

Grand Theft Auto 3 Comes to the iPad



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"Grand Theft Auto" was introduced to gamers way back in 1997. It was then a controversial 2-D game for Windows, PlayStation and later Game Boy, having the player take on the role of a criminal able to wreak havoc on a city. Version 2 came out two years later and was followed by Version 3, in 3D, which became the top selling video game of 2001. Now, 10 years later, "Grand Theft Auto 3" has been released for iOS and Android.

I couldn't resist taking GTA3 for a test spin on my iPad, and I wasn't disappointed.

The quality of the graphics will vary with the hardware you run it on. An [iPad 2](#) has much more detailed and realistic graphics than the original iPad I used. Still, the game moved along quickly and I didn't notice any lags or other issues that made the older hardware feel underpowered. (The game did crash to the home screen a few times, an issue cited in a few of the iTunes reviews from iPad1 users.) The audio is great on all iPads.



At 10 years old, GTA3 holds up pretty well to current games.

In the interest of full disclosure, I had not played [GTA](#) 1, 2, or 3 when they were originally released, though of course I had heard much about the controversy. So if it sounds as if I'm seeing this for the first time, I am, and it is a lot of fun.

For those like me who are new to the game: You play an escaped convict and are given different missions, such as picking up a girl or stealing a car, which usually result in payments when you are successful. Though the goal is to complete missions, you can also run around the city and explore, beat up people, smash cars, and get yourself killed in elaborate and entertaining ways.

A map in the upper corner helps you find mission destinations, and buttons on the screen allow you to open car doors, punch, jump, and even shoot if you've found a gun. By holding your thumb on the screen and then moving it, you can make your character walk or run, and while you are in a [vehicle](#), two arrow buttons allow you to steer, while two others allow you to accelerate or brake. After trying to steer with the buttons for a while, go back to the main screen to *Options* and you'll find the ability to change the controller to use your built-in accelerometer. This allows you to steer by tilting the iPad, which is still challenging but a lot more fun.

The audio allows you to switch between radio stations while driving, or hear comments from passers-by while walking.

For \$4.99, the game is much cheaper than the original version, making it a great way to revisit your GTA3 past or, if you've never played before, have some new fun.

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