

GTA VI PC-READY REPORT

The honest answer on PC — what we know, what's rumor, and the smart upgrade order. No invented specs: anything labeled ESTIMATE is an estimate.

1 — THE OFFICIAL STATUS: NOTHING ANNOUNCED

Rockstar has **not announced a PC version** of GTA VI: no date, no window, no store page, no system requirements. The November 19, 2026 launch is **PS5 and Xbox Series X|S only**. Anyone publishing a "minimum/recommended" spec table today is inventing numbers.

What that means for you: there is no shopping list yet — and there shouldn't be. This report gives you the preparation that is correct regardless of what Rockstar eventually publishes.

2 — WHAT HISTORY TELLS US

Game	PC gap after console	What the port demanded
GTA 5 (PC Apr 2015)	19 months	Scaled from modest rigs to 4K; the definitive version for years
RDR2 (PC Nov 2019)	12 months	Notoriously heavy at max settings; deep graphics menu, rewarded high-end GPUs
GTA 6 (PC ???)	Unannounced	2× GTA 5's world, PS5-era asset density — expect RDR2-level demands or beyond

Rockstar's pattern is consistent: PC versions are late, demanding, and excellent. If GTA VI follows suit, the PC version lands roughly **12–19+ months after the console launch** (pattern, not promise) — suggesting **late 2027–2028** as the realistic window. (ESTIMATE)

Two data points worth knowing:

- The console build targets **30fps** — Rockstar North's head of development said so in an interview, and was non-committal on a 60fps console mode. A PC port chasing high refresh rates in a world twice GTA 5's size will want serious GPU headroom. That's not a spec; it's physics.

- RDR2's "ultra" settings were genuinely future-facing — Rockstar builds its max settings for hardware that doesn't exist yet. Expect GTA VI to do the same.

3 — PS5-EQUIVALENT HARDWARE: THE HONEST VERSION

The PS5's documented hardware is an 8-core AMD Zen 2 CPU, a ~10 TFLOPS RDNA 2 GPU, 16GB GDDR6, and a custom fast SSD. Matching it on PC looks roughly like this — all ESTIMATES, not recommendations for a game that doesn't exist on PC yet:

Component	Rough PS5-equivalent class (ESTIMATE)	Notes
CPU	Modern 6–8 core (Ryzen 5000-class or newer)	ESTIMATE — consoles are CPU-efficient; any recent 6+ core is the floor
GPU	RTX 3060 Ti V RX 6700 class or better	ESTIMATE — the floor for 30fps parity; 60fps+ will want more
RAM	16GB DDR4/VDDR5	ESTIMATE — 32GB is cheap insurance for a 2027–2028 port
Storage	Fast NVMe SSD, 200GB+ free	RDR2 launched at ~110GB on PC; clear the space now — it's free

■ *Do **not** buy a GPU "for GTA VI" today. The port is likely 12–19+ months out; anything you buy now will be cheaper and outclassed by then. Upgrade for the games you're playing now; let the eventual official requirements guide GTA-VI-specific purchases.*

4 — THE SMART UPGRADE ORDER

- 1. Storage first.** Clear 200GB+ on a fast NVMe SSD now. It's free, and it's the one upgrade the eventual requirements will certainly assume.
- 2. Hold the GPU line.** Keep your rig comfortably running 2024–2026 AAA releases. When Rockstar publishes real requirements, buy the GPU *then*.
- 3. Peripherals are date-proof.** A great display, mouse, keyboard, and audio setup pay off in every game you play while waiting — unlike a GPU bought for a spec sheet that doesn't exist.
- 4. Baseline to maintain.** A rig that handles recent AAA releases comfortably — modern 6+ core CPU, current-gen GPU, 16GB RAM, NVMe SSD — is the sane floor. Rockstar scales its ports; GTA 5 and RDR2 both ran on modest hardware at low settings.

5 — WHAT WE'LL TELL YOU WHEN IT'S ANNOUNCED

GTAVI INSIDER will publish the real requirements the day Rockstar lists them — verified against the store page, labeled confirmed vs. reported, no invented numbers. Get the alert at cybergrokr.com/alerts.

Sources & method: status and history per cybergrokr.com's system-requirements and PC-release guides (verified September 2026); PS5 hardware figures are Sony's published specifications; everything else is labeled ESTIMATE. Re-check the guides at cybergrokr.com/gta-6-system-requirements.html before making purchase decisions.