

# JACKED : THE OUTLAW STORY OF GRAND THEFT AUTO PDF, EPUB, EBOOK



David Kushner | 304 pages | 18 Apr 2012 | Turner Publishing Company | 9780470936375 | English | Chichester, United Kingdom

## **Jacked: The Outlaw Story of Grand Theft Auto - Wikipedia**

Kushner tells the story with intelligence and a great sense of pacing. Masters of Doom is as riveting as the games themselves. I rooted for these guys, was inspired by them, and then was disturbed by them—and was fascinated from beginning to end. An exciting combination of biography and technology. An impressive and adroit social history. The storytelling is so fluid, so addictive, that your twitching thumbs keep working the pages. Convert currency. Add to Basket. Collins, Softcover. Condition: Good.

Connecting readers with great books since Customer service is our top priority!. More information about this seller Contact this seller. David Kushner. Publisher: Blackstone Audio, Inc. This specific ISBN edition is currently not available. View all copies of this ISBN edition.: From the Inside Flap : How does a group of young underdogs with big dreams but little experience transform a culture and industry? From the Back Cover : Praise for Masters of Doom "A fascinating portrait of visionary coders transforming a previously marginal hobby into a kind of twenty-first-century art form—and enraging an entire generation of parents along the way.

Buy Used Condition: Good Connecting readers with great books Learn more about this copy. Other Popular Editions of the Same Title. Elite cast the player as the commander of a spaceship. The goal was to trick out your ship however you could—mining asteroids or looting. Sam reveled in the pixelated rebellion, being what he called a space mugger. Video games, perhaps because they were still so new, had long been seen as a second-class medium, and gamers, as a result, felt a bit like outlaws, too.

Now Elite was letting them live out their bad boy dreams, if only on screen. The game wasn't the prettiest or most realistic, but it offered something tantalizing: freedom. At the time, most titles kept players in a box—sort of like moving through a scripted shooting gallery—but Elite felt radically open. Players could choose from an array of galaxies, each with its own planets, to explore. It had become a phenomenon around England, selling hundreds of thousands of copies and earning its collegiate creators a following. Elite was so immersive, so transporting, it epitomized the essence of what a game, for Sam, could do: transport you to another world.

They looked as neat and orderly as their trays. The dark blazers with the badges. The crisp white button-down shirts and dark ties. The charcoal pants and dark socks. The black leather dress shoes. All of the boys identical, almost, except the one seen around school with the Doc Martens boots poking out from under his slacks: Sam. If Sam wanted to escape the real world, he would have to start here at St. Paul's, the storied prep school on the River Thames.

Since the s, St. Paul's had weaned some of the brightest young minds in the country, from Milton to Samuel Johnson. Now Sam and Dan, like many of the privileged young sons of London, had come to learn the finer things across forty-five leafy acres in Hammersmith: playing cricket on the lawns, studying Russian history, listening to the orchestra perform. Yet as Sam's unconventional choice of footwear proved, he had little interest in playing by the rules. Brash and iconoclastic, he was already living the rock-star lifestyle. He wore his hair long, let his shoes scuff, and was occasionally seen leaving school in a Rolls-Royce.

By their teens, he and his brother dispensed of their dad's music for something more vital: hip-hop. Specifically, they dug Def Jam Recordings, an American music label already become legendary among hip kids in the know. Founded by a punk rocker named Rick Rubin in his New York University dorm room, the company had become the coolest and shrewdest start-up for the burgeoning East Coast rap scene. Rubin, along with his partner, club promoter Russell Simmons, began putting out singles from the freshest acts in the five boroughs. As a white Jewish kid from Long Island and a black guy from Queens, they were a unique and potent mix.

They fused their love of rap and rock into acts with a decidedly mainstream flair, from a cocky kid named LL Cool J to a trio of bratty white rappers, the Beastie Boys. They had more than great taste, though. Def Jam pioneered a new generation of guerrilla marketing. Simmons and Rubin had come from the urban underworld of street promotions—do-it-yourself campaigns used in both punk rock and rap to create word-of-mouth buzz. Simmons called it running the track, promoting each artist in as many ways as possible. They slapped stickers—bearing the iconic Def Jam logo, with its big letters D and J—on lampposts and buildings. They threw parties around New York, producing elaborate concerts with over-the-top props—such as the huge inflatable penises at the Beasties show. Devout fans like Sam consumed not only Def Jam records, but the lifestyle. When Rubin's single Reign in Blood, for the heavy metal band Slayer, came out, Sam hungrily bought it—slipping out the Def Jam patch that he wore like a badge of honor.

Sam had taken on a way of ranting about his fixations. His mouth would motor, words firing like Missile Command bullets, hands gesturing, head swaying, as though he couldn't contain the sheer awesomeness of his pop culture love. For me, a guy like Rick Rubin is such a fucking hero, started one of his breathless rants, "to go from pioneering in that world to doing hip-hop and to doing the Cult. When he did that album Electric! When you can hear Rick Rubin and his sharp hip-hop street production coming out of these rockers from Newcastle!

