September 21, 2005

Dear Store Manager:

Rockstar Games would like to thank you for your ongoing efforts as a key leader and tastemaker in the gaming community. With this in mind, we would like to give you an inside look into the hottest titles of the upcoming holiday season.

Enclosed, you will find important information on our exciting lineup, our official trailers on DVD, and a few branded items we think you may enjoy.

***Grand Theft Auto: Liberty City Stories*** **(PSP)**
*Grand Theft Auto: Liberty City Stories* for the PSP™ Handheld System is an all new adventure set in the now classic Liberty City. Taking place three years prior to the events of *Grand Theft Auto 3*, you'll play as scorned wise guy Toni Cipriani who has just returned to Liberty City after having been forced into exile for killing a made man as a favor to mob boss Salvatore Leone. With the dust settled, the Leone's welcome Toni back and put him back to work as one of their toughest mob soldiers. Taking the best of the Grand Theft Auto universe, *Grand Theft Auto: Liberty City Stories* packs all the freedom, stories, missions, characters, radio stations, and sprawling urban adventure in the palm of your hand.

Take a look at this highly anticipated PSP™ title in action on the enclosed DVD, and then check out our press book to read what the top gaming mags have been saying.

***The Warriors*** **(Xbox and PS2)**
New York, 1979. A battle on the streets of New York City. The armies of the night number 60,000 strong, and tonight they're all after *The Warriors* - a street gang wrongly accused of killing a rival gang leader. *The Warriors* must make their way from one end of New York to their turf on the other side of the city. All that stands between *The Warriors* and their survival are 20 miles and thousands of street gang members. The army of gangs owns the streets and there's no turning back. They must fight for their lives and learn the meaning of loyalty as danger and uncertainty emerge from the city night.

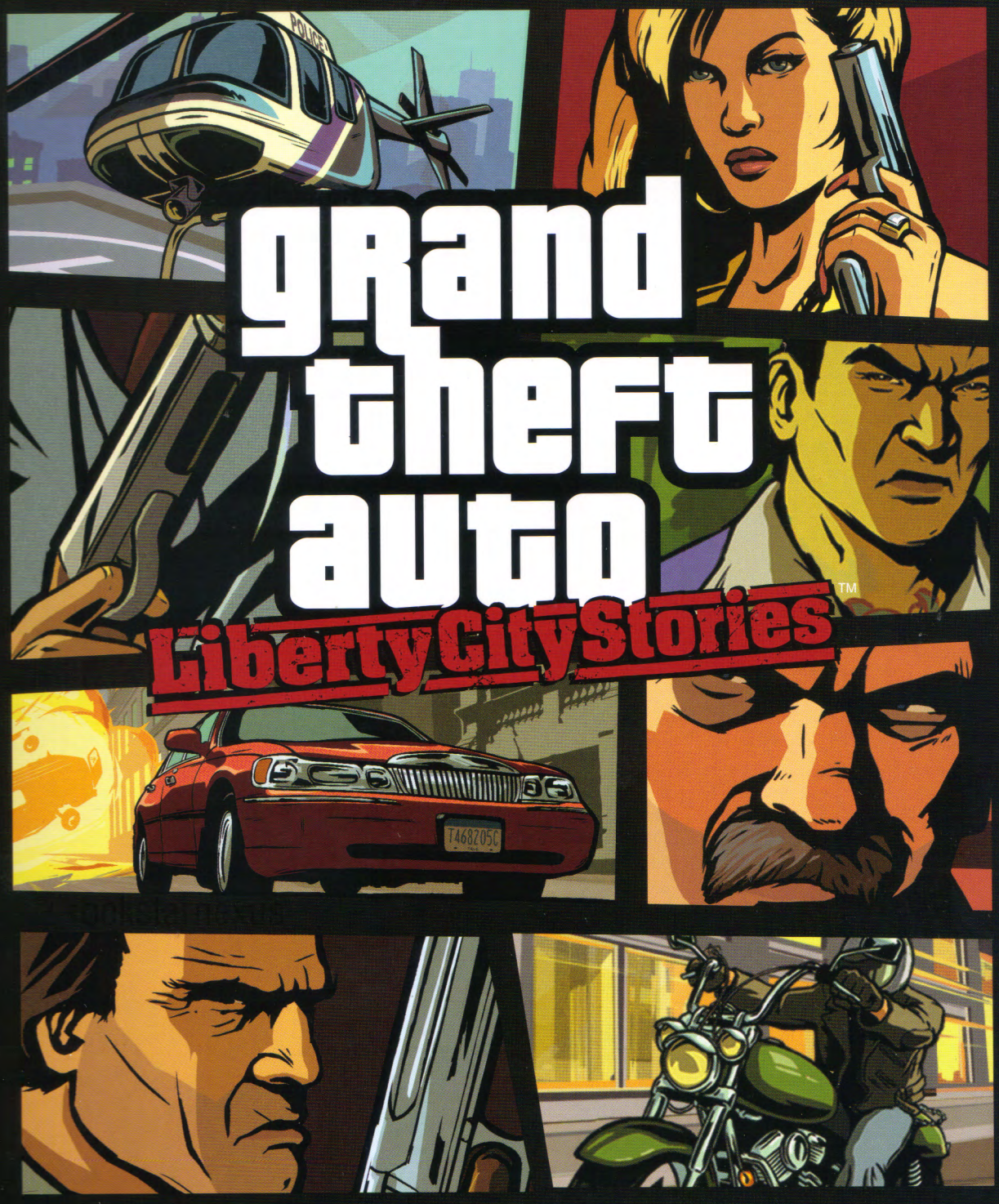
Rockstar Games proudly presents *The Warriors* for the PlayStation®2 and Xbox™ based on the 1979 Paramount Pictures cult classic movie. Developed by Rockstar Toronto, *The Warriors* expands the stylized cinematic journey of the film into a gritty interactive experience set in 1970s New York.

As you'll notice when reading more about this action-packed title in the enclosed book of selected press clippings, anticipation for *The Warriors* is high and we're not planning on disappointing our loyal fans. We've included two trailers featuring gameplay from *The Warriors* on the enclosed DVD so you can check the game out for yourself.

We look forward to working with you to successfully launch *Grand Theft Auto: Liberty City Stories* for the PSP™ and *The Warriors* for PS2® and Xbox™. Thank you again for all of your hard work and support.

Best regards,

**Rockstar Games**



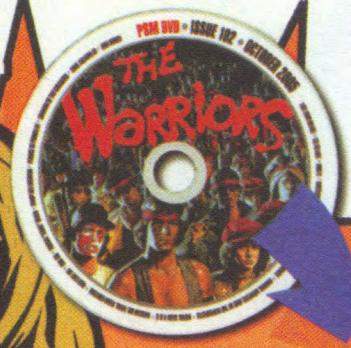

SELECTED PRESS CLIPPINGS

# 8 PS3 GAMES PREVIEWED!

# PSM

100% INDEPENDENT PLAYSTATION 2 MAGAZINE

OCTOBER 2006. ISSUE 102




EXCLUSIVE!!

## grand theft auto
## Liberty City Stories

We played it FIRST!
EXCLUSIVE screens
& mission info

ON DVD

38 Previews!
Shadow of the Colossus
The Warriors
Soul Calibur III
PSM Quiz #2
Much More!

Biggest RPG Clichés

## RESIDENT EVIL 5

Capcom's fright-fest goes to PS3!
FIRST screens!

**Whoa!**
A *Matrix* game that *doesn't* suck!

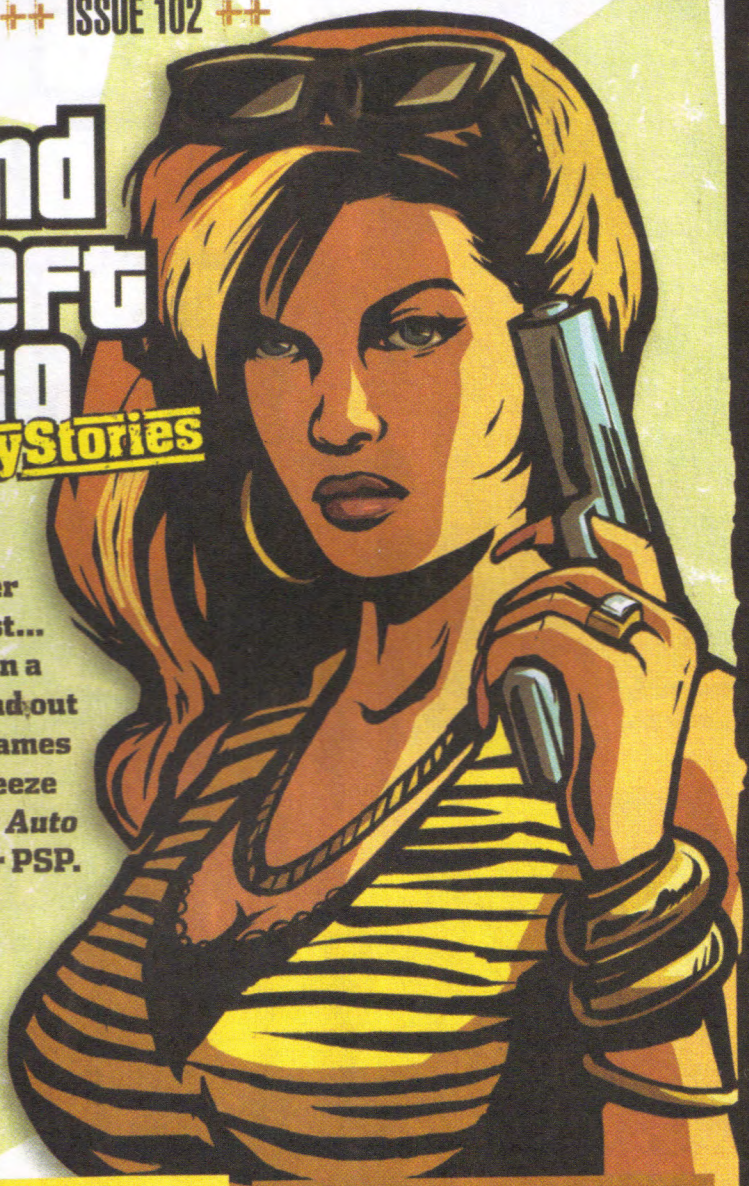
Future
MEDIA WITH PASSION

7 25274 03832 9
$7.99US $9.99CAN
10

**PREVIEW BLOWOUT!** Castlevania: CoD * Soul Calibur III * Dragon Quest VIII * Kingdom Hearts II * We Love Katamari * SSX on Tour

# PSM CONTENTS

++ OCTOBER 2005 ++ ISSUE 102 ++



## grand theft auto
### Liberty City Stories

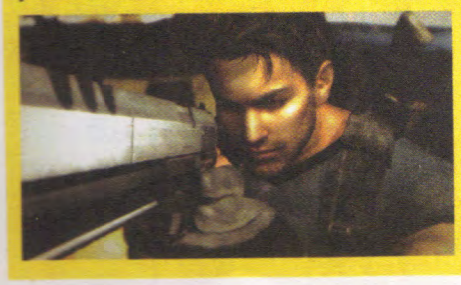
**It's the game that was never supposed to exist... and yet it does, in a big, big way! Find out how Rockstar Games managed to squeeze the *Grand Theft Auto* series onto your PSP.**

61

## RESIDENT EVIL 5

**Everyone's favorite rotting, undead things are coming to the PS3... and they've got a little surprise for you. Find out what it is on page 68... if you dare!**

68



## SECRET PS3 GAMES

**You know all about the big PS3 titles, but what do you know about all those games that got in just under the radar? We thought so. Start learning on page 76!**

76


**PULSE** 6
- Ask a Stupid Question 13
- Calendar 28
- Fandom 26
- Inbox 12
- Lead Story: PS3 Cutbacks 6
- News and Views 8
- Pitch The Pros 18

**PREVIEWS** 30
- AND 1 Streetball 52
- Castlevania: Curse Of Darkness 49
- Dragon Quest VIII: JOTCK 44
- GripShift 54
- Infected 54
- Kingdom Hearts II 48
- L.A. Rush 49
- Marvel Nemesis: ROTI 54
- The Matrix: Path Of Neo 30
- Metal Gear Ac!d 2 53
- Metal Gear Solid 3: Subsistence 52
- NBA 06 36
- NBA 06 (PSP) 36
- NBA Live 06 52
- Prince Of Persia 3 52
- Resident Evil 4 49
- Shadow Of The Colossus 49
- The Sims 2 54
- Soul Calibur III 48
- Spartan: Total Warrior 52
- SSX On Tour 53
- Star Wars Battlefront II 52
- Star Wars Battlefront II (PSP) 53
- Tiger Woods 2006 54
- Tony Hawk's American Wasteland 40
- Ultimate Spider-Man 49
- We Love Katamari 52
- Worms 53

