

# Grand Theft Auto: Liberty City Stories FAQ/Walkthrough

by Medalgod

Updated to v5.0 on Jan 7, 2006

```
#####
# # ##### # # # ##### # # # ##### ##### #####
# # # # # # # # # # # # # # # # # # # # # #
# ##### # # # # # # # # # # # # # # # # # # #
# # ##### ##### # # # # # # # # # # # # # #
# # # # # # # # # # # # # # # # # # # # # #
##### # # # # # # # # # # # # # # # # # # #
```

```
# # # # # # # # # # # # # # # # # # # # # #
# # # # # # # # # # # # # # # # # # # # # #
# # # # # # # # # # # # # # # # # # # # # #
##### # # # # # # # # # # # # # # # # # # #
# # # # # # # # # # # # # # # # # # # # # #
# # ##### # ##### ##### # # # # # # # # # #
```

```
##### #####
# # # ##### # # # # # # # # # # # # # # # #
# # # # # # # # # # # # # # # # # # # # # #
# # # # # # # # # # # # # # # # # # # # # #
# # # # # # # # # # # # # # # # # # # # # #
##### # # # # # # # # # # # # # # # # # # #
```

-----  
gta: liberty city stories faq by Medalgod  
Author name: Josh Keegan (medalgod)  
Started:13/11/05  
Completed: Incomplete  
Version: 5.0  
Email: medalgod@yahoo.co.uk

## ----- Firmware Version Note -----

Your PSP must be running version 2.00 or higher for you to be able to play GTA: LCS. Version 2.00 comes with GTA: LCS on the UMD. Or you can get the latest Version.

To install firmware 2.00 off the UMD please go:

Game

Scroll Down to PSP TM Update Version 2.00

Press X

Accept liscence agreement etc.

You're done!

To get the latest update off the internet you must hav access to a WLAN (Wireless Network Connection). go to:

Settings

Network Update

Press X

Select Wireless network to connect to  
Press X  
Press X again to download latest version  
When it's finished downloading  
Run the update (press X)  
Accept Liscence Agreement etc.  
You're Done!

---

Note on Sending me Emails

---

I read all the Emails you send me. Just make it clear what you're Emailing me about in the Subject. My Email Adress is at the top of the page.

---

PLOTLINE SPOILERS ARE UNAVOIDABLE!!!

---

---

Table Of Contents

---

- 1.Table Of Contents
- 2.History
- 3.Introduction To Game
- 4.The Walkthrough
- 5.Cheats etc.
- 6.Extras
- 7.What I'm Hoping To Get From The Viewers (You)
- 8.Copyright and legal information
- 9.Credit and Thanks

---

History

---

13/11/05-Began Writing Version 1.0  
14/11/05-First Ever Version Was Posted On gtalibertycitystories.ds4a.com  
14/11/05-Version 1.1 Designed With ACSII Art- Thanks To The Generator I Used  
15/11/05-Version 1.5 Designed with more missions  
16/11/05-Version 1.6 designed with Love Media Garage List - Thanks to gasioubary  
16/11/05-Version 2.0 designed with extra missions  
16/11/05-Version 2.5 designed with all portland missions complete  
18/11/05-Version 3.0 designed with extra missions  
19/11/05-Version 3.1 designed with extra websites permitted  
18/11/05-Version 3.2 designed with extras in the extras section(slash tv added) .  
7/12/05-Version 3.5 designed with extra missions, it's taken me so long to get this update because the server for my website's been playing up and so i'm re-locating it. But first i'd tried everything else to keep the adress but I just can't so that's why it's being re-located and that's why it's taken me so long to get this update done.  
12/12/05-Version 4.0 designed with extra missions, Staunton Island is now complete!!!  
15/12/05-Version 4.1 designed with weapon locations added to extras!  
6/1/06-Version 4.5 designed with extra missions! Happy New Year People!!!  
Cheats section also now included in the faq as my website is now gone for good

and won't be coming back.  
7/1/05-Version 5.0 designed with extra missions.

---

## Introduction To Game

---

---

## Basic Controls (also in extras)

---

### On Foot (as in control setup 1)

---

Triangle-get in car  
Circle-use weapon (attack)  
X-Run (Tap X to get infinite sprint)  
Square- Jump  
Start-Pause  
Select-Change Camera Mode  
Analogue Stick-Control player (Movement)

### In Car (as in control setup 1)

---

Triangle-Enter Or Exit Vehicle  
Circle-Use Weapon (Driveby)  
X-Accelerate  
Square-Reverse  
Start-Pause  
Select-Change Camera Mode  
Analogue Stick-Control Car (movement)  
Down (D-PAD)-Horn  
Up (D-PAD)-Special Mission (Optional)  
Right/Left (D-PAD)-Cycle Through Radio Stations

### Sniper

---

R-Hold In To Aim  
Square-Zoom In  
X-Zoom Out  
L-Fine aim (hold in)  
Analogue Stick-Movement

### Weapon

---

R-Aim  
L-Fine Aim  
Analogue Stick-Movement  
Down (D-PAD)-Free Aim (Manual)  
Right/Left-Cycle Target or weapon  
Circle-Fire Weapon/Attack

---

## Cut-Scene

---

The game starts with a cut-scene showing Toni getting off a bus and calling a cab.

The there's another cutscene showing that Toni has to start at the bottom and work his way to the top. You now work for Vincenzo.

Get Into The car by pressing triangle. Now drive vincenzo to the Safehouse. This is indicated by the yellow blip on the radar. Please pay attention to the writing coming up in the top left corner of the screen, it just introduces you to the genral game.

i'm afraid I can't help you with this, just try to get to the safe-house without making a big mess of the job, you'll need the car later.

Now there's another cut-scene showing where your new house is, this will be displayed with a picture of a CD. It now tells you about the garage and how to geta change of clothes. Change your clothes now. Go get back in the car. Take vincenzo to his place down at atlantic Quays. This is indicated by the yellow blip on the radar. You now see another cut-scene.

Mission Over

Reward:\$100

- Vincenzo opens up as new boss shown as 'v' on radar

-----  
The Walkthrough  
-----

Individual Contents Pages. Go down past all Portland missions to see The Staunton Island Ones etc...

-----  
Walkthrough Contents (Portland)  
-----

1.Vincenzo

1a-Slacker

1b-Dealing Revenge

1c-Snuff

1d-Smash and Grab

1e-Hot Wheels

2.JD

2a-Bone Voyeur

2b-Don In 60 Seconds

2c-A Volatile Situation

2d-Blow Up 'Dolls'

3. Ma Cipriani

3a-Snappy Dresser

3b-Big Rumble In Little China

3c-Grease Sucho

3d-Dead Meat

3e-No Son Of Mine

4. Salvatore Leone

4a-The Offer

4b-Ho Selecta!

4c-Frighteners

4d-Roller-Coaster Ride

5. Maria

5a-Shop 'till you strop

5b-Take For a ride

5c-Booby Prize  
5d-Biker Heat  
5e-Overdose Of Trouble

6. Salvatore Leone 2  
6a-contra-banned

7.JD 2  
7a-Salvatore's Salvation  
7b-The Guns Of Leone  
7c-Calm Before The Storm  
7d-The Made Man

8. Vincenzo 2  
8a-The Portland Chainsaw Masquerade

9. Salvatore Leone 3  
9a-Sindacco Sabotage  
9b-The Trouble With Triads  
9c-Driving Mr Leone

-----  
Portland  
-----

-----  
Vincenzo  
-----

-----  
1a. Slacker  
-----

Go and pick up Vicenzos Dealer. You'll need to get a car or a bike to get there. The dealers not feelin too good. Take him with you on a bike or in a car to the yellow blip on the radar. Drive into the yellow marker and watch the cut-scene.

Mission Over  
Reward:\$100

-----  
1b. Dealing Revenge  
-----

Try and ignore vicenzo going to the toilet whilst you get your ordres. Head over to chinatown (the yellow blip on the radar). Drive or walk into the yellow circular thing and watch the cut-scene. Now beat the dealer up by holding in R and repeatedly pressing circle whilst moving your player towards him with the analogue stick. Now go to the other sindaccos dealing all over town and beat them up! This shouldn't be very hard. My preferred way of doing this second part of the mission is however to get a car and run the sinaccos over with it, you can't, however use this method for the fist part of the mission. Only use it for the second part.

Mission Over  
Reward:\$500

-----  
1c. Snuff

-----  
Wath the cut-scene about JD. Now go to the Portland Ammu-nation, the guns here are strictly not very got very good. Get the free pistol by following the yellow blip on the radar to ammunition, go inside and walk in to the yellow marker. Select the pistol and press X to buy, if you want to buy more pistols while you're there (i don't reccomend bothering) just press X more than once. Pistols are \$250 each. Just claim the free one and move on to the next part of the mission. Now head down to the construction site. (A yellow blip on the radar). Drive into the yellow marker. Now just hold in r without moving and now hold in circle until the guy you're aiming at dies. Now press left or right on the D-PAD to aim at the other guy. FIRE! Run forward so you're going under the tunnel-like thing with scaffolding around the sides. Before you get quite to the end of the tunnel aim an fire at anyone and everyone. Kil the lot of the guys, i reccomend shooting the first guy from the end of the tunnel and now go round the corner to shoot the other guy. Once they're dead go to the car, the guy buy it should shooting at you, go round the side of the car so you've got a clear shot at him. Now let all hell loose on him (fire). take his phone and you might aswell take his gun just so you've got spare ammo. Watch the cut-scene. You hear some news that you wont welcome with pleasure. You were set up. The place was wrigged, just a test and possibly Vincenzo might have been trying to kill you. Get in the car and go re-spray his car. Follow the spray can blip on the radar to get to the pay 'n' spray shop. To get out of the place the gat will open behind you. drive the car through the gate and come up on th road by the pay and spray shop. Re-spray your car by driving into the yellow marker and then drive into the pay 'n' spray garage.

Mission Over

Reward:\$500

-JD opens up as new boss shown as 'J' on the radar.

-Pistol now available to buy at Ammu-Nation Costs \$250

-----  
1d. Smash and Grab  
-----

Sit back and watch the cut-scene. Get a o.k 4 seater car and pick up the guys doin the raid before the 'Leone' health bar reaches minimum. This should be pretty easy. Park up by Vincenzos men and let them get in without the police catching you. Now get the hell out of there! Re-spray the car to shake off the cops, (this will cost you \$100). Syou've got a \*\*\* wanted level the cops will have those tire track thing down, they'll pop your tires if you drive over them, so you'll have to get used to driving with popped tires. It's not too hard though because the pay 'n' spray shop is nearby. Just get to the pay 'n' spray a.s.a.p. Drive in and get resprayed. Now drive the 'gang' back to Vincenzos. Don't do anything to annoy the cops whilst you're wanted level is flashing blue. If you do anything during this time you'll be taken back to that wanted level that you had before. So don't annoy the cops!

Mission Over

Reward:\$1000

-----  
1e. Hot Wheels  
-----

You hear a rather interesting cut-scene. Now for the mission. Get to the blue blip on the map and get in Vincenzos car. Well Vincenzo set you up again. Lose the cops by re-spraying your car. You've now just got a nice pleasant drive in a fast, flash and genraly cool car. It's my favourite:) Enjoy emmence speed

control whilst it lasts. Deliver the car to Vincenzo's lockup, this is shown as a yellow blip on the radar. Drive into the yellow marker to watch the cut-scene. Go crush his car by taking it to the crusher in Harwood. get in the car and the crusher's indicated by a yellow blip on the radar. Drive the car underneath the crusher (into the yellow marker) to crush the car. Be sure to get out of the car first. Answer the phone.

Mission Over

Reward:How much the car's worth as junk

-Toni's Ma opens up as a new boss shows up as 'c' on radar

-end of Vincenzo's Missions for the moment

-----  
JD  
-----

-----  
Note about JD's missions  
-----

You cannot be wearing your Leone Suit to to these missions. This is because JD's Club is run by Sindaccos. Go in your casual clothes of something. Just anything but the Leone Suit.

-----  
2a. Bone Voyeur!  
-----

Watch the cut-scene, that's rather interesting and revealing. JD in my opinion is a little Sicko. Now he's dressed normal get in the van and drive JD round the Red light district looking for JD's girls before your time runs out. If you come across someone who's in the car with the girl drive into the car to disturb the 'girl' and her er... customer. If there's bodyguards just beat the crap out of them. If the girl's just standing at the side of the street pull up next to her, wait for her to give you the caash and then keep looking. You have to collect \$700 in total. This shouldn't be hard. But make sure you don't leave the Red Light District. You wont find any girls outside of the Red Light District. If you do leave the Red Light District just look on the Radar and you'll see a yellow blip on it head for the yellow blip until it dissapears. Once it's dissapeared you're back in the Red Light District. Then carry on searching for JD's 'Girls'. After you've collected all the money drive JD back to his club (the yellow blip on the radar) and drive into the yellow marker. Watch this last cut-scene, sit back an relax.

Mission Over

Reward:\$500

-----  
2b. Don In 60 Seconds  
-----

Watch the cut-scene. Now get in the car and simply drive around the corner and into the pay 'n' spray. Now you've lost the cops, quite simply take salvatore home. He lives in a large house by the shore. Its location is marked on the radar by a yellow blip. Drive the car into the yellow marker, sit back and watch the cut-scene. Very Easy.

