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in: GTA IV, Multiplayer GTA IV Share an Xbox Live pregame lobby. Multiplayer Grand Theft Auto IV and Grand Theft Auto are a feature: Liberty City Episodes has expanded multiplayer functions that otherwise did not exist, or limited to previous GTA games. Description Grand Theft Auto IV Basics Multiplayer PlayStation Network (PlayStation), Xbox Live (Xbox) and Windows Games (PC) are hosted. The game requires a working internet connection or is connected to the local area network (pc version only) and supports up to 16 players (Xbox and PlayStation) and 32 (PCs). Along with the multiplayer, online banner, the updated version of the PC Complete Edition of the game was removed on March 19, 2020, ending Microsoft's Games support for the Windows Live platform. [1] Despite this, non-patched installations of the game still have multiplayer enabled. General Gameplay features are slightly different from standard single player. The player can always sprint and never get tired and change weapons faster. Turntables are distributed on the map and tagged with a specific icon. Health pickups can now be collected while in a vehicle, restore the player's health and damage to the vehicle. Gun pickups will now be a larger amount of ammunition taken and labeled different (Shotguns Pistols), but not specifically defined (an assault rifle will either be Assault Rifle (AK-47) or Carbine (M4). GPS waypoints can still be placed on the radar and visible to all players along with the guided route (if considered active with the game's main options). Players are tagged with a specific color that represents their characters. Like any ally/foe in missions, they are tagged with a dot on the mini-map, along with a name that the player can identify another player through the cursor and in-game screens. The player himself, like his heroes, is represented by a designed color arrow. Some games also require the player to be on the team. The player's online ID screen matches the relevant teams. Players can also communicate with others, partly through the player model. By walking, pressing the L1 button will allow players to partially chat with others (Grand Theft Auto IV only). During the game session, players can be viewed by pressing on the controller's D-pad. Multiplayer single player scenario differences, many changes are made to Liberty City. Weapons and Health/Body Armor are located at specific points in the selected area of the city, where the player can still leave. Most innovation tools appear in special places. For example, Heli Tours spawns Annihilators instead of heliport Heli Tour Mavericks, and Gay Tony multiplayer Ballad appears in an APC East Cars of the LCPD Station and Police Mavericks on the station's helix track. Most glitches from a single player can also be used in multiplayer games, as seen here, and most areas that are inaccessible from a single player can be opened in multiplayer. Niko is actually available from the beginning of the multiplayer Multiplayer access game (after Cousins Bellic) although his second mission (It's Your Call) gets his real phone. To access multiplayer, the player has to bring the mobile phone and choose multiplayer. This will bring a new menu with six options: Games bring two options players: Quick Match and Special Match. Quick Match allows the player to jump into the game through the game lobby, while Special Match allows the player to customize the game type and custom slots (the number of players who require an invitation to the game). Only an inviting variant of Party Mode Free Mode. Players(s) are free to do what they want, as in free mode. Each also begins party mode at Alderney Casino (also marked with a safehouse icon) with a selected variety of vehicles in the area. The default settings are used here. If at least two players are in the game, then you can start any game (see above). When the host leaves, another player is appointed party leader. Invitation game invitations are shown here. Selecting one of them lets the player participate in the game that the friend is in. The game is invited last until the session is over. If expected for too long, the player can still participate, but they will have skip the game lobby. This player can already be sent to a game session or not. Invitations sent to someone playing single player appear just like text message notification. Casting allows this player to customize their multiplayer character appearance. As with any rank, the player unlocks more clothes (highlighted in the ranking). Player models are divided between a man and a woman, so that the player can individually customize both sexes, as well as a zombie model after ranking up to level 1. You can change your own character model before a match starts. Keep in mind that in some games, especially Turf War, Cops 'n' Crooks, Bomb Da Base II, Hangman's NOOSE and Deal Breaker, the player will take on the appearance of a generic gang member (or Cops 'n' Crooks is a police officer). If the player has already attended a match, he cannot change his model until the match ends (or after leaving an infinite Free Mode). Preferences Options the player can change. Three options are: automatic engagement, police and friendly fire. Each can be set to allow, not care (randomly) or allow. Players participate in the game according to their preferences unless they use an invitation. Automatic aiming: Only works against player attackers, so threaten the player there will be no innocent pedestrians This must also be enabled through the main options menu. However, if reticle health is enabled and the player's weapon target is set to complex, an NPC current health