For me, seeing someone like him suddenly being in rock and the hardest form of rock—Slayer! People like that inspire me so massively. Even better, Def Jam hailed from New York. Sam deeply admired the city, the fashion and culture and music. By day, he wore the stiff uniform of St. Paul's, by night he fashioned the uniform of NYC. He sat in his room, piled with vinyl records and videotapes, weaving chunky shoelaces as the rappers in New York did. It wasn't just a superficial love of fashion, it was about underdogs on the fringes who revolutionized a culture. For Sam's eighteenth birthday, his dad took him to New York. He roamed the open world downtown, soaking in the sights and the sounds. The yellow taxis. The rising buildings. The surly pedestrians. The hookers in Times Square. From that point I was chronically in love with the place, he later recalled.

For lunch one afternoon, Sam's dad took him out with his friend Heinz Henn, a marketing executive for BMG, the music label for the German company Bertelsmann. BMG, Henn explained, was struggling to cash in on youth culture. As Sam sat there listening, he couldn't contain himself for long. Why is everyone in the record business so old? Why don't you have young people working in this business? Who was this hot-tempered but very self-assured boy? Your son is an utter lunatic, Heinz told him, but he has some good ideas. Follow the "J" icon to Beverly Hills. Find Jack Thompson. Forty-one-year-old from Miami. Expectant dad. I got my twelve gauge sawed off. I got my headlights turned off. I'm 'bout to bust some shots off. I'm 'bout to dust some cops off. It was July 16, , as the performer rapped onstage in Beverly Hills, but this wasn't Ice-T, the artist who wrote these lyrics.

It was the square-jawed superstar actor Charlton Heston. Though best known for his portrayal of Moses in The Ten Commandments , Heston brought his booming voice to the Regent Beverly Wilshire Hotel for a higher cause today: getting this song, Cop Killer, banned. The occasion was the annual shareholders meeting of Time Warner, which owned the label that put out this record.

Since the release of the track in March, Cop Killer had become a national controversy, decried by police groups and President Bush. Ice-T, who had written it in the wake of the recent Rodney King riots, defended it as an honest portrayal of a character fed up with police brutality. Yet the shareholders in the crowd today seemed to be believing everything Heston had to say. As he bellowed the refrain—Die die die pig die! Born-again and Republican, Thompson had the readiness of a schoolboy dressed for a yearbook photo.

He wore his suits crisp, his prematurely graying. He could feel the electricity of the moment. Heston had, as Thompson later put it, lit the fuse on the culture war. And this young warrior was ready to fight. Compared to the NRA supporter onstage, however, Thompson hardly seemed like the warring kind. Growing up a scrawny straight-A student from Cleveland with a debilitating stutter, Thompson was so myopic that he'd run across the Little League field chasing balls that didn't exist. His fellow players hated him. It was fairly traumatic, he later recalled. One day he acted out. He went into his garage, poured gasoline on the floor, tossed gunpowder caps around, and started pounding them with a hammer until they exploded in flames. Thompson survived the prank but enjoyed the heat. An eighteen-year-old Robert Kennedy acolyte and liberal, he got his tires slashed and life threatened after leading a student protest to desegregate housing.

But Jack had a Ripper growing inside. What are you doing? We share the American flag! The guy pulled a machete on him. Thompson recoiled, literally and philosophically. It was a radical time, and you had to choose sides, he later recalled. I became a conservative over the lunacies of political correctness. He preferred playing golf to attending class and, despite graduating Phi Beta Kappa, flunked the bar. After moving to Miami and feeling like a failure, he accompanied a friend to a church service where everyone was dressed in shorts and T-shirts. Thompson felt at home and became born-again. Before retaking the bar, he prayed and, when he passed, took it as a sign from God to go on a crusade. In , after hearing a local shock jock on the air, Thompson hit the law books.

With painstaking research, he discovered a little known fact at the time: the Federal Communications Commission had the power to regulate the airwaves for obscenity, and this station, in many ways, seemed to violate the standards. After Thompson took the unusual measure of filing a complaint with the FCC, the shock jock angrily broadcast his name and phone number. Death threats, unwanted pizza deliveries, and the local press followed, transforming Thompson into an overnight rock star of Miami's right. Confident, unflappable, and speedy with a sound bite, Thompson deftly played his part, faxing complaints to corporate sponsors until ads began to get pulled from the air. Despite the radio station's legal proceedings against him, Thompson won the right in court to continue lobbying advertisers and the FCC under First Amendment protection. His hard work paid off in historic proportions when the FCC fined the shock jock's station for indecency—the first time ever for such levies.

Thompson took it as more divine purpose. God's people were going to be warriors with me through prayer, he later wrote in his memoir. Yet he already had others warring against him. Acting on the radio station's assertion that Thompson was obsessed with pornography, the Florida bar convinced the state's Supreme Court to determine whether Thompson was mentally ill. Faced with losing his license to practice law, Thompson underwent psychiatric testing. The test results concluded that he was simply a lawyer and a citizen who is rationally animated by his activist Christian faith.

As Thompson later liked to joke, I'm the only officially certified sane lawyer in the entire state of Florida. Empowered, Thompson assumed higher-profile battles. He took on incumbent Dade County state attorney Janet Reno for prosecutor, publicly challenging her to declare her sexuality. He made his name nationally by spearheading an obscenity conviction of rap group 2 Live Crew for their album *As Nasty as They Wanna Be*. With the controversy fueling demand for the record, however, the group's leader, Luther Campbell, laughed all the way to the bank. Thompson was on his way, though—right to Charlton Heston's side at the shareholders meeting over Cop Killer. With the impossible task of following Heston onstage, Thompson warned, amid the boos of protesters, that Time Warner is knowingly training people, especially young people, to kill.