Mission Over

Reward:\$1000

-Salvatore opens up as a new boss Shows As 's' on radar

-Ammunation now stock micro SMG's that cost \$600

---

## 2c. A Volatile Situation

---

Watch the stupid cut-scene and go down to the Leone Casino (the yellow blip on the radar). Make sure you are armed with either a micr SMG or a pistol though it's possible to complete the mission with a pistol I reccomend using a micro SMG. If you don't have enough money to buy a gun, head down to the police station and get in one of the cars, if it's locked try another one, for every car you manage to get in you get a shotgun and 5 bullets. You can't go in a car more than once, well you can but you don't get the shotgun.

If you need to buy a gun you ca go to ammu-nation and buy one as it's open! Drive or Walk into the yellow marker. Watch the cut-scene and wait for the Sindaccos to get to you. the Sindacco car is shown up as a Red blip on the map. Wait for the Sindaccos to get out of the car and then gun the lot of them down. Repeat the process for the other two lots of Sindaccos.

Note: If ever you get low health go down the alley-way that runs down the side of Ammu-Nation and pick up the health restore. There's another health restore if you go roun to where the yellow marker was and go into the nearby alleyway you'll se another health restore. If ever they manage to plant a bomb outside the Casino don't worry just make sure that they don't get a chance to plant another.

Watch the cut-scene. Get in a car. Drive like hell towards the truck and when you get to it ram it into walls and drive-by it until it sets on fire and is about to blow up. Then get the hell out of there or you'll get blown up.

If the van manages to get to the Casino before you manage to blow it up just get in it and drive it out of range of the Casino. Get out the van and get away sharpish, leg it as far away as possible. You only have 25 seconds to do all this and it's hard but possible.

Mission Over

Reward:\$1000

---

## 2d. Blow Up 'Dolls'

---

Watch the cut-scene. Now look around for a Sindacco gang car. To get one, leave JD's and turn left you should see a white estate, that's a Sindacco Gang car, get in it. Now you've got a car head over to 8-balls bomb shop (shown on the radar with a picture of a bomb). Drive into the garage. Now you've got the bomb fitted head over to the 'Dolls' House without blowing up the car. There's a damage meter on the right of the screen. Don't let it reach full. Take it easy and drive slow if you want to. When you get to the 'Dolls' house you'll see Sindacco Security. Let them point their guns at you and have a chat then ket them move out of the way before driving into the yellow marker. Now you've parked the car get out of it and leg it, fast!!! The Sindaccos will start shooting at you run for it, to the road where the pay and spray is. Now make sure you've got the detonator selected as your weopan and press circle. Watch the cut-scene and enjoy!

Mission Over

Reward:\$1500

-end of JD's missions for the moment!



-----  
Ma Cipriani  
-----

-----  
3a. Snappy Dresser  
-----

Watch the cut-scene. Go prove that Geovani Casa is just a poof. Drive to the yellow blip on the radar (your apartment). Now pick up your camera so you can take an embarrassing picture of him all dressed up. The camera is inside your apartment, go in in the usual way (by stepping into the marker). Walk forward you should see the camera, while you're here you might aswell pick up the health restore (in the kitchen). You wont need high health for the mission but you might aswell just pick it up anyway. Now go back outside. Drive roud to Casa's Deli (the yellow blip on the radar). Drive into the yellow marker and watch the cut-scene. Follow the van, keep close behind it. It's got a red arrow over it. Do not lose it!!! But don't get too close either or Casa will suspect something. Watch the cut-scene where Casa picks up the 'girls'. Now carry on following the Van. Same again, dont get too close or too far away. Go into the little dirt track entrance thing. Watch the cut-scene. Rather sickening what Rockstar can think up! Go just a bit further up the dirt track and get off or out of your veichle. Hold in R to aim the camera and use square to zoom in, X to zoom out and circle to take the shot. Center the camera aim on Casa and zoom in nice and close. Take the shot. You've got 3 shots but if you follow these simple instructions you should be able to take the shot on the first attempt. Watch the cut-scene. Get back to Ma's place to show her the photo. Walk into the marker and watch the cut-scene. Ma's still not impressed.

Mission Over  
Reward:\$100

-----  
3b. Big Rumble In Little China  
-----

Watch the cut-scene. Go beat the crap out of the Triads! Just go to the two triad gangs in ChinaTown (indicated by red blips on the Radar). Ram the Triad fish vans off the road with a car. They're bullet-proof so don't bother trying to gun them down. Crush them against the sides of buildings, ram them or just use your imagination to think of ways to destroy the veichle. I prefer crusing it against the side of a building. Make sure you use a car to do this not a moterbike as you'll probably have trouble trying to pass the mission if you use a bike. Cars are more powerful but blow up more easily. You'll have to change car a couple of times othrwise your car will explode and you'll die. When the Triads get out either run them over in your car or get out and shoot them, you could also driveby them if you wanted to. The best way is to drive over them and squash them flat. For the gang that isn't in a fish van get out with a gun and shoot the lot of them. If you dont have a gun head over to the police station and get in the police cars. For every police car you get into you get 5 shotgun ammunition.

Mission Over  
Reward: Nothing

-----  
3c. Grease Sucho  
-----

Watch the cut-scene. As usual Ma's dissapointed. You've got to go race that guy in the cut-scene. All i can tell you here is that you should take a leone Sentinal and drive to the starting grid. Go through all the checkpoints and win the race. Make sure you win second isn't good enough and dont kill any of your competetors. So don't try to blow up their cars!!! This should be stupidly easy!!

Now for the second part of the mission. Take out Sucho. Do this by repeatedly ramming his acr into walls and driving into it until you destroy it!!! You wont be able to destroy it though, he'll get out of his car and try to make a run for it, if you've got a gun just shoot him, if not you'll have to chase him and kill him with your bake hands. Punch and kick him to death! Or just drive over him, this is the easier and quicker way to do the mission but it isn't as fun.

Mission Over

Reward: \$1000

- Challengers will try to contact you about street races.

-----  
3d. Dead Meat  
-----

Casa's stopped paying his protection money so you've got to go get his guts. Get a car or Motorbyke ond drop by Casa's Deli to pick him up. Watch the cut-scene. Now get in the car you came in or get on the bike. Ignore his pleading whilst driving him to the saw mill. Drive into the first yellow marker and the second marker as-well. Watch the cut-scene.

You'll find your self outside with an axe. If you try running at Casa he'll run away, you can complete the mission by doing this, but sneak up behing him, you've got to keep real quite now and whack him with the axe. Get his guts by killing him. Once he's dead you'll see a cut-scene. The cops are here! Get in the van with the little bits of sausage meat in. That's all that's left of Casa! Go get the van sprayed up. Take it to the pay 'n' spray shop. Th icon is on the radar. Now take the van to Casas Deli so his customers can eat him! Park the van in the yellow marker and watch the cut-scene.

Mission Over

Reward: \$500

-----  
3e. No Son Of Mine  
-----

His Ma's taken out hitmen on him. Now, this isn't going to be a walk in the park, but it's possible. Pick up the shotgun and shoot the guy on the stairs, take his gun. If a grenade comes just run away from it! Now run down the stairs, aim and fire kill any that you can here. Don't go into the drive outside his ma's house yet. Go down the steps and out to the front. There'll be a hit man here, shoot him! Now there should only be the hitman on the drive left. go just high enough on the drive to get a clear shot, fire. Al, of these lot should be dead now. Another lot are on there way. Don't take the health restore yet, you'll need it later. Kill this next lot as they're getting out of the car. Kill all these lot as they're getting out of the car as-well. Now's the time to use the health restore. Quickly sprint back and get it. Kill all these lot as they're getting out of the car using the SMG by the health restore.

Mission Over

Reward: The hitmen will keep popping up here and there to attempt to kill

you. They have body armour and SMG's. There will only be one at a time. They are also pretty rare.

---

Salvatore Leone

---

---

#### 4a. The Offer

---

Go down to Portland Docks to see Jane Hopper. Drive into the yellow marker. Watch the cut-scene. Now Just leg it. Get the hell out of there! As soon as you're out of the docks that's it Exeedingly Easy!!

Mission Over  
Reward: \$500

---

#### 4b. Ho Selecta!

---

Take the Leone Sentinal parked in the drive or any 4 seater car and go pick up 3 of the er... girls. If you come across a hooker that's in the car with a client drive into the car. Let the client get out kill him, run him over, let the girl get in. Go pick up more. Now there's one at the petrol station in Harwood with body guards. Deal with the guards by driving over them and then disturb the client. Drive over him and let the girl get in. Once you've got 3 of the girls in the car with you go down to portland docks and drop them off now go get more girls and drop them off too. Now you've droped off all the girls.

Mission Over  
Reward: \$500  
-Avenging Angels Are Established

---

#### 4c. Frighteners

---

In this mission you're supposed to scare 3 union big shots. Get in a car and drive towards 1 of the union big shots when you reach him ram his car. When they get out punch them until they're scared. Don't kill them though as they can't be scared if they're dead. You can kill 1 but don't kill more than 1. As soon as they get out of the car they may just give up straigh away though. In this case just drive off and get the next one. When you've scared the lot of them. That's it.

Mission Over  
Reward: \$1000  
-Avenging Angels Fatigues (clothes) now unlocked  
-Maria will call soon She opens up as new boss Shows up as M on radar

---

#### 4d. Rollercoaster Ride

---

Get to the radio station and kill the driver. You'll be dressed in his clothes when the game loads. Get in the limo and watch the cut-scene.

Scare the pants off Jane Hopper by driving fast to the car crusher in Harwood it's round the corner and under the bridge from the Radio Place. this should scare her. Now the car crusher's set on a lower level than the road near-by. Drive off the edge of the cliff-like place to scare the pants off her. Do this more than once and the mission's in the bag! If you blow up the car that's just normal. Just try again. I've put that cos it's so easy to kill her accidentally. Once you've scared her pants off take her to the picket line (yellow blip on the radar).

Mission Over

Reward: \$1000

-Chauffer outfit now unlocked

-End of Salvatores Missions For Now

-----  
Maria  
-----

-----  
5a. Shop 'Til You Strop  
-----

Get a car or motor bike. Now take Maria to the shop. Drive into the yellow marker. Let her shop-lift the shop. So now either drive about until you lose the cops, look about for a police bribe or go respray your vehicle to lose the cops. Take Maria to the next shop. Do exactly the same thing again except now you've got a \*\*\* wanted level and a popped tire that the guy with the shotgun gave you. Take Maria back to her apartment. Getting Maria back to her apartment's the snag. The police use Stingers to pop all your tires.

Mission Over

Reward: \$100

-----  
5b. Taken For A Ride  
-----

Go take Maria to go see her Cocaine dealer. Let her get in the car. Rescue her Do this by ramming the Sindacco car. Crush it against buildings and stuff like that. Don't let the dealers get too far away from you. The Sindaccos will get out of the car. Drive over them. Let Maria get back in the car with you and take her home (back to her apartment). Drive into the yellow marker to end the mission.

Mission Over

Reward: \$500

-----  
5c. Booby Prize  
-----

Maria is a right little one aint she? She goes and puts herself up as the first prize in a street race. Get a motorbike Sanchez is the best for this. Then go to the starting grid. Drive into the yellow marker to start the race. Complete 2 laps of the course driving into all of the checkpoints on the way. Finally go into the red finishing checkpoint to end the race. You must come first to pass the mission.

Mission Over

Reward: Nothing, that cheap little!!

-Except you can now do street bike racing, that's all.

-Salvatore rings at some point and his missions open up again 's' on radar

---

#### 5d. Biker Heat

---

So Maria's been upset by Wayne. Go deal with Wayne. Drop by Ammunition And get yourself a micro-smg. Now go see Wayne. Go to the yellow marker and go into it. Watch the cut-scene. Deal with Wayne's gang using the micro smg to your right there's a pcj 600, get on it and get after Wayne. Shoot at him and make him fall off his bike. Now he's dead take his bike if you want it. It's bullet-proof but you must take it after shooting him off it. If he gets off it himself it isn't bulletproof any more. This is the only bullet-proof bike in the game so get it to your garage, quick and save the game so you've always got it. Make sure you don't lose Wayne.

Mission Over

Reward: \$1500

-The bullet-proof bike of Waynes

---

#### 5e. Overdose Of Trouble

---

So Maria Needs 'Zap'. you've got to go get it with her. Go all over the place. First go to the diner at Callahan Point. So, get a car and let Maria get in, take her to the diner first. Then she realises that she didn't leave them at the diner after all. Now she wants to go to Hepburn Heights. Take her there whilst avoiding the shits from Waynes Gang, or you could get off your bike or out of your car and shoot them but I don't reccomend this. Just shoot them whilst you're on youre bike. When you're there she says they're behind the trash can, take her there. When you get there she says they're in her apartment. Take her back there. Now she decides that she meant Salvatore's place, take her there, this si the last place you'll have to take her. Drive into the yellow marker to end her missions. Finally!!!

