



# Grand Theft Auto V “Make **Quick** Money” Guide

A BarbLing Production

Table of Contents

[Legal Notice.....1](#)

[How To Use This Guide .....2](#)

[The BEST GTA5 Forums & Tips.....3](#)

[Make Quick Money & Cheats.....4](#)

[GTA 5 Cheats - 23 Cheat Codes! Cars, Explosive Ammo, Super Punch & MORE! \(Grand Theft Auto V Cheats\) .....4](#)

[Amazing Superman Cheat Code - Grand Theft Auto 5 \(GTA 5 Glitches & Cheats\) .....5](#)

[GTA 5 - EASY UNLIMITED MONEY TRICK \(Easter Egg\) - Grand Theft Auto 5 Glitches & Cheats .....6](#)

[GTA 5 Frozen Alien "Prologue" Easter Egg \(Grand Theft Auto 5\) .....6](#)

[Grand Theft Auto 5: In Game Cheat Codes Tutorial - GTA 5! XBOX 360 & PS3! .....7](#)

[Grand Theft Auto 5: Superman Flying Cheat Code Tutorial "SKYFALL" - GTA 5! XBOX 360 & PS3! 7](#)

[GTA 5 Gameplay CHEATS - CARS, SLOW-MO, PARACHUTE & MORE! \(Grand Theft Auto V Cheat Codes\) .....8](#)

[FUN with GTA V Cheats \(Grand Theft Auto 5 Cheat Codes\) .....8](#)

[Grand Theft Auto V.....9](#)

[Gameplay .....11](#)

[Synopsis .....14](#)

[Premise .....14](#)

[Development .....14](#)

[Setting .....18](#)

[Gameplay mechanics .....20](#)

[Audio .....21](#)

[Marketing .....22](#)

[Reception .....50](#)

[External links .....52](#)

[Los Santos, San Andreas.....52](#)

[Districts.....53](#)

[External links.....53](#)

[List of Grand Theft Auto V characters.....53](#)

[Protagonists.....54](#)

[Michael De Santa.....54](#)

[Franklin Clinton.....55](#)

[Trevor Philips.....55](#)

Make Quick Money With GTA 5

Supporting characters.....56  
    Amanda De Santa.....56  
    Jimmy De Santa.....56  
    Tracey De Santa.....56  
    Lamar Davis.....57  
    Steve Haines.....57  
Other characters .....57  
External links.....58

**List of voice actors in the Grand Theft Auto series.....22**  
    Voice actors .....24  
    References .....48

**Conclusion.....59**

**About The Author.....62**

**Appendix 1: Other Barbling Courses.....63**

**Appendix 2: Facebook Ads Courses.....66**

**Remember.....67**

### Legal Notice

Lingstar (“LINGSTAR”) and its licensors retain all ownership rights to the system **MAKE QUICK MONEY WITH GTA 5** (hencewards called “the System”) and software included offered by LINGSTAR. Use of the System and related software is governed by applicable copyright law.

All rights reserved. No part of this System may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage and retrieval system, without the written permission of the publisher Lingstar. Making unauthorized copies, adaptations, or compilation works, or including this material in lectures or seminars for profit is strictly prohibited and constitutes a punishable violation of the law.

LINGSTAR may revise this documentation from time to time without notice.

THIS SYSTEM IS PROVIDED “AS IS” WITHOUT WARRANTY OF ANY KIND. IN NO EVENT SHALL LINGSTAR BE LIABLE FOR ANY LOSS OF PROFITS, LOSS OF BUSINESS, LOSS OF USE OR DATA, INTERRUPTION OF BUSINESS, OR FOR INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES OF ANY KIND, ARISING FROM ANY ERROR IN THIS DOCUMENTATION.

The System and software are copyright © 1998-2020 Lingstar All rights reserved.

LINGSTAR, and the LINGSTAR corporate logo are trademarks of LINGSTAR. Other product or brand names are trademarks or registered trademarks of their respective holders.

Nicky510 is owned by <http://www.nicky510.com> .

GTA5 is owned by by Rockstar Games at <http://www.rockstargames.com>

### Make Quick Money With GTA 5

Published by Lingstar 2014

<http://www.barbaraling.com>

All Rights Reserved

## How To Use This Guide



Handsdown, Grand Theft Auto 5 is one of THE most successful gaming releases to this day. Forbes announced that over 800 Million in sell-through happened within 24 hours.

### **800 million!**

Needless to say, a lot of your buddies have GTA5 and you have a hell of a lot of competition to destroy your competitors and be the best at the game.

Luckily, like in all games, there are dozens of shortcuts you can take to ensure you make the most money possible in the shortest amount of time.

But finding them online can be sheer **hell**.

Until now!

## The BEST GTA5 Forums & Tips

The best GTA5 forums can be found at:

- <http://gtaforums.com/forum/239-gta-v/>
- <http://www.igta5.com/forums/>
- <http://www.ign.com/boards/forums/grand-theft-auto.5257/>

You'll find these forums are updated **constantly** with ideas, questions, techniques and more regarding GTA5.

For example:

### Stock Tips!

- <http://gtaforums.com/topic/594985-the-stock-exchange-information-thread-wip/>
- <http://gtaforums.com/topic/593300-spoilers-stock-tips-thread/>
- <http://gtaforums.com/topic/591839-stock-market/>

### Cheat Codes!

- <http://www.vgchartz.com/article/251041/gta-5-cheats-codes-money-walkthrough-wiki-guide-ps3-amp-xbox-360/>
- <http://www.igta5.com/cheats>
- <http://www.gadgetreview.com/2013/09/13-of-the-best-gta-5-cheats.html>
- <http://www.ibtimes.co.uk/articles/507760/20130920/gta5-cheats-top-ten-grand-theft-auto.htm>

## Make Quick Money With GTA 5

- <http://gamingbolt.com/grand-theft-auto-5-mega-guide-cheat-codes-special-abilities-map-locations-and-more>

But don't stop there – you can also:

## Make Quick Money & Cheats

Looking to slant the money in your direction quick?

Find some awesome suggestions at:

- <http://www.ibtimes.com/gta-5-how-make-fast-easy-money-grand-theft-auto-5-1407972>
- <http://www.tipsmakemoney.com/top-10-tips-make-money-fast-gta-v/>
- <http://n4g.com/news/1356530/10-more-tips-to-make-money-fast-in-gta-v>
- <http://www.lazygamer.net/general-news/an-easy-way-to-make-infinite-cash-in-gta-v/>

But don't stop there – you can also visit YouTube!

Try these videos:



14:01

### **GTA 5 Cheats - 23 Cheat Codes! Cars, Explosive Ammo, Super Punch & MORE! (Grand Theft Auto V Cheats)**

- by [MrDalekJD](#)

- 3 days ago
- 62,252 views

Enjoy using the **cheats** in GTA 5, MORE **CHEATS** SOON!  
Remember that they disable achievements/trophies for that session.

- NEW
- HD



2. [2:44](#)

### [Amazing Superman Cheat Code - Grand Theft Auto 5 \(GTA 5 Glitches & Cheats\)](#)

- by [GTA 5 Glitches & Easter Eggs Cheats Stunts funny stuff multiplayer](#)
- 1 day ago
- 28,612 views

Unlimited GTA 5 Money Glitch:

<http://www.youtube.com/watch?v=uF1P0VhGFIU> Sponsored by Dynamic Essentialz. The most ...

- NEW
- HD



3. [UNLIMITED MONEY](#) [2:15](#)

## **GTA 5 - EASY UNLIMITED MONEY TRICK (Easter Egg) - Grand Theft Auto 5 Glitches & Cheats**

- by [oChaoticRavenger](#)
- 22 hours ago
- 3,877 views

1000 Likes? -----

----- 2nd Channel:

<https://www.youtube.com/AzueoMusic> ...

- NEW
- HD



4. [1:02](#)

## **GTA 5 Frozen Alien "Prologue" Easter Egg (Grand Theft Auto 5)**

- by [Miguel Lozada](#)
- 1 day ago
- 301 views

Lets hit that like button for more videos!!! GTA V **Cheats** Video!

<http://youtu.be/EiFtk2zCBu...>

- NEW
- HD



**[Grand Theft Auto 5: In Game Cheat Codes Tutorial - GTA 5! XBOX 360 & PS3!](#)**

- by [OGZxFTW](#)
- 3 days ago
- 85,666 views

If you enjoyed this video remember to SMACK that Like Button! It helps my channel out and encourages me to make more =D GTA ...

- NEW
- HD



**[Grand Theft Auto 5: Superman Flying Cheat Code Tutorial "SKYFALL" - GTA 5! XBOX 360 & PS3!](#)**

- by [OGZxFTW](#)
- 3 hours ago
- 301 views

If you Flew like Superman Remember To SMASH that LIKE button & Leave a comment! It helps my channel out and encourages ...

- NEW
- HD



7. [12:29](#)

### **GTA 5 Gameplay CHEATS - CARS, SLOW-MO, PARACHUTE & MORE! (Grand Theft Auto V Cheat Codes)**

- by [Matroix](#)
- 3 days ago
- 416,431 views

GTA 5 Gameplay **CHEATS** for Xbox 360 & PS3! ▾ Grand Theft Auto **cheat** ...

- NEW
- HD



8. [10:43](#)

### **FUN with GTA V Cheats (Grand Theft Auto 5 Cheat Codes)**

- by [ijeriichoi](#)
- 1 day ago
- 301 views

I show off a few of my favorite **cheats** from GTA5! GTA V Playlist: ...

## Make Quick Money With GTA 5

- NEW
- HD

And finally...

Looking for some nifty background data on Grand Theft Auto V?  
Enjoy the below!

### Grand Theft Auto V

*Grand Theft Auto V*



**D**

[Rockstar North](#)

**P**

[Rockstar Games](#)

**D**

[Take-Two Interactive](#)

**D**

Adam Fowler

**Producer(s)**

[Leslie Benzies](#)

**Designer(s)**

Leslie Benzies  
Imran Sarwar

**Programmer(s)**

Alex Hadjadj

**Artist(s)**

Aaron Garbut

## Make Quick Money With GTA 5

<b>Writer(s)</b>	<a href="#">Dan Houser</a> Rupert Humphries Micheal Unsworth
<b><u>Composer(s)</u></b>	<a href="#">The Alchemist</a> <a href="#">Oh No</a> <a href="#">Tangerine Dream</a> Woody Jackson
<b>Series</b>	<a href="#">Grand Theft Auto</a>
<b><u>Engine</u></b>	RAGE with <a href="#">Euphoria</a> and <a href="#">Bullet Physics</a>
<b><u>Platform(s)</u></b>	<a href="#">PlayStation 3</a> , <a href="#">Xbox 360</a>
<b>Release date(s)</b>	<ul style="list-style-type: none"><li>•17 September 2013</li></ul>
<b><u>Genre(s)</u></b>	<a href="#">Action-adventure</a>
<b>Mode(s)</b>	<a href="#">Single-player</a> , <a href="#">online multiplayer</a>
<b>Distribution</b>	<a href="#">Blu-ray Disc</a> (PlayStation 3) 2× <a href="#">DVD-DL</a> (Xbox 360)

*Grand Theft Auto V* is an [open world action-adventure video game](#) developed by [Rockstar North](#) and published by [Rockstar Games](#). It was released on 17 September 2013 for the [PlayStation 3](#) and [Xbox 360](#) consoles. It is the fifteenth title in the [Grand Theft Auto series](#), and the first main entry since [Grand Theft Auto IV](#) was released in 2008. As one of the last titles to release exclusively during the [seventh generation](#) of video game consoles, *Grand Theft Auto V* was highly anticipated preceding its release.

