



Multiplayer

Getting Started

You do not need to finish the single player campaign before you can begin multiplayer. At any point, just bring up your in-game mobile phone and jump in, but just make sure to save before doing so. Here are the steps to getting started (these are also available at www.rockstargames.com/iv/pc):

1. Press the Up Arrow on your keyboard or D-pad UP on your Xbox 360® Controller for Windows to access your mobile phone.
2. Toggle to Multiplayer and press Enter on your keyboard or A on your Xbox 360® Controller for Windows to accept.
3. Choose from **Player Match**, **Ranked Match**, or **Player Model**:
 - **Player Match** – Results do not count towards your Grand Theft Auto IV multiplayer ranking. There are separate leaderboards for these modes. Only with this option can players join into games in progress or play LAN games.
 - **Ranked Match** – In Ranked games, the more cash a player wins, the higher their rank increases. After gaining a rank, the player unlocks more clothing options for their character.
 - **Player Model** – Change your character model.
4. Choose **LIVE** or **LAN** (Player Match only).
5. Choose **Quick Match**, **Custom Match**, or **Create Match** (Player Match only):
 - **Quick Match** – The fastest way to jump into the action.
 - **Custom Match** – Add filters to search for your favorite matches and play only your favorite multiplayer options.
 - **Create Match** – Allows you to reserve private spots for your friends. You can also use this to ensure that you are the host of the match by selecting private slots to be > 0.
6. If you pick Quick or Create Match, select from one of 15 multiplayer modes and press Enter to enter the lobby. (If you are playing over a LAN, Party Mode is not available).
 - The lobby is the meeting point for all players before starting a multiplayer game (with the exception of Party Mode). Here you can see a list of who is playing and change your mode and character model options.
 - To invite friends to multiplayer, you use your in-game mobile phone to look them up and then call them or you can also select and invite friends via the Games for Windows – LIVE guide.
 - Party Mode allows you and up to 15 of your friends to congregate by the disused casino at the northern tip of Alderney. The party host can choose which mode to start and the entire party will automatically follow him/her there. Note that in a Ranked Match, only team based games will be available to a party.

Modes One Man Army



I. Deathmatch

Kill your opponents as many times as possible and get \$100 per kill. The player with the most cash in a certain time or the first to reach a certain amount of cash wins. Remember to pick up all the cash that the dead drop; it can make a considerable difference to your final total.

II. Mafiya Work

Russian Mafiya boss Kenny Petrovic needs a series of jobs done from stealing cars and killing rivals to delivering drugs and disposing of severed heads. Race to complete these jobs for Mr. Petrovic to claim the cash rewards. The player with the most cash at the end of the game wins.

III. Car Jack City

A number of cars are dotted around the city. Steal them and deliver them to designated drop-off points. Sabotage others by ramming them, shooting out their tires, and stealing cars away. Watch out though – the more damaged the car, the less cash you get for delivering it. Also, look out for cars packed full of drugs. Don't worry about wrecking these cars – just get the drugs to a delivery point for a massive cash bonus.



IV. Race

Basically, be the first to reach the finish line after crossing a series of checkpoints. However, there are other race options: Free Race and Cannonball Run (Tip: In most races, if you crash, you can respawn your starting vehicle by pressing and holding Y on your Xbox 360® Controller for Windows or F on your keyboard).

- **Free Race** – With only a start point and a finish line, the route you choose is up to you.
- **Cannonball Run** – All competitors start on foot, then run to any vehicles seen first, and race through checkpoints aiming to be the first person to cross the last one.



V. GTA Race

Almost exactly like the Race mode above, but this time there are weapons on the street. Drive through a weapon icon to pick it up and then start destroying your opponents. You can only hold one weapon at a time while within a vehicle, so if you see one you'd prefer on the road up ahead, press and hold X on your Xbox 360® Controller for Windows or R on your keyboard to drop the one you're holding. If your car gets damaged in a GTA Race you cannot respawn it – part of the aim and fun of this mode is to destroy your opponents' vehicles and make them search for a better ride or complete the race on a Faggio!