Mission Over

Reward: Nothing

-The Goodfella outfit is now available at the safe house

-Marias Missions are over

---

#### Salvatore Leone 2

---

---

#### 6a. Contra-Banned

---

Watch the cut-scene, Maria still prefers you! Make sure you've got a descent gun for this you're gonna have to get away from a few cops! Now go get the Leone Sentinal outside Salvatores Mansion. Go pick up your back-up. Head down to Portland Docks. when you get there drive into the yellow marker and watch the cut-scene. You've been double crossed. Kill the guys who double crossed you and his gang. Now get in the veichle and get the drugs out of there! Now for you to lose the cops. Get the truck re-sprayed. The icon's on the radar if you're struggling to find it. This is easy because there's only one police stinger on your way. Otside the pay 'n' spray. Once you've re-sprayed the truck take it to Salvatores Lockup. Drive into the yellow

marker and then drive it into the garage. Get out of the truck and leave the garage.

Mission Over

Reward: \$1000

-End of Salvatores Mission for now.

-JD should ring up and his missions open up again, 'J' on radar.

-----  
JD 2  
-----

Note: You must not be in your Leone suit for these missions.

-----  
7a. Salvatore's Salvation  
-----

Salvatore's been kidnapped! Get in a veichle and follow the guy in the car but don't get too near and don't lose him. Watch the cut-scene. Just go drive down the alley-way they're in. Go up and drive into the Sinacco car. Keep smashing into it until the driver gets out. Shoot the driver and take the car. once you've got the car take it back to Salvatores. Drive into the yellow marker and watch the cut-scene to end the mission.

Mission Over

Reward: \$1500

-You can call Salvatore Sal great reward, really er... good.

-----  
7b. The guns of Leone  
-----

Note: For this you'll need a shotgun or an SMG.

Don't bother with the sniper take it and jump off the side of the building. Use the SMG or shotgun to kill all the Sindaccos. Not too hard just shoo the lot of them, more will keep popping up so be sure to look on the radar so you can see where they are. After that some Police turn up kill them. Watch the cut-scene. salvatore's safe. This is very easy and my record is to not get Sal hurt a bit at all.

Mission Over

Reward: \$3000

-The Mafia now control the area so you don't have no Sindacco scum shooting at you any more whilst you're just wandering about.

-----  
7c. Calm Before the storm  
-----

Sal smells a rat. Go up to Sal's Mansion. Get there befor Massimo leaves. Follow the chopper. Watch the first cut-scene . Follow him again. Watch the second cut-scene. Go up the steps to get closer. walk into the marker. They see you, shoot them dead if you can. then turn right and head off you'll see a guy with a sniper, kill him.take his sniper and kill all those that aren't already dead exept the other sniper guy. You can't get him until go over to him with a normal hand gun, SMG or shotgun and kill him close up. Take the thing that slows down gameplay so you can concentrate a vit more on doing this next bit. Go back to the stairs and as you're coming down them jump off the edge. As you're flying through the air shoot at triads. when you

land kill any Triads you can aim at. Now go round the corner, you'll see 2 vans, go behind the van on the right and you'll find 3 triads kill them all.

Mission Over  
Reward: \$1000

---

#### 7d. The Made Man

---

JD's supposed to be 'made'. Hev actually dies in this mission. Get in the car and drive it to the crusher in Harwood. This is where the 'Ceremony' is supposed to be. As it is there isn't a Ceremony at all. Take out the Sindacco Hit Men by driving over them!! Drive into the marker and watch JD die. Get back in the car and drive to Mickeys house. If the cops see the car with a dead guy in it they'll be after you in no time at all. Drop mickey off. go dump the car in the river or sea by driving down to where you're gonna dump it, get some speed up, drive towards the water, jump out at the last minute and watch the car go flying into the river, while you're nice and safe on the shore. The sea by Sal's place is absolutely perfect for doing this. To get to the sea go to Sal's place and there's a dirt track right? Go off the dirt track so instead of turning left you just go straight on. You'll go off the cliff. This takes you down to the beach there.

Mission Over  
Reward: \$1500

-Vicenzo will call he opens up as boss again 'v' on radar  
-End of JD's Missions!

---

#### Vincenzo 2

---

---

#### 8a. The Portland Chainsaw Masquerade

---

Head over to the ship. Just turn right, go down the end of the road and you're almost there. Go into the yellow marker and watch the cut-scene. Go to the end of the corridor and turn right, pick up the revolver. Revolvers are great things they kill people in 1 shot. Go back to where you were before you turned right, now turn left and go down this corridor just a tiny bit, down the first flight of stairs. Don't go down the second flight. Turn left into the small corridor and you'll see some body armour, pick it up. Now go to the yellow blip on the radar. Make sure you've got the revolver set as your gun. Step into the yellow marker. Watch the cut-scene. You'll find yourself in a room full of guys with chainsaws. Run away from the guys. Go to the corners and shoot as many guys as you can without becoming mince meat. Then run off again, go into another corner and shoot some more. I can't tell you how many to shoot as it will vary each time. Don't let any get up close to you!!! The chainsaws kill practically instantly. As you're running about pick up a chainsaw, you'll find this use full for the second part of the mission.

Go and stick your chainsaw in Vincenzo, this should finish him off.

Head for the exit (the door's open). Go into the yellow marker.

Mission Over  
Reward: \$3000

-End of Vincenzos Missions

-Overalls Unlocked

-Salvatore will ring up, his missions open again 's' on radar

-----  
Salvatore Leone 3  
-----

-----  
9a. Sindacco Sabotage  
-----

Get the stuff in the garage and head down to where JD's missions were quickly. The Diablos are making trouble and have started a gang war. There is a shotgun, armour, health, molotov coctails (petrol bomb). It's fairly simple and I can't help you. Go kill all the Diablos without the Leone's all dieing if they die you fail the mission. When you've killed all the Diablos Salvatore will call.

Mission Over

Reward: \$1500

-----  
9b. The Trouble With Triads  
-----

This mission gets on my nerves. Go to the place where the cash is. Watch the cut-scene. You've go to go collect the cash. Avoid the flames. Kill all triads you see with a gun. Get all the cash. Once you've got all the cash get out of there. Go back to Salvatores. The Triads are still onto you, just drive fast and they wont get to you. Drive into the yellow marker.

Mission Over

Reward: \$1500

-----  
9c. Driving Mr Leone  
-----

Sal needs to get out of Portland so you've got to get him out. First get a car i reccomend the Leone Sentinal (in his drive). Go to the ferry terminal. Drive into the yellow marker. Cops are all over the place get to Callahan bridge! Get up some speed and go over the ramp at Callahan bridge. Weldon you're on Staunton Island! You'll see a welcome note come up on screen.

Drive down to Salvatores Safe House. Go into the yellow marker. Watch the cut-scene. Well done!

Mission Over

Reward: \$4000

-Staunton Island Unlocked

-New Multiplayer Content Unlocked

-Staunton Island Safe-house unlocked

-Great stuff at the Staunton Island Ammu-Nation

-End Of Portland Missions

-Shorside Vale Missions unlocked

-Salvatore Will Call his missions on Staunton Island now available!

-----  
Walkthrough Contents (Staunton Island)  
-----



1. Salvatore Leone
  - 1a-A Walk In tHe Park
  - 1b-Making Toni
  
2. Donald Love
  - 2a-The Morgue Party Candidate
  - 2b-Steering The Vote
  - 2c-cam-pain
  - 2d-Friggin' The Riggin'
  - 2e-Love and Bullets
  - 2f-Counterfeit count
  
3. Salvatore Leone 2
  - 3a-Caught in the act
  
4. Church Confessional
  - 4a-L.C. Confidential
  - 4b-The passion of the Heist
  - 4c-Karmageddon
  - 4d-False Idols
  
5. Salvatore Leone 3
  - 5a-Search and Rescue
  
6. McAffrey
  - 6a-Sayanora Sindaccos
  - 6b-The Whole 9 Yardies
  - 6c-Crazy '69'
  - 6d-Night of the Living Dreads
  
7. Salvatore Leone 4
  - 7a-Taking The Peace
  - 7b-Shoot The Messenger
  
8. McAffrey 2
  - 8a-Munitions Dump
  
9. Donald Love 2
  - 9a-Love on The Rocks

-----  
Staunton Island  
-----

If you wanna download a saved game file that's been saved by me at this point in the game copy the text below and paste it into your explorer bar.

[http://www.gamefaqs.com/portable/psp/save/gta\\_liberty\\_city\\_stories\\_eu\\_g.zip](http://www.gamefaqs.com/portable/psp/save/gta_liberty_city_stories_eu_g.zip)

It is in the form of a .zip file, you'll need an unzipping program such as Winzip which can be downloaded from [www.winzip.com](http://www.winzip.com).

Extract all the files contained in the .zip file to your psp memory stick, then in PSP\SAVED DATA, it'll be obvious where to extract it to. Make sure that you're extracting it as its original folder aswell.

Note: All saved data that I link to in this guide is my own data.

Disclaimer: If it doesn't work it's probably because you've extracted it

wrong. Don't come running to me for help.

-----  
Salvatore Leone  
-----

-----  
1a. A Walk In The Park  
-----

Listen to the stuff on the phone. Don't have a gun in your hand when you enter the park, but make sure you have one with you. Cross over the road and go into the park. Now head for the mayor, still with your fist as the selected weopan. When you get within the distance so that you can aim at him. Pull out a gun. Kill the mayor. Don't let the cops kill you. Watch out. Run forward and take his phone. When you leave the park, the mayors guards should pull up in Sentinals. Steal one of these or any other ok car. Now get back to Salvatores. This is marked with the yellow blip on the radar. Drive into the yellow marker and watch the cut-scene.

Mission Over

Reward: \$1500

-Sweats Outfit now available

-----  
1b. Making Toni  
-----

Too easy too be true. Get in the car. Drive to the meeting place, there's no time limit so just take it easy. There's nothing to stop you on your way, no obstickles at all! Just drive. Park the car in the yellow marker. Watch the cut-scene. You're a made man!

Mission Over

Reward: \$2000

- Your ma will call soon, she's stopped the hit men.
- Salvatore will call Donald Love's missions will open
- Antonio Outfit now available at safe house

-----  
Donald Love  
-----

-----  
2a. The Morgue Party Candidate  
-----

I found that the best way to do this is to park cars across the entrance to the police station. This stops it reaching its destination. It also stops it from going forward. Whilst it's at a standstill get in it. You'll get a \*\*\* wanted level. Lose it by going to the pay 'n' spray, it's by your hideout the icon's on the radar. Now take the car to Donald Love's garage. Drive it into his garage now get out of the car and walk out of the garage.

Mission Over

Reward: \$1000

- Salvatore calls, his missions open again
- Church Confession opens

---

## 2b. Steering The Vote

---

Get in the van. Drive through the yellow markers. Once you've gone through two of them, O'donnovan will put out two of hisown vans. You need 5 of the voting areas to get past this part. Now go destroy the other voting vans. Driveby them. They're highly flammable, they blow up very easy.

Mission Over  
Reward: \$1500

---

## 2c. Cam-pain

---

Get a car and head over to one of the 'cam-pain' workers. Kill them.

For the ones on the roof top just let all hell loose upon them!

For the ones down the alley-way, just do the same.

For the ones in the other place just do the same once more, none are very hard.

Watch the cut-scene.

Mission Over  
Reward: \$1500

---

## 2d. Frigggin' The Riggin'

---

Get the flame thower for Phil Cassedys. Now head over to the Forelli warehouse. go kill all the forelli's before you start burning the stuff. Use a gun to kill the F orellis do not use the flamethrower or you'll run out of gas for it before you burn all the ballot papers. If you need anobther flame thrower there's one down at Phill Cassedys, it will only be there if you've ran out though. Go around destroyingthe ballot papers and printing machines with the flame thrower. You may have to occasionally pull out your gun and shoot some Forrelli's wheneverthey pop up. Go destroy the other Forrelli Vans. Drive by them or bash into them. Don't lose the vans or the Forrellis will get away. Then they go off and rig the election. Make sure you destroy the vans. Now get out of Fort Staunton by getting in a car and driving out. Once you're out.

Mission Over  
Reward: \$1500  
- All weopans but the minigun are now in stock at Phil Cassedy's.

---

## 2e. Love and Bullets

---

Use the sniper to kill the Forrellis, it's simple. If you're good with a sniper and it's your favourite gun (like me) you'll find this easy, others may find it a bit harder.

Note: Hold L in to make fine ajustments to your aim.

After you've taken care of the forellis get back in the car.  
There'll be another forrelli guy in the back of a bobcat, shooting at you.  
Take Donald back to his place. This shouldn't be hard. Drive into the yellow  
marker.

Mission Over  
Reward: \$2000

---

#### 2f. Counterfeit Count

---

In this mission you've got to go steal the votes. Go down to where the  
switches are taking place. First go down to the ballot van. Make sure  
you've got a gun. The courier will start driving off. Follow. Wait for the  
first exchange to start. Let the guy get into the van and get the papers now  
kill him with your gun as he comes out. Take the package. Follow the van.  
Do the same at the next exchange and so on... You do this 3 times.

Mission Over  
Reward: \$2500  
-End of Donald Loves Missions For The Moment.

