



# GRAND THEFT AUTO™

PlayStation® Classic

## GET READY

From the Title Screen, select “Options” to call up five new options.

## OPTIONS

Use the Effects and Music options to change the volume balance of sound effects and music during play. Music Mode allows you to choose between Radio (the radio stations automatically change when you change cars) and Constant (the CD music plays from the first track straight through to the last). Use Text to change the speed of text display during play.

## PICK A PERSON

Before you get down to the action, choose to play the part of one of four funky fellas, it's the only way to keep track of your felonious achievements (well, note your score).

## HOW TO PLAY

Your life of crime begins on foot in Liberty City, in an area called South Park. For your convenience, a clean car is provided. There's more to GTA life than stealing cars, driving over innocent pedestrians, shooting cops and evading the long arm of the law. But not much more... Carry out jobs for The Mob to speed your rise from lowly junior joyrider to a member of the largest, most powerful family in the city. Look out for suspicious vehicles and telephones: some trigger secret jobs and sometimes those are the only way to escape a city. Do you have the balls to go all the way?

## CITY LIFE

Crawling with a mix of innocent pedestrians and criminal filth, GTA's fully functioning cities also feature police and ambulance services. Paramedics attempt to attend to all pedestrian injuries, and the cops are paid to pay attention to scum like you.

Fortunately, you have a portable Police Radio Scanner to listen in on the police reports regarding your crimes. Incidentally, all vehicles receive one or more of the local radio stations.

## GET AWAY FROM IT ALL

At the start of each city stage you are told how many points you need to win (the best way to score is to complete Mob jobs). Earn enough points to finish a stage and your status is recorded along with a string of performance-related statistics for good measure.

## DEATH OR GLORY

When you die and are taken to the nearest hospital, you lose all your weapons but retain your Bonus Multiplier; however, when you are arrested, you are taken to the nearest Police Station and allowed back on the streets with your Wanted Level reset to zero... in exchange for all your weapons and half your Bonus Multiplier (the score you can keep).

## DEFAULT CONTROLS

LEFT button:	Turn Left
RIGHT button:	Turn Right
CROSS button:	Forwards
TRIANGLE button:	Backwards
SQUARE button:	Enter/Exit
CIRCLE button:	Attack
SELECT button:	Pager/Last Message
START button:	Pause
L1 button:	Next weapon
L2 button:	Previous weapon

R1 button:	Brake
R2 button:	Special
CROSS button + R1 button =	Jump over vehicles when on foot

NOTE: four other button configurations are available.

## A TYPICAL SCENE

Your nefarious behaviour is brought to your screen courtesy of the DMA News chopper flying high above the city. Here's what you can expect to see during play...

PAGER  
CAR NAME  
PAYPHONE  
ROLLER DOOR  
MESSAGES  
WANTED LEVEL  
LIVES  
AREA NAME  
BONUS MULTIPLIER  
YOUR SCORE  
MISSION ARROW  
HAYULP!  
WEAPON  
CRATE

## **AREA NAME**

Your present location (note that a few areas have no name).

## **PAYPHONE**

Walk over a ringing one to answer it – you might be given an important Mob job.

## **MESSAGES**

When you receive instructions via phone, the message text will appear at the bottom of the screen. Press the SELECT button to display the last message received.

## **PAGER**

Today's affluent young criminals know that a pager is invaluable to keep up to date with share prices, hints, tips and illegal jobs. Press the SELECT button to repeat the last pager message received.

## **WANTED LEVEL**

The more crimes you commit, the more the cops want to bust your scrawny ass. This handy indicator shows just how careful you need to be.

## **YOUR SCORE**

You earn points for every crime you commit.

## **BONUS MULTIPLIER**

All points you score are multiplied by the Bonus Multiplier.

## **LIVES**

You start with four, but extra ones are available.

## **MISSION ARROW**

The yellow arrow indicates the general direction of your intended target.

## **CAR NAME**

Shows the type of car you occupy.

## **WEAPON**

The current weapon you happen to be in possession of, be it pistol, machine gun, flame thrower, rocket launcher... or fist.

## **ROLLER DOOR**

Only attempt to drive through one when it's open.

## **CRATE**

Dotted around the cities are many such containers holding some form of Special Item such as a weapon, Body Armour (takes three shots), Get Outta Jail Free Key (get busted, get released with your Bonus Multiplier AND weapons intact) and Police Bribe (instantly cancels your Wanted Level). Simply use a fist or weapon or vehicle to smash open a crate and reveal its contents.

## **HAYULP!**

Situated at key positions around the city. Ram one for useful advice.

## **HOLD IT!**

It pays to take a 10 minute break in every hour of play, so put the action on hold... Press the START button to freeze the action and see a reminder of how many points are required to complete the stage.

Press the START button while the action is frozen to resume play.

## QUIT GAME

Press the START button to pause your game. Select "Quit Game", press the CIRCLE button and press the START button to exit to the Title screen.

487h (a) Every person who feloniously steals or takes any motor vehicle, as defined in Section 432 of the Vehicle Code, any trailer, as defined in Section 619 of the Vehicle Code, any special construction equipment, as defined in Section 527 of the Vehicle Code, or any vessel, as defined in Section 28 of the Harbors and Navigation Code, is guilty of Grand Theft Auto, and upon conviction thereof shall be punished by imprisonment in the state prison for 16 months or two or three years or a fine of not more than ten thousand dollars (\$10,000) or both, or by imprisonment in a county jail not to exceed one year or a fine of not more than one thousand dollars (\$1,000), or both.