One day this company will pay a wicked price for that. Thompson returned to Miami for the birth of his first son, whom he and his wife named John Daniel Peace. Three weeks later, on August 24, , Hurricane Andrew bore down. As his windows rattled and lightning slashed the sky, Thompson braced himself at the door in a scuba mask, holding it tight so that the glass wouldn't blow through. His wife stood behind him holding little Johnny in a blanket. Thompson relished the biblical imagery and equated it to his own fight against what he called the human hurricane of rappers, pornographers, and shock jocks.

He survived the storm—and won the battle against Ice-T, who was dropped from Time Warner soon afterward. Those on the entertainment ship were laughing at those on the other vessel, he later wrote. I felt that I had grabbed the wheel of the decency ship and rammed that other ship, convinced that the time for talk about how bad pop culture had become was over.

It was time for consequence. Sam Houser stared into the smiling white faces of five clean-cut boys singing these words onstage. For a kid weaned on crime flicks and hip-hop, this scene couldn't be further from his more rebellious influences. The videos showed the boy band break-dancing, chest-bumping, and leaping from Jacuzzis. But it was a job—a creative job that fulfilled Sam's lifelong ambition of working in the music industry. By , Sam had successfully retaken his lackluster A-Level tests and enrolled at University of London. After his fateful lunch in New York, Sam had gotten his break interning in the mailroom at BMG—an accomplishment he took to heart, considering the obnoxious way he got in. Yet it epitomized his style: risking everything, including pissing people off, if it meant achieving his goals. I got my first job by abusing senior executives at dinner tables, he later recalled. Sam already had his eyes elsewhere: the Internet.

He convinced the BMG bosses that the best way to promote a new album by Annie Lennox was with something almost unheard of at the time, an online site. They relented, and Sam got to work. When *Diva* hit number one on the UK charts, it bolstered his cause. Yet culturally, games were at a crossroads. Radical changes had been sweeping the industry, igniting a debate about the future of the medium and its effect on players.

It started with the release of *Mortal Kombat* , the home version of the ubiquitous street fighting arcade game. With its blood and spine-ripping moves, *Mortal Kombat* brought interactive violence of a kind never seen before in living rooms. Compared to innocuous hits such as the urban-planning game *SimCity* or Nintendo's *Super Mario Brothers All-Stars* , *Mortal Kombat* shocked parents and politicians, who believed video games were for kids.

The fact that the blood-soaked version of the game for the Sega Genesis was outselling the bloodless version of the game on the family-friendly Nintendo Entertainment System three-to-one only made them more nervous.

## Read Jacked Online by David Kushner | Books

By , a new era in video gaming had dawned, thanks to the success of the Sony PlayStation. After releasing the new PlayStation console in Japan in December , the company had sold , machines in the first three months. In England, they marketed the machine to an edgier, hipper demographic-- "the cool kids of London," as Sony's Phil Harrison put it. The company created a promotional lounge at the Ministry of Sound nightclub, filling it with PlayStations and sleek displays. Fliers got passed out to clubgoers with the words "More Powerful Than God. So much for Pac-Man and Donkey Kong. Games were becoming edgier, and Sam had a kinetic new colleague who shared his passion, Jamie King.

A slim, handsome year-old with a nervous excitability, King was a fledgling music video producer who'd been introduced to Sam through a mutual friend. King could keep up with Sam's encyclopedic passion for pop culture. King, brought on as an intern, quickly proved he could keep up with Sam's indefatigable work ethic, too. What they needed to work on now more than anything was this new game: Race 'n' Chase. Though it had technical chops, it was missing something crucial: balls, preferably as big as the yellow ones flying around the room. On his screen, Sam looked down on the virtual city, the buildings rising in chunky colored blocks. Little cars pattered along gray streets with white hash-mark lines.

Traffic lights blinked from yellow to red. Ant-like people paced the sidewalks. Sam pressed one button on the keyboard, and the door of a car swung open. He pressed another, and it closed. Senior producer Gary Penn--a former journalist with a streak of Johnny Rotten and a taste for bright green socks--felt dejected. By casting the player as the cop, they realized, they had cut out the fun. Some dismissed it as Sims Driving Instructor. When an unruly gamer tried to drive his police car on the sidewalk or through traffic lights, a persnickety programmer reminded him that the stop lights needed to be obeyed. Were they building a video game or a train set?

Even worse, the pedestrians milling around the game created frustrating obstacles. It was almost impossible to drive fast without taking people down, and, because the player was a cop, he had to be punished for hit-and-runs. Race 'n' Chase hit a road block. There was just no way to have a fast and furious arcade-style game while playing by the rules. The DMAers stared at the screen, as the cars and the people raced around. Maybe there was another solution, they realized. Instead of having to avoid all of the pedestrians, what if you got points for running them over? What if you were the bad guy instead? Video game development is a highly collaborative work in progress, with constant feedback along the way.

As the publishers of Race 'n' Chase, Sam and the others at BMG would frequently get new iterations--or builds--of the game to evaluate and comment on. The developers would then go off and implement necessary changes. One day a new build of Race 'n' Chase arrived for Sam and the others to try out. At first, it seemed the same. With the top-down perspective, the gamer felt as if he were hovering over a city in a balloon, looking down on gray and brown rooftops. Puffy green trees poked out of green parks. Horns honked. Engines roared. When you tapped your forward arrow on the keyboard, you saw your unnamed character, a tiny guy in a yellow long-sleeved shirt, stride across the street.