can still be monitored. Police: To ensure that the sought-after system works as it does in one player, except for the absence of FIB. The desired levels can only be seen from the player's point of view. Therefore, others can only be in a sense of another player's sought-after level based on the amount of pursuing of law enforcement groups to each other. Instead of arresting the players, the police will also try to kill them. None of the police settings are valid in party mode. If one player escapes but is carrying another player, it is possible that the other player is still being chased by the cops, depending on the desired level earned by him. Friendly fire: Allows players to be killed directly by another player. When activated, each player has a chance to kill someone with firearms. When disabled, they can only take damage from an AI or player's vehicles, police (if enabled), a wrecked helicopter or a fall. Tutorial A quick tutorial about Multiplayer. By choosing this, the game will carry players to Charge Island, which gives beginners instructions on weapons, pickups, games and teams. To view the tutorial, the player cannot have the level they want. Phone within a match is a vital tool that can be accessed at any point during the game and says something about the match. Cheats, such as when the player can now use the phone's numbers, are clearly disabled in multiplayer. When you are in a match, these options appear: Phonebook includes Zit, among other members of this game session!, always in the phone book. There are three options for each. The first is Call, where a player can call other players via headphones/microphone and only the player can work if they have one. The second is to mute and mute other players when asked. If a player has been silenced by all the other players who started in the lobby, then they will not receive the call until they are silent. The last is a kick in which the player can choose another kick to be kicked out of the match. This can be used if a player is constantly making trouble for other players or if others want to maintain a special match. After you use it, a message appears in the upper-left corner that says <PSN bl= name=>>> > Wants to Kick <PSN bl= name=>> To kick a player, there will be a majority between matches. Provided there are at least three players, another player from two games can be kicked. If someone is kicked out of the game, they unable to return to the game and <PSN bl= name=>>> is specified as out of the game. It can also be used in the game lobby before kicking begins. It is typically used when the host takes too long to start. Phone with IDs.In players defined by each game </PSN> </PSN> </PSN> which is accessible. This lists the game mode as well as all players. Add a photo to this gallery Game Leave yourself descriptive, selecting it allows the player to leave the current game session and return to singleplayer. The player can also leave by accessing the options and selecting Drop at the base of the game menu. Game Information Information about the current game. The game has a description, as well as set preferences and host options. Choosing Multiplayer will allow this player to start a new game, party mode, or change episodes, with the downloaded Lost and Damned and Gay Tony Ballad. Friends Allows the Player to send a game invitation to join their friends. Friends can only be invited if they have an IV icon () next to their name. If the friend does not have one and the name is black, it means that they are online, but not to play Grand Theft Auto IV. However, if the name is grayed out, it is offline. Next Game Allows the player to suggest the next game by selecting this and selecting another game. If all players recommend the same game, they will get a countdown from 8:00 a.m. before starting the new game. Game types Player match Player Match puts the player together against others in every possible multiplayer mode. The scores in these matches are not moved to other matches and are irrelevant after the deadline. You also won't get money or success in this mode; This is an ordinary mode, good socialization is suitable for kin and ranked matches get a feel for different modes before jumping into them. It is very common for LAN matches only for the PC version. Ranked matches on PlayStation Network or Xbox Live give the player a ranking that will gradually increase (to a maximum of 10) as they progress and make money. The rank unlocks additional clothing for the advance's multiplayer character. Some money earned in team matches is evenly separated (Turf War, Team Car Jack City). In others, the amount of money the player earns depends on how much they earn (Team Deathmatch, Hangman's NOOSE, Deal Dealer, and Bomb Da Base II). The money received at the end of one of the three cooperative games is the same for everyone. Below is a list of the amount of money required to receive each rank. If the player is in a game, they may have to speculate and participate before the current game ends. Leaving the game you will see no money or network statistics saved, while the player kicks this is the same. Killing yourself or a member of the same team costs the player (or team) \$100 in damages. The same applies to being killed by an NPC. Regular Grand Theft Auto IV will continue with the in-line money Lost and Damned and Ballad Gay Tony. Ranking system Rank Money 0 \$0 1 \$1\$1,000 2 \$10,000 3 \$50,000 4 \$100,000 5 \$250,000 6 \$50,000 7 \$750,000 8 \$1,000,000 9 \$2,500,000 10\$5,000,000Player options options that the host of the game (represented by a crown icon) can change. Not everything specific to a gaming session is listed here. Ground Time Gun Traffic