

<http://www.gamerhelp.com>
<http://www.gamerstemple.com>
<http://www.gameplayworld.com>

Version History

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0.40 -- Sunday 20 November

*Walkthrough up to Leon McCaffrey COMPLETED.
*"R3" missions basic info STARTED.
*Side-missions DRAFTED.

0.42 -- Sunday 20 November

*"R3" missions basic info drafting CONTINUED.
*Side-missions drafting CONTINUED.
*Frequently Asked Questions ADDED.

0.45 -- Monday 21 November

*Side-missions ADDED.
*New Layout ADDED.

0.451 -- Tuesday 22 November

*Rebuffed the New Layout, including a Search function.

0.50 -- Tuesday 22 November

*Added the mission "False Idols".
*Added the rest of Salvatore's missions (in Staunton).

0.60 -- Tuesday 22 November (I really should consider updating once a day...)

*Finished Leon McCaffreys missions.

0.65 -- Wednesday 23 November

*Completed Salvatore Leone mission "Rough Justice" on SSV.

0.85 -- Wednesday 23 November

*Completed up to Donald Love's "Bringing the House Down" mission.
*Nearing the 100KB mark!

1.00 -- Thursday 24th November (My Birthday!)

*Completed walkthrough fully!

1.03 -- Thursday 24th November

*Hidden packages 1-40 done.

1.04 -- Thursday 24th November

*Added that this is the Official GamePlayWorld guide. Awesome.

1.07 -- Friday 25th November

*Added Hidden packages 41-70.
*Added a few more characters. Expect better bios soon.

1.1 -- Saturday 26th November

*Finished Hidden Package Guide!

2.0 -- Monday 28th November

*COMPLETELY REVAMPED, PLUS MORE STUFF! TEH PWN!

2.2 -- Saturday 3rd December

*Vehicle Database added

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Story
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GTAI  
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THERE are a million stories in Liberty City, this one changes everything. Once a trusted wiseguy in the Leone Crime Family, Toni Cipriani was forced into hiding after killing a made man. Now he's back and it's time for things to be put right.

GRAND THEFT AUTO: LIBERTY CITY STORIES

The streets of Libert City are in turmoil. Warring mafiosi cie for control as the town begins to self-destruct under waves of political corruption, organized crime, drug trafficking and union strike. No one can be trusted as Toni tries to clean up the mess of the city's chaotic underworld. Deranged hit men, morally depraved tycoons, cynical politicians and his own mother stand in his way as Toni tries to bring the city under Leone control.

Forced to fight for his life in odyssey that will shake Liberty City to its foundations, Toni must use any means necessary to secure his place in the leadership of the Leone family in a town up for grabs.

Welcome back, to Liberty City!

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Characters  
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GTAII

|This section contains some spoilers, so beware.|\n~~~~~

Toni Cipriani is a good man - and like any man, he wants the opinion of his mother on himself to be a good one. He would anything for his Ma. Perhaps, too much - like killing other men and risking his life multiple times. But, Toni has a darker side. He's way up in the ranks of Liberty City's underworld, and he is fighting for control of it. Working under Don Salvatore of the Leone Crime Family, Toni must overcome all obstacles - set by the Sinaccos, the Triad group and even his own mother to become Top Dog in the filthy City of Liberty.

Salvatore Leone knows everything worth knowing about Liberty City - from the local dealer, to keeping Union Strikes under his thumb. He acts like a father figure to Toni, and Toni is happy with that. Sal is a little more hands-on this time round, and will accompany Toni a few times. Toni'll have to watch the boss's back.

Ma Cipriani is not the typical mother - she shows Toni no respect, because she fears his wimpy actions are losing their family respect on the streets! Toni disagrees and would do anything to prove her wrong - and in the end, can he?

Donald Love is a man of many trades. He's a politician (as bent as you get, at that!) and a entertainment tycoon. Oh, he's also a cannibal, and if you haven't clicked on yet - he's a bit deranged. But daring, and gets things done.

Vincenzo is Salvatore's new lap dog. While Sal calls him "lucky", there ain't nothing lucky about Vinnie. I hope Salvatore wasn't depending on his services for much longer!

JD O'Toole runs Paulie's Revue Bar in Portland's Red Light District - which is under the control of the Sindacco's. But, JD wants to switch sides to the Leone's! So, he does, and we end up doing some missions for Sal, via O'Toole.

Maria is Salvatore's wife. She's a slut, she's a druggie, and she looks a hell of a lot different in three years time! Once again, Mrs. Leone falls in love with our anti-hero, but this time Toni says no! She causes far too much trouble and is the Don's girl, after all.

Ned Burner is an undercover reporter for the Liberty Tree. He will cause Toni some trouble later on his mission, but will also sort of help us. He works undercover during the game at the Church, in the confession box.

Leon McCaffrey is (surprise, surprise) a bent cop working in Staunton Island. He knows Salvatore, though, so he's cool. He's free to do what he wants, until he gets a new partner...

Ray Machowski appears for a little while in Toni's story. He disagrees with Leon's methods, but Leon will soon turn him around. Still looks a little edgy, even in his earlier years!

Toshiko Kasen is the wife of the leader of the Yakuza Crime Syndicate - Kazuki Kasen. She wants him to fail, as she is sick to death of his ways, and the way he treats her. He prefers his men and Toshiko despises this. Toni'll help her to her freedom.

Avery Carrington is another tycoon - whether it be meat or property, he'll be there. Unfortunately for him, his ex underling Donald Love is going to cause him some problems!

Massimo works for Salvatore as a negotiator to reach the rival gangs around Portland. Unfortunately, again, like everyone in this city, something ain't right with his loyalty.

Mayor O'Donovan beats Donald Love in the candicy. He causes Love to ruin himself, but how will his story end?

Giovanni Casa is the man Ma Cipriani aspires for Toni to be like - but he has a dirty, filthy, perverted secret. Toni will find this out, but his Ma doesn't care - Casa's still a better man! Toni, sort him out!

8-Ball is the bomb-specialist in Liberty City. While working under Donald Love, Toni'll need his services from time to time. He has a shop in Portland, Staunton Island AND Shoreside Vale.

Controls

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GTAI III

These are the on-foot controls.

- | | |
|--------------|----------------|
| Circle | - Attack/Shoot |
| X | - Sprint |
| Square | - Jump |
| Triangle | - Enter car |
| Analogue Nub | - Move Toni |

| | |
|--------------|-----------------|
| L + Analogue | - Look around |
| R + Analogue | - Cycle targets |
| | |
| R (trigger) | - Target |
| | |
| Left D-pad | - Cycle weapons |
| Right D-pad | - Cycle weapons |

Again, in the cars the control scheme is slightly different.

| | |
|-----------------------|-------------------------|
| L + Analogue + Circle | - Drive-by |
| Square | - Brake |
| Circle | - Shoot (on bike) |
| X | - Accelerate |
| Triangle | - Get out/off vehicle |
| | |
| R (trigger) | - Hand-brake |
| | |
| Left D-pad | - Cycle radio |
| Right D-pad | - Cycle radio |
| Up D-pad | - Special (R3) missions |
| Down D-pad | - Horn |

Walkthrough

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GTAIV

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Portland

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The industrial district of Liberty - and also the least colourful and you mainly work with other Mafiosi. Good luck!

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| The Opening Scene |-----
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The scene opens on the Noodle shop. A bus pulls onto the street, and Toni steps out onto the street, uses a pay phone and then gets into a taxi.

Next, we see Toni with Salvatore Leone and Vincenzo - an arsehole, to be honest. Seems Toni was out of town for awhile and "Luck" here has taken our place.

We have to go with Vincenzo here to get accustomed once again with Liberty City...

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 \/ incenzo. Where? Atlantic Quays

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|Vincenzo Strand -- Prologue 3.1.0 |
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Overview: Go to your new apartment and then take Vincenzo to his place.

Reward : \$100

Lovely day, isn't it? Anyway, get in the car by pressing triangle. This is simply to get you used to the driving - and the annoying Analogue nub. Okay, lets drive to the new hideout. It's just south of Salvatore's, actually. Nice little place, isn't it? Well anyway, I like it. Check your room out, and change clothes by running into the icon (come back later and change, if you want). Back outside, grab the bat near the door and get back in the car. Drive to the new blip in Atlantic Quays - take it easy, you have plenty of time.

Park in the yellow marker (omg, new!) and the mission will be finished. Vincenzo tells us to come back ASAP, shall we or not?

Explore Portland if you wish, then we'll meet back here.

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[Oh, by the way. I recommend getting 20+ Hidden Packages here. Use Chunkubis' map and Teliko's guide to get the following packages (in order):-

1, 2, 4, 5, 6, 8, 9, 10, 11, 12, 14, 17, 18, 19, 20, 21, 23, 25, 27, 28, 29, 30, 31, 32, 33, 35, 39, 40.

That's nearer thirty, but whatever. The free Shotguns will prove invaluable.]

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|Vincenzo Strand -- "Slacker" 3.1.1 |  
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Overview: Go check up on Vincenzo's dealer then take him to work in Chinatown.  
Reward: \$100

Another short driving mission. Vincenzo says his guy isn't bringing in any money from dealing - why the hell not?! We have to go sort him out...

Go get a car (jack one, or get on the bike/Kuruma outside Vincenzo's) and drive to the dot, it's near Salvatore's. Toni'll get out and talk to the dealer - who says he's sick. Git. Anyway, we'll end up taking him to Chinatown - even though he says the Sindacco's are dealing on Leone turf...

Go save and go back to Vincenzo's.

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|Vincenzo Strand -- "Dealing Revenge" 3.1.2 |  
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Overview: Go kill the Sindacco dealers on Leone turf.  
Reward: \$500

The dealer from "Slacker"? Yeah, he's dead. Killed by a Sindacco on the Leone turf in Chinatown. Get in a car - and remember, do you still have the Baseball Bat? It'll make it much easier. Anyway, get in a car and drive to the dot - a Sindacco dealer. All three of them look the same. Anyway, get out and kill the dealer - target with "R" and bash with circle. Easy?

Anyway, two more dots will pop up. We need to go and kill them too. Do so. Don't worry if they get a few hits on you, they're quite feeble.

The Car Salesman Sub-mission is now open!



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|Vincenzo Strand -- "Snuff" 3.1.3 |  
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Overview: Kill the Sindacco guy in the Construction Site and take his car.  
Reward : \$500

Okay - our first difficult mission, and from here on out, it does get difficult by the way. Anyway, we finally get to have a weapon - go check out Ammunition. It's the large icon of a gun on the map. Quite a distance from here - it's near Luigi's future club ;)

After getting your free pistol (and another clip, if you need it) get back in your car and drive to the construction site, which is just west of here. View the mini-tutorial of using your gun (in the upper left corner of the screen) and notice the two guys guarding a door way. Blow them both away (kill the one on the right ASAP, as he has a gun). Go through the door and enter manual aim mode (R + down on the d-pad). Try and aim for the red cannister next to the Sindacco heavy. Hit it and it will instantly kill him - watch out, a Sindacco comes running at you from the left!

After killing them both, advance on the leader...who hides behind his car. Fill his fat gut with some 9MM rounds of fat-reducing heat, then JD will phone.

Now, steal the car, and take it to the Pay'N'Spray (just north of the site). Respray the Hellenbacht GT and store it - it's an awesome car.

JD O'Toole can now be accessed as a crime boss.

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|Vincenzo Strand -- "Smash and Grab" 3.1.4 |  
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Overview: Rescue the Mafiosi at the gas station, lose the heat and then drive them back to Vincenzo's.  
Reward : \$1000

Another simple...well, still difficult driving mission. Seems like some guys have botched a raid on a gas station. Quickly - because you are sort of timed here. Take too long, the health bar depletes and it's Mission Failed. Anyway, get to the Gas Station in Leone turf. Drive past all the cops (earning you an instant 2 star wanted level) and rescue the three guys. Make sure, however, that a cop can't pull you out of the car! Keep moving slightly.

When they're in, floor it! Make sure you ain't jacked or this party is over, real quick. Hastily - and this part is hard, get to the Pay'N'Spray - watch out for the Spikes on the road! Get put on 'Parole' and drive back to Vincenzo's. Frantic, difficult - but rewarding!

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|Vincenzo Strand -- "Hot Wheels" 3.1.5 |  
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Overview: Get the car stashed with drugs. Get the vehicle resprayed and take it to the lockup!  
Reward : \$0

No reward - and such a difficult mission. Vincenzo says he has a car stashed with drugs outside a warehouse near the docks. It's our job to get it, and take it the lockup. Simple, eh? Fool! Nothing is so simple now! Anyway, get in a vehicle and drive to the car - it's not a long drive, but the second part can seem like ages...Got the car? Now you'll see we've been set up! Bastard Vinnie!

Firstly, there's two cop cars and four or so cops blocking the way out. There's a gap to the right of them - which leads STRAIGHT INTO A STINGER, so swing left ASAP! Got out of there? It's up to you whether you take the car to the Pay'N'-Spray as it's no doubt taken a beating or just heading straight to the lockup in St. Marks. This can be difficult, but it is doable! A phone conversation will now ensue - Toni says Vincenzo set him up, Vincenzo gets angry and Toni decides to deal out some revenge!

Get back in the car and take it to the crusher! You'll get some Junk Value cash but no Mission Reward...

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7|7
\| D O'Toole Where? Red Light District

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NOTE:

You cannot receive missions from JD while you are wearing the Leone Suit. Go to your Hideout and change into the Casual clothes. Save as well. Not wearing your casual outfit will cause the scene "Knock Knock" when you enter the Yellow Mission square outside the Deliveries alley.

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|JD Strand -- "Bone Voyeur" 3.2.1 |
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Overview: Go collect money from JD's girls around the Red Light District.  
Reward : \$500

Oh, this is an absolutely CHARMING scene. Toni knocks for JD to come out, and he does. In a gimp suit. With holes missing from his nipples and ass-cheeks! Quite the vomit-enducer, isn't he? Anyway, Toni demands the money, and JD says he'll come with you and pick it up from his girls who have been holding out on him. So, after the scenes finished, get in JD's van, and just drive around the Red Light District - we need to collect \$750 from the hoes, and they dish out about just over \$100 each. So we need to see about 5 or 6 girls.

Some will be just walking the streets so just pull up next to them. Some are seeing to customers - so you must disturb them (ala ram the car) to get them to come out and give you the money. One of the girls is being annoyed by a pimp - so get out and teach him a lesson. After you get all the money (you must do it by a certain time) you'll get your reward.