**REVIEWS** 82
- Armored Core: Nine Breaker 88
- Beat Down: Fists Of Vengeance 90
- Big Mutha Truckers 2: TMH 94
- Charlie & The Chocolate Factory 94
- Fullmetal Alchemist 2: CCE 94
- Legend of Kay 90
- Makai Kingdom 93
- NASCAR 06: TTC 91
- Outlaw Tennis 92
- Pump It Up: Exceed 88
- Rainbow 6: Lockdown 82
- Scoreboard 97
- Top Spin 92

**SUPERPLAY** 98
- Cheater, Cheater 100
- The Spoiler Page 102
- Thunderdrome 98

**ENDPAGE** 104

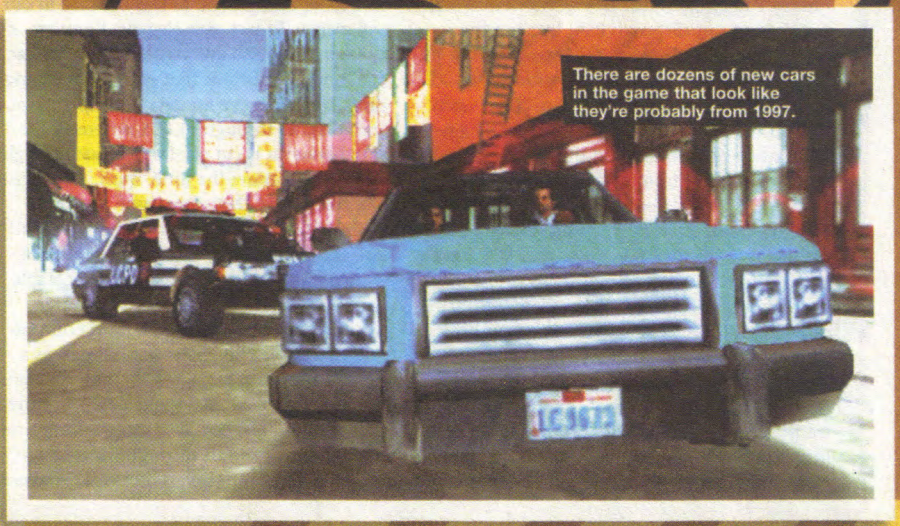

cartoonline.com

HANDS ON!

# grand theft auto
## Liberty City Stories

**We tell you from first-hand experience why this game will change portable gaming forever**

From the start, *Grand Theft Auto: Liberty City Stories* was never meant to be. Consider the circumstances: the PSP's limited control scheme was immediately seen as an issue; then the reduced capacity of the UMD (1.8GB versus a dual-layer, 9GB DVD used with *San Andreas)* came up; later, concerns about the load times and most importantly, the battery life, became the new "it" issue. How could a series so ambitious, even on a full-blown console, be scaled down and made to fit into a hole half the size of its own concepts? Would it even be possible? (Spoiler: The answer is yes.)



There are dozens of new cars in the game that look like they're probably from 1997.

# The New Liberty City

## A city you thought you knew isn't quite the same

Since *GTA3*, a lot has changed. We don't really mean since *GTA3*'s time period (after all, that game is technically the most current one, taking place in 2000-2001). We mean in terms of technology. For example, remember when bikes were added in *Vice City*? Now you can use them in the PSP game. Here's a list of stuff Rockstar has added to a once simpler Liberty City...

**Motorcycles** As we mentioned, motorcycles are in. Sure, you've probably raced a bazillion of them by now in the other *GTA* games — but not in Liberty City.

**Snow** This weather effect is actually new to the *GTA* universe, not just *Liberty City*. The one thing to keep in mind is that it will actually affect the driving physics, as the roads become more slippery.

**Shooting** The improved targeting system from *San Andreas* has made its way to *LCS*. Now it's much easier to lock-on, free aim, and cycle through enemies

**Interiors** All those poor roomless buildings from *GTA3* now have yummy insides. No loading when you go in or out, either.

**Wardrobe** Again, a feature found in games post *GTA3* has retroactively been added to Liberty City. New outfits to change into means more Barbie fun for you.

**Automobiles** Okay, you've always been able to drive cars, but now there are dozens of completely new vehicles never before seen in a *GTA* game. Start 'em up!

**Ferries** Bridges are so three years ago in 1997. Get with the times and take a ferry to another island if you don't want to drive.

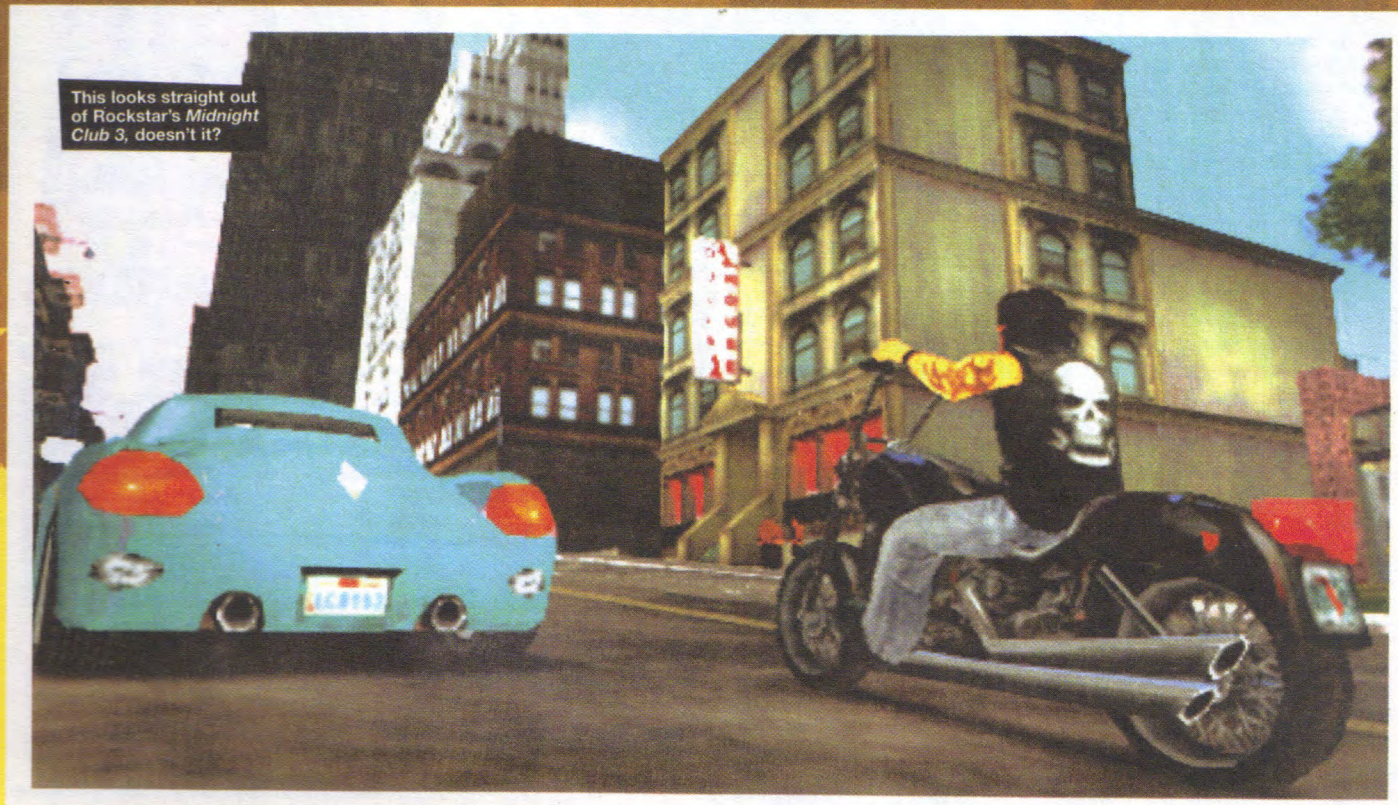
**HUD** A new transparent HUD lets you see more information at once — great for the PSP's smaller screen.

**Shops** Like all those fake businesses in the *GTA* games? Well, some classics return to Liberty City as well as all new ones.

**Taxi Rides** As in *San Andreas*, there will be a taxi waiting at the hospital to take you back to the mission you just failed if you choose to retry it.

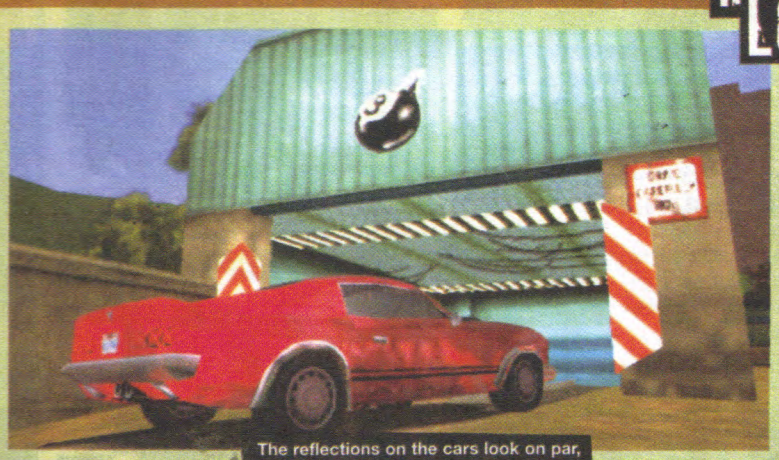
As if you didn't know by now: There are motorcycles in Liberty City.

It's like *The Three Stooges*, only with guns and violence.

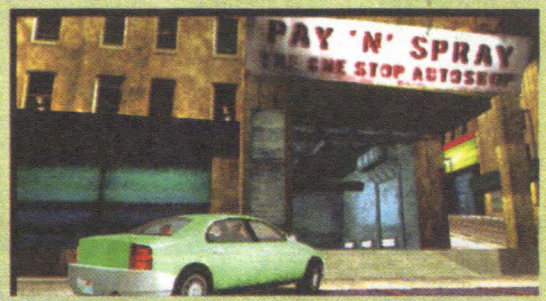


This looks straight out of Rockstar's *Midnight Club 3*, doesn't it?

# "LCS IS A FULLY-REALIZED GTA GAME"



The reflections on the cars look on par, if not better than the console games.




It's our old friend the Pay 'N' Spray. We've missed you, buddy.

That motorcycle sure is happy about something...

What's more nostalgic, the classic Ammu-Nation store or the gaudy hooker hanging out on the right? That's what we thought.

The draw distance in the game is surprisingly far, and perhaps better than in *GTA3*.

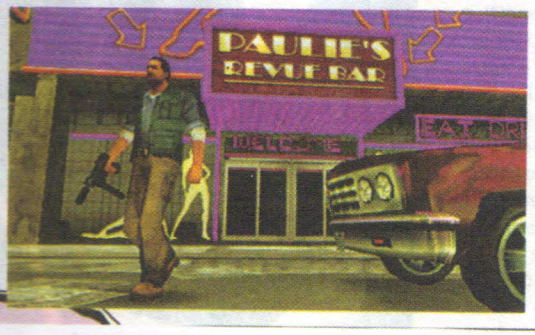
**Gamepro**
**Circulation: 554,335**
**September 2005**

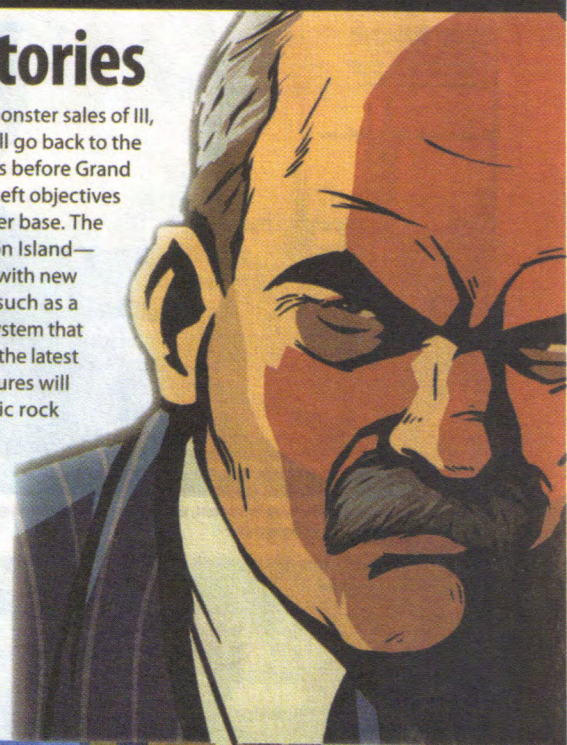


# Grand Theft Auto: Liberty City Stories

PSP

Grand Theft Auto is one of the most popular gaming series available as shown by the monster sales of III, Vice City, and San Andreas. The first Grand Theft Auto PSP title, Liberty City Stories, will go back to the beginning and follow the adventures of Toni Capriani in the titular location three years before Grand Theft Auto III. As a foot soldier for the mob, Toni's missions consist of the usual Grand Theft objectives that fall along the lines of rubbing out competing gangs while strengthening his power base. The entire Liberty City has been reproduced from GTA III—Shoreside Vale, Portland, and Staunton Island—albeit with a few cosmetic changes. However familiar as the geography may be, the game is rife with new and innovative play mechanics, such as a brand-new targeting and aiming system that even surpasses the one featured in the latest GTA, San Andreas. Additional features will include a hefty selection of classic rock music (no word on who the artists may be), over 100 hours of gameplay, and a ton of side missions and diversions—including taxi service, hidden packages, and more. Whittling a mammoth game like Grand Theft Auto down to a handheld system is no easy feat, but Liberty City Stories looks as if it can deliver the goods that fans of the series crave.—*Major Mike*



- **First Look**
- Developer: Rockstar Leeds
- Publisher: Rockstar Games
- Target release date: Fall 2005

EGM
Circulation: 600,000
September 2005

PSP

# GRAND THEFT AUTO: LIBERTY CITY STORIES

Publisher: Rockstar
Developer: Rockstar Leeds
Release Date: October 2005

## Same town, different story

Once upon a time, a man with no name came to Liberty City. He was a very, very bad man, and he did many very, very bad things. So bad, in fact, his adventures (as chronicled in *Grand Theft Auto III* on the PS2 and Xbox) caused people in the real world to do bad things as well, which made all the grown-ups become mad at videogames for a while.