*Grand Theft Auto V* is played in from a [third-person](#) perspective and combines [driving](#) and action gameplay in an open world environment, allowing the player to interact with the game world at their leisure. The game is set within the fictional state of San Andreas (based on [Southern California](#)) and affords the player the ability to freely roam the world's countryside and the fictional city of Los Santos (based on [Los Angeles](#)). The [single-player](#) story is told through three player-controlled protagonists whom the player switches between, and it follows their efforts to plan and execute six large [heists](#) to accrue wealth for themselves. An [online multiplayer](#) mode is included with the game, allowing up to 16 players to engage in both co-operative and competitive gameplay in a recreation of the single-player setting.

The developers envisioned *Grand Theft Auto V* as a spiritual successor to many of their previous projects, such as [Red Dead Redemption](#) and [Max Payne 3](#). Development began shortly following the release of *Grand Theft Auto IV*, with a focus on innovating the core mechanic of the series by giving the player control of three protagonists. Upon release, the game was acclaimed by many reviewers who praised its story, presentation and open-ended gameplay. A commercial success, *Grand Theft Auto V* broke industry sales records by earning US\$800 million in the first 24 hours of its release.

### Gameplay

*Grand Theft Auto V* is an [action-adventure](#) video game played from a [third-person perspective](#) in an [open world](#) environment. The player uses [melee attacks](#), firearms, weapons and explosives to fight enemies, and can run, jump, swim, or use vehicles to navigate the game's world. In combat, [auto aim](#) and a [cover system](#) can be used as assistance against enemies. A perpetual objective for the player is to complete missions to progress through the story, but much like other open world games, these missions can be completed at the player's leisure. If the player commits illegal acts while playing, the game's law enforcement agencies may respond, which is represented by a "Wanted" meter in the [head-up display](#) (HUD). Should the player continue to commit crimes, the meter accumulates stars and the efforts by law enforcement to incapacitate the player become more aggressive. The meter recedes should the player escape the search area in which they are wanted, which is displayed on the [mini-map](#).

## Make Quick Money With GTA 5

The single-player mode of *Grand Theft Auto V* is played through three player-controlled protagonists—Michael, Trevor and Franklin—criminals whose stories interconnect as they complete missions. While interacting with the game world, the player may switch between them at will, by means of a directional compass on the HUD; Franklin corresponds to the north point, Michael to the west, Trevor to the east and the player's multiplayer [avatar](#) to the south. During missions, the game may switch the player's character automatically as necessary in order to complete certain objectives. A character's avatar will flash red if they are in danger and need assistance either manually or through covering fire from another, and flash white if that character has a strategical advantage or position which may aid the player's success in the mission. Though the player can complete missions as any of the three protagonists, some of the game's more difficult missions may require aid from [AI](#)-controlled accomplices who have unique skill sets such as computer hacking or driving, and they will take a cut from the mission's cash reward upon completion. If an accomplice survives a successful mission, they may be re-used in later missions albeit with improvements to their unique skills. Employing different strategies toward the completion of a mission is also encouraged by the game; for example, in a [holdup](#) mission the player may subdue civilians with an [agent](#) if stealth is favoured, or storm the venue with guns drawn.

Each character has a set of eight skills, which are numerical representations of their ability in certain areas, such as shooting and driving. While the player improves the skills of each character as they play, there is a skill assigned to each character that they have expertise in by default, such as Trevor's skill as a pilot. In addition, the eighth "special" skill determines the effectiveness in performing an ability that is unique to each respective character. Michael will enter [bullet time](#) in combat, Franklin will slow down time while driving, and Trevor will deal twice as much damage to enemies while taking half as much in combat. There is a meter on each character's HUD which depletes when an ability is being used and gradually regenerates over time when the ability is not being used.

## Make Quick Money With GTA 5

The game is presented as an open world; it is a large, open map which can be [freely roamed](#) when the player is not partaking in missions. Composed of an open countryside area and the fictional city of Los Santos, the world is considerably larger than earlier entries in the series. The player can utilise a variety of vehicles to explore the game world, and to accommodate for the size of the map, the game introduces vehicle types that were absent in its predecessor [Grand Theft Auto IV](#), such as [fixed-wing aircraft](#). While free roaming the game world, the player can engage in context-specific activities; for example, the player is given a [scuba set](#) to explore the underwater sections of the world, or a parachute to partake in [BASE jumping](#). Each character is equipped with a [smartphone](#) which can be used to contact friends, engage in activities and access an in-game [Internet](#). The Internet can be used to purchase properties such as homes and businesses, and access a stock market that allows the player to be a [stakeholder](#) in businesses; each character can earn income by purchasing businesses and selling shares. The player can purchase upgrades for the weapons and vehicles in each character's arsenal, and customise their appearance by purchasing outfits, haircuts, tattoos and jewellery.

The game includes a multiplayer mode, *Grand Theft Auto Online*, which allows up to 16 players to freely roam a recreation of the single-player setting. Players can cooperatively engage in various activities, such as races and bank heists. For many of these activities, the parameters can be determined by players; examples include creating tracks for races and specifying [spawn points](#) for weapons in deathmatches. Competitive multiplayer pits teams of players, known as crews, against each other in deathmatch modes. Crews from the multiplayer mode of [Max Payne 3](#) can carry over to *Grand Theft Auto Online*, since the [Rockstar Games Social Club](#) connects the multiplayer experiences together. A player can be a member of up to five crews or create their own, and success in multiplayer matches earns the player experience points for their crew, allowing them to progress in online leaderboards. The *Grand Theft Auto Online* service becomes available for players on 1 October 2013, and Rockstar will continue to develop content for the service after it launches.

### Synopsis

#### Premise

The narrative of the game follows three characters with interconnected stories. Michael De Santa is a retired former bank robber in his early forties who lives with his [dysfunctional family](#) on the proceeds of his former life in the upper-class suburb of Rockford Hills, based on [Beverly Hills](#). Trevor Philips, his former partner in crime, lives alone in a trailer in the desert of Blaine County, where his reckless and psychopathic behaviours are fuelled by drug addiction. Franklin Clinton makes a living in Vespucci Beach—based on [Venice Beach](#)—as a [repo man](#) for an unscrupulous [Armenian car dealership](#). The three acquaintances are drawn into Los Santos' criminal underworld "[in the pursuit of the almighty American dollar](#)". According to [Dan Houser](#), each of the protagonists is unlike any primary character that has appeared in a *Grand Theft Auto* title to date: Michael represents a protagonist who "won" and is now trying to adjust to life after his story has come to an end; Trevor is styled after a supporting character who has been re-cast in the role of protagonist; and Franklin is someone who has had no real exposure to a life of crime until the events of the game, and his attempts to avoid such a life end up thrusting him into the middle of it.

#### Development

[Grand Theft Auto series](#)  
fictional chronology

#### 2D universe

- 1961 - [London, 1961](#)
- 1969 - [London, 1969](#)
- 1997 - [Grand Theft Auto](#)
- 2013 - [Grand Theft Auto 2](#)

**3D universe**

- 1984 - [Vice City Stories](#)
  - 1986 - [Vice City](#)
  - 1992 - [San Andreas](#)
  - 1998 - [Liberty City Stories](#)
  - 2000 - [Advance](#)
  - 2001 - [Grand Theft Auto III](#)
- 

**HD universe**

- 2008 - [Grand Theft Auto IV](#)
  - [The Lost and Damned](#)
  - [The Ballad of Gay Tony](#)
- 2009 - [Chinatown Wars](#)
- 2013 - [Grand Theft Auto V](#)

## Make Quick Money With GTA 5

[Rockstar North](#) began work on *Grand Theft Auto V* shortly following the release of its predecessor [Grand Theft Auto IV](#) in April 2008. While both games were developed for the [PlayStation 3](#) and [Xbox 360](#), the team were able to render the world of *Grand Theft Auto V* with greater detail than in *Grand Theft Auto IV* because they had become familiar with the hardware over time. Art director Aaron Garbut opined that while the aging hardware of the PlayStation 3 and Xbox 360 were tiring to work with, "I think one of the most amazing features is the way we handle lighting in the game to maintain a consistent look despite the constraints on realistic lighting and shadows on current hardware", he explained. Vice president [Dan Houser](#) agreed with this sentiment, explaining that working on *Grand Theft Auto IV* with relatively new hardware was difficult, but "now we know what the hardware's capable of, so it's become a lot easier to move things along and a lot more fun, too". Because of the capacity of the [DVD](#) format utilised by the Xbox 360, these copies of the game are distributed on two discs and require an 8 GB installation on the Xbox 360's HDD or external storage device. Conversely, the [Blu-Ray Disc](#) format utilised by the PlayStation 3 allows these copies of the game to ship on one disc. The team reassured that any differences between the two versions would be "negligible", explaining that "players can expect the same great gameplay experience on both the PlayStation 3 and Xbox 360 platforms as they have both been developed in tandem".

*Grand Theft Auto V* was envisioned to exceed the core mechanics of the [Grand Theft Auto](#) series by giving the player three lead protagonists to switch between while playing the game. Vice president [Dan Houser](#) opined that the primary motivations to include three protagonists were for *Grand Theft Auto V* to innovate open world storytelling, and to prevent the series from feeling stale by not evolving the core structure of the gameplay. "We didn't want to do the same thing over again", he explained. The vision for three interconnected protagonists was first conceptualised during the development of [Grand Theft Auto: San Andreas](#) (2004), but the team felt they did not have the technical capabilities at their disposal to realise it. After the release of *Grand Theft Auto IV*, the team developed two episodic content packages for the game, [The Lost and Damned](#) and [The Ballad of Gay Tony](#) (both 2009), each of which introduced a new protagonist. The positive reception received for having three intertwined stories solidified the team's confidence that building *Grand Theft Auto V* around this model was an innovative decision. Benzies opined, "This is something we touched upon with the intersecting stories of [Nico](#) [*sic*], [Johnny](#) and [Luis](#) in *GTA IV* but we have now made this integral to the structure of the gameplay as well as the narrative". Houser therefore felt that *Grand Theft Auto V* is their "strongest plotted game because the characters are so intertwined", and that the "meeting points [between the character's stories] are very exciting".

