

Characters (39)

8-Ball

Friendly fixer from Saint Mark's, Portland who runs a car bomb shop and helps Claude early on. Rapper Guru voices him.

Andee

Radio DJ voiced by Shelley Miller who hosts Lips 106 and later shares the mic with co-host Cliff Lane.

Asuka Kasen

Yakuza leader based in Newport on Staunton Island and sister of Kenji Kasen. She is the tritagonist, voiced by Lianna Pai.

Barry Stark

Voice on Chatterbox FM here and Vice City Public Radio in Vice City, played by Renaud Sebbane.

Carlos

Minor character, also called Carl, voiced by Renaud Sebbane. He moves to take over the business of Marty Chonks.

Catalina

Claude's former girlfriend and the main antagonist, who betrays him during the opening bank job. Cynthia Farrell voices her.

Chico

Minor Portland character who offers Claude SPANK. Hunter Platin voices him, and he is linked to Maria Latore.

Claude

Silent protagonist who never speaks and has no official voice actor. He is a former associate of the Yakuza and the Colombian Cartel.

Curly Bob

Bartender suspected of selling Leone secrets to the Colombian Cartel. Hunter Platin voices this minor antagonist.

D-Ice

Unseen leader of the Red Jacks, based in Wichita Gardens, Shoreside Vale. Walter Mudu voices him, and he is incarcerated as of 2001.

Donald Love

Media mogul tied to Love Media, living in Bedford Point on Staunton Island. Kyle MacLachlan voices this main character, who hires Claude.

El Burro

Leader of the Diablos gang in Hepburn Heights, Portland. Chris Phillips voices this supporting character.

Fernando Martinez

Radio personality voiced by Frank Chavez, heard in several 3D-era games and linked to Lionel Makepeace.

Horace Walsh

DJ of the K-JAH radio station, known as the Pacifist. Herman Stephens provides his voice.

Joey Leone

Son of Salvatore Leone who lives in Trenton, Portland. Michael Rapaport voices this Leone family member, who sends Claude on jobs.

Kenji Kasen

Yakuza waka-gashira and brother of Asuka Kasen. Les J.N. Mau voices him, and Claude works for him against the Yardies and the Cartel.

King Courtney

Leader of the Uptown Yardies and a minor antagonist here, voiced by Walter Mudu. Seen in person in Liberty City Stories.

Lazlow Jones

Radio host heard across several 3D-era games, voiced by the talk show host who in real life also wrote and produced Grand Theft Auto titles.

Leon McAffrey

Crooked LCPD officer tied to the Uptown Yardies and a minor antagonist here. He becomes a main character in Liberty City Stories.

Luigi Goterelli

Leone Crime Family member who runs a club in the Red Light District, Portland, and gives Claude his first jobs. Joe Pantoliano voices him.

Maria Latore

Wife of Salvatore Leone and the story's deuteragonist, also credited as Maria La Torra. Debi Mazar voices her, and she lives in Saint Mark's, Portland.

Marty Chonks

Owner of the Bitch'n Dog Food factory in Portland, who has money troubles. Chris Phillips voices this supporting character.

Michael Hunt

DJ of Head Radio, voiced by Russ Mottla, who promotes his weekly rock and roll jam at a Liberty City bowling alley.

Mickey Hamfists

Leone family minor character who passes along a package for Luigi Goterelli. Chris Tardio voices him in Liberty City Stories.

Miguel

Colombian Cartel co-leader, partner of Catalina and the tertiary antagonist. Al Espinosa voices him in this game.

Mike Forelli

Forelli Crime Family member from Portland, nicknamed Lips. A minor character who is deceased.

Miles O'Donovan

Minor Liberty City character voiced by the late John Braden. He is a former Forelli Crime Family man now with the Leones.

Misty

Joey Leone's favorite call girl, living in Hepburn Heights, Portland. Rockstar office administrator Kim Gurney voices her.

Morgan Merryweather

Host of the classical station Double Clef FM, voiced by Gerry Cosgrove, who also phones in as a caller on other stations.

Mrs. Chonks

Minor character connected to factory owner Marty Chonks and to Carlos. She is deceased.