This story isn't about the man with no name, however, but rather one of his bosses in *GTA3*, Toni Cipriani (who is also a very bad man). Three years before the man with no name arrived in Liberty City, Mr. Cipriani himself was just returning to town after being away for a long time, hiding from other bad men that he'd hurt. Now Mr. Cipriani is back, ready to show everyone why Liberty City stories weren't meant to be told to children.

Here's what you can expect from his adventures.... —*Dan "Shoe" Hsu*

### Welcome to the Jungle...Again

It's Liberty City all right. All three major areas (Portland, Staunton Island, Shoreside Vale) are intact, which means this little PSP disc is packing in an insane amount of urban real estate. It's impressive from a technology standpoint but may be a bit disappointing for fans who've seen it all before. Because *Liberty City Stories* takes place only three years before *Grand Theft Auto 3*, not much has changed since we last visited the town. You will see some new (or rather, old) businesses. For example, on the PSP you'll see Paulie's Revue Bar, which will later become Luigi's Sex Club in *GTA3*.

Throughout the city, you'll also find stunt opportunities for your cars, hidden packages, and rampages (during which you go hog-wild and shoot as many civvies as you can within the time limit), just like in previous *GTA*s.

This town *is* big enough for two gun-happy, carjacking gangsters.

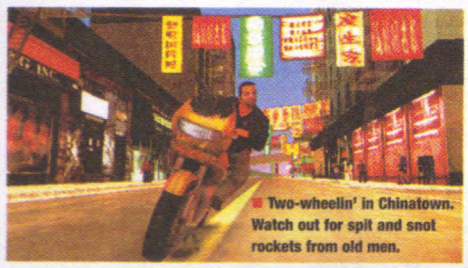
>> *GTA: LIBERTY CITY STORIES* WILL FEATURE CELEBRITY VOICE ACTING AND SEVERAL RADIO STATIONS WITH LICENSED TUNES.... >>

EGM
Circulation: 600,000
September 2005

# GTA (CONT.)

## Now Featuring

*Liberty City Stories* jacked several post-*GTA3* improvements, such as new cars, motorcycles, and *GTA: San Andreas*' trip skips (to save you time when replaying failed missions) and improved targeting system (with the ability to cycle through enemies), though you still can't shoot as effectively as you can in, say, every other videogame on the market. Unfortunately, you won't be building up your character's stats as in *San Andreas*, and you still can't swim, as Liberty City wasn't designed for that. You will, however, get to dress up in different outfits. Rockstar won't say quite yet what effect this has on gameplay.

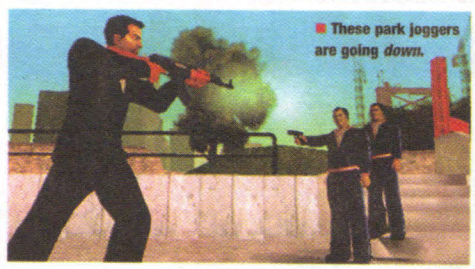


Two-wheelin' in Chinatown. Watch out for spit and snot rockets from old men.

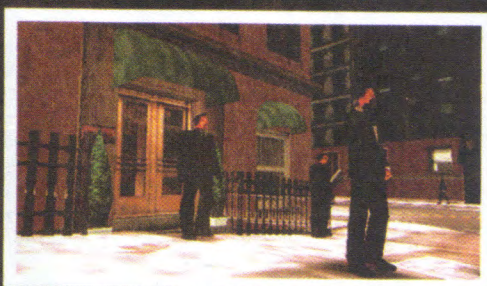
## Story Time

Although the city is a familiar concrete jungle to most of us, the adventure is all new. As you'd suspect, Toni's return to Liberty City isn't a quiet one, with the Sindacco family, the police, and even the mayor's office "welcoming" him home like a parade gone horribly wrong.

We've seen two missions so far. In one, the don sends you to pick up some money at a warehouse, which blows up just as you get there. You must scramble around picking up all the loose change while picking off Triad gangsters. In another mission, you have to stop four waves of Sindacco thugs from blowing up a casino. It starts with two cars full of hit men, then an armored truck, and finally, a dynamite-packed van, which you have take over and drive out of harm's way. In all, Rockstar promises "a lot" of missions that can add up to between 80 and 120 hours of gameplay.

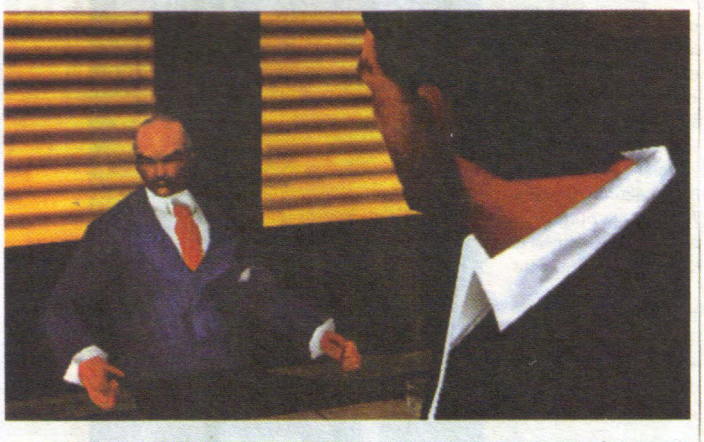


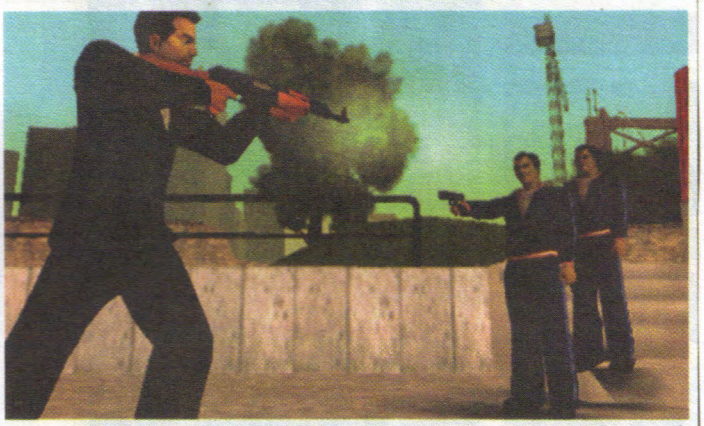
These park joggers are going *down*.



>> RUMORS HAVE BEEN CIRCULATING THAT *GTA: LCS* WILL HAVE MULTIPLAYER SUPPORT, BUT ROCKSTAR WON'T CONFIRM OR DENY THIS.... >>

OPM
Circulation: 350,354
September 2005





# GTA: LIBERTY CITY STORIES

## ONCE UPON A CRIME

**The game industry** is often critiqued for its shallow story lines. And that critique only serves to help the *Grand Theft Auto* series stand apart: The way the plots from the games are intricately woven is nothing short of impressive. Toni Cipriani, the protagonist for the PSP-exclusive *Liberty City Stories*, was introduced back in *GTA3*, but this latest game should provide a lot more insight into who he is.

So, what do we know so far about Toni? Well, according to Rockstar, Mr. Cipriani is a man with a temper, but he has his soft side, too. He's very devoted to his mother (and her restaurant, fittingly named Momma's Restaurant) and loves eating her ziti and veal. But don't criticize Toni's momma's cooking—he's been known to crack heads together if anyone doesn't agree with his opinion that her food is the best around.

In these new screens, you can see Toni using up all the energy he gets from that home cooking as he wields weapons, races around town, and blows up anything that gets in his way.

**Pub.** Rockstar **Dev.** Rockstar Leeds

PSE
Circulation: 225,000
September 2005

GRAND THEFT AUTO:
LIBERTY CITY STORIES

# More Tales of the City

By Chris Morell

g: Action | p: Rockstar | d: Rockstar Leeds | rd: Fall 2000

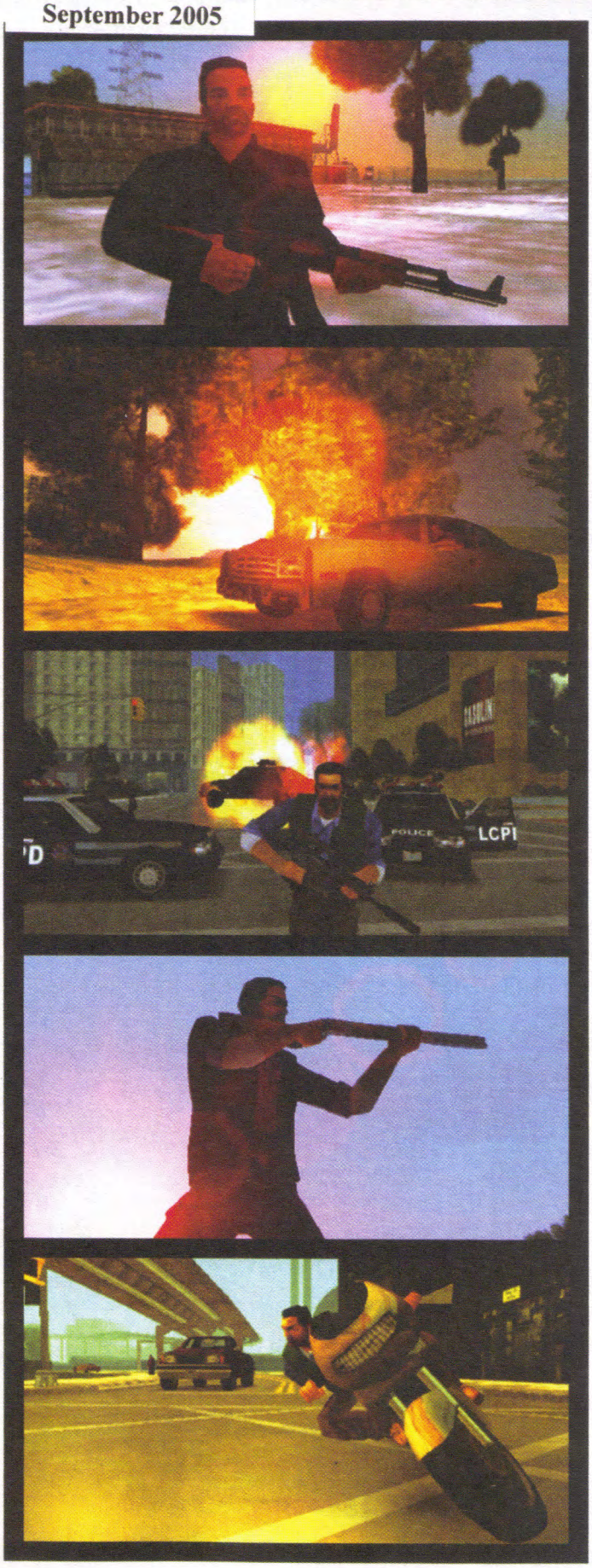
PSE
Circulation: 225,000
September 2005

In many ways, Grand Theft Auto III broke down the genre barrier that separated console games in this and any previous generation. In fashioning a new action-oriented, open-ended style of play (which other publishers have had mild to little success in trying to duplicate), Rockstar North essentially tossed labels out the window, challenging the gamer to create their own personal experience with GTA III. Not only could one play out the story missions at his/her own discretion, there was also a seemingly infinite amount of ways to go about completing the aforementioned. Need to take out a group of vengeful Triads? Well, you could run them down with a Mafia Sentinel, rock the Uzi on a well-timed drive-by, or get out of the car altogether and do some damage on foot…or better yet, why not catch your whip on fire, bail out and unleash a car bomb on the group of bangers…or even raise your wanted level and let the cops accidentally take out some Triads as you escape to the Pay 'N' Spray and ditch the heat altogether! It is this level of personalization inside the GTA universe that tickled our gaming bone back in 2001, sold millions of copies worldwide, and helped sell more PS2s than any Sony advertising or marketing campaign ever could. And with PSP sales sluggish in the U.S. and Japan, we'll see just how much pull the biggest gaming series on the planet has when Grand Theft Auto: Liberty Stories hits stores this fall.

