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*This document was made possible by  
with help from the extended mapping and r/GTA6  
discord communities as well as GTAForums.*

v1.0



# INTRODUCTION

It was a period of severe info drought in the Rockstar Games community. Despite Rockstar having confirmed the existence of the next entry in the Grand Theft Auto game months prior to what is now known as "The September Leaks," nothing else was confirmed. People on Reddit, Discord and GTAForums community were losing their minds, constantly having to deal with low-quality leaks, debunking and dissecting every inch of them. They were getting tired of these so-called "leaks" at a certain point.

On September 18, 2022, a hacker named 'teapotuberhacker' posted a link to GTAForums containing 90 early in development clips of the new Grand Theft Auto. He obtained these assets by means of social engineering his way into a private Rockstar slack communication channel.

This document aims to breakdown, archive and log every detail and information tidbit present from these clips while also keeping speculation to a minimum. It's important to note that everything in this document does NOT represent any final aspects of the game. The game is still in development, and as such, all details are subject to change. This document serves as a compilation of all GTA 6 leaks from September 18, 2022.

In a few years or so™, this document can be used both as a way of checking how much the game has evolved since the leaks and to take a long trip down memory lane while we suffer another drought....

To clarify, we do not hate Take Two nor Rockstar, the leaks were a terrible thing that should never have happened and we stand with those that were most affected by this leak, the Rockstar employees. We know just how special the game is to them and to have the big surprise ruined by such an incident was as disappointing to the fans as much as it was to the developers.

Still, us fans loved to dissect every information we could get out of the footage and to compile them into one large PDF.



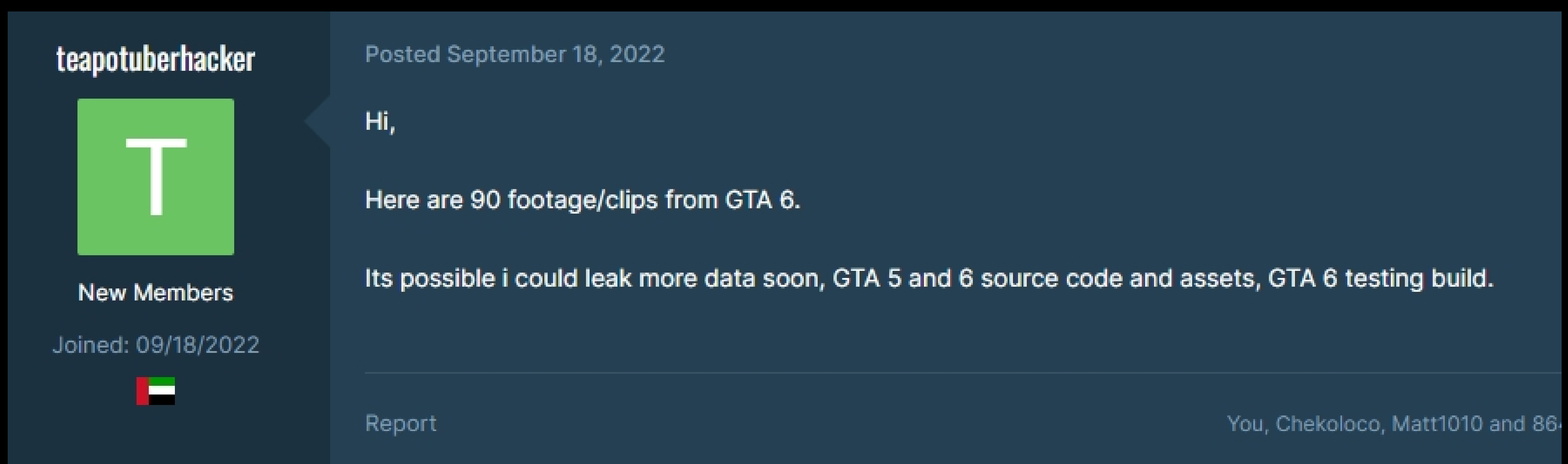
# Table of Contents

<b>What was leaked?</b>	<b>Page 1</b>
<b>RAGE [Engine] Notes</b>	<b>Page 2</b>
<b>Characters</b>	<b>Page 3</b>
<b>Mentioned Character / Universe + Lore References</b>	<b>Page 4</b>
<b>About The Protagonists / Gangs</b>	<b>Page 5</b>
<b>Items and Tools</b>	<b>Page 6</b>
<b>Weapons</b>	<b>Page 7</b>
<b>Weapon Wheel</b>	<b>Page 8</b>
<b>Open World Activities / Enterable Buildings</b>	<b>Page 9</b>
<b>GTA VI's Multiplayer</b>	<b>Page 10</b>
<b>Collectibles</b>	<b>Pages 10 - 11</b>
<b>Brands / Rebrands</b>	<b>Page 12</b>
<b>Returning Brands</b>	<b>Page 13</b>
<b>Animals</b>	<b>Page 14</b>
<b>New Additions</b>	<b>Pages 15 - 18</b>
<b>Attention to Detail</b>	<b>Pages 19 - 20</b>
<b>Audio</b>	<b>Page 21</b>
<b>Transportation / Other Details</b>	<b>Page 22</b>
<b>Other Details</b>	<b>Page 23</b>
<b>Interesting Events</b>	<b>Pages 24 - 30</b>
<b>Vehicles</b>	<b>Pages 31 - 33</b>
<b>Locations</b>	<b>Pages 34 - 38</b>
<b>GTA VI Maps</b>	<b>Pages 39 - 53</b>
<b>Development Builds</b>	<b>Page 54</b>
<b>PC specs used during recordings</b>	<b>Page 55</b>
<b>State of the Game?</b>	<b>Page 56</b>
<b>The Python Leak</b>	<b>Page 57</b>
<b>Credits</b>	<b>Pages 58 - 59</b>



# What was leaked?

- 90 video clips spanning from less than 10 seconds to more than 3 minutes. Dates of recording span from March 2021 to September 2022.
- 2 screenshots of PDF Americas appearing to be related to camera controls and build previews for developers.
- Python Code (see ["The Python Leak"](#) in table of contents).
- "GameHeaders\_Tasks" C++ code, also known as "vi\_code" from the original leaked source. Contains information about various game tasks for the AI, and specifically refers to GTA V code.
- Vehicle handling data from GTA V's source code.



The screenshot shows a forum post from a user named 'teapotuberhacker'. The user's profile information includes a green profile picture with a white letter 'T', the text 'New Members', and 'Joined: 09/18/2022'. The post itself is dated 'Posted September 18, 2022' and contains the following text: 'Hi, Here are 90 footage/clips from GTA 6. Its possible i could leak more data soon, GTA 5 and 6 source code and assets, GTA 6 testing build.' At the bottom of the post, there is a 'Report' button and a list of users who viewed the post: 'You, Chekoloco, Matt1010 and 86...'.



# RAGE [Engine] Notes

- Tweaked Euphoria can be seen when enemies fall or the player jumps down and ragdolls.
- Lighting and Skybox (Volumetric clouds) systems from RDR2 are present.
- Heavy fog - *Americas 2022-04-06 15-55-26*  
*During this video of Lucia in a shootout with the police, a lot of fog is visible.*  
  
*Whilst fog was in GTA V, it wasn't as much as the amount seen in this video where you can barely see anything a couple of meters in front of you.*
- Some leaked clips use low detail models for characters [low\_int]
- Character labels in the debug are numbered based on the stage of the story.
- Every World Event has a certain number of rules the player needs to fulfill in order for an event to actually be triggered (NotPassing for Events that don't have the sufficient number of conditions met by the playable character and Passing when all the conditions are met). Some of these rules are: isPlayableCharacter (PlayerLucia or PlayerJason), isWantedRule etc.

*The green dots on the right side of each World Event show the conditions that are met.*





# Characters

## Dre

*Friend of Boobie. He introduces Jason and Lucia to him. Also according to him, he got in touch with a couple of artists.*



## (Protagonist) Lucia

*One of the protagonists. "Bonnie" of the Bonnie & Clyde story. Possibly a hacker according to the tools she carries (See under "New Gameplay Systems").*



## Sam

*Friend of Dre, he is seen having problems with his partner at the club*



## (Protagonist) Jason

*One of the two protagonists and the "Clyde" of the Bonnie and Clyde esque story in GTA VI. We know Jason is in a relationship with Lucia as evidenced by the diner clip.*



## Kai



## Wyman

*"Break out of the fucking cage."*



## Billy

*(New Contact)*



## Tit

*Friend of Dre and one of the nightclub's DJs. Dre wants to fire him because Tit insulted him when Dre didn't brought his drinks. Dre tells him that's the reason why no one likes him.*



## Zach



## RB Shaw (New Contact)



*Mentioned Characters: Vicky, Iris, Shanese, Boobie  
Mission Icons: YJ (Minimap)*



# Mentioned Characters

Danny

*Danny Limit Before/Post Blackmail*



Iris

*Iris Laundry*



Chester

*Chester's Music/Chester Fee Before/Post Blackmail*



Dale

*Dale's Shopwell*



## Universe + Lore References

Jay Norris (Mentioned)

*Americas 2022-09-06 17-13-34*

*Mention Of Jay Norris From GTA V*

*(This Confirms It Is Set In The Same HD Universe)*





# About The Protagonists

*We have two protagonists in GTA VI — Jason and Lucia. They seem to be in a relationship judging by several clips. This lines up with what Jason Schreier reported about GTA VI having a “Bonnie and Clyde” style protagonists. Disclaimer: “Bonnie and Clyde” is just a key term used by Jason Schreier. This does not at all mean that GTA VI's story will be totally inspired by it, let alone have the same ending as the real Bonnie and Clyde did. Schreier probably just used the term cause everyone knows them and it made it clear that Jason and Lucia are a criminal couple. Besides that they don't have to have any similarities with Bonnie and Clyde.*

## Game debug code:

`PLAYER_LUCIA_PLAYER_STORY000_00`  
`PLAYER_JASON_PLAYER_STORY000_01`

## Protagonist heights:

Lucia 5'3 (160cm/1.6m)

Jason 6'1 (185cm/1.85m)

# Gangs

- San 4 San [Haitian Gang]
- Guardia Brothers

Far Right Militia is another name given to a group in the event list. It is unknown if they will be an active gang or just a group you see when exploring, similar to the Klan in RDR2.



# Items and Tools

*Disclaimer: None of these icons are from the leaks*



**Auto Dialer**  
*Automatic calls for fraud/technical*



**Immobilizer Bypass**  
*Hacking the immobilizer using the PDA by matching the code (for luxury vehicles). As seen in GTA: CW for luxury car theft*



**Painkillers**



**Trauma Kits**



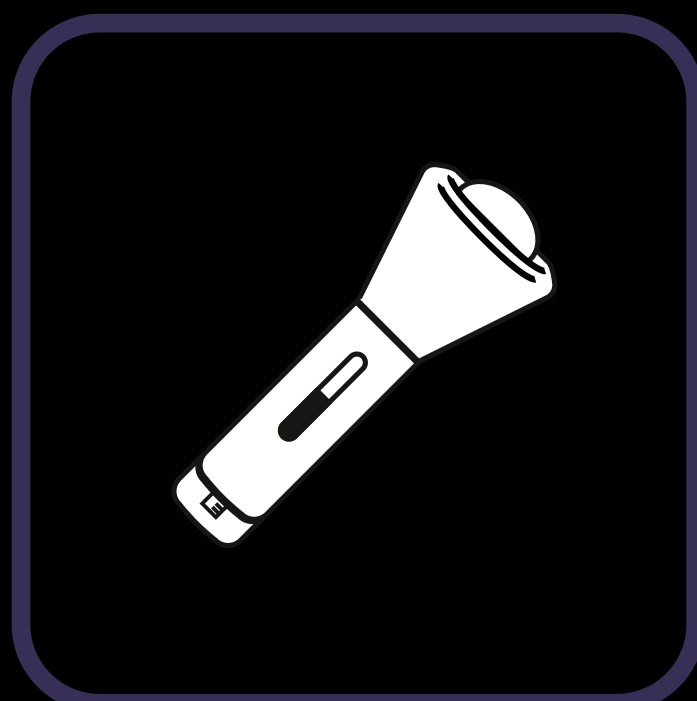
**Food And Drink**  
*(Recovery items)*



**USB Drive**



**Crowbar**



**Torch / Flashlight**



**Tracker Jammer**  
*Tracker Jammer Device used to prevent GPS tracking devices from receiving or transmitting signals. It may be used in the game to prevent the police from finding you.*

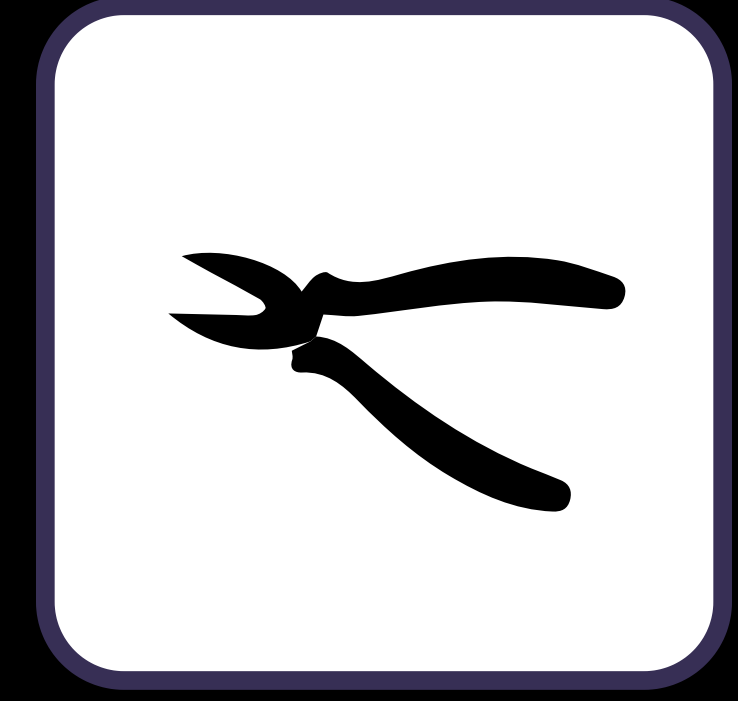


**Cigarettes**

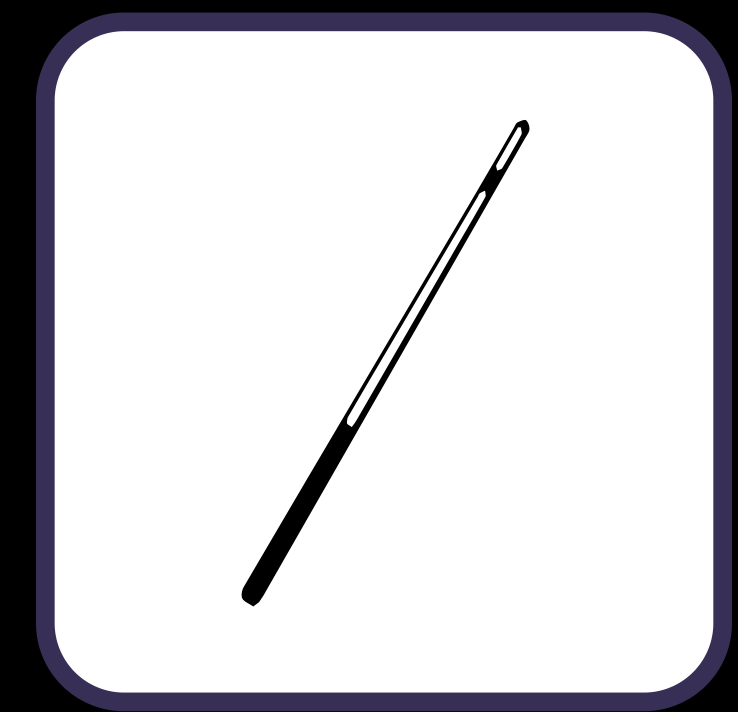
**Binoculars**



**Cut Off Tool**



**Pool Cue**



**Golf Driver**



**Golf Putter**



**Golf Iron/Gold**



**Golf Wedge**

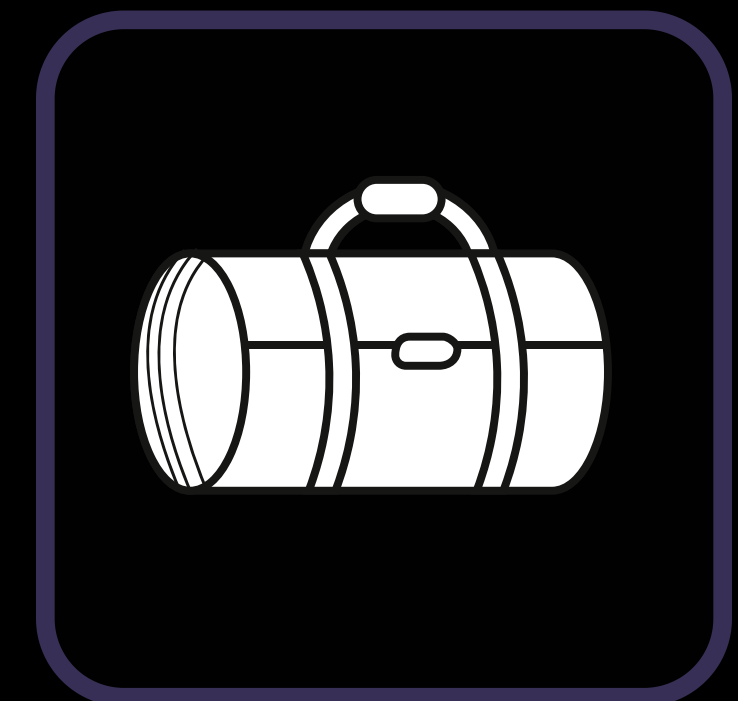


**Slim Jim**

*Unlocking car doors. It can't open newer cars with internal defenses such as barrier blocks and shrouds for operating rods and lock cylinders, so it may be used only for older ones.*