Mrs. Cipriani

Toni Cipriani's mother, known as Momma, who runs Momma's Restaurant in Saint Mark's, Portland. Sondra James voices her.

Old Oriental Gentleman

Unnamed older man linked to Donald Love and Claude. The Colombian Cartel kidnaps him in the story's early convoy ambush.

Paparazzi

Background non-player characters that turn up across many titles of the Grand Theft Auto series, this one included.

Phil Cassidy

One-armed man nicknamed The Shootist and One-Armed Phil, voiced by Hunter Platin here. He is mainly a Vice City figure, but also has ties to Liberty City.

Ray Machowski

Corrupt LCPD officer and Yakuza associate who makes Claude do his dirty work. Robert Loggia voices him in this game.

Salvatore Leone

Head of the Leone Crime Family, based at his gentlemen's club in Portland Beach. He is the story's secondary antagonist, voiced by Frank Vincent.

Sam

Minor character tied to Luigi Goterelli and Joey Leone. He also appears in Vice City, and a statue of him stands in San Andreas.

Tanner

Minor LCPD character, an undercover officer who once had ties to the Yakuza and to Asuka Kasen. He is deceased.

Toni Cipriani

Leone Crime Family associate whose home base is Momma's Restaurante in Saint Mark's, Portland. Michael Madsen voices him; he later leads Liberty City Stories.

Vehicles (45)**Aeroplane**

Uncontrollable passenger airplane, also called the Air Train, with a single passenger slot.

Ambulance

Rescue vehicle that seats four and is one of the only vehicles to appear in almost every title of the series.

Banshee

Two-door sports car with two seats that rivals the Infernus as one of the longest-running sports cars of the series.

Barracks OL

Six-wheeled army troop truck, named Barracks OL in GTA III and later just Barracks. Built by HVY in the HD era.

BF Injection

Two-seat dune buggy that returns in the HD Universe as the Injection, an off-road coupe made by BF.

Blista

Dinka minivan in the 3D era that seats four, redesigned as a three-door hatchback in GTA V.

Bobcat

Two-door pick-up truck with two seats, seen in several 3D games and later in the HD Universe.

Bus

Public transport vehicle seating two in the 3D games and nine in San Andreas, with roots in the 2D era.

Cabbie

Four-door taxicab with room for four passengers and the driver, a cab model featured in the 3D-era games.

Cartel Cruiser

Light truck that is the Colombian Cartel's gang vehicle, with room for four.

Cheetah

Two-seat supercar from the 3D games, priced at \$84,000 in the San Andreas Exports and Imports list.

Coach

Long-distance transport vehicle with room for nine, the driver and eight passengers.

Diablo Stallion

Two-seat muscle car used by the Diablos gang, known simply as the Diablo in Grand Theft Auto Advance.

Dodo

Two-seat piston plane. A non-controllable full-winged Dodo can be seen flying high above the city.

Enforcer

Four-seat law enforcement van, called the SWAT Van by police chatter, which also appears in the HD Universe.

Esperanto

Two-seat coupe from the 3D-era games, a model that also reappears in later titles of the series.

Firetruck

Two-seat fire engine and the only vehicle in the whole series to appear in every Grand Theft Auto game.

Flatbed

Recurring heavy truck from MTL that seats two and is classed as an industrial vehicle in GTA V.

Helicopter

Police chopper variant of the Helicopter, seating four. Later games make it an uncontrollable Police Maverick.

Idaho

Two-door coupe that seats two and appears in nearly every game of the 3D era.

Infernus

Two-seat supercar from Pegassi, one of the oldest sports cars still in the series and found in nearly every title.

Kuruma

Four-door sedan from the 3D era that becomes a Karin sports sedan in the HD Universe.

Landstalker

Four-door full-size luxury SUV from Dundreary that seats four and appears in most games since the 3D era.

Linerunner

Two-seat semi-truck used for heavy hauling, featured in most games of the Grand Theft Auto series.

Manana

Albany sports classic seating two, which can be customized at Benny's Original Motor Works for \$10,000 in GTA Online.