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|JD Strand -- "Don in 60 Seconds" 3.2.2 |
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Overview: Take Salvatore away from the raiding cops back to his Mansion in St. Marks  
Reward : \$0?

An easy mission - or hard, depending on your driving skill. Anyway, JD comes

rushing out, saying the police are coming to raid the place...and Salvatore is inside! We have to get him out of here. So, after the scene, rush into the car with Salvatore inside it. Do a quick 180 turn and get to the Pay'N'Spray. You will again be put on Parole - so don't commit any crimes!

Drive Salvatore to his Mansion in St. Marks. Salvatore Leone is now a crime boss you can receive missions from, but let's leave him for now.

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|JD Strand -- "A Volatile Situation" 3.2.3 |
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NOTE:

Use Chunkubis' map to find some armour!

[http://db.gamefaqs.com/portable/psp/file/grand\\_theft\\_auto\\_lcs\\_portland\\_item.png](http://db.gamefaqs.com/portable/psp/file/grand_theft_auto_lcs_portland_item.png)

Overview: Stop the Sindacco's from blowing up the Leone casino in St. Marks!  
Reward : \$1000

Seems the Sindacco's want to take this big! JD tips us off that they're trying to take out the casino...so we'll need some decent weapons and armour (see above). Go to Ammu-nation, pick up two clips of Micro-SMG ammo and drive back to the Casino.

(Also, before going to Ammu-nation, go up the stairs out back of JD's and hop across the roofs until you reach the blue one. Underneath a water-cooler is 120 rounds of AK-47 ammo! Sweet!)

You're pretty much out in the open here, so there's no cover. The Sindacco guys come in four waves. Two in normal Sindacco cars, one in a Patriot and the last come in a truck rigged with a bomb. One member of each of the groups will break away and try to plant a bomb on the casino - which CANNOT be defused. You must kill him before he gets to the casino walls.

Take the rest out as you do (there's some health in the alley behind the casino, by the way). Take out the three waves (each has better weaponry) and then it's time for the truck to come. As soon as they park it, get in and drive off! I know it's slow, but you have plenty of time to get it away. When the meter is full, get out and run away! As soon as the truck explodes, the mission is complete.

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|JD Strand -- "Blow up 'Dolls'" 3.2.4 |
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Overview: Rig the Sindacco car at 8-Balls, then take it into the Sindacco casino.  
Reward : \$5000

Make sure you have full health. JD says we should blow up the Sindacco place just round the corner to get back at them. We need to rig a car and blow it up! Yeah, good good! After the scene is finished, get the white Sindacco van out front. Take it to 8-Balls (just behind the car showroom) and get the car rigged. Nice, fun, easy mission this.

Drive back as if you were heading to Ammu-nation and spot the Sindacco club. There's four guys guarding the entrance, so you must get in, park the car in

the marker, LEG IT and wait for the game to tell you to hit the detonator (which is circle, by the way). Boom! Nice little scene, and job done.

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| \ / |a Cipriani Where? Cipriani Restaurant

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|Ma Cipriani Strand -- "Snappy Dresser" 3.3.1 |
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Overview: Take a picture of Casa in his perverted sexual fiasco's.  
Reward : \$100

Toni will do anything to gain his Momma's respect - but this is just trying to prove his Momma wrong. Seems Momma likes Giovanni Casa more than poor Toni... But we're gonna change that. Go back to your hideout and get the camera in our room. Get in a car and head to Chinatown.

Casa's shop is dead bang in the centre of it. Wait for Casa to get in his van, then we have to tail him. Don't get too close, or we'll scare him.

After he picks up some hoes a few blocks away, we need to follow him out to Callahan Point. After he drives up onto the grassy area, get out and follow them up. Whip out the camera, and zoom in (square). You have three shots to get a good photo - make sure you get the two girls and Casa in his nappy outfit in it and we're done.

Head back to the restaurant to complete the mission.

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|Ma Cipriani Strand -- "Big Rumble in Little China" 3.3.2 |
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Overview: Take out the two groups of Triads in Chinatown.  
Reward : \$0

Seems Momma Cipriani thinks Toni's scared of the Triads. Toni says he's not, and will prove it by taking a few out of the equation. So, hop in a car and drive out back to Chinatown. There are two groups - one in a van, the others hiding in an alley where cars cannot get into. Ram the truck first - as the Triads come out, just run them over. Very easy, eh?

Now, just past the Noodle shop from the opening scene is an alley. Go in there and spot the rest of the Triads. Use your Micro-SMG or Shotgun and take them down. It's not hard.

After the mission is done, you get...to hear that kickass Theme tune! >\_>

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|Ma Cipriani Strand -- "Grease Sucho" 3.3.3 |
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Overview: Beat Sucho in the race, then kill him!  
Reward : \$1000

Now Ma is mouthing off about this Sucho kid. Now we have to beat him in a race

and then...take him out! Remember the Hellenbacht GT I told you to save? Go get it. It's a brilliant car. The starting point is just outside the docks, and the course takes you round to Chinatown and back. It's not difficult.

Now, after the scene where Sucho looks at you, you have to chase him down and trap him. He'll get out, we drive over him and it's mission over.

The racing missions are now open - remember the Marty Chonks phone from III? The same one is used for these.

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|Ma Cipriani Strand -- "Dead Meat" ***SPOILERS*** 3.3.4 |
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Overview: Kill Giovanni Casa.  
Reward : \$500

Ma still has respect for Casa - and lost some for you, calling Toni a pervert! Let's take Casa out of the equation once and for all. Get a car and drive back to Casa's shop in Chinatown. Now drive him out to the Sawmill in Atlantic Quays and park round the back.

A scene will ensue where Toni picks up an axe, and you must chase Casa round the room! He's fast, but use the "tap X frantically" cheat and he'll go down quicker than you can say "intestines". Yum.

After another slightly disturbing scene, the cops show up. Get in Casa's van and hot-tail it to the Pay'N'Spray in the Red Light District. After it's sprayed go back to Casa's shop, where Toni'll sell Casa's meat to this little ginger freak, who thinks it tastes lovely.

Err...yeah.

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|Ma Cipriani Strand -- "No Son of Mine" 3.3.5 |
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NOTE:

You can do this now, or later. Also, GET BODYARMOUR AND LOTS OF SHOTGUN AMMO FROM YOUR HIDEOUT!!

Overview: Ma's called a hit on Toni! Send the bastards back to hell.  
Reward : \$0

Holy crip, this is a crapple! Well, it's definately hard. Ma's in a car outside and Toni asks what she's doing. Seems she's called a hit on Toni. Toni'll run back inside the courtyard, and there'll be a Shotgun pickup here. It's an awesome weapon. Anyway, quickly kill the hitman on the stairs, and use these stairs as cover. Step down them a bit and kill the rest of the first wave - remember to use your map to see them! Run into the yard, pick up the SMG ammo and remember that there's a health pickup here. The first three waves are not excruciatingly hard, but the fourth is hard. BLOW UP ALL THE STACKED UP CARS ASAP when they get here!

Spray them with whatever weapons you have, and don't be afraid to use that health pickup! Saving a few shotgun rounds for the last wave is ideal. After they're dead, it's mission over...

But the hitmen are still onto you, at random times...ugh.

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(7
_)alvatore Leone Where? St. Marks Penthouse

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|Salvatore Strand -- "The Offer" 3.4.1 |
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Overview: Take some money to union leader Jane Hopper.  
Reward : \$500

A simple mission. Salvatore just wants us to drop off some money to Ms. Jane Hopper in Portland Docks. Easy. Get in the Leone Sentinel or PCJ or whatever out front and drive to the docks. Park in the yellow marker outside the gate and a scene will occur.

Seems that Ms. Hopper is a bitch...we're surrounded by Picket thugs! Just run to the exit of the docks ASAP - do not stop! Use the tap X cheat to get out. One of the guys seems to have Molotov Cocktails - armour would be great here. Continue to run out though. As soon as you leave the gates, its mission over.

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|Salvatore Strand -- "Ho Selecta!" 3.4.2 |
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Overview: Take some of the girls to the picket line in the docks.  
Reward : \$500

Remember the Fuzz Ball from GTAIII? It's pretty much the same. Get the Leone Sentinel out front and quickly head to a blue dot. Pick up three at a time and take them to the Picket Line at the docks. Just drive up to them, they'll get in and you take them to the Picket Line.

Sometimes there is a guy seeing to the girl already. Just hit the car, go and squish the guy and get the girl in the car.

The mission is timed, so get six girls there before the deadline!

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|Salvatore Strand -- "Frighteners" 3.4.3 |
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Overview: Make the union leaders change their minds by beating them up!  
Reward : \$1000

We need to scare the Union Leaders - not Ms. Hopper, though. Grab a car and go look for one of the three guys. They'll all be in their cars - so ram them to get them out, then get out and beat them until they run away. Then leave them and get to the next one. Repeat the process.

The last one has a pistol. If you're quick - a la jack his car but don't get in you can just hit him without him pulling his pistol out on you. Quite easy, and a large reward for it!

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|-----|
|Salvatore Strand -- "Rollercoaster Ride" 3.4.4 |
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Overview: Scare Ms. Hopper into submission. Steal her limo and petrify her!  
Reward : \$1000

Now, we have to get to Jane Hopper herself, and force her to change her mind too! Hop in a car (and be quick about it!) and get to the Head Radio station, where you will see the chauffer outside his car. Don't waste any ammo, and instead just pummel him to death with your bat or whatever. Pick up the clothes icon, and Toni will change into the Chauffer outfit. Now, jump into the car and Hopper will come out.

Once in the car, she tells us to drive her to the Docks - well, you can if you want...but make it a hell of a ride! Drive crazily - high speeds, wrong side of the road, spin the car over, roll over, high jumps...ANYTHING to fill that bar. Once it is filled, she'll cave in and accept the demands. Now, be civilized and drive her to the Portland Docks!

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|\ /|
| \ / |aria Strand Where? St. Marks/RLD

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|-----|
|Maria Strand -- "Shop 'till You Strop" 3.5.1 |
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Overview: Take Maria "shopping".  
Reward : \$100

The drug addict is back, but not as sensible as she was in III. First off, she's a bigger slut. Secondly, she's always stoned. Thirdly? She attracts cops, and lots of 'em! So, we'll be running some errands for her - today, she wants to go shopping. Well, sort of. Anyway, steal a car and get into it with her. Now, drive to the shop destination, which is a little distance from her house in St. Marks.

Once there, she'll come running out - alarms blazing, one cop star on your tail. Easy enough to avoid, to be fair. Now, take her to the second shop - now it gets difficult. When she comes out, she's followed by a guy who looks incredibly like the ginger kid from the Ma Cipriani mission "Dead Meat". This time though, he has a shotgun - and is accompanied by a 3-star wanted level.

Damn, bitch, what did you steal!? Speed to the Pay'N'Spray (watching out for the spikes the cops will no doubt drop.) After getting the car resprayed, it's a simple drive back to her home.

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|-----|
|Maria Strand -- "Taken for a Ride" 3.5.2 |
|-----|
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Overview: Take Maria to get her fix - and then rescue her!  
Reward : \$500

Seems the slut wants some drugs (as bloody usual). So, find a DECENT, strong and fast car. Why? You'll find out. Anyway, take Maria to find her dealers in Chinatown. Park behind them - but make your bonnet face their boot. We'll be chasing them soon. Well, right after the little scene.

Being the Don's girl isn't what it's cracked up to be - she gets kidnapped. But Toni's here to save her! So, floor it straight away. Ram them against a wall, keep them trapped there for a few seconds, and the two of them will get out of the car and blast away at our car. Run'em over. Simple, eh? Maria will get out of the kidnappers (why the hell she is buying from Sindacco's...) car and get in ours.

Take her home.

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|-----|
|Maria Strand -- "Booby Prize" 3.5.3 |
|-----|
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Overview: Win the race so Maria isn't taken by one of the riders.

Reward : \$0

There's a note on the table - Maria says she's put herself forward as the prize for the local Bike race event! But, she says Salvatore will be mad at this, so we have to bail her out.

Firstly, go to Salvatore's house and get the PCJ-600 from outside. Now, go to the starting point. The racers you face aren't particularly difficult, so take it easy. Why I suggested a PCJ? If you do screw-up, you have enough speed to catch up EASILY.

You need to make two laps on a shortish circuit. Even when you win, Maria still goes off with some biker named Wayne.

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|-----|
|Maria Strand -- "Biker Heat" 3.5.4 |
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Overview: Kill Wayne.

Reward : \$1500

Toni walks in on Maria on her bed...she's battered and bloody. Toni asks who did it, and reluctantly she says it was Wayne. As Toni leaves, you get to hear the line said in all the trailers - "I love you Toni Cipriani!"

Pick up an SMG and a few extra clips from Ammu-nation and drive to the destination in Chinatown. You have to go in on foot - and look at all his buddies...and their guns. Luckily, as soon as Wayne takes off there's a Sanchez right next to you, so get on and get after Wayne! Just get close and blast him off the bike. Extremely simple.

If you're lucky, Wayne will probably get stuck on a wall, or something. The guys in the alley don't really deal much damage if you're quick.

ALSO, Wayne's bike is bulletproof. Take it, if you prefer it over the Hellenbacht, for some strange reason.

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|-----|
|Maria Strand -- "Overdose of Trouble" 3.5.5 |
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Overview: Take Maria out to find her Zap.

Reward : \$0

Maria's nearly OD'd. So, we must go and find her "Zap", which she left at...



the Callahan Diner. So, let's go there. No, it ain't there. But guess what is? Wayne's gang. And yes, they aren't happy. And yes, they are going to chase us. But no, they aren't hard to lose. So yes, it still remains simple.

Head to the Hepburn Heights construction site now - and go behind the bins to look for her Zap (STAY IN THE CAR). It ain't here either.

Where could it be? That's it! Salvatore's! Whence you get there, Maria's strand of missions is eternally OVER.

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(γ
_)alvatore Leone Where? St. Marks Penthouse

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|-----|
|Salvatore Strand -- "Contra-Banned" 3.6.1 |
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Overview: Go pick up the stuff at the Docks. Make sure we aren't screwed.  
Reward : \$1000

Leone wants us to pick up some "stuff" at the docks. We'll need back up though, as Salvatore doesn't trust these Colombians. Anywho, get in the Sentinel out front and pick up the three guys dotted around St. Marks (why aren't they just grouped together? Aiaiaiai...) and then head off to the docks. Got your Shotgun and SMG? Good. Just before the yellow marker at the end of the docks is a Body Armour. Pick it up, just incase.

