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Ghostface Killah - Grand Theft Auto: Chinatown Wars Main Theme GTACW-MainThemeSong.ogg Rockstar LeedsRockstar NorthWar Drum Studios (Android) Rockstar GamesCyberfront (Japan) Leslie BenziesGordon Hall Nintendo DSSony PSPApple iOSAndroid EnglishFrenchItalianGermanJapaneseSpanish "Rockstar has collected the highlights of the Grand Theft Auto series and combined them into one great game. Do you think DS can't handle GTA? think again Official Nintendo Magazine Grand Theft Auto: Chinatown Wars is a 2009 action-adventure game developed by Rockstar Leeds and published by Rockstar Games for Nintendo DS, Sony PlayStation Portable, iOS and Android devices. It was originally released on March 17, 2009. It is the thirteenth installment in the Grand Theft Auto series and the fourth game designed specifically for handheld consoles. Part of HD Universe's Grand Theft Auto series, Chinatown Wars is set in Liberty City in 2009, one year after the events of Grand Theft Auto IV. The game's storyline follows the adventures of Huang Li, the spoiled son of the triad boss. After killing his father and stealing the family sword, Huang begins working for several notable figures in Liberty City's Asian scene to uncover the truth about his father's death and the sword. GTA Chinatown Wars uses 3D isometric perspective with a rotating airbag that allows the player to dynamically change the angle during the action. Unlike previous top-down games, Chinatown Wars uses fully 3D graphics with the exception of cutscenes. As Huang, players can freely explore Liberty City in a version of Grand Theft Auto IV without the state of Alderney. Upon release, Chinatown Wars received critical acclaim, praising its gameplay, mission design, graphics, and overall quality for an adult handheld game.Ghostface Killah - Grand Theft Auto: Chinatown Wars Main Theme GTACW-MainThemeSong.ogg Rockstar LeedsRockstar NorthWar Drum Studios (Android) Rockstar GamesCyberfront (Japan) Leslie BenziesGordon Hall Nintendo DSSony Proid English French Italian German Japanese Spanish "Rockstar has captured the highlights of the Grand Theft Auto series and combined them into one great title. Think the DS can't handle GTA? Think again." - Official Nintendo Magazine Grand Theft Auto: Chinatown Wars is a 2009 action-adventure video game developed by Rockstar Leeds and published by Rockstar Games for Nintendo DS, Sony PlayStation Portable, iOS and Android. It was originally released on March 17, 2009. . It is the thirteenth installment in the Grand Theft Auto series and the fourth title designed specifically for handheld consoles. Chinatown Wars, part of the HD universe of the Grand Theft Auto series, takes place in Liberty City in 2009, one year after the events of Grand Theft Auto IV. The game follows an adventure Huang Lee, the spoiled son of a triad boss. After murdering his father and stealing the family sword, Huang begins working for several famous figures from the Liberty City Asian scene to uncover the truth about his father's death and the sword. GTA Chinatown Wars is played from a 3D isometric perspective, with a rotating aerial camera that allows the player to dynamically change the point of view during action sequences: Unlike previous top-down titles in the series, Chinatown Wars uses full 3D graphics, with the exception of cutscenes. As Huang, players can freely explore Liberty City in the version of Grand Theft Auto IV without the state of Alderney. Upon release, Chinatown Wars received critical acclaim, praising the gameplay, mission design, graphics, and overall quality as a mature handheld game, thoughControversy over the inclusion of a drug-dealing minigame. The game's initial release failed to meet developer Rockstar's expectations, selling under 900,000 in the US market in its first two weeks. A Sony PSP port was released on October 20, 2009, with improved graphics and additional missions. Chinatown Wars was later released on iOS devices in 2010 and Android devices in 2014. All ports received critical acclaim, with critics citing the improved features and controls of the new release. The plot of Huang Lee, the main character of the game. Huang Li, the spoiled son of a recently killed triad boss, flies to Liberty City and brings with him Yu Jiang, a sword Huang's father won in a poker game to use as an heirloom for the family's new patriarch, Uncle Huang. Wu. "Kenny" Lee. Shortly after landing, Huang's entourage is killed by assassins and shot (a bullet shattered his head, but he survived) and kidnapped. The attackers steal the sword and throw his body into the water, believing Huang to be dead. Juan manages to survive and informs Kenny that Yu Jiang has been kidnapped. Kenny explains that he had planned to offer the sword to Hsin Zhaoiming, the aging triad leader in Liberty City, to secure his successor. With the loss of Yu Jian, Kenny was humiliated and his power was reduced, leaving him and Huang to work to keep their business afloat. Huang is eventually contacted by Zhou Ming, a senior member of the triad, and Chang Zhaoiming, Hsin's son. The two men are also competing to replace Hsin, deploying Huang to counter each other's efforts. After Chan hires Juan to close a deal that goes wrong, Juan is apprehended by LCPD Detective Wade Heston, a corrupt undercover cop under pressure from Internal Affairs. Heston offers to ally with Huang to find the