Moonbeam

Four-door minivan seating four that stays in the series throughout the 3D era and returns in the HD Universe.

Mr Whoopie

Two-seat ice-cream van that appears in nearly every game of the series.

Mule

Box delivery truck from Maibatsu, a series staple that sells for \$27,000 at Warstock Cache and Carry in GTA Online.

Patriot

Four-door full-size luxury SUV from Mammoth, a former military vehicle that shows up in almost every Grand Theft Auto game.

Perennial

Station wagon and minivan from Dinka that seats four and sells for \$8,000 in the Exports and Imports list.

Police Car

Prominent emergency vehicle that seats four. Called the VCPD Cruiser in Vice City Stories.

Pony

Medium-sized civilian and commercial van from Brute that seats four, found in the 3D and HD eras.

Predator

Fast two-seat patrol boat that returns in the HD Universe as the Police Predator, with largely the same design.

Reefer

Recurring two-seat motorboat that appears in nearly every Grand Theft Auto game of the series.

Rhino

Military tank with two seats in the 3D games and a single seat in San Andreas. It later returns as the Rhino Tank.

Rumpo

Four-seat Bravado van, listed as a civilian car in GTA III, and priced at \$13,000 in GTA Online.

Securicar

Four-seat armored truck, the longest-running armored truck of the series, built by Brute in the HD era.

Sentinel

Recurring executive car from Übermacht, seating four in the 3D era and two as a coupe in the HD era.

Speeder

Classic Italian-style wooden speedboat from Pegassi, costing \$325,000 at DockTease in GTA Online.

Stinger

Two-seat sports classic from Grotti, priced at \$1,000,000 at Legendary Motorsport in GTA V.

Stretch

Stretch limousine in nearly every game, built by Dundreary with an Albany chassis in GTA V. Seats four, or six in GTA V.

Taxi

Four-door taxicab and the series' main cab, with many variants that often share the street with other taxi models.

Trashmaster

Garbage truck made by Brute in GTA IV and Jobuilt in GTA V. Toni Cipriani calls it a Dustcart.

Yakuza Stinger

Customized two-seat sports car that serves as the Yakuza's gang vehicle.

Yankee

Large commercial truck from Vapid that seats two, found in both the 3D era and the HD era of the series.

Gangs and factions (16)**Central Intelligence Agency**

CIA, a U.S. government agency that is present in the game's version of Liberty City.

Citizens Raging Against Phones

Lobby group, abbreviated as CRAP, that is featured in the game as part of Liberty City's chatter.

Colombian Cartel

Latin American drug syndicate and street gang that serves as the main group of antagonists, with territory in Fort Staunton and Cedar Grove.

Diablos

Hispanic gang whose base is Hepburn Heights, Portland. It allies with the Sicilian Mafia.

Federal Bureau of Investigation

FBI, a government agency in the 3D Universe with a building in Torrington, Staunton Island.

Forelli Crime Family

Italian-American Mafia family from Liberty City, also known as the Forelli Brothers, which clashes with the Leones.

Internal Affairs Division

Law enforcement agency that investigates police, appearing in Grand Theft Auto III and San Andreas.

Leone Crime Family

Italian-American Mafia organization from Sicily, based in Liberty City with Saint Mark's among its districts.

Liberty City Beavers

Soccer team based in Liberty City, mentioned in GTA III and San Andreas.

Liberty City Cocks

Soccer team based in Liberty City that is mentioned across the 3D-era games.

Liberty City Police Department

LCPD, the police force of Liberty City, shared across the GTA III, Advance and Liberty City Stories versions of the city.

Liberty City Triads

Chinese gang based in Chinatown and Callahan Point, Portland, and one of the antagonists, locked in a turf war with the Leones.

Southside Hoods

African-American gangs of Shoreside Vale made up of the Purple Nines and the Red Jacks, with a base in Wichita Gardens.

Special Weapons and Tactics

SWAT, a tactical unit of law-enforcement agencies, and it appears in every 3D Universe game of the series.

Uptown Yardies

Jamaican gang led by King Courtney, based in Newport on Staunton Island and minor antagonists here.