## Make Quick Money With GTA 5

The central theme to the story of *Grand Theft Auto V* is the "pursuit of the [almighty dollar](#)". The mission content is structured around the lead characters' efforts to plan and execute complicated heists to accrue wealth for themselves. The team's decision to focus on money as a central theme in the game was in response to the [2007-08 financial crisis](#), as the effects of the crisis on the main characters are the catalyst for them to attempt these heist missions. "We wanted this post-crash feeling, because it works thematically in this game about bank robbers", Houser explained. The team developed the story around the heists based on the positive reaction they received for the "Three Leaf Clover" mission in *Grand Theft Auto IV*, in which an elaborate heist was coordinated and executed by the lead protagonist Niko Bellic and accomplices. Houser felt that while the mission was well-received, the team hadn't captured the thrill of the robbery sequence to the best of their capabilities and wanted to focus on achieving that in *Grand Theft Auto V*. "We wanted to have a couple of really strong bank robberies. [...] It felt like that was a good device that we'd never used in the past. Repeating ourselves is a fear when we're doing games where part of the evolution is just technological," Houser explained. There are six such heist missions in *Grand Theft Auto V*, and many of the missions in-between them revolve around the efforts to coordinate the job and assemble a team.

By 25 August 2013, development of *Grand Theft Auto V* ceased as the game [went gold](#), with the final copy of the game being submitted for manufacturing. The game spent four years in full development, by a team of an estimated 250 people. Media analyst Arvind Bhatia estimated the development budget for the game exceeded US\$137 million, and [The Scotsman](#) reporter Marty McLaughlin estimated that the combined budget of the development and marketing efforts exceeded £170 million (US\$265 million), which would make *Grand Theft Auto V* the most expensive video game ever made.

### Setting

The [open world](#) of *Grand Theft Auto V* is set in the fictional state of San Andreas, which is modelled on [Southern California](#). San Andreas was also used as the setting for an earlier entry in the series, *Grand Theft Auto: San Andreas*, which included three cities separated by open countryside. The world of *Grand Theft Auto V*, however, includes only one city, Los Santos. By focusing their efforts on one city instead of three, the team were able to produce Los Santos in higher quality and of greater scale. For both games, [Los Angeles](#) was used as the model for Los Santos, but the team felt that the ambition of having three cities in *Grand Theft Auto: San Andreas* was too great and that the game did not emulate the cities as well as they had hoped. Houser elaborated that "to do a proper version of L.A., [...] the game has to give you a sense of that sprawl — if not completely replicate it", and dividing the budget and manpower between multiple cities would have detracted from capturing "what L.A. is". Art director Aaron Garbut felt that in the [PlayStation 2](#) era the team did not have the technical capabilities to capture Los Angeles properly, resulting in the *San Andreas* rendition of Los Santos feeling like a "backdrop or a game level with pedestrians randomly milling about". Therefore, the team disregarded *San Andreas* as a jumping-off point for *Grand Theft Auto V*, as they had moved on to a new generation of consoles since the former and wanted to build the city from scratch. As Garbut explained, with the move to the PlayStation 3 and Xbox 360 hardware, "our processes and the fidelity of the world [had] evolved so much from *San Andreas*" that using it as a model would have been redundant. Los Angeles was extensively researched for the game. The team organised field research trips with tour guides and architectural historians and captured around 250,000 photos and hours of video footage during these visits. They also studied [virtual globe](#) models of the city, [census](#) data and documentaries to recreate the geographical and demographic spread of Los Angeles.

## Make Quick Money With GTA 5

Not only did the team attempt to realise a modern Los Angeles, they also created an open recreation of Southern California which includes a vast countryside surrounding Los Santos. A goal for the team was to balance making a world of great scale without creating an open, empty space. Therefore, they focused on condensing the open countryside of Southern California into a playing space that is as diverse as it is detailed. This resulted in the development of a world that was of greater scale than their previous games; Garbut suggested that the world is large enough to fit the game maps of *San Andreas*, *Grand Theft Auto IV* and [Red Dead Redemption](#) (2010) inside of it. In order to accommodate for the size of the world, the team overhauled the [RAGE](#) engine, which allows the game to render greater [draw distances](#) than in earlier entries of the series. The large, open space also necessitated the reintroduction of [fixed-wing aircraft](#), as they had been absent in *Grand Theft Auto IV* due to the relatively small scale of the world limiting the effectiveness of flying. "We wanted somewhere big [to allow the player to] fly properly", Houser explained. In addition, populating the open world with wildlife was another demand the large space made for. As lead producer [Leslie Benzies](#) explained, "because of the scale of the map [in *GTA V*] and the different kinds of areas involved, a countryside without animals would feel quite hollow".

### Gameplay mechanics

The team found that introducing three concurrent protagonists evolved the freedom afforded to players in missions. Lead mission designer Imran Sarwar elaborated that multiple protagonists allowed different strategical options to open up in missions. He explained that in a combat scenario the player can set up Michael at a high vantage point with a sniper rifle to provide covering fire for Trevor, who provides a frontal assault on the enemy position, which allows Franklin to manipulate [flank points](#). Benzies felt that the character switching would eliminate a problem the team felt *San Andreas* had where the player would be exploring the open countryside and then have to drive a long distance back to a mission start point. In *Grand Theft Auto V*, the interplay of free roaming and mission gameplay is more organic because the player can switch between characters, eliminating the problem. "Having three characters allows players to explore the whole map without having to worry about the long drive back to their next objective", Benzies explained. Houser further elaborated that the use of multiple characters could remove dead spots in missions, such as when one character has to drive to a meeting point, as the player can switch to another character and be pulled into the action of the game quicker. The game also includes dynamic mission content, a response by the team to the positive reaction for its inclusion in *Red Dead Redemption*. Dynamic missions present themselves to the player while exploring the game world and the player can choose to either engage in them, or ignore them. The team developed the concept of dynamic mission content further in *Grand Theft Auto V* by not just delivering it in the open sections of the world, but in Los Santos as well; for example, the player can happen upon an [armoured van](#) in the city and attempt to intercept it to steal its contents.

In order to reflect the advancements made in a open world environment since the release of *Grand Theft Auto IV*, the team overhauled many of the shooting and driving mechanics for *Grand Theft Auto V*. The public reception of to the shooting mechanics of the team's previous games were taken into consideration during this process. Specifically, *Grand Theft Auto IV*, *Red Dead Redemption* and [Max Payne 3](#) (2012) were exemplified to clearly establish the areas that needed work in *Grand Theft Auto V* to make it succeed their previous titles. To increase the pace of shootouts in the game, the team removed hard locking, which was a central mechanic in *Grand Theft Auto IV* that allowed players to instantly lock on to enemies within the vicinity of their [crosshair](#). Combat designer Phil Hooker explained that the team "found [hard locking] too disorientating and often broke your immersion with the game, as you didn't have to think about enemy locations". Furthermore, the team introduced a timer that breaks the player's lock on a target after a period of time, in an effort to combat the problem they felt *Grand Theft Auto IV* had where the player could "just rely on holding and shooting until a target is dead", as Hooker explained. Reworking the cover system in combat gameplay was another natural progression for the team. Remodelled on the cover system of *Red Dead Redemption*, entering in and out of cover such as low walls and vehicles is considerably more fluid in *Grand Theft Auto V* than in earlier entries in the series. The team made an effort to rework the driving mechanics for cars and motorcycles as well. Houser opined that the cars would handle better than they did in *Grand Theft Auto IV*, as he felt that they were "big and boatlike in *GTA IV*" whereas in *Grand Theft Auto V* the cars handle similarly to those in [racing games](#).

### Audio

*Grand Theft Auto V* is the first entry in the series to make use of an original score. To work on the score, Rockstar North brought [Alchemist](#), [Oh No](#) and [Tangerine Dream](#) on board with Woody Jackson, who had collaborated with the team on three previous projects, *Red Dead Redemption*, [L.A. Noire](#) (2011) and *Max Payne 3*. In collaboration with each-other, the team of producers composed twenty hours of music which scores the game's missions. In addition, music will play dynamically throughout the game in the single-player and multiplayer modes. Much like previous entries in the series, the game also makes use of licensed music provided by an in-game radio. An estimated 240 songs were licensed for the game, shared between fifteen radio stations of different genres, and the radio also includes two [talk-back](#) stations voice-acted by real-life figures such as Stephen Pope and Nathan Williams of the band [Wavves](#). In April 2013, [Flying Lotus](#) announced that he was getting his own radio station in *Grand Theft Auto V*, saying there is "a ton of new songs and information, including rapping a new Captain Murphy song produced by [Hudson Mohawke](#)".

### Marketing

The existence of *Grand Theft Auto V* was first acknowledged by [Rockstar Games](#) on 25 October 2011, through an announcement on their official website and their [Twitter](#) page. The acknowledgement of the game's existence caused a ripple effect for the publisher's parent company [Take-Two Interactive](#), as shares in the company increased by seven percent following the announcement. As part of the promotional effort, the game was extensively marketed through video trailers and press demos. The debut trailer released on 2 November 2011, accompanied by a press release which confirmed the setting of the game. Almost a year later, the staff at [Game Informer](#) ran a cover story on *Grand Theft Auto V* for their December 2012 issue of the magazine, accompanied by a trailer released on 14 November 2012 which introduced the three lead protagonists. Throughout 2013, Rockstar Games extensively marketed the game with several trailers and press showings, concluding with the final launch trailer on 29 August 2013 ahead of its 17 September worldwide release.

To encourage pre-order sales for the game, Rockstar Games collaborated with several retail outlets to provide [special edition](#) versions of the game. The "Special Edition", for example, includes a unique case packaging for the game, a game map and unlock codes for additional content for use in the single-player and multiplayer modes of the game. The publisher also collaborated with [Sony Corporation](#) to release a 500 GB [PlayStation 3](#) console which includes a copy of the game, a 30-day trial membership for the [PlayStation Plus](#) service and *Grand Theft Auto V* branded [headphones](#).

### List of voice actors in the Grand Theft Auto series

The [Grand Theft Auto series](#) has included a wide variety of voice actors. While neither the original [Grand Theft Auto](#) nor [Grand Theft Auto 2](#) featured any voice credited to specific roles. The first game in the series to do so was *GTA III* which, despite a limited budget and the GTA series' low profile at the time, featured several notable actors from film and television. These included [Frank Vincent](#), [Michael Madsen](#) and [Kyle MacLachlan](#), who all had prominent roles. At the time it was rare for a video game to use such high-profile actors, and *GTA III* is considered a pioneer in doing so. The next game, *GTA: Vice City*, featured more movie actors, including [Ray Liotta](#) as the player character. Although the following title, *GTA: San Andreas*, also featured many notable movie actors—such as [Samuel L. Jackson](#), [Peter Fonda](#) and [James Woods](#)—it had been decided that the use of such actors should be reduced, particularly for leading roles. As a result, many of the prominent roles in *GTA: San Andreas* were voiced by lower profile actors or rappers.

## Make Quick Money With GTA 5

From *GTA: Liberty City Stories* through to *GTA V* the series has continued using lesser known actors to voice main characters, but still uses celebrities and real-life radio personalities to voice the DJs of the many radio stations featured in each game. Some games also feature celebrities portraying themselves, such as [Lazlow Jones](#), [Phil Collins](#), [Ricky Gervais](#) and [Katt Williams](#).

