, trading, selling, or exchanging of any VC or VG to anyone, other than in game play using the Software as expressly authorized by Licensee ("Unauthorized Transactions"), including, but not limited to, among other users of the Software, is not sanctioned by Licensee and is strictly forbidden. Licensee reserves the right, in its sole discretion, to terminate, suspend, or modify your User Account and your VC and VG and terminate this Agreement if you engage in, assist in, or request any Unauthorized Transactions. All users who participate in such activities do so at their own risk and hereby agree to indemnify and hold harmless Licensee, its partners, licensors, affiliates, contractors, officers, directors, employees, and agents from all damages, losses and expenses arising directly or indirectly from such actions. You acknowledge that Licensee may request that the applicable Application Store stop, suspend, terminate, discontinue, or reverse any Unauthorized Transaction, regardless of when such Unauthorized Transaction occurred (or has yet to occur) when it suspects or has evidence of fraud, violations of this Agreement, violations of any applicable law or regulation, or any intentional act designed to interfere or that otherwise has the effect of or may have the effect of intervening in any way with the operation of the Software. If we believe or have any reason to suspect that you have engaged in an Unauthorized Transaction, you further agree that Licensee may, in its sole discretion, restrict your access to your available VC and VG in your User Account or terminate or suspend your User Account and your rights to any VC, VG, and other items associated with your User Account.

LOCATION: VC is only available to customers in certain locations. You may not purchase or use VC if you are not in an approved location.

Warranty/Technical Support

SOFTWARE STORE TERMS: This Agreement and the provision of the Software through any Software Store (including the purchase of VC or VG) is subject to the additional terms and conditions set forth on or in or required by the applicable Software Store and all such applicable terms and conditions are incorporated herein by this reference. Licensor is not responsible or liable to you for any credit card or bank-related charges or other charges or fees related to your purchase transactions within the Software or through a Software Store. All such transactions are administered by the Software Store and Licensor expressly disclaims any liability for any such transactions, and you agree that your sole remedy regarding all transactions is from or through such Software Store.

This Agreement is solely between you and Licensor, and not with any Software Store. You acknowledge that the Software Store has no obligation to furnish any maintenance or support services to you in connection with the Software. Except for the foregoing, to the maximum extent permitted by applicable law, the Software Store will have no other warranty obligation whatsoever with respect to the Software. Any claim in connection with the Software related to product liability, a failure to conform to applicable legal or regulatory requirements, claims under consumer protection or similar legislation or intellectual property infringement are governed by this Agreement, and the Software Store is not responsible for such claims. You must comply with the Software Store Terms of Service and any other Software Store applicable rules or policies. The license to the Software is a non-transferable license to use the Software only on an applicable device that you own or control. You represent that you are not located in any U.S.-embargoed countries or other geographical areas or on the U.S. Treasury Department's list of Specially Designated Nationals or the U.S. Department of Commerce Denied Person's list or Entity List. The Software Store is a third-party beneficiary to this Agreement and may enforce this Agreement against you.

INFORMATION COLLECTION & USAGE: By installing and using the Software, you consent to the information collection and usage terms set forth in this section and Licensor's Privacy Policy, including (where applicable) (i) the transfer of any personal information and other information to Licensor, its affiliates, and business partners, and to certain other third parties, such as governmental authorities, in the U.S. and other countries located outside Europe or your home country, including countries that may have lower standards of privacy protection; (ii) the public display of your data, such as identification of your user-created content or displaying your scores, ranking, achievements, and other gameplay data on websites and other platforms; (iii) the sharing of your gameplay data with hardware manufacturers, platform hosts, and Licensor's marketing partners; and (iv) other uses and disclosures of your personal information or other information as specified in the above-referenced Privacy Policy, as amended from time to time. If you do not want your information used or shared in this manner, then you should not use the Software.

For the purposes all data privacy issues, including the collection, use, disclosure, and transfer of your personal information and other information, the Privacy Policy located at www.rockstargames.com/privacy, as amended from time to time, takes precedence over any other statement in this Agreement.