VI. Free Mode

With the entire city open and no set goals, Free Mode is your chance to freestyle. Find choppers and dive bomb your friends, race from one landmark to another, or go for a swim around Algonquin. It's totally up to you and your imagination.

Modes Teamwork



I. Team Deathmatch

Like Deathmatch above, but this time you're working with teammates. There is a massive advantage to staying close to your teammates and covering each other. Move as one through the streets and make sure all your teammates get their fair share of weapons.

II. Team Mafiya Work

This time you work as a member of a crew doing tasks for Mr. Petrovic. Good communication between your team is essential for victory. Call out which tasks you're heading for and work together to protect your teammates when they're delivering a valuable package.



III. Team Car Jack City

Working as part of a crew, steal as many vehicles as possible. Remember to let your teammates know which car you're heading to so you don't all head for the same one. When a drug car appears, it's probably worth working together to secure it for your crew.

IV. Turf War

There are a number of marked bases in each borough. At the start, each team owns one base. Defend it while also heading into the streets to secure the unclaimed bases or the enemy's territory. Look for bottlenecks through which the enemy must pass to attack your bases and guard them with a rocket launcher. You accrue points for every base you and your team controls.



V. Cops 'n' Crooks

A mode with two parts where both teams will play one round as the cops and the other as the crooks. The general aim for the crooks is to avoid the cops and get to a getaway vehicle. The aim for the cops is to catch and kill the crooks before they can escape. There are two mode options here, All for One and One for All.

- **All for One** – One crook is designated as the boss – he is the only one who needs to get to the getaway vehicle for the whole team to win. You start on foot and it is advisable to get to a car as fast as possible. It's often worth sacrificing yourself to protect the boss in this mode, but don't worry, you will respawn if you die.
- **One for All** – There is no boss and the crooks' team gets points for each crook that escapes in the getaway vehicle. The crooks begin together in a car. (Tip: Sometimes it's a good idea to split up rather than being one easy target for the cops, but also beware, if one of the crooks leads the cops to the getaway vehicle before the other crooks get there, the cops may destroy it). In this option, every player gets only one life – if you die, you can only spectate the rest of the game.



Modes Co-operation



I. Hangman's NOOSE

Russian Mafiya boss, Mr. Petrovic, has just arrived at Francis International Airport to an unexpected welcome from Liberty City's Finest. You and your teammates must kill the first couple of waves of cops and NOOSE assault teams to clear the runway enough for Petrovic to get out of his jet. Then you will need to steal a vehicle and ferry Petrovic to a safe point on Charge Island, dealing with pursuing cops along the way. All team members need to arrive with Petrovic to finish the mission.



II. Deal Breaker

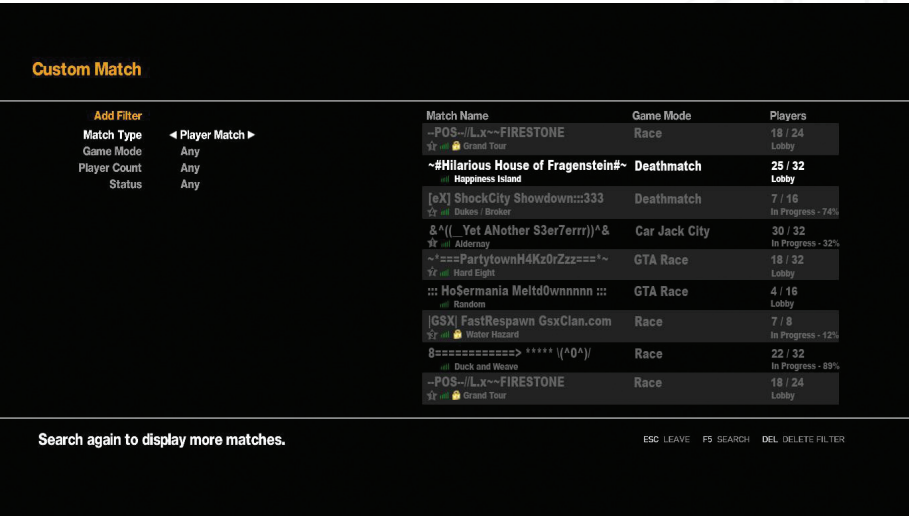
There's a massive deal going down between two biker gangs in Acter Industrial Park at the southern tip of Alderney. You and your teammates need to head down there, kill all the bikers, steal the drugs, and bring them to Jimmy Pegorino in his mansion in northern Alderney. It may sound simple, but it isn't.