As with Midnight Club 3: DUB Edition, Rockstar isn't skimping on the portable version and Liberty City Stories will be a console comparable experience set in the complete world of LC and its three separate regions: Portland, Staunton Island and Shoreside Vale. The story itself takes place three years prior to the events in GTA III, where you play as Toni Cipriani, returned from a forced hiatus for killing a made man for the infamous Salvatore Leone. If you don't remember Toni, think back to early GTA III. He owned a restaurant in St. Mark's, absolutely hates Triads, and is most well-known for bellowing the classic GTA quote, "Nobody, I mean nobody messes with Toni Cipriani!". Welcomed back into the Leone family, Toni is put to work as one of Salvatore's most dangerous mob recruits in a turf war that pins the Leones up against the rival Sindacco family, the Liberty City Police Department, and even the Mayor's office.

We received some up-close and personal time with Liberty City Stories, including an impressive demo that showed off updated lighting and shading models, real-time reflections and updated draw distances, as well as a sneak peak into two of the game's story missions. The first, "The Trouble With Triads," sets Toni off to pick up some duckets from one of the Don's warehouses, only to discover there is trouble afoot. The Triads have torched the warehouse and Toni must risk his own tail to grab the loot before the whole place goes up in flames. In "Casino Rumble", the Sindaccos pay a visit in the form of demolition hitmen! Toni will, by any means possible, have to ward off a couple on-foot thugs, an armored car and, eventually, a van rigged full of explosives to keep the casino in one piece. Both missions are comparable to just about any other console GTA experience, and nothing seemed "dumbed down" to portable standards. In fact, the PSP controls seemed to suit the GTA world just fine, and a revamped targeting system (upgraded even from San Andreas) makes up for the lack of dual shoulder buttons on the handheld.

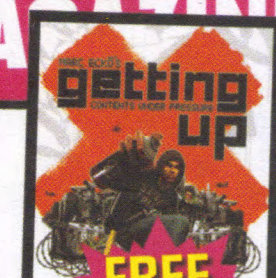
Rockstar has promised the GTA usuals, including a full-scale soundtrack, new pedestrian speech, familiar landmarks including Ammu-Nations and Pay 'N' Sprays, hidden packages, new stunt jumps and rampages. And, for the first time, motorcycles will make a much-anticipated debut in Liberty City! Overall, we were extremely impressed with the current state and performance of Liberty City Stories—there is no doubt it will be a system defining experience—and can't wait to get our hands on it in a few months. **pse!**



PSM
Circulation: 400,000
September 2005

WORLD'S #1 PLA ON MAGAZINE

# PSM




FREE Graffiti Art Magazine!

SEPTEMBER 2005. ISSUE 101

## grand theft auto
### Liberty City Stories

FULL STORY!

SEXY DVD QUIZ!
Go one-on-one with our PlayStation trivia diva!

PSP REVIEWS
Dead to Rights
Midnight Club 3
Death Jr.

Hands On!
KING KONG

## 2005 SWIMSUIT SPECIAL

12 PAGES of your favorite game girls!

DVD BONUS: Even MORE *hot* pics!

CHO BRANDO

Future
MEDIA WITH PASSION

$7.99US $9.99CAN

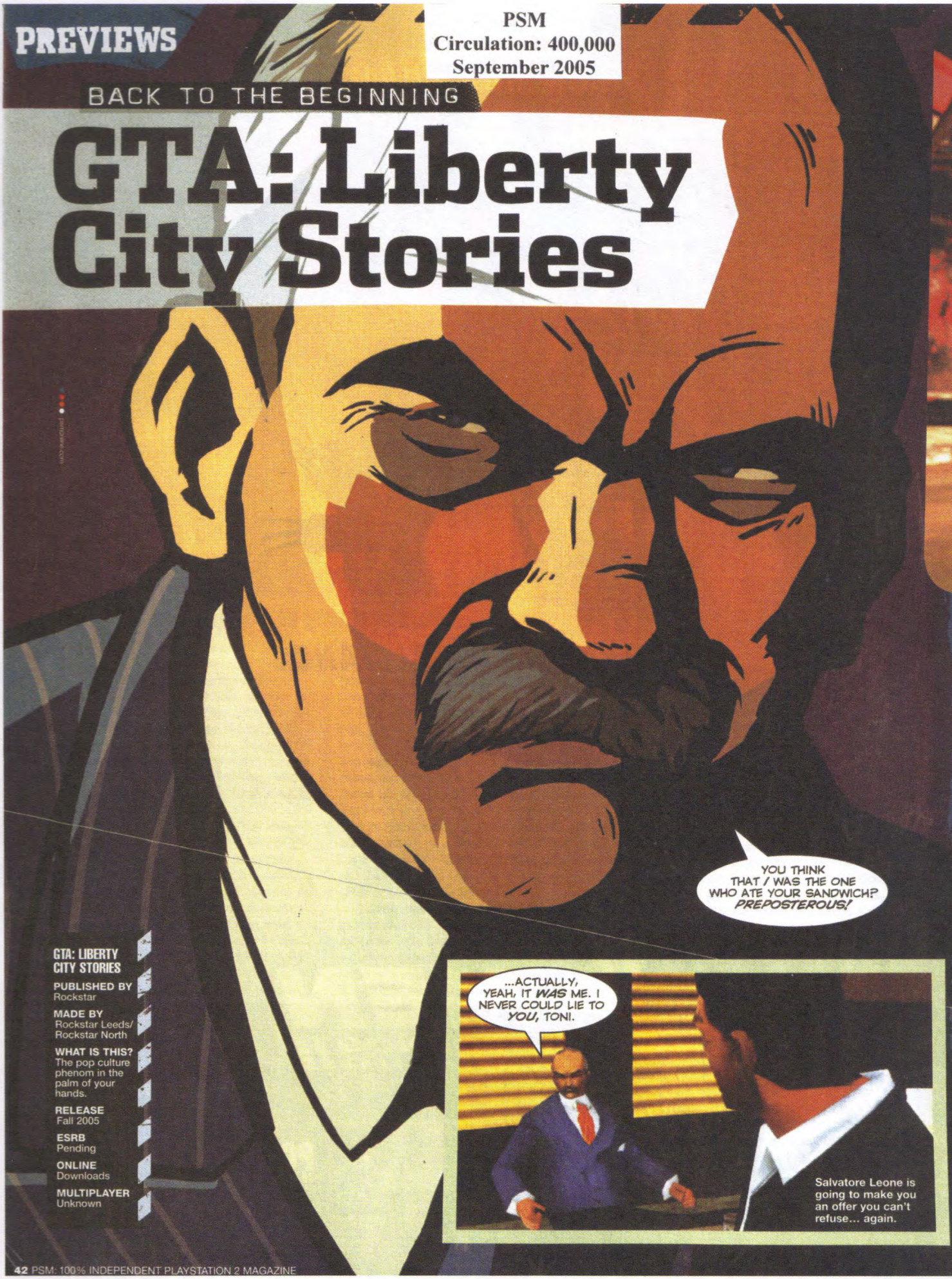
09

7 25274 03832 9

PSM
Circulation: 400,000
September 2005

BACK TO THE BEGINNING

# GTA: Liberty City Stories




**GTA: LIBERTY CITY STORIES**

**PUBLISHED BY**
Rockstar

**MADE BY**
Rockstar Leeds/ Rockstar North

**WHAT IS THIS?**
The pop culture phenom in the palm of your hands.

**RELEASE**
Fall 2005

**ESRB**
Pending

**ONLINE**
Downloads

**MULTIPLAYER**
Unknown

PSM
Circulation: 400,000
September 2005

Liberty City must have put a ban on motorcycles shortly after the events of this game.

PSP

# The GTA revolution is going portable

We have to be honest — when we first heard that *GTA* was coming to our favorite portable system, we were skeptical. First, we thought it would be a top-down game, similar to the original *GTA* on PSone. Then we thought it would look like *GTA3*, but wouldn't have the open city, like the PSP version of *Spider-Man 2*. After all, *GTA's* open city would be impossible on the PSP... right?

How wrong we were. *Grand Theft Auto: Liberty City Stories* is exactly what you'd expect from a *GTA* game, only portable. Guns? Check. Carjacking? Check. A fully realized 3D world in which you're free to do pretty much anything you want, including meeting with shady characters who send you on missions of questionable legality? Check, check, and check. Yep, this is *GTA* all right.

So what's it all about? Well, it's not a port of *GTA3*, if that's what you're thinking. Yes, as the title explicitly suggests, it takes place in Liberty City — the landscape made famous in *GTA3* — but there's a new star this time 'round; or rather, an old one.

Let's take the Wayback Machine to when you played *GTA3*. Do you remember a guy named Toni Cipriani (voiced by Michael Madsen), who handed out missions at his mom's restaurant? He was the guy who hated the Triad and sent you on missions to deal with them. Let's just say you weren't very popular with the Triad by the time you completed all of his tasks. Ever wonder what his deal was? Well, now you'll be able to find out, because Toni Cipriani is the main character of *Liberty City Stories*.

Taking place three years before the events of *GTA3* — that's about 1998 or so, for those who don't want to do the math — *Liberty City Stories* follows Toni Cipriani as he moves up in the criminal world. While it may not seem like it, three years is a lot of time, and there are bound to be some changes. For example, three years before Sex Club 7 became the place where Luigi (Joe Pantoliano) gave work to the mute *GTA3* protagonist, the strip club was called Paulie's Revue Bar.

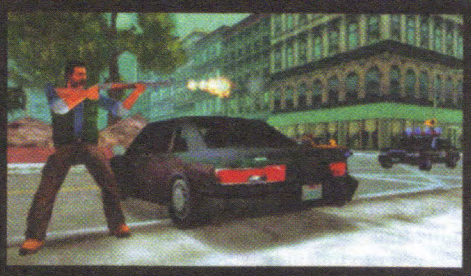
It's a whole city that you can take anywhere you want to go. The future is now.

One of the two missions we saw actually starts out at the club: Toni is given the task of protecting one of the mob's properties from the incoming Triad, so he jacks a cab and chases them down, but it quickly becomes an all-out war. It's the Triad versus Toni, and neither side cares who gets caught in the crossfire. The Triad try sending out a Patriot (a.k.a. a Humvee), but Toni quickly deals with them by ramming the Patriot into some traffic. It's like shooting fish in a highly explosive barrel. Then a large truck packed with explosives drives up, leaving Toni with barely enough time to jack it, drive it a safe distance away from the club, and run to safety outside of the blast radius. This is definitely the *GTA* we all know and love.

In case you're still not convinced, here's

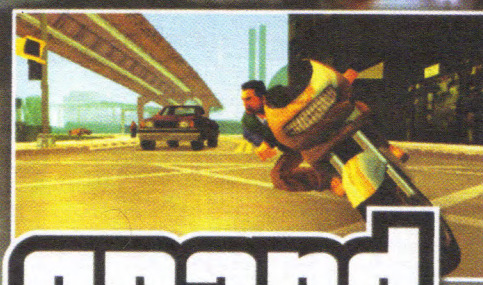
## Multiplayer Mayhem

Rockstar was tight-lipped when we asked about the possibility of Wi-Fi multiplayer in *GTA: Liberty City Stories*, but we hope they're at least considering it. We enjoyed the cooperative missions in *San Andreas* well enough, but think about how cool it would be to have deathmatches on the streets of Liberty City, or even complete story missions with some assistance from your buddies!



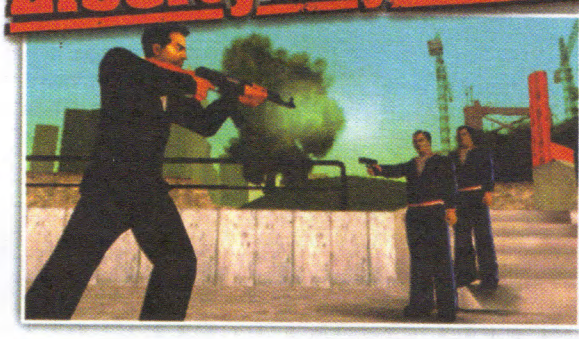
Creating havoc by yourself is fun, but multiplayer would make it even better, don't you think?