---

#### Salvatore Leone 2

---

---

#### 3a. Caught In The Act

---

This isn't exactly easy, basically you have an M6 and you have to get away  
from the law by killing the police. Take out the guys, the boats and finally  
the helicopter.

Note: Make fine adjustments to your aim by holding in L.

You have to do this before the damage meter reaches full.

Mission Over  
Reward: \$2000  
- Salvatore calls, Mcaffrey opens as new boss, so does Salvatore 'r' and 's'  
on map.

---

#### Church Confessional

---

Note: The guy who's the priest is actually Ned Burner a news Reporter for the  
Liberty Tree.

---

#### 4a. L.C. Confidential

---

Go steal an FBI car from the crime scene. Then get to the meeting before your  
time runs out. Drive into the yellow marker. Get out kill the FBI guys and  
kill the informant guy, use a gun. Get the report, get in a car, the FBI cars  
are OK so get in one of them. Take the report to the Liberty Tree Newspaper  
offices. You should have a \*\* wanted level, just keep driving it's only \*\*.  
Go into the yellow marker.

Mission Over  
Reward: \$1500

---

#### 4b. The Passion Of The Heist

---

You'll need a gun. Sniper, AK-47, M4 or rocket launcher preferably but you can use your standard Micro SMG, it's just so much easier if you've got a good efficient long range quick killing gun.

If you've got one of the above stand on the hillside outside the compound and kill all the guys at a long range.

If you've got close range combat weopan, just run in, let all hell loose and hope you don't die in the process. This is practiccally impossible!!!

After you've killed all the guys go get the briefcase. You've got a \*\*\* wanted level. take the briefcase to the Liberty Tree Offices. Walk into the yellow marker.

Mission Over  
Reward: \$1500

---

#### 4c. Karmageddon

---

A very basic mission. Get in the firetruck. Do as much damage as possible in the time limit. Crash into cars and stupid stuff that will wreck cars, trash bikes, you can even run over people. Just fill the bar before you run out of time.

After you've done Karmageddon destroy the fire truck. Do anything.  
I used a rocket launcher.

Mission Over  
Reward: \$1500

-Karmageddon is now available in that firetruck back at the fire station.

---

#### 4d. False Idols

---

Go Over to Phill Cassidy's and get the free rocket Launcher.

To Take out all of them go down to the LCFR radio station and wait with the rocket launcher.

Or you can go out with the rocket launcher, kill the guy in the limo, then the guy in the patriot and finally the guy in the chopper.

Go and let the guy in the churck know. Drive to the church and step into the yellow marker.

Mission Over  
Reward: \$1500

- Church confessional missions over.

---

## 5a. Search and Rescue

---

Sal's in a sticky situation. Get his bullet-proof limo and go pick him up. Drive it into the yellow marker. Make sure you've got a descent weopan. You get a shotgun when you get in the limo but a better weopan is the M4. These however cost \$6000 so if you can't affory one, never mind a shotgun is a pretty good weopan. Kill all the Forellis (they've got red arrows over their heads). There are some pick-ups dotted around. kill all the ang outside the alley-way then go down it (it's on your left). Sal's down their. kill the guys he's fighting, pick him up. There's a fresh set of gang members. Simply kill the lot to get out. Get in the limo. You'll have a \*\*\* wanted level. Go to Sal's garage just around the corner. Drive the car into the garage. Leave the garage.

Mission Over

Reward: \$2000

-End of Sal's missions for now.

-Sal rings again so he's a new boss (according to the way my system works, I have to say he's a new boss because his missions open up again and they're closed for about 5 seconds.)

---

## McAffrey

---

---

## 6a. Sayanora Sindaccos

---

Go with McAffrey. Get in the car. Head over into Sindacco Territory. You have to drive him there. Drive into the yellow marker. Kill all the Sindaccos with red arrows over their head. Head back to the car. Kill the sindaccos from the back of the car. Don't let the Sindaccos destroy the car. The damaged meter is on the right of the screen. Take out the chopper.

Mission Over

Reward: \$1500

---

## 6b. The Whole 9 Yardies

---

Get in a car and head over to the where the Blue blip is. Get on a bike and remember to not kill any of the Forellis. The bikes you should get onto are the ones with the blue arrows over them. Ride like the wind. Be careful to not fall off of your bike! This is important. If you get off your bike the Forreli guys get off of their bikes as well and start shooting at you. If you're not too good at staying on bikes you might want to get some armour. No point buying it.

To the right of Ammu Nation there's an alley-way go down this. You'll find some grenades and body armour.

Drive into the yellow marker and watch the cut-scene. Now you've got take out the Forellis. I'd just sit back and let the Forellis deal with them, but if you've got a gun use it. Grenades are cool for this too. You fing them near to the place where the body armour was.

Mission Over  
Reward: \$2000

---

6c. Crazy '69'

---

GET ARMOUR BEFORE YOU START THIS MISSION!!!

You start with a Kitana and you have to run all around the park killing Forellis. Just be sure they don't get you. You have a time limit 4:00.

In this time limit you have to:

- Get to the park (after the cut-scene just turn right and there'll be a Sanchez. This is always here. It's a great help in missions like this and even if it isn't it's still quicker to use the Sanchez than running to a car).
- Kill 20 Forellis using the Kitana only (if you use any other stuff it won't count).

That's it! You could try sneaking up behind Forellis but i wouldn't bother. Run past them to make them follow you turn around and then kill him as soon as he's in range of your Kitana.

This mission is stupidly easy and you don't really need Armour at all, but if you've got Armour it stops you from being wasted. Though it's pretty much impossible to get wasted on this mission. It just means that you can be careless.

Mission Over  
Reward: \$2000

- The Dragon Outfit is now available at the Safehouse.

---

6d. Night Of The Living Dreads

---

Go to the red blip on the Radar. Kill the 3 Sinaccos and Take the Shotgun. Two Sinaccos will run at you shoot them. There's another Sinacco from where those two came from. Kill Him. Now there's lots of red blips on your radar. You have to kill these Sindaccos. Just go to the nearest place where you can shoot them and kill them. Try to look round corners by going up to the very edge of a corner, facing Toni to the wall (the way the passage leads) and then tapping L. If you turn right and then take your first left after getting to the main lot of Sindaccos you'll find some body armour. Stand behind the Sinacco gang car whilst killing the Sindaccos that come at you from the black van. Shoot them as they run towards you. Walk into the yellow marker. Watch the cut-scene.

Mission Over  
Reward: \$2000

- End of McAffrey for the moment

---

Salvatore Leone 4

---

---

7a. Taking The Peace

---

You have to use a remote control car to kill people by running them over. Don't worry about the count down timer. They're very generous.

Just run to the van in the Hospital car park. Watch the cut-scene. Don't take control of Pauls car yet. Take control of it when you go past Phil Cassedys. This is when the count down timer starts. Drive to the meeting and run over all of the guys that have red arrows over their heads. Don't let the damage meter reach full. This will fail the mission. All the guys show up in red on the Radar. When they're all dead it shows a small cut-scene and that's it!

Mission Over

Reward: \$2500

- You recieve a call from Sal and this next mission opens up.

---

#### 7b. Shoot The Messenger

---

Get to the blue blip on the radar and get in the boat. Now head towards the red blip.

There's a guy firing at you with an AK-47. Oh well just hope that you manage to shoot him first when you manage to come up beside the boat and driveby it. That's what you have to do. Drive-by it. If you aint got a gun you're doomed. All you can do is try to run the boat over. Good luck! But chances are you won't be able to do it this way, get a gun and do the mission again. You must have an SMG thing to drive-by, though you could try standing up with an AK or a pistol or any other gun and manually aiming at the boat.

Your best bet though is by far Drive-By's. Now the boat's destroyed.

Mission over

Reward:\$3000

- The Wiseguy Outfit is Now available at the Safehouse  
- McAffrey Calls and tells you that his missions are open once more! 'R' on the radar.

---

#### McAffrey 2

---

---

#### 8a. Munitions Dump

---

There's a couple of ways to do this mission and one is \$9000 more expensive than the other, the one that's \$9000 more expensive is by far the easier one!

If you don't have \$9000, simply get in a car and ram the trucks off the road until they blow up!

If you do have \$9000, go over to Phil Cassedy's and get the Rocket Launcher, that's if you don't already have some. Then wait outside the shop for the first truck to go by. You get a clear shot at it as it's going by, just be sure that you don't blow yourself up as you're firing at the truck. If you get to phil cassey's too late to do this and the truck doesn't come by then just simply go after the truck, go ahead of it get off your bike or out of your car, aim and fire. Simple as that.



For the second truck, drive ahead of it and then get out of your car or off your bike and use the rocket launcher to blow it up, yet again be careful that you don't kill yourself!!!

Note: After you blow up a truck backup will be called, watch out they're armed with AK-47's. They shouldn't give you too much trouble though. Also, if one of the trucks gets to their destination, you fail the mission.

Mission Over

Reward: \$2500

- Donald Love Calls and his missions are open once more!
- End of McAffrey!

-----  
Donald Love 2  
-----

-----  
9a. Love On The Rocks  
-----

Go and see Donald Love's Man under the overpass.

Note: I recommend armour and some good guns, e.g AK-47, M4, bring one of these and a sniper may make it easier along with an SMG, but you don't really need the sniper, though it'll help you a lot if you've got one! Also if you can't afford an AK-47 or an M4 you could try a shotgun (not recommended).

Now you're very heavily armed, get in Donalds contacts car.

If you've got a sniper, now's the time to use it, or if you've still got the rocket launcher from the last mission use it for this.

Get out your long range weopan and aim at the blockade entrance, kill all of the guys at the entrance.

If you haven't got a sniper or rocket launcher, here's what to do. Pull out your M4 OR AK-47 and shoot from as long range as possible at the guys by the entrance. Then begin to advance, slowly. Make sure that no guys are left standing! There is a health pick up and there's an armour pickup to help you. Once they're all dead, get in the truck. Now drive to the exit and you'll see a Banshee. It'll shoot at you. Get out, pull out your gun and swiftly kill the two gun men. Now enjoy a leasurly drive back to the drop-off point.

Mission Over

Reward: Noting apart from a very funny cut-scene.

- Salvatore calls and he's open for buisness once more.
- We say goodbye to Staunton Island and hello to Shoreside Vale, you unlocked Shorside Vale!
- Donald Love's missions are over for now!

-----  
Shoreside Vale  
-----

Note: I class all missions from now on as Shoreside Vale missions, even if they are held in Portland!

If you wanna download a saved game file that's been saved by me at this point

in the game copy the text below and paste it into your explorer bar.

[http://files.filefront.com/STAUNTON\\_ISLAND\\_COMPLETEzip/;4574109;;/fileinfo.html](http://files.filefront.com/STAUNTON_ISLAND_COMPLETEzip/;4574109;;/fileinfo.html)

It is in the form of a .zip file, you'll need an unzipping program such as Winzip which can be downloaded from [www.winzip.com](http://www.winzip.com).

Extract all the files contained in the .zip file to your psp memory stick, then in PSP\SAVED DATA, it'll be obvious where to extract it to. Make sure that you're extracting it as its original folder aswell.

Note: All saved data that I link to in this guide is my own data.

Disclaimer: If it doesn't work it's probably because you've extracted it wrong. Don't come running to me for help.

---

## Walkthrough Contents (Shoreside Vale)

---

### 1. Salvatore

- 1a-Rough Justice
- 1b-Dead Reckoning
- 1c-Shotgun Showdown

### 2. Donald Love

- 2a-Panlantic Land Grab

---

## Shoreside Vale Missions

---

---

### Salvatore

---

---

#### 1a. Rough Justice

---

Firstly, before you can do this lot of missions, you'll need a lawyers suit! How? You follow the blip on the radar yeah? Easy you say? Well you're very good at guessing, no complications whatsoever. Go get yourself a lawyers suit. (The lawyers suit just looks weird on Toni I think, but you'll need to keep it for these missions)!!!

Now go back to the Police Station and walk into the yellow marker again.

I THINK THIS IS A REALLY COOL MISSION BRIEFING THINGY SO DON'T DIS IT!!!  
Anyway, The Mission. Get a car or you could get a bike, or you could even try walking if you're mad. Then head over to the blip on the radar. (The blue one, not the red one). Pick up the gun and the armor.  
Then either let the guys get in your car or get in the one next to them and let them get in that one.

This next bit is simple and I can't give you much help. Go to one of the red blips on the radar. Drive in to their car.

Then the hoods will kill 'em, you should help them.

The chance of you dieing are nothing compared to all the hoods dieing.

So you might as well help 'em. Use the gun that you picked up, or if you've

got a better one use that. Pick up the enemy gangs weapons after you've killed them. You could stay in the car and run over the Forellis if you wanted. (I prefer getting out and shooting, it's more fun)!

Mission Over

Reward: \$2500

---

#### 1b. Dead Reckoning

---

Note: You'll need to buy yourself a gun if you haven't already got one. This will be even easier if you have a rocket launcher. (Reccomended). Also get armor, you can get A free pickup behind Ammuation in Staunton Island. (Reccomended). You could use a sniper. (Not reccomended).