After the scene where the cops come and blow this open, blast some fools and get in the Patriot with the stuff. On the way in, you should have passed a Police Bribe. On the way out, GET IT. It'll stop the police spikes and their other tools. Now we're down to two-stars, it should be easier to get to the Pay'N'Spray (STILL IN THE PATRIOT!!).

Now, go and drop the drugs off.

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\| D O'Toole Where? Red Light District

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NOTE:

You cannot recieve missions from JD while you are wearing the Leone Suit. Go to your Hideout and change into the Casual clothes. Save aswell. Not wearing your casual outfit will cause the scene "Knock Knock" when you enter the Yellow Mission square outside the Deliveries alley.

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|-----|
|JD Strand -- "Salvatore's Salvation" ***SPOILERS*** 3.7.1 |
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Overview: Rescue Salvatore from the Sindacco's.  
Reward : \$1500

Armour and our Shotgun are the must-haves here. Anyway, go see JD. He's a little (read: massively) upset about something. He rambles on about his PC and the FBI - until Toni finally drags it out of him...the Sindacco's have kidnapped Salvatore! So, as the scene comes to a close, JD spots one of the kidnapers and we have to follow him.

Follow the guy (have a fastish car by the way) to the spot on the edge of Chinatown. They've got Sal in the trunk! They're gonna crush him! Quickly, park the car (facing the WAY YOU JUST CAME) outside the entrance to this place, and point your shotgun at the Sindacco just about to enter the car. Kill him and another Sindacco will jump out, so end his life, too.

Now, the remaining Sindacco will drive off - and try to crush you under his wheels, so hop into the car and give chase. They're heading to the crusher. Get there before them and just as they enter the Junkyard, put your own car under the crane - stopping them from lifting their car.

As the Sindacco car comes to a halt, the guy will get out. Kill him, if necessary and then hop in the car. Salv is still in the trunk, so drive him home to complete the mission.

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|-----|
|JD Strand -- "The Guns of Leone" 3.7.2 |
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Overview: Protect Salvatore from the rooftops.  
Reward : \$3000

This is a simple mission - but, the lacklustre controls make it difficult. The L-trigger is handy when fine-tuning your aim, though. Anyway, after speaking to JD, who says Salv is coming down to kill the Sindacco's and make this part of Portland his own, quickly head across the street, into the alley and up the stairs. Grab the rifle from up here, and read the on-screen instructions on how to use it.

Just for kicks, use the Rifle on the first wave of Sindacco's. You'll need it for a mission in a while, so hone your skills here. After, jump down (your armour should take the brunt of it) and let loose with your Shotgun. Pick up fallen enemies ammo for their SMGs/Pistols and follow Salv around to Paulie's Revue Bar. After emptying the streets (and making sure Sal's life bar doesn't deplete) follow them round the back of JD's club.

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|-----|
|JD Strand -- "Calm Before the Storm" 3.7.3 |
|-----|
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Overview: Follow the "snitch" around north Portland.  
Reward : \$1000

JD says Sal is meeting with a guy named Massimo - and he is kinda wary of his loyalty. Anyway, quickly get up the penthouse and Massimo will take off in a chopper. Follow him out into St. Marks and all the way down to Hepburn Heights. Don't worry, for a chopper it doesn't go too fast.

Watch the short scene, where Massimo offers the Diablo's Hepburn Heights after Sal is finished with other business. Seems a peaceful event - now, we must go off to Chinatown. Park in the alley - but, we need to get to the roof, so run up the stairs and another scene takes place.

One of the triads spots Toni though - so whip out that trusty Shotgun and kick some ass! Blast them away - there's also a loner off to the right who wields a gun, too. After the rooftop gangs are dead, more will pull up down below. Get on the stairs and use the SMG for the long-ranged enemies, or the Sniper Rifle



Body Armour, it'll take just under two hits to kill you - and one shot from the Colt or the Shotgun (this is why I suggested the 20 hidden packages at the start!) to kill them.

There's about twenty or so to kill, which takes about one shot each. Move, two shots, move and repeat. Sprint from one side of the room to another, and when they're all dead, Vincenzo comes out...

With the Colt/Shotgun this is easy. Put four or five rounds through his body, and he's dead. Mission over, bye bye Vincenzo baby!

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(7
_)alvatore Leone Where? St. Marks Penthouse

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|-----|
|Salvatore Strand -- "Sindacco Sabotage" 3.9.1 |
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Overview: Help the Leone's win the turf war with the Diablo's.  
Reward : \$1500

Well, this can be quite frustrating. About 30+ Diablo's vs. you and 20 or so Leone's who have a knack of getting in your way. Sal wants us to help them out in the Red Light District, and we can't exactly say no.

So, hop in a car (BE QUICK ABOUT IT!) and make sure you're stocked on Armour, Shotgun shells and SMG rounds. This is gonna be personal. Once you're there, use the car to take out as many as you can without breaking into enemy lines - else you'll be surrounded. There is no tactic for this mission - move and shoot and look for pickups. There's some health on the path near the construction site if you need it.

Just don't let all the Leone's die! The Shotgun is great for this, as one shot will floor an enemy - letting you change targets, flooring them and so on, removing the threat. Be quick about it, though!

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|-----|
|Salvatore Strand -- "The Trouble with Triads.." 3.9.2 |
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Overview: Pick up the money from the warehouse in Atlantic Quays.  
Reward : \$1500

There's a large cache of cash down at the warehouse in Atlantic Quays - which, by the time GTAIII's story rolls round is under the control of the Triads. Guess why? You'll see here.

Anyway, hop in a car and drive to the Warehouse. As you enter, a Mafioso acknowledges you and lets you enter. Now, after a scene where the Triads blow up the gas tanks and you are left on your ass, get up and it's time to unleash the beast...the Shotgun. Heh.

Run around the complex, staying away from the fire, blowing Triads away and picking up the stray cash. There are a LOT of Triads, but the Shotgun/SMG will make short work of them.

After you've collected the cash, it's time to make a getaway, so climb in a car

or whatever, exit through the gate and floor it - I think some Triad vans come after you...Anyway, drop the cash off at Sal's penthouse to finish the penultimate Portland mission!

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|-----|
|Salvatore Strand -- "Driving Mr. Leone" 3.9.3 |
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Overview: Get Salvatore out of Portland by any means necessary.

Reward : \$4000

A simple, yet somewhat difficult chauffer mission. Sal wants to speak to the mayor of Liberty - but he's in Staunton, and the bridge isn't finished - and the ferries ain't working. BUT, old Sal' says we have to take him to the Ferry Port. Well, the game would go nowhere if we could refuse, so hop in the Leone Sentinel outside and take Salvatore to the ferry port.

I think Mr. Leone sums it up perfectly when you get there: "\*\*\*\*! The cops are crawling all over the place!" So, pull a 180 turn off and hot-tail it to the Pay'N'Spray in the Red Light District! We have a three-star wanted level so this is quite difficult. Keep the speed up and you'll be there in no time, though.

After getting put on "parole", head to the Callahan bridge. It's not finished, but progress has been made and there's only a tiny jump to be made. Get some speed and look for the small ramp - jump off and we're in Staunton! Look at the nice loading picture, wait for Staunton in all it's gloomy presence to fill your eyes and head to the safehouse Sal has secured. It's near the Pay'N'Spray that you used a lot in III.

Finished? Good. Welcome to Staunton.

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Staunton-----

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The commercial district of Liberty - all the politicians and corporations belong here - and it's home to some difficult missions, and LOTS of cash! Let's go.

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|Salvatore Strand -- "A Walk in the Park" 3.9.4 |
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Overview: Kill the mayor and get his phone

Reward : \$1500

Mayor R.C. Hole is getting on Sal's nerves. It's time to remove Mr. Hole from the picture...Get a car, unequip your guns and go into the park. The mayor will probably be in the centre of the park, so make your way there - and kill him. If you haven't done anything wrong (ala kill a cop, equip a gun) the escape should be easy. Take the phone (only one star wanted level!?) and hot-tail it to Salvatore's.

Very, very easy.

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|Salvatore Strand -- "Making Toni" 3.9.5 |  
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Overview: Drive to the ceremony  
Reward : \$2000

Mickey's here again...is Toni about to be snuffed? Well, this was a short game, eh? Hah. Anyway, get in the car with Mickey and drive to the alley where this little event is gonna take place. All we see is Sal and Toni meet in an alley, Sal congratulates Toni, they head inside a building and the scene cuts off.

Sometime in the future, Ma Cipriani should call you. The hit has been called off and we can live in peace (shame about the free armour and ammo they practically gave us though, eh?).

|-----|  
|Salvatore Strand -- "Caught in the Act" 3.9.6 |  
|-----|

Overview: Protect the boat from the Secret Service.  
Reward : \$2000

Very, very difficult. It's an FPS-on-rails mission. At the jetti Sal and Toni talk. The scene continues until Toni wrestles the Mayors assistant onboard our boat, then you get to shoot people on the hill, on other jetti's and on boats and finally a whirly.

Annoying and quite difficult.

\*\*\*\*\*  
|\  
|/onald Love Where? Love Media Tower  
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|-----|  
|Donald Love Strand -- "The Morgue Party Candidate" 3.a.1 |  
|-----|

Overview: Steal the hearse, take it to Donald.  
Reward : \$1000

Quite easy. Talk to the ever-strange Donald Love before being told to steal a hearse. Find a quick car, because if the hearse reaches the cop-shop before you get to the hearse, it's mission over.

Once you track the vehicle down, if you just ram it really hard, and head on, the driver should bail straight away - and getting in the car gives you a high wanted level. Nothing we haven't seen before, though. Just drive the car to Love's garage - it's a path that leads down as the marker can be quite hard to spot so keep an eye out.

|-----|  
|Donald Love Strand -- "Steering the Vote" 3.a.2 |  
|-----|

Overview: Win over the marginal voting area by passing through their checkpoint and then destroy the rival vans.  
Reward : \$1500

You have quite a long time to do this, and it's not too hard. Love says every vote will count, and there's nine or so areas in Staunton that aren't decided yet - so let's make 'em decide. Get in the van and drive to the nearest two checkpoints. Now O'Donovan will let loose his own propaganda vans - two, to your one.

Luckily, you're closest to the big haul. If you're quick, you might be able to nab all of the 5 further away ones - because it's pretty much given that the rival vans will steal these two.

After you manage to get five of them, we have to destroy O'Donovan's vans. They are extremely weak and take about 30 or so rounds to blow up - so drive-by them and get the weak \$1500 reward.

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|Donald Love Strand -- "Cam-pain" 3.a.3 |
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Overview: Kill the three groups of rival workers before they spread their word!  
Reward : \$1500

Shotgun? Good. Armour? Brilliant. Head out in your car to the nearest group of workers - find the stairs leading to the roof (there's quite a few flights, so be quick!) and kill the workers up here and their guards. Kill the guards first as they can deal out a lot of damage quickly.

After killing these, go back to your car and get to the next group in the alley which you can attempt to run-over. Remember, kill the guards first! After clearing this lot out, head to Liberty Campus, and look to one of the raised areas around the side of the yard. Kill the guards first, and then unleash hell on the remaining campaigners!

Watch the scene showing the carnage, and listen to the tingle of the mission passed screen!

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|-----|
|Donald Love Strand -- "Friggin' the Riggin'" 3.a.4 |
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Overview: Destroy the Forelli's warehouse!  
Reward : \$1500

The Forelli's are helping O'Donovan with the votes. Let's go screw it up! Head out and just down the road to the new gun shop, Fully Cocked. Inside are some awesome weapons, and if you hop around upstairs, some body armour. Finally, access to some decent weapons! Head back out after "buying" the Flame Thrower and go off to the warehouse. Grab the grenades between the two trucks outside, and kill the Forelli's on the door.

The idea of this part of the mission is to torch the stacks of paper with a few quick bursts of the flame thrower - but every so often, a group of Forelli's come in to annoy you. Dispatch them and get back to the burning. Remember to kill all the Forelli's inside the warehouse first. After destroying the paper, set light to the printers - they take longer to burn, but they will eventually.

At the end, the remaining Forelli's escape in a van. Get on the bike waiting outside and chase them down, shooting at their relatively weak vans using the

SMG. You have plenty of time.

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|Donald Love Strand -- "Love and Bullets" 3.a.5 |
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Overview: Protect Love as he goes out to a meet.

Reward : \$2000

After the scene, where Toni reassures Donald by saying "Don't worry, I'll be riding shotgun," we'll see the Forelli's ambush the car. Donald pops the trunk and a sniper rifle pops out. Kill the guys in the alley first - using the Shotgun if need be. Then the guys on the bridge. Quite easy.

Now hop in the Limo and drive Donald Love back to the building - but watch out for the SMG wielding Forelli in the back of the truck tailing you. If the limo took a wad of damage, this might be extremely hard - lose him ASAP!

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|-----|
|Donald Love Strand -- "Counterfeit Count" 3.a.6 |
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Overview: Steal the votes from the van doing it's rounds.

Reward : \$2500

For this mission, just stay in your car to kill the guys getting the votes off the van. Get a quick car and get to the van (which seemingly waits for you.. still, be quick incase I'm wrong) and it'll pull up in front of a car. A guy will get into the van. Now, get close enough to squash the guy quickly, but far enough away to build up enough speed. Get out and pick up the votes.

Follow the van to the next guy, repeat the above process, and then do it once again.

After you collect the last votes, say bye-bye to Donald for awhile!

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Church Confessional Strand Where? The Church

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|CC Strand -- "L.C. Confidential" 3.b.1 |
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Overview: Get an FBI car, and get the report from the informant.

Reward : \$1500

Get a quick, strong car and get to the overpass, which plays host to a crime scene. Nab an FBI car, and then go and pick up the informant. For some reason, you don't get a wanted level for stealing the FBI car, but the police still shoot at you (until you get far enough way from the scene). After you pick the guy up, he doesn't recognize you. The real FBI show up, and he nicks off.

He doesn't get in their car though, he just runs off. So turn round and follow him. Run him over, get out of the car and steal the report. Now escort the report to the LTN carpark and park in the yellow marker.



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|CC Strand -- "The Passion of the Heist" 3.b.2 |  
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Overview: Get the stuff wanted and take it to the LTN again.  
Reward : \$1500

Basically, get a Sniper Rifle. It makes this mission so much easier. Park far enough away from the meet you can see what's happening through the rifle, and now take out the guy who's got the briefcase first. Take out the rest of the enemies and move in when you're sure it's clear.