With a few more taps of the arrow keys, you maneuvered the character toward a stubby green car with a shiny hood, then tapped the Enter key. That's when it happened. The door flew open, and the driver--some other little dude in blue pants--came flying out of the car and landed on the pavement in a contorted pile. He got jacked. As you held down the forward arrow, the car careened forward, supple to the flick of the side arrows--left, right--with a satisfying vrooom.

You headed toward a flickering traffic light. Why stop? This was a game, right? A game wasn't life. A game takes you over, or you take over it, pushing it in ways you can't for real. So you drove through the light, squealing around a corner. As you took the turn too wide, you saw a little pedestrian in a white long-sleeved shirt and blue pants coming too close, but you couldn't stop. Actually, you didn't want to stop. So you just drove. Drove right into the ped--only to hear a satisfying splat, like a crushed grape with a wine-colored stain on the sidewalk, and the number "" rising from the corpse. This wasn't the old Race 'n' Chase anymore. The moment that DMA let players run over pedestrians--and be rewarded with points, no less--changed everything. Instead of cops and robbers, the game became robbers and cops.

The object was to run missions for bad guys, such as jacking cars, the more the better. The leap was radical. In the short history of games, players had almost always been the hero, not the antihero. You were the heartsick plumber of Super Mario Bros. One obscure arcade game from the s, Death Race , let players run over virtual ghosts, and it got banned. Nothing put you behind the wheel to wreak havoc like this. Sam loved it. He had always been drawn to rebels, and now he was pushing games to be more rebellious too "Once we made you able to kill policemen, we knew we had something that would turn heads," he later recalled. Yet this wasn't about manufacturing controversy. In fact, that didn't enter their minds.

The game--with its ugly top-down view--was clearly so cartoonlike and absurd, someone would have to be crazy to take it for the real thing. The focus instead was on milking the tech to make it as insanely fun as possible. Ordinarily, game making was a machine-like system carried out by artists, programmers, and producers. A designer would come up with the overall idea, then producers would dispatch programmers to code the engine--the core code that drove the game's graphics, sounds, physics, and artificial intelligence. Artists would create models of objects in the world and fill in the details of the scene with objects and textures. But at DMA, the system had become a free-for-all. The developers scurried back to their desks in Scotland, to come up with crazy shit. The Race 'n' Chase team worked separately in their own back section and quickly became the rebels of the group. Up front, where coders worked on Lemmings sequels and other titles, bookish geeks toiled quietly at their desks.

Yet the thump of rock music could be heard blasting from behind the wall in the Race 'n' Chase room. Back there, a dozen or so members of the team had transformed their corner into their own bad playground. A team of seven musicians had set up real instruments to record a soundtrack for the title far removed from the electronic soundtracks popular at the time. DMA's screaming gamer, in particular, was not real concerned about his hygiene. One day, someone stuck air fresheners under his desk.

The next, little pine-tree fresheners hung from his lamp. Finally, he came back to find his entire desk covered in variations of air-freshening aids.

For fun, they'd leave rotten food in one another's desks over the weekend. With so much freedom to play and design Race 'n' Chase, anything was game. They reported back to the meeting a week later, where Jones would shape the overall vision to go where no game had gone before.

If someone brought him a feature he'd never seen in another game, he gave it his full backing. He had Sam's and Penn's complete support, too. Sam had grown from an iconoclastic kid to a renegade businessman. Inside the making of a videogame that defined a generation: Grand Theft Auto Grand Theft Auto is one of the biggest and most controversial videogame franchises of all time. Since its first release in , 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 inn Inside the making of a videogame that defined a generation: Grand Theft Auto Grand Theft Auto is one of the biggest and most controversial videogame franchises of all time. 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. 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 Written by David Kushner, author of Masters of Doom and a top journalist on gaming, and drawn from over ten years of interviews and research, including firsthand knowledge of Grand Theft Auto 's creators and detractors Offers inside details on key episodes in the development of the series, including the financial turmoil of Rockstar games, the infamous "Hot Coffee" sex mini-game 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 read Jacked and get the real story behind this boundary-pushing game.

Get A Copy. Hardcover , pages. More Details Original Title. Other Editions Friend Reviews. To see what your friends thought of this book, please sign up. To ask other readers questions about Jacked , please sign up. Is this what inspired The Gamechangers movie with Daniel Radcliff? Maybe the only "verified" resource. See 1 question about Jacked. ... Lists with This Book. Community Reviews. Showing Average rating 3. Rating details. More filters. Sort order. Mar 22, Josh rated it it was ok Shelves: nonfiction. Riddled with errors, both from a copyediting perspective typos, transposed words, missing citations, notation of footnotes that don't exist and a research perspective quoting a review of GTA written in as reaction to the game's release in , lots of uncited quotes listed as "a gamer" or "a reviewer".