III. Bomb da Base II

You and your teammates need to take down the Platypus – a container ship moored at the docks in Broker. You first need to hijack a heavily defended armored truck and steal the explosives contained within. Then escape with the explosives to a heliport and jump in a chopper. Next, fly over to the Platypus, take the gang on board by surprise, and fight your way onto the ship. Once you've taken out the gang members that are defending the ship, make your way to the bridge and to the depths of the hold and plant a bomb in each location. Now run as fast as you can to get clear of the ship before it blows.



Custom Match



Another exciting new feature to Grand Theft Auto IV PC is Custom Match. When you know which types of multiplayer matches you enjoy playing, you can select your options and search for lobbies that fit your criteria.

From your in-game mobile phone, you can now choose Quick Match, Create Match, or Custom Match. The interface for the Custom Match pops up in its own screen, similar to the lobby interface.

Custom Match Controls

General	
A / ENTER	Add Filter (“Add Filter” is highlighted)
A / ENTER	Select Server (“Add Filter” is not highlighted)
B / BACKSPACE	Leave
Y / SPACE	Refresh
X / DELETE	Delete filter

Xbox 360® Controller for Windows	
LEFT ANALOGUE STICK / D-PAD	Scrolls up/down through left hand filter menu, moves through filter options left/right
RIGHT ANALOGUE STICK	Leave

Keyboard/Mouse	
MOUSE WHEEL / DIRECTIONAL ARROWS	Scrolls through either the filter or server lists depending where the mouse is located on screen

Multiplayer and Custom Match Options

Unless noted, all of the options listed below can be selected as filters in a Custom Match search. While most of these options can be set by all players, some can only be altered by the host. So if you want to be 100% happy with the match that you are getting, you can create your own match or use the new Custom Match feature.

Category	Description
Race Class	Choose between simple checkpoint races in a variety of vehicle classes, or more chaotic Free Races and Cannonball Runs.
Track	There are a range of pre-destined tracks, routes, and courses to choose from.
Laps	Choose how many laps you wish to race with simple checkpoint race classes.
Color	Choose the color of your race vehicle so you stand out from the crowd. Not available as a Custom Match filter.
Vehicle	Choose from a variety of vehicle classes. Some will have better handling while others will have better speed or acceleration. Try a few races with each to find out which best suits your style. Not available as a Custom Match filter.
Game Type	Only available in Cops 'n Crooks, this option governs the selection between "One-for-All" or "All-for-One" game modes. Not available as a Custom Match filter.
Mission Difficulty	Select the skill level of the computer-controlled characters in co-operative missions. Not available as a Custom Match filter.
Location	Depending on the game type, a number of locations will be available. Some games can take place throughout the whole of Liberty City while others are at smaller locales like Colony Island.
Duration	Choose either a time limit or a score limit. For time limit, the range is from 5 minutes to 60 minutes. For a score limit, the range is from \$500 up to \$50,000 depending on game type.
Friendly Fire	In team matches and co-operative missions, you can increase the level of realism and difficulty by turning Friendly Fire on. Your bullets will now cause damage to your teammates and vice versa.
A.I. Level	Used for non-co-operative missions to set UPC difficulty level. Not available as a Custom Match filter.
Auto-Aim	Allowing Auto-Aim usually creates more on-foot action and intense cover-based gunfights. Disallowing Auto-Aim often provides more vehicle based action. Matches with Auto-Aim may not be necessarily easier because all players receive the same advantage.
Weapons	Choose the weapon type each player starts with and that is available to pick up throughout the game.
Police	Turn this on and the cops will act as they would in the single player mode. Break the law and the cops are going to crack down on you.