**Duffle Bag (Loot)**

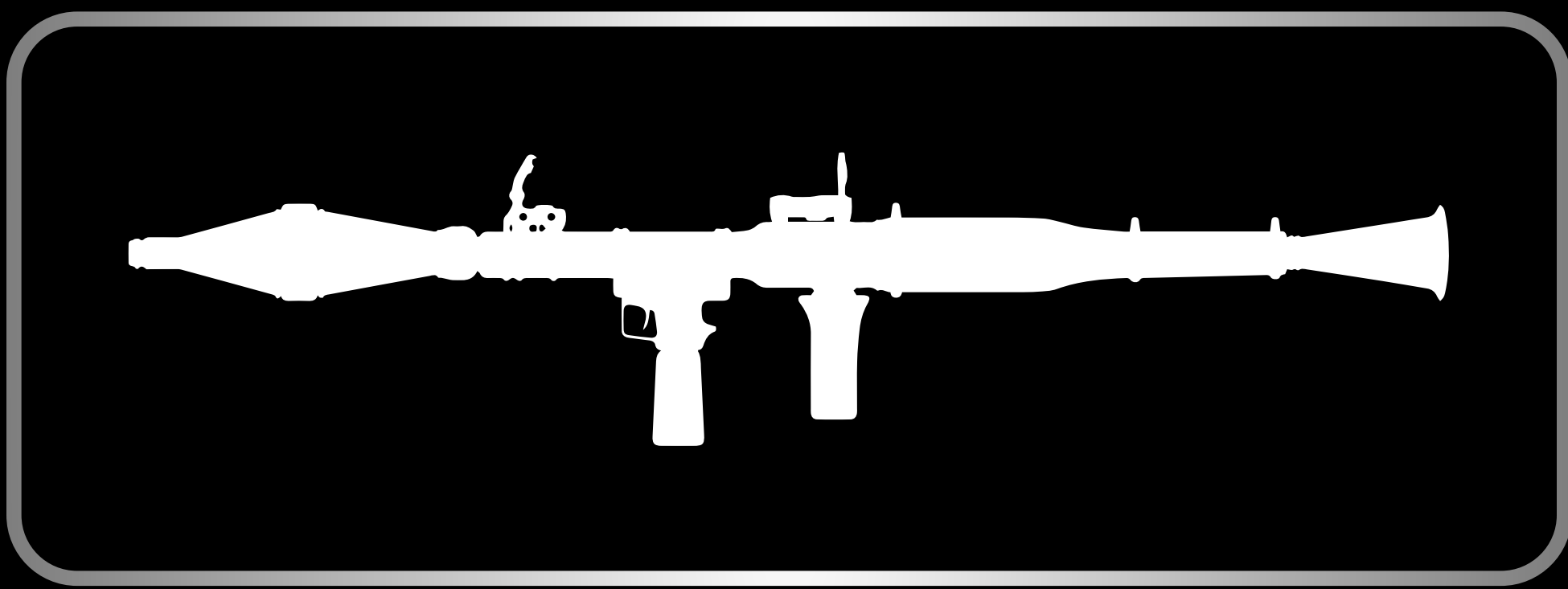


**Backpack (Loot)**

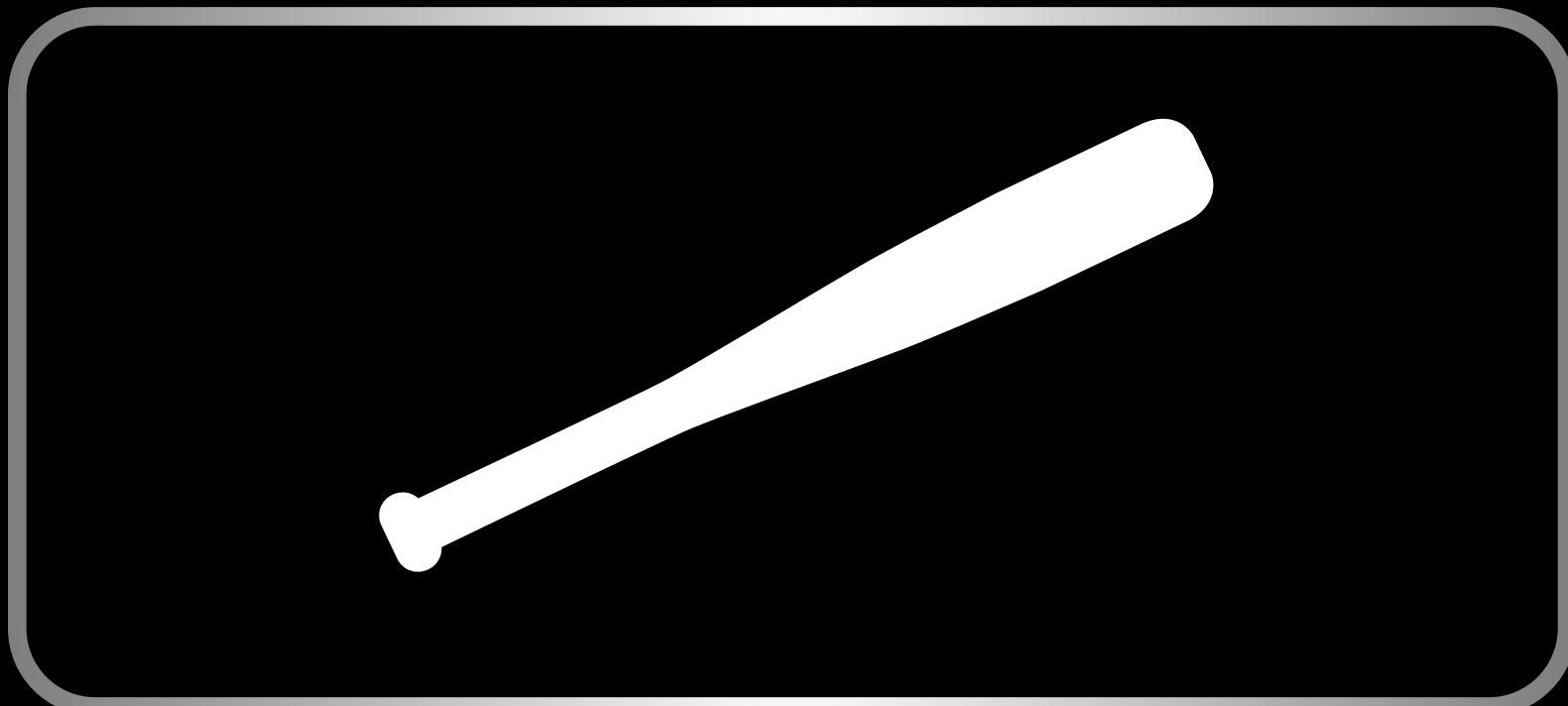




# Weapons



Rocket Launcher



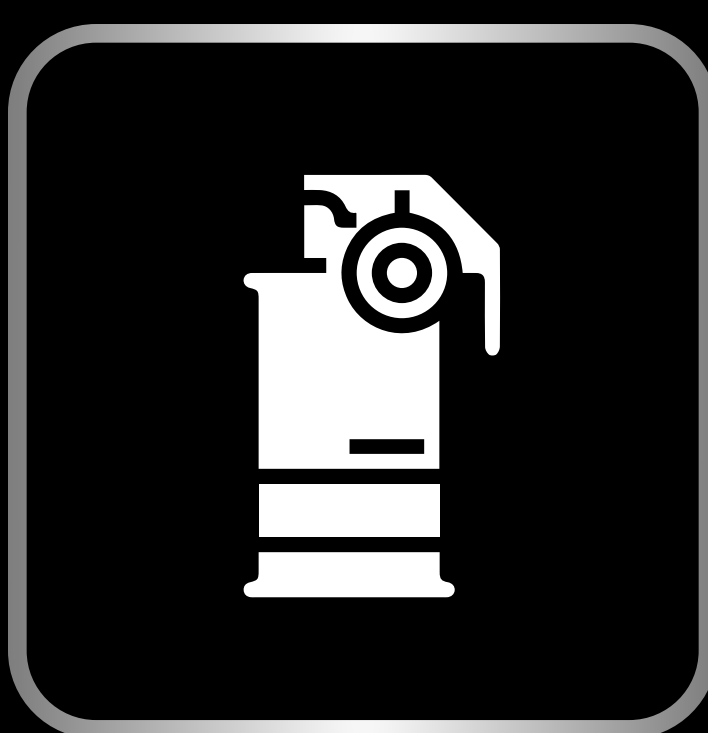
Baseball Bat



Knife



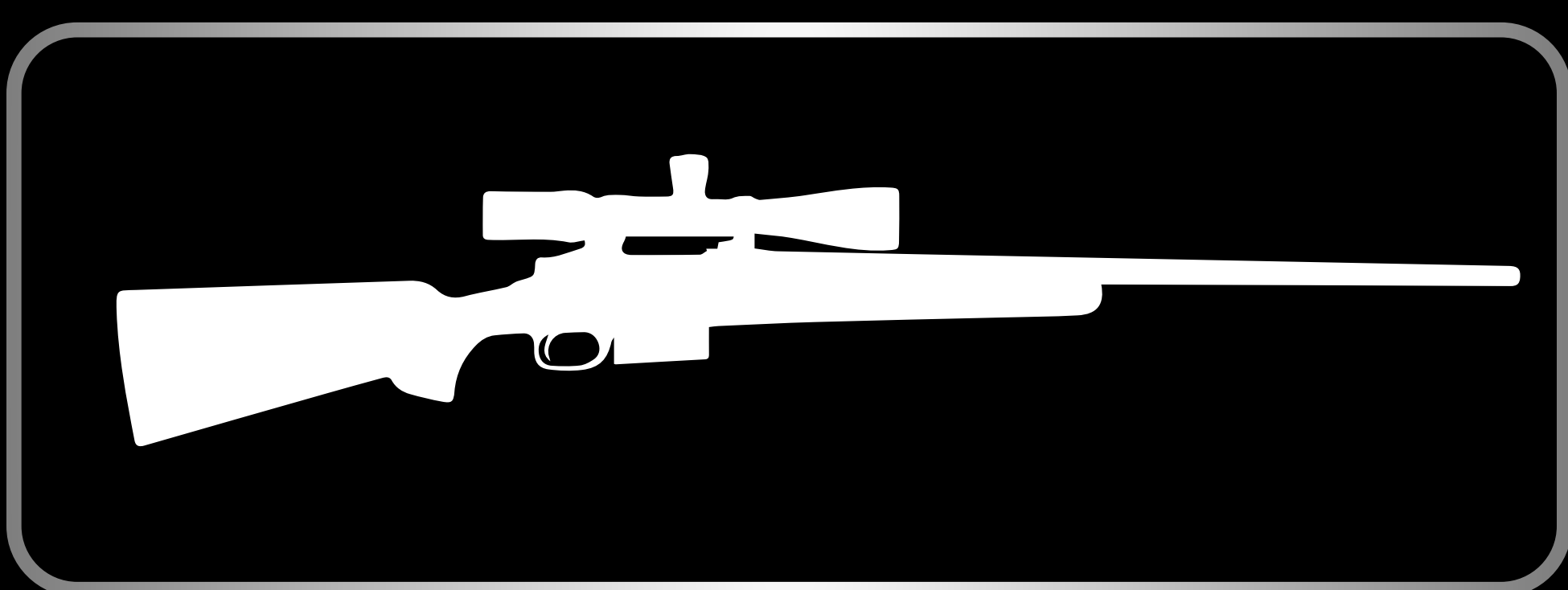
Molotov / Fire Bottle



Grenade Smoke



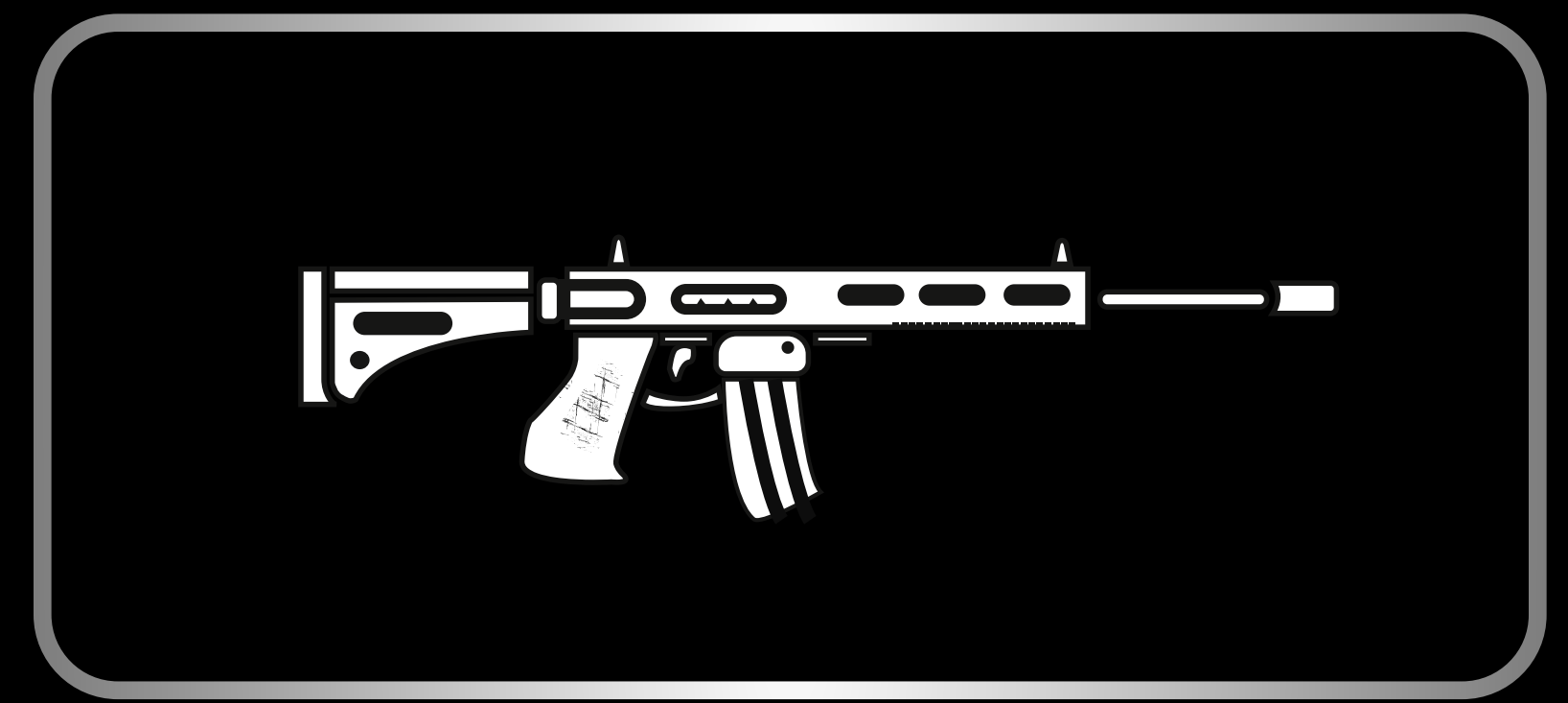
Flashbang



Hunter Sniper



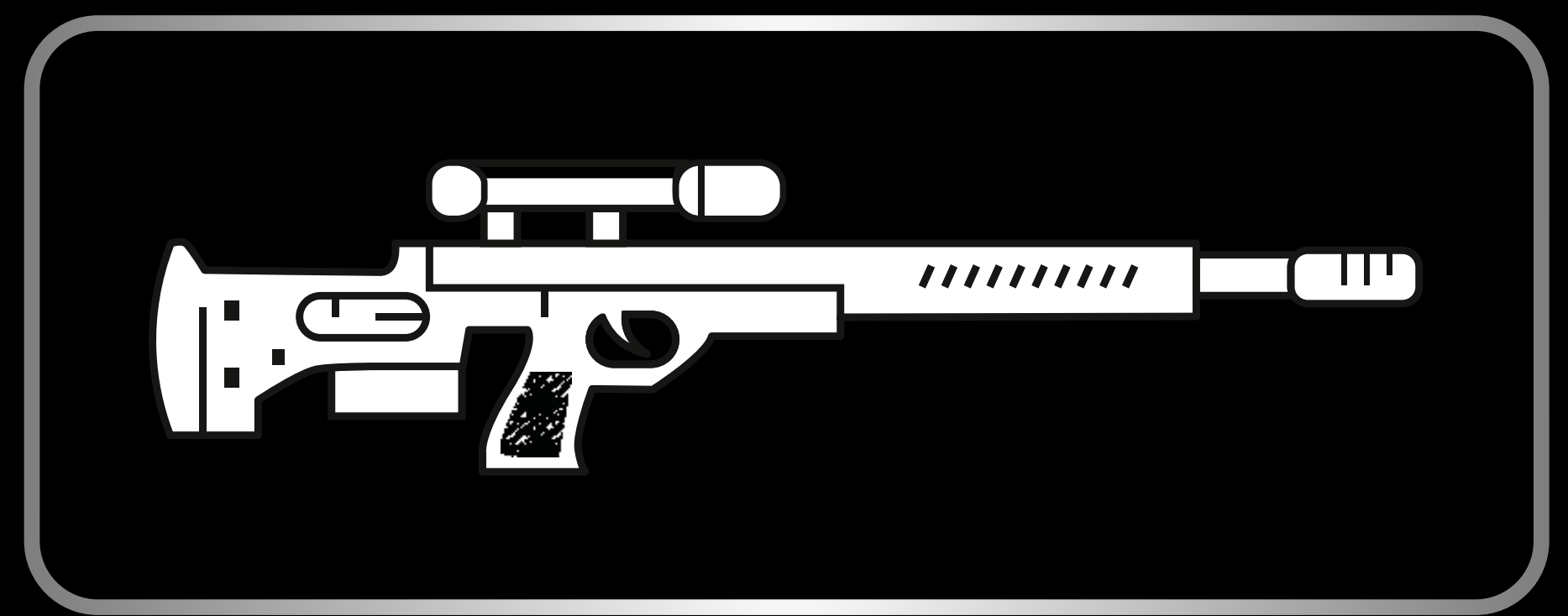
Auto Rifle (Carbine)