Unfocused, with some odd tangents away from the development of the games or growth of Rockstar. Hyperbolic in praise of the Housers and occasional derision of gamers. Rockstar Games and G Riddled with errors, both from a copyediting perspective typos, transposed words, missing citations, notation of footnotes that don't exist and a research perspective quoting a review of GTA written in as reaction to the game's release in , lots of uncited quotes listed as "a gamer" or "a reviewer". Rockstar Games and Grand Theft Auto have had a huge impact on not only video games, but on popular entertainment. It's a fascinating story - some English kids created the quintessentially American game and changed the industry - that deserves a better history than this. I've actually played several GTA games, and enjoyed them somewhat, so I dunno, I thought I might actually like this book more just because I'm far more familiar with the games.

Buuuuut, no. Part of what I loved about the Doom book is the way he talked about the Johns' personal lives and the ways they worked together, as well as details about the technical aspects of game creation. There was none of that here. As far as I gleaned from this book, Sam Houser didn't have any sort of a personal life at all, Dan Let's make this game even more shocking than the last one! We get way more personal information about Jack Thompson and his crusade against violent video games, and I found him thoroughly unlikable, but by the end of the book I was almost rooting for him because I was just so bored with Sam and his dumb cheeseball eating contests. Also, the narrator, for the life of him, could not pronounce SEGA correctly. I guess, maybe only read this if you're a GTA superfan? Although, there seem to be plenty of those giving this book not great reviews too, so View 2 comments.

Mar 20, Terrance rated it it was ok. If you followed gaming, Jack Thompson, or censorship in the 90's, this book isn't going to give you any revelations. Of course, the climax no pun intended is the Hot Coffee fiasco and an emotional downer of breakup of the founders of the If you followed gaming, Jack Thompson, or censorship in the 90's, this book isn't going to give you any revelations.

Of course, the climax no pun intended is the Hot Coffee fiasco and an emotional downer of breakup of the founders of the company. As a result, this book services only one audience well: the individual likely founder who provided the backstage information. As a fan of the GTA series, I've been under the impression for years that the Hot Coffee mod was vastly over-covered and sensationalistic, and this book is trying to rekindle that same fire for one more go at sales. Shame on Mr. Kushner for that. Even during its re-coverage of the Hot Coffee mod, the book lacks that critical thinking element that would have made it a good book. Rumour has long had it that there were missions also ripped out of that game though if you're hoping to find some sort of answer to that question, do not bother with this book as it's not even hinted at , and the changes were made after the game had been finalized.

Even a decent critical review of the same tired old story would have probed this even more. Overall this book is there. But it's not what this GTA Gamer wanted to see and is a wild disappointment if you're looking for something beyond what is found in game-website archives across the internet. View 1 comment. Mar 27, Richard Guion rated it really liked it. I always like reading about how things are made: movies, products, and video games. Jacked was especially tantalizing because I didn't really know much about Sam Houser, the chief behind Rockstar Games.

One of the most devious and ingenious moments is how a veteran marketing executive uses politicians, upset over the violent game content, to market the very first Grand Theft I always like reading about how things are made: movies, products, and video games. One of the most devious and ingenious moments is how a veteran marketing executive uses politicians, upset over the violent game content, to market the very first Grand Theft Auto. This scandal nearly brought down Take Two and Rockstar. Equal attention is given to some kids who may have been influenced by GTA to snipe at cars on a Tennessee highway. Jack Thompson's crusade against violent video games is also well detailed, and if you wondered why he hasn't been active lately, that is explained here too. A few things I didn't like. At times this book felt like a compilation of magazine articles.

I wish Kushner had included more details of the last GTA game, which was times more immersive than any open world game to date. Kusher starts off chapters with a cute POV line bringing the readers attention into a scene like a video game, which mostly fell flat for me. All in all, if you

are a video game or Rockstar fan, this book is a must read. Sep 11, Ian rated it liked it. Book was OK. Seemed to be trying to be a company history in the vein of 'The Accidental Billionaires' but I guess I wasn't quite as intrigued once I got into it and, I could be wrong but, I don't see Aaron Sorkin and David Fincher knocking on author, David Kushner's door looking to turn this into a movie any time soon.

Rockstar Games and the GTA franchise were undoubtedly major cultural touchstones of the first decade of the 21st century but to keep it the company was run by a bunch of privileged and entitled British prep school wannabes who idolized American pop culture like the Def Jam record label or more specifically Rick Rubin's Def Jam like Russell Simmons didn't exist!

And frankly, apparently most of their games weren't, until way into their life cycle as a company, even that great. Overall, an interesting read but I wonder if Sam Houser et al. The ending of the book suggests not. Feb 11, Kay Savetz rated it liked it. Longer than it needs to be, and I hate that it frequently makes use of invented conversations—things the author presumed were said.

It loses a star for the sentence that went something like "He slid the quarter into the arcade machine's vaginal slot. The book is pretty long for a business book and it is more entertaining and history. Enjoyable story if you are a fan, like gaming or are interested in the business of entertainment. Nov 05, Brian rated it really liked it Shelves: gaming , business , ill-d , history. Very fun read, especially once I recalled I was at that E3 with the G. Jan 16, Anton Koval rated it liked it. Interesting that democrats in particular Al Gore and Hillary Clinton were more eager to prohibit violent video games than republicans. Jan 16, Joshua Stewart rated it really liked it. Took me until halfway into this to get that the title gag was not only a reference to carjacking, but infamous slimeball dickwad Jack Thompson, who once idly threatened me with a libel suit.

