

24 June 2008

By: Andrei Dumitrescu, Games Editor



With better multiplayer

[GTA IV Gets New Patch](#)

Fixes mostly multiplayer issues

How long has it been since [GTA IV](#) was launched? About two months. Most of us have played the game, finished it or came close, most of us even tried a bit of multiplayer. And now Rockstar wants to get us back in the game's atmosphere by launching a new patch supposed to fix all the issues that pop up - mainly in multiplayer games. The developers say that [the patch](#) is designed to fix "freezes during certain modes, continuation when players leave matches, and bugs within races and race lobbies". The full patch notes state that the main problems dealt with are: an issue that prevented players from entering exiting cars in GTA Race multiplayer mode; one that made scripted vehicles crash the game; a rare problem that prevented the transition from Race or GTA Race lobby into gameplay, one regarding switching teams and several others related to the spectator role in Cops'n'Crooks. The patch is also set to increase the frequency of updates for the [PlayStation 3](#) leaderboard and also change some of the kick rules implemented in the game. It seems like a pretty impressive list of changes to the game and it might make some people happier with GTA IV than they currently are but gamers are expecting a whole different set of announcements regarding this title. All the Xbox 360 GTA IV players are eager to get their hands on the previously announced exclusive downloadable content for the game, which might include full new cities. The PlayStation 3 gamers that have it are waiting for some kind of news regarding DLC availability for their version. PC gamers are just waiting for a sign from Rockstar and [Take Two](#) that one of the biggest games of 2008 is getting a version for personal computer owners. Sadly, a patch does not satisfy these groups, so we'll keep waiting for new announcements from the makers of GTA IV.