Head Over TO the yellow blip on the radar. Stop in the yellow marker and watch the cut-scene. Now you need a gun.

If you have a gun, ignore the guys who are shooting at you and just aim for the boat, run along the coast letting all hell break out!!!

If you have a Sniper, Aim for the Sindacco guy and fire, if you miss try again and so on...

If you have a rocket launcher, aim for the boat, missing is average at this close range, depends on how good you are with a rocket launcher. Fire. If you do miss, don't worry. Just move further along the coast, the boat doesn't move fast and aim, then fire. Repeat until you take the boat out!

'Ladies and gentlemen, Paulie Sindacco has left the building'! You know, the way he says that, just rocks!!!

Mission Over

Reward: \$3000

- Donald Love Calls Begging for help!!! You can do missions for him again.

---

#### 1c. Shotgun Showdown

---

You'll need \$500 for the bomb that you'll be using. Ir you don't have \$500, see the easy money section for information on how to make a quick bit of cash.

Get into a Yakuza Gang car, they're found round about where the yellow blip on the radar is. Head over to the yellow blip on the radar. (The blip's in Staunton Island, not in Shoreside Vale). Stop in the yellow marker. You see a cut-sene showing some Yakuza gang members standing guard over the yard. So, you're in your Yakuza gang car. Drive up to where the gates are and they should open for you. Drive into the yard. Now you see what the Yakuza have managed to get their hands on!!! Don't get out of your car yet. Drive really close to the Rhino Tank. Now quickly get out of your car and into the tank. Now you hear the order 'Kill him'! Drive like the wind, out of the compound and head over to 8 balls bomb shop. When you see the yakuza blockade ignore it! Just drive on like it wasn't there. Fix the tank with a bomb. The bomb shop is marked on the radar with a picture of a bomb. Now just get out of the tank. Run a little way away from it. Select the detonator as your

weapon. FIRE! Bombs away.

Mission Over

Reward: \$3000

- Sal's missions are over for now!!!
- You get a call from Toshiko Kasen. She opens up for buisness. (T on Radar).

-----  
Donald Love  
-----

-----  
2a. Panlantic Land Grab  
-----

Donald is past crazy now!!! But hey, you've still got to do his missions to complete the game.

So get a ride. And take cyko bob for a drive. Go to the yellow blip on the radar. Drive into the yellow marker. Follow the red blip on the radar. When you get to the red blip, you'll notice that there's a bobcat and 2 Cartel guards. Drive-by and ram the 2 cartel cars. You'll want a car for this, not a bike. You can still do this with a bike though, i've tried it. It's actually very easy. So whatever you want.

Now Avery's making a run for it. either shoot him or run over him. Pick up the briefcase. Now take Donald to the yellow blip on the radar. You may run into some Cartel on the way back. Have no mercy towards them! Kill them all! Drive onto the yellow marker.

Mission over

Reward: \$3000

-----  
Cheats Etc...  
-----

Cheats are a good way of making a game last longer after you've completed it.

Cheats I found on the web:

Cheat warning

It is recommended that you do not save the game while codes have been enabled. It may affect your game statistics, and may cause glitches. Additionally, some codes cannot be disabled. It will, not however stop you from completeing the game.

All pedestrians, cars, Portland, Staunton Island, and Shoreside Vale unlocked in Multiplayer mode

While playing a game, press Up(3), Triangle(2), Circle, L, R. If you entered the code correctly, a message will appear.

Fourteen pedestrians, Portland, two gangs unlocked in Multiplayer mode

While playing a game, press Up(3), Square(2), Triangle, R, L. If you entered the code correctly, a message will appear.

Twenty eight pedestrians, Portland, Staunton Island, four gangs unlocked

in Multiplayer mode While playing a game, press Up(3), Circle(2), X, L, R.

If you entered the code correctly, a message will appear.

Forty three pedestrians, two locations, seven gangs unlocked in Multiplayer mode While playing a game, press Up(3), X(2), Square, R, L.  
If you entered the code correctly, a message will appear.

#### Weapons (tier 1)

While playing a game, press Up, Square(2), Down, Left, Square(2), Right.  
If you entered the code correctly, a message will appear. The brass knuckles, knife, Molotov cocktails, 9mm handgun, shotgun, Tec-9, AK-47, flamethrower, and sniper rifle will be unlocked. To get infinite ammunition for this or the other weapons tiers, repeatedly enable the code until no ammunition number appears beneath the gun pictures. Note: Enabling this code will cause your street creds to substantially drop in points. You can check your creds in the stats menu at the pause screen.

#### Weapons (tier 2)

While playing a game, press Up, Circle(2), Down, Left, Circle(2), Right.  
If you entered the code correctly, a message will appear.  
The katana sword, grenades, revolver, sawn-off shotgun, Uzi, M16, rocket launcher, and laser scoped sniper rifle will be unlocked. To get infinite ammunition for this or the other weapons tiers, repeatedly enable the code until no ammunition number appears beneath the gun pictures. Note: Enabling this code will cause your street creds to substantially drop in points. You can check your creds in the stats menu at the pause screen.

#### Weapons (tier 3)

While playing a game, press Up, X(2), Down, Left, X(2), Right.  
If you entered the code correctly, a message will appear. The chainsaw, grenades, revolver, SMG, combat shotgun, mini-gun, and sniper rifle will be unlocked. To get infinite ammunition for this or the other weapons tiers, repeatedly enable the code until no ammunition number appears beneath the gun pictures. Note: Enabling this code will cause your street creds to substantially drop in points. You can check your creds in the stats menu at the pause screen.

#### Full health

While playing a game, press L, R, X, L, R, Square, L, R.  
If you entered the code correctly, a message will appear.  
Note: You must enter this code multiple times to increase your total money. If this code is enabled when your car is smoking or damaged it will get repaired.

#### Extra armor

While playing a game, press L, R, Circle, L, R, X, L, R.  
If you entered the code correctly, a message will appear.

#### \$250,000

While playing a game, press L, R, Triangle, L, R, Circle, L, R.  
If you entered the code correctly, a message will appear.

#### Wanted level disabled

While playing a game, press L(2), Triangle, R(2), X, Square, Circle.  
If you entered the code correctly, a message will appear. If this code is enabled, you can never have a wanted level.

#### Wanted level increased

While playing a game, press L, R, Square, L, R, Triangle, L, R.  
If you entered the code correctly, a message will appear.

#### View media attention level

While playing a game, press L, Up, Right, R, Triangle, Square, Down, X.  
If you entered the code correctly, a message will appear. Keep breaking the law until the media attention level is displayed.

#### Drive on water

While playing a game, press Circle, X, Down, Circle, X, Up, L(2).  
If you entered the code correctly, a message will appear.

#### Better handling vehicles

While playing a game, press L, Up, Left, R, Triangle, Circle, Down, X.  
If you entered the code correctly, a message will appear. Press Down after this code is enabled to make your car jump.

#### Spawn Rhino

While playing a game, press L(2), Left, L(2), Right, Triangle, Circle.  
If you entered the code correctly, a message will appear.

#### Spawn Trashmaster

While playing a game, press Triangle, Circle, Down, Triangle, Circle, Up, L1(2). If you entered the code correctly, a message will appear.

#### Change motorcycle tire size

While playing a game, press Circle, Right, X, Up, Right, X, L1, Square.  
If you entered the code correctly, a message will appear. Repeat the code to cycle the tire sizes between large, small, and normal.

#### Destroy all cars

While playing a game, press L(2), Left, L(2), Right, X, Square.  
If you entered the code correctly, a message will appear.

#### Aggressive drivers

While playing a game, press Square(2), R, X(2), L, Circle(2).  
If you entered the code correctly, a message will appear.

#### Black traffic

While playing a game, press Circle(2), R1, Triangle, L1, Square(2).  
If you entered the code correctly, a message will appear.

#### White traffic

While playing a game, press X(2), R1, Circle(2), L1, Triangle(2). If you entered the code correctly, a message will appear.

#### Chrome traffic

While playing a game, press Triangle, R1, L1, Down(2), R1(2), Triangle.  
If you entered the code correctly, a message will appear.

#### Traffic lights always green

While playing a game, press Triangle, Triangle, R, Square, Square, L, X(2).  
If you entered the code correctly, a message will appear.

#### Sunny weather

While playing a game, press L(2), Circle, R(2), Square, Triangle, X.  
If you entered the code correctly, a message will appear.

#### Clear weather

While playing a game, press Up, Down, Circle, Up, Down, Square, L, R.  
If you entered the code correctly, a message will appear.

#### Overcast weather

While playing a game, press Up, Down, X, Up, Down, Triangle, L, R.

If you entered the code correctly, a message will appear.

#### Rainy weather

While playing a game, press Up, Down, Square, Up, Down, Circle, L, R.

If you entered the code correctly, a message will appear.

#### Foggy weather

While playing a game, press Up, Down, Triangle, Up, Down, X, L, R.

If you entered the code correctly, a message will appear.

#### Pedestrians riot

While playing a game, press L(2), R, L(2), R, Left, Square.

If you entered the code correctly, a message will appear.

#### Pedestrians attack you

While playing a game, press L(2), R, L(2), R, Up, Triangle.

If you entered the code correctly, a message will appear.

#### Pedestrians have weapons

While playing a game, press R(2), L, R(2), L, Right, Circle.

If you entered the code correctly, a message will appear.

#### Pedestrians follow you

While playing a game, press Down(3), Triangle(2), Circle, L, R.

If you entered the code correctly, a message will appear.

#### Random pedestrian costumes

While playing a game, press L(2), Left, L(2), Right, Square, Triangle.

If you entered the code correctly, a message will appear.

#### Faster gameplay

While playing a game, press R(2), L, R(2), L, Down, X. If you entered the code correctly, a message will appear.

#### Slower gameplay

While playing a game, press R, Triangle, X, R, Square, Circle, Left, Right.

If you entered the code correctly, a message will appear.

#### Faster game time

While playing a game, press L(2), Left, L(2), Right, Circle, X. If you entered the code correctly, a message will appear.

#### Big head mode

While playing a game, press Down(3), Circle(2), X, L, R. If you entered the code correctly, a message will appear.

#### Upside down

While playing a game, press Down(3), X(2), Square, R, L. If you entered the code correctly, a message will appear.

#### Upside up

While playing a game, press X(3), Down(2), Right, L, R. If you entered the code correctly, a message will appear.

#### Return to normal from upside down

While playing a game, press Triangle(3), Up(2), Right, L, R. If you entered the code correctly, a message will appear.

#### Return to normal from upside up

While playing a game, press Up(3), Triangle(2), Square, R, L. If you entered

the code correctly, a message will appear.

#### Commit suicide

While playing a game, press L, Down, Left, R, X, Circle, Up, Triangle. If you entered the code correctly, a message will appear.

#### View game credits

While playing a game, press L, R, L, R, Up, Down, L, R. If you entered the code correctly, a message will appear.

#### Unknown

While playing a game, press X, Square, Down, X, Square, Up, R(2). If you entered the code correctly, a message will appear.

#### Completion bonuses

Get a 100% completion by finishing all story line missions, all side jobs, all races in first place, complete all 24 unique jumps, complete the car list for Love Media, find all 100 hidden packages, and survive all 20 rampages. A tank will now appear in Fort Staunton, and speedboats can be taken in Portaland. All Multiplayer costumes will also be available in Single Player mode. Additionally, successfully complete all Rampages for the M60 to spawn at your safehouses. Note: You do not get the M60 with any of the weapon cheats.

#### Ambulance mission bonus

Steal an ambulance and press Up to start the Ambulance missions. Reach level 12 to get infinite sprinting.

#### Firefighter mission bonus

Steal a fire truck and press Up to start the Firefighter missions. Reach level 12 to be fireproof.

#### Food delivery mission bonus

Go to the Well Stacked Pizza shop in Staunton Island or the Noodle Punk shop in Portland. Start the delivery missions and reach level 9 to increase your maximum health by 25 points.

#### Taxi missions bonus

Steal a taxi and press Up to start the Taxi Driver missions. Drop off 100 passengers to unlock the Bickle '76 cab.

#### Vigilante mission bonus

Steal a police car and press Up to start the Vigilante missions. Reach level 12 to get a maximum of 150 points of body armor.

#### Good citizen bonus

When you see a cop chasing someone down the sidewalk, if you run up to the person being chased and punch him, you will get a \$50 Good Citizen Bonus. Make sure to only punch him once; if you continue and kill the person, the cop will want to fight you.

#### No money loss when busted

Successfully complete the Avenging Angels missions on Staunton Island.

#### Spirit E and PJC at Staunton Island safe house

Deliver all sixteen vehicles on the list to the Love Media garage in Bedford.

#### Super Angel Bike (bulletproof) at Portland safe-house

Successfully complete Avenging Angels missions in Portland.



Super Land Stalker (bulletproof) at Shoreside Vale safe-house  
Successfully complete the Avenging Angels missions in Shoreside Vale.

#### Upgraded Sanchez

Successfully complete all ten courses in the "Bump & Grinds" at the dirt bike course in Portland.

#### Underwear costume

Successfully complete one unique jump to get the Underwear costume.

