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Multiplayer

All of Liberty City is a playground for you to cause chaos with up to 31 of your friends, across an array of varied multiplayer games. There are 15 modes to choose from, including Party Mode, each with numerous options to help you tailor your experience any way you like.

**One Man Army**
- Deathmatch
- Mafiya Work
- Car Jack City
- Race
- GTA Race
- Free Mode

**Teamwork**
- Team Deathmatch
- Team Mafiya Work
- Team Car Jack City
- Turf War
- Cops ‘n’ Crooks

**Co-op**
- Hangman’s NOOSE
- Deal Breaker
- Bomb da Base II
**Multiplayer**

**Custom Match**

Another feature in 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 the mobile phone, you can 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.

For detailed information on online multiplayer and Custom Match, including controls and options, please refer to the NA_LAM_multiplayer_readme.pdf included on Grand Theft Auto IV Disc 1 or visit: www.rockstar.com/iv/pc

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<thead>
<tr>
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<tr>
<td>Rock City</td>
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<tr>
<td>Shroudemre</td>
<td>Race</td>
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</tr>
<tr>
<td>Hong Kong</td>
<td>Race</td>
<td>Any</td>
</tr>
</tbody>
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**Video Editor**
The Video Editor feature allows you to capture in-game footage, make real-time edits and render those clips out as WMV movie files. The clips can also be spliced together into a video complete with post effects like music, text, and transitions, and other features typically found in video editing suites.

Note: Upload and Online features are no longer available within the Video Editor for Grand Theft Auto IV.

Clip Capture

At any time during the game (single or multiplayer), press the F2 key to dump a chunk of footage to your hard drive. Depending on how data intensive things are in the world at that time, the clip should be about 30 to 40 seconds long. Captured footage will be the action that occurs PRIOR to pressing F2. Note that if you have a slower machine, you also have the option to turn off this feature altogether.

Launching the Video Editor

To launch the Video Editor, call it up using your in-game mobile phone. A prompt will let you know that any unsaved data will be lost, after which you jump into a separate menu to view and edit your clips. You arrive at this screen with the following choices:

- Clips
- Editor
- Gallery

Clips

All the raw footage you've captured in-game can be viewed quickly in the Clips section. There are standard DVD style controls for video playback. In addition, you can hold down the right mouse button to move the camera and view your clip from alternate angles and then update your clip thumbnail making it easy to organize your clips.

Editor

Selecting Editor allows you to create a video from your raw clips. Here you can name your video, string multiple clips together, add music, titles, and transitions.

Your raw footage clips appear on the left side of the screen. The upper right portion of the screen is the storyboard editing space. Drag and drop your clip footage into the storyboard to create a video. Double click a thumbnail on the storyboard to edit it. You can add markers within your clips which allow you to place cameras and filters, and adjust audio and speed settings.
Gallery

The section labeled Gallery contains all of the complete, exported videos. By default, the last exported video is displayed in the preview window. The thumbnails on the right side of the screen are arranged with the most recent ones appearing at the top.

The Video Editor is a full featured tool. For more details, view the NA_LAM_videoeditor_readme.pdf file included on Grand Theft Auto IV Disc 1 or visit: www.rockstargames.com/iv/pc
You can select your own favorite songs to play through the in-game radio station Independence FM.

Simply place your non DRM’ed MP3s, WMAs, or M4As (or shortcuts to your music folders) in the file location below:

My Documents\Rockstar Games\GTA IV\User Music

Note: Quicktime or iTunes needs to be installed for M4A support.

After accessing Independence FM as you would with any other in-game radio station, you will also have the following options in the Audio tab of the Pause Menu:

**Scanning Modes**

**Enable Auto Scan**: Set this to ON to perform a Quick Scan automatically on game startup.

**Quick Scan**: Reads the audio files within your folder and plays back exactly as they are in the folder.

**Complete Scan**: Reads the audio files within your folder and performs additional analysis to enhance user experience.

**Play Modes**

**Sequential**: Plays through audio files as they appear in your folder – can skip songs.

**Shuffle**: Plays through audio files randomly – can skip songs.

**Radio**: Plays through audio files randomly with radio adverts and DJ banter in between tracks – cannot skip songs.