Contents:

• [A](#)

• [B](#)

• [C](#)

• [D](#)

• [E](#)

• [F](#)

• [G](#)

• [H](#)

• [I](#)

• [J](#)

• [K](#)

• [L](#)

• [M](#)

## Make Quick Money With GTA 5

- [N](#)
- [O](#)
- [P](#)
- [Q](#)
- [R](#)
- [S](#)
- [T](#)
- [U](#)
- [V](#)
- [W](#)
- X
- [Y](#)
- [Z](#)
- [References](#)

### Voice actors

- M Character listed in main cast
- R Character listed in radio station or television credits
- B Character listed in main cast and radio station or television credits
- U Uncredited

## Make Quick Money With GTA 5

Actor	Character		Game
<a href="#">Timothy Adams</a>	Brucie Kibbutz	M	<i>GTA IV</i>
Peter Adler	Yuppie	M	<i>GTA IV</i>
<a href="#">Hajaz Akram</a>	Panjit Gavaskar	R	<i>GTA:LCS</i>
Ashley Albert	Melissa Chowder	R	<i>GTA:LCS</i>
Timothy J. Alex	Bernie Crane	M	<i>GTA IV</i>
<a href="#">Brooke Alexander</a>	TV Reporter	M	<i>GTA:LCS</i>
Julie Alexandria	Announcer ("I'm Rich")	R	<i>GTA IV</i>
Rachel Allen	Shelia Stafford	R	<i>GTA IV</i>
Paul Ames	Peyton Phillips	R	<i>GTA:SA</i>
Jonathan Anderson	Jeffery "O.G. Loc" Cross Billed as "OG Loc" in GTA:SA manual radio credits.	B	<i>GTA:SA</i>
Andre	Andre the Accelerator	R	<i>GTA III</i>
<a href="#">Sharon Angela</a>	Angie Pegorino	M	<i>GTA IV</i>
Peter Appel	Derrick Thackery	R	<i>GTA:SA</i>
Ray Machowski	M		<i>GTA:LCS</i>
Pascale Armand	Natalee Walsh Davis	R	<i>GTA:LCS</i>
Ms Allan	R		<i>GTA IV</i>

## Make Quick Money With GTA 5

<a href="#">Fred Armisen</a>	Pervert	R	<i>GTA IV</i>
Hotdog vendor	R		
Internet nerd	R		
Stretch Armstrong	himself	R	<i>GTA III</i>
Madison Arnold	Jon Gravelli	M	<i>GTA IV</i>
Zan Aron	Teri	R	<i>GTA:VCS</i>
Linda Ashe	Janet Vance	M	<i>GTA:VCS</i>
Vanessa Aspilaga	Michelle Cannes	M	<i>GTA:SA</i>
<a href="#">Roy Ayers</a>	himself	R	<i>GTA IV</i>
Dave Bachman	Luther Austin	R	<i>GTA IV</i>
Vitali Baganov	Ray Bulgarin	M	<i>GTA IV</i>
<a href="#">Joan Baker</a>	Alison Maybury	R	<i>GTA IV</i>
<a href="#">Fairuza Balk</a>	Mercedes Cortez	M	<i>GTA:VC</i>
Joe Barbara	Ray Boccino	M	<i>GTA IV</i>
John Beach	Weathercaster	R	<i>GTA IV</i>
<a href="#">Doris Belack</a>	Mrs. McReary	M	<i>GTA IV</i>
Chris Bellard aka <a href="#">Young Maylay</a>	<a href="#">Carl "CJ" Johnson</a>	M	<i>GTA:SA</i>
Rebecca Benhayon	Gracie Ancelotti	M	<i>GTA IV</i>
M	<i>GTA:TBoGT</i>		
Anouchka Benson	Trish Camden	R	<i>GTA:VCS</i>

## Make Quick Money With GTA 5

Jeff Berlin	Trailer V.O.	R	<i>GTA:SA</i>
Robert Blumenfeld	Sergio Boccino	R	<i>GTA:LCS</i>
<a href="#">Big Boy</a>	Barry "Big Bear" Thorne	M	<i>GTA:SA</i>
<a href="#">Mary Birdsong</a>	Michelle Carapadis	R	<i>GTA:VC</i>
Jenny Louise Crab	R		
<a href="#">Michael Bivins</a>	Philip "PM" Michaels	R	<i>GTA:SA</i>
Frank Bonsangue	Phil Bell	M	<i>GTA IV</i>
Jeff Bottoms	Jim Harrison	R	<i>GTA IV</i>
Troy Burger	R		
Michael Bower	Eugene Reaper	M	<i>GTA IV</i>
Peter Bradbury	Ned Burner	M	<i>GTA:LCS</i>
John Braden	Mayor O'Donovan	M	<i>GTA:LCS</i>
<a href="#">Carl Bradshaw</a>	himself	R	<i>GTA IV</i>
John Brady	City Official in Bar	M	<i>GTA IV</i>
Riette Burdick	Mary-Beth Maybell	R	<i>GTA:SA</i>
Jim Burke	Marty Williams	M	<i>GTA:VCS</i>
Danny Burstein	Darius Fontaine	R	<i>GTA:SA</i>
<a href="#">Gary Busey</a>	Phil Cassidy	M	<i>GTA:VC</i>
M	<i>GTA:VCS</i>		
Laura Bykowski	Jenna Forbes	R	<i>GTA:SA</i>

## Make Quick Money With GTA 5

Tony Call	Gordon Peterson	R	<i>GTA IV</i>
<a href="#">Luke Campbell</a>	himself	R	<i>GTA:VCS</i>
Jamie Canfield	Adam First	R	<i>GTA:VC</i>
R	<i>GTA:VCS</i>		
Jay Capozello	Jeff the Cop	M	<i>GTA IV</i>
Maria Chambers	Toni	R	<i>GTA III</i>
R	<i>GTA:VC</i>		
R	<i>GTA:VCS</i>		
Richard Chang	Su Xi Mu	M	<i>GTA:SA</i>
Harry Chase	Jeff the Cuckold	M	<i>GTA IV</i>
<a href="#">Frank Chavez</a>	Fernando	R	<i>GTA:VC</i>
R	<i>GTA:SA</i>		
R	<i>GTA:VCS</i>		
Tony Chilrodes	Pepe	R	<i>GTA:VC</i>
<a href="#">China Chow</a>	Katie Zhan	M	<i>GTA:SA</i>
Robert Cihra	Mike the Goon	M	<i>GTA:VC</i>
Porn Guy	M		
Jerry Clicquot	Clarence Little	M	<i>GTA IV</i>
<a href="#">George Clinton</a>	The Funktipus	R	<i>GTA:SA</i>

## Make Quick Money With GTA 5

<a href="#">DJ Clue</a>	himself	R	<i>GTA:LCS</i>
Codebreaker	himself	R	<i>GTA III</i>
R	<i>GTA:LCS</i>		
Jen Cohn	Trixie Lane	R	<i>GTA:VCS</i>
Mademoiselle	R		
Molly Maimstein	R		
<a href="#">Clifton Collins, Jr.</a>	Cesar Vialpando	M	<i>GTA:SA</i>
<a href="#">Phil Collins</a>	himself	M	<i>GTA:VCS</i>
Berto Colon	Manny Escuela	M	<i>GTA IV</i>
David Conley	Gordon Sargent	M	<i>GTA IV</i>
Omar Conosa	Cuban 2	M	<i>GTA:VCS</i>
<a href="#">Jarlath Conroy</a>	Aiden O'Malley	M	<i>GTA IV</i>
Jim Conroy	Butch	R	<i>GTA IV</i>
Alien	R		
Colleen Corbett	Mandy	R	<i>GTA:VC</i>
Gerry Cosgrove	Morgan Merryweather	R	<i>GTA III</i>
<a href="#">Couzin Ed</a>	himself	R	<i>GTA:VCS</i>
<a href="#">David Cross</a>	Zero	M	<i>GTA:SA</i>
Tony Cucci	Maître d'	M	<i>GTA IV</i>
<a href="#">Anthony Cumia</a>	Announcer ("The Time Ranger")	R	<i>GTA:VCS</i>

## Make Quick Money With GTA 5

<a href="#">Chuck D</a>	Forth Right MC	R	<i>GTA:SA</i>
<a href="#">Daddy Yankee</a>	himself	R	<i>GTA IV</i>
<a href="#">Robert Davi</a>	Colonel Juan Cortez	M	<i>GTA:VC</i>
Jeff David	Weazel Network voice	R	<i>GTA IV</i>
David Deblinger	Martin Graves	R	<i>GTA:VCS</i>
Reyna de Courcy	Marnie Allen	M	<i>GTA IV</i>
<a href="#">George DiCenzo</a>	Old Man Kelly	M	<i>GTA:VC</i>
<a href="#">Andy Dick</a>	Maurice	R	<i>GTA:SA</i>
Disco	Lamon	R	<i>GTA IV</i>
Mario D'Leon	Luis Fernando Lopez	M	<i>GTA IV</i>
M	<i>GTA:TLaD</i>		
M	<i>GTA:TBoGT</i>		
Mary Catherine Donnelly	Kate McReary	M	<i>GTA IV</i>
Carl Dowling	Mr. Zoo	R	<i>GTA:VC</i>
<a href="#">Lowell "Sly" Dunbar</a>	Marshall Peters	R	<i>GTA:SA</i>
<a href="#">Danny Dyer</a>	Kent Paul	M	<i>GTA:VC</i>
M	<i>GTA:SA</i>		
Julius Dyson	Oliver "Ladykiller" Biscuit	R	<i>GTA:VC</i>

## Make Quick Money With GTA 5

<a href="#">MC Eiht</a>	Lance "Ryder" Wilson	M	<i>GTA:SA</i>
Al Espinosa	Miguel	M	<i>GTA III</i>
Charles Everett	Mr. Davis	R	<i>GTA IV</i>
Jim Fagan	Announcer ("Just or R Unjust")		<i>GTA IV</i>
Ducchio Faggella	Massimo Torini	M	<i>GTA:LCS</i>
Cynthia Farrell	Catalina	M	<i>GTA III</i>
M	<i>GTA:SA</i>		
Frank Fava	Thor	R	<i>GTA:VC</i>
George Feaster	Derrick McReary	M	<i>GTA IV</i>
James Ferrante	Young Richard	R	<i>GTA:VCS</i>
<a href="#">Bill Fichtner</a>	Ken Rosenberg	M	<i>GTA:VC</i>
M	<i>GTA:SA</i>		
Marc Fine	Mickey the Bartender	M	<i>GTA IV</i>
Bill Fiore	Darkel Removed from game.	M	<i>GTA III</i>
Nicholas Flair	Catch	R	<i>GTA IV</i>
Larry Fleishman	Mel	M	<i>GTA IV</i>
<a href="#">Jim Florentine</a>	Bobby Ray	R	<i>GTA:VCS</i>
<a href="#">Lloyd Floyd</a>	DJ Hans Oberlander	R	<i>GTA:SA</i>

