
Subject: I Just Finished GTA San Andreas
Posted by [xtaro](#) on Wed, 09 Nov 2005 18:17:35 GMT
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graffix could have been better but gameplay was great

now we need a dependable multiplayer mod...

Subject: Re: I Just Finished GTA San Andreas
Posted by [Dave Mason](#) on Wed, 09 Nov 2005 18:35:30 GMT
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What? It took you that long?

Subject: Re: I Just Finished GTA San Andreas
Posted by [Hydra](#) on Wed, 09 Nov 2005 21:48:55 GMT
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Is there a new GTA coming out sometime in the future?
I've decided I'm gonna get every other one that comes out instead of each one to save myself fifty bucks.

Subject: Re: I Just Finished GTA San Andreas
Posted by [Nukelt15](#) on Thu, 10 Nov 2005 00:04:54 GMT
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Well, there's Liberty City Stories, but that's on PSP.

Not that it isn't POSSIBLE that Rockstar might make a PC port...but if they do, it'll be forever and a day coming out. Otherwise, you'll have to buy a PSP for it.

There'll be a GTA4 sooner or later. They can't keep on turning out GTA3 prequels forever.

Subject: Re: I Just Finished GTA San Andreas
Posted by [Jecht](#) on Thu, 10 Nov 2005 04:05:12 GMT
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could you imagine a GTA MMO? It would be pure chaos.

Subject: Re: I Just Finished GTA San Andreas

Posted by [Nukelt15](#) on Thu, 10 Nov 2005 04:42:14 GMT

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Ah, but that's the whole idea! It would have to be a big world, though...I'd say include all the areas in all the 3D GTAs thus far, plus a few extra. Jack up the police difficulty, make gangs actively seek out and try to whack high-ranking players of rival factions, add some more weapons...and keep the stat tracking from SA (so that it doesn't take newbies TOO long to get up to speed, but enough to make the first week or so a difficult one).

Pure, beautiful, bloody, virtual chaos!

Subject: Re: I Just Finished GTA San Andreas

Posted by [Renerage](#) on Sat, 12 Nov 2005 16:35:43 GMT

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Dude, my mouth is watering from those thoughts.

SIGN ME UP!
WOOHOO.

Seriously though, it would be chaos.

Do you think they would be able to keep up a server holding over a hundred people?

Not to mention the graphics would be as bad (in my opinion) as GTA SA.

I dont know, i think it would just be too dam slow.

And i aint buying 300 worth of crap, to play ONE game.

The stuff i have now in my comp is mainly for renegade, and that cost a good 150

Subject: Re: I Just Finished GTA San Andreas

Posted by [flyingfox](#) on Mon, 14 Nov 2005 12:36:11 GMT

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On the subject of GTA, I think what GTA really needs is more stuff to do outside of missions.

Sure, there were plenty of sub-missions and other stuff in san andreas. But what about when not on any kind of mission or mini-game? it's basically just driving or running around, maybe looking for secret stuff or getting bored and killing people.

In san andreas, there are scripts set up that have planes occasionally fly across. Sometimes the planes crash...exactly the kind of thing I want. I was driving a car, got out to go to the gun shop, came out, heard an explosion and saw a crashed plane. Then turned to see my car and it was in flames. That kind of thing isn't the same on a mission because it's expected to happen.

Also the little bit where mob guys come after you if you get into debt with the casinos and don't repay...another quality assurance factor in the game.

Subject: Re: I Just Finished GTA San Andreas
Posted by [Nukelt15](#) on Mon, 14 Nov 2005 16:04:55 GMT
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The whole turf war aspect of SA was a great addition, IMHO. Only a certain percentage was required by the game to complete the final missions, and the rest was left for the player to finish. If you conquer all the turf, you no longer have to deal with enemy gangs taking potshots at you while you're buzzing around and taking care of business.

There were a lot more indoor environments this time around, but I think there need to be even more than that- and some of the mission-specific indoor areas become inaccessible after the missions themselves, which I think should change.

One thing that GTA has been sorely in need of since GTAIII is a mission replay feature- where, if you finish a mission, you can go back and replay it if you want to. That, I think, would add to the replay value of the game much more than anything else Rockstar could do.

