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Subject: Re: Grand Theft Auto IV  
Posted by [Zion](#) on Fri, 02 May 2008 10:22:54 GMT  
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R315r4z0r wrote on Fri, 02 May 2008 05:19 How much smarter are police in this game? Do they chase you down for speeding or blowing red lights?

No, however they do chase others, and i don't mean like in San Andreas where you ram a car behind police to make said car hit police, and then get arrested... Well.. Shot at. You can also avoid being arrested when approached by police, tapping a button will make you break out of "bust" and they will shoot at you, but you can get away.

They will also randomly blow the siren at you if you come close to hitting them or run the odd light while they're there. Probably to make you slow down, but would you anyway?

This is America people, running red lights and speeding is natural to your country.

The AI is dramatically improved though. The cars don't follow particular paths layed out on the road, as if they're not cars but trains following a track. They have collision detection, and if they find a gap between cars they'll cut through it nicely. One thing they don't have though is they tend to ignore you, stopping behind you, and then getting impatient and attempting to overtake you, while you're waiting at a red light behind this other car. They'd overtake me, and attempt to pull in front of me, but then realize that there's a car already there, and stop in the oncoming lane.

Yes, the intro is dark, based at night time. One thing that got me though is the change of time, because if you look back in the trailers, it was day when he walked off the ship.

For some cars, handling is decreased. Your car rocks more when you turn corners it's as if you weren't on road, but on sea, in gale 5 storms. Some cars are quite good at handling, firm suspension, etc. Cars speed and performance will degrade somewhat based on the passenger count, which is also quite interesting. Car models are based from today's world, IE: Partiot = Hummer V2, Banshee = Dodge Viper, Comet = Porsche, etc etc, and are quite decently modeled. Damage is just that, your car won't explode if it's not upside-down, etc, and if you hit someone somewhere, you take damage there. Scrape alongside the wall? You are missing paint from your door, etc. If you crash into a wall, you leave a mark, impact mark, same with other vehicles if they crash into a wall too.

One of the best things is the lights are dynamic, not just models with textures attached to them. You can alter the brightness of lights too, from highbeam to lowbeam, or if they're already off, you can turn them on.

All in all, it's a generally good game. I haven't tried Multiplayer yet though, so i can't confirm that, but it's quite good.

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