WARRANTY

LIMITED WARRANTY: Licensor warrants to you (if you are the initial and original purchaser of the Software but not if you obtain the pre-recorded Software and accompanying documentation as a transfer from the original purchaser) 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 the 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 for which it has been published. However, due to variations in hardware, software, internet connections, and individual usage, Licensor does not warrant the performance of the 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. Because some jurisdictions do not allow the exclusion of 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, mistreatment, 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 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.

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.

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, OR 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.

IN NO EVENT SHALL LICENSOR'S AGGREGATE LIABILITY FOR ANY AND ALL CLAIMS HEREUNDER BY YOU, REGARDLESS OF THE FORM OF ACTION, EXCEED THE GREATER OF THE FEES PAID BY YOU TO LICENSOR FOR THE PRECEDING TWELVE (12) MONTH PERIOD FOR ANYTHING RELATING TO THE SOFTWARE OR US\$200, WHICHEVER IS GREATER.

BECAUSE SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, DEATH, OR PERSONAL INJURY RESULTING FROM NEGLIGENCE, FRAUD, OR WILLFUL MISCONDUCT, THESE LIMITATIONS AND/OR EXCLUSIONS AND ANY EXCLUSION OR LIMITATION OTHERWISE RESULTING FROM THE ABOVE INDEMNITY 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.

WE DO NOT AND CANNOT CONTROL THE FLOW OF DATA TO OR FROM OUR NETWORK AND OTHER PORTIONS OF THE INTERNET, WIRELESS NETWORKS, OR OTHER THIRD-PARTY NETWORKS. SUCH FLOW DEPENDS IN LARGE PART ON THE PERFORMANCE OF THE INTERNET AND WIRELESS SERVICES PROVIDED OR CONTROLLED BY THIRD PARTIES. AT TIMES, ACTIONS OR INACTIONS OF SUCH THIRD PARTIES MAY IMPAIR OR DISRUPT YOUR CONNECTIONS TO THE INTERNET, WIRELESS SERVICES, OR PORTIONS THEREOF. WE CANNOT GUARANTEE THAT SUCH EVENTS WILL NOT OCCUR. ACCORDINGLY, WE DISCLAIM ANY AND ALL LIABILITY RESULTING FROM OR RELATED TO THIRD-PARTY ACTIONS OR INACTIONS THAT IMPAIR OR DISRUPT YOUR CONNECTIONS TO THE INTERNET, WIRELESS SERVICES, OR PORTIONS THEREOF OR THE USE OF THE SOFTWARE AND RELATED SERVICES AND PRODUCTS.

TERMINATION: This Agreement is effective until terminated by you or by the Licensor. This Agreement automatically terminates when Licensor ceases to operate the Software servers (for games exclusively operated online), if Licensor determines or believes your use of the Software involves or may involve fraud or money laundering or any other illicit activity, or upon your failure to comply with terms and conditions of this Agreement, including, but not limited to, the License Conditions above. You may terminate this Agreement at any time by (i) requesting Licensor to terminate and delete your User Account that is used to access or use the Software using the method set forth in the Terms of Service or (ii) destroying (and/or deleting any and all copies of all Software in your possession, custody, or control). Deleting the Software from your Game Platform will not delete the information associated with your User Account, including any VC and VG associated with your User Account. If you reinstall the Software using the same User Account, then you may still have access to your prior User Account information, including any VC and VG associated with your User Account. However except as otherwise prohibited by applicable law, if your User Account is deleted upon termination of this Agreement for any reason, all VC and/or VG associated with your User Account will also be deleted, and you will no longer be available for use the Software or any VC or VG associated with your User Account. If this Agreement terminates due to your violation of this Agreement, Licensor may prohibit you from re-registering or re-accessing the Software. Upon any termination of this Agreement, you must destroy or return the physical copy of Software to 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, computer, gaming unit, or mobile device on which it has been installed. Upon termination of this Agreement, your rights to use the Software, including any VC or VG associated with your User Account, will terminate immediately, and you must cease all use of the Software. The termination of this Agreement will not affect our rights or your obligations arising under this Agreement.

