

Characters (43)

Billy Bob Bean

Leader of the Rednecks, whose trailer-park gang lives at the Mobile RV Park in the Residential District. He rewards players who waste Scientists.

Bilovski

Minor Russian Mafia character from the Industrial District who plots against Uno Carb and his men.

Bomba Tomba

Co-host of the KGBH radio station alongside Prodo, voiced by Daniel McDonald.

Calligari

Male protagonist you can pick in the Game Boy Color version, sharing Claude Speed's aliases and gang affiliations.

Candy

Female playable hero exclusive to the Game Boy Color version, where Claude Speed does not appear. She shares his aliases and gang affiliations.

Chesti-Kov

Russian Mafia figure with roots in Georgia and Russia, nicknamed The old man. He is mentioned only on the promotional website.

Claude Speed

Lone criminal and the only playable hero on the PC, PlayStation and Dreamcast releases. He climbs through Anywhere City by earning respect with its gangs.

Danny Zoo

Yakuza member linked to Johnny Zoo, born in Okinawa in 1972. He is mentioned on the website and twice on the radio.

Dirk

Minor Rednecks member who lives at the Mobile RV Park in the Residential District of Anywhere City.

Doctor ZitZaki

Minor Yakuza character from the Downtown District whose drug production the player protects for a \$20,000 payment.

Dodo

Minor Loonies character in the Downtown District who arranges a gun and bombs behind the Harman Hotel.

Dr. LaBrat

Icelandic head of the SRS Scientists in the Residential District. He rewards players who eliminate Zaibatsu members.

Eddie

One of the selectable heroes of the Game Boy Color version, a male protagonist sharing Claude Speed's aliases and affiliations.

Elmo

Boss of the Loonies in the Downtown District. He respects anyone who likes killing Yakuza members.

Flambo Cortez

Minor Zaibatsu character from the Residential District. He brags about his mercenary machine, a special Z-Construction.

Gran'pa

Minor Rednecks character who lives at the Mobile RV Park in the Residential District of Anywhere City.

Gretchen

Female playable hero exclusive to the Game Boy Color version. She carries the same aliases and gang ties as Claude Speed.

Guider

Supporting character tied to Claude Speed in the story. He describes himself as a cheap snitch.

Hiroshi

Minor Yakuza character based in the Downtown District of Anywhere City.

Hollow Kost

Zaibatsu Corporation figure known as The President or The Doctor. He is mentioned in the game and based at an unspecified Zaibatsu complex.

Ivan

Minor Russian Mafia character who lives in the Industrial District of Anywhere City.

Jerkov

Former Soviet soldier who leads the Kovski Bratva, the Russian Mafia of the Industrial District. His missions reward players for striking at the Zaibatsu.

Jesus Saves' Preacher

Preacher voiced by Gary Penn, linked to Rev. Rooney and The Rocksta Choir. He shouts hallelujahs at the church.

Johnny Riccaro

Radio DJ voiced by Bruce Kronenberg. He complains about the city's traffic and runs a Head Radio competition on air.

Johnny Rotten

Governor figure linked to the Loonies who is mentioned in the game. He is said to live at Sunnyside Asylum in the Downtown District.

Johnny Zoo

Boss of the Yakuza in the Downtown District, also known as Johnny Ice. He offers respect to anyone willing to start killing Zaibatsu members.

Lars Von Barsdardson

Icelandic professor known as The Big Icelandic Guy, linked to the SRS Scientists and formerly the Zaibatsu. He argues that brains can build better bodies.

Leo The Locksmith

Minor Hare Krishna character in the Industrial District who refuses to help friends of Sunbeam.

Mama Doc

Radio personality voiced by Melina Bruin, affiliated with the Scientists. She chats on air about the city's pollution and its criminals.

Master Lepus

Hare Krishna figure nicknamed Grand Master. He is mentioned in the game and lives at the Vedic Temple in the Industrial District.

Montana Shane

Rednecks member nicknamed Jungle, a minor character linked to Billy Bob Bean.

Paulo

Male playable hero exclusive to the Game Boy Color version, with the same aliases and gang ties as Claude Speed.

Private Investigator

Unnamed outsider sent to Anywhere City to look into the Zaibatsu. He appears only on the promotional website, listed as held at Sunnyside Asylum as of July 2013.

Red Valdez

Zaibatsu executive who runs the Residential District branch from The Village. His jobs push the player to dispose of the Rednecks.

Refried Noodle

Minor Yakuza character from the Downtown District. He hands the player a weapon in case it is needed.