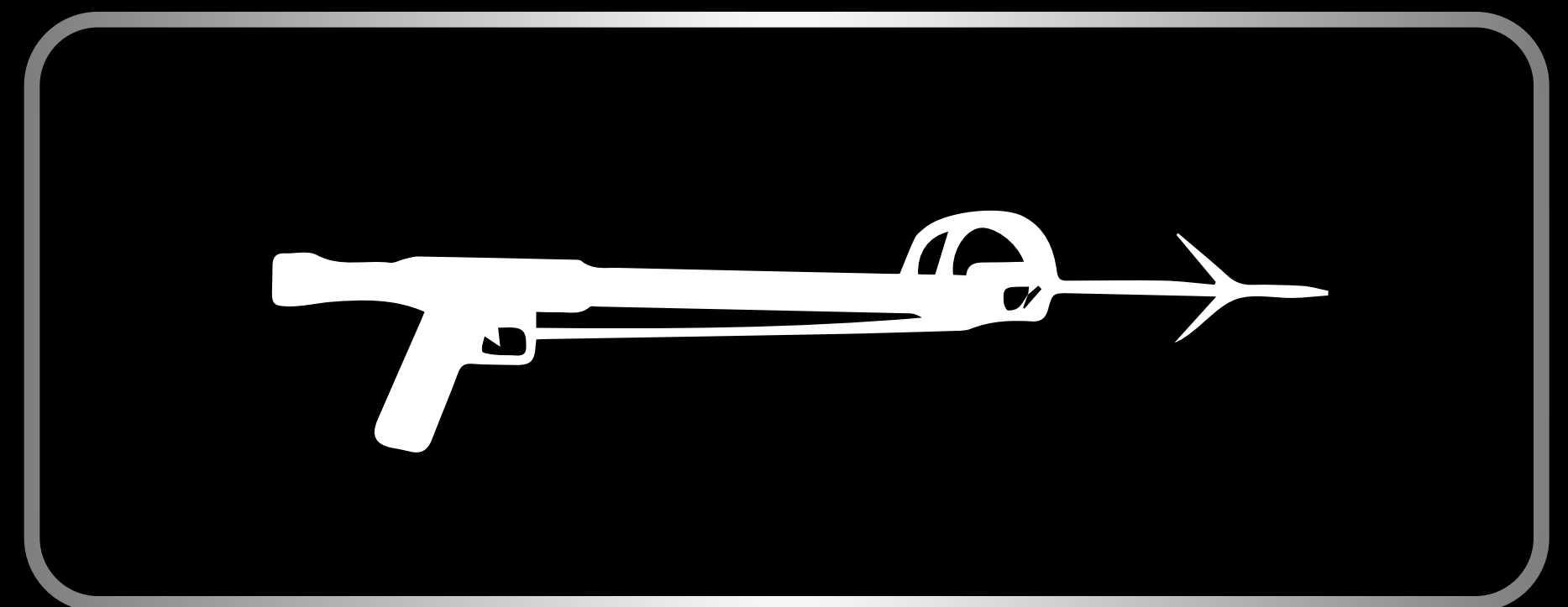
(M16, AK47) Assault Rifle



Polymer Pistol



Bolt Action Sniper



Speargun



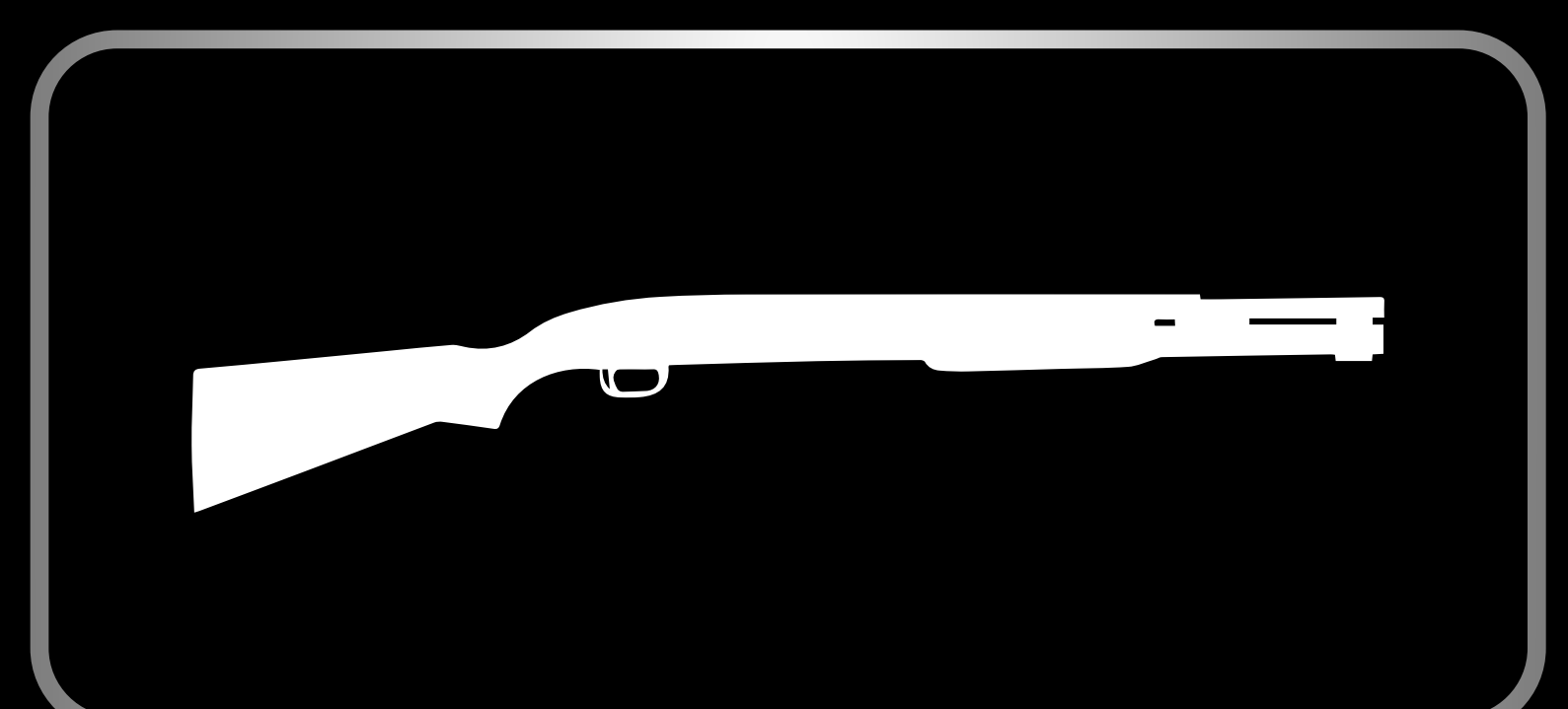
Compact SMG



Micro SMG



Heavy Machine Gun



Pump Action Shotgun



# Weapon Wheel

The Weapon Wheel is seen in the following clips:

**The following images are recreations and not taken directly from the leaked footage.**

*Americas 2021-06-22 20-24-48* - This weapon wheel is split into three sections: Weapons, Equipment and Gear. This looks to be similar to the different sections of the weapon wheel in RDR2 (Weapons, Items and Horse). And it looks like the amount of Weapons you can hold is pretty large.

*Americas\_1 2021-09-10 16-37-50* - Almost Identical to the one mentioned above.

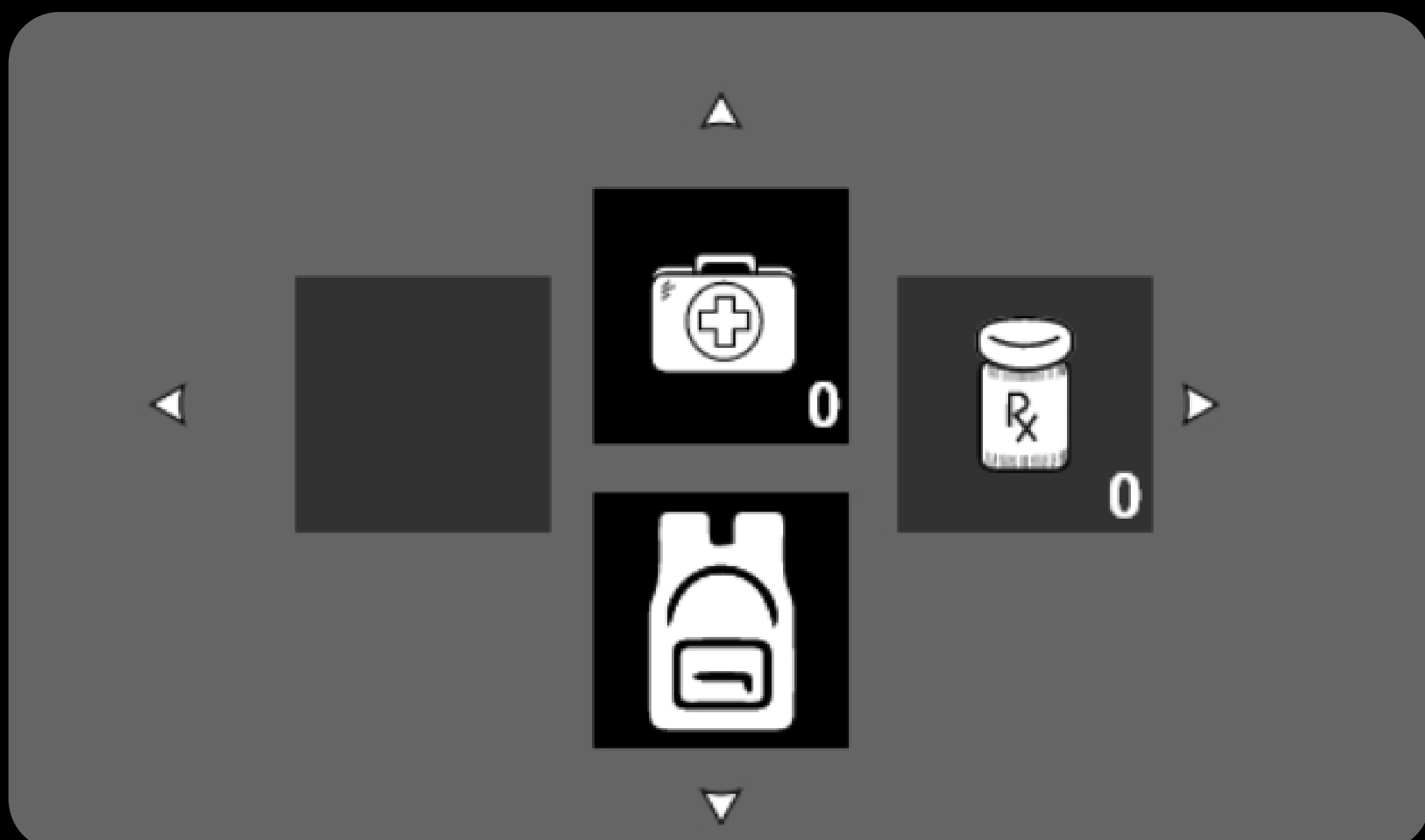
*Americas 2022-01-20 11-18-26* - It seems this one is different. You can hold different weapons in each hand and there's an additional quick item inventory at the bottom left. This inventory can be used for consuming items such as trauma kits, pills, cigarettes, and potentially food. The amount of weapons you can carry is limited.

*The option to hold different weapons in each hand can also be seen in Americas\_1 2022-08-29 12-44-36 through the debug menu.*

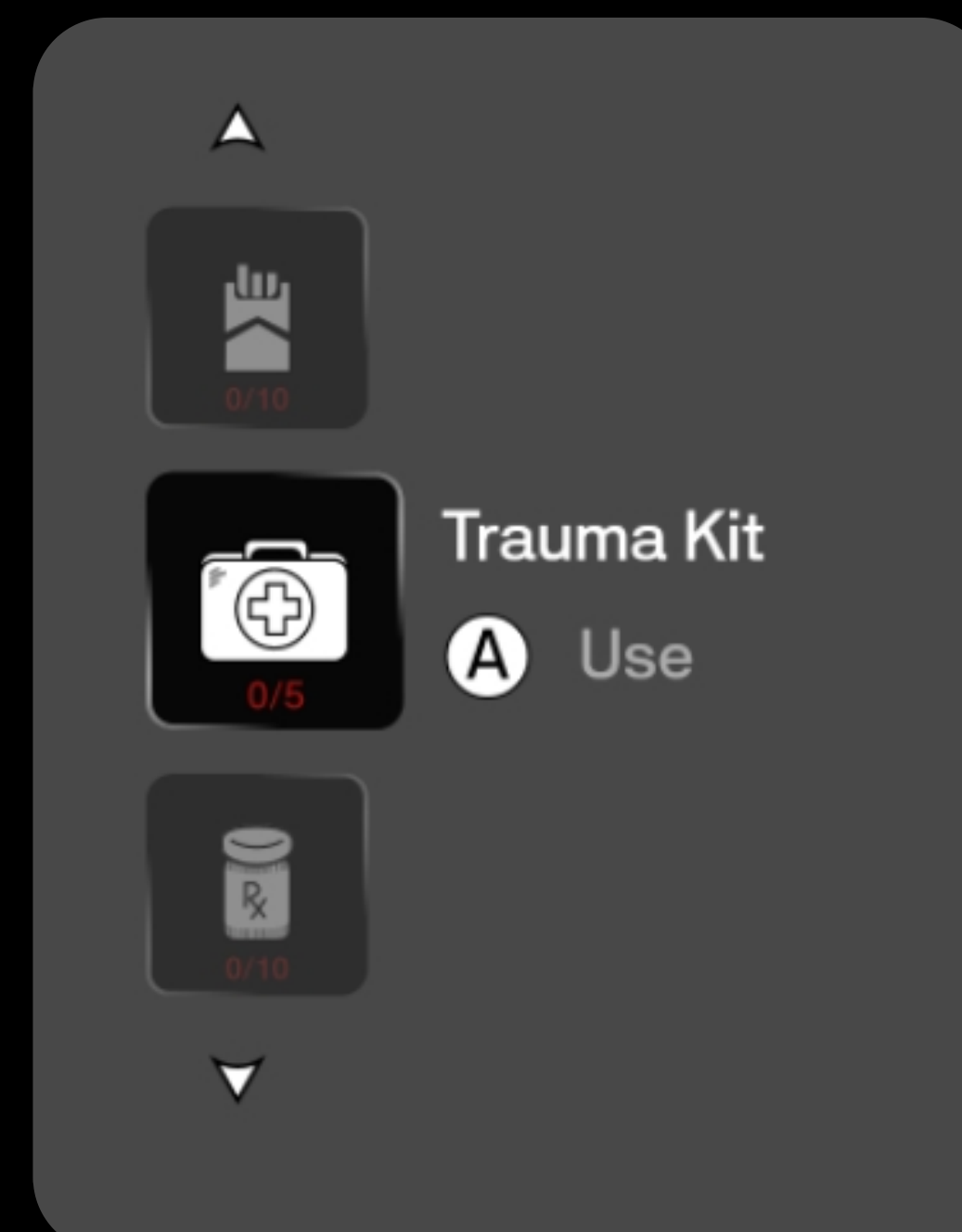
*Americas 2022-06-01 17-16-15* - The latest one. It seems you cannot hold different weapons in each hand anymore and the quick inventory has been moved to the center left. The amount of weapons you can hold is still limited.

*Americas\_1 2022-08-10 12-27-03* - In this video Where you can see an enemy NPC shooting at Jason, and right after Jason was low on health, a tip appears on the top-left side of the screen, and you can see written: You are injured. Your Health will regenerate slowly, open your Weapon Wheel and use a recovery item to replenish your Health faster.