Hardcore Gamer
August 2005



# grand theft auto
## Liberty City Stories

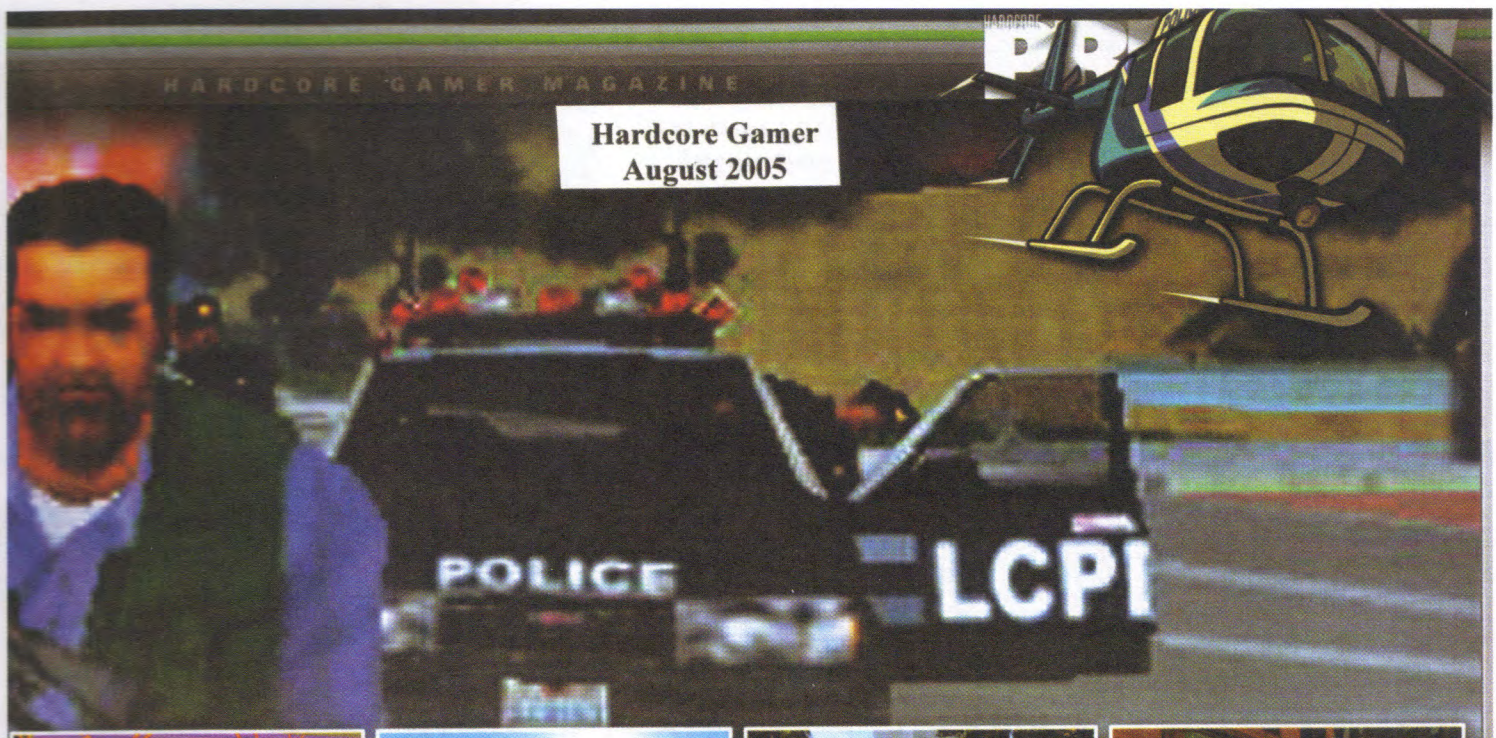
**All but guaranteed to cement the PSP's success and sell tons of hardware units this holiday season, the release of the highly anticipated *Grand Theft Auto: Liberty City Stories* is finally drawing near.**



An all new epic action game set in Liberty City, *GTA: LCS* takes place three years prior to the events in *Grand Theft Auto III*. *GTA: LCS* puts you in the role of a scorned wise guy, Toni Cipriani. Cipriani has just returned to Liberty City after having been forced into exile. He killed a made man as a favor to mob boss Salvatore Leone. After a cooling-down period, Toni's welcomed back by the Leones, who put him to work as one of their toughest mob soldiers. What ensues is a surprising full-fledged *GTA* adventure that will be on par, in both size and scope, with any *GTA*s that have come before it.

We recently had the chance to sit down and play *GTA: LCS* on the PSP and can say with confidence that the game looks and plays as well, if not better, than the original *GTA III*. All of Liberty City is in the game—Portland, Staunton Island and Shoreside Vale—but each neighborhood has been meticulously recreated for the PSP with all new businesses, pedestrians and missions. Everything you would expect from a *GTA* game has been packed into this portable version, from full-scale audio production, including an all-new soundtrack played on changeable in-game radio stations, and tons of vehicles, including motorcycles (a first for Liberty City) to classic *GTA* gameplay elements (side missions, hidden packages, insane stunt jumps, rampages, etc.) and the trademark atmosphere (changing weather, day-to-night cycles, chattering pedestrians and ambient traffic). In addition, Rockstar has packed in some new features, and a few from *Grand Theft Auto: San Andreas*, including the ability to purchase outfits.

Hardcore Gamer
August 2005

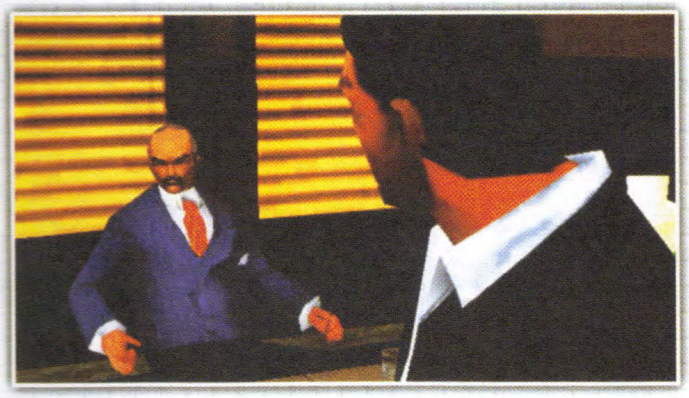


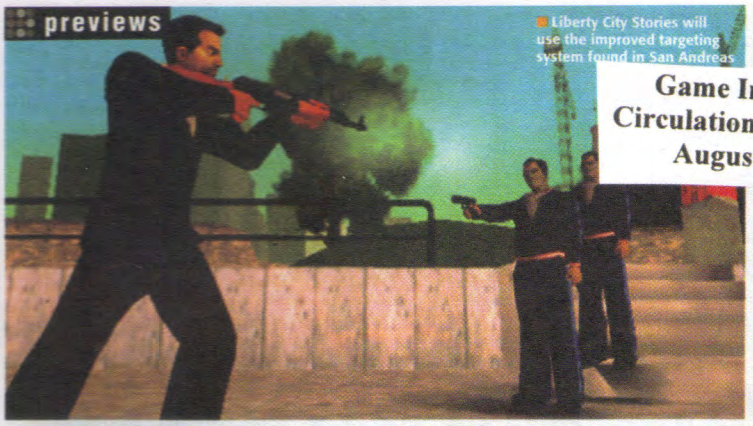
**Publisher :** Rockstar
**Developer :** Rockstar Leeds
**Release Date :** Fall 2005

**Genre(s) :** Action
**Category :** Sandbox
**# of players :** 1-2

**Preview by Roger Danish**

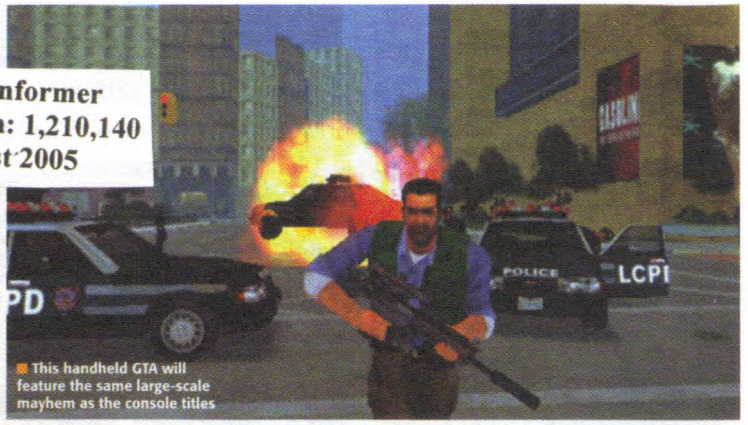
To say we were impressed by the early code is an understatement. The missions, while still purely *GTA*, have been set up for quick, on-the-go play, and visually, details like the use of a semi-transparent HUD overlay make the best use of the PSP's screen size. The only things that have us concerned at the moment are the final frame rate and load times. Hopefully, Rockstar Leeds has learned a thing or two from the development of *Midnight Club III*, and will be able to address and fix these issues before the game ships in October.



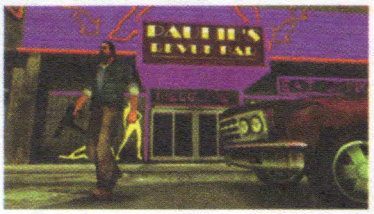


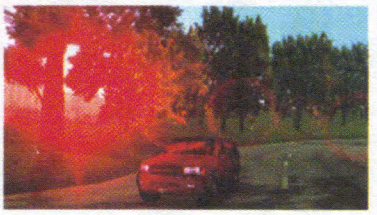
Liberty City Stories will use the improved targeting system found in San Andreas

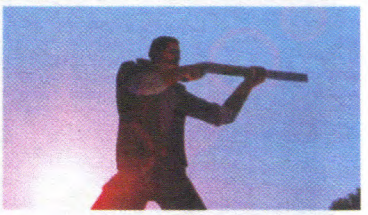
Game Informer
Circulation: 1,210,140
August 2005




This handheld GTA will feature the same large-scale mayhem as the console titles





PSP

# Grand Theft Auto: Liberty City Stories

**> STYLE** 1-PLAYER ACTION/RACING **> PUBLISHER** ROCKSTAR GAMES **> DEVELOPER** ROCKSTAR LEEDS **> RELEASE** FALL

## THE FIRST PSP BLOCKBUSTER?

It's no secret that Rockstar's Grand Theft Auto series was one of the key factors in the massive success of the PlayStation 2 in this console generation. Along with its record-breaking sales, GTA became a phenomenon, drawing a new audience to Sony's hardware platform and earning a place in the pop culture pantheon. Now, Rockstar is bringing the franchise to Sony's newest system, the PSP, in the form of an all-new title developed by Rockstar Leeds (which did excellent work on Max Payné for the GBA and the PSP port of Midnight Club 3). Although PSP has been a moderate success so far, both Rockstar and Sony hope that Grand Theft Auto: Liberty City Stories will be a blockbuster that will drive unit sales and establish the handheld as a mass-market gaming device.

During a recent visit to the Game Informer offices, Rockstar's Todd Zuniga stressed that, despite the fact that the game is a return to the universe of Grand Theft Auto III, it is not a simple handheld port. "This isn't GTA III," said Zuniga. "This is an entirely new game… It's in the 80 to 100 hour range, comparable to GTA III. There's the hidden packages, stunt jumps, Rampages, taxi missions, vigilante missions – all that stuff's in there."

The game features a new star, Toni Cipriani, who hardcore fans will recognize as the proprietor of St. Mark's Bistro in GTA III. Although Rockstar is not confirming the voice talent involved with the game, it's worth noting that Toni was originally voiced by actor Michael Madsen. The story is set three years before the start of GTA III, and follows Cipriani's return to Liberty City after an extended absence. Apparently, Toni had pulled a hit for the infamous Don Salvatore Leone, and had to head out of town while things cooled off. Of course, now that he's back in the mix, Toni can't wait to get his hands dirty with some criminal activity. Given the setting, expect to encounter a number of familiar faces from the GTA universe during your adventures in Liberty City.

"There will be crossover with all those characters," confirms Zuniga. "We're going to use the full scope of GTA, pulling [in] things when it makes sense."

Liberty City Stories will also introduce some of the improvements and additions that have been implemented in the series since GTA III. New vehicles and weapons are planned, most notably the full spectrum of two-wheeled transportation, including motorcycles, dirt bikes, and scooters. You'll also be able to change Toni's appearance through unlockable outfits. More importantly, the targeting system is based on an improved version of the San Andreas scheme, making for what Zuniga feels is the "the best [targeting system] we've had so far."