#### Hidden package rewards

There are a total of 100 hidden packages in the game, 40 in Portland, 30 in Staunton Island, and 30 in Shoreside Vale. Besides getting \$250 when each package is collected, the following reward will appear in your safe houses when you collect the required number of packages:

Handgun: 10 hidden packages

Shotgun: 20 hidden packages

Body armor: 30 hidden packages

MP5 gun: 40 hidden packages

Python gun: 50 hidden packages

M4 gun: 60 hidden packages

Laser aimed sniper rifle: 70 hidden packages

Flamethrower: 80 hidden packages

Rocket launcher: 90 hidden packages

\$50,000: 100 hidden packages

#### Infinite shotgun ammunition

Stand outside the Ammu-Nation store and target the man behind the counter. Kill him, then take his shotgun and drive away a few blocks. Return to the store, and he will have respawned with another shotgun, which you can once again take from him.

#### Run longer

Instead of holding X to run, repeatedly tap it.

#### Exceed garage limit

Get a motorcycle and park it against the garage door. Jump off, and after the garage door opens, quickly press Triangle to get back on and press X to drive it in before the door closes again. With a car, keep pushing it towards the garage door until it opens, then keep pushing it until it is inside.

#### Change size of the moon

Use a sniper rifle to look at the moon. Shoot the moon with the sniper rifle to make it increase in size. Repeat this to make it grow larger until it returns to its original size.

#### Free items

In the beginning of the game, you can buy anything desired. During one of the first missions you must go to Ammu-Nation. Choose the pistol and you will not be charged. You can also go to the Pay 'N Spray for free the first few times.

#### Motorcycle passenger

Use a vehicle to ram a motorcycle with two people sitting on it. Make sure you hit them hard enough so that they both fly off the bike. Then, get on the bike and shoot the driver, but not the back passenger. If done correctly, the remaining passenger will hop back on the bike and sit behind you as you drive around. Note: You will not be able to bail from the bike

while moving, as the back passenger will block you from being able to jump off. To get rid of the passenger, just get off the bike and shoot him or her.

#### Snow

To change the weather to snow, find the auto shop in Portland. Begin the car dealership missions where you must sell cars to people by doing what they want. If you get to level 9, it will start snowing to make it more difficult to drive in.

#### Chrome plated bat

Enable the "Chrome traffic" code, then pick up a bat at your Portland safe house.

#### Easier mission completion

Once you get to the point where you can do missions for Ma Cipriani ("C" on the map), do not continue doing them until they are your only option. After Ma's "No Son Of Mine" mission, she will send hit men after you. They will continue to appear until they are all killed, making future missions more difficult to complete.

#### Drive destroyed vehicle

Find a vehicle with a driver in it. Press Triangle to get in the car and immediately enable the "Destroy all cars" code. If done correctly, you should be in the vehicle, but it will be on fire. Enable the "Full health" code to put out the fire. You can now do things like in a normal vehicle. If you take it to a Pay N Spray, the vehicle will be fixed but still look burned.

#### Car stuck on bridge

While driving on the bridge that connects Staunton Island and Shoreside Vale, you can get someone's car stuck in the bridge. To do this, wait until the bridge is up, then bump a car about half-way on the bridge with it halfway hanging over the edge. When the middle section of the bridge comes back down, that car should get stuck and have half of it sticking out of the bridge.

#### Bleeding vehicles

Take a normal shotgun and walk directly up to a Rhino. Use manual aim and fire directly into the Rhino. It will spurt blood as if it were a person. This can also be done with other cars and objects, but is best when the Rhino is the target, because it will not explode. This works well at the airport so you do not get a wanted level. Note: The blood only spurts when you fire from certain angles; down and to the right slightly works the best, and you must be directly up against the tank and use manual aim to do it.

#### Ride through wall in Staunton Island

In the Rockford area, directly beside the hospital is a construction site. Get a PCJ 600 and ride it to the red bar at the construction site's entrance and break it. Then, back up and go fast as possible. Go up the dirt pile ramp inside the construction site. When you are on the first roof, jump over to the second roof while still on your bike. Then, go to the wall to your right and ride slowly into it. Note: You may need to do this more than once. If done correctly, you should fall into the wall. When you are done falling, you will be in the unfinished tunnels below. The only way to get exit is to die.

#### Smiley face "Hello Again" in Staunton Island

Look for the place where you have to chase the "priest" into the Church missions. It is a garage-type place. Find the white stairs and climb up them. Jump over to the roof to your right, then run straight ahead. Jump off to

the right of the wall. Follow this wall until you find the ramp. Once you reach the ramp, do not go up it. Keep following the wall and run to the back. Turn to the left to find the hidden location. In Grand Theft Auto 3 the sign read "You are not suppose to be here". Instead, the sign has a smiley face with "Hello Again".

#### Fly helicopter in Calm Before The Storm mission

During this mission for JD, when the helicopter makes its second stop on the top of the building in the Red Light District, get a bike. Drive it up the stairs. Make sure not to kill anyone or the mission will end. Then, press Triangle while standing next to the helicopter to board it and fly around.

#### Grand Theft Auto: Vice City reference

During the introduction sequence for the Biker Heat mission, the poster above Maria's bed depicts members of the imaginary rock band Love Fist, which was the band Tommy Vercetti befriended and completed missions for in Grand Theft Auto: Vice City.

#### Play in Italian

Set your system language to Italian, then start the game. The game menus, messages, mission briefs, and even some car names (Police, Ambulance, etc.) and places (Francis Intl. Airport, etc.) will be in Italian. However, it is not spoken, but the subtitles will be in Italian. Note: This does not work with any other language.

#### Cheats You guys sent me:

To get easy m4 ammo, go to AMMUNATION and buy all the AK-47 ammo you need. Then by the shore to the east go into the cargo depot and carry on till you reach some grass at the end. Next to one of the containers is an m4. Trade the AK worth \$4200 for the m4, which has the same ammo as AK, which is worth \$6000

#### Unlockables:

##### Unlockable

##### How to Unlock

'King' Jumpsuit Costume

Finish all story mode missions

150 Max Armour Points

Complete Level 12 In Vigilante Missions

Bickle '76

Drop off 100 Passengers in the Taxi

Bullet Proof PCJ 600

Take Wayne's Bike in Biker Heat Mission.

Cluckin' Bell Outfit

Beat SlashTV 3 times

Extra 25 Max Health Points

Complete Level 10 in Noodle Delivery Missions at Noodle Punk in Portland

Extra 25 Max Health Points

Complete Level 10 in Pizza Delivery Missions at Well Snacked Pizza in Staunton Island

Fireproof Toni

Complete Level 12 In Fire-fighter Missions

Generate \$4000 at Capital Autos

Beat Level 6 of Car Salesman

Generate 4x the cash for cars in the Scrap yard

Complete the Scrap yard motorcycle challenge

Generate cash from "Hogs & Cogs"  
Sell 40 motorcycles in Belleville Park, Staunton Island  
Getting Busted Won't Cost Money  
Completing Avenging Angels missions in Staunton Island  
Hellenbach GT  
Beat level four of the car salesman side quest  
Hero Costume  
Beat Level 15 of the Avenging Angels missions in Shoreside Vale  
Infinite Ammo  
Beat the game 100%  
Infinite Sprint  
Beat Ambulance Missions Level 12  
M60 machine gun  
Beat all rampages.  
Multiplayer  
Complete the "Driving Mr Leone" mission.  
PCJ  
Complete Love Media  
Rhino Tank in Ft. Staunton  
Complete the game 100%  
Spirit E and PJC Generated at Staunton Safehouse  
Deliver all 16 listed makes of vehicle to a garage at Love Media in Bedford  
Super Angel Bike (Bullet-proof) generated at Portland safe-house  
Completing Avenging Angels missions in Portland  
Super Land Stalker (Bullet-proof) generated at Shoreside Vale safe-house  
Completing Tourism missions  
Underwear costume  
Complete 1 Unique Jump  
Upgraded Sanchez  
Complete all ten courses in the "Bump & Grinds" at the dirt bike course in  
Portland  
V8 Ghost  
Complete Love Media

Voices By:

Voice of Sal Leone  
Frank Vincent  
Voice of Toni Cipriani  
Danny Mastrogiorgio  
Voice of Donald Love  
Will Janowitz  
Voice of Vincenzo Cilli  
Jeo Lotruglio  
Voice of Maria Latore  
Fiona Lotruglio  
Voice of JD O'Toole  
Greg Wilson  
Voice of Leon McAffrey  
Ron Orbach  
Voice of Ray Machowski  
Peter Appel  
Voice of Toshiko Kasen  
Hannah Moon  
Voice of Ned Burner  
Peter Bradbury  
Voice of Ma Capriani  
Sondra James  
Voice of Giovanni Casa  
Joel Jones

Voice of Kazuki Kasen  
Keenan Shimizu  
Voice of Massimo Torini  
Duccio Faggella  
Voice of Mickey Hamfists  
Chris Tardio  
Voice of Jane Hopper  
Gordana Rashovich  
Voice of Mayor O'Donovan  
John Braden  
Voice of Radio Newscaster  
Sharon Washington  
Voice of TV Reporter  
Brooke Alexander

Game Saves:

Portland complete: (EU)

[http://www.gamefaqs.com/portable/psp/save/gta\\_liberty\\_city\\_stories\\_eu\\_g.zip](http://www.gamefaqs.com/portable/psp/save/gta_liberty_city_stories_eu_g.zip)

Staunton Island Complete: (EU)

[http://files.filefront.com/STAUNTON\\_ISLAND\\_COMPLETEzip/;4574109;;/fileinfo.html](http://files.filefront.com/STAUNTON_ISLAND_COMPLETEzip/;4574109;;/fileinfo.html)

Main Missions complete: (EU)

[http://www.gamefaqs.com/portable/psp/save/gta\\_liberty\\_city\\_stories\\_eu\\_e.zip](http://www.gamefaqs.com/portable/psp/save/gta_liberty_city_stories_eu_e.zip)

For a wider selection of saves that aren't my own, visit:

<http://www.gamefaqs.com/portable/psp/save/925776.html>

Copy and paste the above links into your explorer bar.

You'll need unzipping software such as Winzip which can be downloaded from [www.winzip.com](http://www.winzip.com)

If you wish to submit a saved data file to me, please zip it up and email it to [medalgod@yahoo.co.uk](mailto:medalgod@yahoo.co.uk), credit will be given to you. I'm sorry, but I only accept EU formatted files as i can't be sure if the USA ones you send me work or not.

If you're after USA files look through the list here:

<http://www.gamefaqs.com/portable/psp/save/925776.html>

You can email me more cheats to go here, my email adress is

[medalgod@yahoo.co.uk](mailto:medalgod@yahoo.co.uk)

-----  
Extras  
-----  
-----

Extras Contents  
-----

1. Avenging Angels Missions
2. Hidden Packages
3. Good Citizen Bonus
4. Basic Controls
5. Love Media Car List
6. Extra Cash
7. Weapon Locations (Portland)
8. Slash TV (where you dress up in overalls in portland and kill some people,

well basically, good fun)

9. Any other things coming with future versions

---

### Avenging Angels Missions

---

Start the avenging angels missions by going up to any avenging angel whilst wearing the avenging angels fatigues and press up to start the missions.

I'm hoping to be able to add more content to this in future versions.

If you can contribute a guide on the Avenging angels missions to me please email me and tell me, the work must be your own. (The guide will go here if it's a good guide).

---

### Hidden Packages

---

For maps locating hidden packages go to [gtalibertycitystories.ds4a.com](http://gtalibertycitystories.ds4a.com)

I'm hoping to be able to add more content to this in future versions.

If you can contribute a guide on hidden packages to me please email me and tell me, the work must be your own. (The guide will go here if it's a good guide).

---

### Good Citizen Bonus

---

If you see a cop chasing someone go up to the person that the cop's chasing and punch them. Only once, then leg it before they start a fight. For doing this you'll get \$50.

---

### Basic Controls

---

On Foot (as in control setup 1)

---

Triangle-get in car  
Circle-use weapon (attack)  
X-Run (Tap X to get infinite sprint)  
Square- Jump  
Start-Pause  
Select-Change Camera Mode  
Analogue Stick-Control player (Movement)

In Car (as in control setup 1)

---

Triangle-Enter Or Exit Vehicle  
Circle-Use Weapon (Driveby)  
X-Accelerate  
Square-Reverse  
Start-Pause  
Select-Change Camera Mode

Analogue Stick-Control Car (movement)  
Down (D-PAD)-Horn  
Up (D-PAD)-Special Mission (Optional)  
Right/Left (D-PAD)-Cycle Through Radio Stations

Sniper

---

R-Hold In To Aim  
Square-Zoom In  
X-Zoom Out  
L-Fine aim (hold in)  
Analogue Stick-Movement

Weapon

---

R-Aim  
L-Fine Aim  
Analogue Stick-Movement  
Down (D-PAD)-Free Aim (Manual)  
Right/Left-Cycle Target or weapon  
Circle-Fire Weapon/Attack

-----  
Love Media Car List - Thanks To Jebbididiah Gasioubary  
-----

---

=====  
-GTA Liberty City Stories: Love Media Garage List  
=====

---

Grand Theft Auto: Liberty City Stories  
For the Sony PSP  
Love Media Garage List  
v. 1.25  
by gasioubary  
gasioubary@gmail.com  
Written 11/13/2005  
Last updated 11/15/2005

---

=====  
CONTENTS

- 1- About this FAQ
- 2- Main Questions
- 3- The Vehicles
- 4- Other Questions
- 5- Legal & Copyright
- 6- Credits & Thanks

---

1 -About this FAQ

---

This is the first FAQ I ever bothered to write specifically for gamefaqs.com. I have made others, but they have been mainly for smaller sites that I frequent as well as they usually are written in html format. I've been spending a good amount of my time at work (heh) playing GTA and frequenting gamefaqs and have come across among other things, a good deal of posts regarding the Love Media garage list side-quest. I felt like killing a good 30 minutes of my time here at work and spit this tiny little FAQ out for you. Forgive me if I don't go ASCII happy and embellish this out. Not my style.

