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Game screenshot

[Microsoft Denies GTA IV DLC Delay](#)

Fans are confused - whom to believe?

The latest top page story about Grand Theft Auto IV is no longer about the game's super-coolness, but Rockstar's annoying way of dealing with the "right on time" concept. Yes, I am talking about the \$50 million DLC purchased by Microsoft which was going to be released early this fall but [has been delayed](#) to fiscal quarter 1/2009 by Take Two and Rockstar. As expected, the news drove everybody crazy... everybody, except for (strangely) Microsoft. The company told website videogaming247, through a representative, that the "first of the Xbox 360 exclusive 'Grand Theft Auto IV' episodes will be available beginning fall 2008". This could, in theory, be true, because the first fiscal quarter of 2009 begins in November, which is still fall. However, if that was the point, there would've been no reason for Take Two to announce a delay, right? So it means that, actually, the [GTA IV](#) DLC won't hit the Xbox 360 consoles this fall, after all... I'm confused! And, no matter how much we analyze it, one thing is clear: Microsoft has to meet with Rockstar, have a little, peaceful chat and find out which story is the correct one. For \$50 million, we would dare to believe that Microsoft's is on the winning side. But one may never know. Grand Theft Auto IV presents the story of Niko Bellic and slowly drags you into the underground to discover that the world is a lot sicker than you could have imagined. How to live this life is your choice and you'll often deal with moral dilemmas. The Xbox 360 version of GTA IV has been available since the 29th of April 2008 and we're absolutely sure that all the fans want to know when their downloadable content comes.