*Americas 2022-01-20 11-18-26*

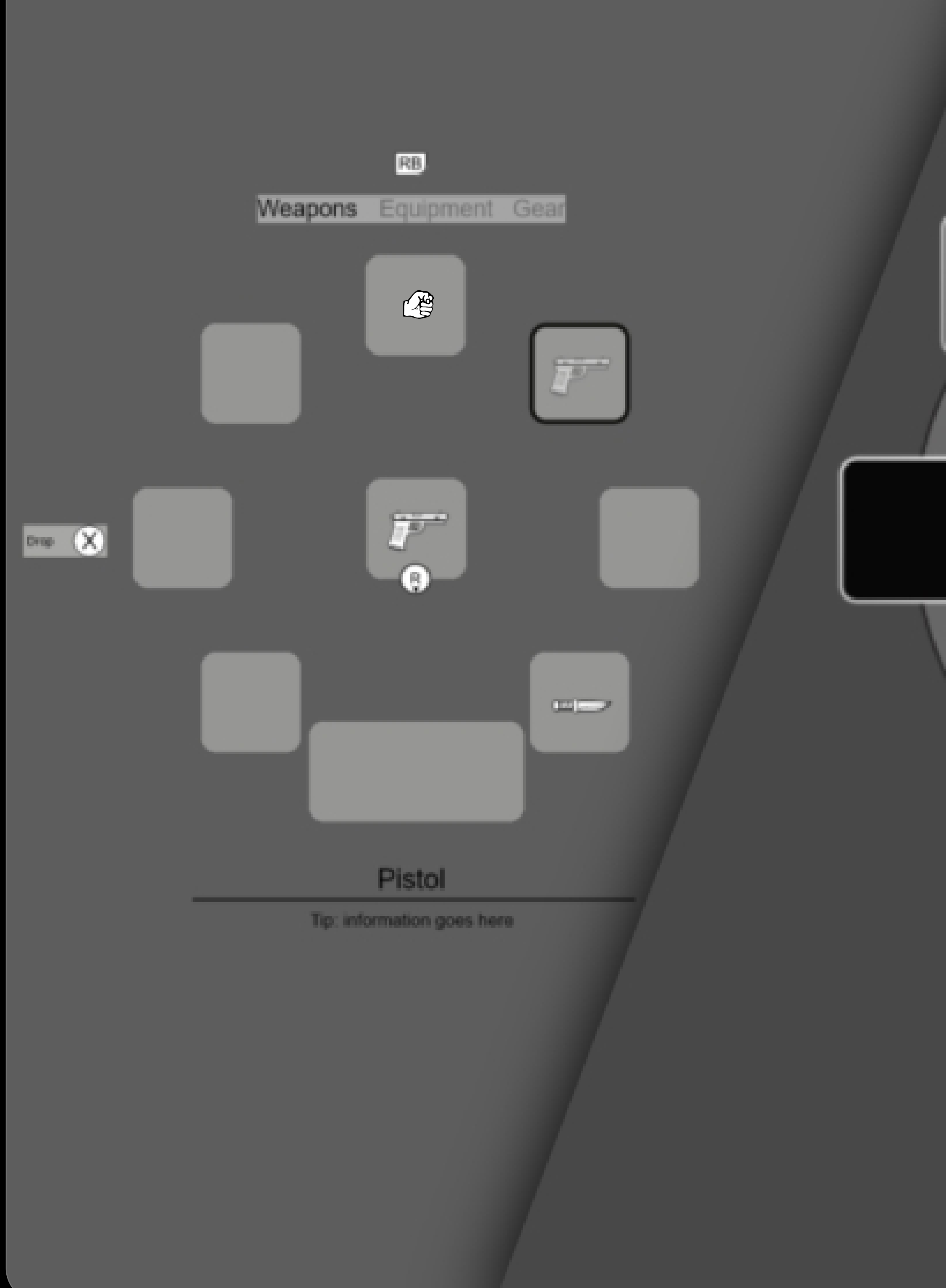


*Americas 2022-06-01 17-16-15*



*Quick Item Inventory*

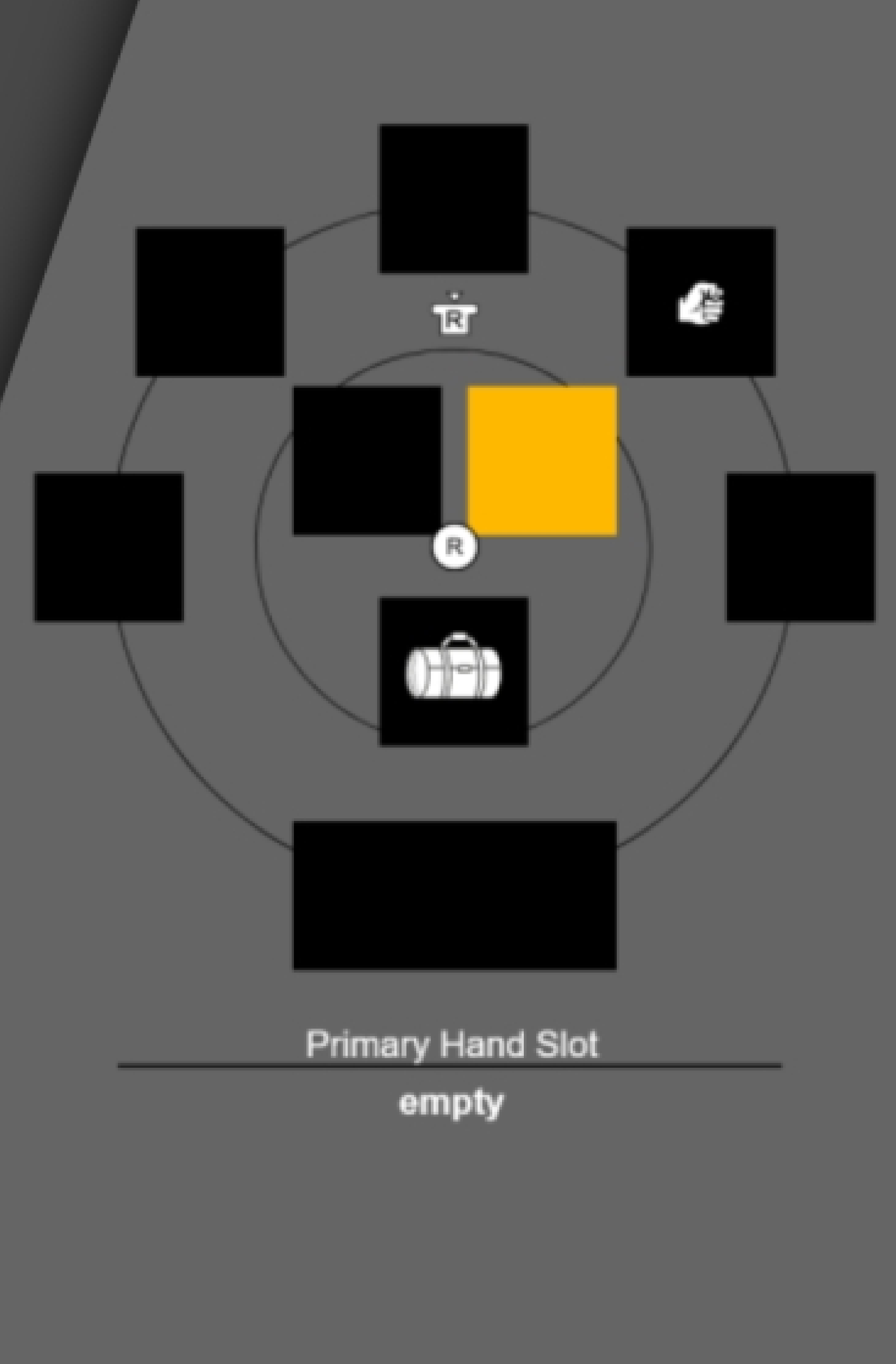
*Americas\_1 2021-09-10 16-37-50*



*Americas 2022-06-01 17-16-15*



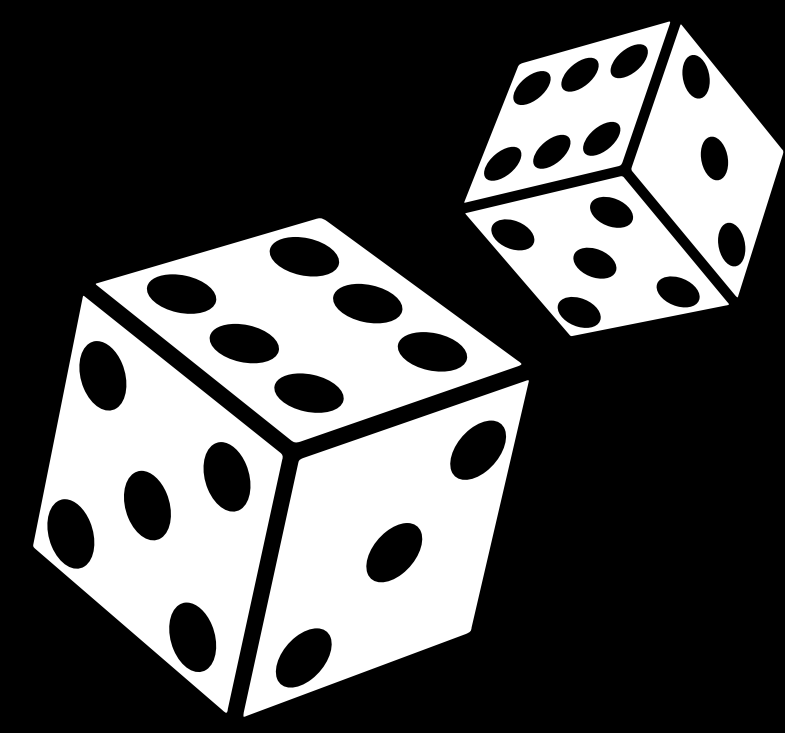
*Americas 2022-01-20 11-18-26*



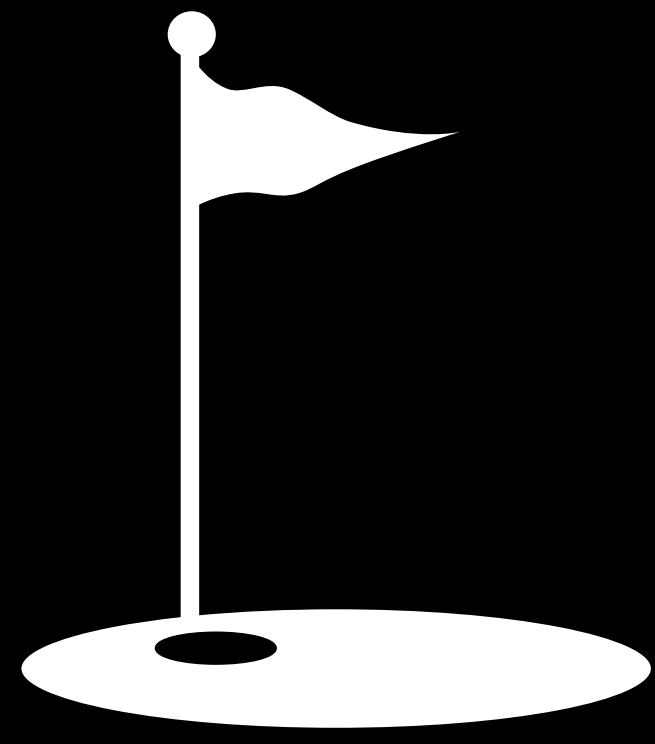
*All Versions of The Weapon Wheel System*



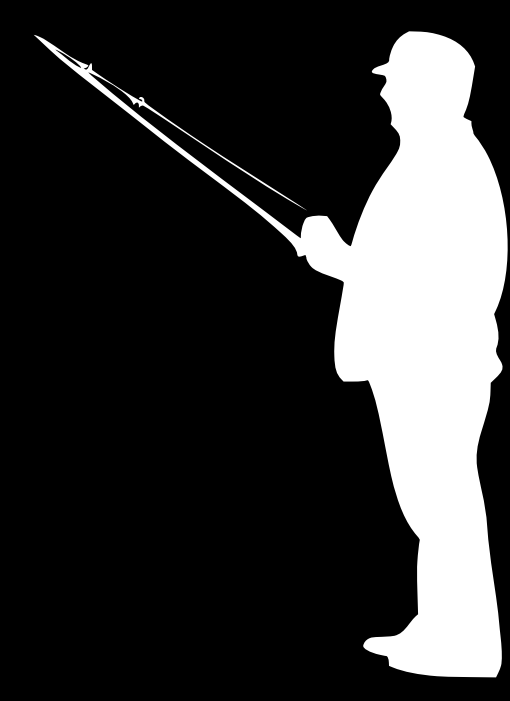
# Open World Activities



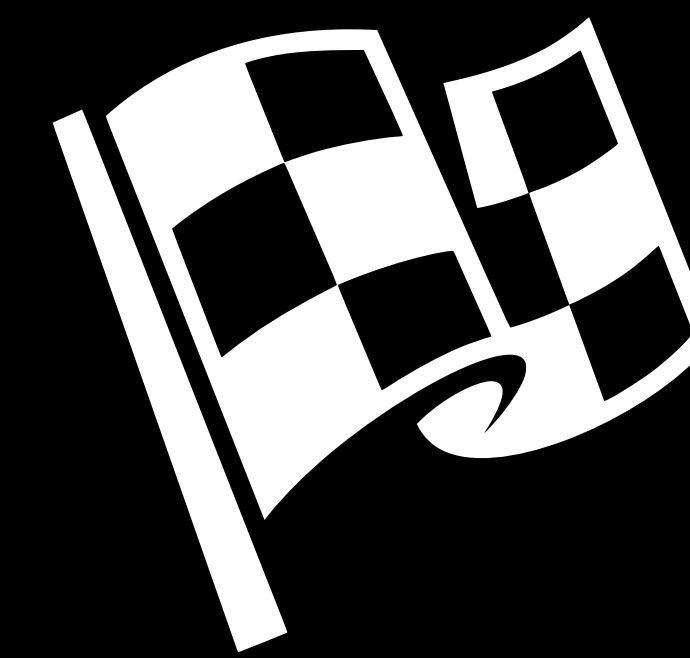
Dice\*



Golf



Fishing



Races



## Van Shipment

In one of the videos (*Americas 2022-05-25 13-29-33*), you can see the spawning place of a delivery van event is near an industrial area of Port Gellhorn. On one of the garages from this zone, you can see a warning poster about security cameras being operated in the area, so you probably need to be careful to not be spotted while trying to rob one of the vans.



## Robberies

Videos like the Hank's Waffles robbery video and Jason entering in a pawn shop activating his ability also suggest that robberies will be more expansive and available at more places around the map, including cargo containers only for Jason(?).

There are also Events for finding something or nothing in vehicle trunks and also in food stores.



## Deliveries

- *GET\_SLTH* - Delivery event

There are also Events for Port Gellhorn called Delivery/Pickup Warehouse.

# Enterable Buildings

Malibu Club

Pawn Shop

Jack Of Hearts Strip Club

Supermarkets

Bars

Restaurants

Apartments [From a set of interiors]

Laundries (?)

(seen in *Americas\_1 2022-08-02 20-20-00*)

*A big feature of GTA VI will be the number of enterable buildings on offer. This will directly link with theft and robbery, some of the main elements of the game's core gameplay. As well as the significant interiors listed below, spotted in the leaked footage is a vast array of interiors at generic locations such as gas stations, pawn shops, and restaurants.*

*Americas\_1 2022-08-29 12-44-36: From this, it can be said that there are at least **157 interiors** in GTA VI, and counting.*

*Game debug code:*

*Creator Name: pedpopulation.cpp (3032):*

*CPedPopulation::AddPed(CScenarioSpawnHelper)*

*Interior:157/ss15lok\_1\_gfa\_bespoke Room:1/room-Main*



# Multiplayer

In the bottom left of *Americas\_1 2022-05-24 17-19-42*, "PL: 2/32" one can see there are two players in a 30 player lobby. This is because there are two slots for spectators, similar to GTA○ and RDO. There is also "SH: PR\_RSN1" which references the script host. After that, there is "GM H: PR\_RSN1" which is either the session host or game master.

# Collectibles

## Wyman Car Parts:

In one of the clips with Lucia you can see one of devs placing a cardboard box on the ground. The box seems to have a circle icon on it, indicating that these boxes are lootable. On the box debug text is written **Collectibles\_Car\_Parts**. But another thing which you can also see written is: **WymanCarPartsBoxedGenericUsed**, which may mean that you can collect car parts for him. This may also be related to another event called **PG Car Fence**. The car part boxes have the Classique logo on them - *Americas\_1 2022-08-24 07-48-28*. This gives both Wyman and Jason a mutual interest in classic cars.



*Classique Logo*



# Collectibles

## Collectible Hats:

In the video where Jason is in an apartment (Americas\_1 2022-08-23 15-56-16), the hat the developer is playing with is a collectible. This is shown with the debug text stating it is an **AmbientCollectibleHat**. This suggests that one of the ambient features in the game will be to gather articles of clothing.



*Hat*



# Brands

*As is usual with GTA, there is a host of returning brands and business names from prior games and lore. But featured in the leaks are many new brands, such as restaurants, transportation systems and clothes stores. As well as this, there are various returning brand names that have undergone branding updates.*

## New Brands (Not including Vehicles)

- ARCHEZ
- Bump & Grind
- Harmon & Fenix
- Chacey's
- Hank's Waffles
- MARCO
- Shorefront
- Sprunk Light
- Vice City Metro Mule
- WhatUp!
- VCIA (Vice City International Airport)
- The Rusty Anchor *music venue*
- Vice City Mambas
- Core Software

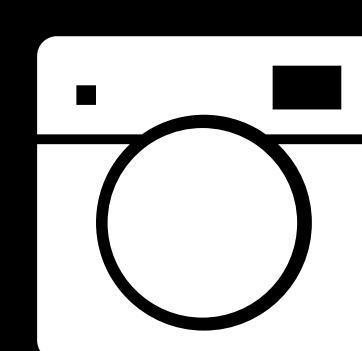


*Some of the new Brands*

## Rebrands (Brands From V but Redesigned/Updated Logos)

*Some of them are seen In GTA Online*

- Bite
- Snapmatic
- Bleeter
- E-Cola
- Sprunk



*Some of the rebrands*

*Important to note there are far more than this in game, this is just what we have been able to identify via the leaked video clips.*



# Returning Brands

- BurgerShot
- LifeInvader
- Taco Bomb
- Horny's Burgers
- LTD Gasoline
- Pißwasser
- CNT
- Household Order Bin Operations (HOBO)
- Hinterland
- Val-De-Grâce
- Chepalle
- Redwood Cigarettes
- Device
- Fleeca
- Stronzo
- Farshtunken
- Shark
- Limit
- Want
- Classique

**BurgerShot®**

**Val-De-Grâce**



**hinterland®**



*Additional Logos from the Leaks*



**VICE Y CITY**

**GAS STOP**

**Quickshop**





# Animals

- Snake (Pythons)
- Seagull
- Skunk
- Raccoon
- Alligator
- Boar *(from events list)*
- Wading Birds
- Squirrel
- Southern Leopard Frog
- Crayfish
- Lizard *(Grassrivers placard)*
- Skunk Ape

*seen in Americas 2022-04-21 16-26-26\**

- Pigeons(?)
- Opossum Event called Possum - Port Gellhorn
- Whales(?)



\*On the Grassrivers wildlife placard, there is a silhouette of a bipedal creature, seemingly a werewolf with a question mark on it. It is unknown whether this is the Skunk Ape or an additional mythical creature.

## Possible Animals

- Horse
- Cow
- Deer
- Buck



*Horse In RDR2*



# New Additions

*These are the new mechanics, gameplay systems and new features that were not present in GTA V. Some of them are from RDR2, while others are entirely new to the series. Keep in mind that these are probably not the only new additions, as it's possible we did not get a look at some more new ones in the leaks.*

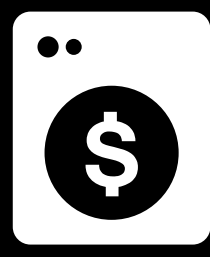

## New Mechanics

- You can walk while in cover
- Ability to go prone
- "Loot Bags"
  - Jason and Lucia both have duffle bags. These can be seen in a couple of videos. Also when Jason is opening a shipping container and the options for "stash gold" and "stash cash stack" are available, Jason puts the gold and cash into his duffle bag - *Americas 2021-10-29 20-21-10.*
- Ability to Drop and pick up Weapons - *Americas\_1 2021-09-10 16-37-50*
- Underfire
  - Covering your face with weapons or bats. Also works while crouching.
- Downed Self Suicide and Downed Self Revive
  - Option to revive yourself after a heavy hit to health possibly similar to RDR2 horse revival - *Americas 2022-04-28 13-08-47.*
- Ability to switch shoulders while aiming
- Grappling During Fist-Fights
- Buddy Comms
- Buddy Ping
- Cover Mode
- Shooting from Car Window (*Like GTA San Andreas Free Aim While Driving Cheat Code*)
- Eagle Eye System
  - Like in RDR2 - it is possibly Jason's ability, and it's used to highlight items of interest such as jewelry, safes, and security cameras.
- Weight and Muscle System (*Unconfirmed*)
  - Lucia looks thinner around the waist compared to other clips.
  - In one video where Jason is at the motel pool with Wyman and that other character, he seems very muscular and more fit than he does in the footage of him and Lucia walking out of the motel and the one with them in the nightclub. In the motel and nightclub video, Jason has a skinnier body tone and his muscles don't show as much as they do compared to other scenes.

