



PlayStation

GRAND THEFT AUTO

Mission Pack #1: London 1969

NTSC U/C

PlayStation®



WARNING:

Requires original
Grand Theft Auto
disc to operate.

MATURE



CONTENT RATED BY
ESRB

SLUS-00846

**PARENTAL
ADVISORY**
EXPLICIT CONTENTS



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in a protective case when not in use. Clean the disc with a lint-free soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3772.

Table of Contents

Welcome to London	4
Getting Started	5
Loading A Saved Game	6
Save A Game	6
Options	6
Choosing your Representatives	7
How to Rule This City	7
The Streets of London	8
Default Controls	9
A Typical Scene	10
Troubleshooting	12
Credits	13

Welcome to London

Beautiful, ain't it? No, it's a filthy sh'thole, where only those in the know survive. And that's why me and me brother Archie have survived so long. Not only do we know everything that's going on, but we're also the nastiest things to hit London since the Black Death. Know what I mean? We are the Crisp Twins, and we ain't had our dinner. So don't mess, and nobody will get hurt. Understood?

Now, I know you think you're something of a tough guy. Been a bit bad over with the Septics, have you? Done the business in Vice City? Well, I don't give a monkey's, and neither does Archie. Those Yanks ain't worth a pint of p'ss, so show some respect. You're in London now, and don't you forget it. And what Albert (that's me) and Archie says goes in this manor. So, if you want to make a go of it over here then I suggest you listen to what I tell you, and do exactly as you are told. Otherwise, there's no telling where this might end, but it won't be pretty. So read the manual proper like, and then get to work. And no messing about, and no squealing to the Law. Understood?



Getting Started

Well done. You've just made history. You've just acquired the world's first ever mission pack for PlayStation®. Aren't you clever? In order to play the game, you've got to own a copy of the original game, and start the game in the following way (REMEMBER - Pay attention, and nobody will get hurt.)

1. Ensure your PlayStation® is set up according to its instruction manual, with a controller plugged in, and a Memory card if you have one.
2. Ensure the power button is OFF before inserting your GTA: London 1969. Then press the power ON.
3. The PlayStation® logo screen will then appear. Then a screen will appear telling you to replace your GTA: London 1969 disc with your original GTA disc. (If the PlayStation® logo Screen or the ensuing disc swap Screen fail to appear, press the power button OFF: ensure your PlayStation® is set up correctly and the GTA disc is properly inserted before pressing the power button ON again).
4. Leaving your PlayStation® ON, remove the GTA: London 1969 disc, replace it with your original GTA disc, and close the Disc Cover on your PlayStation®.
5. Then, again following the onscreen prompt, and leaving your PlayStation® on, replace your original GTA game disc with your new GTA: London 1969 game disc. Then close the Disc Cover on your PlayStation®, and the GTA: London 1969 title screen will appear. You can now play GTA: London 1969, but REMEMBER don't insert or remove the game disc while the power is ON, apart from during stages 4 and 5 outlined above. It is also recommended that you don't insert or remove peripherals or Memory cards once the power is turned on. Make sure you have enough free blocks on your Memory cards once the power is turned ON.

Loading A Saved Game

Insert a Memory Card with previously saved games into your Console. Select Load Game from the main menu and press the **X** button. You will be presented with a list of saved games - unless the memory card is unformatted, in which case there are no files to load. Use the Directional button to highlight the file which you want to load and press the **X** button. When you are prompted to load a new game, press the **C** button to confirm, or **A** at any time to cancel. If you want to delete a previously saved game then press the **B** button. The game will prompt to confirm the action, press the **A** button to cancel or the **C** button to confirm. Press the **C** button at any time to select a Memory Card in another Memory card slot.

Save A Game

You can save your progress from the Character Selection screen onto a Memory Card by pressing the **C** button. Enter a name for the saved game by using the Directional button to change the letters or press the **B** button to delete a letter. If you want to delete a previously saved game then press the **B** button. The game will prompt to confirm the action, press the **A** button to cancel or the **C** button to confirm. Press the **C** button at any time to select a Memory Card in another Memory card slot. If an unformatted Memory Card is inserted, the game will prompt you to format the Memory Card. Press the **C** button to confirm the prompt to format a Memory Card. And don't be a plonker. Get Ready...