Also, I am still in the process of playing the game. I'll update any necessary information such as parked car locations as I play through and find them.

---

## 2 -Main Questions

---

Q. -What exactly is the Love Media garage list?

A. -It is one of the many little extra and optional side missions available to you in the tradition of current generation GTA games. Located in Bedford, Staunton Island, Love Media is holding a contest and needs to give out vehicles as prizes. They need your help to bring them those vehicles. You are free to participate in it as soon as you have access to Staunton, and you may do it at your own pace. Find the building and posted on the wall, a list of 16 vehicles which is needed to meet the mission's fulfilment. Just drive any of the vehicles listed near the garage door, it will open, drive in, get out, and exit the garage. The garage door will close, that particular vehicle will be scratched off the posted list.

Q. -Where is the Love Media garage located?

A. -There is a building 1 1/2 blocks west of Donald Love's mission point, the southern most center in the city blocks of Staunton, which has a garage accessible by the street running north and south.

If the "written" directions aren't good enough for you, I took the time out to draw a cross-section of Staunton showing you where the garage is:

---

<http://theoutboards.com/images/lmg.png>

Q. -What do I get for completing the list of 16 vehicles?

A. -For each vehicle, you get reward money which range from \$500 to \$5000. All in all the total cash value of turning in all 16 amounts to \$52,000. Not a bad chunk of change at all. Also when you complete the list, you will be rewarded with 2 vehicle spawns at your Staunton hideout. The vehicles are the PCJ 600 and the V8 Ghost. They respawn at your hideout for your convenience. Another thing is it is required as part of the 100% game completion for those of you interested in receiving a 100% complete game file (and its rewards).

Q. -Ok, so what are the vehicles?

A. -In alphabetical order, they are:

-Banshee



- BF Injection
- Deimos SP
- Faggio
- Freeway
- Hearse
- Hellenbach GT
- Infernus
- Landstalker
- Manana
- Patriot
- PCJ 600
- Phobos VT
- Sentinel
- Thunder Rod
- V8 Ghost

---

### 3 -The Vehicles

---

First of all, about the spawning rules. If you are new to GTA, you may or may not have noticed that whenever you drive a particular vehicle, you will see a whole bunch of those same vehicles roaming the street. The main and obvious reason for this is the game's memory. It is much more efficient for the memory to constrain the type of vehicles on the road into a set, and by limiting the set, the game uses less memory for that in order for it to be used on other aspects of the game. Now, this is based all on my assumption and observation, so don't go quoting me on it, but its most likely correct.

You can take advantage of this to force spawn vehicles you need on the list. Let's say you need a particular sports car. By driving one type of sports car, you will most likely run into another type of sports car.

Anyway, on to the vehicles.

---

=====

-BANSHEE

-Reward: \$4000

-Description: Resembles a Dodge Viper. Always convertable, always has a stripe down the center of the vehicle. Probably the most common sports car you will find.

-Parked Locations: Random spawn in the back of the Staunton Casino. Random spawn in the multi-level parking garage next to your hideout. Also parked in east Staunton by the docks just south of Callahan bridge.

-General Locations: You will find this driving pretty much all around Staunton. Riding a PCJ 600, you will eventually find one.

-Rarity: Not rare, common.

---

=====

-BF INJECTION

-Reward: \$3000

-Description: A large dune buggy with its engine visible.

-Parked Locations: On the beach just below Salvatore's mansion in Portland. South, south east of it.

-General Locations: As of the moment, I have not seen it freely roaming around the city. The vehicle shows up in the Capital Auto salesman side mission if you have not done it yet. The good thing is, if you fail the mission, you still get to keep the BF Injection. Otherwise, just head down the beach and pick it up. Just a slight warning though, it is somewhat a hassle to get it out of the beach. Riding in the sand is horrible, and trying to go up the steep hills on the beach seems a problem for this vehicle. But with some coercing, it can be done.

-Rarity: Rare, but easily obtainable.

---

=====

-DEIMOS SP

-Reward: \$5000

-Description: Looks similar to a Ferrari, just shorter and snubbed. Like a midget version of GTA's Cheetah.

-Parked Locations: Around the driveways in Shoreside in your hideout neighborhood.

-General Locations: You will run into these eventually in Staunton when you drive around in an Infernus, V8, or Banshee. Otherwise you can partake in the phone booth race mission "Deimos Dash" if you have not done it yet near Staunton stadium which spawns these. Get a car and start the race. You cannot jack the car right now as the doors are locked. Do not participate in the race, just stay where you are, wait for all the Deimos cars to win. They will end up parked where the race began. Now you can jack a Deimos. You will obviously fail the mission though.

-Rarity: Rare in Staunton but Obtained fairly easily through the phone race mission.

---

=====

-FAGGIO

-Reward: \$500

-Description: A moped/scooter where you stand on it instead of sitting down.

-Parked Locations: Appears at the side of the warehouse of where Vincenzo's mission point was at in Portland. In Staunton you will find it by the steps in the Liberty Campus.

-General Locations: It isn't as common as a PCJ or Freeway, but you should have no problem running into one of these- especially if you are riding a motorcycle.

-Rarity: Not rare, common.

---

=====  
-FREEWAY

-Reward: \$2000

-Description: The classic "road hog" type of motorcycle. Looks like a Harley.

-Parked Locations: A lot of areas. The multi-level parking garage next to your Staunton hideout, a random spawn in the parking lot south of the Staunton stadium, as well as the parking lot at Staunton hospital.

-General Locations: You won't have a problem finding this. Just walk into the street and you will see one.

-Rarity: Not rare, very common.

=====  
-HEARSE

-Reward: \$500

-Description: A black hearse. What else is there to say?

-Parked Locations: Behind the Carson General Hospital in Fort Staunton. This will probably be the way you acquire it. If you don't see it there, drive around the block, then come back. Repeat until it spawns at that location.

-General Locations: You will find it during the very first Donald Love mission "The Morgue Party Candidate". I am unsure whether or not you can deliver it during the mission. Just as well, it will be easier just snatching it from behind the Staunton hospital.

-Rarity: Rare, but easily obtainable.

=====  
-HELLENBACH GT

-Reward: \$3000

-Description: An amalgam of late 60s, early 70s style muscle car. Looks similar to anything from a Chevy Nova to a 68 AMC AMX. The hood seems to always have a different paint color from the body.

-Parked Locations: Inside the Capital Autos building if you have gotten to at least level 4 of the Capital Autos salesman side mission. It also spawns parked in various places of Shoreside Vale.

-General Locations: You won't find this driving around, not in Staunton at least. This car appears very early in the game in JD's mission set, if you happened to have kept the car. Otherwise, you must do the Capital Auto car salesman side mission. Or have Shoreside unlocked.

-Rarity: Rare. You won't find this car roaming around.

=====  
-INFERNUS

-Reward: \$5000

-Description: A high-end sports car. Probably Italian. In earlier GTA games, it may have best matched the appearance of a Lamborghini, but not so much so in this game. In my opinion it actually looks a lot better than the other iterations of the Infernus.

-Parked Locations: In the rich housing block of Shoreside Vale.

-General Locations: Get ahold of a Banshee and you should eventually come across an Infernus. You may want to also try getting ahold of a Yakuza Stinger to try to spawn an Infernus driving around Staunton.

-Rarity: May be slightly rare to some.

=====  
=====

-LANDSTALKER

-Reward: \$3000

-Description: Looks like an average SUV.

-Parked Locations: Parked by the barn near the pond inside the Belleville park in Staunton. Also a random spawn behind the Staunton Casino parking lot.

-Locations: Should be a fairly common find in Staunton. It should not pose any problems getting a hold of one.

-Rarity: Not rare, common.

=====  
=====

-MANANA

-Reward: \$1000

-Description: A tiny vehicle, sometimes it is a convertible. I guess it may be most similar to a Geo or some other type of 3 cylinder car.

-Parked Locations: Parked in the multi-level parking garage right by your Staunton hideout. Also almost always parked near the front entrance to the Staunton church (which has the LC Confessional missions).

-General Locations: Once again, you will have no problem finding this driving around. You've already seen it in Portland. You can walk out your Staunton hideout and you'll see it drive by.

-Rarity: Not rare, very common.

=====  
=====

-PATRIOT

-Reward: \$4000

-Description: A Hummer/Hummvee.

-Parked Locations: In an alleyway that is south of the Ammunition in Staunton.

-General Locations: Surprisingly enough, the streets of Staunton is littered with these. You will not have a problem finding this no matter what vehicle you are driving. You can also find this as part of the Capital Autos salesman side mission.

-Rarity: Not rare, very common.

---

=====

-PCJ 600

-Reward: \$3000

-Description: A "cafe racer" styled motorcycle.

-Parked Locations: Always at Salvatore's mansion in Portland. In Staunton, you can find it Inside the multi-level parking garage just outside your hideout. It is also a random spawn behind the Staunton casino parking lot.

-General Locations: Setting foot outside any and all hideouts is enough to run into one of these.

-Rarity: Not rare, very common.

---

=====

-PHOBOS VT

-Reward: \$5000

-Description: An 80s style American sports car, sort of a cross between a Corvette and a Trans-Am. It always has cheesy "chrome" trimming all over the car. At least I'm assuming thats what the trimming is.

-Parked Locations: Just outside your Shoreside hideout in a vacant lot.

-General Locations: For those of you who have not unlocked Shoreside, this might very well be the rarest car spawn, at least for me it was. It may spawn when you drive around in an Infernus, also if you ride around on a Freeway motorcycle. I have had it spawn while riding a V8 Ghost as well.

-Rarity: Very rare if Shoreside is not unlocked. Easily obtainable in Shoreside. If Shoreside is not unlocked for you and you are doing the list, I highly recommend to stop what you are doing if you come across this car, jack it and bring it to any hideout garage you are not using- or just drop it off the Love Media garage. Even if you are not doing the list yet, that would still be a good idea to jack and store it, or start the list with it.

---

=====

-SENTINEL

-Reward: \$4000

-Description: A luxury 4-door sedan. Not to be confused with a Leone Sentinel.

-Parked Locations: A random spawn behind the Staunton casino (parking lot). I seem to have more luck having it spawn when riding in a higher end vehicle

such as a V8 Ghost or Banshee.

-General Locations: You can find the Sentinel roaming about every now and then but it is not such a common vehicle. You can go to Portland and jack a Leone Sentinel to force spawn them. But you will find them in Staunton as well if you ride anything from a PCJ to an Infernus.

-Rarity: Somewhat rare. Probably easiest searching for it parked at the casino.

---

=====

-THUNDER ROD

-Reward: \$4000

-Description: A 50's style hot-rod with flames painted on its side. Similar to ZZ Top's car (if you know who they are- if not, just do a google search).

-Parked Locations: In a parking lot in Portland, near the entrance ramp to the Callahan bridge. (if you are coming from Staunton, once you exit the bridge, take a left and it is the parking lot on the left).

-General Locations: This is the vehicle driven by Sucho in Ma's mission set "Grease Sucho". If you happen to have saved it, well, that would be amazing but otherwise it is easy to find it parked in Portland just off the Callahan bridge.

-Rarity: Very rare. You won't ever find this car roaming freely.

---

=====

-V8 GHOST

-Reward: \$5000

-Description: Looks like a cross between a Lotus Esprit and a Ford Mustang.

-Parked Locations: Frequently spawns in the lot just a block north of the Love Media garage. It is in the terra cotta tiled lot where a blue van "Campaign Rumpo" spawns as well. These also are a random spawn in the parking lot behind the Staunton casino.

-General Locations: You can spawn these driving around a Banshee or Infernus among other things. They spawn much more frequently than the Deimos SP, but not so easily as an Infernus or Banshee.

-Rarity: Slightly rare.

Well, thats pretty much it. If you choose to do this w/out Shoreside unlocked, be patient!!! Cars such as the Deimos and especially Phobos VT will require a good deal of patience or luck for it to come around. Just do missions and such and you may just come across it when you are not looking for it.

Other cars with specific spawn points, mainly the BF Injection, Hearse, V8 Ghost, and Thunder Rod- is not always at their spawn point. They will surely be there eventually if you drive around the block and go there again, or load up your file again. If you cannot find them ever, this simply means you are looking at the wrong spot.

GOOD LUCK!!!