Ruben

Male protagonist offered in the Game Boy Color version, with the same aliases and affiliations as Claude Speed.

Sammy Starock

DJ of Rockstar Radio, also known as Mr. Rockstar, voiced by David Deblinger. He jokes about the bombs sent to his station.

Sunbeam

Hare Krishna contact in the Industrial District. His missions reward players who dispose of the Russian Mafia.

Teriyaki-chan

Japanese DJ of Funami FM, the Downtown District radio station. She is voiced by Saiko Yoshida.

Trey Welsh

Zaibatsu Corporation boss of the Downtown District, nicknamed The Chemist. He offers contract work to anyone who keeps the Loonies in check.

Uno Carb

Zaibatsu boss of the Industrial District, whose full name is Uno Carbine. He wants the Hare Krishna wiped out and pays respect for it.

Venus Ordella

Radio DJ of the Hare Krishna's Heavenly Radio, voiced by Lynne Lambert. Her show promotes conversion to the Krishna.

Ziggy Pole

Minor Industrial District character linked to the Russian Mafia and supplied by Uno Carb. He fears the Kovski.

Vehicles (44)**A-Type**

Full-size coupe with two seats (driver and passenger), a car featured in Grand Theft Auto 2.

Arachnid

Grand tourer with two seats (driver and passenger), a car featured in Grand Theft Auto 2.

B-Type

Mid-size car with four seats (driver and three passengers), featured in Grand Theft Auto 2.

Beamer

Grand tourer with two seats, from this game, and also present as cut content in GTA III.

Benson

Two-seat sports car found around Anywhere City, listed without a manufacturer.

Bug

Small two-seat compact car that shows up in nearly every game of the series, with a single exception.

Bulwark

Mid-size car with two seats that serves as a gang vehicle on the streets of Anywhere City.

Bus

Public transport bus seating two. It appears here except on the PlayStation version and recurs throughout the series.

Container

Towable container trailer for hauling by trucks, seen on the roads of Anywhere City.

Cop Car

Mid-size police car seating four, used by the Anywhere City police to chase the player.

Dementia

Compact microcar used as the gang car of the Loonies, with their mark painted on its roof.

Eddy

Compact sedan with two seats (driver and passenger), a sedan featured in Grand Theft Auto 2.

Fire Truck

Firefighting heavy truck seating two. It is the only vehicle in the entire series to appear in every GTA game.

Furore GT

Luxury two-seat sports car that returns in GTA V and GTA Online, built by Lampadati and priced at \$448,000.

G4 Bank Van

Armored bank van with room for a driver and three passengers, listed as an armored vehicle in the game.

Garbage Truck

Heavy garbage truck seating a driver and one passenger, featured in Grand Theft Auto 2.

GT-A1

Two-seat sports car. The Wang Cars side mission hides eight of them in the Residential District, rewarding three special vehicles.

Hot Dog Van

Medium truck seating two, a hot dog van that comes in several paint variants.

Ice-Cream Van

Medium truck seating two. Ice cream vans are also the targets of the PC bonus stages.

Maurice

Compact two-seat car from this game that also exists as an unused beta vehicle in GTA III.

Medicar

Four-seat ambulance that stands in for the usual Ambulance of other GTA games.

Meteor

Two-seat sports car used by the SRS Scientists. It is the fastest gang car available.

Miara

Two-door sports car seating two, driven as the gang car of the Yakuza.

Morton

Grand tourer with two seats (driver and passenger), a car featured in Grand Theft Auto 2.

Panto

Two-door hatchback built by Benefactor in the HD Universe, a compact that returns in GTA V and GTA Online at \$85,000.

Pickup

Two-seat light truck. A wider variant serves as the gang car of the Rednecks.

Rumbler

Two-seat sports car, one of the sports cars featured in Grand Theft Auto 2.

Schmidt

Small economical compact car with four seats, a small economical car featured in Grand Theft Auto 2.

Shark

Four-door full-size car seating four, also seen as a cut vehicle in GTA III.

Special Agent Car

Compact government law enforcement car seating two. Federal agents drive it in pursuit at high wanted levels.

Stinger

Two-door sports car from this game that returns in GTA V as a Grotti Sports Classic priced at \$1,000,000.

SWAT Van

Police heavy truck seating four, driven by the SWAT team. It also appears in GTA Advance.

Tank

Military tracked vehicle seating one, among the earliest armed vehicles. The army chases the player in Tanks at top wanted level.

Taxi

Four-door taxicab seating four that recurs in almost every GTA title. The London Cab replaces it in the London games.