*There is also a mention of an Event called MultiGym.*
- Interaction with objects/people:
  - Carry bodies  
*In Americas\_1 2022-05-24 17-19-42 you can see an online avatar carrying a body of another player. Here you can also see in the Debug menu written: CARRY\_SLOT<0>[HUMAN\_CHEST] (Americas\_1 2022-05-24 17-19-42)*
  - Rob, threaten, and talk with NPCs during robberies
  - Pick up items\*  
*Beer bottles and cans seen in Americas\_1 2022-08-19 14-40-45, pickable car parts box seen in Americas\_1 2022-08-24 07-48-28, and also pickable hat is seen in Americas\_1 2022-08-23 15-56-16.*



# New Gameplay Systems

- **Money Laundering** - There is an icon present in the Hank's Waffles video that is tracked to the car wash property.  
 The icon is a washing machine with a dollar sign in the center. The universal symbol for money laundering. This is suggestive that properties can be purchased with the intent of laundering money.
- **Fences** are in the game. **Car Fence** (as mentioned under collectables) and **Art Fence** are both mentioned in the events list. Though it is unclear if they will be called fences in the game.
- **Purchasable Businesses** (likely linked with above laundering)
- **Robberies**
- **Vehicle Discoveries/Compendium** - In *Americas 2021-10-29 20-21-10*, Jason rides a Maibatsu Sanchez which in the bottom right corner, says that the player has found a new livery for it.
- **Hacking** - Lucia carries *Tracker Jammer, Immobilizer Bypass, USB Drive, Auto Dialer*  
*Could be indicate to Tom Henderson's old leak about the female hacker protagonist.*
- **Pragmatic Cool/Chaotic & Romantic Cool/Chaotic** are mentioned in the *events list*.
  - Radio Song/Riding Pillion - Pragmatic Cool/Chaotic & Romantic Cool/Chaotic  
*The pillion is a term for the rear passenger seat for women.*
- **Command your partner during a robbery**
  - In the Hank's Waffles robbery video you can see a tip which tells you to: check in with Jason, or to hold for more options. This likely means you can give your partner commands during a robbery, since also you can also see a prompt to tell Jason to surrender as well as to tell him to follow you.
- **Witness System and Police Recognition**
  - In the Hank's Waffle robbery video you can see under the wanted level stars written: *Full Description*, which implies that the witnesses have a full description of you. Once Lucia enters the police vehicle, you can see written: No Vehicle Description which quickly changes to: *Full Vehicle Description*, which suggests that the police have a full description of your vehicle. Also the text prompt on the top-left side says: Any vehicle you are seen entering will be known by the Law.
  - During the Hank's Waffles robbery, Jason is seen trying to prevent the customers that have a yellow icon above their head from either calling the cops or running away.  
 *You can also see a female NPC inside with a yellow icon above her head, and right after Lucia leaves the diner, her icon begins to flicker, and after Lucia gets close to the police car surrounded by cops, the icon turns red, then she leaves the diner and looks at Lucia before running away.*
- **Sharing items**
  - Jason and Lucia can share items between them. For example when Jason is stealing items from the containers he keeps certain items while sharing others (*Americas 2021-10-29 20-21-10*). Shared items seem to be in general weapons that they can't equip or weapons that they already have, food and ammo that is not for their weapons or are for weapons owned by both; the tools (for example the Immobiliser Bypass and the Auto Dialer for Lucia) and other items are kept by them. In one of the videos with Jason at the Gas Stop (*Americas 2022-05-03 11-20-11*), both Jason and Lucia are shown to have picked up some items, and when it's shown that both picked up the same amount of food (4x Soda and 2x Wine for each), they shared half of each consumable (4x Soda and 2x Wine).
- **Unlocking Doors/Gates**
  - In one of the videos with Jason in the San4San Hood, where he sneaks in front of the red truck (*Americas 2022-02-10 20-25-15*), you can see a door from an import garage building, in which in its Debug text you can see written: *DoorPanel: Locked*, same as the garage door. Also you can see a gate where it's written: *Door: Unlocked*.



# New Features

- **Improved A.I System**

**a. Improved Enemy A.I.** - In one of the videos you can see the enemy A.I. shooting Lucia when she turns around with her back to him (*Americas 2022-02-07 14-18-40*). Also in *Americas 2022-07-22 15-33-32*, the police A.I. can be seen adjusting his stance depending on the height of the object in front of him, and lowering his position when he reloads his weapon, and he also keeps shooting Lucia while moving left and right. In other videos like the Hank's Waffles robbery, the police A.I. is also seen raising their guns over higher objects like cars.

**b. Improved NPC Behaviour** - One of the observed examples would be that A.I. no longer walk around as single pedestrians but actually travel and converse in groups. This is something that was done in RDR2. In the video where you can see Lucia with a duffle bag on a sidewalk in South Beach, three men in tourist attire walk past her while talking to each other. A man also enters the nightclub as Lucia exits the establishment. Usually in past GTA games, we enter and exit places without seeing anyone doing the same as us. NPC's are usually there at the locations or are set on a strict track outside of a location. Also NPCs can be seen standing and drinking near a bar in South Beach *Americas\_1 2022-04-12 10-28-55*. Also in the video with Jason aiming his rifle out of his car window in the tennis court (*Americas\_1 2022-09-01 14-37-21*), you can what appears to see some NPCs sitting on the ground, in a another video you can see one sitting and smoking with his animation referenced as *Sit\_Ground\_Smoke*.

**c. Improved Partner A.I. and Player Reactions** - It looks as if Lucia isn't following Jason but Dre in the nightclub video (*Americas 2022-08-03 10-05-49*). The A.I. in this case seems smart enough to know where to go without having another controllable character as the primary location to track. It seems like there is one video where the locomotion team is testing this mechanic - *Americas\_1 2022-09-12 16-42-30*. In the first video mentioned here, Lucia automatically turns around when she gets shot. She and Jason also have a specific damage animation that plays when they get shot - *Americas 2022-07-22 15-33-32*

- **You can now surrender to the police during a robbery**

*in Americas 2021-07-12 12-19-51 Lucia can tell Jason to surrender to the police.*

- **You can buy gumballs from gumball machines**

*Americas\_1 2022-07-20 17-59-49.*

- **Your character's clothes can become dirty**

*Suggested by one video with Jason in which you can see his clothes being dirty - Americas\_1 2022-09-12 14-42-12.*

- **The Hair and Facial Hair Systems.**

*There are various versions of Jason visible in the leaks, sometimes he has long hair, sometimes short, sometimes stubble and sometimes clean shaven. The integrals of this growth, especially with his beard, suggests a hair growth system like RDR2. Or, at the very least, a deeper barber system than V that allows for greater fine tuning.*

*in Americas\_1 2022-09-13 16-24-02 Lucia appears to be wearing makeup and also seems to have a different hair color in one of the clips, and her hair is also straight compared to her normal curly bonded to a ponytail hairstyle.*

- **Eating and drinking from your inventory**

*When Jason is at the gas station, one Wine, Soda and Fruit can be seen added in the inventory on the top-left side of the screen, which means you can eat or drink from your inventory at any time like in RDR2 and GTA Online (Snacks).*

- **Smoking**

*During the testbed clip of the developers testing animations with Jason, (*Americas 2022-06-01 17-16-15*), you can see in the left side of the weapon wheel, an icon which seems to be a cigarette one, indicating that you can smoke.*

- **Cop Traps(?)**

*There are a couple of Events called "Cop Trap" in different locations. There is a chance that you can be ambushed by cops.*

*Cop Trap - Alley  
Cop Trap - Apartment Complex  
Cop Trap - Bingo  
Cop Trap - Body Shop  
Cop Trap - Bulk Storage  
Cop Trap - Burnout Scooters  
Cop Trap - Cafe Carraway  
Cop Trap - Cash n Carry  
Cop Trap - Closing Store  
Cop Trap - Food Trucks  
Cop Trap - Kington Hotel  
Cop Trap - Massage Parlors*

*They seem to coincide with the Easy Score events.*



# New Features

- Ability to play without the minimap — [On-screen Waypoints and Map Icons](#) mentioned under [New Gameplay Systems](#) implies that it is possible. When Jason gets on the bike the minimap appears on the screen - *Americas 2021-10-29 20-21-10.*
- **New Police System** ("Time Until Cops Dispatch" - when committing a crime)  
*Also in the Hank's Waffles robbery video once the police arrive at the location they wait for the player to come out instead of rushing in.*
- **CCTV System (CCTV Detection Meter)**
- **Ability to restrain NPCs** *Lucia restrains an NPC in the Hank's Waffles robbery video with what seems to be zipties.*
- **Loot Vehicles**  
*In the Hank's Waffles robbery video for about a second you can see on the down-right side of the screen a button prompt for: [Examine - Stranger SUV](#)*
- **Limited Weapon Wheel** - With the limited weapon assault, judging by the position of the weapons on the Weapon Wheel, you may carry only one assault weapon on your back, and one handgun or (possibly) a semi-automated gun, and one or two smaller melee weapon like a knife, one or two tools/items like a flashlight as shown in the video, and another slot for holstering your weapon and remaining "unarmed" - *Americas 2022-06-01 17-16-15.*
- **Advanced Hijack Cars system** - For example, the existence of Immobilizer Bypass tells us that luxury car theft will be harder and the existence of slim jim to unlock older cars. It seems hijacking cars will be harder - there are Events referencing the possibility of even failing to steal a car:
  - Steal Car - Full*
  - Steal Car - In Progress*
  - Steal Car Fail*There are also these Events:
  - Carjacking - Cat*
  - Carjacking - Advanced AI*
- **More Detailed Car Interiors** - *Americas 2022-09-13 17-17-43*
- **Improved Vehicle Damage and Handling** - You can see in the video with Lucia driving Viper on the highway that the car crashes are more impactful, with more parts, like the front fender, splitting apart and the hood bending realistically. You can also see spark particles at the impact with the edge of the bridge (*Americas 2022-06-27 14-52-04*).  
*The car handling in the video also seems to be heavier than in GTA V.*
- **Vehicle Controls** (*D-PAD left for vehicle controls and right for quick options*) - *From Hank's Waffles robbery video.*
- **Car interiors now have working GPS/waypoints in the dashboard while in first-person view.**  
*Worth noticing that the map portion seen on the screen is a placeholder of a GTA V location.*
- **Option to enter in the passenger seat** - In the video with Lucia entering in a vehicle, she enters only in the passenger seat, implying this is an option. Also in the video with her in the same car pointing her gun behind her, you can see her in the passenger seat.



# Attention to Detail

- You can find raccoons rummaging through trash cans and even stealing food bags:

*World Events*

NIE Raccoon Climb Out Of Garbage  
NIE Raccoon Rummage Trash  
NIE Raccoon Steal Food Bag

- In a couple of videos you can see the light shining through Lucia's ear cartilage, a nice returning detail from RDR2 due to subsurface scattering.
- KneelingDesired is included in the PlayerPed animation set - *Americas 2021-11-29 16-23-34*, which means that like in RDR2, the player will constantly change their kneel position while crouching.
- The interiors are pretty detailed, for example in the Jack of Hearts nightclub and the Hank's Waffles diner you can see dirtiness on the floor. The diner is also highly detailed with cups placed on and behind the counter, a knives support, soda and coffee machines with coffee pot mugs under them and in other places on the counter, sinks with support for ingredients under them, toppings and essences on the counter, paper towel holders, waffle makers, cleaning bags, etc. You can also see cups on the floor.
  - There are TVs everywhere in the Jack of Hearts nightclub video with Lucia but they seem to be in DVD Player mode. Bars, nightclubs, and general public areas naturally have TV broadcasting news and events. All of these details introduce liveliness to otherwise bland locations.
- In the video in which Jason picks up the Sanchez from the shipping container, (*Americas 2021-10-29 20-21-10*) immediately when he gets on the bike, pay attention to his right hand and you will notice that he presses on the brakes first before starting the bike. Plus also pay attention to the movement of the bracelets on his wrist.
- In one of the videos in Ocean Beach (*Americas 2022-07-20 08-34-27*) you can see a group taking selfies.
- In one of the videos that is also close to Ocean Beach with an NPC taking a selfie, (*Americas 2021-09-01 14-44-53*) you can see that wind behaves pretty realistic compared to other games.
- In the video with Wyman at the motel pool (*Americas 2022-09-06 17-13-34*), you can see that the chairs in the pool are destroyed and the water itself is swampy. The Ped Collisions Ruined Clothes event may suggest a more realistic collision system that also affects the NPC/Player clothing.
- In the video with Jason entering the pawn shop (*Americas 2021-12-17 10-31-22*), you can notice there are scuff marks on the carpet.
- In the video where Jason is on the boat, (*Americas 2022-04-12 18-36-00*) while he's shooting it you can see the particles floating on the water.
  - In the same video you can see the lily pads reacting to the waves.
- In the video with Lucia in the back of the vehicle in the police chase, (*Americas\_1 2022-08-02 20-20-00*) the sheriffs in the passenger seat look out their side windows to check if cars were coming from the left/right.
  - In the same video you can see some birds standing on the power line.
- In the video where Lucia is driving the vehicle on the highway, (*Americas 2022-06-27 14-52-04*) you can see that the bridge from where she crashed the vehicle it's still in construction.
- When the cops arrived at the Hank's Waffles, an NPC said "Jesus, finally". Which means that the NPCs are more aware of the events and situations happening around them
- NPCs when attacked now run with their phones at hand - *Americas\_1 2022-04-13 09-08-46*



# Attention to Detail

- In the video where Lucia is in a shootout with the cops, (*Americas 2022-04-06 15-55-26*) two of them get shot and then they struggle to get up, one of them trying to stand up while avoiding putting pressure on the injured part of the body.
  - The weather in the same clip looks like hurricane season. The fog is really well done to give the illusion of strong winds.
- Jason seems to have a different car entering animation compared to Lucia. (*Hank's Waffles Robbery video - Americas 2021-07-12 12-19-51*).
- Lucia crawls across a passenger seat to get to the driver's seat (*Hank's Waffles Robbery video - Americas 2021-07-12 12-19-51*).
- Bullets can now scratch through vehicles which also causes sparks (*Americas 2022-06-14 19-28-07*).
  - Sparks can also be seen at the impact the vehicle has with the highway edge - *Americas 2022-06-27 14-52-04*.
- At the end of the video with Jason aiming his rifle in the tennis court, you can see an NPC on another court preparing to play tennis. - *Americas\_1 2022-09-01 14-37-21*.
- You can see dead leaves on the ground in a video with Jason in Rockridge - *Americas\_1 2022-09-12 14-42-12*
  - Like u/KathodeN said: The leaves on the ground can be textures or scene enhancements that don't happen often around the map, and everywhere we can see trees, we'll can also have fallen dead leaves.
- The night and the ambience outside benefit from the upgraded lighting. It already feels grounded and realistic with the orange tint on the road, the darkness ahead of it, the really bright spots where lights are and how reflection is handled - This can be seen in *Americas 2022-04-06 15-55-26*, where Lucia is walking out of the nightclub.



# Audio

*Radio Soundtrack In some of the leaked videos some songs can be heard. However they are just placeholders from GTAV and Online, with exception of Smoke on the Water by Deep Purple. In the Hank's Waffles diner robbery video the soundtrack used is one that was used in the GTA Online update: Diamond Casino Heist, but with added synths.*

- Americas\_1 2022-04-12 10-28-55  
0:33 - Sharivari by The Dirtbombs (Moodymann set from Music Locker Radio)
- Americas\_1 2022-08-29 12-44-36  
0:09 - most likely Blown Away by Youth Brigade (Channel X)
- Americas 2021-10-29 20-21-10  
2:20 - Megan Thee Stallion ft DaBaby - Cash Shit (iFruit)
- Americas\_1 2021-12-14 19-52-44  
0:28 - Humble Pie - 30 Days In The Hole (LS Rock Radio)
- Americas 2021-03-23 09-58-52  
0:12 - **Deep Purple - Smoke on the Water (Not Featured Before)**
- Americas 2022-02-10 20-25-15  
0:17 - Little Dragon - Wanderer (The Lab)
- Americas 2021-12-17 10-31-22  
0:10 - Future - Codeine Crazy (Blonded LS)
- Americas\_1 2022-08-19 14-40-45  
0:00 - Egyptian Lover - Everything She Wants (iFruit)  
0:22 - ScHoolboy Q - Numb Numb Juice (iFruit)
- Americas\_1 2022-07-20 17-59-49  
0:01 - The Ramones - Time Bomb (Kult FM)
- Americas 2022-08-03 10-05-49  
1:18 - DaBaby ft Kevin Gates - POP STAR (iFruit)
- Americas 2022-08-03 10-02-00  
Skepta ft Nafe Smalls - Greaze Mode (iFruit)

## Sounds

- Weapons sound better and louder than from GTA V. In the Hank's Waffles robbery clip, we can see Lucia shoot an NPC and the weapon sounds louder and more akin to GTA IV than V.
- In the same clip; Lucia runs to take cover behind a car and bumps onto the vehicle now generates a hit event that is expressed by audio. This happens again when she runs to take cover behind Jason's car. In previous games, you'd have to attack a vehicle for it to register as a hit event, but this time around you can also bump into it.
- When Lucia shoots the NPC in the same clip, he falls to the floor with a realistic heavy sound. In other games the ragdoll physics doesn't always have a correct sound implementation.
- The opening of car doors seem to sound more real now depending on the vehicle.
- Police sirens echo the scenery realistically.
- The reverb coming from the shipping containers when Jason is opening them sounds about right.
- In the clip where Lucia is standing on Vice Beach, we can hear seagulls and pedestrians talking and shouting.



