*Grand Theft Auto IV*

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| ***Grand Theft Auto IV*** | |
|  | |
| [**Developer(s)**](https://en.wikipedia.org/wiki/Video_game_developer) | [Rockstar North](https://en.wikipedia.org/wiki/Rockstar_North)[[a]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-1) |
| [**Publisher(s)**](https://en.wikipedia.org/wiki/Video_game_publisher) | [Rockstar Games](https://en.wikipedia.org/wiki/Rockstar_Games) |
| [**Producer(s)**](https://en.wikipedia.org/wiki/Video_game_producer) | [Leslie Benzies](https://en.wikipedia.org/wiki/Leslie_Benzies) |
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| [**Composer(s)**](https://en.wikipedia.org/wiki/Video_game_composer) | [Michael Hunter](https://en.wikipedia.org/wiki/Michael_Hunter_(composer)) |
| **Series** | [*Grand Theft Auto*](https://en.wikipedia.org/wiki/Grand_Theft_Auto) |
| [**Engine**](https://en.wikipedia.org/wiki/Game_engine) | [RAGE](https://en.wikipedia.org/wiki/Rockstar_Advanced_Game_Engine) |
| [**Platform(s)**](https://en.wikipedia.org/wiki/Computing_platform) | * [PlayStation 3](https://en.wikipedia.org/wiki/PlayStation_3) * [Xbox 360](https://en.wikipedia.org/wiki/Xbox_360) * [Windows](https://en.wikipedia.org/wiki/Windows) |
| **Release** | **PlayStation 3**, **Xbox 360**   * WW: 29 April 2008   **Windows**   * [NA](https://en.wikipedia.org/wiki/North_America): 2 December 2008 * [PAL](https://en.wikipedia.org/wiki/PAL_region): 3 December 2008 |
| [**Genre(s)**](https://en.wikipedia.org/wiki/Video_game_genre) | [Action-adventure](https://en.wikipedia.org/wiki/Action-adventure) |
| **Mode(s)** | [Single-player](https://en.wikipedia.org/wiki/Single-player), [multiplayer](https://en.wikipedia.org/wiki/Multiplayer) |

***Grand Theft Auto IV*** is a 2008 [action-adventure game](https://en.wikipedia.org/wiki/Action-adventure_game) developed by [Rockstar North](https://en.wikipedia.org/wiki/Rockstar_North) and published by [Rockstar Games](https://en.wikipedia.org/wiki/Rockstar_Games). It is the sixth main entry in the [*Grand Theft Auto* series](https://en.wikipedia.org/wiki/Grand_Theft_Auto), following 2004's [*Grand Theft Auto: San Andreas*](https://en.wikipedia.org/wiki/Grand_Theft_Auto:_San_Andreas), and the eleventh instalment overall. Set within the fictional Liberty City, based on [New York City](https://en.wikipedia.org/wiki/New_York_City), the [single-player](https://en.wikipedia.org/wiki/Single-player) story follows [Eastern European](https://en.wikipedia.org/wiki/Eastern_Europe) war veteran [Niko Bellic](https://en.wikipedia.org/wiki/Niko_Bellic) and his attempts to escape his past while under pressure from high-profile criminals. The [open world](https://en.wikipedia.org/wiki/Open_world) design lets players [freely roam](https://en.wikipedia.org/wiki/Nonlinear_gameplay) Liberty City, consisting of three main islands, and the neighbouring state of Alderney, which is based on [New Jersey](https://en.wikipedia.org/wiki/New_Jersey).

The game is played from a [third-person perspective](https://en.wikipedia.org/wiki/Third-person_view) and its world is navigated on foot or by vehicle. Throughout the single-player mode, players control Niko Bellic. An [online multiplayer](https://en.wikipedia.org/wiki/Online_multiplayer) mode is also included with the game, allowing up to 32 players to engage in both cooperative and competitive gameplay in a recreation of the single-player setting.[[b]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-MultiPC-3) Two [expansion packs](https://en.wikipedia.org/wiki/Expansion_pack) were later released for the game, [*The Lost and Damned*](https://en.wikipedia.org/wiki/The_Lost_and_Damned) and [*The Ballad of Gay Tony*](https://en.wikipedia.org/wiki/The_Ballad_of_Gay_Tony), which both feature new plots that are interconnected with the main *Grand Theft Auto IV* storyline, and follow new protagonists.