From the Title Screen, select Options to call up five new options.

Options

Use the EFFECTS and MUSIC options to change the volume balance of sound effects and music during play. MUSIC Mode allows you to choose between RADIO (those swinging '60s radio stations automatically change when you change cars, and vary depending on the taste of the vehicle's, er, previous owner) and CONSTANT (the CD

music plays from the first track straight through to the last). Use TEXT to change the speed of text display during play.

Choosing Your Representatives

Before you get let loose on the streets of London, choose to play the part of one of four would-be hard men. These downright unsavory individuals will allow you to keep track of your ability to be a shining light to London's underworld, or at least keep your score, and see that we don't let you get to big for your boots. Understood?



How To Rule This City

I rule this city, with me brother Archie. You ain't worth nothing. In fact you're worth less than nothing. Minus nothing, that's what you're worth, sunshine. Your pathway to the top begins, as mine once did, as a try-hard, a wannabe, loose on the streets of London and looking for ungainful employment on the streets of London. Well, if you want to be a Face in this town, there's only two boys who count, me and me brother Archie. So when we say jump, you say "How high? And by the way, that suit looks great on you, Mr. Crisp." Understood?

The Streets of London

Are filthy, dirty, disgusting and, quite frankly, a diabolical liberty. That's why we've taken over. To clean up. Back when me and Archie were nippers, it wasn't like this at all. Oh no, people looked out for each other, didn't they? You knew who your neighbors were, and there weren't any of this rubbish pop music pclluting the radios. No, we had Vera Lynn, a tangerine down one of my old man's socks and a clip round the ear hole for Christmas, and bugger all else. But we was happy. By God, our old mum loved us, and we was the happiest boys in town. But now, it's all Filth everywhere, and no bloody community spirit.

Death Or Glory

When you die and are taken to the nearest hospital, you lose all your bleeding weapons but retain your Bonus Multiplier; however, when you are arrested, you are taken to the nearest Police Station (The bleeding Nick- we've all been there, and none of us squeals. Understood?) and allowed back on the streets with your Wanted Level reset to zero... in exchange for all your weapons and half your Bonus Multiplier (the score we let you keep). However, if we dscover you've been yapping to old PC Plod, there's no saying how offended Archie will be. Do you understand what I'm saying?

Take the law into your own hands.

Don't let those bleeders tell you what to do. The functions of the controller buttons can be reconfigured using the Controls option on the Title Screen. To suit your flipping needs and desires, if you know what I mean.

DEFAULT CONTROLS

Left Directional button:

Turn left

Right Directional button:

Turn right

⊗ Forwards

⬆ Backwards

Ⓞ Enter/Exit vehicle

Ⓞ Attack/Fire

Select button:

Pager/Last Message

Start button: Pause

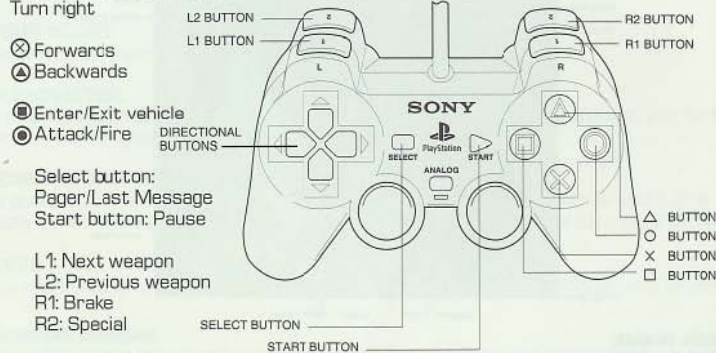
L1: Next weapon

L2: Previous weapon

R1: Brake

R2: Special

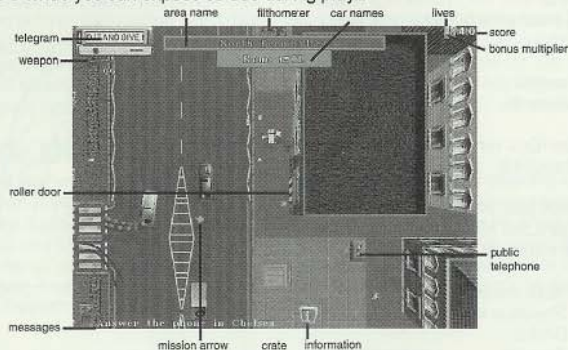
FRONT VIEW DUAL SHOCK CONTROLLER



NOTE THERE ARE 4 OTHER CONFIGURATIONS AVAILABLE (if you're some kind of awkward ponce) Note that the Brake button becomes a Jump button (for leaping vehicles, for example) when you are on foot, doing a runner. Plus! The Special button is so called because it's responsible for more than one function depending on the context (IE it's very bloody special, ain't it?). When in control of almost all vehicles, press the Special button to sound the horn. When in a tank, thank your lucky stars, and press and hold the Special button then press the left or right directional button to rotate the turret.

A Typical Scene

A Typical Vista on the happy streets of London and your frankly excessive behavior is brought to your screen, as ever, courtesy of the DMA news chopper flying high above London. Here's what you can expect to see during play...



AREA NAME

Your present location. Not exactly nuclear physics, is it, sunshine?

PUBLIC TELEPHONE

Walk over a ringing one to answer it - you never know, it might be word from me, or even Archie.

MESSAGES

When you receive instructions via phone, the message text will appear at the bottom of the screen. Press the Select button to repeat the last message received. And pay attention, or someone will get hurt.

TELEGRAM

Like all the most modern types, me and Archie strongly advocate technology, so we've equipped our boys with these portable telegram machines. These will keep you in the picture, and maybe give you some sideline work. Only don't be a plonker! Don't go giving the number out to any birds. That would be daft, wouldn't it? Press the Select button to repeat the last pager message received.

YOUR SCORE

You earn points for every crime you commit.

FILTHOMETER.

This gives you an idea of how much the boys in blue want to have a word with you. So be careful, and no unnecessary verbals, understood?

BONUS MULTIPLIER

All points you score are multiplied by the Bonus Multiplier (which is incremented after every mission you successfully complete, so keep it up, and you'll be a good little earner).

LIVES

You start with five, but extra ones are available, if you've got something special to offer.

MISSION ARROW

The yellow arrow indicates the general direction of your intended destination or target.

CAR NAME

Shows the type of vehicle you occupy.

WEAPON

The one you happen to be holding, be it Pistol, Machine Gun, Flame Thrower, Rocket Launcher... or the trusty old bunch of fives.

ROLLER DOOR

Only attempt to drive through one when it's open.

CRATE

Dotted around the cities are many such containers holding some form of Special Item such as a weapon, Power Ups (helps you take three shots, or move faster depending on which one it is), Get Out of Jail Free Key (get busted - get released with your Bonus Multiplier AND weapons intact) and a trusty old Police Bribe (instantly cancels your Wanted Level). Simply use a fist or weapon or vehicle to smash open a crate and reveal its contents.

INFORMATION


Situated around London. Batter one to get some useful information. Like keep your bleeding trap shut.

EASY DOES IT!

It pays to take a 10 minute break in every hour of play, so put the action on hold...

Press the Start button to freeze the action - and see a reminder of how many points are required to complete the stage.

Press the Start button while the action is frozen to resume play.

To Quit out of the game: Press Start button to pause the game, press Select or Select Quit Game from the Pause menu, and press the  button to return to the title screen.

Troubleshooting

In the unlikely event that GTA LONDON refuses to work, contact our Customer Services Department at Take-Two Interactive Software, Inc., 1004 Ligonier Street, Latrobe, PA 15650 or call 724-539-6407 between the hours of 9:00 am to 5:00 pm Monday to Friday. For help, tips, and more advice about Grand theft Auto: London 1969 go to www.GTA-LONDON.com.