Pedestrians 5 minutes 10 minutes 15 minutes 20 minutes 30 minutes 45 minutes 60 minutes Unlimited (Free Mode Only) \$500\$1000 \$2500 \$5500 \$7500 \$10000 Weak Standard Powerful Pistols Shotguns Bullet Melee SMGs Assault Rifle Rocket Launcher Sniper rifles Sniper Online ID Display Reticule Health Voice Chat Respawn Distance Respawn Time Day Weather 1 second 5 seconds 10 seconds 15 seconds 20 seconds 25 seconds 30 seconds Random Morning Midday Evening Midnight Variable Clear Overcast Drizzle Rain Foggy Statistics After completing a game, a statistics screen will appear on the screen. It will list all players, along with their rank, and how much money is needed to earn a level. It also shows how much money the player made, how many people he killed and how many people died. It will also show things that are game-specific, such as how many grasses are taken over in Turf War, how many cars are delivered at Car Jack City, where the player is during a race, or where he was at during a death match, or how many missions were performed in Mafia Work. The player can search for statistics in the option menu by pressing the start button. It has worldwide statistics to watch every game except free mode and party mode. These can only be viewed with one player. Statistics that follow the end of the game. This still appears to the remaining player. Network statistics for Deathmatch. Add a photo to this gallery Kills When someone is killed by AI (mostly cops) or other players, a message appears reading in the upper left corner<PSN bl= name=>>> Killed. This message, which is used to describe killing, differs between everything the player can do to another player (weapons or vehicles). Multiplayer Killed used a variety of messages to show players' demystation in the game, which follows a basic Player1 <term>Player2 format, the first being offensive and the second being the victim. Cause of Death(s) Death Term(s) Fall, shot by police, killed by NPC, killed by own explosives, wreck helicopter dropped Punch / Baseball Bat battered / beaten / stick / beyiti / broken / / cracked / hommored / beaten Knife chopped / abandoned / filleted / cut / nailed / stabbed / stuck / striped Glock / Desert Eagle 2. 12 squeeze/ exploded / double barrel / farm / opened / perforated / pumped / put a load / crustacean / shottied Micro Uzi /MP5 cancelled / cut / cut / slaughtered / peppered / attached / riddled / sprayed / ventilated AK-47/M4/Annihilator Miniguns </PSN> </PSN> </PSN> </PSN> / no / armed / mission / pierced / ended / killed / processed / punctuated Sniper Rifles killed / shot / captured / high calibre / lightning / nailed / picked up / sniped / shot / surprise Molotov cocktails barbecue / burned / fired / fired / rocket launcher, Grenades, Helicopter Blades atomized/blasted/blasted/blitzed/detonated/inflated/shocked/awed/totaled/evaporated Vehicles crash/pressed/gouranga/d/hit and /manslaughter/driven/ran-over/shock/splattered/steamrollered Death will result in the player's loss of all available weapons, but upon respawning, the player is given a few seconds of invincible. Modes Freeroam modes Mode Players Objective Free Mode 2-16 This mode is similar to a single player game, except that it is played with your friends. With no rules, objectives, time limit or points, it is completely free. Like Party Mode, the player does not earn game money or achievements. Party mode 2-8 Basically the free mode is the same but can only be entered with a game invitation. Party Mode throws everyone on the same track and adjusts everyone to re-spawn in the same part of the Alderney casino. First aid kits, armor and weapons regularly lay eggs here, as well as all of Liberty City. As its name suggests, in Party Mode, Party Mode is a way to collect all your friends before entering other game modes, and the player does not earn game money or achievements, there are no cops in Party Mode. Competitive modes Mode Players Objective Deathmatch 2-16 Is a complete free for everyone. Anything's going to happen. The battle is limited in certain areas of Liberty City to keep the action in place. The police (including NOOSE and/or FIB) are optionally present, depending on the settings chosen by the host, and do not attempt to arrest the players, but instead try to kill them. Mafia Work 2-8 The player, who works on a mobile phone under the instruction of Kenny Petrovic, competes against other players in a series of mini-missions. This may require recruiting for the firm, destroying a target and even collecting weapons from Petrovic to use against others. Car Jack City 4-16 Car Jack City pls players against everyone in a race to steal vehicles for Kenny Petrovic. The amount of money earned depends on the condition of the vehicle, as long as the vehicle does not contain drugs. If the landlord has allowed the police, they will try to prevent players from taking their vehicles to drop-off points. Also health pickups do not fix vehicles / Tip: Other players do not have cars. Team modes Mode Players Objective Team Deathmatch 2-16 (up to 8 two teams) Players work as a team to kill other teams (s) for money; at the end of the round, the team with the most money wins. There are no restrictions. Every player will be money they make personally by killing dissidents. Police are available in this game (4 sought-after level stars including NOOSE/FIB). Team Mafia Work 2-16 (up to 8 two teams) The player is a team member who does contract work for Kenny Petrovic as is regular Mafia Is. These are time-limited tasks such as escorting wanted men, collecting items and stealing cars. Opposing teams try to perform the same task. Interfering with other teams will slow their progress and