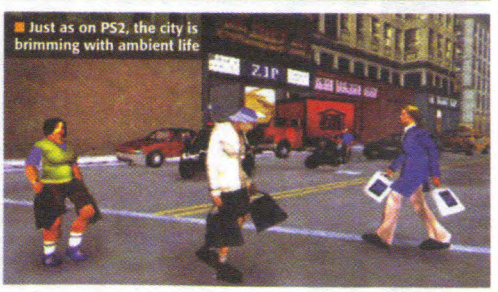
Watching the game in action, it's hard not to be impressed by what Rockstar Leeds has accomplished. The entirety of Liberty City has been recreated on the PSP, complete with new storefronts and other subtle changes to reflect the different time period. The cars glisten with reflective maps and sport full damage models including light coatings of dirt and grime. Although pop-up issues are still being addressed, it's quite shocking how good this game looks at this stage in development. The framerate is already stable, and the controls appear to be on par with any game in the series. The missions we witnessed included a supposedly simple cash pick-up at one of Leone's warehouses that resulted in a huge explosion followed by a high-speed car chase with the Triad, and a more complex objective in which Toni had to defend a casino from a series of car bombs.

However well-done the GBA versions of Grand Theft Auto might have been, Liberty City Stories is the first time that the franchise is being brought to a handheld without compromise. It's not a handheld "version" of GTA; it's simply GTA – with all of the depth, gameplay, and content that gamers have come to expect from Rockstar. At this point, the only question that remains is how the developers will be able to handle the PSP's sluggish loading times and short battery life (the demo we saw was running on a development kit). However, based on what it has already accomplished in the development of this title, we expect Rockstar Leeds has what it takes to bring the game to completion in fine style. ■■■

This time, you'll be able to cruise Liberty City on a full selection of bikes

Rockstar promises all of the cop, ambulance, and side missions from the other GTA titles

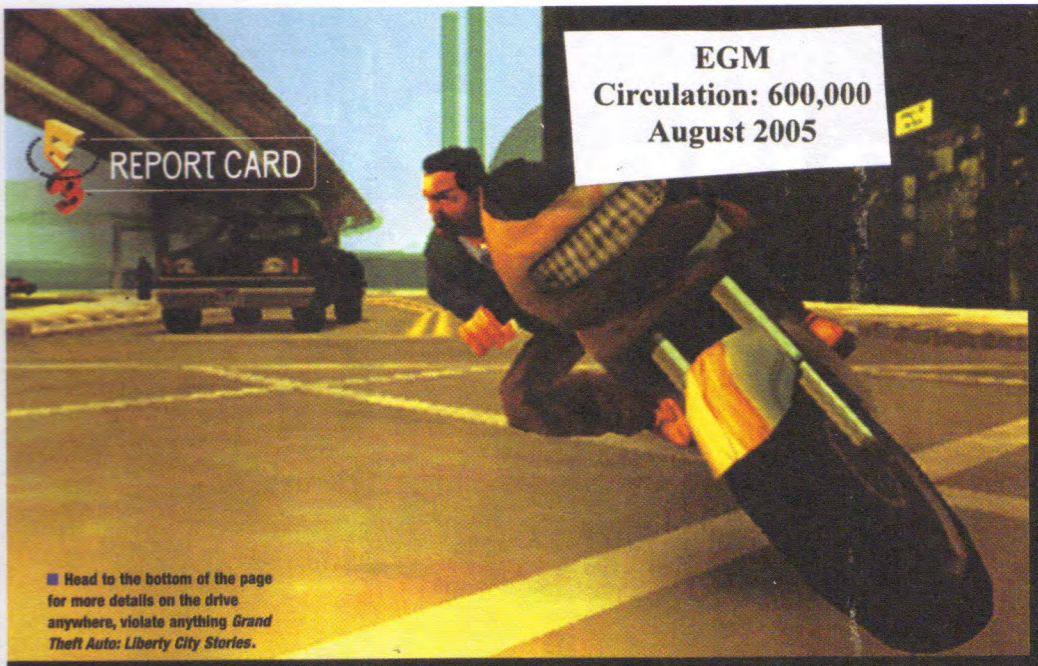
Although it takes place back in Liberty City, the game's plot is completely new




Just as on PS2, the city is brimming with ambient life

REPORT CARD

**EGM**
**Circulation: 600,000**
**August 2005**



■ Head to the bottom of the page for more details on the drive anywhere, violate anything *Grand Theft Auto: Liberty City Stories*.

■ *MediEvil Resurrection*: A little too much of a PS1 rehash for our tastes.

■ *Midnight Club 3: DUB Edition* should keep the grease monkeys happy.

## NOTABLE GAMES

**A quick look at the major titles heading to PSP in the months to come. (Games noted with an asterisk are confirmed to have online functionality.)**

**September**
Burnout Legends
*Madden NFL 06
MediEvil Resurrection

**November**
The Sims 2
Marvel Nemesis: Rise of the Imperfects

**Fall 2005**
The Godfather
Grand Theft Auto: Liberty City Stories
*Infected
*Midnight Club 3: DUB Edition
Pursuit Force
*SOCOM: U.S. Navy SEALs Fireteam Bravo
Virtua Tennis

**Late 2005/Early 2006**
Street Fighter Alpha 3

**2006**
Daxter
Metal Gear Acid 2
Viewtiful Joe VFX
Monster Hunter Portable

# PLAYSTATION PORTABLE

## The next big pocket monster?

Sony's potent portable might still be in its infancy, but it's definitely looking like the slickest way (visually, at least) for on-the-go play this year. Perhaps its lineup didn't blow us away with original franchises or a slew of hot new games coming right up this summer—and there's still not much for role-playing fans to look forward to—but the PSP's future remains quite promising. *SOCOM: U.S. Navy SEALs Fireteam Bravo*, *Burnout Legends*, and *Grand Theft Auto: Liberty City Stories* are just a few of the big names with broad appeal that are coming to the system this year. Then there's cool stuff like the action-RPG *Monster Hunter Portable* and offbeat shooter *Infected* for something a little different. Sure, most of these games can be played on home consoles, but when the PSP ports look and play as great as they do, you might find yourself opting for the handheld versions altogether. Plus, more games are finally playable online through wireless hot spots and such; we're glad to see developers utilizing this cool technology. So while this year's lineup may not have exceeded our expectations, overall, PSP gamers won't be disappointed with their choices.

■ *Burnout Legends*

### PSP: Land of Liberty

*Grand Theft Auto: Liberty City Stories*—it's the one probably most of you PSP owners have been waiting for. Like the title says, this portable piece of controversy is set in the same metropolis as *GTA3* (PS2/XB). And from looking at the screenshot above, it seems you'll be assuming the role of a new antihero. Want more info? Then check out the August issue of our sister pub *The Official U.S. PlayStation Magazine*, which hits newsstands on July 5.

■ Military shooter *SOCOM* sure looks good on PSP. The controls, however, are a bit iffy.

## REPORT CARD

**Strengths:**
+ Lots of triple-A franchises
+ A wide variety of genres will soon be available
+ Several games use Wi-Fi capabilities

**Weaknesses:**
- Where are the role-playing games?
- Not much to look forward to during the dog days of summer

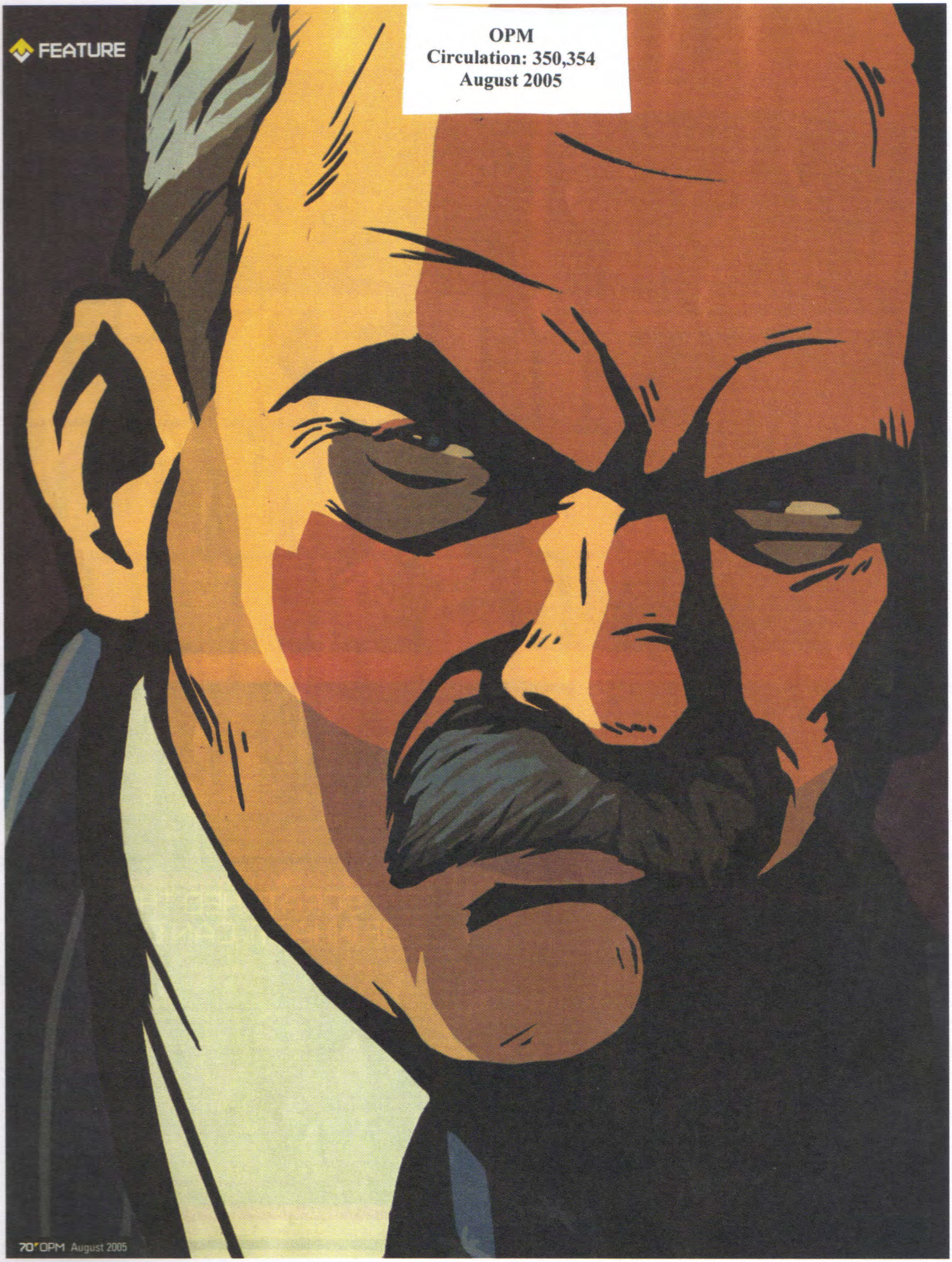
**Overall:**
A respectable showing with the diverse array of titles gamers want. Still, we're waiting for that one big game. *GTA*, perhaps?

**B**

>> NOT JUST SHAQ'S SIDEKICK ANYMORE—MIAMI HEAT GUARD DWYANE WADE HAS BEEN NAMED THE COVER ATHLETE FOR *NBA LIVE 06*.... >>

OFFICIAL U.S.
PlayStation
MAGAZINE
WWW.1UP.COM
grand theft auto
Liberty City Stories
ZIFF DAVIS MEDIA
AUG. 2005 ISSUE 95
$9.99 U.S. $12.99 Canada
0 14024 06968 4
OPM.1UP.COM
Licensed by Sony Computer Entertainment of America. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment, Inc.