# Transportation

- **Horses (?):**  
In one of the clips with Jason, in the debug menu you can see written INPUT\_HORSE\_EXIT (and under it you can see INPUT\_VEH\_EXIT).  
However this may be leftover RAGE elements from Red Dead Redemption II  
*Americas\_1 2022-04-13 17-42-41*
- **Metromover(?)**  
In one of the clips with Jason you can see a metromover  
*Americas 2022-05-13 08-48-26*

## Other Details

- **Neue Helvetica Paneuropean 67 Condensed Medium** is the font used in the game for things like subtitles, tips, interaction menu, button prompts.
- On the Wyman Car Parts you can see a circle, indicating that all the collectibles and probably other pickable items have a circle icon. It also has a "DYNAMIC" flag on it which indicates it could be movable.
- In one of the clips where you can see the player with Arthur's hat on his head, you can also see him wearing some cargo shorts with a holster belt - *Americas 2022-05-19-15-18-13*
- A cop from one of the videos has his clothing based on the Miami Beach PD  
- *Americas 2022-04-06 15-42-03*
- In Lucia's shootout with the cops in Rockridge, you can see a cop with a bulletproof helmet exiting the car - *Americas 2022-04-06 15-55-26*
- When reloading your weapon, the ammo clip seems to stand on the ground for a longer time - *Americas 2022-04-12 18-36-00*

*The Font That is used in the Leaks, This message also appears in RDR2.*

**Warning: The game is running low on video memory.  
Please close other applications or reduce your  
graphic settings.**



## Other Details

- In the video with the Energy in the Grassrivers placard, if you look to the top right corner of the pyramid diagram you can see a werewolf symbol with a question mark on it with the title: **A new alpha**, but due to the quality of the video the rest of the text is not clearly visible - *Americas\_1 2022-08-29 12-44-36*
- In the clip with Lucia in the club, you can see a poster written on it: Sinful Sundays, probably a parody to Babylon Fridays - *Americas\_1 2022-08-19 14-40-45*
- Some stores will not be open 24/7, similar to RDR2. In the video with Lucia entering a Quickshop in Port Gellhorn, you can see that on the front of the door there is a sign that says: "Sorry! WE'RE CLOSED" - *Americas\_1 2022-07-20 17-59-49*
  - *Fun Fact - this Sign Texture also appears in GTA Vice City: The Definitive Edition*
  - In this same clip there seems to be a collision box for a chips bag outside of the store. Maybe you can buy food manually from the store like in RDR2.
  - Unlike GTA V, where the doors do not really feel attached to anything, in the same clip you can see that the door feels like it's unlocked when Lucia enters and exits on it.
- When stealing the cash stack, Jason and Lucia only pick up the cash one-by-one - seen in Hank's Waffles robbery video and in the video and when Jason is opening a shipping container. In the same video you can see that there is also an animation for picking up duffle bags - *Americas 2021-10-29 20-21-10*
- Apparently only **Jason** can play dice as suggested by the `isPlayableCharacter` parameter on the **Playing Dice** event.
- In the video where Lucia can be seen shooting from the back of the truck (*Americas\_1 2022-08-02 20-20-00*), there seem to be a couple of boxes that look like weapons or ammo crates.
- It appears that a dithering fade effect is in place during the loading of objects into the game world, which help mitigate the sudden appearance of objects and make the transition smoother; it would almost never become jarring as long as they increase its render distance due to a more gradual and seamless introduction of objects as they come into view - *Americas 2022-06-17 17-14-50, Americas 2022-07-08 19-10-17, Americas 2022-07-13 16-47-50.*
- Lucia can also drive Jason's personal vehicle which you can see in the highway video - *Americas 2022-06-27 14-52-04*
- For the first time in a GTA game there are now two attendants in a single shop.
- The stores also seem to have more variety than these in GTA V due to the focus on robberies (like Jason's special ability) that seem to be much more unique with the stores.
- Lucia physically used her hands to close the car door of the police car before opening it (*Hank's Waffles robbery video*).



# Interesting Events

(For these looking directly at the full name of the events: NIE means Non Interactive Event, IE - Interactive Event, PGH - Port Gellhorn, SB - South Beach, NM - North Miami, (LO - Lake Okeechobee, LIW - Look in Window, VLIW - Look in Vehicle Window, DA - Dead Animal, IPFP - Pose for Photos - **Speculative**)):

*Pink highlighted events are those that Lucia meets the isPlayableCharacter - PlayerLucia condition and orange, those that Jason meets (PlayerJason). Please note that not all orange or pink events can only be for Jason or Lucia, since at the time of development of the videos, some events may have not been made for Jason or Lucia too yet.*

## Possible Random World Encounters

(It is possible not all encounters here will be in the final game.)

(These are chosen encounters from the World Events list that were deemed interesting to be added here.)

Donut Burnout

---

Tire Swing

---

Broken Dawn Car Shady North Miami

---

Parking Dispute

---

Shocking Event Test

---

Police Siren Abuse

---

Broken Down Racer

---

BMX Hangout

Motorsport Hangout

---

DUI Sobriety Test

---

Stuck Vehicle - Swamp

---

Vandalism

---

Airport Drag

---

ATV Speeders Stunt - 4x4

---

Shotgun Beers Encounter

---

Angry Woman:

Malibu Club

Vice Beach Plaza

---

Angry Woman:

Malibu Club

Vice Beach Plaza

Ocean View

---

Dog Hump Dog

---

Drug Deal 1, 2 and 3

---

Everglades Fracking

---

Elderly Favor Hungry: North Miami

South Miami

---

Cop Arrest Encounter

---

Cop Patdown

(Gang Male Found Nothing/Something)

(Location 2 Found Nothing/Something)

---

Car Pullover

---

Self Injury - Pier

Shotgun Beers Encounter

Self Injury - Seaview

---

Bangs On Window:

- Attack Player

- Steal Vehicle

---

Drug Deal:

Cop Raid

Rival Gang

Stuck Up Crew

---

Bayside:

Jumper

Passed Out

---

Mansion:

Jumper

Passed Out

---

Kidnapped Victim

(Kidnapping AI)

---

Protestors

---

Double Cross Bike Accident

---

Hop Out Attack

---

**Santeria Sacrifice**

---

Overly Packed Vehicle Crash

---

Escape Time Traffic

---

Fleeing Robber

---

**Hunting Accident - Both Injured**

---

Concussion

---

**Coral Farming**

---

Mugger:

Keys - Gas Station

Keys - Convenience Store

La Perle - Jewelry

South Beach - Iguana/Happy Juice

---

Victim - La Perle (Laundry/Pawn 1, 2, Jewelry)

Victim - Keys (Gas Station)

Victim - Keys (Convenience Store)

Victim - South Beach (Iguana/Happy Juice)

---

IE Female Thief

IE Male Thief

IE Known Thief

---

Criminals/Gangs:

Souvenir Store - Criminal

---

Dale's Shopwell - Criminal

---

Bait and Tackle Shop - Gang/Criminal

---

Pawn Shop - Gang/Criminal

---

Warehouse Gang

---

High Cashier 247 South Beach

---

High Cashier 247 Supermarket

---

High Cashier Dale's Shopwell

---

High Cashier Quick Stop

---

High Cashier Uncle Jack's

---

Tourist Photo Picky (Whale)

Tourist Photo Jumping (Whale)

Tourist Photo Female Art (North Miami)

---

Overpass Idiots:

Tough (Highway)

Scared (Highway)

---

Tough (Bridge)

Scared (Bridge)

---



# Interesting Events

Prison Hitchhiker

---

Car Hangouts:  
Port Gellhorn  
Boat Trailer  
Strip Club

Truck Hangout at PGH Food St

---

Threaten In Room  
Threaten On Forecourt

---

GE\_STLTH - Base Encounter

---

Dealer Robbery

---

## Cop Arrest Encounter

*Like in GTA IV maybe you can see the cops arresting certain NPCs.*

## Dealership Theft

*Maybe like in GTA V, Online and IV, where you have to steal certain vehicles for Simeon and Stevie.  
May be linked to the Dealership Repo - #3am events.*

## Elderly Favor Hungry - North Miami

## Elderly Favor Hungry - South Miami

*Maybe you can give food or money to homeless people, similar to GTA IV where you can give money to homeless NPCs.*

## Shotgun Beers Encounter

*Shotgunning is the act of consuming a beer, or another beverage, very fast by creating a hole in the side of a can and placing your mouth .  
over the hole. When the beer can tab is opened, the beer quickly drains through the hole and can be drunk very fast.*

## Possible Random Side Mission Encounters:

Spiritual Journey - Port Gellhorn

---

Lost Boyfriend

---

Display Data - Port Gellhorn

---

Lost Bird

---

Quick Question:

Time

TimeRob

Money

MoneyLoiter

Smoke

---

Beach Bum Preacher

*possible reference to the Beach Bum  
movie which is about a preacher's son.*

---

Watch Geek (First Encounter)

Watch Geek (Second Encounter)

---

Naked Rolex

---

Fearful Animal

---

Lost Crazy - Woman

Lost Elderly - Woman

---

Runway Cow

---

Aggro Definition Example

---

Help Old Artist

---

Mistaken Valet - W Hotel

---

Dead Husband Disposal

---

Elderly Resident

---

Fellow Dancer

---

Lost Property

---



# Interesting Events

## Possible In-World Finds

Cars Church  
Trucks Church

---

Overtuned Trucks

---

**Burnt Wreckage**

---

Forest Phone

---

Hidden Tide Objects: Anchor  
Cannon  
Tank

---

Swamp Tour Crash

---

Abandoned Car:  
Pier  
Seaview  
TrainTracks  
TrashPit  
Woods

---

Missing Person Poster - Liquor

---

**Missing Tourists:  
Cave Victims Location  
Closure  
Junkyard Victim Location  
Submerged Car Victim  
Trailer Victim Location  
Trophy Room**

---

Mountain Biker Corpse

---

Beach Possessions

---

**Broken Bridge**

---

**Rum Bottle Shipwreck**

---

UFO Animal/House Pen

---

**Quarry Car Find**

---

DA - Skunk:  
Port Gellhorn Fence

---

DA - Racoon:  
Port Gellhorn Fence/Bowling

---

Everglades Plane Crash  
Everglades Plane Crash Yacht Safe

---

Sunken Airboat

---

**Abandoned Boat**

---

Bus Stop Pineapple

---

Shoe Tree

---

Sniped Victim Apartment

---

**Zorbing Accident**

---

**Car Flattened By Rock**

---

**Signpost**

---

Wyman Truck

---

Invasive Species Meetup  
Location 1 and 2  
*The Burmese python is frequently  
labeled as an "invasive species"  
in the news.*

---

**Sand Art**

---

**Singing Road**

---

**Shark Cage**

---

**Register Stone**

---

Hidden Tide Objects: Anchor  
Cannon  
Tank  
**WW2 Plane**

---

SERA Space Launch Capsule  
**SERA Failed Space Launch  
Engine/Fairing/Debris**  
SERA Minivan

---

Orange Fruit Bus Stop

---

Trains in Forest

---

Outdoor Movie Screen

---

Dead Paraglider

---

Stalled Boat - King Fishers (Cash)

---

**King Fishers Cargo**

---

**Cargo Containers**

---

Port Gellhorn Bonfire

---

**Bonnie and Clyde Mystery:  
Barn Find**

---

**Lifeguard Tower**

---

**King Neptune - Underwater Ruins**

---

Dirty Cop Shakedown  
Location 1 and 2

---

Partially Submerged Sculptures

---



# Interesting Events

## Possible Easter Eggs:

Message in a Bottle

---

**Tires in the Ocean**  
*(Possibly a reference to the Osborne Tire Reef from Florida)*

---

Lost Plane 2  
Lost Plane Memorial

---

Sand Sphinx

---

Big Cat Mansion  
Big Cat Cage Roof

---

Scarface Crime Scene

---

**UFO**

Mummified Old Lady

---

Haunted Warehouse

---

Warehouse Sex Robots

---

Cell Tower Recorded Calls

---

Voice in the Storm Drain  
*(IT reference most likely)*

---

**Skunk Ape**

---

**Giant Bird Nest**

---

Mine Shaft Discovery

---

**Forest Figure**

---

Dancer Mystery  
Dancer Mystery Stalker

---

**Lighthouse Mystery**

---

Unique Tombstone

---

**Giant Clam**

---



# Interesting Events

## Possible Side/Main Mission Events:

MansionSquatter - Investigation

Rat Infestation

Farm Monster Man

**1.Farm Monster Man First Visit**

2.Farm Monster Man Chemicals Request

3.Farm Monster Man Chemicals Delivery

4.Farm Monster Man Transform

*This may be a reference to Marvel's Man-Thing. "The Man-Thing is a large, slow-moving, empathic, humanoid swamp monster living in the Florida Everglades near a Seminole reservation and the fictional town of Citrusville in Cypress County (fictional location), Florida.*

Dealership Repo - #3am - Gym

Dealership Repo - #3am - Luxury Good

Dealership Repo - #3am - Ocean Beach

*Maybe similar to the dealership repossession missions in GTA Online and GTA V.*

Everyday Art

Everyday Art - Bench Shadow

Everyday Art - Electric Monsters

Everyday Art - Elephant

Everyday Art - Frog Flies

Everyday Art - Helicopter

Everyday Art - Koala

Everyday Art - Old Guy

Everyday Art - Skier

Everyday Art - Cookie Grab

Everyday Art - Sidewalk Creep

Everyday Art - Green Dude

Everyday Art - Penguin

Music Video

Swole Couple Workout Challenge

First Meeting

Second Meeting

Third Meeting

Forth Meeting

Fifth Meeting

Wyman's Rant

Wyman Initial Meet

Club Promoter Initial Meeting

**Far Right Militia:**

**1. Far Right Militia Training**

**2. Far Right Militia Trucks Only**

**3. Far Right Militia Final Visit**

**Survival Compound First Visit**

Senior Vigilante

*In general, "senior vigilante" is a movie genre with plots about retired spies or criminals bouncing back.*

First Visit - Guards

Backseat Criminal

Busted Cheater

1. Busted

2. Fight

3. Just Married

King Fishers Warning

Bird Cage Clue

**Lost at Sea**



# Interesting Events

## Other Events:

Threaten Pills

Sun Lotion (Greet)

*This confirms the Greet/Antagonize options are in the game.*

Impulsive Crime:

- Rob Store
- Steal Vehicle

Tourist To Local

1. Checking out
2. Experienced Tourist
3. Full Tourist
4. Nearly a Local

IE Booze Purchase

Broke:

- Broke (Quickshop)
- Broke (Supermarket)
- Broke (Keys Liquor Store)

*Maybe some events that happen if the player has no money in a store.*

Banned:

- Supermarket
- Quickshop
- Uncle Jack's Liquor

*The player can become banned from certain stores, this is a consequence mechanic from prior actions. RDR2 has similar systems in which stores and banks become inaccessible after a shootout.*

Player in Store Start - Pawn Shop

Player Outside Store Start - Pawn Shop

Player Inside Store Start - Pawn Shop

Player Inside Start - Pawn 2

Player Outside Store - Pawn 2

DrunkBackwardPGFruitStand

DrunkForwardFarPGFruitStand

DrunkSmashPGFruitStand

Walk and Talk

Overdose Horn

Overdose Outside Car

Overdose Sleeping

Lucia's Friends Meet At House

Lucia's Friends Hang Out

Lucia's Friends Small Favor

Lucia's Friends Welcome Party

Lucia's Friends: Meet Outside (NearB

Lucia's Friends: Meet Outside (NearK

*"Small Favor" may be similar to the item requests from RDR2.*

Thrown Out

Overhear Conversation

Argument

Warm Embrace Stand FM

Chill Kneel MF and Chill Kneel FM

Flex Kneel FM

Fist Bump FM

Trendy Stand FM

Trendy Kneel FM

*(FM could mean Female-Male, and MF - Male-Female)*



# Interesting Events

## Other Events:

PS - Elaborate Beach Chair Chill / Suave / Elaborate Ledge / Sit Chair Female Trendy / Regular Ground Sit Female  
*Possible poses for Snapmatic.*

Passed Test  
Failed Test

Throw and Catch

Watching Iris  
Iris Introduce Art Fence

Annoying Vicky

Vicky  
VickyPhoneCall  
Watching Vicky

Shanese Chat

NIEPOBSouthBeachBoardwalk01RoadBikes  
NIEPOBSouthBeachBoardwalk02RoadBikes  
NIEPOBSouthBeachBoardwalk03RoadBikes

*POB could refer to the Point of Interest Board, which is an object in the game that players can interact with.  
So you can find road bikes across the South Beach's boardwalks and you can also obviously steal them.*

NIESAS - PickBoogers  
NIESAS - PickButtLowKey  
NIESAS - PickButtSubtle

*(SAS could refer to a game engine or middleware software called "Simple DirectMedia Layer" (SDL) Animation System,  
which is commonly abbreviated as SAS, or Smart AI System: This could refer to a system for creating intelligent and adaptive AI in games)*

NIEVLIW - Car Driver Window  
NIEVLIW - Car Passenger Window

NIEHDA - Head Nod  
NIEPSB - Wipe Mouth

Swamp Safari Crazy Golf

Salon Patron  
PatronDeterrent

Cashier Applauds

DJ Clipse

Off Duty Cop

Overtown High Rise

Gang Directions Crosstown / Getaway Driver - Nervous Thief and Pro Thief / **Overtown Safe House**

- Like wise\_man mentioned on GTAForums, this may be a hood near Downtown with African-American street gangs.
- Maybe like in GTA V where you need to choose your getaway driver based on some levels.
- You can also have a safe house in the hood(?)

3am Club/Party House  
3am Club - Malibu Club  
#3am Club - Ocean View  
#3am Club - Vice Beach Plaza  
3AMPartyHouse Aftermath  
3AMPartyHouse Empty  
3AMPartyHouse GangParty  
3AMPartyHouse HouseParty



# Vehicles

(Subject to Change / V Assets)

Albany Alpha  
Albany Emperor  
Albany Primo  
Annis Hellion  
Benefactor Schafter LWB  
Bravado Bison  
Bravado Feroci  
Bravado Gauntlet Classic  
Bravado Rumpo Custom  
Bravado Youga  
Bravado Youga Classic  
Brute Boxville  
Brute Camper  
Canis Seminole Frontier  
Declasse Burrito  
Declasse Granger  
Declasse Moonbeam  
Declasse Sabre Turbo  
Declasse Sheriff SUV  
Declasse Tornado  
Dinka Blista Compact  
Dundreary Regina  
Gallivanter Baller  
HVY Mixer  
Imponte DF8-90  
Karin Futo  
Karin Rebel  
Karin Sultan  
Lampadati Novak  
Maibatsu Mule  
Maibatsu Sanchez  
Nagasaki Street Blazer  
Ocelot Locust  
Pegassi Toros  
Vapid Benson  
Vapid Bobcat XL  
Vapid Contender  
Vapid Minivan  
Vapid Police Cruiser  
Vapid Sadler  
Vapid Slamvan  
Vapid Speedo  
Vapid Stanier  
Vulcar Ingot



GTA V Cars



# Vehicles

New Vehicles (In-Game Name TBD)

- 1.Cadillac Deville D'Elegance
- 2.Chrysler Lebaron Wagon (80')
- 3.Toyota Camry



- 4.Excavator (Generic)
- 5.Metromover (Transit Line in VC)
- 6.Hovercraft/Airboat



There are also 3 new car model names that can be found:

- 1.Declasse Mamba GT
- 2.Transgressor
- 3.Vapid Riata Classic

There is a **Sand Car** event. Sand Car is an actual off-road vehicle or dune buggy that is designed for driving on sand dunes and other sandy terrains.