Taxi Xpress

Mid-size four-door saloon seating four, a cab-style variant of the mid-size sedan.

Tow Truck

Hook-and-chain tow truck seating two, built by Vapid in the HD Universe, and a utility vehicle in GTA V.

Train

Passenger rail coach that runs through the city on its own. The player cannot drive it.

Transporter

Towable flatbed trailer that is hitched behind a truck, found on the roads of Anywhere City.

Truck Cab

Heavy truck cab with seats for a driver and one passenger, found on the roads of Anywhere City.

Truck Cab SX

Heavy truck with two seats, listed separately from the plain Truck Cab.

TV Van

Light television van seating two. Its roof antenna always points toward the Jesus Saves church, the place to save.

U-Jerk Truck

Light truck seating a driver and one passenger, also present as a beta vehicle in GTA III.

Van

Light truck with four seats, a common utility vehicle, featured in Grand Theft Auto 2.

Z-Type

Gang car driven by Zaibatsu members and the second fastest gang car here. In GTA V it is a Truffade Sports Classic.

Gangs and factions (14)**Alma Mater Prisoners**

Prison gang based at Alma Mater Prison in Belmont, in the Residential District.

Anywhere City Police Department

Provisional name for the police serving Anywhere City, called the U.S. Police in game. The SWAT teams belong to it.

Cosmo

Girl-gang organization, also called the Supermodels, led by Cat Lichen. It is mentioned only in promotional material and never seen in game.

Hare Krishna

Gang based in the Industrial District, also featured in other GTA games. They are ill at ease with the Russian Mafia.

Loonies

Gang of the Downtown District, briefly seen in the Residential District too. They are tied to Johnny Rotten.

Mad Island Gang

Small gang confined to Mad Island that attacks on sight, whatever your respect. It is absent from the PlayStation version.

Rednecks

Residential District gang that holds the Mobile RV Park, Redemption and Guntersville. They drive a Pickup variant and run a car crusher.

Russian Mafia

Industrial District crime syndicate officially named the Kovski Bratva. Its turf includes Pravda, Lubyanka and Krimea.

Scientists

SRS crime syndicate of the Residential District. They are opposed to the Rednecks because of their high intellect.

Special Agents

Unnamed government law enforcement agency operating in Anywhere City, featured in Grand Theft Auto 2 as the federal force.

SWAT

Tactical units of the Anywhere City Police Department. They chase the player at the top wanted level of the Downtown District.

Yakuza

Japanese crime syndicate led by Johnny Zoo, with territory in the Downtown District. They are allied with the Yutes.

Yutes

Smallest gang of the Downtown District, based in Flotsam and allied with the Yakuza. They crush the Zaibatsu's Z-Type cars.

Zaibatsu Crime Syndicate

Crime syndicate also called the Z-Men, active in Anywhere City and formerly linked to Lars Von Barsdardson.

Places (2)**Anywhere City**

Fictional metropolis split into Downtown, Residential and Industrial districts, with three gangs per district. Its retrofuturistic style mixes old cars with sci-fi weapons.

Garages

Chain of garages in every district of Anywhere City. For a fee they repair your car, clear wanted levels or fit weapons.

Weapons (13)**Dual Pistol**

Dual-wielded handguns. Zaibatsu members start by attacking the player with them in the Residential District.

ElectroGun

Electric weapon in the game's arsenal, announced by its own pickup voice.

Fist

Bare-hands option available in every GTA game, for when all else fails.

Flamethrower

Fire weapon that has appeared in every GTA game from the first. The SRS Scientists upgrade to it.

Grenades

Thrown fragmentation explosives, ideal against clustered enemies. They appear in every GTA game.

Machine Gun

Submachine gun called the S-Uzi Machine Gun in this game. It is found across the 2D Universe titles.

Molotov Cocktails

Crude thrown incendiary weapon that appears in every GTA since the original. Rednecks upgrade to them late in the game.

Pistol

Basic handgun with a 99-round capacity. Downtown District gangsters carry only pistols.

Rocket Launcher

Rocket-propelled heavy weapon. Zaibatsu members wield it in the Industrial District.

Shotgun

Standard shotgun weapon in the game's arsenal, found among the available firearms.

Silenced S-Uzi Machine Gun

Quiet submachine gun. Zaibatsu members in the Industrial District use it before moving on to rocket launchers.

Vehicle Mines

Explosive vehicle weapon, later renamed Proximity Mines. It also returns in GTA Online.

Vehicle Oil Slick

Car-mounted weapon installed in car shops. It spills oil that makes following vehicles lose control.