**OPM**
**Circulation: 350,354**
**August 2005**



OPM
Circulation: 350,354
August 2005



EXCLUSIVE

grand theft auto: liberty city stories

# take me down to liberty city...

**EXCLUSIVE FIRST LOOK AT HOW ROCKSTAR IS PUTTING ALL OF LIBERTY CITY IN YOUR POCKET**

by thierry nguyen

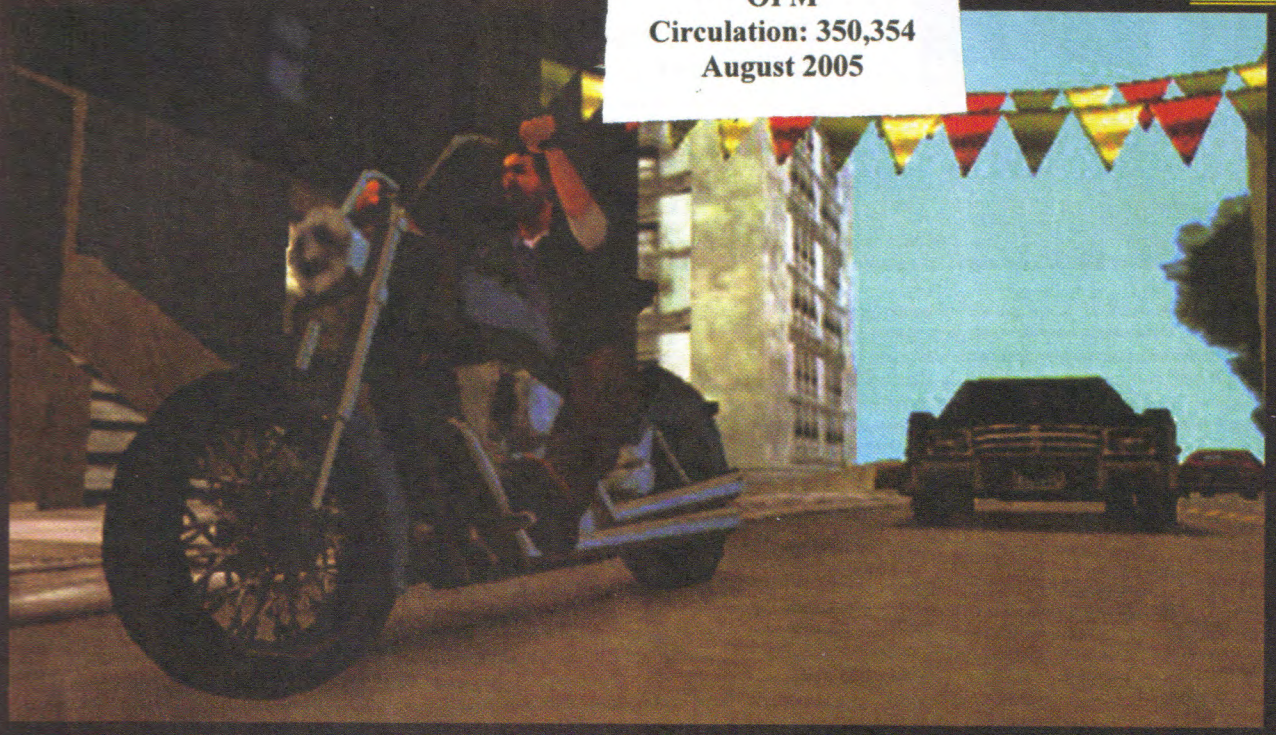
"Welcome to Liberty City; you're listening to Head Radio with DJ Michael Hunt."

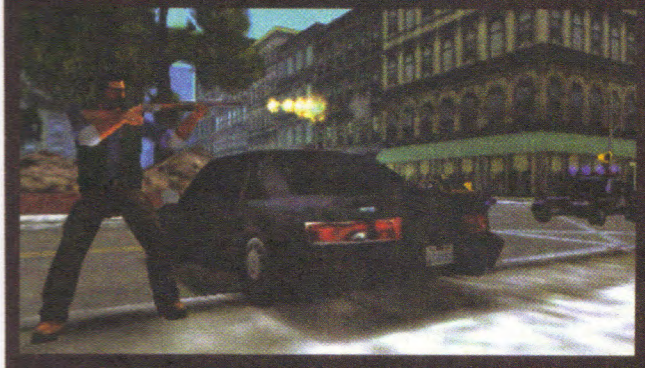
That might have been what a certain criminal who lacks a name was listening to as he drove into the limits of Liberty City. It's been said that there are a million stories within any given city; one of the stories of Liberty City (as told in *Grand Theft Auto III*) is about the rise of the Man With No Name. He does a lot of work as a soldier for the Leone family early in his career, and at one point does some jobs for Toni Cipriani, a Leone capo. Toni has a bit role in *GTA3*, only giving No-Name a few missions that involve protecting Leone family interests. But in the world of *GTA*, there's always more going on than you can see, and now Rockstar aims to reveal some more of the big picture.

Cipriani just happens to be the man that you'll be playing in the next *GTA* game: *Grand Theft Auto: Liberty City Stories*. And though it's appearing on the PSP rather than the PS2, this is still a full-fledged, brand-new *Grand Theft Auto* game, with the same massive city and open-ended gameplay one would expect—which just might make it the PSP's first killer app. Even in its early stage of development, *Liberty City Stories* is a full-blown *GTA* game, not a dumbed-down port or a quick cash-in. It's a 3D game with an open-ended city, a satirical look at American culture, and a fully realized crime story, all within the confines of your pocket.

OPM
Circulation: 350,354
August 2005







**Houser reinforces the basic philosophy of *GTA: LCS***

"We never looked at it like it was a portable game. In terms of the amount of content they made for this game, I mean, it's budgetarily high, but I don't care about money too much. Budgetwise, I would really be surprised if there were more expensive handheld games ever made, but content-wise, I can be very confident in saying there has never been anything on a handheld like this. We've never looked at it like it's a handheld game apart from the technical challenge that Rockstar Leeds faced in terms of getting that thing to perform. That's the only thing—and the slightly limited storage facilities on the UMD compared to the DVD. Those are the only things where we've gone, 'Well, it's a handheld game.' On everything else, we're not skimping—not the effort, not the people involved. We're using our premier teams in New York and in Edinburgh to help out with content creation."

they're still some that people relate to most, because I think the mob stuff is so appealing. So it's fun to go and revisit some of those guys a few years earlier and see how they got into the messes they got into in *GTA3*. So that's some of the story perspective we found fundamentally very interesting to muck around with, having it be lots of new characters and some old characters."

### Chill with the Volcrom crew...

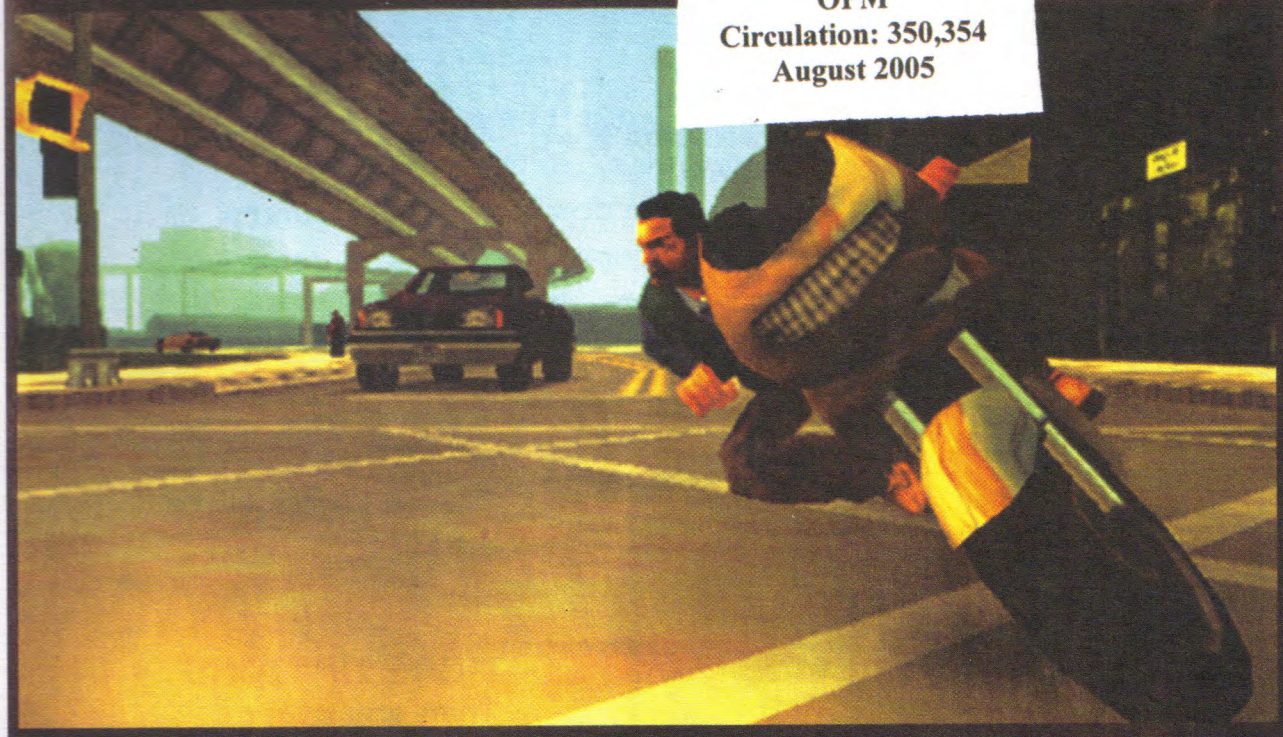
**Astute *GTA* fans** would have noticed the appearance of a certain No-Name from *GTA3* in *San Andreas* or even spotted the early appearance of Donald Love in *Vice City* before he become the mogul he is in *GTA3*. *LCS* fits in to this grand master plan, which Houser elaborates on: "For people who like the character stuff, I think we've done a really good job of filling in detail and stories and giving you interesting new facts on these characters and rounding them out sort of. The bit I loved in *San Andreas* was when you see how Maria and Salvatore get together in Las Venturas, so we wanted to see a few more things like that be filled in. Kind of like, 'Oh, that's how they started like that.' If you've never played [the other games], you wouldn't think anything of it, and it wouldn't make the experience in any way worse. But if you have been obsessed with the previous stories, it helps fill in the sense of the world. It's not too tightly bound together to the point where it feels phony, but it's nice and connected."

Houser pauses before launching into his explanation of how Rockstar is building the *GTA* franchise into more of a universe than a string of stories: "That's the challenge, I think, with all of that stuff. These aren't meant to be straight sequels; they're just meant to be things that coexist in the same world. So, you know, tertiary stories can become primary stories suddenly, and primary stories can become something you see in the back of a scene. And just going around that stuff, I think, is really fun, but equally, you want people to have some things new and some things old [in] each game. I read some people on the Internet saying, 'Oh, I don't like *San Andreas* because not enough of the characters are new.' Well, isn't that cool? To me it was cool that you saw some old characters. But we don't want to do something with just old characters. You want a good balance of old and new, you know, so we can keep inventing some good characters that are even weirder than the ones that we've done, so that we can keep pushing it forward and it doesn't get too incestuous. But it just helps to build the sense of a really big...you know, the whole of America through some distorted prism, that's the *GTA* world. And we're constantly injecting new things into that and revising old things in a different way. Everything has to progress."

> **"these aren't meant to be straight sequels."**

### Whoa, we're halfway there...

**So while *LCS*'s setting** looks and feels like the Liberty City of *GTA3*, does the game play the same? Yep, as we're shown in a couple of early missions. Once again, Don Leone is having trouble with the local Triads, and so we see Toni hop on a chopper and motor over to a warehouse to pick up some cash, only to see the warehouse explode, money flapping everywhere. Of course, Triad members were hiding in wait, and this mission demonstrates a useful tweak made to the targeting system—enemies are flagged with red arrows, and green arrows mark mission objectives (like stacks of loose cash that need to be picked up).




**Five things Rockstar isn't talking about**

- Wireless play
- Which other characters are in the story
- Which songs are on the soundtrack
- What actors will be doing the voices
- Other gameplay aspects besides missions and open-ended driving

**It's all of Liberty City, except a bit different...**

- It's set a few years before *GTA3*
- You play as Toni Cipriani
- There are motorcycles
- It's longer than *GTA3* and shorter than *Vice City*

Houser reinforces Hall's point: "That's the way we make games. We have to have something onscreen. When it's just on paper with a few sketches, that's meaningless. We are real big believers in the tactile experience, and it's the same, or probably more so, on a handheld than on a console. The fundamental thing for any game at all is how it feels to move around that world—you know, we do a lot of third-person stuff—how it feels to control that character or that car. That's what the game is, and then you fill it out from that. So the design process starts, and then if the tech process starts at the same time, the Leeds team and the tech guys can get something onscreen, or on whatever the very early dev-kit things that were floating around were."

OK, so they were able to get some form of *GTA* running on the PSP, but were any sacrifices made? According to Houser and Hall, none, really. Houser explains: "The limitations are the graphical things—and that's not even finished code that you're looking at, and it's already looking pretty f***ing good, particularly when you see it on the full screen. But no, I mean, that's what we love about the guys at Leeds: They love a technical challenge. And they really can do wicked s*** with small resources, and that was the direction we built up around. We haven't really run into any major hurdles apart from the usual development ones. We're not massively bashing our heads into a wall because it's a PSP; it's just that game development is always stressful and it's always like, 'Why can't we do 10,000 things?' You know, we always look to be very ambitious in our design course and always hurt ourselves by doing that, but we get it done eventually after losing a lot of sleep."