Multiplayer and Custom Match Options (cont.)

Category	Description
Traffic	Alter the level of traffic in most game types. Caution – you might think it will be easier with less traffic, but low traffic levels also means it will be harder to find a car when you need one.
Blips	The default on the radar screen is that all players show up, but you can switch all blips off – just head towards the noise of distant gunfire if you're looking for trouble.
Gamertag Display	Choose whether players' names are displayed above their characters' head.
Reticule Health	Aim at an opponent and an eight-part health meter will be shown in the target reticule. If off, it is not possible to see how much health an opponent has left. Not available as a Custom Match filter.
Voice chat	Choose whether you want everybody, teammates, or people who are in close proximity in the game to hear one another.
Respawn Distance	In a team game, respawn distance refers to the level of proximity to your team. In a non-team game, the distance is measured from the other players.
Respawn Time	The length of time it takes to respawn following a death can be changed from 1 second to 30 seconds.
Join in Progress	If you do not want anyone jumping into your match after it has begun, set this to "Not allowed" in the lobby. Applicable to all Unranked match types.
Time of Day	The time of day can be chosen from morning, midday, evening or midnight.
Weather	Varying weather conditions can be chosen including clear, overcast, drizzle, rain, foggy or variable.
Match Type	This Custom Match specific filter allows you to choose the multiplayer game mode you wish to play: Ranked or Player Match.
Player Count	This Custom Match specific filter allows you to select how many opponents you wish to face.
Status	This Custom Match specific filter allows you to search for any matches, those that are in progress or only those in a lobby. Note that only Unranked matches can be joined in progress.
Match Settings Locked	This Custom Match specific filter will allow players to search for lobbies that have their settings locked down. This should lessen the chance of entering a lobby which has changed settings after it's been selected.

Settings

- Auto-Aim is an awesome feature that is often misunderstood. It is intended to speed up the game by focusing aiming to a smaller area. It WILL NOT level the playing field. Turning this off will slow the pace of the game down and make melee combat, drive-bys, and sniper action more effective. Auto-Aim is only available on the Xbox 360® Controller for Windows, not the keyboard and mouse.
- If you are new to Grand Theft Auto IV multiplayer, requesting that the location setting be restricted to the smaller areas (Prison, Docks, Charge Island, Colony Island, Airport, and Bohan) is the best way to go. The larger areas can be very overwhelming for new players.
- Blip settings are another great feature players can use to tailor their Grand Theft Auto IV online experience. Changing these from All to Leader, Near, or Far is almost like increasing the difficulty setting – we advise using a time limit over a point limit when using the latter two.
- We advise using the proximity voice chat setting to combat against players attempting to dominate the in-game chat with their loud family members, TVs, and music. If you need to talk trash to someone across the map with this on you can simply call them up on your in-game mobile phone.

Tips and Highlights

- All of the non-co-operative game modes are money based. Only a team or a player can win. The one with the most money will always be the winner. In time limit games, the winner will be the one with the most money when the timer expires. In point limit games, the winner will be the one who reaches/surpasses the point limit first.
- There are 10 multiplayer ranks. Increasing your rank allows you to unlock more options for clothing and characters.
- Taunts – press the E on your keyboard or the Left Bumper on your Xbox 360® Controller for Windows to perform a context sensitive taunt directed at the other players.
- You can talk to your friends on headsets during matches and in lobbies. Within a match, you can even have a one-to-one conversation with a friend by calling him/her through your in-game mobile phone.
- In Player Match mode, you can vote on what the next game will be using the in-game mobile phone.
- You can set waypoints for other teammates in vehicles.
- Your gamertag will disappear whenever you crouch or use cover.