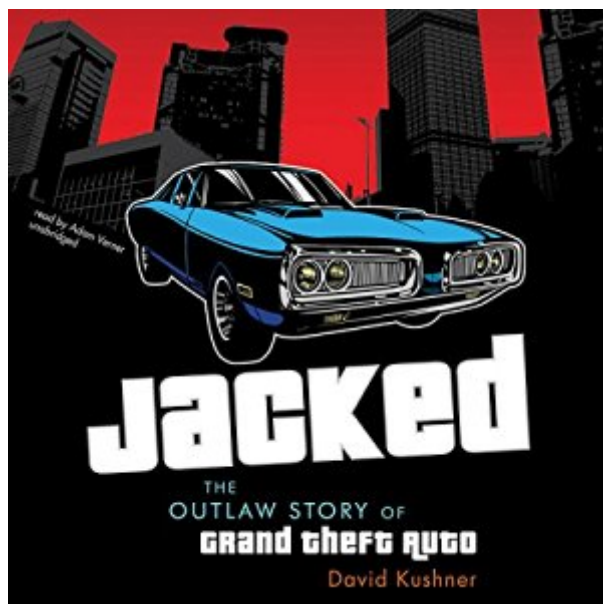


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# Jacked: The Outlaw Story Of Grand Theft Auto



## Synopsis

Inside the making of the multibillion-dollar Grand Theft Auto videogame empire.... Grand Theft Auto is one of the biggest and most controversial videogame franchises of all time. Since its first release in 1997, GTA has pioneered the use of everything from 3D graphics to the voices of top Hollywood actors and repeatedly transformed the world of gaming. Despite its incredible innovations in the \$75 billion game industry, it has also been a lightning rod of debate, spawning accusations of ethnic and sexual discrimination, glamorizing violence, and inciting real-life crimes. *Jacked* tells the turbulent and mostly unknown story of GTA's wildly ambitious creators, Rockstar Games; the invention and evolution of the franchise; and the cultural and political backlash it has provoked. Written by David Kushner, author of *Masters of Doom* and a top journalist on gaming, this book is drawn from over 10 years of interviews and research, including first-hand knowledge of Grand Theft Auto's creators and detractors. It explains how British prep-school brothers Sam and Dan Houser took their dream of fame, fortune, and the glamor of American pop culture and transformed it into a worldwide videogame blockbuster. It also offers inside details on key episodes in the development of the series, including the financial turmoil of Rockstar games, the infamous "Hot Coffee" sex minigame incident, and more. Whether you love Grand Theft Auto or hate it - or just want to understand the defining entertainment product of a generation - you'll want to hear *Jacked* and get the real story behind this boundary-pushing game. David Kushner is an award-winning journalist and author. A contributing editor of *Rolling Stone*, he has also written for *Wired*, *The New York Times Magazine*, *New York*, and *GQ*. He served as the digital-culture commentator for National Public Radio and is an adjunct professor of journalism at New York University.

## Book Information

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## Customer Reviews

If David Kushner's other book (Masters of Doom: How Two Guys Created an Empire and Transformed Pop Culture) is about success and business souring a friendship, then "Jacked: The Outlaw Story of Grand Theft Auto" is about the cold business world destroying wild dreams and ambitions. Sam Houser is a man who came to America with such wild dreams. The president and co-founder of Rockstar Games wanted to create video games that reminded him of the movies he enjoyed in his youth. Not only that, he wanted to make games immersive and sophisticated - an art form that older generations could no longer stereotype as 'children's toys.' But after the multimillion dollar success of the Playstation 2's "Grand Theft Auto" trilogy, Sam and his rebel crew at Rockstar found themselves caught in the crosshairs of an American culture war fueled by puritanical politicians and parents. Pressure only worsened as Rockstar's parent company, Take-Two Interactive, was struck by fraud investigations. Suddenly, making envelope-pushing video games was no longer a dream job... collided with cold reality, it was hell on earth. The Hot Coffee scandal in particular really drove the boys to the brink. "Jacked" does a good job of showing the immense amounts of tension and soul-crushing strife in the aftermath that forced many to leave the company and others to view their stressful work environment as a place that wasn't quite so fun anymore. Meanwhile, behind enemy lines and spearheading the attack on Rockstar (or at least trying to make a name for himself as a crusader for justice) was an embittered Miami lawyer.

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