
Subject: Re: I Just Finished GTA San Andreas
Posted by [ghost](#) on Thu, 22 Dec 2005 00:00:35 GMT
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flyingfox wrote on Mon, 14 November 2005 04:36 On the subject of GTA, I think what GTA really needs is more stuff to do outside of missions. Sure, there were plenty of sub-missions and other stuff in san andreas. But what about when not on any kind of mission or mini-game? it's basically just driving or running around, maybe looking for secret stuff or getting bored and killing people.

In san andreas, there are scripts set up that have planes occasionally fly across. Sometimes the planes crash...exactly the kind of thing I want. I was driving a car, got out to go to the gun shop, came out, heard an explosion and saw a crashed plane. Then turned to see my car and it was in flames. That kind of thing isn't the same on a mission because it's expected to happen.

Also the little bit where mob guys come after you if you get into debt with the casinos and don't repay...another quality assurance factor in the game.

most of the GTA missions involve you being in a car...MORE HARRIER MISSION!
