

Characters (44)

BigMac

Easter egg protagonist exclusive to the Game Boy Color version, selectable only by entering the name SUMNER on Kelly's profile.

Bison

Male protagonist exclusive to the Japanese release, sharing the aliases and affiliations of the other playable criminals.

Brains

Easter egg protagonist exclusive to the Game Boy Color version, selectable only by entering the name SUMNER on Kelly's profile.

Brother Marcus

Leader of the Brotherhood of Jah Army of Love in Vice City and the story's deuteragonist. Voiced by Johnny Wilson, who also sang the theme song.

Bryson

Secondary antagonist from San Andreas who threatens the protagonist by phone. He is deceased.

Bubba

Male selectable protagonist with no voice, sharing the aliases and affiliations of the other playable criminals.

Bubby

Vercotti Crime Family member whose full name is Robert Seragliano. He books the protagonist a flight to San Andreas when the cops close in. Voiced by Gary Penn.

Christie

Hidden playable character in the Game Boy Color port, available only after entering SUMNER on Kelly's profile.

Divine

Female selectable protagonist with no voice, sharing the aliases and affiliations of the other playable criminals.

Dog End

Hidden playable character in the Game Boy Color port, available only after entering SUMNER on Kelly's profile.

El Burro

Mexican gang leader in San Andreas whose name means the Donkey in Spanish. A main character voiced by Gary Penn, unrelated to later games' namesakes.

Fingers

Game Boy Color exclusive playable criminal, unlocked as an Easter egg by typing SUMNER as the name on Kelly's profile.

Goodlad

Hidden playable character in the Game Boy Color port, available only after entering SUMNER on Kelly's profile.

Jack

Male protagonist exclusive to the Japanese release, sharing the aliases and affiliations of the other playable criminals.

Jimmy the Shovel

Minor character who leads Jimmy the Shovel's Gang, is supplied by Samuel Deeever and lives in a Richman condo in San Andreas.

Katie

Female selectable protagonist with no voice, sharing the aliases and affiliations of the other playable criminals.

Keith Ham Yel Tun

Minor character tied to Uncle Fu's Crime Syndicate in San Andreas who reveals where the missing elements of the game are hidden.

Kelly

Male protagonist exclusive to the Game Boy Color version. His profile name is where the SUMNER Easter egg is entered.

Kivlov

Male selectable protagonist with no voice, sharing the aliases and affiliations of the other playable criminals.

Mason

Minor character from Liberty City linked to the Vercotti Crime Family contact.

Mike Tallon

Minor character tied to the San Andreas Police Department, living in a Sunview mansion in San Andreas. He is deceased.

Mikki

Female selectable protagonist with no voice, sharing the aliases and affiliations of the other playable criminals.

Mr. Johnsane

Minor character and former Uncle Fu's Crime Syndicate member who is linked to a hidden case.

No Chin

Minor character and former member of Uncle Fu's Crime Syndicate who leads No Chin's Gang. He is deceased.

Noodles

Hidden playable character in the Game Boy Color port, available only after entering SUMNER on Kelly's profile.

Paco

Minor character who led Paco's Gang in San Andreas and was once tied to El Burro. He is deceased.

President of the United States

Unnamed minor character based in Washington, D.C. Also referred to as the High Priest o'Babylon and the False Prophet.

Protagonists

The player picks one of eight silent criminals, four men and four women, to climb the crime ladder. The choice never changes the plot.

Redneck

Game Boy Color exclusive playable criminal, unlocked as an Easter egg by typing SUMNER as the name on Kelly's profile.

Rizzo

Game Boy Color exclusive playable criminal, unlocked as an Easter egg by typing SUMNER as the name on Kelly's profile.

Samuel Deeever

Corrupt Vice City Police Department Vice Squad officer who blackmails the protagonist in the penultimate chapter, Bent Cop Blues. Main antagonist, voiced by Gary Penn.

Skipper

Game Boy Color exclusive playable criminal, unlocked as an Easter egg by typing SUMNER as the name on Kelly's profile.

Snowy

Easter egg protagonist exclusive to the Game Boy Color version, selectable only by entering the name SUMNER on Kelly's profile.

Sonetti's Right-Hand Man

Minor antagonist from New Guernsey who delivers threats for the Sonetti Crime Family and is voiced by Gary Penn.

Spook

Hidden playable character in the Game Boy Color port, available only after entering SUMNER on Kelly's profile.

Thud

Game Boy Color exclusive playable criminal, unlocked as an Easter egg by typing SUMNER as the name on Kelly's profile.

Travis

Male selectable protagonist with no voice, sharing the aliases and affiliations of the other playable criminals.

Troy

Male selectable protagonist with no voice, sharing the aliases and affiliations of the other playable criminals.