Development of *Grand Theft Auto IV* began soon after the release of *San Andreas* and was shared between many of Rockstar's studios worldwide. The game introduced a shift to a more realistic and detailed style and tone for the series. Unlike previous entries, *Grand Theft Auto IV* lacked a strong cinematic influence, as the team attempted an original approach to the story. As part of their research for the open world, the development team conducted extensive field research in New York, capturing over 100,000 photographs and several hours of video. The developers considered the world to be the most important element of the game; though not the largest map in the series, they considered it comparable in scope due to its verticality and level of detail. The budget climbed to over US$100 million, making it one of the [most expensive video games to develop](https://en.wikipedia.org/wiki/Most_expensive_video_games_to_develop).

*Grand Theft Auto IV* was released for the [PlayStation 3](https://en.wikipedia.org/wiki/PlayStation_3) and [Xbox 360](https://en.wikipedia.org/wiki/Xbox_360) consoles in April 2008, and for [Windows](https://en.wikipedia.org/wiki/Windows) in December. Upon release, the game received critical acclaim, with praise particularly directed at the narrative and open-world design. *Grand Theft Auto IV* broke industry sales records and became the fastest-selling entertainment product in history at the time, earning US$310 million in its first day and US$500 million in its first week. Considered one of the most significant titles of the [seventh generation](https://en.wikipedia.org/wiki/Seventh_generation_of_video_game_consoles) of video games, and by many critics as one of the [greatest video games of all time](https://en.wikipedia.org/wiki/Greatest_video_games_of_all_time), it won year-end accolades, including [Game of the Year](https://en.wikipedia.org/wiki/List_of_Game_of_the_Year_awards) awards from several [gaming publications](https://en.wikipedia.org/wiki/Gaming_publications). It is among the [best-selling video games](https://en.wikipedia.org/wiki/Best-selling_video_games) with over 25 million copies sold by 2013. The game also [generated controversy](https://en.wikipedia.org/wiki/Controversies_surrounding_Grand_Theft_Auto_IV), with criticism directed at the game's depiction of violence and players' ability to [drink-drive](https://en.wikipedia.org/wiki/Drink-drive). Its successor, [*Grand Theft Auto V*](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V), was released in September 2013.

Gameplay

*Grand Theft Auto IV* is an [action-adventure game](https://en.wikipedia.org/wiki/Action-adventure_game) played from a [third-person perspective](https://en.wikipedia.org/wiki/Virtual_camera_system#Third-person_view).[[2]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-Digital_Spy_Retrospective-4) Players complete [missions](https://en.wikipedia.org/wiki/Quest_(video_games))—linear scenarios with set objectives—to progress through the story. It is possible to have several active missions running at one time, as some require players to wait for further instructions or events. Outside of missions, players can [freely roam](https://en.wikipedia.org/wiki/Nonlinear_gameplay) the game's [open world](https://en.wikipedia.org/wiki/Open_world) and complete optional side missions.[[3]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-GameSpot_Fantastic-5) Composed of the fictional city of Liberty City, the world is larger in area than most earlier *Grand Theft Auto* series entries.[[4]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-Polygon_Maps-6) At the beginning of the game, players can only explore the first island—composed of Dukes and Broker—with all other islands unlocking as the story progresses.[[5]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-The_Cousins_Bellic-7)

Players use [melee](https://en.wikipedia.org/wiki/Melee_phase) attacks, firearms and explosives to fight enemies, and may run, jump, swim or use vehicles to navigate the game's world. There is a [first-person perspective](https://en.wikipedia.org/wiki/First-person_(video_games)) option when using vehicles. In combat, [auto-aim](https://en.wikipedia.org/wiki/Auto-aim) and a [cover system](https://en.wikipedia.org/wiki/Cover_system) can be used as assistance against enemies. Should players take damage, their health meter can be fully regenerated by consuming food or drinks, using medical kits, or calling for paramedics.[[6]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-UK_Hands-On-8) If players commit crimes, the game's law enforcement agencies may respond as indicated by a "[wanted](https://en.wikipedia.org/wiki/Fugitive)" meter in the [head-up display](https://en.wikipedia.org/wiki/HUD_(video_gaming)) (HUD). On the meter, the displayed stars indicate the current wanted level (for example, at the maximum six-star level, efforts by law enforcement to incapacitate players become very aggressive). Law enforcement officers will search for players who leave the wanted vicinity. The wanted meter enters a cool-down mode and eventually recedes when players are hidden from the officers' line of sight.[[7]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-GamesRadar_Reshape-9)

[](https://en.wikipedia.org/wiki/File:Grand_Theft_Auto_IV_gameplay.jpg)

Combat in *Grand Theft Auto IV* was reworked to include a [cover system](https://en.wikipedia.org/wiki/Cover_system).