men responsible for stealing Yu Jian and murdering Huang's father. Huang agrees and points out that Heston suspects the Koreansan ally of the trio is behind the events. After fighting the Koreans for a while, Heston plants a bug in the Korean headquarters, from which he learns that the gang has a chip group called Wonsu Nodong. Heston discovers that Wonsu's manager is responsible for Yu Jian's theft and is a police informant causing trouble for the three. Meanwhile, Xin instructs Huang to find the informant, but then suspects Huang himself and tries to kill him. Kenny arrives and convinces Xin to give them time to find the right rat that will speed up Huang's mission. Xin hires Huang to investigate the two gangs the rat may be hiding under: the Angels of Death and the Korean Mafia. Huang contacts Lester LeRoque, a private investigator for the Angels of Death, and does his work against the Koreans. Juan is temporarily derailed by the intervention of mob member Rudy D'Avanzo, who leads Juan to believe that the mole is a member of the Messina family named Jimmy Capra. Xin later discovers D'Avanzo's ruse and is killed by Huang. Both the Koreans and the Angels are found innocent, leading to a new wave in the investigation. Heston hires Juan to hack the FBI servers and find the informant. The information indicated that two names, Zhou Ming and Chang Jiaoming, had spoken to the police about the triads. This is handed over to Xin, who, confused that his own son is a suspect, immediately resigns as leader and appoints Kenny as the new leader of the Liberty City Triads. Huang then executes Chang and Zhou, though each denies their guilt. Shortly after the murders, Heston contacts Juan, who informs him that the information he received is fake and that he has learned of a meeting between the leader of the Vons and his allies. Huang and Heston go to the meeting and find Kenny, who admits to being responsible for Yu Jian's theft and the death of Huang's father. Heston and Juan chase KennyCity, expelled him near the Xin residence. Here Kenny explains that he was hired by Xin to retrieve Yu Jian, so Huang's father would have to die for it to be handed over to him in exchange for a position under Chan. Kenny obeyed but tried to steal Yu Jian to save himself from such a dishonorable position and later ordered Zhou and Chan to cover their tracks. After the final confrontation between Xin and Kenny, Xin demands Yu Jian's extradition. Kenny ironically responds by stabbing Xin with his sword to give it to him. With Huang as a witness to the murder and the truth, Kenny finds himself in the inevitable final battle with Huang, the only person standing in the way of Kenny's undisputed rise to power. Focusing on the well Kenny is cutting at, Juan eventually kills Kenny, fulfilling his vow to avenge his father. The IAD and FIB arrive immediately to arrest Heston and Huang, however Heston claims he is deep undercover and orders everyone but Huang to be arrested. Lying on the ground and bleeding profusely, Xin praises Huang for his loyalty and nobility in becoming his true successor as triad boss, to which Huang has no immediate answer. Heston orders FIB officers to arrest everyone in the building, including Xin, but tells them not to arrest Huang because "he's a good guy, even for a rich brat". After completing the story and finding the two Fo lions for the Rockstar Games Social Club, the Xin Shan mission can be unlocked. Xin hires Huang to steal the rhino to distract the police from the planned heist. However, the police ambush Xin; Huang tries to get him to safety but succumbs to his injuries. Before dying, he confesses that he is the brother of Ling Shan, the girl who was killed at the beginning of the game. Juan mourns them both. The Chinatown Wars game is different from all previous games in the GTA series. Instead of a third-person view from the ground behind you(Grand Theft Auto III - Grand Theft Auto IV) or Top Down View (Grand Theft Auto, Grand Theft Auto 2, Grand Theft Auto Advance) Chinatown Wars uses a fully isometric panning aerial camera that points down during the action. This angle allows the camera to rotate dynamically during an action sequence and is only used in this game in the entire Grand Theft Auto series. The game uses a simple lock-on system for combat, which leads to mixed results as the system sometimes focuses on vehicles rather than enemies. The game also automatically locks when using a melee weapon. One of the main game features that sets Chinatown Wars apart from the rest of the series is the PDA. Many of the game's features can be accessed from here, including the Ammu-Nation online store and business information used in the drug dealing side-feature. Through the PDA, the protagonist also receives in-game missions in the form of emails, which is a good substitute for the lack of voice acting in the game. While the isometric perspective can be useful in some ways, it has many disadvantages. If someone walked under a building or other structure, the character was invisible. This feature can also make your iOS device especially slow when it's not connected to Wi-Fi. GTA Chinatown Wars reintroduces the immersive gameplay found in 3D space games like Grand Theft Auto: San Andreas and Grand Theft Auto: Vice City and, to a lesser extent, The Ballad of Gay Tony. The player can regain and use weapons such as the minigun, flamethrower, and chainsaw. The game also reintroduces vehicles like the Rhino, Bulldozer, and Speeder. Emergency side missions such as firefighter and paramedic and taxi driving will also return. Development Main article: Credits (GTA Chinatown Wars) Grand Theft Auto: Chinatown Wars was developed by Rockstar Leeds in partnership with Rockstar North. The development started due to mutual interest in the projectRockstar Games and console maker Nintendo. On July 15, 2008, it was announced at a Nintendo press conference that Grand Theft Auto: Chinatown Wars would be coming to the Nintendo DS next winter. According to Nintendo World Report, GTA Chinatown Wars contains over 900,000 lines of "hand-crafted" code.