Pick up the case, hop in a car and you'll get (may already have) a three-star wanted level. Not good. Quickly, and I mean quickly, take the case to the back of the LTN carpack again.

That's difficult, if you just went in guns-blazing!

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|CC Strand -- "Karmageddon" 3.b.3 |  
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Overview: Cause havoc in a fire-truck!  
Reward : \$1500

Do anything. Absolutely anything. Run-over people, crash into stuff...anything you can do to cause destruction in this truck! Fill the bar, then we have to dispose of the truck. Just dump it in the water.

List of Bonuses (known so far):

180 turn!  
360 turn!  
720 spin out!  
Dismount (and splat!) bonus!  
Ped Splat!  
3+ crashes in a row bonus!  
Vehicle Destroyed!  
Car Roll Over!  
Sunk Car!

(credit to Jess Bartley + Harris Mandic for some of the above)

Any more? Email me!

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|CC Strand -- "False Idols" 3.b.4 |  
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Overview: Kill the 3 celebrities.  
Reward : \$1500

The father is furious that three celebrities turned down a interview with the ICN, and would rather go on the radio. Let's take'em out! Firstly, go to the map in the menu and mark the position of the church, we'll be coming straight back. Secondly, drive to Phil's and buy a Rocket Launcher - this will be invaluable.

Head back to the Church, and wait for the limo to come, then blow it up. Repeat with the Yellow Patriot. Finally, we have to take out the chopper. Run round the road to the opposite side of the church (the highway facing the sea!) and wait for the Chopper to come. Blow that out of the sky with the Rocket Launcher and then run back to the Church to complete the mission.

Seems like the "Farder" wasn't a Priest afterall...

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(7
_)alvatore Leone Where? Various Pay-phones

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|Salvatore Strand -- "Search and Rescue" 3.c.1 |
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Overview: Rescue Salvatore from the Sindacco/Forelli war!  
Reward : \$2000

The Sindacco's and the Forelli's were having a meeting, and Salvatore decided to crash it and spy on them. He was spotted, and now needs our help to get him outta there! First things first, go and get an M4 from Phil's. Got it? Good. Head to the Car Lot and pick up the Bullet-Proof black limo, and then head on down to where Salvatore is. Remember, always come packed with armour and maybe your Shotgun. Extra firepower is always ftw.

When you arrive, about 10 or so enemies will line the alley. Take out your M4 and cap the first four. Now, if you still have the sniper (good on you!) from the mission "The Passion of the Heist", this will be incredibly easy. Just get rid of the last six or so enemies up the street. Could be less, I can't remember. Go down the alley with Sally >\_> in, and kill the two people trying to shoot him. Boy, have they got a poor shot!

Anyway, he'll come with you now (no health bar! woo!) and even more enemies show up. Quickly turn round and kill the three that run in. Now we have to do what we did getting in, but to get out. Stick to the right on the way out and quickly kill the two to the left. Retreat, go to the left wall and kill the two on the immediate right. Rinse, and repeat until all are dead. When they are, run to the limo (probably taking the last few out in the process) and drive Salvatore unopposed to Newport - right next to our safehouse. A lacklustre reward, considering the cost of armour and ammo...

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|-----|
|Salvatore Strand -- "Taking the Peace" 3.c.2 |
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Overview: "Jack" Paulie's car and wreck the meet!  
Reward : \$2500

Great fun, this. Salvatore will phone you from the Liberty Campus payphone, telling you he has a treat in store. So, run to the hospital over the road and get in the black van. Salvatore wants us to remote control Paulie's car and trash the meeting between the Forelli's and Sindacco's! You must control the car in first person, and there is a slight delay on the controls.

When you are there, DO NOT let the car blow up - hunt down every gang member and run them over! Go slowly when you need precision "aiming" and hitting owt will cause minimal damage. Going quickly and a big bang is not recommended.

After all the gang members are dead, the mission is over.

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|-----|
|Salvatore Strand -- "Shoot the Messenger" 3.c.3 |
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Overview: Kill Franco!

Reward : \$3000

This is quite a difficult mission - you have three attempts at killing the guy, but first, the reasoning. Seems Franco Sindacco has found out about what the Leone's did. He's going to grass. Salvatore has left us a boat at the docks, so head there first. Get in the (horrible) boat, and just chase the guy to the docks in Staunton (I thought he was going to Portland...?). If you feel confident, try and kill him using a drive by. You'll probably end up just messing up.

After you get there, get out and RUN AFTER THE FECKER LIKE HELL! Chase him up the hill and try to kill him. You still won't probably catch him, so he'll end up jacking a car - follow suit, but try to get a decent one. Proceed to drive-by his car to hell before he reaches Fort Staunton.

Mission over, see ya later Sal. For a while, anyway.

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|
|_leon McCaffrey Where? Riverside

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|Leon McCaffrey Strand -- "Sayonara Sindacco's" 3.d.1 |
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Overview: Take out a few Sindacco's, then defend the car.

Reward : \$1500

Easy mission - much easier than "Caught in the Act" in my personal opinion. Anyway, we're introduced the Leon McCaffrey who is surprise surprise, a bent cop. I mean, who ISN'T in GTA? Oh well. Hop in McCaffreys Banshee and head towards Sindacco turf.

Whip out your M4/Shotgun and chase down all the (unaware) Sindacco's here. You can't miss them - they have big, pink arrows over their heads. After they're all dead (they offer minimal resistance), get back in the banshee and get ready for another "FPS on rails" section. Shoot at the SINDACCO's on the bikes, then the bikes. Shoot the cars and then finally the chopper (repetitive. mirite?) to get dropped off right in front of the Picket liners...and the Sindacco's. RUN!

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|-----|
|Leon McCaffrey Strand -- "The Whole 9 Yardies" 3.d.2 |
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Overview: Lead the Forelli's to the Ambush!

Reward : \$2000

Not hard, but the bike seems to be really slow. Anyway, the Yardies want Newport which is currently Forelli turf. Let's help them out. Get on the

Sanchez to the right and blitz to Forelli turf. There's a gang of the Forelli's guarding the bikes, but it's easy enough to hop on one. Speed along the bridge, dodging the traffic (and gaps in the bridge!) until you take a left curve, and see the lovely yellow marker.

Park here, the Yardies will pop up and then you just kill the four or five Forelli's and the mission will end. Easy, huh?

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|Leon McCaffrey Strand -- "Crazy '69'" 3.d.3 |
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Overview: Kill 20 Forelli's in four minutes...with a Katana!  
Reward : \$2000

Y HALO THAR Ray Machowski! Another bent-cop - remember the guy in the loo's from GTAIII? This be him, in his...non-bent days? Anyway, Leon says we're going to go fight some crime (I see now we...only Toni...). Grab the Sanchez again, and head to the park in the centre of Staunton.

Equip the Katana (hardcore!) and hunt down the Forelli's who are armed with... broken glass, or something. One hit kills ahoj! Kill all 20 within four or so minutes, and this mission is done in a jiffy. A fun break, wouldn't you agree?

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|Leon McCaffrey Strand -- "Night of the Living Dreads" 3.d.4 |
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Overview: Help the Yardies fight off the Sindacco's in Newport!  
Reward : \$2000

An extremely fun shooting mission. Quite difficult, but still fun. Leon says he wants us to help the Yardies keep hold of the turf we won for them in the mission "The Whole 9 Yardies", so hop on the Sanchez and race off to the alley where a little battle is taking place. Kill the four Sindacco's attacking the Yardies, then the leader says something about one of his boy being shot. We have to stay here and fight while he rings for an ambulance.

Kill off the first wave in this convenient bottleneck ASAP - their weapons are extremely strong at short range! Repel the attack until it says "Clear a path to the ambulance" - so let's do so. Move through the alley killing Sinacco's until you come to the t-intersection in the alley. A few Sindacco's will come from the left, so make sure you kill them first. From the right is the main force, kill them - and one of the bastards will come up on a Sanchez! Blow it up ASAP!

Continue to move down the alley (watch out for the guy on the left near the weapon pickup) and move down to the street. A black van containing more Sinacco troops will pull up. Kill them off to beat the mission.

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|Leon McCaffrey Strand -- "Munitions Dump" 3.d.5 |
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Overview: Destroy the two Forelli armour trucks!  
Reward : \$2500

The Forelli's are starting to go big. We need to stop them from doing so. Make sure before you even start this mission that you have a minimum of five rocket launcher shells.

Then, head for the truck that's closest to your hideout (on the edge of Fort Staunton, btw). Do not let either of the trucks reach Fort Staunton! Do not miss, or they'll call back-up! Which is only two-guys, by the way. After taking out the trucks, Love will call.

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|\
|/onald Love Where? Love Media Tower

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|Donald Love Strand -- "Love on the Rocks" 3.e.1 |
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Overview: Get back the evidence!  
Reward : \$0

First things first - get an M4. Makes this mission a cakewalk. And some armour, too. Of course, by now, you should have at least 30 Hidden Packages (if you haven't come across an extra 5 or 6 by now...O\_o;;) so Armour should be free at your hideout. Drive to Newport (Asuka's place from GTAIII) and step into the car with the guy who's been tailing the van.

It's up ahead, in a little docking bay. So, move forward and notice there are two vans and a car blocking the way - with a fair few AK-wielding buddies beside them. Wipe them all out. Continue to head inside, destroying their force one by one. It's quick to get surrounded, so retreat to safety if need be.

When you get to the warehouse containing the van, there are 4 or 5 more to deal with, so be quick with the left and right buttons! I think there's a health pickup in here, not sure. Anyway, get in the van and drive out of the complex. A banshee will pull out of the buildings to the right. Get out and kill the gunner! Stay with the cover of the van though. Once he's down, take the van to the Love Media garage up north. No money, but multiplayer stuff is more than worth it.

Oh, Shoreside Vale is now open :D

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Shoreside Vale-----

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(
_)alvatore Leone Where? SSV Police Station

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|Salvatore Strand -- "Lionel" 3.f.0 |
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Overview: Go see Salvatore at the cop-shop. Get some new threads.  
Reward : New outfit.

Drive up to the police station in SSV, enter the marker and it'll tell you to find Mr. Benz's costume shop. It's just round the corner, near the Pay'N'Spray. Head into the marker, and come out looking like...a geek.

Head back to the station.

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|Salvatore Strand -- "Rough Justice" 3.f.1 |
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Overview: Go and kill some more Forelli's - with da Hoods, innit.

Reward : \$2500

The premise of this mission is simple. But lemme explain first. Salvatore think s both the Sindacco's and the Forelli's have conspired against him, which in turn has sent him to prison. He wants revenge.

Take your vehicle down the windy hill-side and pick up the Hoods - use their van, if need be. Also, pick up the Uzi ammo and Armour, if you need it. Now, head to one of the groups of Forelli's. Quickly ram the car, and one Forelli will show up, shouting his mouth off. Kill him. The Hoods will take the brunt of the enemies fire in this mission, so you're free to pick them off one by one and it's easy.

After destroying the first group, get back in the van with the Hoods and go to the next group and repeat the formula. In one of the groups, three of the Forelli's sort of hide, so you have to go and hunt them down - they're behind the garages.

After they're all dead, the Hoods will disappear, and you'll get your reward.

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|Salvatore Strand -- "Dead Reckoning" ***SPOILERS*** 3.f.2 |
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Overview: Kill Paulie Sindacco.

Reward : \$3000

It's time we dish out revenge on the Sindacco's this time. Grab a car and make your way to Phil's Fully Cocked shop. Get some rockets then head back to accept the mission. Now drive down to the bottom of the dam and Paulie will recognize Toni, and the boat sets off. Luckily, it's extremely slow. Drive your car ahead of the boat quite a bit, get out and aim at the boat.

Nevermind the guys shooting at you, your armour should take it. Fire off at the boat, and you really shouldn't miss. If you do, move further along and repeat.

Paulie Sindacco has left the building.

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|Salvatore Strand -- "Shogun Showdown" 3.f.3 |
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Overview: Destroy the Yakuza tank.

Reward : ?

Seems the Yakuza are definately suggesting they are serious. Sal says they've acquired some awesome firepower - and he's right. Hop in a car and go find a

Yakuza Stinger, or, if you feel powerful, just ride up to the gate and blast your way in. The blasting is pretty simple, albeit there's a lot inside. But most will just run, meaning easy kills for you.

If you got the Stinger, just ride up to the tank, hop into it and you have a couple of ways to destroy it.

- 8-Balls Bomb-Shop
- Water

Take your pick.

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| oshiko Kasen Where? Apartments near Big Shot Casino

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|-----|
|Toshiko Kasen Strand -- "More Deadly than the Male" 3.g.1 |
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Overview: Steal another set of Yakuza armourments.  
Reward : ?

Toshiko hates her husband. We will end up fighting the Yakuza from the inside! Anyway, after the scene, where Toshiko informs us of more stuff the Yakuza have brought in, head out there. Make sure you're stocked with an AK47 or M4 and a Sniper Rifle OR Rocket Launcher. You'll need about 3-4 rockets if you choose that particular weapon.

At the front of the jetti, there are some guards. Remember, run back if they surround you, but your rifle should take care of them. This is even easier if you choose the Sniper, but at the last on-foot section it'll make it harder. After you get down to the bottom, wipe the rest out. There's a rocket launcher and some body armour down here, so you're pretty safe. Take the rocket launcher and head down towards the water.

Destroy the two boats with PINK arrows over them, and then get in the boat we need to take. Simply drive to the destination at the north of Staunton - the Ferry port. The 5 or so Yakuza boats that come shouldn't pose much of a problem alright?

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|-----|
|Toshiko Kasen Strand -- "Cash Clash" 3.g.2 |
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Overview: Destroy Kasen's vans of cash leaving the casino.  
Reward : \$3000?

A bike is recommended for this mission.

Make sure you have plenty of rockets before this mission. After speaking to Toshiko, who says she wants to see her husband's cash burn in the streets, quickly hop in the car and ride to the three vans who are just practically on the doorstep. Put a car in front of them and QUICKLY fire a rocket into the front van, then the middle van and finally (if you're quick!) the last. If you don't kill them all, just drive-by it on your speedy bike.

Easy.

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|Toshiko Kasen Strand -- "A Date with Death" 3.g.3 |  
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Overview: Make sure the Yakuza boys know who's giving Toni the info.

Reward : ?