There is also an ATV event.



# Vehicles

New Vehicles (In-Game Name TBD)

1. Chevrolet Sonic Hatchback 2019
2. Buick Skylark Sedans (or Chevrolet Caprice) from 90s
3. Honda Accord 2018-2022 - Maybe Dinka Hakumai in the game
4. Ford Explorer (or Tahoe) SUV 90's or 2000's - Maybe Vapid Prospector in the game
5. Ford Ranger Off-Road 2017 - Maybe Vapid Rover in the game
6. Subaru Forester SUV 2019 - Maybe Karin Arechi in the game
7. Chrysler Sebring: Sedans - Maybe the Kuruma from GTA III
8. Ford Taurus: Emergency - Vapid Interceptor

Possibly a Bravado Buffalo STX or a Maserati Gran Turismo





# Locations

*On display in the leaks and backed up by inside journalists, the game will feature a plethora of locations that focus on Miami and the surrounding areas. The two main locations of the game are Vice City, based on Miami, and Port Gellhorn, which lifts direct locations from Panama City. As well as this, it seems Rockstar have brought down and featured locations from Georgia, including a Prison and mountain ranges not present in real world Florida.*

All locations with an underline and colored green were discovered from road signs on the highway.

## Vice City

- Location based on Edgewater
    - Jack of Hearts nightclub - The same nightclub Jason and Lucia can be seen. It also seems to be a multistory building with more than 3 or more floors.*
  - North Vice City
    - Guardia Hideout*
    - Liquor Store*
    - Minimart*
  - Rockridge (Based on Little Havana)
    - Bite*
    - Shorefront - Bank*
    - Rockridge Neighborhood Service Center - Vice City Neighborhood Enhancement Center*  
*There is a power plant behind this building. Miami has a Nuclear power plant emitting a lot of smoke but it is located in the Homestead area near the Southern Glades.*
    - Vice City Mambas Football Stadium*
    - River (seen on the minimap) - most likely inspired by Miami River, which also passes through Little Havana*
  - Little Haiti
    - Drug House - San 4 San Hood*
    - Gas Station - San 4 San Hood*
    - Thrift Store - San 4 San Hood*
  - Vice Beach
    - Marina*
    - Bayside*
    - Stone Sculpture(?) - This is the name of an event. The sculpture may be inspired by Rainbow Hued Mountain (Ugo Rondinore) from Miami Beach.*
  - South Beach
    - Pier*
    - Cordelia Alley*
    - Shores Alley*
    - Ocean Drive*
    - Ocean View*
    - Boardwalk Hotel*
    - Kington Hotel*
    - Happy Juice*
    - Iguana(?) - Unknown if is actually the name of a location*
    - Downtown*
    - Drive*
    - Gym*
    - Hotel*
    - Location based on **Collins Ave** from South Beach*
    - ViceYCity Hotel*
- Washington Beach
- Key Biscayne
    - Crandon Park Tennis Stadium*



# Locations

## Port Gellhorn

*Car Wash*

*SCHLOTT*

- *It's seen across the road where Hank's Waffles is. They appear in GTA V and Online in the form of liveries on certain vehicles but apparently do not have a physical location in the game until now.*

*Police Station*

*PGH Motel*

*Easy Inn - Possible parody of Paradise Inn Motel*

*Soccer Field*

*Construction Site*

*Strip Club [X2]*

*Quickshop [Gas Station]*

*Warehouse*

*Train Station*

*Clinic*

*Beaches*

*Bingo Hall*

*Trailer Park*

*Wastewater Plant*

*Substation*

*Abandoned Building*

*Basketball Court*

*Pawn Shop*

- *The Pawnshop you can see Jason entering is called Joyeria Empenos which is a real pawnshop in Miami. They also have a branch in Puerto Rico. They allow the pawning of guns and vehicles.*

*Bowling Alley*

*Strip Mall*

*Fishing Store*

*Wilderness*

*Bocamar Bridge*

*Residential Area*

**Yorktown\*** (*Evidence suggests it is north of PGH - Port Gellhorn, but may be part of it if Port Gellhorn is a bigger area of the map*)

### **Ambrosia**

*Ambrosia Farm*

*Ambrosia Tarmac*

### **Sundown**

*Sundown Beach*

*Sundown Turmac*

### **Keys**

*King Neptune Statue*

*Yard Sales*

*Gas Stations, Liquor & Convenience Stores*

*Boatyard*

**La Perle\*** (*unconfirmed name of town, or just specific building.*)

*Laundry*

*Pawn Shop*



# Locations

## Redhill\*

*Construction Site  
Forest w/ River Bend*

**Lake Leonida\*** (Most likely based on Lake Okeechobee given its position - the fact that the sign indicates towards the north part - also what LO in events can mean)

*Leonida is likely named after Ponce De Leon, the conquistador who "discovered" florida and by extension mainland North America*

*Monument of Leonida  
LO Motel  
LO Prison  
LO Racetrack*

## Hamlet

*Off Road Environment*

## Stockyard\*

### Location based on Homestead

*Burger Shot  
Te Invito Restaurant  
LTD Gas Station  
Treasured Trash*

### Grassrivers [Everglades]

*Fracking Location  
Plane Crash  
Capo Romano Domed Houses*



### Returning names from GTA: Vice City

*Leaf Links  
Malibu Club  
Washington Beach  
Ocean Beach  
Ocean Drive  
Ocean View  
Little Haiti*

## Ekanfinaka

### Underwater

*Underwater Ruins  
Underwater Research Facility  
Whale Graveyard*

There are also several references to a "SERA Failed Space Launch", so there is a chance that Cape Canaveral is part of the map.

### Relief

*Sugarloaf Mountain  
Domed Hills  
Canyon Etchings  
4 Rivers(?) - There are 4 River events  
In the Hank's Waffles video you can also see some hills in the north.  
And in one of the videos for a moment you can see some mountains in the north part.*



# Locations

## Abandoned Places

*Abandoned Research Outpost*

*Abandoned Carnival*

*Abandoned Hotel*

*Abandoned Observatory*

## Buildings, Stores and Houses

*Roadside Giant Fish Building*

*Starlet Motel*

*This motel is also in GTA V. The motel in V can be found in East Vinewood. The landmark it is based on is the "Bates Motel" in Silverlake.*

*Squatting Garage*

*Standing Garage*

*Spaceship House*

*Driftwood House*

*Holiday House*

*Massage Parlor*

*Bait and Tackle Shop*

*Souvenir Store*

*Uncle Jack's Liquor*

*Iris Laundry and Iris Restaurant*

*Sand Bar Stations*

*Apartment Complex*

*Bingo Hall*

*Body Shop*

*Bulk Storage*

*Cafe Carraway*

*Cash n Carry*

*Treasured Trash*

*Little Library*

## Real Life Location Mentions Probably just names put by developers to find the locations much easier.

*St. Joseph Marina Water*

*Fountain of Youth - Maybe it is based on the Fountain of Youth Archeological Park from St. Augustine, Florida. In real life it is also speculated to be the oldest attraction of the state.*

*South, North Miami and Everglades*

*Bermuda Triangle*

*Bohemia is also referenced in the Events, implying that Port Gellhorn aside from Panama City is inspired by Penscola too.*



# Locations

## Landmarks and Other Places

*Dinosaur World*

*Fairyland Forest*

*Rose Interstate*

*Pet Cemetery - Maybe inspired by Oakland Pet Cemetery from Miami or Pet Heaven Memorial Park from Flagler St., Miami*

*Paper Mill Ruins*

*Ancient Labyrinth Visitor Center*

*Air Station*

*Airfield*

*Singing Road*

*Dairy Farm*

*Cave*

*Junkyard*

*Mine Shaft*

*Toxic Floating Trash Island*

*Survival Compound*

*Hunting Shelters*

*Small Camper Spots*

*Island Camp*

*Sand Pyramids*

*Sand Sphinx*

*Snipers Nest*

*Shooting Death Memorial*

*Drug Lab Trailer Park*

*Drug Lab Trailer Small*

*Drug Lab Apartment*

*Wastewater Plant*

*Lean Sizzurp Lab*

*Backyard Wrestling Ring*

*Quarry*

*Canyon Etchings*

*Lifeguard Tower*

*Lighthouse*

*Redneck Yacht Club*

*Seaview*

*Shooting Range*

*Chalk Art*

*Vice City Monster Sculpture*

*Sculpted Shrubbery*

*Sofa Tree Swing*

*Miami Peacock Statues*

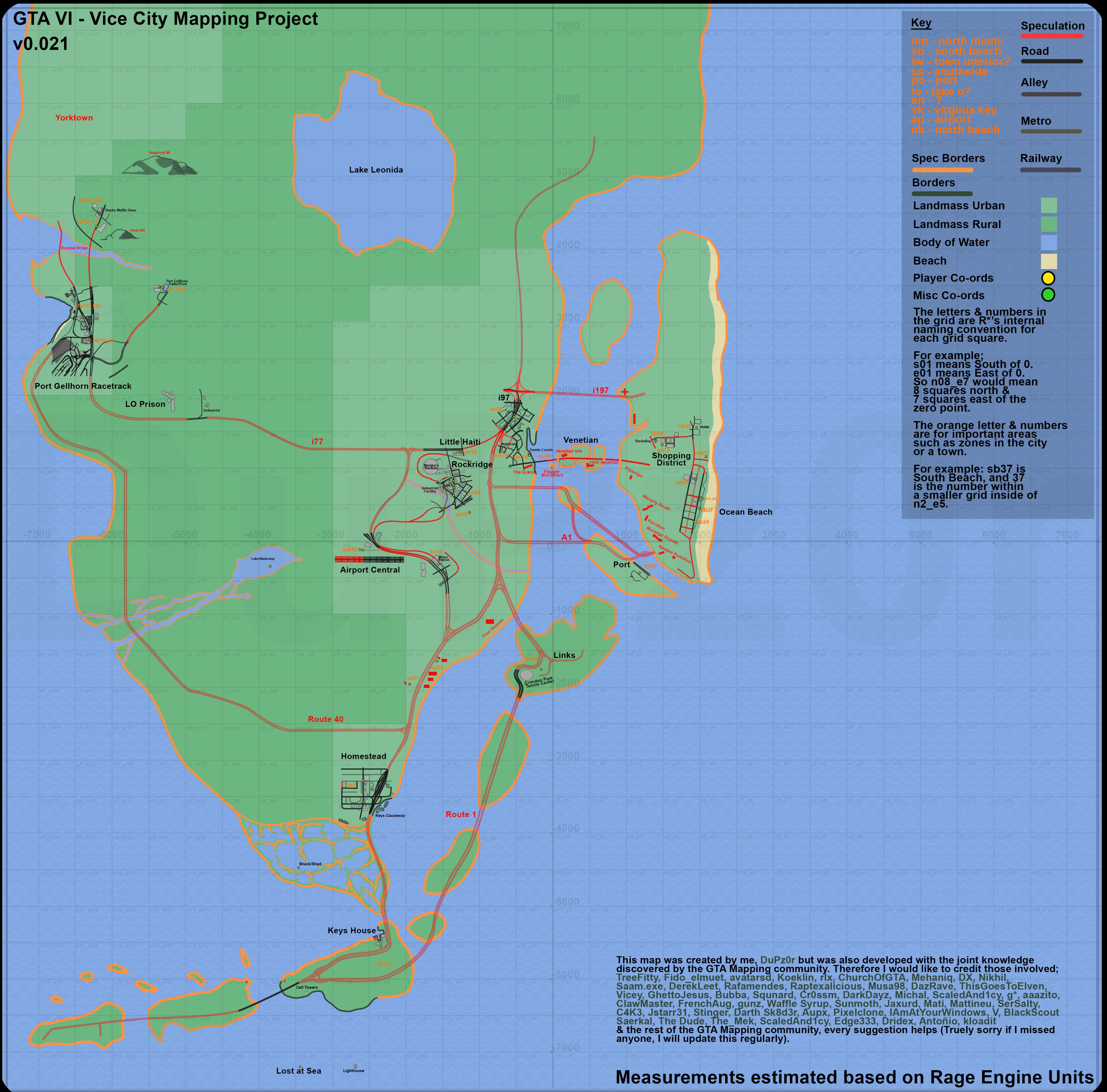
*Kraken Sculpture*

*The highway in Americas 2022-06-27 14-52-04 is Interstate 95 which is inspired by Interstate 97 from Miami.*



# GTA VI Maps

## Current Mapping Build (Speculative Landmass):

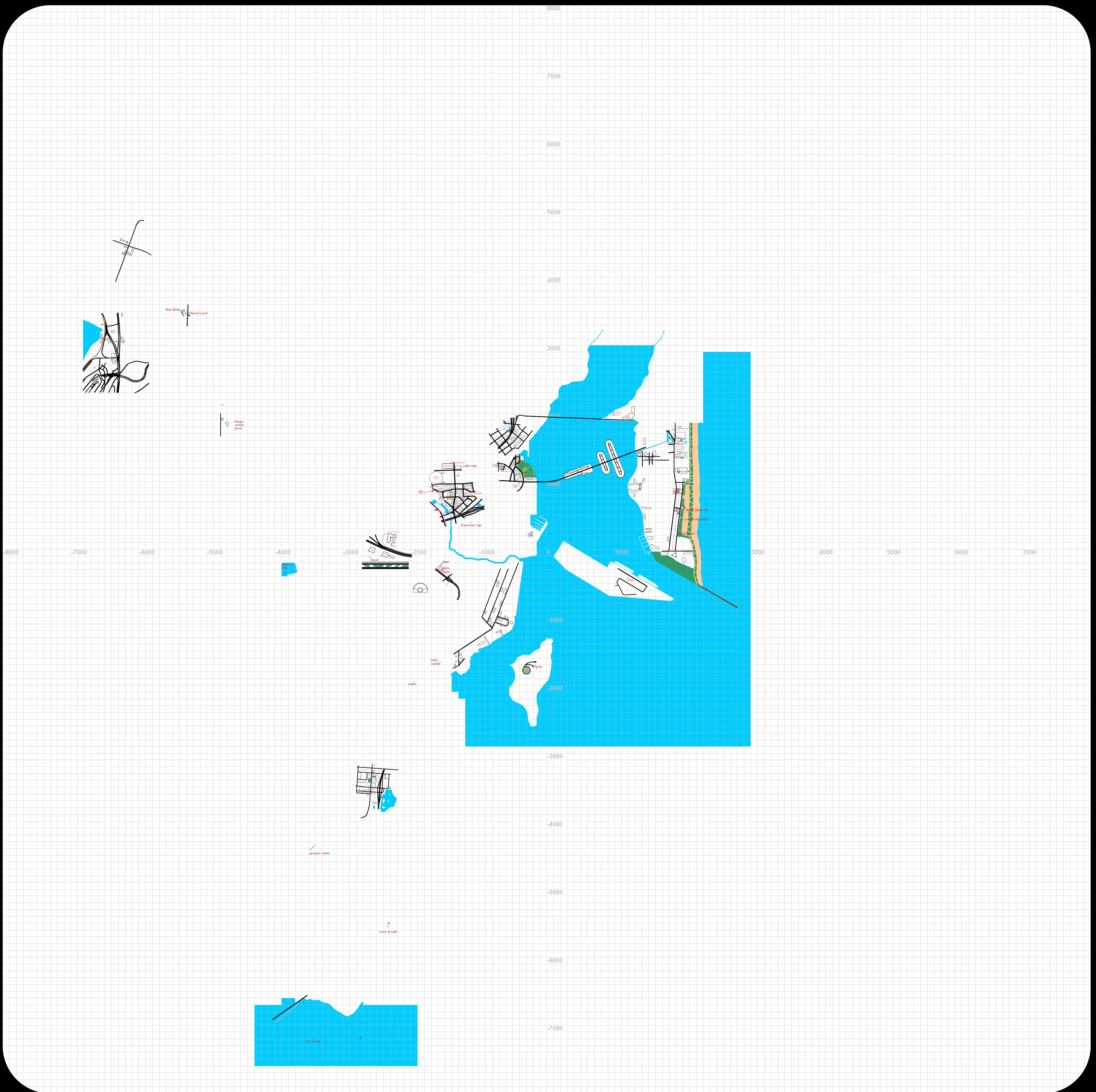


*\*Note: Please take into consideration that the orange borders of the map are completely based on speculation, and it is very possible that they are inaccurate.*