Yakuza

Japanese criminal organization led by the Kasen Family, inspired by the Yamaguchi-Gumi, which allies with the protagonist.

Places (22)**Bedford Point**

Financial district in southwestern Staunton Island that borders Torrington and Belleville Park.

Bedford Point Clock Tower and Thermometer

Landmark in Bedford Point, Staunton Island, tied to an unnamed cinema.

Belleville Park

District in Staunton Island that borders Bedford Point, Aspatia and Newport.

Blue Hell

Player-community name for the empty void underneath the map in all 3D and HD games, usually blue in color.

Callahan Point

District in southwestern Portland that borders Atlantic Quays, Chinatown and Trenton.

Cedar Ridge

Northern end of Shoreside Vale, a background area normally inaccessible and the limit of the map, with an invisible wall.

Chinatown

Neighborhood of Portland, Liberty City, and a base of the Liberty City Triads.

Eightballs Autoyard

Automobile bomb shop run by 8-Ball, called the 8-Balls Bomb Shop in mission objectives and 8-Ball Autos in San Andreas.

Fort Staunton

Area of Staunton Island that surrounds Rockford, Newport and Liberty Campus. Colombian Cartel territory.

Francis International Airport

Airport in Shoreside Vale, also called Liberty International Airport, which appears whenever Liberty City is a main setting.

Harwood

District of Portland, Liberty City, bordered to the south by Saint Mark's and Hepburn Heights.

Hepburn Heights

Portland district dominated by Latin American street gangs, bordered by Harwood and the Red Light District.

Liberty Campus

Two-block district in Staunton Island that borders Rockford, Belleville Park and Newport, based on Washington Heights.

Liberty City

Major city in the State of Liberty and the main setting, known as the worst place in America because of its high crime rate.

Newport

District in eastern Staunton Island that borders Torrington, Fort Staunton, Liberty Campus and Belleville Park.

Pike Creek

Commercial and industrial district in the western part of Shoreside Vale, Liberty City.

Portland

Industrial borough of Liberty City with the docks and the Red Light District, long under Mafia control but contested by the Triads.

Portland Harbor

Shipyard in Portland, Liberty City, also called Portland Docks, where ships enter and disappear.

Red Light District

Portland district bordered by Hepburn Heights, Saint Mark's and Chinatown. Called simply Red Light in GTA Advance.

Saint Mark's

District in northeastern Portland that borders Harwood, Portland View and Portland Beach.

Shoreside Vale

Suburban commuter-belt borough of Liberty City with mansions, swimming pools and street gangs. Home to many wealthy gangsters.

Staunton Island

Central business district borough of Liberty City, dominated by corporations and dangerous at night.

Weapons (13)**AK47**

Assault rifle modeled on the real-world AK-47, appearing under this name in GTA III and San Andreas.

Baseball Bat

Common melee weapon, an aluminum bat with a leather grip, present in every game since GTA III.

Car Bomb

Vehicle-borne explosive weapon first featured in the original Grand Theft Auto and in most titles since.

Fist

Bare-handed fighting option, the one weapon available in all Grand Theft Auto games.

Flamethrower

Weapon that sets targets ablaze, priced at \$25,000 in GTA III and found in nearly every game of the series.

Grenades

Thrown fragmentation weapons in every game of the series, costing \$2,000 in GTA III.

M16

Assault rifle based on the real-world M16 and M4 designs, with a 60-round magazine in GTA III.

Micro SMG

Submachine gun called the Uzi in GTA III, priced at \$800 in that game and later renamed Micro SMG.

Molotov Cocktails

Thrown incendiary weapon in nearly every game, costing \$2,000 in GTA III.

Pistol

Handgun called the 9mm in San Andreas, priced at \$250 in GTA III and found across the 3D games.

Rocket Launcher

Rocket-propelled heavy weapon priced at \$25,000 in GTA III, called the RPG in San Andreas.

Shotgun

Pump-action weapon also called the Chrome Shotgun, priced at \$1,500 in GTA III.

Sniper Rifle

Long-range rifle for accurate shots, with a slow reload and low rate of fire. Listed as Rifle in the 3D games.