The game's cover system allows players to move between cover, to fire blindly, aim freely, and target a specific enemy. Individual body parts can also be targeted.[[8]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-IGN_Preview-10) Melee attacks include additional moves, such as dodging, blocking, disarming an opponent and counter-attacking. [Body armour](https://en.wikipedia.org/wiki/Personal_armor) can be used to absorb gunshots and explosive damage, but is used up in the process. When health is entirely depleted, gameplay stops, and players [respawn](https://en.wikipedia.org/wiki/Spawning_(video_game)) at the nearest hospital.[[6]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-UK_Hands-On-8)

The [single-player](https://en.wikipedia.org/wiki/Single-player) mode lets players control an [Eastern European](https://en.wikipedia.org/wiki/Eastern_European) war veteran, [Niko Bellic](https://en.wikipedia.org/wiki/Niko_Bellic). During the story, Niko meets and befriends various new characters. They can then perform favours for Niko whenever he asks; for example, his cousin Roman, who owns a taxi service, can send one of his [cabs](https://en.wikipedia.org/wiki/Taxicab) to take Niko to any destination around the city. Cabs are always available during gameplay for quick travel to a destination. Throughout the course of the game, players are also faced with [morality](https://en.wikipedia.org/wiki/Morality) choices, which alter the storyline appropriately depending on the player's choice. While free roaming the game world, players may engage in context-specific activities such as [bowling](https://en.wikipedia.org/wiki/Bowling) or [darts](https://en.wikipedia.org/wiki/Darts). Other available activities include a [vigilante](https://en.wikipedia.org/wiki/Vigilante) mini-game, and in-game television programming.[[9]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-IGN_Updates-11)[[10]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-VideoGamer_Review-12)[[11]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-Wired_Media-13) Niko has a [cell phone](https://en.wikipedia.org/wiki/Cell_phone) for contacting friends and starting activities.[[12]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-Eurogamer_Review-14) The cell phone is also used to access the game's online multiplayer mode, and to enter [cheat codes](https://en.wikipedia.org/wiki/Cheat_codes).[[13]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-Eurogamer_Cheat-15) To access the in-game Internet, which allows Niko to send and receive emails and set up prospective [dates](https://en.wikipedia.org/wiki/Dating) with potential girlfriends, Niko can use [Internet cafés](https://en.wikipedia.org/wiki/Internet_caf%C3%A9) located around the city.[[14]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-Boston_Herald_Preview-16) The game also features a [subway system](https://en.wikipedia.org/wiki/Rapid_transit), allowing players to quickly traverse through the game's world.[[15]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-New_York_Times_Review-17)

The [online multiplayer](https://en.wikipedia.org/wiki/Online_multiplayer) mode for *Grand Theft Auto IV* allows up to 32 players[[b]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-MultiPC-3) to freely roam across the map. Players decide which game mode they wish to play, including [deathmatches](https://en.wikipedia.org/wiki/Deathmatch) and street races. Both [cooperative](https://en.wikipedia.org/wiki/Cooperative_video_game) and competitive game modes are available, split into ranked and unranked matches.[[16]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-GamesRadar_Multiplayer-18) For players to level up through ranks, in-game money has to be earned. The game also features a Free Mode, in which players have the entire map open to explore, with no end goal or mission to complete. Hosts of the game can control many variables, such as police presence, traffic, and weapons.[[17]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-GameTap_Multiplayer-19) The multiplayer mode was discontinued on Windows in 2020.[[18]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-Polygon_Multiplayer-20)

Synopsis

**Setting**

*Grand Theft Auto IV* takes place in 2008, within a redesigned version of Liberty City. The design of the city focuses on a recreation of four of the boroughs of [New York City](https://en.wikipedia.org/wiki/New_York_City): Broker (based on [Brooklyn](https://en.wikipedia.org/wiki/Brooklyn)), Dukes ([Queens](https://en.wikipedia.org/wiki/Queens)), Bohan ([The Bronx](https://en.wikipedia.org/wiki/The_Bronx)), and Algonquin ([Manhattan](https://en.wikipedia.org/wiki/Manhattan)). The setting also includes the neighbouring state of Alderney (based on [New Jersey](https://en.wikipedia.org/wiki/New_Jersey)).[[19]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-Telegraph_Liberty-21) Initially, bridges are locked down due to a terrorist threat, and police constantly pursue players if the bridges are crossed. The blockades are lifted as the story progresses, allowing the player to traverse between islands safely.