Toshiko seemingly wants to die. But tonight, we're going to see the Opera. Strange lady. First, we need to pick her limo up. Secondly, we need to get to the actual Opera. So, run round the side of the building and pick up Toshiko's limo and bring it round. We only have three minutes to get the clothes and get to the Opera.

Quickly run round the river and find the Mr. Benz costume shop, and Toni will come out in a James Bond-esque white tuxedo (which you get to keep!). Quickly ride to the Opera (stay on the highway until just before the bridge to Shoreside comes up). The Yakuza will spot you as you enter the Operahouse, so use a Shotgun or rifle to take them out. Two are hiding behind their car, so just blow it up.

One is on top of your limo beating it up with a baseball bat. Get in the limo and five or six Yakuza cars will give chase. Go back the way you came (on the highway!) and race to the apartment where Toshiko lives.

Oh, this part is very difficult, yes, but if you manage to steal a quicker car, it'll be much easier.

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|Toshiko Kasen Strand -- "Cash in Kazuki's Chips" \*\*\*SPOILERS\*\*\* 3.g.4 |  
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Overview: Kill Kazuki Kasen.

Reward : \$4000

Note:

Have these weapons with you: Shotgun; M4/AK47; Sniper Rifle.

This is a long, shooting mission. Finally, Toshiko wants us to take out her husband, Kazuki. Remember the safehouse from GTAIII? Head back there. Toni will walk up to the garage (HAVE A SHOTGUN EQUIPED) and two cars full of Yakuza will follow him into the area. Three Yakuza will come out of the elevator, so kill them quickly, then pull out a rifle and destroy the enemies blocking your way out. Grab the armour on the way out (you'll probably need it), and now head to the Casino.

Now that we're here, stop a ways down the street and whip out the Sniper Rifle and pop as many heads as you can from here. There's many enemies up ahead, so make sure you thoroughly scan the area, and move in QUICKLY with your rifle. Switch to Shotgun in close range combat. Head up the stairs (noting the health pickup at the bottom) and kill all of the enemies. There's a few dotted around these paths, but the Shotgun makes light work of them. Move quickly, because their rifles will hurt, though. Go pick the health up, and head to the roof.

Now, it's time to kill Kazuki himself. He has only the Katana, but his two body-guards will join in after a few bullets strike him. USE THE SHOTGUN! After he's dead, the guards will disappear, and we can take the Katana to Toshiko in peace.



Then, she falls out her window. Asshat.

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|/onald Love Where? Various

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|Donald Love Strand -- "Panlantic Land Grab" ***SPOILERS*** 3.h.1 |
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Overview: Kill Avery Carrington and steal the plans.  
Reward : ?

Easeh! Easeh! Anyway, how the mighty have fallen. Love is sharing a tiny room with another man and looks quite whack. He has a plan, though. We have to rub out his old mentor (from Vice and San An!) Avery Carrington. Shame, I kinda liked him. Just get a strong and slightly quick car.

In this mission, I got lucky. Drive down to the airport and wait for Avery to get in his Bobcat - he is guarded by two Cartel Cruisers though. In my game, they kinda...left after I rammed Avery. Ram him/drive-by his car to smoking, he'll get out and you run him over. Pick up the plans and drive back to Avery's and you might have to kill the Cartel, but your skills should be quality by now! Easeh! Easeh!

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|-----|
|Donald Love Strand -- "Stop the Press" 3.h.2 |
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Overview: Get the photos back from Ned Burner!  
Reward : ?

Difficile, in my personal opinion. Seems like this bastard has got pictures of us knocking Avery off the map. Let's pay him a little visit at the church, where he's working "undercover".

Make sure you have an SMG of some sort. Anyway, when you're there, walk into the yellow marker and a short scene will occur. Whip out your gun and just aim it at him. The "Scare" bar will fill quickly, and he'll come with us to get the pictures. Drive him to the Newstation and he'll enter his lockup. The camera will flash, blinding Toni and Ned will get away.

Hop onto the Faggio right next to you and give chase. Use your SMG to shoot him down (the track is quite tricky...follow him though). Once he's dead, the mission is complete!

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|Donald Love Strand -- "Morgue Party Resurrection" 3.h.3 |
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Overview: Get Donald his "party-guests"..  
Reward :

We have 6+ minutes to do this. We need to pick up Avery's corpse AND Ned Burner too. I recommend picking up Avery first, because it's trickier to get to him.

The idea? Get to the ambulance containing Avery (wtf? Why isn't he in a hearse? Ned is...) and jack it. Wait for Donald to climb in and drive to the back of the air-port and park in the hangar. Run/find a car at the carpack outside the hangar area, and drive over into Staunton.

Remember the Church we found Ned at in the last mission? Go there and steal the hearse. The cops didn't even chase me when I did this...weird. Anyway, just drive back to the exact same place. The mission is very easy, and Donald gets to eat the evidence, huzzah. Err...yeah.

NOTE:

Donald should phone, telling you to go see 8-Ball. It's near Mr. Benzo's shop where you got the Lionel outfit.

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|-----|
|Donald Love Strand -- "No Money, Mo' Problems" 3.h.4 |
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Overview: Just a cutscene. 8-Ball says he will phone when the stuff is ready.  
Reward : -\$10,000 or so.

Wait for 8-Ball to phone you.

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|-----|
|Donald Love Strand -- "Bringing the House Down" 3.h.5 |
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Overview: Blow up the tunnels under Staunton!  
Reward : ? (I really should pay more attention...)

Well, prepare for a long, tough-ish driving mission. A colt-python (.357 pistol or whatever you prefer) is really good in these last few missions. Anyway, get in the van and drive off to one of the entrances (preferably the one on the right hand side near the air-port). Watch out for the few Forelli cars that come chasing. They don't do much damage, but can push you into other cars which causes slightly more damage. Fill the bar and it's Mission over, folks.

Go through the tunnel, dodging traffic and Forelli's through the checkpoints. When you take the sharp right turn, watch out for piles of rubble blocking your path. The Forelli's will probably have blown themselves up by now. When you get to the point where you need to get out, do your thing and plant a slug in the worker. This witness can no longer speak.

Move through the tunnels following the on-screen instructions. Getting out to plant bombs periodically (a timer is set to three minutes, so be sorta quick) and kill witnesses. When you plant the last bomb, equip a decent weapon and leg it to the yellow dot! You'll see the Forelli's have blocked our way out, so kill them all, get in their car and drive up the ramp, then smash through the gate to see an awesome cutscene.

Roffles at the guys at Liberty Campus.

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|-----|
|Donald Love Strand -- "Love on the Run" 3.h.6 |
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Overview: Help Donald escape Liberty City.

Reward : \$6000

This mission is a simple...blow the crap out of the Colombians. Make sure you have armour, plenty of M4 and maybe some Shotgun and a shell or two for the Rocket Launcher. You probably won't need the latter, but you'll need some Rocket Launcher love soon ;)

Anyway, drive into the marker at the gate and then head inside the grounds before entering the marker at the door. Donald says the Colombians are here to get him. And they're here now. We have to hold out in his garage for awhile then drive him to the airport. So, once outside, check the area for any immediate threat, then run with Donald to the garage. Inside is some armour, but you shouldn't need that yet.

Stand in the garage doorway and use your M4 to decimate all 25 or so Colombians that come our way. They'll all run up near the house, giving you plenty of time to kill them. The M4 > all.

Climb in one of the cruisers and drop off Donald at the hangar in the "Morgue Party Resurrection" mission. He'll say his goodbyes, and we'll be surprised we got here so easy!

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(γ
_)alvatore Leone Where? Various

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Ah, the last two missions. Both quite difficult, as you'd imagine!

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|Salvatore Leone Strand -- "The Shoreside Redemption" 3.i.1 |
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Overview: Escort Sal to the court house in Staunton.  
Reward : ?

Well, there is no real strategy for this mission...just have lots of Uzi ammo. Toni goes round the back of the station and Salvatore says he's getting out today - but the Sicillians don't want that to happen. So, we have to help escort Sal to the Court House in Staunton. It's not too hard.

Grab the cop car from round the side of the Station and go park in the marker and wait for the convoy to gather up. Follow it up to the top of the dam, and a rocket launcher wielding Sicillian will blow up the cop car in front! The van containing Sal will turn round, so follow suit. You'll have to periodically go ahead a bit and ram through the blockades set up by two Stingers, but mainly stay behind and stop those cars from ramming the truck!

Use drive-by's when you can, because their cars as weak as anything.

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|Salvatore Leone Strand -- "The Sicillian Gambit" 3.i.2 |
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Overview: Get the Mayor back from the Sicillians!  
Reward : \$500,000

Weapons? Lots:-

- \*M4
- \*Rocket Launcher
- \*Grenades
- \*Shotgun

Oh. My. God. Look at the reward! Must be tough, right? Well, not as tough as I expected, but yes, it's still difficult. This last mission is good fun, but really nerve-racking. You and Sal, side by side, kicking ass. Let's go.

Get in the Leone Sentinel out front and drive over to Staunton Island, and check out City Hall. Kill the four or five M4 wielding Sicillians outside, then Sal will come running over, saying they've got the Mayor at the Pier. So, drive there (the place which was in the Donald Love mission where you had to get back the evidence from the van near Asuka's from III). When you get there, drive into the marker.

Kill the Sicillian (WHO HAS AN M4!) on the pier, than Sal and you will get to go on another (extremely long) boat-ride. Steady your aim (L) when going over the waves, and blow up all the boats that you come across, and the lone chopper because that has four M4-wielding asses on it.

On the lighthouse, look for the hidden package - well, you can't really miss it to be honest. Move up, and when you get shot at, come back down, and prepare yourself to be quick. Keep tapping R until you lock onto someone, kill them and repeat all the way up. At the top, there's a guy behind some boxes who gave me some real problems. Flush him out with a nade or something.

Continue to move up, and Massimo is the mastermind behind all this. Sal will chase after the mayor, and you better equip your Rocket Launcher. There's some armour right next to where you regain control, so use it when you need it. Blast the chopper with three rockets to kill it. Use your M4 precision-aiming (down on the d-pad) when it's further away.

Watch the ending sequence, and recieve that cash bonanza!

Le End.

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### Hidden Package Guide

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GTAV

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The Hidden Package is the stuff of legends among GTA hardcore fans - some will not rest until they find all 100 - and access to their sweet, sweet rewards. So what are we going to be hunting for?

- 10 Hidden packages -- Generates a Pistol at all safe-houses.
- 20 Hidden packages -- Generates a Shotgun at all safe-houses.
- 30 Hidden packages -- Generates Body Armour at all safe-houses.
- 40 Hidden packages -- Generates an MP5 at all safe-houses.
- 50 Hidden packages -- Generates a .357 at all safe-houses.
- 60 Hidden packages -- Generates an M4 at all safe-houses.
- 70 Hidden packages -- Generates a Sniper Rifle at all safe-houses.
- 80 Hidden packages -- Generates a Flamethrower at all safe-houses.
- 90 Hidden packages -- Generates an RPG at all safe-houses.
- 100 Hidden packages -- \$50,000

In my opinion, the sweetest reward comes at 60 Hidden Packages, then 90. After that? You have no need for money!

Well, anyway, on with the guide!

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| ortland Hidden Packages

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- 1) Drive out to the top left of Portland (the ferry port), but be quick about it if you haven't reached the end of the Strike. If you have, take your time and look inside the hut. Package 1 out of 100.
- 2) You need an ambulance for this one. So head to the Sweeney Hospital which is between St. Marks and Chinatown. Drive up to the orange fence here, and park your ambulance parallel with it. Jump up onto the bonnet, then run up to the roof and hop the fence onto the patch of raised ground. It's near the water. Package 2 out of 100.
- 3) You need a boat to drive out to this rock north of Portland. Package 3 of 100.
- 4) Head to the Junkyard and look in the little gap behind the crusher itself. Jump into this gap and get the package. Package 4 out of 100.
- 5) This one confused me a bit. Get a bike (preferable a Sanchez) and keep your eyes up on this dirt-track and spot the El Track. Drive under it to reach the point where you may have to get off your bike and run up a steep hill. Look to the left a bit and you will see it. Package 5 out of 100.
- 6) Extremely easy. Go through the Junkyard, but once you get off the concrete part right here, get out of your vehicle. Look at where the concrete meets the grass, right near the water and you'll spot it. Package 6 out of 100.
- 7) On the roof of the gas station opposite the fire-station. Again, an ambulance is needed, so grab one from the Hospital. Reverse into the wall facing the junkyard (make sure you go at the wall pretty straight) and reverse up until the back wheels just hang over the wall. Reverse too much and you'll screw up. Now, get on the hood, jump onto the roof and then jump onto the roof of the gas station. Package 7 of 100.
- 8) In a car beside the Capital Auto's showroom. Not hard to find. Go behind 8 Balls to find it. Package 8 of 100.
- 9) Go to the construction site in Hepburn heights and look behind the portacabins (blue, single-story buildings). Package 9 of 100.
- 10) Another Ambulance job. Get one from the Hospital and park next to the little hut in your hideout, jump up on the roof and get the package. Package 10 of 100. Congratulations, the Pistol is generated at all safehouses.
- 11) Go round the back of Salvatores Penthouse and follow the grass around. Go down the tip of the rock towards the sea to find Package 11 of 100.
- 12) Go to the path leading out of Salvatores penthouse and go down the cliffs to find this package. Package 12 of 100.
- 13) Most likely, you will have to wait until the mission "The Sicillian Gambit" to get this one. Or, find a boat and drive to the lighthouse. It's in a little cut not too far up the path. Package 13 of 100.
- 14) On the map, look for the dark grey band across this building. Go up there, then follow the outer wall (STAY ON TOP OF THE WALL!) round to the back. The package is down in this secluded concrete area. Package 14 of 100.
- 15) Pretty much a reward for the "Blow up 'Dolls'" mission. Just go inside the building, and it's easy to find. There's some moltov's in here too.
- 16) I can't find a better way of explaining this one, so here's Telikino's advice:

"A tough one to collect but you will complete a unique jump to do so :) Grab a PCJ-600 and start from the street that has Ammuation and the remains of Dolls House on it. Go south on this street to the beginning of an alleyway then turn around. Drive full speed up the road to Dolls House. The ramp is in the

- remains of the building. Hit it right and you will land on the roof of the construction site. Then just jump down to the package on the lower ledge."
- 17) Remember the hide-out from GTAIII? Go there, and up the steps on the left side of the door. Jump down behind the green bins to collect this package.
  - 18) See the raised up centre in the road? Look in the bushes on these places and find the 18th package.
  - 19) Remember the mission in GTAIII where we practiced using a pistol behind Ammu-nation? The package is in here.
  - 20) Find the grass-slope to go up to the dark grey block here. Inside, look between the two-green bins. Congratulations, the Shotgun is now available at your safehouse!
  - 21) Go up to Marco's Bistro and up the stairs. Look around up here for it. Not hard to find.
  - 22) Go down the stairs near the El Track station (to the right of them) and look left on the grass underneath the track itself. Quite easy to find.
  - 23) In the alley opposite the Hospital (there's a car in here). It's behind the car. Another easy to find package.
  - 24) Drive up to wall of the Callahan bridge (near the tiny building) on a PCJ600 and speed towards the steps leading up the station. If you're lucky, you'll get up to it and collect it. Requires lots of luck.
  - 25) Go round the back of the hospital and park on the building up the grass hill. Go to the right and stick to the building. Not hard to find, again.
  - 26) It's on the building right near the water. Quite hard to explain without visual aid. See the ramp that's in the top-right of the building closest to the shopping centre? Go to the wall right next to it and go full speed to the ramp and turn right as you go up the ramp. Hopefully you'll land on the half-finished buildings roof. Jump from roof to roof and collect the package that's difficult!