Turbo

Easter egg protagonist exclusive to the Game Boy Color version, selectable only by entering the name SUMNER on Kelly's profile.

Ulrika

Female selectable protagonist with no voice, sharing the aliases and affiliations of the other playable criminals.

Uncle Fu

Boss of his own crime syndicate in Chinatown, San Andreas, and a main character. Voiced by Brian Lawson.

Uncle Fu's Crime Syndicate contact

Unnamed caller for Uncle Fu's Crime Syndicate in San Andreas who sends the protagonist to the Central Market phones. Phone calls only.

Vercotti Crime Family contact

Unnamed voice on the South Park phones who hands out jobs for the Vercotti Crime Family in Liberty City. Appears through phone calls only.

Vinny

Easter egg protagonist exclusive to the Game Boy Color version, selectable only by entering the name SUMNER on Kelly's profile.

Vehicles (41)**29 Special**

Two-door hot rod with room for a driver and one passenger, found in the original game.

4 x 4

Light truck seating two, written 4X4 on the official site and found in the original game.

Ambulance

Medium rescue truck seating four that returns in later eras. The Medicar replaces it in one game.

Beast GTS

Two-seat sports car found in the original game, with room for a driver and one passenger.

Bike

Street motorcycle for a single rider, a rider-only vehicle that appears in several games of the series.

Boat

Rigid inflatable boat that appears in the original game but cannot be driven by the player.

Brigham

Albany four-door sedan, later a full-sized vintage coach wagon in the Muscle class of GTA Online, priced at \$1,499,000.

Bug

Small two-seat compact car that appears in nearly every game of the series.

Bulldog

Two-seat sports car found in the original game, with room for a driver and one passenger.

Bus

Public transport vehicle for two that recurs throughout the series, later in both the 3D and HD eras.

Coach

Transport vehicle with room for nine, a driver and eight passengers, that returns in later games.

Cossie

Hatchback of the sport compact type seating two, found in the original game.

Counthash

Supercar for two, a driver and one passenger, found in the original game.

F-19

Fast rear-engined sports car for two, written F19 on the official website.

Fire Truck

Firefighting heavy truck for two, also called the Fire-engine, and the only vehicle to appear in every GTA game.

Impaler

Declassé muscle car for two, reintroduced in GTA Online with a price of \$331,835 or \$249,500 as a trade price.

Itali GTB

Two-door grand tourer sports car for two that returns throughout the 3D era and in the HD Universe.

Itali GTO

Two-door grand tourer sports car for two that returns throughout the 3D era and in the HD Universe.

Juggernaut

Large semi-trailer truck seating a driver and one passenger, found in the original game.

Jugular

Two-door grand tourer for two. It later returns as a four-door sports saloon manufactured by Ocelot.

Limousine

Full-size car for a driver and three passengers, also called the Limo on the official site.

Love Wagon

Light van for four, also known as the Passion Wagon, found in the original game.

Mamba

Declassé classic roadster for two, later a Sports Classics model in GTA Online priced at \$995,000.

Mundano

Midsized sedan with room for a driver and three passengers, found in the original game.

Penetrator

Ocelot sports car for two, later a two-door super car in GTA Online priced at \$880,000.

Pickup

Light truck seating a driver and one passenger, found in the 2D era games.

Porka Turbo

Two-seat sports car found in the original game, with room for a driver and one passenger.

Portsmouth

Midsized car with room for a driver and three passengers, found in the original game.

Repair Van

Light van seating a driver and three passengers, a utility vehicle found in the original game.

Squad Car

Midsized police car with room for four, also called the Police car on the official site.

Stinger

Grotti two-door sports car for two, later a Sports Classics model in GTA V priced at \$1,000,000.

Stinger Z29

Two-seat sports car found in the original game, with room for a driver and one passenger.

SWAT Van

Police heavy van carrying four, written Swat Van in GTA 2 and also seen in GTA Advance.

Tank

Military tracked vehicle with a single driver seat, one of the earliest armed vehicles in the series.

Tanker

Large tanker truck seating two, also named the Explosives Truck or Hi Explosive Truck on the official site.

Taxi

Four-door cab with room for four that recurs across the series. The London Cab replaces it in some games.

Thunderhead

Two-door convertible sports car seating a driver and one passenger, found in the original game.

Train

Passenger rail coach that cannot be driven in GTA 2, where its script name is TRAINCAB.

Transit Van

Light van seating four, called simply the Van on the official site and found in the original game.

TV Van

Television van seating two that appears in various forms across several games.

Vulture

Two-seat midsize coupe found in the original game, with room for a driver and one passenger.

Gangs and factions (18)**Brotherhood of Jah Army of Love**

Rastafarian gang in Vice City, also called the Brethren or the Rastas. They are the bosses of the last chapter, Rasta Blasta.