# GTA VI Maps

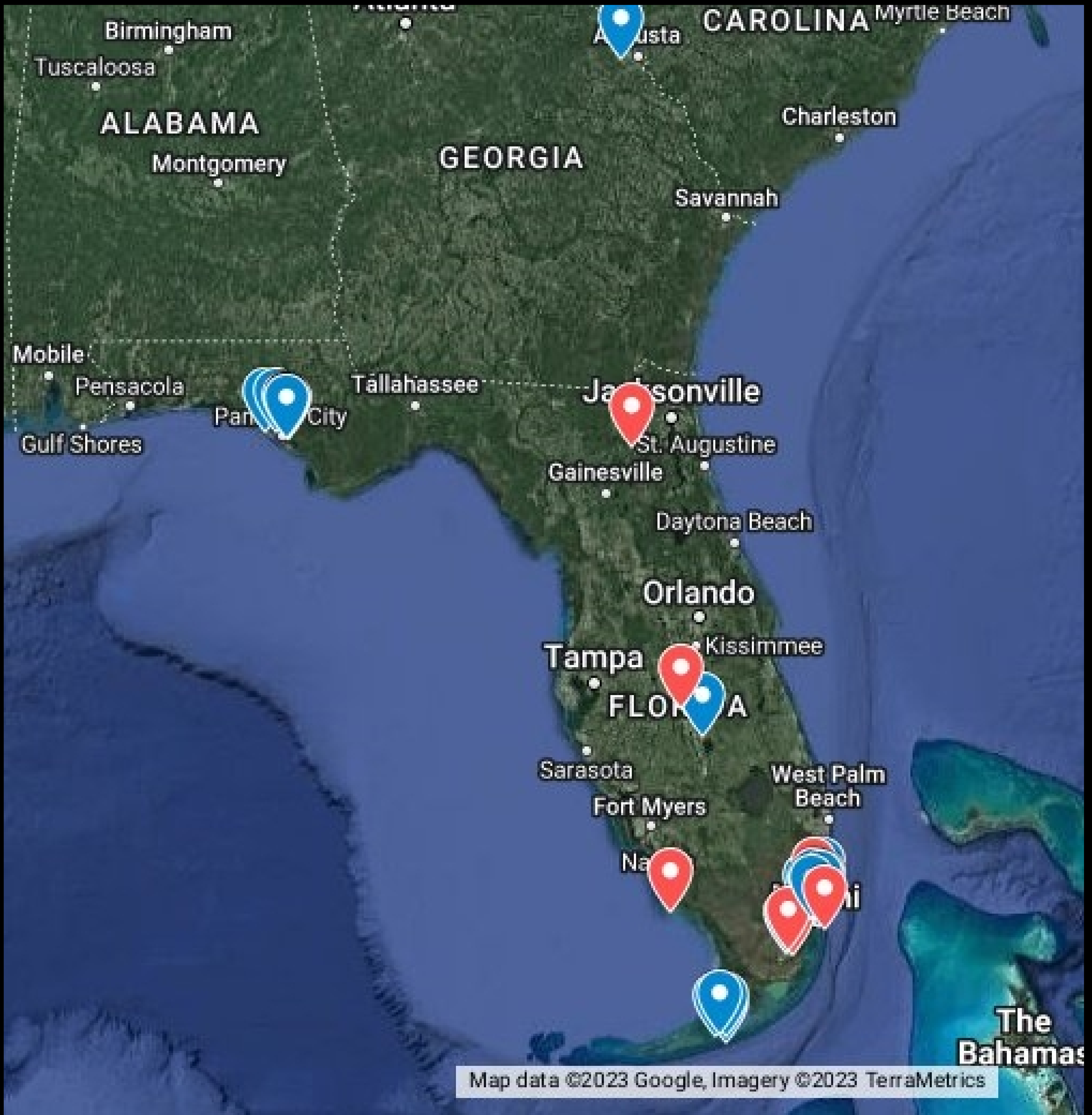
Confirmed Locations Only (by Fido\_le\_muet):





# GTA VI Maps

## Real World Locations





# GTA VI Maps

## Real World Locations

Seen in: *Americas\_1* 2022-08-02 20-20-00



1 S Krome Ave



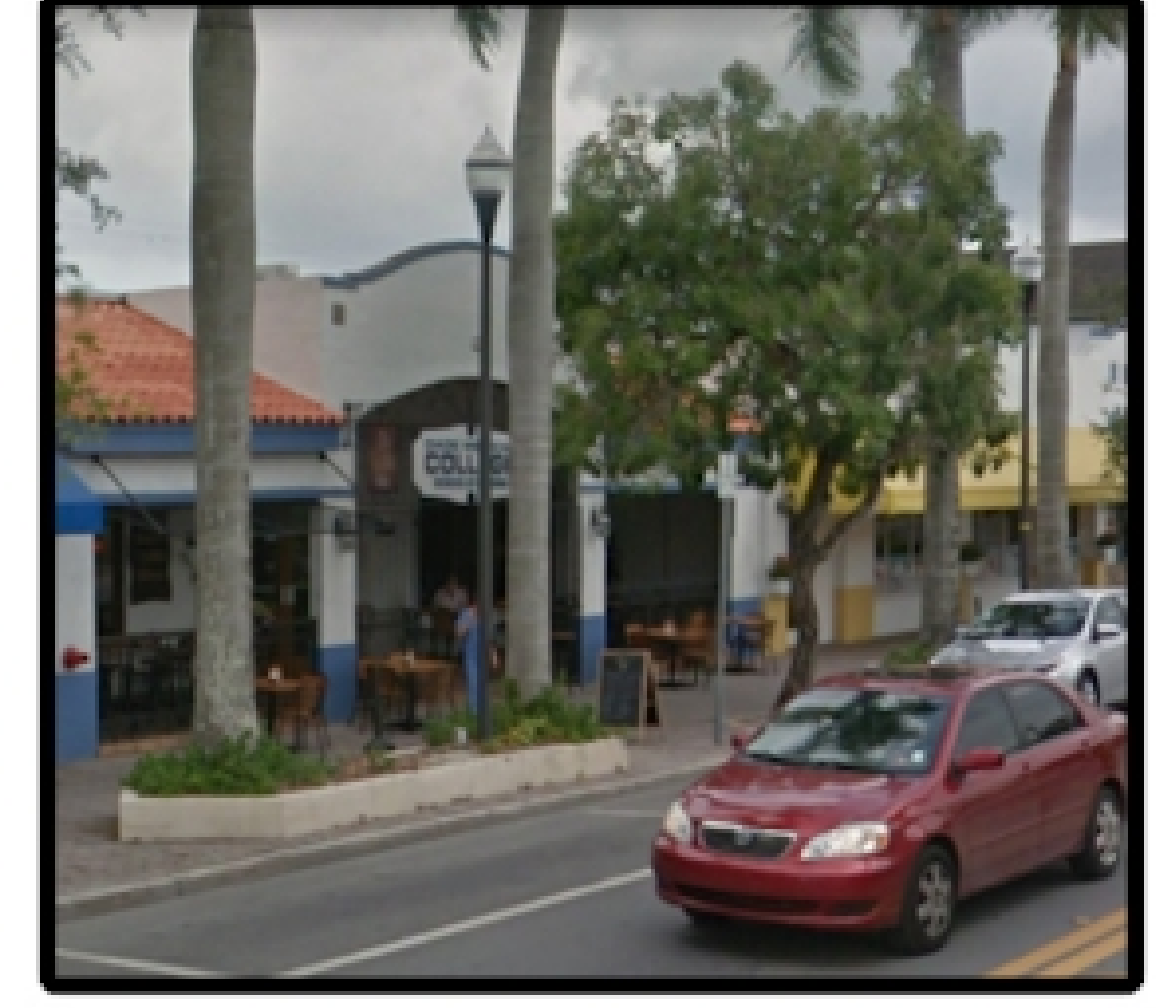
1 N Krome Ave



27 N Krome Ave



31 S Krome Ave  
41 N Krome Ave



47 N Krome Ave  
107 N Krome Ave



102 S Krome Ave



28 S Krome Ave



18 N Krome Ave



31 S Krome Ave

In this video, you can also spot a road sign which is pointing to the South, and it's written on it: [Keys Causeway](#). In real life in the South there is a highway which is heading to Key West called Overseas Highway.





# GTA VI Maps

## Ocean Beach

1. Shore Park Hotel
2. Edwards Apts / Jenny Hostel
3. Hotel Breakwater (Boardwalk Hotel in the game)
4. Hotel Victor(?)
5. Art Deco Welcome Center
6. Edison Hotel
7. 1500 Ocean Drive
8. Beach Patrol Headquarters
9. Loews Miami Beach Hotel





# GTA VI Maps

## Edgewater in Real Life

Lucia in the Back of the Night Club (*Americas\_1 2022-08-19 14-40-45*)

1. In the left side you can see a Pawn Shop based on AmeriCash Pawn Shop

In the distance you can see:

1. New Arena Apartments
2. Quantum on the Bay Condos
3. 1800 Club Condos
4. Marina Blue Condo
5. Miami Marriott Biscayne Bay
6. Bay Parc Apartments
7. Opera Tower





# GTA VI Maps

## Highway Car Crash Test Video (Interstate 97)

Forward in the distance you can see a building based on City View Parking Garage, also far away in the right side you can see some locations based on the ones from Miami Beach and Wynwood such as:

1. City View Parking Garage
2. Central Concrete Supermix
3. Maison Grande Condos
4. Ritz-Carlton Bal Harbor
5. 7969 Bayshore CT Upper East Side
6. Akoya Condos - Miami Beach
7. Jane Ocean Condos - Miami Beach



- The highway is passing over a location based on Wynwood, where is the S4S hood in the game, and you can see in the right side some buildings based on the ones from NW 5<sup>th</sup> Ave / NW 24<sup>th</sup> ST, like the ARCHEZ clothing store, which seems to be based on chiffino store.
- On the road signs you can see one pointing to the north: North Beaches - Lake Leonida and another one pointing to the East: Washington Beach, Ekanfinaka, maybe based on the Okefenokee Swamp. And another one pointing to the West, where it's not very visible, but it may be written: Bellville Ekanfinaka.



# GTA VI Maps

## Margaret Pace Park

Seen in: *Americas\_1* 2022-09-01 14-37-21 and *Americas\_1* 2021-09-10 16-37-50



In *Americas\_1* 2021-09-10 16-37-50, you can see Biscayne Bay and the bridge is the Venetian Causeway





# GTA VI Maps

## LoanDepot Park (Vice City Mambas)

Seen in: *Americas\_1* 2022-09-13 16-32-43



## Miami Airport Station

Seen in: *Americas* 2022-05-13 08-48-26





# GTA VI Maps

## Miami Airport Station

You can see two trains, one based on the Miami Metromover, Vice City Metro Mule, and another one based on the Miami International Airport Metromover, Vice City International Airport (VCIA).

- On the window you can see a highway, probably the Entry/Exit of the 97 one.

In the distance you can see many buildings like:

1. Seybold Pointe Condominium
2. Fortune House Hotel
3. Mary Brickell Village Tower
4. Four Seasons
5. Brickell East Condo
6. Palace Condominium
7. Brickell Bayview Center
8. One Broadway
9. The Imperial from Brickell





# GTA VI Maps

## Real World Locations

- 1 Jackson Memorial Building
2. US District Court Clerk
3. C. C Atkins Courthouse
4. Stephen P. Clark Government Center
5. St. John Bosco Church (Little Havana)





# GTA VI Maps

## Central Vice City

**Miami Police Department - Little Havana (Vice City Neighborhood Enhancement Team/Rockridge Neighborhood Service Center)**

Seen in the Rockridge videos:

*Americas 2022-04-06 15-55-26, Americas\_1 2022-08-02 18-34-23, Americas\_1 2022-08-03 12-19-05*



We know by the coordinates that the building Jason is standing in front of it while picking an assault rifle, seen in *Americas\_1 2021-09-10 16-37-50* and the apartment bedroom seen in *Americas\_1 2022-08-23 15-56-16*, are in the same location. The building itself seems to be based on this on





# GTA VI Maps

## King of Diamonds - Jack of Hearts Nightclub

King of Diamonds went bankrupt in 2019 and reopened at a new location in 2020 by taking over a place previously called Babylon. Blue is the old site, much more akin to the leaked footage with ramps.



The logo is also similar to Jack of Hearts's one



# GTA VI Maps

## Solar Amphitheater at Bayfront Park

*Seen in: Americas 2021-07-09 15-18-02*

u/KathodeN noticed that there are 4 directly identical palm trees just behind the amphitheater stage on the left. This could be Rockstar's reference for the area.

He also noticed that there are two prominent buildings behind the amphitheater





# GTA VI Maps

## Crandon Park Tennis Stadium

*Seen in: Americas 2022-09-07 13-04-13*





# Development Builds

~2020 - 2019 (estimated) - PDF Screenshot v270.0

03/03/2021 v400.0.17

03/23/2021 v404.0.4

04/15/2021 v409.8.7

05/18/2021 v414.0

05/19/2021 v415.0

05/28/2021 v418.0.11

06/04/2021 v420.04

06/22/2021 v423.0

07/12/2021 v428.0

09/01/2021 v440.0

10/29/2021 v456.0.1

11/05/2021 v457.0.13

11/23/2021 v462.0

11/29/2021 v464.0.6

12/02/2021 v465.0

12/17/2021 v470.0.7

01/11/2022 v470.0 (development likely halted during holidays)

01/20/2022 v474.0.4

02/07/2022 v479.0

02/10/2022 v480.0.8

03/11/2022 v486.0

03/21/2022 v490.1

03/23/2022 v491.0

04/05/2022 v494.0.4

04/06/2022 v495.0.7

04/11/2022 - 04/12/2022 v496.0

04/21/2022 v498.0

04/27/2022 v501.0.1

04/28/2022 v501.0.4

05/03/2022 v502.0

05/13/2022 v502.1

05/19/2022 v506.0.8

05/20/2022 v504.0 (testbed version, likely going back to record a demo for someone rather than a rollback)

05/25/2022 v508.0.6

06/08/2022 v510.0.4

06/14/2022 v510.0 (possibly recording another testbed demo)

06/27/2022 v515.0

07/20/2022 v524.0

07/22/2022 v526.0.11

08/03/2022 v529.0.6

08/05/2022 v530.0

08/08/2022 v531.0.4

08/11/2022 v528.0 (demonstrating a lighting bug on the airboat.)

09/06/2022 v541.0.4

09/07/2022 v541.0.6

09/12/2022 v542.0

09/13/2022 v533.0 (vehicle interior modularity demo)



# PC specs used during recordings

Intel(R) Xeon(R) CPU E5-1650 v3  
NVIDIA GeForce GTX 1080

Intel(R) Xeon(R) W-2135  
NVIDIA GeForce GTX 1080

AMD Ryzen Threadripper 3970X  
NVIDIA GeForce RTX 2080 SUPER

AMD Ryzen Threadripper PRO 3975WX  
NVIDIA GeForce RTX 2080 SUPER

AMD Ryzen Threadripper 2950X  
NVIDIA GeForce GTX TITAN X

Intel(R) Xeon(R) W-2135  
NVIDIA GeForce RTX 2070 SUPER

Intel(R) Xeon(R) W-2135  
NVIDIA GeForce RTX 2080 SUPER

AMD Ryzen Threadripper PRO 3955WX  
NVIDIA GeForce RTX 3080

Intel(R) Core(TM) i9-10980XE  
NVIDIA GeForce RTX 2080 SUPER

AMD Ryzen Threadripper PRO 3955WX  
NVIDIA GeForce RTX 2080 SUPER

AMD Ryzen Threadripper PRO 3975WX  
NVIDIA GeForce RTX 3060 Ti

AMD Ryzen Threadripper PRO 3955WX  
NVIDIA GeForce RTX 3060 Ti

AMD Ryzen Threadripper PRO 3975WX  
NVIDIA GeForce RTX 3080



# State of the Game?

The game is most likely in a polishing and debugging phase

In the clips with their date on 12 and 13 September 2022

(*Americas\_1 2022-09-13*, *Americas\_1 2022-09-12*), you can check the tag of the videos and you can see the name of the exe running: [game\\_win64\\_bankrelease.exe](#)

From the metadata

```
udta□meta!hdlrmdirTilst*:copyright:ART\dataMicrosoft Game DVR*:copyright:namdataAmericas_1
XtraG}{F29F85E0-4FF9-1068-AB91-08002B27B3D9} ){64440492-4C8B-11D1-8B70-080036B11A03} 276AMicrosoft Game
DVRJ({0CEF7D53-FA64-11D1-A203-0000F81FEDEE} 4A200□({1E3EE840-BC2B-476C-8237-2ACD1A839B22}
6jA{"localId":"c9276dea-4020-40f7-9f36-44f6b3307d4c","version":1,"startTime":"2022-09-13T15:24:00Z","endTime":"2022-09-13T15:24:43Z","mediaDu
rationInSeconds":43,"metadata":[]})({F29F85E0-4FF9-1068-AB91-08002B27B3D9} 3-A`98 9d 58 04 3c 6d c2 ed c7 9a 8c 87 5c 2e 27 9c 46 64 8a 02
6c 72 9f b9 6d a5 ec 17 75 cf 43 47K){64440492-4C8B-11D1-8B70-080036B11A03} 28A200G){F29F85E0-4FF9-1068-AB91-08002B27B3D9}
12A@.C,,
WM/Category0!!0006b28e1667c0125e027ee4d29822897c5600000904!000035d5629c6dabd62f8741feca6520fb97789e06ee!game_win64_bankrelea
se.exe!!!0!!0!!Intel(R) Core(TM) i9-10980XE CPU @ 3.00GHz!!Description:VMware Horizon Indirect Display
DriverDriverVersion:1.4.18.0VendorId:0DeviceId:0SubSysId:0Revision:0&&Description:NVIDIA GeForce RTX 2080
SUPERDriverVersion:31.0.15.1659VendorId:4318DeviceId:7809SubSysId:-954068952Revision:161&&Description:VMware Horizon Indirect Display
DriverDriverVersion:1.4.18.0VendorId:0DeviceId:0SubSysId:0Revision:0!!32476!!60f44560-5a20-4857-bfef-d29773cb8040!!0!!0!!yfree
```

By doing so with other clips you can see that there are videos running on [game\\_win64\\_beta.exe](#) and one running on [game\\_win64\\_debug.exe](#)

“Bankrelease” is a debug build that aims at being “feature complete,” while beta adds on extra functionality and aims for being “content complete.”

If you’re unfamiliar with those terms, Feature Complete essentially means that the game has full UI functionality and the core gameplay features are all there and playable. Content Complete means that all of the game’s content is now there and playable, but it may be visually unrefined and have a lot of bugs or glitches present. From a Content Complete state, the dev team would generally launch into a “polishing” phase, which can take wildly different amounts of time depending on the size of the game and the work that needs to be done to bring it up to a standard.

To compare it with other similar situations in game development, in June 2022 it was announced that Final Fantasy XVI was “content complete” and the team was focusing on polishing and debugging. And the game comes out on June 22, 2023.



# The Python Leak

This code was leaked alongside the game's footage on September 18th 2022, but goes unnoticed most of the time. It is a python code which is related to the menu, and not the game's code. It suggests that one of the main color schemes for GTA VI might be purple and white, specifically the menu.

"#americas is purple background with white text"

The hex color for the purple is #800080, which appears like this.

# the end

Thank you for reading!