NOTE:

Use this! :<http://www.leachndjeanesgowild.com/Portland.htm> to find the ramp etc!

- 27) Another ambulance job. Jump up on the roof and then onto the crates.
- 28) In a bunch of trees to the right of the (front) Police Station.
- 29) Remember the mission Toni gives in GTAIII where you pick up the money then get ambushed? Go there. It's just in this alley.
- 30) Get on the El Track and go round to the future Marty Chonks building. Jump down from the track onto the top of the building and collect the package. Armour will now spawn at your hideout.
- 31) Get a bike (preferably PCJ) and look for the ramp to the right of the little yard from "Hot Wheels". Jump up to the roof, go left and go over the bumps to find this package.
- 32) Remember the Fuzz Ball? Go to the carpark and get the package in the flower bed.
- 33) Get an ambulance and park in front of the portacabin in front of the building, then jump from the ambulance, to the roof of the portacabin to the roof of the building, to the package.
- 34) On the boat, just look around. Not hard to find.
- 35) Go to the coach park and look in the north-east corner for this one. Thanks to Telinko's guide for this one. >\_<
- 36) On the Callahan bridge. Look at the support beams in between to two bridge parts.
- 37) Haven't a clue. Here's Telinko's explanation, though.

"In the same area as Package 24. Start from the location of 24 on a PCJ-600 and drive at full speed towards the ramp just before Callahan Bridge. If you hit it right, you and the bike will fly through the air and land on the beam that has the package on it. Prepare to be here for awhile though :P"

- 38) In between to trailers near the docks.
- 39) Between two green bins in Atlantic Quays.

40) Right at the end of the pier. Congratulations, an MP5 will spawn at your hideout, and you've collected all Packages in Portland!

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(7

\_)taunton Island Hidden Packages

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- 41) Head to the Ferry Port right on the north tip of Staunton, look between the portacabin and flat trailer.
- 42) <http://www.leachndjeanesgowild.com/images/LCS/2SMap.jpg> -- go there, and there should be a ramp made out of grass. Look on the other side of this to find the package.
- 43) Look for the tunnel behind the hospital. It's surrounded by a blue fence but inside there is red fencing surrounding the actual tunnel. It's right in the entrance.
- 44) Go to the Hospital car-park entrance and look for the raised flower-bed to the right near the brick wall. Look in the flower-bed to find it.
- 45) Go right to the water-side and look past the grassy area to find this one. It's on the rocks RIGHT NEXT TO the water.
- 46) Go round to the the Hospital car park as if you were going to enter it. Keep looking to the right, and there's a wall that comes out in a sorta L shape. Look in the inside corner of this.
- 47) Have a look in all the corners in the Liberty Campus subway station. The 7 marks the entrance of it.
- 48) Get an ambulance and head to the alley marked on the map. Look behind the sign with bottiglia on.
- 49) <http://www.leachndjeanesgowild.com/images/LCS/9SMap.jpg> -- this is hard to get without falling in the water, so be careful. Look down towards the water when you are in the exact position noted on this map. You should see it.
- 50) You need a boat. Head to the rock noted by the "10" on the map. Congrats! The Colt Python will generate at your hideout!
- 51) Head down the alley with green, white and red triangles floating above the entrance, and look for a little cut off, which takes an "L" shape. Look behind the green bin in here.
- 52) On the roof of Staunton Cafe...not sure how to get it.
- 53) After the mission "Bringing down the House" look in the wrecked building.
- 54) Go to the carpark just south of the stadium. Next to a tree in the dead centre.
- 55) Remember the area where we took missions from Leon? And the large drain pipe? Look around there.
- 56) Go up the pay'n'spray, then past 8-Balls and it'll be between the green bins.
- 57) Go down the road leading to Asuka's, but get out before the bend right. Go down the grass towards the water and look behind the bridge support.
- 58) Go up the curved path as if you were going to SSV. Just before the bridge starts proper, look to the left a bit. See that package down there? Er. I got very lucky. I drove off on a Sanchez, aiming to land on the little gap. I hit the wall to the right, but landed on it! Gerrin!
- 59) Go into Belleville Park and look behind the large memorial.
- 60) Get a Patriot (one in the labyrinth of alleys behind Ammu-nation) and park it up next to the ledge we're going to have to jump on. Find a way to get on the bonnet (the little grey border? Use that) then onto the roof and hop across to the concrete ledge, then onto the glass part. M4 is available at your safehouses! W00t!
- 61) Don't know.
- 62) Head back down to Asuka's and go through the dock. Look for a red container just behind a ramp on the right. Look between the ramp and container.
- 63) Head back towards Portland, but don't go too fast over the jump. Look under the ramp.

- 64) Look in the flowerbed right in front of you after you come back off the bridge.
- 65) Go to the graveyard and look around.
- 66) Go to Fully Cocked and look upstairs.
- 67) Go up the raised part in the centre of the road and look around the trees.
- 68) Go behind Big Shot Casino and it's right next to a spotlight.
- 69) See that massive star? Look in the doorways on the small building to the west.
- 70) Go up the white steps and look for it behind the pillars. Reward? A Sniper Rifle.

\*\*\*\*\*

(7

\_ )horeside Vale Hidden Packages

\*\*\*\*\*

- 71) Go right to the north tip of the map, and look near the blocked off north road.
- 72) Near your safehouse there is a mud road (the slim one leading to the dam). Follow it round and go up the makeshift ramp onto the crates dead ahead. On the other side is the package.
- 73) As you come into the circle road outside the dam on the west side, look for the metal path around the building. Follow it round to find it.
- 74) Extremely easy to find - just don't go over the edge!
- 75) Look to the south south west of the loop behind the rocks.
- 76) Look around the side of the pink house.
- 77) Look for the black patch on the map to the right of the row of houses, next to the water. Have a look on the grass, right next to the water.
- 78) If you start to head UP the windy road, look to the right to see a break right at the end of the low pinky wall. Go onto the grass and look to the left onto the rock cliff. You'll eventually spot the package way up.
- 79) Go back up the windy road, and on the first 180 turn, look near the water past the advert boards.
- 80) As you enter the grounds, look to the right to spot the large machinery with yellow on the bottom. Look behind these to find it. Congrats! The Flamethrower is now unlocked!
- 81) Go to the pay'n'spray area and look in the southern area, with the metal grated fence around the building supplies.
- 82) Go round the back of the Police Station and get up on the garage roofs via the ramp. Drop down into the grounds and look in the garages for the package.
- 83) Look for the "AM" petroleum station, go in and to the left and see the grass area with trees? Behind the tree!
- 84) Right down the cliff near the water, don't trip!
- 85) In one of the cross-shaped buildings doorways.
- 86) Right next to the water again. Just walk along the shore to find it.
- 87) In the Donald Love missions on this island - well, remember where he was hanging out in that building? Look behind the green bin out here.
- 88) On the large building on this lot, head up the stairs and look around on the roof next to the corrugated metal ramp.
- 89) Head to the Hospital and grab an Ambulance. Take it round to the east wall climb on top, then to the wall and jump to the nearby roof. The package is on here.
- 90) Behind the billboards. The number on the map is quite a bit further left than the actual package though. Congrats, the Rocket Launcher is unlocked at your safehouse!
- 91) On the grassy area leading down to the fence surrounding the airport. No landmarks, so hard to describe. It's on a flat part of grass, though.
- 92) Underneath the bridge. Instead of going through the underpass, jump over the wall, then look under the bridge.





the dot is. You must get enough speed to land on the ramp on the other side. Very difficult - not to do, but to land on the ramp.

- 10) Remember how we got that hidden package behind the Hospital? Remember the ramp I mentioned (with the Police Bribe on the tip)? That's the ramp - the target? The road in front of the Police Station - don't crash!
- 11) The concrete ramp to the left of the bridge on the grass is the ramp - where to start our run up? See the mini-tunnel leading to the dock with the Hidden Package on. Start right at the dock through here. The aim? Clear the railway track.
- 12) Go into the area BEHIND the 3-quarter donut, and find the ramp. Get up # enough speed, and clear it (go through the hole).
- 13) Go up to the coned off area - the ramp is a large pile of rubble - and distance yourself to the east. You know what to do! The area to reach? The road next to the docks. Difficile!

---

### Rampages

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GTAVII

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The rampages are real fun - but leave these until after you have completed the main game - getting killed and losing your weapons and armour is not fun.

Coming soon.

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### Odd Jobs

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GTAVIII

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There are lots of Odd Jobs in Liberty City - even more so than Vice City, and hell, more variety than San Andreas! Cool beans, eh?

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|axi Driver

\*\*\*\*\*

Reward: Bickle '76 -- a faster, stronger and redder taxi!

Steal one of the Taxi's that spawn (they are very common) or head to the Taxi place in Trenton. Get in and hit the up button on the D-Pad to initiate Taxi Driver - bare in mind, this was written for Portland!

The idea is simple. Pick up a person (or fare, as the game likes to call them) which are indentified as blue dots on your mini-map. They will name there destination (see the Hot Spot section below) and you have to take them there. This mode is no different to San Andreas' Taxi Driver. Tips are still here (see Tips! section below) and so are the so-many-in-a-row bonuses (see 100 in a Row! section below). After completing 100 fares, the mission is complete - you can continue for more money if you want. I ended after 103 with 28k!

a. Hot Spot

-----

So, the most common destinations in your route? Look on!

"Capitol Autos" -- the Car Lot in St. Marks.



Reward: Infinite Sprint -- nice, but not necessary.

Again, these are quite easy - just a linear Taxi Driver mission. But now you have set people to pick up, and you can pick up three at a time. Anyway, steal an Ambulance (from the Sweeney Hospital. Portland is the smallest Island!) and press Up.

There are 12 levels (again) and each has more injured peds to pick up (again). You get cash per level (again) - but this time, you get extra time for each ped dropped off! It's not difficult, but not the most fun thing to do in the game - damn unstable Ambulance!

```

/y
_ar Salesman

```

Rewards: Hellenbacht GT, \$4000 daily and Snow -- all niiiiice!

After finishing the mission "Dealing Revenge" from Vincenzo, this Odd-Job will be unlocked. There are 9 levels that need completing - each one more difficult to fulfill than the last.

There are four types of customers:-

Criminal -- far left car  
-----

What you have to do is hurt/kill things. Simple as. A simple way of describing it? DESTRUCTION. Blow up things by drive-bying them, run over peds and ram into cars. The cops will no doubt come if you go on a killing spree, so stick to blowing cars up.

Or, maybe this guy wants to be able to evade the cops? Well, attract there attention to say one star, then lose it - without the aid of Pay'N'Spray and Police Bribes. This takes a long time, and it is recommended you do this car (whether it be murderous or evade..erous person) last.

Speed -- The Sports car  
-----

Head out past the gas station and onto the long wide road, with Ammu-nation on it. Speed up it and back down it, and this will fill the Sale bar easily.

Slow -- Family cars (Perennial, Manana etc)  
----

Take it out of the lot and drive around the gas station. As you come round, the bar will no doubt be full.

Offroad - (Bobcat, BF Injection, Patriot etc)  
-----

Head down to the Junkyard and onto the grassy, bumpy area to the right. Drive to the concrete, going up and down as many bumps as possible. Turn back to the Junkyard and repeat until the bar is filled.

You don't earn a lot of cash, but the rewards at level 4, 6 and 9 are sweet! It's not too hard, either.

\*\*\*\*\*

|>

| unk Noodles

\*\*\*\*\*

Reward: +25 Health (100+25=125)

WARNING: If a cop sees you "steal" one of the Noodle Delivery Faggio's, he will try to nick you! Also, if you fall off, you have 30 seconds to get back on!

NOTE:

Go into the controls, and for in-car choose set up 2. Much easier to throw the Noodles now.

Okay, so head to Punk Noodle's in Chinatown. Get on the Delivery Faggio outside and the mission will begin. I'll provide the walkthrough here...

Level 1

-----

Only one guy to serve. Quickly get there, give him his noodles and report back to Punk Noodles. 4.30 seconds or so to do this.

Level 2

-----

Your time will be bumped by about a minute and half, probably less. This time there are two customers. Get back to Punk Noodles.

Level 3

-----

They'll start to spread out now - go to the lone one first, then the two close together ones. Head back to PN.

Level 4

-----

All spread out now! Go to the furthest away, then the closest last.

Level 5

-----

Two will be together, and the other three together. You only have one spare, so start to be careful with your aim!

Level 6

-----

Your aim has to be impeccable now! All of them are quite spread out, too. Start s to get hard here, eh?

Level 7

-----

Before getting to the last one, you'll have to refill. Go to the biggest group of customers first, then refill then head to the next lot.

Level 8

-----

Again, use the strategy above. Time gets really tight...shouldn't fall under 50 seconds, though.

Level 9

-----

Find a group of six, refill then the last three - this was obvious in my game. CHECK YOUR "START" MAP!!

Level 10

-----

Again, there will be six really close to each other, and then four spread out (really spread out!) somewhere else. You know what to do. Return to Punk Noodles - they're now under your protection and your health has received a boost hence the little "+".

```

|y
|y ireman

```

Reward: Toni is fireproof - nice, but not really needed.

Go steal a firetruck from the Firestation in Portland, near the Car Lot. Get in the truck and hit up again, to enter the mission. The aim? Go around the city putting out the vehicle fires before time runs out. Press circle to fire the water at the vehicle. Quite difficult. After you complete Level 12, Toni is fire-proof.

