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Subject: Re: Age groups: Graphics vs Gameplay  
Posted by [ChewML](#) on Mon, 09 Nov 2009 02:57:40 GMT  
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GTA is good example...

Vice City was cool, lots of different weapons and cool vehicles.

San Andreas was cool also, big map with lots of different areas, customizable character, not as many weapons as Vice City, but plenty of different vehicles and the ability to customize them.

The new Liberty City... sucks ass for gameplay. Only 2 sets of weapons, you can only change Niko's clothes, can't even pick what color at the Pay & Spray, not as much variety with vehicles - like 4 helicopters, no planes, 1 semi w/o trailer ability, forklift don't even work, and only cop missions, heck on VC you could sell crack out of a ice cream truck... that was awesome. The graphics are awesome, well they were at first they seem to have lost their initial glamour after the game sucked ass. Without cheats I think it took maybe 3 days to beat it, with cheats it took a while to beat SA, and after you beat it their is still more fun to be had just messing around...

Also the cheats suck for the new one...

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