[2] Hardware If the player were to somehow force a standard third-person camera into the game, he would see the entire city essentially like in GTA IV. Rockstar Leeds opted for a pseudo-top-down camera angle to make the most of the DS's limited screen space; The camera rotates freely. In reality, the game cannot be played on a 50-inch plasma, so Rockstar Leeds had to develop the game that way.[3] Gameplay Gordon Hall, Studio Director of Rockstar Leeds, commented on the difference between the gameplay in GTA Chinatown Wars and previous games in the series: "With GTA Chinatown Wars, we wanted to bring something completely new to the GTA series, while at the same time being proud that they know their origin. The early games from above were all about focused arcade action, and the new perspective that came with the series after GTA III gave the games a literal 3D feel, complete with deeper narrative and gameplay depth. In GTA IV, we had a heavily redesigned world of Liberty City and the way we interacted with its inhabitants using modern technology. GTA Chinatown Wars takes aspects of all iterations of the series and combines them with the fresh, exciting gaming experience offered by the DS platform." Hall decided that getting Mayhem to Levels I and II--and beyond--was a breeze. In fact, most of the early development was spent on creating increasingly powerful explosions, scattering cars and pedestrians, and generally keeping track of how far we've gotten. can push the action, it's certainly paid off - CTW is wildly Kineticsomething that no screenshot can capture. "[4] Rampage! Return to GTA Chinatown Wars. "We were very excited about the return of Madness because it's a great thing for a portable GTA - little bits of instant manic action. But at the same time, we realized that they appeared in many GTA games, and we had to change the formula a bit to keep them fresh and interesting for the players... You are not limited to using one more weapon, but you get a weapon, and you get bonuses for their use. We have also introduced additional multipliers to encourage quick action." Weapons When designing the weapons that will be used in GTA Chinatown Wars, Rockstar Leeds wanted to make shooting as fun as possible, great to be able to destroy a lot of things on the screen! Again, it's all about the details, the burning pedals have to look good, they're thrown back when fired or exploded... The choice of weapons was predetermined. in terms of their cult status and play value. For example, a fire extinguisher has limited use, but a flamethrower is a lot of fun." powerful weapon that eliminates all problems. We've also introduced throwing weapons as a secondary attack, so you can be in the middle of a firefight and throw hammers through the touch screen without interrupting the action to get away from the weapon. [4] Vehicles Many vehicles have been added to GTA Chinatown Wars, each with their own damage model. Gordon Hall commented: "There are over 100 different vehicles in the game, most of which have multiple skins; Again, this was an early decision - we wanted all aspects of the world to be as diverse as possible, and it was fun to see replica cars rolling down the street.unacceptable. GTA fans expect each vehicle to behave differently and we try not to disappoint GTA fans.[4] Of the damage, Hall noted that "it wasn't easy to remove either, if you look at the cars, it has parts you'd see on a 'console' version - fenders, grilles, working taillights and turn signals broken headlights." The damage system is very comprehensive, you can break all the hinges of the main doors and hoods, turn off all the lights and if you want, you can have a car that might even refuse the junkyard. Details like this make the game fun to play for long periods of time. "[4] Speaking of management, Hall added, "We had a full-time team working from start to finish based on a very intelligent physics coder and our brilliant rides, everyone had a hand in making these vehicles insanely fun, but these guys worked every day and earned huge rewards." (among Grand Theft Auto titles) the DS version of the game, Rockstar decided to release the game on the PlayStation Portable It was released in October 2009 and features new missions by Melanie Mallard, the graphics have been updated and due to the differences between the two consoles, all the action has been reduced to a single screen where the touch minigames have been replaced by quick time events. The PSP version features a more varied soundtrack of 11 radio stations compared to the five versions for iPhone/iPod Touch Ver DS. The Apple iPhone version of Chinatown Wars was announced on August 31, 2009 and released on the App Store on January 17, 2010. It was \$4.99 (originally \$9.99). The graphics are back to the DS style , but updated with better colors and textures.It also features Independence FM, a custom radio station where players can create their own favorite playlistsongs. The original version required 186 MB of iPhone/iPod touch memory [5] and contained the same radio station soundtracks as the DS version. As of March 28, 2010, the updated version includes six radio stations that were exclusive to the PSP version. The additional music increased the game size to 232 MB. On June 9, 2010, Take-Two Interactive revealed that the iPad version would be released within a month. The iPhone/iPod Touch version does not have multiplayer and, unlike the other two versions, does not support Rockstar Social Club. Image Comparison Chinatown Wars Lite A free iPhone/iPod Touch/iPad demo was released around the same time as the full game, but was removed from the App Store in 2015. Includes the first three missions (Yu Jian, Pursuit Farce and Under the Gun) and full access to Liberty City and vehicles except MK GT9 and Style SR. If the player attempts to return to Kenny for a refund, they will be prompted to purchase the full version after the cutscene ends. Removed all radio stations except Deadmau5 and Ticklah; many in-game services such as car sales and drug dealing have also been removed. All unique stunt jumps, surveillance cameras, and side missions are also gone. Safes cannot be used. Chinatown Wars Fortune Cookie Chinatown Wars Fortune Cookie is a Facebook application that promoted the release of Grand Theft Auto: Chinatown Wars. This made it possible to send jokes based on sets of fortune cookies. The user could also create his own statements. There were a total of 50 English-language states. Each fortune cookie had a Chinese name on the back. The Facebook app has been around for about a year or two and has been a blank screen ever since. Recognition Date Award Category Audience & Nominees Score December 12, 2009 Spike Video Game Awards 2009 Best Grand Theft Auto Mobile Game:Won Wars Dec 24, 2009 GameSpot Best Game of 2009 Best Nintendo DS Game Grand Theft Auto: Chinatown Won Wars Dec 24, 2009 GameSpot Best Game of 2009 Grand Theft Auto: Chinatown Wars Nominated Dec 24, 2009 GameSpot Best Action Game of 2009 Controversy nominated for Grand Theft Auto: Chinatown Wars. The drug-dealing minigame caused some controversy, along with comments that most Nintendo games are aimed at children. The drug minigame allows you to sell six types of drugs throughout the city, but the player's profit depends on the market conditions, which will depend on the area where the deal takes place and the amount of services that area receives from the player, at regular intervals. "Nintendo wanted us to make GTA and we wanted to make a game for their platform. They didn't want us to make GTA for kids, and we weren't interested in making a game that we don't normally make. British Official Nintendo Magazine reported that the game contained at least 800,000 lines of code, making it the most complex Nintendo DS game ever developed. If someone pre-ordered the game from GameStop, they received a code that allowed players to unlock all the weapons in Ammu-Nation and get \$10,000 at the start of the game or a chance to get a bulletproof Infernus from a car dealer. All bosses in the game have their own theme music that plays every time their mission starts. Unlike the covers of almost every Grand Theft Auto game since Grand Theft Auto III with the exception of Grand Theft Auto Advance, Chinatown Wars does not have a helicopter in the upper left corner, presumably because it does not fly in the game, and only traveled on one mission. In the upper left, upper right, lower left and lower right corners of the city (far down the water) are signs "Heredragons". When the player goes to the PDA settings from the main menu, the "About BadgerOS" option may appear, indicating that the player should go to the Rockstar Games official website for more information. It also has the date: 20:11:52 09/26/09, which means the game will start on September 26, 2009 at 20:12. Chinatown Wars was the first Nintendo DS game to earn a PEGI rating of 18+ (for European release). Much of the audio was recycled from the 3D Universe games. Examples include vehicle door noise and ignition and tire squeal. Most of the pedestrian dialogue was recycled from Grand Theft Auto IV. In Grand Theft Auto IV, the mayor shut down Ammu-Nation in Liberty City due to the gun ban. He's back in the Chinatown Wars, making him the first to introduce Ammu-Nation to the HD Universe. Chinatown Wars is the second game in the series to feature an Asian protagonist. The first is Mickey from the original GTA. Using cheats in the game makes the rotating rhino cannon, police boats and fire engines unplayable on iOS and Android platforms. Chinatown Wars, along with GTA and GTA 2, are the only games in the series that do not have characters physically appearing in other games. Unlike GTA and GTA 2, Chinatown Wars is the only standalone game capable of this. The main character, heroes and wanderers are actually 4 layered transparent animated sprites. Unlike GTA, GTA 2 and GTA Advance where they form one level. Huang Lee's PDA offering varies by platform. References External links Official website Press release First information and screenshots Screenshots

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