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Rumors that Rockstar would unveil the console's features at E3 2017 were proven false, as the company opted to go with a release window for the title to coincide with the release of Call of Duty: Infinite Warfare. On June 13, 2017, Rockstar revealed the launch date for the release of the PC version of Grand Theft Auto V, specifically July 18, 2017, along with other information for the game, such as the price and language. On July 10, 2017, it was announced that Grand Theft Auto V would be released for the PlayStation 4 on October 17, 2017 in Australia, New Zealand, UK, Europe, Japan, Canada, and Mexico. An Xbox One version was also released for the same countries, but had its release delayed until 2018 to be released alongside the PC version on the same day. The game was released for the Nintendo Switch on December 13, 2018 in Australia, New Zealand, and Japan. It will launch in the UK on April 25, 2019. Following the news of the delay of the Xbox One release, on November 26, 2019, Microsoft announced that the game would be released in a "day one" edition on January 29, 2020, while all current owners of the game will be granted a free additional copy. Rockstar Games has released two limited-edition Grand Theft Auto V bundles, Grand Theft Auto V: The Complete Edition, and Grand Theft Auto V: Gold Edition. The Complete Edition included all of the game's downloadable content, all three single-player story missions, along with all of the Grand Theft Auto Online gameplay features, including online play, weapon modifications, and thousands of player-created items. The Gold Edition came with a metal case, signed PS4 and Xbox One game box, a physical copy of the soundtrack, and all other content available in the Complete Edition. The Gold Edition also came with bonus in-game items, such as a replica jacket from the game. Development In 2012, Rockstar Games opened up a Grand Theft Auto V public fan website to allow players to vote on various features for the game. After this, Grand Theft Auto V developed a sizable social media presence, with over 150,000 fans signing up for updates and on the official website. The game's development began in 2009, when Rockstar Games CEO Dan Houser and creative director Sam Houser began working on the story and setting of the game. The development team took the game's world to a different setting and encouraged their 82157476af

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