## Make Quick Money With GTA 5

Larry Joe	R	<i>GTA:VCS</i>	
Moorehead	R		
Pablo	R		
Dick	R	<i>GTA IV</i>	
Pat Floyd	Tina Jane	U	<i>GTA:VCS</i>
<a href="#">Peter Fonda</a>	The Truth	M	<i>GTA:SA</i>
Russell Foreman	Percy	M	<i>GTA:VC</i>
<a href="#">Alison Fraser</a>	Gertrude Leneau	R	<i>GTA IV</i>
Bobby Funaro	Anthony Corrado	M	<i>GTA IV</i>
<a href="#">Julio G</a>	himself	R	<i>GTA:SA</i>
Fiona Gallagher	Maria Latore	M	<i>GTA:LCS</i>
<a href="#">The Game</a>	Mark "B-Dup" Wayne	M	<i>GTA:SA</i>
Chris Gannon	Brandon Roberts	R	<i>GTA IV</i>
LJ Gansen	John F. Hickory	R	<i>GTA:VC</i>
Ja'Tovia Gary	Cherise Glover	M	<i>GTA IV</i>
Jane Gennaro	Maude the Ice Cream Lady	M	<i>GTA:VC</i>
<a href="#">Ricky Gervais</a>	himself	R	<i>GTA IV</i>
Marlon Geshlider	Christopher Tibbits	R	<i>GTA IV</i>
<a href="#">Jimmy Gestapo</a>	himself	R	<i>GTA IV</i>

Make Quick Money With GTA 5

Traci Godfrey	Ashley Butler	M	<i>GTA IV</i>
<a href="#">Lev Gorn</a>	Ivan Bytchkov	M	<i>GTA IV</i>
Danielle Lee Greaves	Barbara Schternvart	M	<i>GTA:SA</i>
David Green	Pastor Richards	R	<i>GTA:VC</i>
The Evil Genius <a href="#">DJ Green Lantern</a>	himself	R	<i>GTA IV</i>
Kate Greer	Mom	R	<i>GTA:VCS</i>
Kelly Guest	Michelle Montanius	R	<i>GTA:VC</i>
R	<i>GTA:VCS</i>		
<a href="#">Matt Gumley</a>	Zachary Tyler	R	<i>GTA IV</i>
Les Gunn	Announcer ("I'm Rich")	R	<i>GTA IV</i>
Kim Gurney	Misty	M	<i>GTA III</i>
<a href="#">Guru</a>	8-Ball	M	<i>GTA III</i>
M	<i>GTA:LCS</i>		
<a href="#">Luis Guzmán</a>	Ricardo Diaz	M	<i>GTA:VC</i>
M	<i>GTA:VCS</i>		
<a href="#">Bill Hader</a>	Wilson Taylor Sr.	R	<i>GTA IV</i>
Jonathan Hanst	Hank	M	<i>GTA:VCS</i>
Tom Goldberg	M		<i>GTA IV</i>
Vaughn Harper	himself	R	<i>GTA IV</i>

## Make Quick Money With GTA 5

Ricky Harris	Johnny "the Love Giant" Parkinson	R	<i>GTA:SA</i>
<a href="#">Youree Cleomili Harris</a>	Auntie Poulet	M	<i>GTA:VC</i>
<a href="#">Deborah Harry</a>	Taxi Controller	M	<i>GTA:VC</i>
<a href="#">Roy Haynes</a>	himself	R	<i>GTA IV</i>
Rebecca Henderson	Michelle/Karen	M	<i>GTA IV</i>
Angus Hepburn	Announcer ("A History of Liberty")	R	<i>GTA IV</i>
Martin Herring	Dave the Mate	M	<i>GTA IV</i>
Scott Hill	Johnny Klebitz	M	<i>GTA IV</i>
M	<i>GTA:TLaD</i>		
M	<i>GTA:TBoGT</i>		
<a href="#">Jackie Hoffman</a>	Mary Phillips	R	<i>GTA:SA</i>
<a href="#">Michael Hollick</a>	<a href="#">Niko Bellic</a>	M	<i>GTA IV</i>
M	<i>GTA:TLaD</i>		
M	<i>GTA:TBoGT</i>		
<a href="#">Dennis Hopper</a>	Steve Scott	M	<i>GTA:VC</i>
JR Horne	Announcer ("Moorehead Rides Again")	R	<i>GTA:VCS</i>
Walter Houser	Busker	R	<i>GTA IV</i>
Kim Howard	Kiki Jenkins	M	<i>GTA IV</i>

## Make Quick Money With GTA 5

Elena Harvey Hurst	Mallorie Bardas	M	<i>GTA IV</i>
<a href="#">Ice-T</a>	Madd Dogg	M	<i>GTA:SA</i>
<a href="#">Samuel L. Jackson</a>	Officer Frank Tenpenny	M	<i>GTA:SA</i>
Krystyna Jakubiak	Anna Faustin	M	<i>GTA IV</i>
Joel James	Giovanni Casa	M	<i>GTA:LCS</i>
<a href="#">Milton James</a>	United Liberty Paper	M	<i>GTA IV</i>
Sondra James	Ma Cipriani Billed as "Momma" in GTA III manual.	M	<i>GTA III</i>
M	<i>GTA:LCS</i>		
<a href="#">Jenna Jameson</a>	Candy Suxxx	M	<i>GTA:VC</i>
Will Janowitz	Donald Love	M	<i>GTA:LCS</i>
Michael Jaye	Eric House	R	<i>GTA IV</i>
Eugene Jeter Jr.	Emmet	M	<i>GTA:SA</i>
Christopher Jobin	Mitch the cop	M	<i>GTA IV</i>
Greg Johnson	Jorge	M	<i>GTA IV</i>
Gregory Johnson	Diaz Assistant	M	<i>GTA:VCS</i>
Javier	M		
Tony McTony	R	<i>GTA IV</i>	
Ryan Johnston	Packie McReary	M	<i>GTA IV</i>
<a href="#">François K</a>	himself	R	<i>GTA IV</i>

Make Quick Money With GTA 5

Ilyana Kadushin	Beatrix Fontaine	R	<i>GTA IV</i>
<a href="#">Robert Kelly</a>	Luca Silvestri	M	<i>GTA IV</i>
Navid Khonsari	Dwayne Billed as "Dwayne" in GTA:SA manual.	M	<i>GTA:VC</i>
M	<i>GTA:SA</i>		
<a href="#">Kid Frost</a>	T-Bone Mendez	M	<i>GTA:SA</i>
Bobby Konders	himself	R	<i>GTA IV</i>
Konstantinos.com	Konstantinos Smith	R	<i>GTA:VC</i>
Gregory Korostishevsky	Bledar Morina	M	<i>GTA IV</i>
<a href="#">Garth Kravits</a>	Frankie	M	<i>GTA:VCS</i>
Jacek Krawczyk	Killer	M	<i>GTA IV</i>
Sean Krishnan	Hossan Ramzy	M	<i>GTA IV</i>
<a href="#">Femi Kuti</a>	himself	R	<i>GTA IV</i>
Misha Kuznetsov	Vlad Glebov	M	<i>GTA IV</i>
<a href="#">Karl Lagerfeld</a>	himself	R	<i>GTA IV</i>
Oni Faida Lampley	Callista Brown	R	<i>GTA IV</i>
<a href="#">Lazlow</a>	himself	R	<i>GTA III</i>
R	<i>GTA:VC</i>		
R	<i>GTA:SA</i>		
R	<i>GTA:LCS</i>		

Make Quick Money With GTA 5

R	<i>GTA:VCS</i>		
U	<i>GTA IV</i>		
<a href="#">Juliette Lewis</a>	herself	R	<i>GTA IV</i>
Peter Linari	Dardan Petrela	M	<i>GTA IV</i>
<a href="#">Ray Liotta</a>	<a href="#">Tommy Vercetti</a>	M	<i>GTA:VC</i>
Lynn Lipton	Gethsemanee	R	<i>GTA:VC</i>
Bill Lobely	Ernest Keigel/Time Ranger	R	<i>GTA:VCS</i>
The Commander	R		<i>GTA IV</i>
Alien	R		
<a href="#">Robert Loggia</a>	Ray Machowski	M	<i>GTA III</i>
Lord Sear	himself	R	<i>GTA III</i>
Joe Lotruglio	Vincenzo Cilli	M	<i>GTA:LCS</i>
<a href="#">Faizon Love</a>	Sean "Sweet" Johnson	M	<i>GTA:SA</i>
<a href="#">Chris Lucas</a>	Congressman Alex Shrub Billed as "Rep. Alex Shrub" in GTA:VC manual radio station credits.	B	<i>GTA:VC</i>
Sean Lynch	Announcer ("Intelligent Agenda")	R	<i>GTA IV</i>
Thomas Lyons	Francis McReary	M	<i>GTA IV</i>

## Make Quick Money With GTA 5

<a href="#">Kyle MacLachlan</a>	Donald Love	M	<i>GTA III</i>
<a href="#">Michael Madsen</a>	<a href="#">Toni Cipriani</a>	M	<i>GTA III</i>
Marcy Maguigan	Ileyna Faustin	M	<i>GTA IV</i>
<a href="#">Lee Majors</a>	Mitch Baker	M	<i>GTA:VC</i>
Moti Margolin	Dimitri Rascalov	M	<i>GTA IV</i>
Gregg Martin	Crow	R	<i>GTA:LCS</i>
Peter Marx	Billy Dexter	R	<i>GTA:SA</i>
Danny Mastrogiorgio	<a href="#">Toni Cipriani</a>	M	<i>GTA:LCS</i>
Les Mau	Kenji	M	<i>GTA III</i>
<a href="#">John Mauceri</a>	Claude Maginot	R	<i>GTA:VC</i>
<a href="#">Debi Mazar</a>	Maria La Torra Billed as "Maria" in GTA III manual.	M	<i>GTA III</i>
M	<i>GTA:SA</i>		
Curtis McClarin	Curtly Removed from game.	M	<i>GTA III</i>
Peter McKay	Dick	M	<i>GTA:VC</i>
<a href="#">Kevin McKidd</a>	Jezz Torrent Billed as "Jez Torrent" in GTA:VC manual radio station credits.	B	<i>GTA:VC</i>
<a href="#">Ed McMann</a>	Cliff	R	<i>GTA:LCS</i>
Michael Medeiros	Darko Brevic	M	<i>GTA IV</i>
Fred Melamed	Cris Formage	R	<i>GTA:SA</i>

Make Quick Money With GTA 5

Shelley Miller	Andee	R	<i>GTA III</i>
R	<i>GTA:LCS</i>		
<a href="#">Dorian Missick</a>	<a href="#">Vic Vance</a>	M	<i>GTA:VCS</i>
<a href="#">DJ Mister Cee</a>	himself	R	<i>GTA IV</i>
<a href="#">Mister Magic</a>	himself	R	<i>GTA:VC</i>
Sean Modica	Callum Crayshaw	R	<i>GTA:VC</i>
Chuck Montgomery	Nurse Bob	R	<i>GTA:LCS</i>
Nick Montgomery	Coked-up Reveller	M	<i>GTA IV</i>
John Montone	Mike Whitely	R	<i>GTA IV</i>
Hannah Moon	Toshiko Kasen	M	<i>GTA:LCS</i>
Sara Moon	Christy MacIntyre	R	<i>GTA:SA</i>
Will Morton	Stalker	M	<i>GTA:VC</i>
Russ Mottla	Michael Hunt	R	<i>GTA III</i>
R	<i>GTA:LCS</i>		
Walter Mudu	D-ICE	M	<i>GTA III</i>
King Courtney	M		
Chris Murney	Kenny Crane	R	<i>GTA:VCS</i>
Host ("New World Order")	R		
<a href="#">Charlie Murphy</a>	Jizzy B.	M	<i>GTA:SA</i>
Shannon Murphy	Weathercaster	R	<i>GTA IV</i>