*Grand Theft Auto IV* is set in the fictional "HD [Universe](https://en.wikipedia.org/wiki/Fictional_universe)", which mirrors and parodies the real world. The previous games formed fictional universes of their own,[[c]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-23) which despite having many similarities with the HD Universe, are considered to be different continuities. Hence, the Liberty City depicted in *Grand Theft Auto IV* is different from its previous renditions, and the game itself serves as a [reboot](https://en.wikipedia.org/wiki/Reboot_(fiction)) for the series. The new timeline established by *Grand Theft Auto IV* would continue with two expansion packs, [*The Lost and Damned*](https://en.wikipedia.org/wiki/The_Lost_and_Damned) and [*The Ballad of Gay Tony*](https://en.wikipedia.org/wiki/The_Ballad_of_Gay_Tony), and a sequel, [*Grand Theft Auto V*](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V), as well as its online component, [*Grand Theft Auto Online*](https://en.wikipedia.org/wiki/Grand_Theft_Auto_Online).[[21]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-Guardian_Universe-24)[[22]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-CVG_Universe-25)[[23]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-Game_Rant_Universe-26) The handheld game [*Grand Theft Auto: Chinatown Wars*](https://en.wikipedia.org/wiki/Grand_Theft_Auto:_Chinatown_Wars) is also considered part of the HD Universe, because it features the same map as *Grand Theft Auto IV*, except for Alderney.[[24]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-Eurogamer_Chinatown_Wars-27)

**Plot**

[Niko Bellic](https://en.wikipedia.org/wiki/Niko_Bellic), an Eastern European ex-soldier,[[25]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-28) arrives in Liberty City aboard a cargo ship, the *Platypus*, to escape his criminal past, pursue the [American Dream](https://en.wikipedia.org/wiki/American_Dream), and search for the man who betrayed his unit to an ambush during a war ten years prior. Reuniting with his cousin Roman, he discovers that his tales of riches were lies concealing his small dirty apartment, unprofitable taxi company, gambling debts, and disputes with [loan sharks](https://en.wikipedia.org/wiki/Loan_shark). Niko begins assisting Roman with his problems, which leads him to make his first criminal contacts in the city. He befriends [Yardies](https://en.wikipedia.org/wiki/Yardie) [underboss](https://en.wikipedia.org/wiki/Underboss) Little Jacob and is forced to work for Vlad Glebov, Roman's Russian loan shark, whom Niko eventually kills upon learning he had slept with Roman's girlfriend, Mallorie.

In retaliation, Niko and Roman are kidnapped by [Russian mobsters](https://en.wikipedia.org/wiki/Russian_mafia) on orders of their boss Mikhail Faustin and his lieutenant, Dimitri Rascalov. Indifferent to Vlad's murder, Faustin releases them and employs Niko as a [hitman](https://en.wikipedia.org/wiki/Contract_killing), eventually ordering him to kill the son of Russian crime lord Kenny Petrović. When Petrović threatens retaliation, Dimitri convinces Niko to assassinate Faustin. However, he then betrays and brings Niko to his former employer, Ray Bulgarin, who accuses Niko of stealing from him during a botched [human trafficking](https://en.wikipedia.org/wiki/Human_trafficking) job years earlier. Niko denies the allegation and a firefight ensues, allowing Dimitri and Bulgarin to escape.

Dimitri's men burn down Niko and Roman's apartment and taxi company, forcing them to flee to Bohan. While Niko finds work for several local drug lords, Dimitri kidnaps Roman in a failed attempt to lure Niko into a trap. Later, Niko discovers that his girlfriend Michelle is a government agent, and she [entraps](https://en.wikipedia.org/wiki/Entrap) him into working for her agency, the United Liberty Paper. In exchange for the murders of several known or suspected [terrorists](https://en.wikipedia.org/wiki/Terrorism), the agency clears Niko's criminal record and searches for the traitor he seeks. Niko and Roman's fortunes improve when the latter receives a large amount of insurance money from his destroyed business, which he uses to rebuild it and buy an apartment in Algonquin. Roman also proposes to Mallorie, who accepts.

While working for the [Irish Mob](https://en.wikipedia.org/wiki/Irish_Mob), Niko befriends gangster Patrick McReary and helps him and his brothers carry out a bank robbery. Niko is later hired by Ray Boccino, a [*caporegime*](https://en.wikipedia.org/wiki/Caporegime) in the Pegorino [crime family](https://en.wikipedia.org/wiki/Crime_family), to oversee a diamond deal, which goes awry. Boccino repays Niko by helping him find ex-comrade Florian Cravic, now known as Bernie Crane, who claims that he did not betray their unit. Niko concludes that the traitor was Darko Brevic, the only other survivor. Niko continues working for the [Mafia](https://en.wikipedia.org/wiki/American_Mafia) in Liberty City and eventually earns the trust of [Don](https://en.wikipedia.org/wiki/Crime_boss) Jimmy Pegorino, who orders Niko to kill Boccino after suspecting him of being a police informant. Niko also helps Patrick kidnap Don Giovanni Ancelotti's daughter to ransom her for the diamonds, but Bulgarin intercepts the exchange, and the diamonds are lost.