What a prick. May 14, Mr. Fusion rated it really liked it. I happened on this book by accident, on a stroll through the library aisles. And I still can't believe someone actually wrote a book about them. But here it is, and man is it a page-turner. Kushner makes the story not just about the games, but takes it all the way back to the beginnings of its captain-on-the-bridge, Sam Houser. He charts the company's course from its fledgling st I happened on this book by accident, on a stroll through the library aisles.

He charts the company's course from its fledgling start in New York City, its meteoric rise, and the pitfalls along the way. Kushner even goes so far as to almost humanize the cartoonish Jack Thompson, the right-wing moral crusader who waged war with the video game industry and Rockstar, in particular. The biggest surprise in the book was the extensive coverage of the "Hot Coffee" scandal.

I'd known something of said brouhaha, and that it was bad for the company, but just how bad was a bit of a shock. I think that's what really grabbed me about this book: that it wasn't just a fluff piece written by a fan, but something that puts everything - good and bad - under examination. What was also a thoroughly elating surprise is how much was devoted to the making of Grand Theft Auto: Vice City.

Sure it was notable in the company's history, but I didn't expect Kushner to go into so much detail: Burt Reynolds being a dick to work with; sending 30 Scots onto Miami Beach with cameras for research; the reason the game's '80s setting was tackled to begin with. I admit personal bias here that this is my all-time favorite game, but it was still scintillating reading. Fascinating book. Mar 29, Shawn Hartley rated it liked it. Good read if you have any interest in the video game market - specifically to Rockstar Games and the Grand Theft Auto series.

The idea of the story being central to "it" can be applied beyond games to just about any content production outlet these days. But in the end Thompson's campaign did more to unify the game companies and ratings boards to do a b Good read if you have any interest in the video game market - specifically to Rockstar Games and the Grand Theft Auto series. But in the end Thompson's campaign did more to unify the game companies and ratings boards to do a better job of policing themselves. Coverage of the social "laws" by country in the run up to Grand Theft Auto - San Andreas was pretty interesting. Didn't realize how prudish "we" are compared to other countries. Granted, I know this wasn't an official on-the-record history, but the flow was clunky at times.

Too much detail in sideline stories, and slim narrative of some parts that could have been expanded upon Nov 27, Margaret Sankey rated it liked it. Like his history of the game Doom, this is Kushner's biography of Grand Theft Auto, with its primarily British developers and their particular sensibilities towards American urban environments, crime and pop culture, and the parallel career of Jack Thompson, born-again campaigner against violence and obscenity in video games.

## Verify your identity

A rich story about Rockstar. Makes me love the games even more. Must listen for anyone who enjoys GTA. Hearing the behind the scenes decisions of the housers and how they grew up and their actual rockstar attitude was in a weird sense heartwarming and personable. Unfortunately, this book contains blatant plagiarism and some VERY annoying outdated stereotypes, even for Lets start with the plagiarism. To avoid as many spoilers as possible, there is a crime in the book committed by two young man resulting in the death of a truck driver on the highway. The book does an incredible job setting up the scene for the crime so you can visualize it. I was shocked to find out as i read the article that the book had plagiarized it shamelessly word for word. On top of this, the book has a lot of forced humor with video game related jokes that just do not hit in the way the author must have intended them to.

It becomes a bit agitating after a while. Still, being able to hear stories of the rockstar staff and their emails back and forth was a riot and created a new perspective for me to look at their games. Still worth the listen. Kushner continues his chronicling of in depth narratives of what the story is behind games biggest franchises. The book reveals a interesting history of the origins of GTA and rockstars rise. It falters in its obsessiveness over Jack Thompson, and the odd redemption arc awarded him.

Additionally the book fails to accurate show the expansion of Rockstars studios and what is happening at each one. It also largely ignores smaller games released. Kushner does an excellent job at retelling the tale behind the creation of Rockstar Games! Throughout it all listeners also learn of

the internal conflict the studio suffered throughout the years alongside its mainstream influence on the Media sparking an ongoing argument of Violent Video games and its impact on players. Additionally listeners will hear about legal troubles the studio faces, specifically the studio's main lawyer they faced Jack Thompson.

Definitely listen to this if you grew up playing the GTA franchise and love learning about the behind the scenes of what makes a great game series and its impact on society. Add to Cart failed. Please try again later. Add to Wish List failed. Remove from wishlist failed. Adding to library failed. Please try again. Follow podcast failed. Unfollow podcast failed. Try our newest plan — unlimited listening to select audiobooks, Audible Originals, and podcasts. You will get an email reminder before your trial ends. Upgrade or cancel anytime. Jacked By: David Kushner. Narrated by: Adam Verner. No default payment method selected. Add payment method. Switch payment method. We are sorry. We are not allowed to sell this product with the selected payment method.

Pay using card ending in. Taxes where applicable. What listeners say about Jacked Average Customer Ratings. Reviews - Please select the tabs below to change the source of reviews. Amazon Reviews. Sort by: Most Helpful Most Recent. Filter by: All stars 5 star only 4 star only 3 star only 2 star only 1 star only. Productions Chris In Jacked, acclaimed author and journalist David Kushner takes you on an unauthorized joyride through the high-risk, high-profit, and fast-moving world of the biggest players in the game industry—and the haters out to get them. He reveals the untold story behind the people who created the product that defined one generation and infuriated another. Drawing on more than a decade of his own reporting, game playing, and interviewing, Kushner goes deep inside the making of Grand Theft Auto GTA, long veiled in secrecy, rumor, and myth. He also examines the cultural and political backlash that sent sales soaring, even as it threatened the game's continued existence.