**Make Quick Money With GTA 5**

Yuri Naumkin	Perestroika MC	R	<i>GTA IV</i>
Jeff Norris	Sergei	M	<i>GTA IV</i>
<a href="#">Jim Norton</a>	Joseph Kaplan	M	<i>GTA IV</i>
Chuck	R		
Daniel G. O'Brien	Jay Hamilton	M	<i>GTA IV</i>
Pete O'Connor	Michael Keane	M	<i>GTA IV</i>
Patrick Olsen	Jonathan Freeloader	R	<i>GTA:VC</i>
R	<i>GTA:VCS</i>		
<a href="#">Patrice O'Neal</a>	Jeffron James	R	<i>GTA IV</i>
Ron Orbach	Leon McAffrey	M	<i>GTA:LCS</i>
Dan Oreskes	Brian Forbes	M	<i>GTA:VCS</i>
<a href="#">Orfeh</a>	Millie Perkins	M	<i>GTA:SA</i>
Nicole Orth-Pallovincini	Welfare Woman	M	<i>GTA:VCS</i>
Liana Pai	Asuka	M	<i>GTA III</i>
<a href="#">Joe Pantoliano</a>	Luigi Goterelli	M	<i>GTA III</i>
Charlie Parker	Elizabetha Torres	M	<i>GTA IV</i>
Tony Patellis	Jimmy Pegorino	M	<i>GTA IV</i>
Pete Pavio	Joe "Tuna" DiLeo	M	<i>GTA IV</i>
<a href="#">Chris Penn</a>	Officer Eddie Pulaski	M	<i>GTA:SA</i>

## Make Quick Money With GTA 5

Deroy Peraza	Cuban 1	M	<i>GTA:VCS</i>
<a href="#">Chelsea Peretti</a>	Lori	R	<i>GTA IV</i>
Randy Perlstein	Jack Howitzer	R	<i>GTA:SA</i>
Blayne Perry	Cougar	M	<i>GTA:VC</i>
<a href="#">Bijou Phillips</a>	Helena Wankstein	M	<i>GTA:SA</i>
Chris Phillips	El Burro	M	<i>GTA III</i>
Marty Chonks	M		
Hunter Platin	Chico	M	<i>GTA III</i>
Curly Bob	M		
Phil the One-Armed Bandit	M		
Psycho	M	<i>GTA:VC</i>	
Ran Fa Li	M	<i>GTA:SA</i>	
<a href="#">Iggy Pop</a>	himself	R	<i>GTA IV</i>
<a href="#">Clifton Powell</a>	Melvin "Big Smoke" Harris	M	<i>GTA:SA</i>
Dennis Predovic	Jim Fitzgerald	M	<i>GTA IV</i>
<a href="#">DJ Premier</a>	himself	R	<i>GTA IV</i>
Postell Pringle	Playboy X	M	<i>GTA IV</i>
Richard Pruitt	Kenny Petrovic	M	<i>GTA IV</i>
Jorge Pupo	Gonzalez	M	<i>GTA:VC</i>

## Make Quick Money With GTA 5

Bill Andrew Quinn	Bryan Wilkinson	R	<i>GTA IV</i>
<a href="#">Coolie Ranx</a>	Little Jacob	M	<i>GTA IV</i>
<a href="#">Michael Rapaport</a>	Joey Leone	M	<i>GTA III</i>
Gordana Rashovich	Jane Hopper	M	<i>GTA:LCS</i>
Bill Ratner	Announcer ("The Men's Room with Bas and Jeremy")	R	<i>GTA IV</i>
Announcer ("Republican Space Rangers")	R		
Announcer ("Live from Split Sides")	R		
Shelagh Ratner	Bryony Craddock	R	<i>GTA:VCS</i>
Amy Razviwomg	Thai Prostitute	M	<i>GTA IV</i>
Ron Reeve	General	R	<i>GTA:SA</i>
Justin Reinsilber	Brian Meech	M	<i>GTA IV</i>
<a href="#">Burt Reynolds</a>	Avery Carrington	M	<i>GTA:VC</i>
Kurt Rhoads	The Incredible Kleinman	R	<i>GTA IV</i>
Devin Richards	Dwayne Forge	M	<i>GTA IV</i>
<a href="#">Armando Riesco</a>	Supplier	M	<i>GTA:VC</i>
Officer Hernandez	M	<i>GTA:SA</i>	
Elan Luz Rivera	Carmen Ortiz	M	<i>GTA IV</i>

## Make Quick Money With GTA 5

Chelsey Rives	Louise Cassidy-Williams	M	<i>GTA:VCS</i>
<a href="#">Karel Roden</a>	Mikhail Faustin	M	<i>GTA IV</i>
Frank Rodriguez	Hector Hernandez	R	<i>GTA:VCS</i>
<a href="#">Philip Anthony Rodriguez</a>	Maurice Chavez	R	<i>GTA:VC</i>
Credited as "Phillip Anthony Rodriguez" in GTA:VC manual.			
R	<i>GTA:VCS</i>		
<a href="#">W. Axl Rose</a>	Tommy "the Nightmare" Smith	R	<i>GTA:SA</i>
Barbara Rosenblat	Reni Wassulmaier	R	<i>GTA:LCS</i>
M	<i>GTA:VCS</i>		
<a href="#">Modi Rosenfeld</a>	Isaac Roth	M	<i>GTA IV</i>
Ed Rubeo	Mori Green	M	<i>GTA IV</i>
Bujan Rugova	Albanian	M	<i>GTA IV</i>
<a href="#">Ruslana</a>	herself	R	<i>GTA IV</i>
<a href="#">Bas Rutten</a>	himself	R	<i>GTA IV</i>
<a href="#">Shaun Ryder</a>	Maccer	M	<i>GTA:SA</i>
Amy Sacco	Larissa Slalom	R	<i>GTA IV</i>
<a href="#">Brian Sack</a>	Mike Riley	R	<i>GTA IV</i>
Noelle Sadler	Bettina	M	<i>GTA:SA</i>
Renaud Sebbane	Barry Stark	R	<i>GTA:VC</i>

## Make Quick Money With GTA 5

Seeborn	Real Badman	M	<i>GTA IV</i>
Bob Sevra	Marvin Trill	R	<i>GTA:SA</i>
<a href="#">Robert "Robbie" Shakespeare</a>	Johnny Lawton	R	<i>GTA:SA</i>
Mike Shapiro	Richard Goblin	R	<i>GTA:LCS</i>
<a href="#">Rick Shapiro</a>	Mason Waylon	R	<i>GTA IV</i>
David Shaw	Pathos	M	<i>GTA IV</i>
Kerry Shaw	Brucie Girl	M	<i>GTA IV</i>
Jodie Shawback	Sage	R	<i>GTA:SA</i>
Keenan Shimizu	Kazuki Kasen	M	<i>GTA:LCS</i>
<a href="#">Casey Siemaszko</a>	Johnny Sindacco	M	<i>GTA:SA</i>
Maureen Silliman	Jan Brown	R	<i>GTA:VC</i>
Peter Silvestro	Jeremy Robard	R	<i>GTA:VC</i>
<a href="#">Heather Alicia Simms</a>	Denise Robinson	M	<i>GTA:SA</i>
Joaquin Simo	Cuban 3	M	<i>GTA:VCS</i>
Greg Sims	Cam Jones	M	<i>GTA:VC</i>
Gammy Singer	Estell Graham	R	<i>GTA IV</i>
<a href="#">Tom Sizemore</a>	Sonny Forelli	M	<i>GTA:VC</i>
Ptolemy Slocum	Steve	R	<i>GTA:LCS</i>
Christine Sockol	Jenny Acorn	R	<i>GTA IV</i>

## Make Quick Money With GTA 5

Felix Solis	Jerry Martinez	M	<i>GTA:VCS</i>
PJ Sosko	Gerry McReary	M	<i>GTA IV</i>
Samantha Soule	Alexandra "Alex" Chilton	M	<i>GTA IV</i>
<a href="#">Timothy Spall</a>	Barry Mickelthwaite	M	<i>GTA:VCS</i>
Jessica Spencer	Financial reporter	R	<i>GTA IV</i>
Jeff Steitzer	The Chief	R	<i>GTA:VCS</i>
Fisherman	R		
Herman Stephens aka Self	Horace "the Pacifist" Walsh	R	<i>GTA III</i>
Steve Stratton	Lionel Makepeace	R	<i>GTA:VCS</i>
Caroline Strong	Amanda	M	<i>GTA V</i>
Henry Strozier	John Hunter	R	<i>GTA IV</i>
<a href="#">Jason Sudeikis</a>	Richard Bastion	R	<i>GTA IV</i>
Melody Sweets	Miss Bluesy St. John	R	<i>GTA IV</i>
Tom Tammi	Bobby Jefferson	M	<i>GTA IV</i>
<a href="#">Danny Tamberelli</a>	James	M	<i>GTA V</i>
Chris Tardio	Mickey Hamfists	M	<i>GTA:LCS</i>
<a href="#">Lawrence Taylor</a>	BJ Smith	B	<i>GTA:VC</i>
Sandor Telcsy	Andrei	M	<i>GTA IV</i>

## Make Quick Money With GTA 5

<a href="#"><u>Philip Michael Thomas</u></a>	Lance Vance	M	<i>GTA:VC</i>
Credited as "Phillip Michael Thomas" in GTA:VCS manual.			
M	<i>GTA:VCS</i>		
<a href="#"><u>Danny Trejo</u></a>	Umberto Robina	M	<i>GTA:VC</i>
M	<i>GTA:VCS</i>		
Cathy Trien	Mary-Jo Cassidy	M	<i>GTA:VCS</i>
Ruben Trujillo	Diego Mendez	M	<i>GTA:VCS</i>
<a href="#"><u>Sam Tsoutsouvas</u></a>	James Pedeaston	R	<i>GTA:SA</i>
Bryan Tucker	Ryan McFallon	R	<i>GTA IV</i>
Charles Tucker	Hilary	M	<i>GTA:VC</i>
Michael Urichek	Bill	R	<i>GTA:LCS</i>
Al Vanik	CNT Network voice	R	<i>GTA IV</i>
Oliver Vaquer	Boy Sanchez	R	<i>GTA:LCS</i>
Yul Vazquez	Armando Mendez	M	<i>GTA:VCS</i>
Victor Verhaeghe	Eddie Low	M	<i>GTA IV</i>
<a href="#"><u>Frank Vincent</u></a>	Salvatore Leone	M	<i>GTA III</i>
M	<i>GTA:SA</i>		
M	<i>GTA:LCS</i>		
Melinda Wade	Forbes Waverly III	R	<i>GTA:VCS</i>
Jayne Labrador	R		<i>GTA IV</i>