increase one's chances of making money. Each completed contract gives the team cash and the team with the most money wins at the end of the round. Team Car Jack City 2-8 team normal Car Jack City same, vehicles will randomly lay eggs on the map, and players have the first ones to pick them up, and take them to the drop point. The condition of the vehicle determines the amount of money earned for the player, as long as the vehicle is filled with drugs. Teams also share equal money. Cops 'n' Crooks 4-16 (only two teams) is a team-based mode in which Crooks must secure their Boss while the cops have to pull him down. The boss is marked with a cross hair. There are two sub-modes in this mode: All for Everyone and One for Everyone. In All for One, one team consists of Crooks and the boss, and the other team consists of cops. Cops try to catch and kill the boss while the crooks try to protect him. Cops win by killing the Boss, Crooks wins by safely taking the boss to the getaway car and running away. One is similar to everyone, but it is no Boss. Here, cops win by killing all Crooks, or no getaway vehicles; Scammers win by filling a getaway car with team members or killing all the cops. Only four people can escape in the getaway car. Players cannot re-lay eggs in this mode. Turf War 2 teams are just a scheduled capture-base mode. There are bases around the map that can be taken by stopping next to them for a short time. The more players on top, the faster they can be caught. The more bases owned by a team, the faster cash points increase. If a gang is on or near a base, their opponents can't contain it. At the end of the round, the team that earns the most money wins. Cooperative missions Mode Players Objective Deal Breaker 2-4 under Kenny Petrovic's orders, players must ambush a drug deal between the Angels of Death, and an obscure Mafia family. The deal continues at Acter Industrial Park. The goal here is to eliminate both sides, collect drugs and meet at the rendezasing point. Some witnesses may try to escape by boat, bike or even both. Only 5 respawns are given at Easy, 4 respawns in Orta or 3 respawns in Hard. Hangman's NOOSE 2-4 Russian Mafia boss Kenny Petrovic illegally flew into Francis The airport and someone called the police. The goal is to escort Petrovic safely while he is being pursued by the NOOSE (SWAT) division of liberty city police. Only 5 respawns are given in Easy, 4 respawns on Medium or 3 respawns on Hard, which make continuous survival a life-and-life priority. Bomb Da Base II 2-4 Bomb Da Base II (named referring to a mission from GTA III) requires a gang of players to work together and sabotage Platypus, which is used by Albanians to export cars. Only 5 respawns are given at Easy, 4 respawns in Orta or 3 respawns in Hard. Unlike the other two, it is not necessary to survive, because you can earn money to complete the task. Racing modes Mode Players Target Race 2-16 race to finish through each checkpoint in turn. If the player makes a wrong turn or otherwise breaks down, he can re-lay eggs at the last passing checkpoint. There is a great selection of races for cars, boats and helicopters - players can choose tour and vehicle class/type. There are two types of races: Free Race and Cannonball Run. Free Races are point-to-point races where the first race wins until the finish. Cannonball Runs are races where participants must go through various checkpoints in every possible way. GTA Race 2-16 is similar to Orthodox Race, but with added element of struggle. This is a checkpoint race where participants can also get weapons that appear on the road to help destroy their opponents. The vehicle can be removed during this type of race. Unlike the standard breed, the player will be paid to kill every time they do. Achievements/Trophies in the Multiplayer Main article: Achievements in GTA IV. Success Achieved Team Player Kill 5 opposing team members. Cut Your Teeth Earn a rank promotion. Join midnight club Damage win first place in an effective race, but the least damage to your vehicle. 07:04Hangman's Noose under 7:04Hangman's Noose under 2:32 secondsBomb Da Base II under 5:56 seconds co-op complete deal breaker fly. You have to win the team in all ranked Multiplayer games by taking for the team. Top Midnight Club Win 20 races. They're all on different tracks. Auf Wiedersehen Petrovich wins in Cops n Crooks, both multiplayer and in all variations on both sides. Food Chain Kill twenty players collect deathmatch with a pistol. Sleeping Rockstars Lie Kill provides a Rockstar developer, or another player with this success in any multiplayer game. Multiplayer reach level 10 Wanted. Notes No matter which weapon class, the player can still get weapons from other sources. Some of them have shotguns, carbina rifles, rocket launchers and pistols. RPGs can be obtained by entering a parked helicopter, and other weapons are a standard issue for NOOSE and LCPD. Some internal multiplayer that is otherwise inaccessible will be accessible. In most death matches at Francis At the airport, players will most likely use combat helicopters. In the game's audio files, there are still Police Scanner files for Multiplayer Robberies. For example, robberies can be carried out at a specific pawn shop. The robberies may actually have been designed for multiplayer. See also References – PC Gamer - GTA 4 returns steam on March 19 without multiplayer external connections GTA4.net - Multiplayer: gametypes, modes, online. GTASeries - Detailed guide to multiplayer clothing. GTA IV Multiplayer in GTA IV Community content is available under CC-BY-SA unless otherwise specified. Noted.

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