Dedicated to David Jones, the GTA team and everyone at DMA Design

Grand Theft Auto: London 1969

Uses Miles Sound System from RAD Software. Copyright '1994-1999 by Miles Design, Inc. Uses Smacker Video Technology., Copyright '1994-1999 by Invisible, Inc., d/b/a RAD Software, Thanks to GTA Cars (The Car, Physics and Tile editor)

Jeffrey P. Mathews FIF Engineering
<http://www.fifengr.com/gtacars/>

Executive Producer

Sam Houser

Producers

Dan Houser
Lucien King

Director

Greg Bick

Lead Programmer

Kevin Hoare

Technical Director

Gary J. Foreman

Mission Design and Programming

Sergei Kuprejanov

Additional Design and Lead Testing

Jay Penney

Artwork

Ray Larabee

Map Design and Sound Director

Blair Renaud

Cutscenes and Additional Art

Adam Holbrough
Peta Armstrong

Screenplay by

Dan Houser

Director of Sound Production

Paul Bennun

Associate Producer

Ken Jordan

Product Managers

Matt Gorman
Kevin Gill

Packaging and Front End Design

Jeremy Blake
Karen Mui

Music researched and compiled by

Patrick Whittaker : Sound Curator

Additional Music researched by

Terry Donovan

Emergency Services Consultant

Patrick Mulhern

Voices recorded at Somethin Else, Brick Lane, E2:

Voices:

John Berger, Olivia Silverwood-Cope, Noodle, Tendulkar Dillipani, Emily Wyness, Neil Bennun, Kevin 'the dred BK' Adam, Charlie, Lucien, Darren & Nick.

QA Manager

Claire Cuthill

Lead Tester

Adam Rabin

Tested by

Darren Lloyd
Charlie Johnstone
Daley Salami
Greg Matthews
Nick Sneddon
Lee Brown
Chris Lacey
Ronnie Jackson
Gary Simms
Patrick Chan-Kane
Gregory Dimech
Rich "Reeeeech" Hui

Special Thanks to

Terry Donovan, Colin MacDonald
Beat Records Company Publishing Group,
Neapolis Records, Trojan Records, Torpie,
Tricia Gray, Brian Baglow, Jenn Kolbe

GTA: London 1969 & The Soundtrack

1. Liquidator performed by Harry J Allstars (L. Johnson)
2. Return of Django performed by The Upsetters (L. Perry)
3. Dollar in the Teeth performed by The Upsetters (L. Perry)
4. Skinhead Moonstomp performed by Symarip

(Neismith / Ellis)

5. 28 Minuti. Seq 4 taken from 28 Minuti Per 3 Milioni Di Dollari
6. Seq 3 taken from Le Malize Di Venerel
7. Seq 4 taken from LeMalize Di Venerel
8. Seq 6 taken from LeMalize Di Venerel
9. Beat Fuga Shake composed by Riz Ortolani
10. Hot Camera Shake composed by Francesco De Masi-Alessandro Alessandrini
11. L'Uomo Che Sapra performed by Giulia De Muttis and composed by Francesco De Masi-Alessandro Alessandrini
12. Tema Di Londra composed by Francesco De Masi-Alessandro Alessandrini
13. The Roaring 20's composed by R. Ortolani
14. Teresa Lillusa composed by R. Ortolani
15. Tiffany Sequence M. B composed by R. Ortolani
16. Tiffany Sequence M. 22 composed by R. Ortolani
17. Saturday Nite at Dirty McNasty's written and performed by Chris Sears, Jim Browski, Dr. Gilo Allen, Duncan 'limpdick' Scott
18. BOOK 'EM' (Murder One) written and performed by Chris Sears, Jim Browski, Dr. Gilo Allen, Duncan
19. Austin Allegro Drag Race written and performed by Chris Sears, Jim Browski, Dr. Gilo Allen, Duncan 'limpdick' Scott
20. GTA POMP written and performed by Charlie Clarke, J.L. Sarah Daly, Paul Powell
21. GTA SPY written and performed by Charlie Clarke, J.L. Sarah Daly, Paul Powell

1, 2, 3 and 4 are licensed courtesy of Trojan Records
5, 6, 7 and 8 licensed courtesy of Neapolis Records
9, 10, 11, 12, 13, 14, 15 and 16 licensed courtesy of Beat Records Company Publishing Group
17, 18, and 19 appear courtesy of Wonderland.WAV
GTA: London 1969 Copyright 1998 Take 2.



now let's
get started ▶

Rockstar Games #1 Rockstar Games #1 Rockstar Games #1 Rockstar Games #1 Rock



Rockstar Games 575 Broadway New York, NY 10012

The Rockstar logo, GTA London, and the GTA London logo are registered trademarks of Take Two Interactive Software, Inc. ©1999 All rights reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