## Make Quick Money With GTA 5

Thomas Waites	Priest	M	<i>GTA IV</i>
John Walker	Mechanic/Henchman	M	<i>GTA IV</i>
Sharon Washington	Lianne Forget	R	<i>GTA:SA</i>
Radio Newscaster	M		<i>GTA:LCS</i>
Rob Webb	Malcolm Fitzherbert	R	<i>GTA IV</i>
<a href="#">Leyna Weber</a>	Amy Sheckenhause	R	<i>GTA:VC</i>
<a href="#">Fez Whatley</a>	Marcel LeMeau	R	<i>GTA IV</i>
<a href="#">Wil Wheaton</a>	Richard Burns	R	<i>GTA:SA</i>
Alien	R		<i>GTA IV</i>
<a href="#">Katt Williams</a>	himself	R	<i>GTA IV</i>
Matt Williams	Dusty Cowpoke	R	<i>GTA IV</i>
Greg Wilson	JD O'Toole	M	<i>GTA:LCS</i>
<a href="#">James Woods</a>	Mike Toreno	M	<i>GTA:SA</i>
Michael Leon Wooley	Judge	R	<i>GTA IV</i>
James Yaegashi	Woozie	M	<i>GTA:SA</i>
Charlie	M		<i>GTA IV</i>
Deborah Yates	Sara	M	<i>GTA IV</i>
<a href="#">Yo-Yo</a>	Kendl Johnson	M	<i>GTA:SA</i>

Make Quick Money With GTA 5

Gary Yudman	Jimmy Silverman	M	<i>GTA:SA</i>
Jason Zumwalt	Roman Bellic	M	<i>GTA IV</i>
John Zurhellen	Jethro	M	<i>GTA:VC</i>
M	<i>GTA:SA</i>		
Jeremy St. Ives	R	<i>GTA IV</i>	
Ned Luke	Michael De Santa	M	<i>GTA V</i>
Shawn Fonteno	Franklin Clinton	M	<i>GTA V</i>
Steven Ogg	Trevor Philips	M	<i>GTA V</i>
Vicky Van Tassel	Amanda De Santa	M	<i>GTA V</i>
<a href="#">Danny Tamberelli</a>	Jimmy De Santa	M	<i>GTA V</i>
Michal Sinnott	Tracey De Santa	M	<i>GTA V</i>
Slink Johnson	Lamar Davis	M	<i>GTA V</i>
Jai Kleitz	Lester Crest	M	<i>GTA V</i>
David Mogentale	Ron Jakowski	M	<i>GTA V</i>
Demosthenes Chrysan	Simeon Yetarian	M	<i>GTA V</i>
<a href="#">Robert Bogue</a>	Steven Haines	M	<i>GTA V</i>
Alfredo Huereca	Martin Madrazo	M	<i>GTA V</i>

**References**

General (primary)

## Make Quick Money With GTA 5

- Rockstar Games (2001). *Grand Theft Auto III European instruction manual (PlayStation 2)*. Take-Two Interactive. pp. 21-22; 24. SLES-50330.
- Rockstar Games (2002). *Grand Theft Auto: Vice City European instruction manual (PlayStation 2)*. Rockstar Games. pp. 18-22. SLES-51061.
- Rockstar Games (2004). *Grand Theft Auto: San Andreas European instruction manual (PlayStation 2)*. Take-Two Interactive. pp. 5; 7-11; 13-15; 17; 20-21. SLES-52541.
- Rockstar Games (2006). *Grand Theft Auto: Liberty City Stories European instruction manual (PlayStation 2)*. Take-Two Interactive. pp. 12-17. SLES-54135.
- Rockstar Games (2007). *Grand Theft Auto: Vice City Stories European instruction manual (PlayStation 2)*. Take-Two Interactive. pp. 10-13; 17. SLES-54622.
- Rockstar Games (2008). *Grand Theft Auto IV European instruction manual (PlayStation 3)*. Take-Two Interactive. pp. 18; 20-25. BLES-00229.

### General (secondary)

- "[Grand Theft Auto III for PlayStation 2 - Technical Information](#)". [GameSpot](#). Retrieved 2008-07-13.
- "[Grand Theft Auto: Vice City for PlayStation 2 - Technical Information](#)". [GameSpot](#). Retrieved 2008-07-13.
- "[Grand Theft Auto: San Andreas for PlayStation 2 - Technical Information](#)". [GameSpot](#). Retrieved 2008-07-13.
- "[Grand Theft Auto: Liberty City Stories for PlayStation 2 - Technical Information](#)". [GameSpot](#). Retrieved 2008-07-13.
- "[Grand Theft Auto: Vice City Stories for PlayStation 2 - Technical Information](#)". [GameSpot](#). Retrieved 2008-07-13.
- "[Grand Theft Auto IV for PlayStation 3 - Technical Information](#)". [GameSpot](#). Retrieved 2008-07-13.

**Specific**

**Reception**

Reception

Aggregate scores

Aggregator	Score
<a href="#">GameRankings</a>	(PS3) 97.17% (X360) 96.95%
<a href="#">Metacritic</a>	(X360) 98/100 (PS3) 97/100

Review scores

Publication	Score
<a href="#">Computer and Video Games</a>	10/10
<a href="#">Edge</a>	10/10
<a href="#">Eurogamer</a>	9/10
<a href="#">Game Informer</a>	9.75/10
<a href="#">GameSpot</a>	9/10
<a href="#">GamesRadar</a>	★★★★★
<a href="#">GameTrailers</a>	9.8/10
<a href="#">Giant Bomb</a>	★★★★★
<a href="#">IGN</a>	10/10

## Make Quick Money With GTA 5

<a href="#">Joystiq</a>	★★★★★
<a href="#">Official PlayStation Magazine (UK)</a>	10/10
<a href="#">Official Xbox Magazine</a>	10/10
<a href="#">Play</a>	97/100
<a href="#">Polygon</a>	9.5/10
<a href="#">The Guardian</a>	★★★★★
<a href="#">The Independent</a>	★★★★★
<a href="#">The Mirror</a>	★★★★★
<a href="#">The Telegraph</a>	★★★★★
<a href="#">Destructoid</a>	9/10

*Grand Theft Auto V* received universal acclaim from critics and fans worldwide. Aggregating review websites [GameRankings](#) and [Metacritic](#) gave the PlayStation 3 version 97.17% and 97/100 and the Xbox 360 version 96.95% and 98/100. Many reviewers praised the story, characters, presentation and open world gameplay.

Keza MacDonald of [IGN](#) praised the development of the lead protagonists, as it helped pace the story better and eliminate inconsistencies she felt the story of *Grand Theft Auto IV* had. She also praised the scope of the game world, and opined that the open world gameplay resulted in San Andreas feeling like a "living world".

Within 24 hours of release, *Grand Theft Auto V* generated more than \$800 million in revenue, equating to nearly 13 million copies sold for Take Two, exceeding the previous first-day sales record of \$500 million set by [Call of Duty: Black Ops 2](#). The numbers nearly doubled analysts' expectations for the title. The game also broke records in terms of number of sales, becoming the [second best-selling](#) Xbox 360 video game of all time. Analysts are predicting the game will make \$1 billion in sales in its first month.

## External links

- [Official website](#)
- [Official Grand Theft Auto Online website](#)
- [Grand Theft Auto V](#) at the [Internet Movie Database](#)
- [Grand Theft Auto V](#) on Grand Theft Wiki

## Los Santos, San Andreas

Los Santos

[Fictional City](#)

City of Los Santos

Nickname(s): City of Saints, The city where you are most likely to get eaten by a wild animal

Country [United States](#)

State San Andreas

County Los Santos County

**Los Santos** is a fictional city in the video games [Grand Theft Auto: San Andreas](#) and [Grand Theft Auto V](#). Los Santos is based on the American city, [Los Angeles](#). Like its counterpart, Los Santos comprises several diverse areas. The urban area of Los Santos holds a population comparable to [Los Angeles](#). Los Santos is the most populated city in San Andreas. Los Santos translates to The Saints and is a play on Los Angeles, which translates to The Angels. Los Santos is home to the fourth busiest airport in the world, Los Santos International Airport also known as LSX.

Two renditions of the city have appeared in two separate *Grand Theft Auto* video games, the first appearing alongside two other cities, *Las Venturas* based on [Las Vegas](#) and *San Fierro* based on [San Francisco](#). The second appears in *Grand Theft Auto V*.

### Districts

Los Santos features several interpretations of many of Los Angeles' districts, landmarks, and neighborhoods, including [Compton](#) (Ganton), [Willowbrook](#) (Willowfield), [Watts](#) (Jefferson), [Inglewood](#) (Idlewood), [East Los Angeles](#) (East Los Santos), [MacArthur Park](#) (Glen Park), [Downtown Los Angeles](#) (Downtown Los Santos), [Beverly Hills](#) (Rodeo), [Mulholland Drive](#) (Mulholland), [Santa Monica](#) (Santa Maria Beach), [Venice Beach](#) (Vespucci Beach), [Hollywood](#) (Vinewood) and its [Hollywood Sign](#) (Vinewood Sign).

### External links

- [http://www.rockstargames.com/V/restricted\\_content/restricted\\_content\\_agegate\\_d/ref?redirect=http%3A%2F%2Fwww.rockstargames.com%2FV%2F&hash=efbbd75c6ccf8845ad023bf548a66936](http://www.rockstargames.com/V/restricted_content/restricted_content_agegate_d/ref?redirect=http%3A%2F%2Fwww.rockstargames.com%2FV%2F&hash=efbbd75c6ccf8845ad023bf548a66936)
- [http://gta.wikia.com/Los\\_Santos\\_\(HD\\_Universe\)](http://gta.wikia.com/Los_Santos_(HD_Universe))
- [http://gta.wikia.com/Los\\_Santos\\_\(3D\\_Universe\)](http://gta.wikia.com/Los_Santos_(3D_Universe))

### List of Grand Theft Auto V characters

*Grand Theft Auto V*, often abbreviated to *GTA V*, is an [open world action adventure video game](#), released on September 17, 2013 for [Xbox 360](#) and [PlayStation 3](#). It is part of the [Grand Theft Auto video game franchise](#), developed by [Rockstar Games](#) and is the first installment in the [fifth generation](#) of the series. As with previous installments, *GTA V* features several major, supporting and minor characters.

For the first time in the *Grand Theft Auto* series, *GTA V* features three main [playable protagonists](#): Michael, a retired former bank robber in his early forties who lives with his [dysfunctional family](#) on the proceeds of his former life in the upper-class suburb of Rockford Hills, based on [Beverly Hills](#); Trevor, his former partner in crime, who lives alone in a trailer in the desert of Blaine County, where his reckless and psychopathic behaviours are fuelled by drug addiction; and Franklin, who makes a living in Vespucci Beach—based on [Venice Beach](#)—as a [repo man](#) for an unscrupulous [Armenian car dealership](#). The three acquaintances are drawn into Los Santos' criminal underworld "in the pursuit of the almighty American dollar". According to [Dan Houser](#), each of the protagonists is unlike any primary character that has appeared in a *Grand Theft Auto* title to date: Michael represents a protagonist who "won" and is now trying to adjust to life after his story has come to an end; Trevor is styled after a supporting character who has been re-cast in the role of protagonist; and Franklin is someone who has had no real exposure to a life of crime until the events of the game, and his attempts to avoid such a life end up thrusting him into the middle of it.