This is a pop culture story for the ages. Fledgling marketer and rebellious gamer Sam Houser saw GTA's enormous potential and pushed DMA to make it bolder, wilder, and funnier, and let players freely explore the game's gritty cities, wreaking havoc whenever they pleased. With its groundbreaking innovations and cinematic flair, GTA quickly became the centerpiece of Houser's new company, Rockstar Games, and the hottest title on the planet. But one of America's most notorious culture warriors, Jack Thompson, had his own mission—to ensure that GTA was banned from store shelves for corrupting youth and to bring Rockstar to their knees—even as the gamers of the world rallied against him. With its incredible artistry, arch satire, and massive press coverage, GTA earned critical and commercial acclaim around the world, breaking the Guinness record for most successful entertainment product launch of all time.

But deep within its urban wasteland lurked a nasty little secret—the now-famous sex mini-game, "Hot Coffee. Whichever side you're on, Jacked gives you a new understanding of this breakout industry, and the game that defined it. Praise for Masters of Doom "A fascinating portrait of visionary coders transforming a previously marginal hobby into a kind of twenty-first-century art form—and enraging an entire generation of parents along the way. Kushner tells the story with intelligence and a great sense of pacing. Masters of Doom is as riveting as the games themselves. I rooted for these guys, was inspired by them, and then was disturbed by them—and was fascinated from beginning to end. An exciting combination of biography and technology. An impressive and adroit social history. The storytelling is so fluid, so addictive, that your twitching thumbs keep working the pages. Convert currency. Add to Basket. Collins, Softcover. Condition: Good.

### **Jacked: The Outlaw Story of Grand Theft Auto by David Kushner**

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An exciting combination of biography and technology. An impressive and adroit social history. The storytelling is so fluid, so addictive, that your twitching thumbs keep working the pages. Convert currency. Add to Basket. Collins, Softcover. Condition: Good. Connecting readers with great books since Customer service is our top priority!. More information about this seller Contact this seller.

Sure it was notable in the company's history, but I didn't expect Kushner to go into so much detail: Burt Reynolds being a dick to work with; sending 30 Scots onto Miami Beach with cameras for research; the reason the game's '80s setting was tackled to begin with. I admit personal bias here that this is my all-time favorite game, but it was still scintillating reading.

Fascinating book. Mar 29, Shawn Hartley rated it liked it. Good read if you have any interest in the video game market - specifically to Rockstar Games and the Grand Theft Auto series. The idea of the story being central to "it" can be applied beyond games to just about any content production outlet these days. But in the end Thompson's campaign did more to unify the game companies and ratings boards to do a b Good read if you have any interest in the video game market - specifically to Rockstar Games and the Grand Theft Auto series.

But in the end Thompson's campaign did more to unify the game companies and ratings boards to do a better job of policing themselves. Coverage of the social "laws" by country in the run up to Grand Theft Auto - San Andreas was pretty interesting. Didn't realize how prudish "we" are



compared to other countries. Granted, I know this wasn't an official on-the-record history, but the flow was clunky at times.

Too much detail in sideline stories, and slim narrative of some parts that could have been expanded upon Nov 27, Margaret Sankey rated it liked it. Like his history of the game Doom, this is Kushner's biography of Grand Theft Auto, with its primarily British developers and their particular sensibilities towards American urban environments, crime and pop culture, and the parallel career of Jack Thompson, born-again campaigner against violence and obscenity in video games.

I am deeply ambivalent, knowing many smart gamers whose ability to run down a row of Hare Krishnas for points has not made them malevolent or callous people, but also knowing enough people whose ugly tendencies are magnified by seeing them rewarded after robbing prostitutes or targeting specific ethnic groups.

Nov 11, Rohit Raut rated it really liked it. This is a crazy story. The crazy story of the definitive entertainment product of our times. Long live GTA, and long live the freedom to create art that is divisive, provocative and fun. Just goddamn fun. Not as fun as Masters of Doom A good read overall. If you like video game history this is a good one. However, I think the side stories found in Masters of Doom were more interesting. Aug 14, Jim rated it it was ok. I was disappointed with this book, although I think that was more to do with my expectations of what it was about. It seems to me it must be like a team writing a novel, making a film, developing a soundtrack and creating a vibe that somehow all hangs together.

How is the business organised? How do teams interface? Where are the conflicts, bottlenecks, problems? You could believe one or two key guys were behind this title, but games like GTA are a different proposition. Unfortunately, this book shies away from that technical and organisational struggle and focuses on the controversies stirred by GTA and the guys who wanted to stir it. Sure, some straight laced Mary Whitehouse types were always going to be riled by a game where you could act out some shady capers but so what?

Is Western society now more violent because of video nasties, internet porn, violent video games, social media and the rest? If you ask me, blanket censorship is the bigger evil, the threat to free speech within reason. They all seemed pretty bland and corporate to me. One of them drove a Ferrari in Dundee at a young age. But whereas Don Simpson had hookers aplenty in real life, these guys liked to create and feature hookers in their games. Enough said. I wanted to enjoy this book, but gave up after about pages when the themes and set-ups were repeating themselves too often. Given the size of the gaming business there aren't many good books about it, which is a shame. Seems I'll have to wait to see if one comes along. Apr 03, Jason Laso rated it really liked it. As someone who didn't really know the history of Rockstar I've played the GTA games but never really followed the company itself, I found myself interested in the backstory.