Bureau of Alcohol, Tobacco, Firearms and Explosives

US federal law enforcement agency within the Department of Justice, also known as the ATF or BATFE.

El Burro's Gang

Mexican street gang from Aye Valley in San Andreas, allied with Alve's Gang and linked to the Brotherhood of Jah Army of Love.

Hare Krishna

Gang spread across Liberty City, New Guernsey, San Andreas and Vice City, once linked to Claude Speed. Also called the Krishna.

Internal Affairs Division

IAD, or simply Internal Affairs, a government law enforcement agency based in Vice City.

Liberty City Fire Department

LCFD, the fire service operating in both Liberty City and the neighboring state of New Guernsey.

Liberty City Police Department

LCPD, the police force of Liberty City and the neighboring state of New Guernsey in the original game.

Military

United States Armed Forces, an active armed group in the 2D Universe games.

San Andreas Fire Department

SAFD, the fire service operating in the city of San Andreas in the original game.

San Andreas Police Department

SAPD, the police department of the city of San Andreas, one of the original game's three cities.

Sonetti Crime Family

Defunct criminal organization of New Guernsey State, centred on Hackenslash, that the protagonist helps take down.

The Angels

Biker gang in Hackenslash, New Guernsey, and Felicity, Vice City, affiliated with Samuel Deever.

The Mob

Unidentified Mafia family that is now defunct, with an unknown location and unknown affiliations.

Vercotti Crime Family

Liberty City gang that first hires the protagonist and is still active.

Vice City Fire Department

VCFD, the fire service operating in Vice City, one of the original game's three cities.

Vice City Police Department

VCPD, the main law enforcement agency of Vice City, described as the least respected police force in the USA.

Vice Squad

Elite branch of the Vice City Police Department, also called the Drug Squad, tied to Samuel Deever's house in Banana Grove.

Yakuza

Minor gang in Sunview, San Andreas, affiliated with Uncle Fu's Crime Syndicate.

Places (22)**Ardler**

Neighborhood within the Kings borough of Liberty City, the New York-style first city of the game.

Brix

One of the five boroughs of Liberty City, simply referred to as Brix and also known as The Brix.

Brocklyn

One of the five boroughs of Liberty City, containing the Tellburg neighborhood.

Chinatown

Neighborhood of San Andreas rumored to be the base from which the Chinese control west coast organized crime.

Eagleside Underground Warehouse

Drug laboratory in an old underground warehouse in Eagleside, San Andreas, set up by a rival gang.

El Burro's House

House in southwest Atlantic Heights, San Andreas, one of the two homes linked to the gang boss El Burro.

El Burro's Villa

Mansion in east Sunrise, San Andreas, where El Burro invites the protagonist to spend the night.

Kings

One of the five boroughs of Liberty City, containing the Ardler neighborhood.

Law Island

Island district of Liberty Island, one of the five boroughs of Liberty City.

Liberty City

City modelled on New York City, from the glamor of Island City to the Brix, and the first of the three cities.

Liberty Island

One of the five boroughs of Liberty City, home to the Nixon Island and Law Island districts.

Little Bogota Graveyard

Cemetery in the southwest of Little Bogota, a district of Vice City, the Miami-style city.

New Guernsey

American state west of Liberty City, modelled on New Jersey, later renamed the State of Alderney.

Nixon Island

Island district of Liberty Island, one of the five boroughs of Liberty City.

Samuel Deever's House

House in south Banana Grove, Vice City, home of the corrupt Vice Squad officer who blackmails the protagonist.

San Andreas

City modelled on San Francisco, unlocked once the two Liberty City mission chapters are completed.

San Andreas Munitions Depot

Depot located in east Sunview, a district of San Andreas, the San Francisco-style city of the game.

Tellburg

Neighborhood of the Brooklyn borough in Liberty City, also spelt Tellberg in some places.

Vice City

Miami-style melting pot with large Caribbean, Colombian and European communities, unlocked after the Tequila Slammer chapter.

Vice City Military Base

Unnamed military base in Vice City, located between Banana Grove and Vice Beach.

Vice Shores Park

Public park located in the Vice Shores area of Vice City, the Miami-style city of the game.

Vice Shores Showroom

Car dealership in central Vice Shores, a district of Vice City, the Miami-style city of the game.

Weapons (5)**Fist**

Bare-handed attack available in every GTA game. In the first game it only immobilizes enemies for a few seconds.

Flamethrower

Fire-based projectile weapon that sets cars and people ablaze and is rare in the first game.

Machine Gun

Rapid-fire submachine gun of the 2D games, named S-Uzi Machine Gun in GTA 2. Ammo is scarce in the first game.

Pistol

Handgun that fires slowly but kills in one shot, the standard weapon of cops and criminals.

Rocket Launcher

Rocket-propelled heavy weapon found in rare places that destroys vehicles and sets buildings on fire.