## Protagonists

### Michael De Santa

**Michael De Santa/Michael Townley** is one of the main [protagonists](#) and [playable characters](#) of *Grand Theft Auto V*. Aged in his early 40s and the husband of [Amanda](#) and father of [Jimmy](#) and [Tracey](#), Michael met [Trevor Phillips](#) at a young age, and the two became best friends, performing several major [bank heists](#) together. Michael retired from his life of crime after making a deal with the FIB (fictional version of the [FBI](#)). In the process of the deal, he and his family became rich, living in a large mansion. However, Michael's relationship with his family and friends is deteriorating; his wife barely tolerates him and spends all of his money, his children have very little time left to spend with him, and even Trevor had a severe falling out with him. Running out of money quickly and tired of being bored and miserable, Michael decides to return to the criminal life.

Each of the protagonists have special abilities that can be used during gameplay; Michael's ability is to slow down time while in a gunfight, similar to Dead Eye in [Red Dead Redemption](#) or [Bullet time](#) in the [Max Payne series](#). Michael is voiced by Ned Luke.

### Franklin Clinton

**Franklin Clinton** is one of the main [protagonists](#) and [playable characters](#) of *Grand Theft Auto V*. During his childhood, Franklin never had a family, money or education to rely on. At some point during his young life, he began the life of a [gang banger](#) and [dope dealer](#), but was arrested soon afterwards. After being released from prison, Franklin started working for Simeon Yetarian, who owns a luxury car dealership as a repo man. As a result, he is frequently seen driving around Los Santos in many stolen sports cars. During the events of *GTA V*, in his mid 20s, Franklin meets Michael whilst trying to get a hustle. Both men soon do a job together, and Michael sees potential in Franklin, calling him "the son he's always wanted," and later introduces him to [Trevor](#), which is where the main events of *GTA V* begin.

The special ability that Franklin can use is the ability to slow down time while driving. Franklin is voiced by Shawn "Solo" Fonteno.

### Trevor Philips

**Trevor Philips** is one of the main [protagonists](#) and [playable characters](#) of *Grand Theft Auto V* as well as a filthy individual due to his appearance. At some point during the late 1980s to early 1990s, Trevor entered the military as a pilot, and retired in the early 2000s. Not too long afterwards, he met [Michael](#). Both men realized that they wanted to earn money by performing [heists](#), and both men became successful in doing so. Some point afterwards, both men had a falling out, causing a major rift in their friendship.

By the events of *GTA V*, Trevor is in his mid 40s living in a filthy trailer in a desert, with his best friend Ron living next to him. Trevor ended up spending all of his robbery-earned money, so he then needs to get back into performing heists and running errands to earn money, by which times he meets [Michael](#) again, who introduces him to [Franklin](#).

While Michael and Franklin have the special ability to slow down time, Trevor's special ability is to deal out extra and take less damage and he can also perform a unique melee attack when the special meter is activated. Trevor is voiced by Steven Ogg.

## Supporting characters

### Amanda De Santa

**Amanda De Santa** is the wife of [Michael](#), and the mother of [Jimmy](#) and [Tracey](#). She was once very close to her husband, but their relationship became shaky, and Amanda started to waste most of their money. Dan Houser explains that Michael's been "awful" to her, but that she has a "really strong personality". In Michael's [character trailer](#), Amanda is seen having an affair with another man, who Michael and [Franklin](#) then chase out of the house. Amanda also doesn't particularly like [Trevor](#), telling Michael to "keep him away from the children."

Amanda is voiced by Vicki Van Tassel.

### Jimmy De Santa

**Jimmy De Santa** is the son of [Michael](#) and [Amanda](#), and the older brother of [Tracey](#). A young man in his early 20s, Jimmy is a lazy smoker who, like other members of his family, has a confused relationship with his father.

In Michael's [character trailer](#), Michael is seen attempting to bond with Jimmy by visiting the carnival and spending more time with him. Jimmy is voiced by Danny Tamberelli.

### Tracey De Santa

**Tracey De Santa** is the teenage daughter of [Michael](#) and [Amanda](#), and the younger sister of [Jimmy](#). She has a very bad relationship with her parents, particularly her mother, who dislikes Tracey's boyfriend, calling him a "bum". Her relationship with her father is also damaged; in Michael's [character trailer](#), Michael is seen taking the television remote from her, prompting her to say that she "hates" him, which doesn't seem to bother him.

Tracey is voiced by Michal Sinnott

### Lamar Davis

**Lamar Davis** is one of [Franklin](#)'s best friends, who works as a [gang banger](#) and [dope dealer](#) alongside Franklin. However, Lamar has opposing ideals with Franklin, and feels as though he's "not being a good enough gang banger," which often leads to arguments between the two. Dan Houser explains him as "a good sort of crazy," and whereas Franklin is kind and ambitious, Lamar's a "more lunatic version from that world."

Lamar is voiced by Slink Johnson.

### Steve Haines

**Steve Haines** is one of the antagonists of the game. He is a decorated FIB agent who shows the crimes of Los Santos on his TV show, the Underbelly of Paradise, and an associate of Michael's. Late in the story, he tasks Franklin to kill Trevor Phillips, which leads to three options and three optional endings.

### Other characters

According to the credits of the game, characters from previous games in the series return in *Grand Theft Auto V*, including [Packie McReary](#), [Johnny Klebitz](#), [Ashley Butler](#), [Rocco Pelosi](#) and [Michelle/Karen](#), all from [Grand Theft Auto IV](#) or its episodes [The Lost and Damned](#) and [The Ballad of Gay Tony](#).

Character	Details
Ron Jakowski	<b>Ron Jakowski</b> is a friend of <a href="#">Trevor</a> and a fellow redneck living in a neighbouring trailer to Trevor. He is a paranoid conspiracy theorist, and, according to Dan Houser, he's often terrified of Trevor. Ron can be seen in the Trevor trailer wearing a hat.
Brad	<b>Brad</b> is a friend of <a href="#">Trevor</a> and <a href="#">Michael</a> . He was involved in a robbery with his two friends 9 years before the main events of the game. While Trevor escaped, Brad was captured and sent to prison, while Michael was presumed dead. 9 years later, Trevor agrees in

being involved in a mission with Michael in exchange for help to get Brad out of prison. Brad can be seen in the official trailer and the gameplay video.

Simeon Yetarian

**Simeon Yetarian** is an Armenian car dealer and [Franklin](#)'s employer. He owns a car dealership which acts as a front for loansharking and extortion businesses. Simeon's dealership sells cars to people who can't afford them and when they default on the payments, Franklin repossesses the cars. Simeon is seen in the gameplay video.

Chop

**Chop** is [Lamar](#)'s [Rottweiler](#) dog in *Grand Theft Auto V*. He is seen sitting in the front of a car, driven by Franklin, in a screenshot, and is also seen attacking enemies in one of the [trailers](#) for the game.

Dr. Isiah Friedlander

**Dr. Isiah Friedlander** is Michael's therapist, and was seen in Michael's character trailer, as well as on the *GTA V* official website. Friedlander can be seen in the Michael trailer.

### External links

- [Characters in GTA V article on Grand Theft Wiki](#)

## Conclusion

This concludes the glorious **Make Quick Money With GTA 5**.

Put it into practice *\*now\** and see how your scores improve!

And if you're looking for other good GTA 5 bargains, check out:

The screenshot shows an Amazon.com search for "grand theft auto 5". The search results are displayed on a desktop browser. The top navigation bar includes the Amazon Prime logo, the user's name "Barbara's Amazon.com", and various utility links like "Today's Deals", "Gift Cards", "Sell", and "Help". The search bar shows the query "grand theft auto 5" with a "Go" button. Below the search bar, there are department filters on the left and a list of search results on the right. The first result is "Grand Theft Auto V - Playstation 3" by Rockstar Games, priced at \$59.96. The second result is "Grand Theft Auto 5 GTA 5 Collectors Edition" by R\*, priced at \$299.99. A red box highlights the title of the second result. At the bottom left of the search results, there is a button labeled "+ See All 13 Departments".

Now go out there and make it big.

Grow strong,

Barbara Ling

[Http://www.barbaraling.com](http://www.barbaraling.com)

## About The Author



### Success...it's an attitude! 😊

Welcome! My name is Barbara Ling, and in a nutshell, I'm all about sharing what I've learned over the past decade about creating and running a profitable business online.

My credentials include:

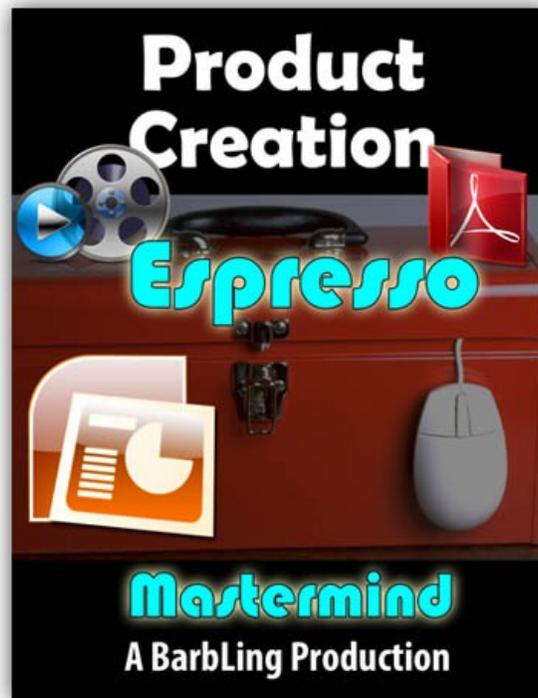
- ◆ **Writing 50+ books/ebooks** about various/sundry ways for people to generate income online (entrepreneur, recruiting, real estate, auctions, Mobile, finding a job, safe weight loss, hidden customers, etc.etc.etc.)
- ◆ Being quoted/featured/etc. in various publications/blogs online like:
  - [Barbara Ling: Secrets of a Veteran Webmaster](#)
  - [Empower Your Children To Out-Earn Their Professors](#)
  - [Nailing a good contractor](#)
  - [Microsoft Small Business Success Story](#)

There's 'way too much to write here....you can visit my [Barbara Ling About Me](#) page to learn more!

## Appendix 1: Other BarbLing Courses

Other BarbLing Courses include:

**Product Creation Espresso**



<http://askbling.com/toppcespresso>

LinkedIn Espresso



<http://askbling.com/topliespresso>

Facebook Espresso



<http://askbling.com/topfbespresso>

RSS Jedi



<http://askbling.com/toprssespresso>

eMail Marketing Phoenix



<http://askbling.com/topmailespresso>

## Appendix 2: Facebook Ads Courses

There are many courses out there about profiting via Facebook ads. By far, however, the best are:

### 1.) Don Wilson's Facebook Architecture 12 Week Class (\$1 trial)

*Still trying to figure out how to make a killing with Facebook?*

**Discover The Exact Blueprint  
That Turned \$0.02 Clicks  
Into \$0.13 In Profit...**

**186,155 times**



(Press Play For Proof)

### 2.) Dr. Ben Adkins Facebook Connect Reveal

Software that makes building a list via Facebook...child's play!

In the Next 3 Minutes I'm going to show you how a Simple Piece of Software is going to Change the way You Get Traffic Online...

**Remember.....**

**Fortune Favors the Bold.**

**Go out and make yourself  
fortunate...**

**TODAY!**