**Today is the greatest day I've ever known...**

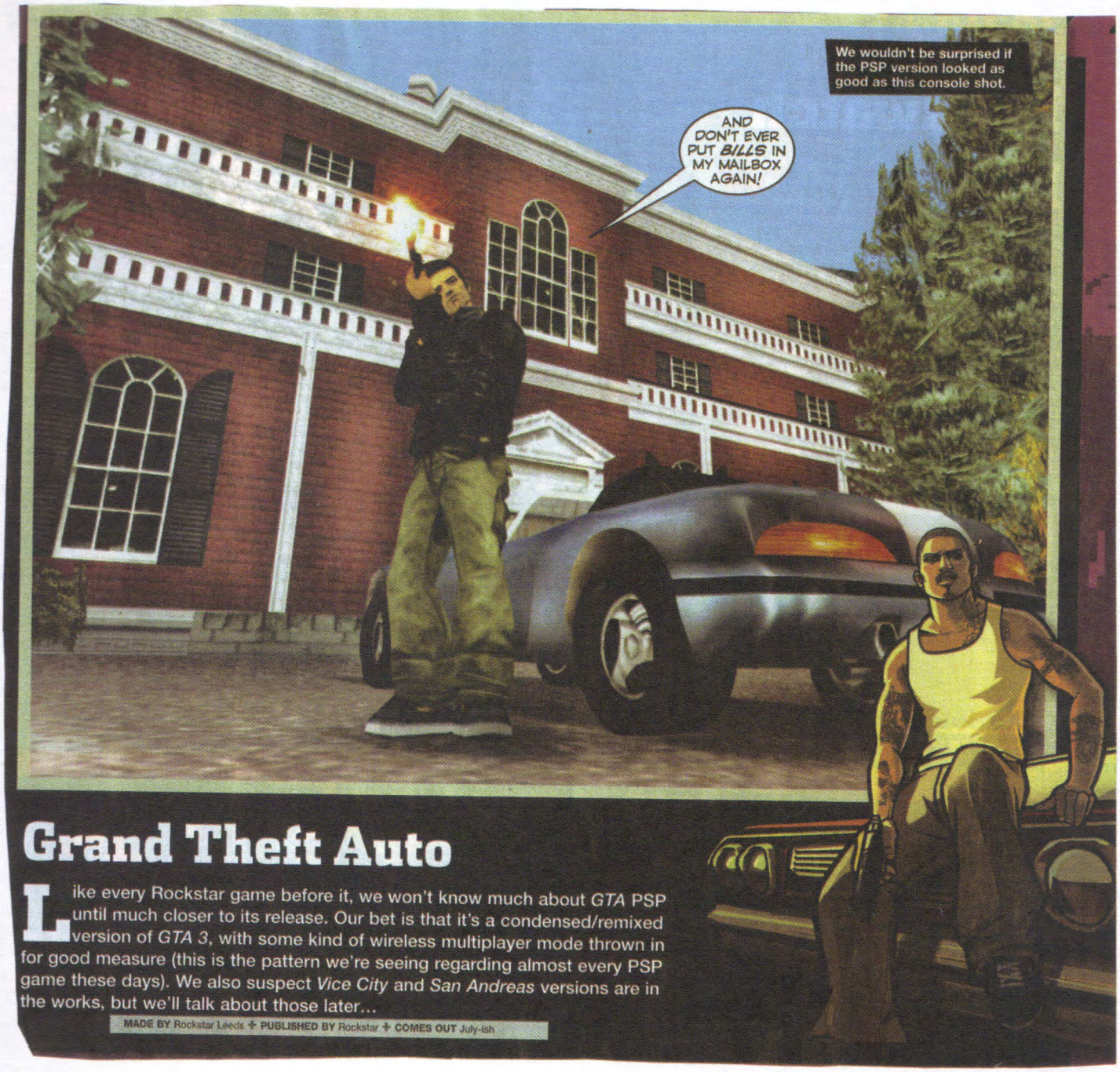
**This ambition** to make *GTA* work on the PSP is something that permeates the entire design process and philosophy of the game. Houser notes: "The fundamental core things of *GTA*, from the very first game, are freedom and nonlinearity. [*LCS*] plays like a more advanced version of *GTA3*. That's what our goal is. It's not like, 'Here's a restrictive theme' or 'Let's drop in some cars now, and a bike!' No. It's a videogame. There are things we've done slightly differently because it's a handheld. Those are things like making the missions a bit quicker, the cut-scenes a bit quicker. But the end player hopefully will never notice. They'll just notice that they're having a good time because all we've done is think about how we take an action-game experience and put it on a handheld.

"We're not trying to milk out that license or convince people they're buying something they're not," he continues. "It is a *GTA* game. It's the same—it will play very similarly. We're [adapting the game for portable play], but in a subtle way so you'd never notice and go, 'Whoa, it doesn't feel like *GTA*.' It's just a slightly more natural experience. But nothing's limited that wasn't limited before. Nothing's done with lower production values. We [did] a lot of voiceovers recently, and people were like, [*Says in a funny voice*] 'Is that a Game Boy?' and I'm like, 'F***ing hick,' because no one's ever done voiceovers like that before. Having played a lot of early PSP stuff, people have skimped on production values in my opinion. To go to the point we've gone to with *GTA*, it has to have high production value. Our goal is [to create an] interactive TV show. This is just one you happen to be watching on a very small plasma screen." «

**"We're not trying to milk out that license."**

**Pub.** Rockstar Games **Dev.** Rockstar Leeds **Release** Fall

**PSM**
**Circulation: 400,000**
**July 2005**




# Grand Theft Auto

Like every Rockstar game before it, we won't know much about *GTA* PSP until much closer to its release. Our bet is that it's a condensed/remixed version of *GTA 3*, with some kind of wireless multiplayer mode thrown in for good measure (this is the pattern we're seeing regarding almost every PSP game these days). We also suspect *Vice City* and *San Andreas* versions are in the works, but we'll talk about those later...

**MADE BY** Rockstar Leeds + **PUBLISHED BY** Rockstar + **COMES OUT** July-ish

EGM
Circulation: 600,000
July 2005

Apparently, smiling isn't permitted in Marvel's superfamily.

# THE RUMOR MILL

## Where there's always something to talk about

**After months and *months* of yours truly dishing the dirt on Microsoft's next console, the company has finally unveiled the worst-kept secret in gaming. And to Xbox 360 I say, it's about freakin' time you showed your face. In all seriousness, I'm stoked for new hardware, as this means my rumor mill won't be running dry for at least another few years. Aside from my usual assortment of mouthwatering treats, I've thrown a few XB360 bones to the crew working on our cover story, so don't forget to peep those pages, too. Until next time, send your complaints to the following address: quartermann@ziffdavis.com.**

***—The Q***

### We all can be heroes

Last issue, I was rapping about how massively multiplayer online role-playing games (known to some peeps as simply MMORPGs) would have a much larger presence on the next wave of consoles. I wasn't yanking your chain, as I'm now hearing that an **MMORPG using the Marvel license** is planned for both PlayStation 3 and Xbox 360. And here are a few nuggets about the game: Instead of donning, say, Spidey's or Wolverine's tights, you'll create a fully customizable character who can meet up with several CPU-controlled Marvel legends, become their temporary protégé, and earn some of their signature moves via completing heroic deeds throughout the game's crime-filled metropolis. Sounds, uh, super!

### The Empire strikes back

Nope, this gossip ain't about that galaxy far, far away. Rather, I'm referring to developer BioWare's latest and greatest Xbox role-playing game, *Jade Empire*. Apparently, one of the reasons the main quest wasn't as long as a typical RPG's is because the studio is saving some ideas for the speedy ***Jade Empire* sequel**. Yep, my supersneaky band of martial artists tells me that you'll be karate chopping your way through mythological ancient China for a second time in 2006.

### Returning to Prime time

Nintendo's resident bounty hunter didn't have the drawing power of *Halo 2*'s Master Chief or *Grand Theft Auto*'s thug-tastic Carl "CJ" Johnson in 2004, but Samus Aran still turned in yet another stellar performance in *Metroid Prime 2: Echoes*. Hopefully, she can go three for three on GameCube, as it looks like Nintendo will release ***Metroid Prime 3*** for its kiddie-looking console sometime next year. But I do have a teeny tiny request: How 'bout letting the blonde bombshell actually speak, Nintendo? I know I'm not the only one who wants to hear what the lady has to say.

### Multiplayer GTA

Golly gee whiz, trying to find out anything on ***Grand Theft Auto* for PSP** has been tougher than convincing an old-fart politician that videogames aren't bad. But alas, here I come finally bearing some specifics on this anticipated project: The game will include a multiplayer mode that, thanks to the PSP's Wi-Fi feature, will allow you and a couple of your friends to enter the same city and either work together to cause law-breaking mayhem or battle it out for control of Liberty City.

### Portable prince

And in other handheld happenings, it seems Ubisoft is shrinking down its acrobatic member of the Persian royal family. Look for the **PSP version of *Prince of Persia*** to take the best elements from the last two console installments (so lots of puzzles and a darker setting).

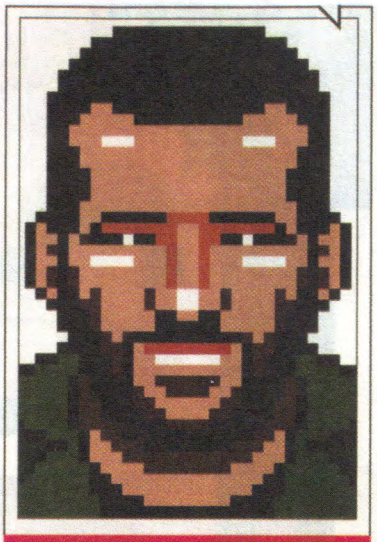
### Believe It or Not

**Q: Will the next Game Boy handheld be essentially a portable GameCube?**

**A:** Man oh man, wouldn't that be a punch to Sony's gut. From a visual standpoint, a machine like that would put even the PSP to shame. Plus, developers wouldn't have to learn new hardware, thus increasing the likelihood of triple-A games at or around launch. Still, a handheld that powerful, not to mention having to stream data off a disc, could be too taxing on its battery (as we all know, the PSP struggles in that department). Does Nintendo know something about battery life that Sony doesn't? Maybe....

>> ATTENTION JOHNNY DEPP FANS: BUENA VISTA GAMES IS MAKING A NEXT-GEN TITLE BASED ON THE SUMMER 2006 FLICK *PIRATES OF THE CARIBBEAN: DEAD MAN'S CHEST*.... >>

**OPM**
**Circulation: 350,354**
**June 2005**



## SAM HOUSER
THE ROCKSTAR

**WHO IS HE?** He's the brains behind *Grand Theft Auto* and the president of Rockstar.

**AH, THE ORIGINAL GANGSTER.** It's not easy being the driving force behind one of the most popular series of games ever created. The amount of pressure to keep it fresh and entertaining, especially with all of the me-too games out there, is enough to drive anyone insane. But Houser and his group have been able to keep *Grand Theft Auto* at the top of its game by focusing on different themes for each installment and keeping the story entertaining enough to keep the experience of jacking cars and shooting an assortment of lowly individuals interesting.

**WHAT'S NEXT?** Well, there's a PSP version of *Grand Theft Auto* coming out this fall, which will mark the first time the series has had the ability to replicate the console experience on the small screen. And it's a given that the next console *GTA* will show up on next-gen consoles. For the moment, details surrounding both games are a closely guarded secret.

PSM
Circulation: 400,000
March 2005

grand theft auto ON PSP! 1ST DETAILS! + GOD OF WAR HANDS-ON SUPERTEST!

PSM

WORLD'S BEST SELLING PS2 MAG!

MARCH 2005. ISSUE 85.

100% INDEPENDENT PLAYSTATION 2 MAGAZINE

PSP! 1ST U.S. GAMES

# Hand Theft Auto!

## GTA is coming to PSP — SOON!

Just when you thought PSP couldn't get any more inticing, Rockstar has officially announced a new version of *Grand Theft Auto* for the soon-to-be-released handheld. Not only that, but it's slated to go on sale very soon after the PSP's release.

Rockstar has revealed that the game will be set in Liberty City, where the events of *GTA3* went down, but isn't saying what era the game takes place during, or what characters it will feature. PSM confirmed that it will be an entirely new game, but Rockstar wouldn't reveal any further details.

### What *Could* We Expect?

The PS2 *GTA* games were able to render their seamless cityscapes by constantly streaming info from the DVD-ROM — something that would definitely eat up a lot of PSP battery life. This has already caused changes to the structure of *Spider-Man 2* for PSP — another "big city" game. Could *GTA PSP* be a more constrained, mission-based game? Not necessarily, and, hopefully, we'll also see some killer multiplayer modes. We're all about wireless gang turf battles and cops versus crooks!

### PSM TOLD YOU FIRST!

soon. Also, the battery life is being left in the hands of the developers, who are being encouraged to reduce their reliance on data streaming to prevent the motor from sucking up too much energy... does this effect games like *Grand Theft Auto* (which is in development)? Yes.

Development kits are still a hot commodity, reserved for a very exclusive group of developers who are working directly with Sony in Japan. Visual Concepts is on deck for a number of dev kits — *ESPN NFL*, anyone? As for launch dates, don't expect them to move. Sony is standing by its very optimistic schedule and is certain they will have plenty of games to enjoy at launch. Even as a developer, I know I will want to be first in line. —*Mr. X*

PSM #90, November 2004, page 20

Published by

# ROCKSTAR NEXUS