More info soon.

```

|>
| izza Delivery

```

Reward: +25 Health (100+25+25=150)

See the walkthrough for "Punk Noodles".

```

|
|__ove Media Garage

```

Reward: 52k, and a PCJ and V8 Ghost at the Staunton Hideout!

Where?: <http://theoutboards.com/images/lmg.png> -- Credit: InfernalLurker

Okay, just lemme say this first - head to Salvatore's on the way there and get the PCJ. Take it with you to the Garage! Earns you a whopping 3 grand for nothing, really!

So, what's the plan? Collect all the wanted cars!

CONTENTS

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a. The List

-----

Hearse.....\$500  
Faggio.....\$500  
Freeway.....\$2000  
Phobos VT.....\$5000  
Infernus.....\$5000  
Sentinel.....\$4000  
PCJ600.....\$3000  
DeimosSP.....\$5000?  
Manana.....\$1000  
Hellenbacht GT.....\$3000  
V8 Ghost.....\$5000  
ThunderRodd.....\$4000  
Banshee.....\$4000  
Landstalker.....\$3000  
BF Injection.....\$3000  
Patriot.....\$4000

b. The Cars

-----

Hearse

~~~~~

Looks like a...funeral car. If you haven't seen one of these...it's got a long boot normally with a coffin in...>\_>;

To find one, look in the Staunton Island hospital. It normally appears here.

Faggio

~~~~~

Looks like a moped. Remember the Noodle Delivery thing? Like that, but without the noodle box on the back!

To find one, go to Liberty Campus. There's normally one around there. Also, quite easy to find on the roads of Staunton and Portland.

Freeway

~~~~~

Looks like a Harley motorbike - you normally see the bandana wearing dudes on them.

Really easy to find on the streets!

Phobos VT

~~~~~

Looks like the Comet from GTA Vice City.

Drive around in a sporty car. Quite rare.

Infernus

~~~~~

Looks the same as the one in GTAIII.

Very hard to find, you may have to steal one from the Car Salesman sub-mission, providing you haven't yet done it!

Sentinel

~~~~~

Looks like the Leone Sentinel - minus the blackness.

After Level 3 in Car Salesman, this will be parked in the showroom. Doing the car-salesman is like a goldmine for these cars.

PCJ600

~~~~~

Looks like a sports bike.

Find one at Salvatore's house.

DeimosSP

~~~~~

Not really sure.

Manana

~~~~~

Looks like a really small convertible with a small black soft roof. Handles like crap, too.

Not really that rare, just keep looking. Parked outside the Church from the Church Confessional Missions.

Hellenbacht GT

~~~~~

Grab it from the Car Salesman show room and bring it here!

V8 Ghost

~~~~~

Quite common. Reminds me slightly of the Infernus from VC.

ThunderRodd

~~~~~

The car that Sucho drives.

Found easily in the car park from the Fuzz Ball in III.

Banshee

~~~~~

The Viper of GTA.

Seriously, if you can't find one of these in Staunton, your game must be glitch crazy...

Landstalker

~~~~~

A large 4x4. Easy to spot - it's the only type of it's car in the game.

BF Injection

~~~~~

Incredibly rare...looks like a Beach buggy.

Patriot

~~~~~

A large military type vehicle. Extremely easy to find...it's essentially what the Americans call a hummer.

\*\*\*\*\*

77|77

| rashmaster Missions

\*\*\*\*\*



Reward: \$2000

This is like a checkpoint race - except you have to bump into garbage bins. Inventive, huh?

Get the furthest away one's first - preferably start with a difficult one to get to. Drive around Portland or wherever and hunt down the rest - they're mostly in alleys. You only get a 30 second boost per bin, but when you collect the last, you get like a minute+ to get to the Junkyard!

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### Frequently Asked Questions

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GTAIX

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Question #1: How do I put Custom Sound Tracks onto my game?

~~~~~

Technique one:

Requirements: PSP EAC.

You need to use the PSP EAC.

<http://www.mobiledeviant.com/forum/downloads.php?do=file&id=149>

Just download that, after its finished, rename the file by adding .zip to it. Unzip, install, reboot, and open the program. All you need to do is usb connect your psp, drag any and all your mp3s to the EAC window, it compresses, then go into your psp custom tracks folder and rename all the files to .gta

It will make your future conversions easier.

If you haven't downloaded the RCT, you'll need to manually make a custom track folder in your saved data folder. The proper folder name is

ULUS10041CUSTOMTRACKS (for US)

ULES00151CUSTOMTRACKS (for EU)

This method didn't work for me, but it's been tested and does work. The second method has worked for just about everyone.

Method 2:

Requirements: Windows Media, Nero, Daemon, RCT.

1. Connect PSP to computer via USB Mode.
2. Open Windows Media Player
3. Click File > New Playlist. Select the songs you want in GTA. Save playlist as gta or whatever you want.
4. After you select your songs, highlight them, right click, and choose Copy to CD or Device.
5. Since you have Nero, under Items on Device choose "Nero Fast CD-Burning Plug-in or something similar.
6. The status on the songs should change to Ready to copy. Click on copy on the upper right corner and Nero should open.
7. When the Nero pop up appears, under Current recorder choose Image Recorder. After that click burn.
8. Save it wherever you please.
9. When it's done burning, exit Nero and open Daemon.
10. When you open Daemon (if it doesn't open just right click it on the taskbar

in the system tray), it'll ask you to select a new image. Select your playlist you saved.

11. Take no action if the computer asks you to.
12. Now open Rockstar Custom Tracks. When it's open switch it to Generic DVD-Rom. Your songs should appear as Track01, Track02, etc.
13. Rename them if you please.
14. On the left side there should be a CD with an arrow. Click it. Make sure no songs are playing in the program or are highlighted. If a song is highlighted it will only copy that one. So if one is highlighted just click the white background in the program.
15. Once clicked a pop up called "Game Selection" will pop up. GTA: Liberty City Stories (US) will be among the choices. Obviously, choose that one.
16. Extracting begins. >\_>
17. When extracting finishes close the program, disconnect the PSP from the USB connection, turn on the PSP, turn on the game.
18. When the game starts up, pause it, go to Audio, go to Custom Tracks and select On.

You're done.

Thanks to Sights Unseen II!

Question #2: Helicopters?!

~~~~~

In the mission "The Calm Before the Storm", given to you by JD O'Toole, get a bike before the mission begins. When you reach the Triad part (on the rooftops) drive the bike up to the roof, and steal the helicopter. Please, this is the only info I have. Stop mailing me about it! I will no longer reply to helicopter requests!

Question #3: Uhh...what the hell!? Salvatore in prison robes?

~~~~~

Yeah. Salvatore gets thrown in the nick right before Shoreside Vale. We gotta get him out.

Question #4: GTA PSP 2!?!?!/1!/1!/?

~~~~~

Yeah.

Question #5: How do I download game saves?

~~~~~

1. Download one of the many saves here on GameFAQs.
2. Unzip it to your desktop.
3. Connect your PSP to the PC using the mini b-type cable.
4. Go to "Settings -> USB Connection" on the PSP menu.
5. Now, go into the GTA:LCS save folder on your desktop (named ULES\*\*\*\*\* or whatever) and copy ALL of the contents inside.
6. Open up My Computer.
7. Open up the PSP drive (normally E:)
8. Click on PSP
9. Click on Saves.
10. Click on the folder that shares the same name as the GTALCS file on your desktop.



Complete a Unique Jump to see Toni in his polka-dot underwear and slightly strange socks.

'Dragon' Jumpsuit

Full-body yellow suit, with black stripes. Kill Bill anyone?

Antonio

White tee and blue jeans. Very casual, and my favourite.

Sweats

A blue and white track-suit, with trainers. Toni looks very strange in this!

Goodfella

A black top, opened wide at the neck, with black trousers. Very mafia stylee!

Wiseguy

Brownish top with black trousers. Almost like the Goodfella outfit.

\*\*\*\*\*  
 \ /  
 \\/eapons  
\*\*\*\*\*

[Melee]-----

Fists

Only use as a last resort! Poor range and power!

Brass Knucks

See above. Deals more damage though - quite hard to find, compared to the other GTA's.

Baseball Bat

Chrome-plated mashing machine. Hoo-yeah! Always outside your hideout. Not bad range and quite powerful.

Katana

Longer than the baseball bat and one hit kills! Rare in the first few lots of missions, quite common later on.

[Pistols]-----

Handgun

Poor. Okay, it's a gun - it's got range. But it's not the best and it is really underpowered!

.357 Colt Python

The daddy. Only 6 bullets until you have to reload, but this is awesome for one on one situations. Extremely strong, but again, the range ain't too good.

[Shotgun]-----

Pump-Action

-----

An awesome weapon for the first Island. Decent range and knocks people off their feet! Normally two-shot kills and a rare one-shot kill. 20 hidden package reward makes this a steal.

Combat

-----

Quick, powerful but lacking in range and accuracy. Lighter though, which is always good.

Sawn-off

-----

Never liked them through-out the series. Haven't even bothered this time.

[Rifles]-----

Sniper-Rifle

-----

Don't use it when you don't need to. Okay for picking off enemies - extremely powerful, but very slow and hard to aim until you get a knack for it.

Laser-Sighted SR

-----

See above. More accurate and modern, obviously.

AK-47

-----

Powerful, but slow compared to the M4. Cheaper though - look on JD's roof to find a free one. Use only until you can afford the M4.

M4

--

Powerful and quick - small clip though. Best weapon in the game, but very expensive. Buy the AK-47 for ammo, then find an M4 about the streets. Cheaper ammo!

[SMG's]-----

Uzi

---

Quick, but not as powerful as the MP5. Can be found near the junkyard. Extremely light, so you can run FAST.

MP5

---

Not as fast as the Uzi, but a bit more powerful. Quite large, too, so you can't run as fast.

[Explosives]-----

Grenades

-----

Not very useful. Take them if you see them around, though.

Rocket Launcher

-----

One-hit kills cars/people/bikes etc. Not good against choppers, though.  
Extremely expensive and heavy.

More soon.

```

 \ /
 \ / ehicle Database

```

Yay! A huge amount (list and top speeds for EVERYTHING) is credited to  
"Miami84Chambers" on the GameFAQs forums!

Here we go.

CARS/TRUCKS:

-----

```
o-----o
|BansheeTop Speed: 112 MPH|
|-----|
|Looks like :
| The Dodge Viper convertible - you know, the car that has the
| infamous white stripe down the centre of it? You'll know it when
| you see it!
|Found where:
| Not really that rare - common on the streets of Staunton and
| Shoreside Vale - also, if you're desperate for one, look during
| the car salesman missions.
o-----o
```

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o-----o
|Hellenbach GTTop Speed: 111 MPH|
|-----|
|Looks like :
| A retro car - normally has a different colour bonnet compared to
| the rest of the car. Quite sleek...a really old Ford GT, maybe?
|Found where:
| Quite rare on the streets, but given to you in the Vincenzo
| mission "Snuff", and also spawns in the Car Lot after you finish
| level 4
o-----o
```

```
o-----o
|InfernusTop Speed: 107 MPH|
|-----|
|Looks like :
| The Infernus from GTAI. Not really sure how to describe it.
| Will try to get more info soon.
|Found where:
| Quite rare...drive around in a Banshee, and you'll find one soon
| enough.
o-----o
```

```
o-----o
|Deimos SPTop Speed: 106 MPH|
|-----|
|Looks like :
| Don't know...never seen one or been in one.
|Found where:
|
```

| Do the phone race "Deimos Dash", wait where you are for the race |  
| to finish, then steal one! |

o-----o  
|Cheetah Top Speed: 106 MPH|

| Looks like : |  
| Has the black grating on the trunk - looks like a real sports car |  
| so obviously - real nice, but kinda blocky, if you get what I |  
| mean. |  
| Found where: |  
| Unknown :/ |

o-----o  
|V8 Ghost Top Speed: 106 MPH|

| Looks like : |  
| Has a grating on the front - looks like a Ford Mustang, maybe |  
| Found where: |  
| Quite easy to find in the latter two islands. |

o-----o  
|Yakuza Stinger Top Speed: 101 MPH|

| Looks like : |  
| Has a long hood, and can have no roof or a roof - with a very |  
| stubby trunk. Always silver, with a red trim. |  
| Found where: |  
| Around the Big Shot Casino in Staunton - or near the Apartments |  
| in Newport on the waterfront |

o-----o  
|Stinger Top Speed: 99 MPH|

| Looks like : |  
| Yakuza Stinger, but different colours...no red trims, just one |  
| solid colour. |  
| Found where: |  
| Extremely common on the streets of Staunton |

o-----o  
|Bickle'76 Top Speed: 99 MPH|

| Looks like : |  
| Red taxi - with a kick ass engine protruding from the hood! |  
| Found where: |  
| The taxi station in Newport, AFTER you have done 100 Taxi Fares, |  
| doesn't always spawn, so drive around then come back. |

o-----o  
|FBI Cruiser Top Speed: 97 MPH|

| Looks like : |  
| Looks like a sentinel. Get a four star wanted level and look for |

| the all black cars chasing you. |

| Found where: |

| Get a 4-star wanted level! |

o-----o

o-----o

| Police | Top Speed: 97 MPH |

|-----|

| Looks like : |

| ...seriously? |

| Found where: |

| Outside a Police Station...patrolling the streets... |

o-----o

o-----o

| Phobos VT | Top Speed: 96 MPH |

|-----|

| Looks like : |

| ...check sports cars. Sorry! |

| Found where: |

| ...again, quite common on Staunton, even more so in Shoreside! |

o-----o

o-----o

| Forelli Exsess | Top Speed: 94 MPH |

|-----|

| Looks like : |

| Haven't a clue, sorry. |

| Found where: |

| Look for groups of Forelli's...all I can suggest. |

o-----o

o-----o

| Stallion | Top Speed: 93 MPH |

|-----|

| Looks like : |

| A typical convertible - has a thick set of vertical grates on the |

| front and a fibre-glass decoration on the hood - very poor |

| control wise. |

| Found where: |

| Very common on Portland. |

o-----o

o-----o

| Thunder-Rodd | Top Speed: 92 MPH |

|-----|

| Looks like : |

| A Hot Rod with flames on the hood. Seen in the mission "Grease |

| Sucho" - where Sucho drives it. |

| Found where: |

| EXTREMELY rare...the car park right next to the Portland/Staunton |

| bridge is said to hold one. |

o-----o

o-----o

| Sentinel | Top Speed: 90 MPH |

|-----|

| Looks like : |

| A family saloon car. Kinda reminds me of the original Kuruma in |

| GTAIII. Looks like Leone Sentinel. |



|Found where: |  
| Very common...complete level 3 Car Salesman for one to spawn in |  
| the Cor Showroom |

o-----o

|Diablo Stallion | Top Speed: 90 MPH|

|Looks like : |  
| Like the Stallion, but with fire on the hood, and the engine |  
| protruding from the hood (like the Bickle) |

|Found where: |  
| Around Hepburn Heights |

o-----o

|Leone Sentinel | Top Speed: 88 MPH|

|Looks like : |  
| The Sentinel, always black though. |

|Found where: |  
| Outside of Sal's mansion, or around the St. Marks area |

o-----o

|Yardie Lobo | Top Speed: 88 MPH|

|Looks like : |  
| Original - a beige roof and a red body... |

|Found where: |  
| During the mission "The Whole '9 Yardies'", is the easiest time |  
| to see one |

o-----o

|Patriot | Top Speed: 87 MPH|

|Looks like : |\_|ʌ|\_| |  
| o o >\_> |

|Found where: |  
| Common on the streets in Staunton and in the Car Salesman sub- |  
| mission |

o-----o

|Flatbed | Top Speed: 87 MPH|

|Looks like : |  
| A big green truck, with a flat cargo area. Duh. |

|Found where: |  
| Common on the streets of Staunton, near the Ferry-port. |

o-----o

|Stretch | Top Speed: 87 MPH|

|Looks like : |  
| A really long car...ʌ\_ʌ |

|Found where: |  
| Around Staunton and Shoreside these are quite common. |

-----  
|Securicar | Top Speed: 87 MPH|  
|-----|  
|Looks like : |  
| | A huge, armoured van. Always blue. |  
|Found where: |  
| | On the streets - quite rare, actually. I found a few in Portland, |  
| | near the docks |  
-----