Subject: Re: I Just Finished GTA San Andreas
Posted by [SCOTT9](#) on Sun, 18 Dec 2005 15:30:46 GMT
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hey there is a secret vago territory in lv outskirts

Subject: Re: I Just Finished GTA San Andreas
Posted by [Lijitsu](#) on Tue, 20 Dec 2005 06:16:16 GMT
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Hey, there's a secret "STFU NOOB" message on these boards. Looks like you just found it, too.

Subject: Re: I Just Finished GTA San Andreas
Posted by [Scythar](#) on Tue, 20 Dec 2005 08:18:49 GMT
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I found SA boring. it gets damn repetative after a while, and it has "Look I'm a console game with sucky graphics" written all over it.

Subject: Re: I Just Finished GTA San Andreas
Posted by [RTsa](#) on Tue, 20 Dec 2005 10:36:53 GMT
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Yeah, but it's made for PS2, so what do you expect?

Now, for GTA4...PS3 graphics? Woohoo!

GTA4MMO? That would be great...though, too much for anyone's computer I think (and just think how much bandwidth it would need to run a server xD) Well, maybe sometime in the future...

Subject: Re: I Just Finished GTA San Andreas
Posted by [ghost](#) on Thu, 22 Dec 2005 00:00:35 GMT

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flyingfox wrote on Mon, 14 November 2005 04:36 On the subject of GTA, I think what GTA really needs is more stuff to do outside of missions. Sure, there were plenty of sub-missions and other stuff in san andreas. But what about when not on any kind of mission or mini-game? it's basically just driving or running around, maybe looking for secret stuff or getting bored and killing people.

In san andreas, there are scripts set up that have planes occasionally fly across. Sometimes the planes crash...exactly the kind of thing I want. I was driving a car, got out to go to the gun shop, came out, heard an explosion and saw a crashed plane. Then turned to see my car and it was in flames. That kind of thing isn't the same on a mission because it's expected to happen.

Also the little bit where mob guys come after you if you get into debt with the casinos and don't repay...another quality assurance factor in the game.

most of the GTA missions involve you being in a car...MORE HARRIER MISSION!

Subject: Re: I Just Finished GTA San Andreas
Posted by [Nukelt15](#) on Thu, 22 Dec 2005 00:18:29 GMT

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Woulda been nice if you could do vigilante missions in the Hydra...every other military/police vehicle save for the Patriot would let you, I don't see why a fighter jet wouldn't.

Subject: Re: I Just Finished GTA San Andreas
Posted by [ghost](#) on Thu, 22 Dec 2005 03:58:13 GMT

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that would be too easy...

like the hunter on vice city...i got over 1million in under 1hr for doing those missions..

but yeah at lease a mission like fight other jets too improve skills or to upgrade and they should really add a machine gun

Subject: Re: I Just Finished GTA San Andreas
Posted by [SCOTT9](#) on Sat, 24 Dec 2005 13:47:23 GMT
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i agree with scythar

Subject: Re: I Just Finished GTA San Andreas
Posted by [SCOTT9](#) on Sat, 24 Dec 2005 13:49:37 GMT
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but remember vc i always went on a little earner bought a colt45 and robbed the corner shop lol easy money

Subject: Re: I Just Finished GTA San Andreas
Posted by [cypher909](#) on Mon, 26 Dec 2005 17:14:40 GMT
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Want easy money in sa? just go gamble for 1,000,000. If u lose reload and if u win save game. Or you can gamble for real like I did and I walked away with 20,000,000.

Subject: Re: I Just Finished GTA San Andreas
Posted by [sniper12345](#) on Tue, 03 Jan 2006 03:48:20 GMT
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I wish the next GTA would go back to the Mafia. From a storyline perspective I enjoyed Vice City the most, and GTA3 the next...

Subject: Re: I Just Finished GTA San Andreas
Posted by [ghost](#) on Tue, 03 Jan 2006 21:54:28 GMT
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cypher909 wrote on Mon, 26 December 2005 09:14: Want easy money in sa? just go gamble for 1,000,000. If u lose reload and if u win save game. Or you can gamble for real like I did and I walked away with 20,000,000.

or that...lol

but in the next GTA i really hope they have a decent story line and more BOOM BOOM BOOM missions...to be the story line matters the most (unless im screwing around then the guns matter :S)

Subject: Re: I Just Finished GTA San Andreas
Posted by [Nukelt15](#) on Wed, 04 Jan 2006 00:04:25 GMT
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Mustn't forget that mission replay feature. The longer GTA games get (and with nextgen consoles and PCs, they're only going to get longer and bigger), the less appealing it will become to play through however many hours of game in order to reach that one mission set you really, really loved.