Eventually, the Paper finds Darko and brings him to Liberty City for Niko to decide his fate. Afterwards, Niko is summoned by Pegorino for one final favour: to help with a highly lucrative [heroin](https://en.wikipedia.org/wiki/Heroin) deal in collusion with Dimitri. Niko must either agree to work with Dimitri or exact revenge on him.[[26]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-One_Last_Thing-29) Should Niko go through with the deal, Dimitri betrays him again and keeps the heroin for himself.[[27]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-If_the_Price_is_Right-30) At Roman's wedding, an assassin sent by Dimitri accidentally kills Roman with a stray bullet.[[28]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-Mr_and_Mrs_Bellic-31) Aided by Little Jacob, Niko murders Dimitri, who in turn had killed Pegorino.[[29]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-The_Revenger's_Tragedy-32) Later, Mallorie informs Niko that she is pregnant with Roman's child, whom Niko vows to protect. Should Niko choose to exact revenge, he finds and kills Dimitri aboard the *Platypus*.[[30]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-A_Dish_Served_Cold-33) At Roman's wedding, Pegorino, furious at Niko's betrayal, targets him in a [drive-by shooting](https://en.wikipedia.org/wiki/Drive-by_shooting), but accidentally kills Patrick's sister Kate, whom Niko had been dating.[[28]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-Mr_and_Mrs_Bellic-31) Aided by Little Jacob and Roman, Niko tracks down and kills Pegorino.[[31]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-Out_of_Commission-34) Later, Roman tells Niko that Mallorie is pregnant and that they decided to name the baby after Kate if it is a girl.

Development

[](https://en.wikipedia.org/wiki/File:Rockstar_North_building,_shot_from_hill.jpg)

[Rockstar North](https://en.wikipedia.org/wiki/Rockstar_North)'s former studio in [Edinburgh](https://en.wikipedia.org/wiki/Edinburgh), Scotland, where *Grand Theft Auto IV*'s development was overseen

Preliminary work on *Grand Theft Auto IV* began in November 2004,[[32]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-OPM_UK-35) a month after the release of [*Grand Theft Auto: San Andreas*](https://en.wikipedia.org/wiki/Grand_Theft_Auto:_San_Andreas).[[33]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-IGN_Limits-36) Rockstar president [Sam Houser](https://en.wikipedia.org/wiki/Sam_Houser) felt that following up *San Andreas* was "a nightmare".[[34]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-Edge-37) [Rockstar North](https://en.wikipedia.org/wiki/Rockstar_North), the core 220-person team behind the game, co-opted studios owned by parent company Rockstar Games to facilitate development between a full team of over 1,000,[[35]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-Times_Benzies-38) including 50 employees at [Rockstar NYC](https://en.wikipedia.org/wiki/Rockstar_NYC), 40 at [Rockstar Lincoln](https://en.wikipedia.org/wiki/Rockstar_Lincoln), 10 at [Rockstar San Diego](https://en.wikipedia.org/wiki/Rockstar_San_Diego), and around 600–700 working part-time internally and externally.[[36]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-IGN_Benzies-39) Some key members of the development team worked 12-hour days during production, often without holidays.[[35]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-Times_Benzies-38) The team decided to continue the numbering scheme absent from the previous two main games to represent the same leap in production as [*Grand Theft Auto 2*](https://en.wikipedia.org/wiki/Grand_Theft_Auto_2) (1999) to [*Grand Theft Auto III*](https://en.wikipedia.org/wiki/Grand_Theft_Auto_III) (2001).[[33]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-IGN_Limits-36) Development of *Grand Theft Auto IV* ceased by 21 April 2008 when the game was [submitted for manufacturing](https://en.wikipedia.org/wiki/Software_release_life_cycle#Release_to_manufacturing_(RTM)).[[37]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-GameSpot_Gold-40) Producer [Leslie Benzies](https://en.wikipedia.org/wiki/Leslie_Benzies) estimated that the budget of the development efforts exceeded US$100 million, making *Grand Theft Auto IV* one of the [most expensive video games](https://en.wikipedia.org/wiki/List_of_most_expensive_video_games_to_develop) ever made.[[35]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV#cite_note-Times_Benzies-38)