---

#### 4 -Other Questions

---

Q. -Ok, so besides the cash per car, the 2 fairly common vehicle spawns delivered to your hideout, and its requirement as part of the 100% complete game status, why bother doing the list?

A. -I wanted to add this opinion of mine to the FAQ. If you are going to do the garage list, it may be best to do it as soon as you unlock Staunton. But truthfully, it will be harder to complete it if you do so. If you were to wait until you unlock Shoreside, you will have easier access to some of the rarer vehicle spawns, but then you will miss out on the convenience of the Staunton hideout reward. I don't know about you, but my vehicle of choice is the PCJ. Having this vehicle spawn at your hideout during your Staunton missions is just so convenient, it is a no-brainer. Not having to worry about replacing it into your garage, just stepping out of your "apartment" and jumping onto the bike to ride off to your mission points, Its definitely worth it if you do it early on.

Q. -What is the Capital Auto car salesman side mission you always refer to?

A. -In Portland, across the street from the gas station and next to 8 Ball's bomb shop, is the Capital Auto showroom. There you will find the yellow mission starter. You only can get the mission during the hours of 8:00-18:00.

Q. -Capital Auto car salesman (for the Hellenbach GT) is a pain!!

A. -I thought so at first, then it got pretty fun. Its kind of a shame that after you complete mission 6, if you fail, you won't get to do it anymore. Anyway, here is some tips for you.

Some, if not all weather in the mission is pre-set. Keep this in mind.

Speaking of which, pedestrians tend to not come out during the rain. This makes the crazy "getaway vehicle" customer phase that much harder. A good thing you can do is drive-bys on vehicles (and explode them) or kill cops to get a 1 star, then keep driving around until the star disappears for a good chunk of customer satisfaction.

Sometimes you will get a bad draw on customers who want a different car color. If a certain customer wants another color to your dismay, just forget it. Retry it. It is completely random whether or not the customer will ask for a different car color. It is either good luck or bad luck. I certainly always just gave up and failed when the off-roading guy wanted a different car color. Not worth it in my opinion unless you've built up a good amount of minutes on subsequent level advancements.

As for the guy who wants a fast ride in the sports car, behind 8-ball's bomb shop there is long train track/tunnel which you can always use to fully satisfy this customer. To boot, you probably can keep the car in perfect condition and save a trip to the pay and spray, thus having more time saved and added on your timer.

Q. -I tried to deliver XXXX car and the garage doesn't open!!

A. -I ran into this problem with the BF Injection. I got it from the beach, drove to Staunton, and it wouldn't accept it. I drove around for good measure, and also left it on the street, went and got another vehicle on the list, which the garage took, but it still did not take the BF Injection. I tried pay and spray, putting the psp on sleep, etc. I did awhile bunch of stuff. And still nothing. I had to reload a save and try again- with success. Hey, the game is obviously glitchy. If reloading a save file does not work (let say you had the vehicle stored in your garage), then you will have to grab an all new vehicle. This should work.

Q. -Is the reward PCJ 600 and V8 Ghost bullet proof?

A. -Nope. If you want a bullet proof PCJ, steal it from Wayne in Maria's "Biker Heat" mission. You need to kill him while he is on the bike, or knock him off the bike then take it. If he reaches the end of his route and he gets off the bike on his own free will, it will no longer be bullet proof. As far as a bullet proof sports car goes- eh... I don't think there is one in this game.

Q. -Will the PCJ and V8 Ghost always respawn?

A. -Yes, they will respawn. No need to store them in your garage.

---

5 -Legal and Copyright

---

Copyright 2005 Jebbidiah P. Gasioubary

This was written to be hosted at <http://www.gamefaqs.com>. Permission given to [www.gtalibertycitystories.ds4a.com](http://www.gtalibertycitystories.ds4a.com) as well.

Report violators. 1-800-HERO. No, thats a joke, do not call that number. It just makes me laugh because thats the actual number for reporting car-pool violators in Washington State. Yeah, hero, suuuuuure.

---

6 -Credits and Thanks

---

-Thanks to gamefaqs.com. Although they should thank me for submitting a faq! Ahahahah! Just kidding, <3. No really, they should.

-Thanks to my girl for posing for me for my PSP wallpaper. I need a bib to wipe the drool off.

-Thanks to my SBC iced latte.

Yeah, thats it.

-----  
Extra Cash  
-----



---

## Extra Cash Contents

---

1. Crush Cars
2. Vigilante
3. Taxi Driver
4. Ambulance Driver
5. Firefighter
6. Car Salesman
7. Bike Salesman
8. Beat 'em up!
9. Trash Dash

---

### Crush Cars

---

Start by getting in any car. Drive down to the crusher in Harwood. Pak the car between the tires to get the car crushed. The better the car the more it's worth crushed. The better its condition the more it's worth. Though cars aren't worth much crushed it's an easy way to get quick cash. Especially as there's a busy road nearby with a good supply of cars for you to steal coming down it.

---

### Vigilante

---

Get in any police veichle and press up on the D-PAD to get into Vigilante Mode Now just go to the criminals and take them out. The higher the level you get to the harder it is!!! If you get to level 12 you get the bonus of extra armour!! You get paid after taking out each criminal.

---

### Taxi Driver

---

Get into a Taxi or Cabbie and press up on the D-PAD to start Taxi Driver mode. Look around for a passenger park up next to them and let them get in then take them to their destination. Drop off 100 passengers to unlock the Bickle '76 cab.

---

### Ambulace driver

---

Get in an ambulace and press up on the D-PAD to start the Paramedic mode. Go and pick up passengers and take them back to the hospital. You get paid after delivering the patient to the hospital. Get to level 12 to unlock infinite sprint.  
Note: Repeatedly tap X to use infinite sprint anyway without completing the Paramedic Missions.

---

### Firefighter

---

Get in any fire truck and press up on the D-PAD to start Firefighter mode.

Go around putting out fires hold in circle to fire the water use the analogue stick to aim the water at the burning car. Get to level 12 to become fire-proof on foot.

-----  
Car Salesman  
-----

Go down to the car showroom in Portland and walk into the yellow marker outside the showroom. Get in cars and prove that the car is made for that particular customer.

-----  
Bike Salesman  
-----

Go down to the Bike showroom in Staunton Island and walk into the yellow marker outside the showroom. Get onto bikes and prove that that bike is made for that particular customer.

-----  
Beat 'em up!  
-----

Go around killing people and collecting their cash after they die. You'll be rich in no time!  
Note: The cops will soon be on to you!!!

-----  
Trash Dash  
-----

Get in any trashmaster (there's one at the car crusher in Harwood). Press up on the D-PAD to start Trash Dash mode. Collect all the rubbish to complete trash dash.

-----  
Weapon Locations - thanks to Geist0  
-----

Shotgun: can also be found on Harwood jetty, near the strikers, and on the roof near Portland View El Station.

Micro SMG: can be found near Callahan Point El Station, behind some "container", I don't know what.

\*\*\*\*\*: can be found near the containers north of the car crusher, in Harwood (I don't know if it is Uzi or MP5. likely Uzi).

Fire Axe: can be found by killing some Diablos, and near the fire station.

Hockey Stick: can also be found in Hepburn Heights, behind a house that is north of Pay N Spray.

Molotov Cocktails: can be found after Blow Up 'Dolls' mission, in the ruins of the Dolls house.

Sinper Rifle: can be found on the top of the construction that is reached by doing the Unique Stunt in Dolls house.

Knife: can be found in Saint Mark's Bistro, north of Portland View El Station.

Brass Knuckles: can be found in Trenton, in a alley south of Portland View El Station.

Flame Thrower: can also be found in Trenton, on a roof near the Hidden Package, reached by doing a jump in a ramp that is in that block of the street.

Grenades: can be found on the ship that is in Portland Harbor (not Vincenzo's ship)

Chainsaw: it is found north of Vicenzo's place, near the flamethrower house.

-----  
Slash TV guide - thanks to disruptionderby  
-----

```
S S S   L           A           S S S   H   H
S       L           A A           S       H   H
S       L           A  A           S       H   H
S       L           A    A           S       H H H H H H H
S       L           A AAA A           S       H   H
S       L           A    A           S       H   H
S S S   L L L L L A           A           S S S   H   H
```

```
T T T T T T           V           V
T                   V           V
T                   V           V
T                   V           V
T                   V           V
T                   V           V
T                   V           V
T                   V V
T                   V V
T                   V           .
```

-----  
GRAND THEFT AUTO: LIBERTY CITY STORIES

"SLASH TV"

V. 0.1

Update: 11/19/05

by disruptionderby

garyeh@gmail.com

-----  
This is just a quick look at one of the coolest side-missions in GTA: LCS

Contents

= = = = =

1. Basics
2. What to Bring

-----  
1. Basics

= = = = =

In case you were wondering "Slash TV" is a side-mission at Portland Island that occurs on the ship at the Portland docks. You can find it at the crux between Atlantic Quays and Portland Harbor. This mission can be started any time but only after Vincenzo's (final) mission 'The Portland Chainsaw Masquerade'.

So you should know how this goes, because its basically the same thing as the mission.

In case you didnt know, there is a constant flow of guys with chainsaws from 3 directions of a small, enclosed rectangular room... all wanting you meat. Your job of course is to survive; kill them all.

The only difference from Lucky's mission is the money you can gain, from about \$5000-\$7000 per set of 5 rounds. Which means this is one of the more profiting side-missions provided you have the ammo for sustained games.

Cash rewards per round goes:

Beat level 1 \$100  
Beat level 2 \$300  
Beat level 3 \$500  
Beat level 4 \$700  
Beat level 5 \$1,500

Each round is obviously more difficult than the last, but after the first set of 5 youll see your opponents in Chicken Suits from then on. For some reason this gives them more health so get ready for a greater test of hit-and-run.

What can you get from beating 5 rounds?

I've gotten: Cox Mascot suit (chicken suit), rocket launcher, or the mini-gun (with 100 ammo) each set.

-----

## 2. What to Bring

= = = = =

If your really gonna go in there with fists you'll at least need:

- Overalls costume
- Being there between 18:00 and 5:00

But of course you're not about to beat up to sometimes 8 guys in the room at once with chainsaws...using your fists? So I decided on the top 3 weapons that have proven time and time again their worth in the enclosed space full of maniacs: The Colt Python, the M4, and the Flamethrower.

Note: you cant use the Rocket Launcher or the Sniper because the camera is locked to a birdseye view similar to that of GTA2

---

-COLT PYTHON (safehouse= 50 hidden packages)

-Description: A traditional 6 chamber magnum. Compare it to the Glock (standard pistol) and you will know the difference.

-Pros:

- >Fastest running speed compared to the other weapons (you'll need to run away so you can fire some shots from a safe distance without getting mowed down)
- >Can kill the guys in the first set of 5 rounds in one shot
- >Knocks down the enemy even if not dead

-Cons:

- >The shortest range of all 3 weapons
- >Can't kill chicken suits in one hit
- >Runs of out ammo the quickest
- >Hard to find unless you have 50 hidden packages

-Ammo: about 225 per set of chicken suits

---

-M4 CARBINE (safehouse= 60 hidden packages)

-Description: Once exclusive to U.S. MArine Corps and the Navy SEALS, the M4 has found its way in private gunshops...and for good reason.

-Pros:

- >Best compromise between power and running speed
- >Longest range of the 3 weapons; can lock on even on an offscreen enemy
- >Ammo is plenty

-Cons:

- >Much slower running than holding a Python
- >Requires 4 shots to fully kill an enemy
- >No special knockdown or splash

-Ammo: about 475 per set of chicken suits

---

-FLAMETHROWER (safehouse= 80 hidden packages)

-Description: Self-explanatory. For specialists only.

-Pros:

- >Most powerful of the 3 (requires only one burst to catch anyone on fire and kill them completely)
- >Most ammo conserving when used correctly, in bursts; you have to hit-and-run anyway
- >High splash even with one shot
- >Decent range

-Cons:

- >You have to watch out for burning enemies, as they can still go after you and use their chainsaws for a short duration.
- >You can catch on fire and take damage from a burning enemy (unless you completed the firetruck mission 12)
- >Slowest running out of the 3

-Ammo: about 50 rounds per set of chicken suits

Comment: I think you would agree that the flamethrower is the best one out of the three. However, it maintains its difficulty of use until you can become fire-proof. I cannot stress how simple things become once you use the flamethrower fireproof. Used correctly, the flamethrower only uses 50 ammo per 2 sets of 5 rounds. If the firetruck missions are too hard for you, then its just a matter of personal taste with the M4 or the Python. It is also recommended that you find enough hidden packages for all of these because its basically free ammo every time you go to a different district and back (to Saint Mark's). Then everything earned from Slash TV is profit.

-----  
What i'm hoping to get from the viewers (you)  
-----

Any works that goes on this faq. The authors name will be mentioned in the Credit and Thanks Section and below there work.

- 1.Any optional mission guides (that are different to the ones i've posted).
- 2.Avenging Angels Missions Guide.
- 3.Hidden Packages Location Guide.
- 4.If you see a huge mistake or whatever please tell me.
5. Guns etc... location guide
6. Cars Location Guide
7. Any other useful bits and pieces you may wish to submit I will read and if i think they're useful they'll get put on my faq.