Subject: Re: I Just Finished GTA San Andreas
Posted by [SCOTT9](#) on Thu, 05 Jan 2006 15:16:27 GMT
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hey we all want a ps3 do you know how much they are gonna cost wen they are released \$300

Subject: Re: I Just Finished GTA San Andreas
Posted by [Nukelt15](#) on Thu, 05 Jan 2006 20:56:20 GMT
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And that, kiddies, is why you should wait for the vastly superior PC version to come out, so you only have to spend \$50 instead of \$350.

edit Ooo, looky here...LCS will be ported to PS2 at some point in the future. Looks like people who don't have PSPs will be able to play it after all. I wonder if a PC port announcement isn't far behind... Linkage!

Subject: Re: I Just Finished GTA San Andreas
Posted by [SCOTT9](#) on Tue, 10 Jan 2006 18:12:38 GMT
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how about if gta became a online playable game like nfs

Subject: Re: I Just Finished GTA San Andreas
Posted by [Chronojam](#) on Wed, 11 Jan 2006 07:36:11 GMT
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I would like a GTA game based in the 1920's era.

Subject: Re: I Just Finished GTA San Andreas
Posted by [Weirdo](#) on Wed, 11 Jan 2006 08:46:59 GMT

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Isn't liberty stories just a sort of port from the original GTA3, to PSP? With some changes here and there, special for the psp?

Subject: Re: I Just Finished GTA San Andreas
Posted by [Nukelt15](#) on Wed, 11 Jan 2006 20:14:01 GMT

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Same city, different story. If you played GTAIII, early in the game you would have done a string of missions for Tony Cipriani- he is the main character in Liberty City Stories. It takes place several years before GTAIII...as for why they chose to set the game in the same city, who knows?

Subject: Re: I Just Finished GTA San Andreas
Posted by [Oblivion165](#) on Fri, 13 Jan 2006 17:29:59 GMT

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Hey i just beat Perfect Dark Zero, better make a topic about it on the forums.

Subject: Re: I Just Finished GTA San Andreas
Posted by [ghost](#) on Sat, 14 Jan 2006 05:53:47 GMT

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best game was goldeneye007 for N64

Subject: Re: I Just Finished GTA San Andreas
Posted by [Rocko](#) on Sun, 27 Jun 2010 08:02:32 GMT

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yea san andreas is basically my life story

Subject: Re: I Just Finished GTA San Andreas
Posted by [snpr1101](#) on Sun, 27 Jun 2010 08:19:04 GMT

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Rocko wrote on Sun, 27 June 2010 03:02yea san andreas is basically my life story

Carrier would be so mad at joo!

Subject: Re: I Just Finished GTA San Andreas
Posted by [zeratul](#) on Sun, 27 Jun 2010 08:26:53 GMT
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There seems to be a sudden rise in randomly bumped topics

Subject: Re: I Just Finished GTA San Andreas
Posted by [Dover](#) on Sun, 27 Jun 2010 08:38:22 GMT
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Niko makes CJ look like a bitch. True story.

Subject: Re: I Just Finished GTA San Andreas
Posted by [snpr1101](#) on Sun, 27 Jun 2010 08:54:30 GMT
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Dover wrote on Sun, 27 June 2010 03:38Niko makes CJ look like a bitch. True story.

Let's not discuss this topic.

Subject: Re: I Just Finished GTA San Andreas
Posted by [Herr Surth](#) on Sun, 27 Jun 2010 10:00:38 GMT
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vice city > san andreas > gta iv kbye

Subject: Re: I Just Finished GTA San Andreas
Posted by [zeratul](#) on Sun, 27 Jun 2010 10:11:24 GMT
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Ziggy Sobotka wrote on Sun, 27 June 2010 04:00vice city > san andreas > gta iv kbye
i support this

Subject: Re: I Just Finished GTA San Andreas
Posted by [snpr1101](#) on Sun, 27 Jun 2010 10:14:47 GMT
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<http://www.youtube.com/watch?v=5TVSi74H-Ks>

pretty much sums it up.
