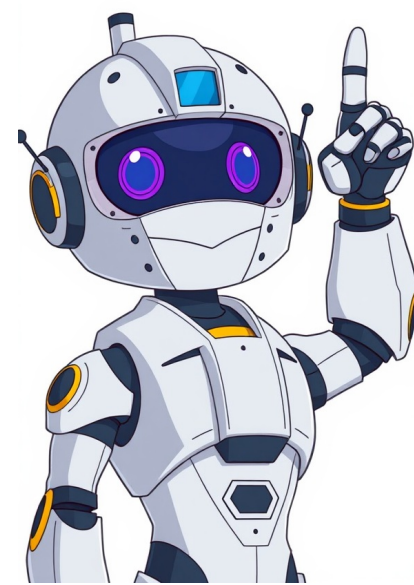


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and Rockstar London! [1] "The first-person view is not available in the PlayStation 3 and Xbox 360 versions of the game.[4] "Art director Aaron Garbut estimated that it is large enough to fit the game worlds of Red Dead Redemption. Grand Theft Auto: San Andreas and Grand Theft Auto IV inside of it.[7] "Accessed via a pop-up "weapon wheel" that features eight slots corresponding to different weapon types[10] Players can alternatively hail taxicabs that drive to specific destinations.[11] "Health is fully replenished by using first aid kits or consuming food and drink.[11] "Players arrested or killed by officers during missions may restart from the last checkpoint.[15] "Players may take a break from the game by pausing the game, which allows them to view the map, change difficulty, or turn on cheats. In Grand Theft Auto V, the map is a fictionalized parody of the Central Intelligence Agency (CIA).[30] "Media analyst Arvind Bhatia estimated that the development budget exceeded US\$137 million.[41] The Scotsman reporter Marty McLaughlin estimated that the combined budget of the development and marketing efforts exceeded £170 million (US\$265 million).[40] "The PlayStation 4, Windows, and Xbox one versions add another 162 tracks to the in-game radio.[54] "The PlayStation 3 and Xbox 360 versions of Grand Theft Auto Online allowed up to 16 concurrent players,[82] while all other versions allow up to 30 concurrent players.[66] "The songs are "C-Walk" by Kurupt and "Nothin' But the Cavi Hitt" by Mack 10 and The Dogg Pound, which were both produced by Dillinger and included in the West Coast Classics soundtrack.[215] "Gravano is the daughter of former Gambino crime family underboss Salvatore "Sammy the Bull" Gravano and she featured in the first three seasons of Mob Wives, which follows women whose husbands or fathers have been members of the Mafia.[216] "The PlayStation 3 and Xbox 360 versions of Grand Theft Auto V were released on September 13, 2013. 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