I got through this book pretty quickly, which is usually a sign that the author kept me engaged enough. However, I also can't speak to some of the timeline errors that other reviews have mentioned just because I don't know any better. And I would definitely agree that the POV is very one-sided. One nitpick -- and this is strictly reading through the lense of as opposed to 10 years when this was written -- is that the bulk of this book was clearly written before GTA 4. There is a section on GTA 4, but it kind of breezes past it. GTA 4 had been out for 3 years by publishing.

The book kind of goes from a long section talking about the original creators of Rockstar breaking up due to the fallout of Hot Coffee right to, "Oh yeah, then their next game became one of the highest selling games of all time. Jacked chronicles the rise and near fall of video game developers Rockstar Studios, producers of the infamous Grand Theft Auto series, while simultaneously touching upon the impact GTA had on popular culture and the fire storm of controversy it caused. While the behind-the-scenes development of these games is interesting, I had difficulty keeping track of all the major players, with the exception of Rockstar's visionary leader Sam Houser and the book's antagonist Jack Thompson, an Evangelical lawyer dedicated to banning violent video games. The author does a decent job of presenting a somewhat balanced look at both parties, humanizing Jack, despite his deluded zealotry, while being brutally honest about Rockstar's many flaws terrible PR during controversies and harsh working conditions, the latter of which is still a problem to this day.

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Mar 07, Mauricio Arroyave rated it liked it. This motivated me because the author is the same of Masters of Doom, unfortunately this one is not as good. The story is confusing and doesn't have a right focus. Is it Jack Thompson? The book talks about a lot of thing but not in a concrete way, just stumbles through each topic so you don't feel hooked with the story. If you like to know some secrets about GTa development, is your book, if you expect something similar to Mast This motivated me because the author is the same of Masters of Doom, unfortunately this one is not as good.

If you like to know some secrets about GTa development, is your book, if you expect something similar to Masters of Doom, then this is not for you Dec 02, Cullen Haynes rated it really liked it. From early days in UK, to making it big in NYC, Jacked is roller coaster ride where the truth is sometimes stranger than fiction. Love them or hate them, Rockstar Games have definitely cemented themselves rebel innovators in a penchant for the extreme. Somewhat interesting read but would have liked to learn more about the actual development of the game. Rockstar North is hardly mentioned. I was kind of hoping for something more along the lines of Masters of Doom but this basically just talks about the Executives of Rockstar who apparently this they are the force behind the GTA franchise, ignoring all the developers, artists, designers, etc who actually work out

the systems, art direction and gameplay mechanics.

For me it wasn't as interesting as *Masters of Doom*. I thought it would mostly be about Rockstar and the development of its games, but it had way too much about Jack Thompson and the ESRB which I don't care as much about. I guess it makes sense, just wasn't what I was expecting. Felt slightly long for the amount of interesting content. Dec 12, Jamie rated it liked it *Shelves: video-game*. Contains in-depth coverage of the debate regarding violence and controversial topics in video games. But, too in depth, to the point that it sounds redundant boring at parts.

If you want to know all about that debate then read it. If you are a big GTA fan, then read it. Doesn't get into the art and development of the game as much as I would have liked. May 07, Brandon Merriman rated it it was amazing. Excellent insight into the classic days of Rockstar, and an education on *Hot Coffee* that I lacked appreciation for when I lived through it. I definitely take this lesson to heart: Don't lock sexy assets in your game if you're sending it through a ratings board.

Props to the crackers who brought it to light. Jun 10, Charles rated it liked it. Mildly interesting. Mostly relevant for fans of GTA like myself. Has some relevance outside the GTA fan base, since the author also discusses Rockstar's efforts to counteract the crusaders against violent video games. Sep 01, Abbie Simons rated it it was amazing. The epic tale of how my favorite game publisher went from being a bunch of Scottish geeks to the creators of one of the most influential, controversial, and best-selling game franchises in history.

Sick read if you're a fan of Rockstar games at all, even if you don't play GTA. This book focuses a lot to all harmful and psychological effects that games can have on youth. Also it has good insight on what kind of things you can include in a game and what not and how the audience is changing also. Oct 05, Nabil rated it it was ok. This is a surprisingly light and disappointing take. You'll get far more out of this if you don't know anything about the subject matter, but even then, its not really a deep dive.. The writing is pretty bad, and overly reverential. Seems like David Kushner didn't do much work on this, his notes and acknowledgments are far too slim. The whole thing just seems shoddy and light.

Apr 21, MikamiHero rated it it was amazing. *GTA Vice City* is one of my favourite games of all time. To read about the rise, the scandal, and persistence of Rockstar is perhaps one of the most eye-opening experiences and also a valuable reminder of the powers of unadulterated, raw grit. A must-read for any gamer. There are no discussion topics on this book yet. Be the first to start one ». Readers also enjoyed. About David Kushner. David Kushner. David Kushner is an award-winning journalist and author. Books by David Kushner. Related Articles. Weird Science! There is both an art Read more Trivia About *Jacked: The Outla*

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