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 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clause at FAR 52.227-19, as applicable. The Contractor/Manufacturer is 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, or proof of damages, to appropriate equitable remedies with respect any of this Agreement, including temporary and permanent injunctive relief, in addition to any other available remedies.

TAXES AND EXPENSES: You shall be responsible for and shall pay and shall indemnify and hold harmless Licensor and any and all of its affiliates, officers, directors, and employees against all taxes, duties, and levies of any kind imposed by any governmental entity with respect to the transactions contemplated under the this Agreement, including interest and penalties thereon (exclusive of taxes on Licensor's net income), irrespective of whether included in any invoice sent to you at any time by Licensor. You shall provide copies of any and all exemption certificates to Licensor if you are entitled to any exemption. All expenses and costs incurred by you in connection with your activities hereunder, if any, are your sole responsibility. You are not entitled to reimbursement from Licensor for any expenses, and will hold Licensor harmless therefore.

TERMS OF SERVICE: All access to and use of the Software is subject to this Agreement, the applicable Software documentation, Licensor's Terms of Service, and Licensor's Privacy Policy, and all terms and conditions of the Terms of Service are hereby incorporated into this Agreement by this reference. These agreements represent the complete agreement between you and Licensor relating to use of the Software and related services and products and supersede and replace any prior agreements between you and Licensor, whether written or oral. To the extent there is a conflict between this Agreement and the Terms of Service, this Agreement shall control.

MISCELLANEOUS: 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 actions 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.). You and Licensor 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. You and Licensor 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 AGREEMENT YOU MAY CONTACT US IN WRITING TAKE-TWO INTERACTIVE SOFTWARE, INC., 622 BROADWAY, NEW YORK, NY 10012

ADDENDUM TO WARRANTY

Warranty for sales in Australia only

Our goods come with guarantees that cannot be excluded under the Australian Consumer Law. You are entitled to a replacement or refund for a major failure and for compensation for any other reasonably foreseeable loss or damage. You are also entitled to have the goods repaired or replaced if the goods fail to be of acceptable quality and the failure does not amount to a major failure. The benefits under this warranty are in addition to other rights you may have under this Agreement or at law.


If you have incurred any expenses in claiming under this warranty, please provide details of these expenses to the Licensor who will meet any reasonable costs of making a claim.

All claims under the warranty for this product should be made to:

Take-Two Interactive Software Pty Ltd, Suites 12 & 16 Upper Deck, Jones Bay Wharf, 26-32 Pirrama Road, Pyrmont Point, NSW 2009
Tel: 1902 262 606
Email: rockstarsupport@8-bit.com.au.

Technical support

If you are experiencing technical difficulties, please visit www.rockstargames.com/support for the latest support contact information and answers to frequently-asked questions. We offer support via web, email, phone, and Twitter.

© 2006-2010 Rockstar Games, Inc. Rockstar Games, Rockstar Games , Grand Theft Auto, Episodes from Liberty City, The Lost and Damned, The Ballad of Gay Tony, the A Take2 Company and their respective logos are trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. in the U.S.A. and/or other foreign countries. Doly, Pro Logic, and the double-D symbol are trademarks of Doly Laboratories. Uses Bink Video Technology. Copyright © 1997-2010 by RAD Game Tools, Inc. Euphoria is a registered trademark of NaturalMotion Ltd. Windows and the Windows Vista Start button logo are trademarks of the Microsoft group companies, and 'Games for Windows' and the Windows Vista Start button logo are used under license from Microsoft. All other marks and trademarks are properties of their respective owners. All rights reserved. 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.

The content of this videogame is purely fictional, and is not intended to represent or depict any actual event, person, or entity. Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protections strictly prohibited.