-----  
|Ambulance | Top Speed: 85 MPH|  
|-----|  
|Looks like : |  
| | Oh, c'mon! |  
|Found where: |  
| | Look outside a Hospital, or go on a murderous spree to make one |  
| | spawn |  
-----

-----  
|Hoods Rumpo XL | Top Speed: 85 MPH|  
|-----|  
|Looks like : |  
| | A large van, with graffiti on the sides. |  
|Found where: |  
| | Found in Hoods' turf in |  
| | Shoreside Vale |  
-----

-----  
|Sindacco Argento | Top Speed: 85 MPH|  
|-----|  
|Looks like : |  
| | A long, white estate car. |  
|Found where: |  
| | In Sindacco turf - Red Light District etc |  
-----

-----  
|Cartel Cruiser | Top Speed: 84 MPH|  
|-----|  
|Looks like : |  
| | A big, blue Patriot. |  
|Found where: |  
| | Only in two missions, in my experience. "Panlantic Land Grab" and |  
| | "Love on the Run". |  
-----

-----  
|Campaign Rumpo | Top Speed: 84 MPH|  
|-----|  
|Looks like : |  
| | A Rumpo with loud-speakers on top. |  
|Found where: |  
| | Only in the Donald Love mission "Steering the Vote", apparently |  
-----

-----  
| Firetruck Top Speed: 82 MPH  
|-----  
| Looks like :  
|           A long, red truck ♯\_♯  
| Found where:  
|           Firestations and fires. Duh.  
|-----

-----  
| Esperanto Top Speed: 82 MPH  
|-----  
| Looks like :  
|           A long, low version of the Stallion - but no convertible version!  
| Found where:  
|           Around the streets...never really been a common area.  
|-----

-----  
| Kuruma Top Speed: 82 MPH  
|-----  
| Looks like :  
|           Again, you see it in the first mission - the very first one,  
|           where you drive Vinnie around!  
| Found where:  
|           Parked outside Vinnie's and in the Car Showroom before you do any  
|           of the missions.  
|-----

-----  
| Taxi Top Speed: 80 MPH  
|-----  
| Looks like :  
|           Seriously, dude, it even says Taxi in the roof of it!  
| Found where:  
|           All over - it's the first car the game loads, apparently, so you  
|           shouldn't have much trouble finding one.  
|-----

-----  
| Cabbie Top Speed: 79 MPH  
|-----  
| Looks like :  
|           A large, clunky version of the Taxi  
| Found where:  
|           Again, just all around Liberty City!  
|-----

-----  
| Landstalker Top Speed: 78 MPH  
|-----  
| Looks like :  
|           Search Google for a Range Rover.  
| Found where:  
|           More common in Staunton Island, around Belleville area.  
|-----

-----  
| Bobcat Top Speed: 77 MPH  
|-----  
| Looks like :  
|-----

| A light blue truck - two seater. Reminds me of the common Ford |  
| truck in America. |

| Found where: |

| Found easily in the Car Salesman missions. |

o-----o

o-----o

|Blista Top Speed: 75 MPH|

|-----|

|Looks like : |

| A large people-carrier |

| Found where: |

| Quite common in Portland, around St. Marks. |

o-----o

o-----o

|BF Injection Top Speed: 75 MPH|

|-----|

|Looks like : |

| A beach-buggy, complete with Roll-Cage! |

| Found where: |

| Not sure. Found in the Car Salesman missions. |

o-----o

o-----o

|Idaho Top Speed: 78 MPH|

|-----|

|Looks like : |

| Hmm...look for something similar to an Esperanto/Stallion |

| Found where: |

| No idea. |

o-----o

o-----o

|Rumpo Top Speed: 75 MPH|

|-----|

|Looks like : |

| A big van. |

| Found where: |

| Near 8-Balls Bomb Shop in Portland. |

o-----o

o-----o

|Coach Top Speed: 74 MPH|

|-----|

|Looks like : |

| You see it in the very first scene, come on! |

| Found where: |

| The Coach Depot in Trenton. |

o-----o

o-----o

|Perennial Top Speed: 73 MPH|

|-----|

|Looks like : |

| A really old estate car...a "soccer-mom" car, as you Americans |

| would call it, maybe? |

| Found where: |

| Car Salesman missions again. |

o-----o

-----  
|Hearse Top Speed: 73 MPH|  
-----  
|Looks like :  
| The car's used in Funerals - surely you know what they are!  
| Found where:  
| Try churches, maybe...  
-----

-----  
|Manana Top Speed: 72 MPH|  
-----  
|Looks like :  
| A really, really small convertible. Found outside the Church  
| where you recieve the Church Confessional Missions  
| Found where:  
| Outside the church where you recieve the Church Confessional  
| missions.  
-----

-----  
|Enforcer Top Speed: 72 MPH|  
-----  
|Looks like :  
| A police riot van. Easy to distinguish.  
| Found where:  
| Get a 3-stair wanted level, or look around Police Stations.  
-----

-----  
|Bus Top Speed: 72 MPH|  
-----  
|Looks like :  
| A bit like a Coach, I'd imagine.  
| Found where:  
| \*shrugs shoulders\*  
-----

-----  
|Moonbeam Top Speed: 64 MPH|  
-----  
|Looks like :  
| A smaller, less round version of the Blista.  
| Found where:  
| Pfft.  
-----

-----  
|Triad Fish Van Top Speed: 64 MPH|  
-----  
|Looks like :  
| A small lorry with the logo on the side.  
| Found where:  
| Around Chinatown.  
-----

-----  
|Yankee Top Speed: 63 MPH|  
-----

|Looks like : |  
| The above vehicle, minus the logo's. |  
|Found where: |  
| Try the Docks in Portland, or places like that...industrial |  
| places. |  
o-----o

o-----o  
|Pony Top Speed: 61 MPH|

|-----|  
|Looks like : |  
| A smaller version of the above. |  
|Found where: |  
| Unknown. |  
o-----o

o-----o  
|Barracks OL Top Speed: 61 MPH|

|-----|  
|Looks like : |  
| A larger version of the Flatbad, sometimes with covers over the |  
| back. |  
|Found where: |  
| Unknown - try a six star wanted level? |  
o-----o

o-----o  
|Mr. Wongs Top Speed: 61 MPH|

|-----|  
|Looks like : |  
| Never even heard of it, never mind seen it! |  
|Found where: |  
| ...haven't the foggiest. |  
o-----o

o-----o  
|Toyz Top Speed: 61 MPH|

|-----|  
|Looks like : |  
| A rumpo with the Toyz logo on. |  
|Found where: |  
| Scattered throughout the cities, entering one enters an RC event. |  
o-----o

o-----o  
|Ballot Van Top Speed: 61 MPH|

|-----|  
|Looks like : |  
| A van. |  
|Found where: |  
| The mission "Counterfeit Count". |  
o-----o

o-----o  
|Linerunner Top Speed: 60 MPH|

|-----|  
|Looks like : |  
| An extremely large truck-cabin. |  
|Found where: |  
| Look arond Portland Docks to find on extremely easily. |  
o-----o

-----  
|Mule | Top Speed: 58 MPH|  
|-----|  
|Looks like : |  
| | Another van ;\_ ; |  
|Found where: |  
| | Trenton/Portland Docks is your best bet. I don't really bother |  
| | with trucks, you see. |  
-----

-----  
|Panlantic | Top Speed: 58 MPH|  
|-----|  
|Looks like : |  
| | Another of the "wtf" vehicles. Sorry. |  
|Found where: |  
| | Omg, liek I dunt no! |  
-----

-----  
|Trashmaster | Top Speed: 55 MPH|  
|-----|  
|Looks like : |  
| | Yup, you guessed it - it's a trash truck. White cabin, and green |  
| | container. |  
|Found where: |  
| | The Junkyard in Portland (AKA the Car Crusher!) |  
-----

-----  
|Mr. Whoopee | Top Speed: 54 MPH|  
|-----|  
|Looks like : |  
| | An ice-cream van. |  
|Found where: |  
| | It's in the games coding, but were we meant to find it? Use |  
| | edisoncarter's neat little program to get this. |  
-----

-----  
|Rhino | Top Speed: 52 MPH|  
|-----|  
|Looks like : |  
| | A.....tank! |  
|Found where: |  
| | In one of the missions where you have to destroy the Yakuza |  
| | armour. |  
-----

Bikes:

Angel- Without Leaning: 98 MPH  
With Leaning: 120 MPH

Avenger- Without Leaning: 98 MPH  
With Leaning: 120 MPH

PCJ-600- Without Leaning: 89 MPH

With Leaning: 114 MPH

Manchez- Without Leaning: 92 MPH

With Leaning: 113 MPH

Freeway- Without Leaning: 80 MPH

With Leaning: 112 MPH

Noodleboy- Without Leaning: 62 MPH

With Leaning: 103 MPH

Pizzaboy- Without Leaning: 62 MPH

With Leaning: 102 MPH

Faggio- Without Leaning: 62 MPH

With Leaning: 102 MPH

Sanchez- Without Leaning: 80 MPH

With Leaning: 101 MPH

Boats:

Speeder- 85 MPH

Predator- 78 MPH

Reefer- 46 MPH

Helicopters:

Hunter- 168 MPH

Police Maveric- 133 MPH

VCN Maveric- 126 MPH

Maveric- 120 MPH

\*\*\*\*\*  
/|  
\_100 Percent Checklist (in progress)  
\*\*\*\*\*

[Story Missions]-----

Vincenzo

-----

- 1 Slacker.....○
- 2 Dealing Revenge.....○
- 3 Snuff.....○
- 4 Smash and Grab.....○
- 5 Hot Wheels.....○
- 6 The Portland Chainsaw Masquerade.....○

JD O'Toole

-----

- 1 Bone Voyeur.....○
- 2 Don in 60 Seconds.....○
- 3 A Volatile Situation.....○
- 4 Blow Up 'Dolls'.....○
- 5 Salvatore's Salvation.....○
- 6 Guns of Leone.....○
- 7 Calm Before the Storm.....○



8 The Made Man.....o

Ma Cipriani

-----

- 1 Snappy Dresser.....o
- 2 Big Rumble in Little China.....o
- 3 Grease Sucho.....o
- 4 Dead Meat.....o
- 5 No Son of Mine.....o

Salvatore Leone

-----

- 1 The Offer.....o
- 2 Ho Selecta!.....o
- 3 Frighteners.....o
- 4 Rollercoaster Ride.....o
- 5 Contra-Banned.....o
- 6 Sindacco Sabotage.....o
- 7 The Trouble with Triads.....o
- 8 Driving Mr. Leone.....o
- 9 A Walk in the Park.....o
- 10 Making Toni.....o
- 11 Rough Justice.....o
- 12 Dead Reckoning.....o
- 13 Shogun Showdown.....o
- 14 The Shoreside Redemption.....o
- 15 The Sicilian Gambit.....o

Maria Strand

-----

- 1 Shop 'till You Strop.....o
- 2 Taken for a Ride.....o
- 3 Booby Prize.....o
- 4 Biker Heat.....o
- 5 Overdose of Trouble.....o

Donald Love

-----

- 1 The Morgue Party Candidate.....o
- 2 Steering the Vote.....o
- 3 Cam-pain.....o
- 4 Friggin' the Riggin'.....o
- 5 Love and Bullets.....o
- 6 Counterfeit Count.....o
- 7 Love on the Rocks.....o
- 8 Panlantic Land Grab.....o
- 9 Stop the Press.....o
- 10 Morgue Party Resurrection.....o
- 11 No Money, Mo' Problems.....o
- 12 Bringing the House Down.....o
- 13 Love on the Run.....o

Leon McCaffrey

-----

- 1 Sayonara Sindaccos.....o
- 2 The Whole '9 Yardies'.....o
- 3 Crazy '69'.....o
- 4 Night of the Living Dreads.....o
- 5 Munitions Dump.....o

Church Confessional

-----

- 1 L.C. Confidential.....o
- 2 The Passion of the Heist.....o
- 3 Karmageddon.....o
- 4 False Idols.....o

Toshiko Kasen

-----

- 1 More Deadly than the Male.....o
- 2 Cash Clash.....o
- 3 A Date with Death.....o
- 4 Cash in Kazuki's Chips.....o

65 Story Missions is 40%.

[Side Missions]-----

- Hidden Packages.....o
  - Hidden Package 1.....o
  - Hidden Package 2.....o
  - Hidden Package 3.....o
  - Hidden Package 4.....o
  - Hidden Package 5.....o
  - Hidden Package 6.....o
  - Hidden Package 7.....o
  - Hidden Package 8.....o
  - Hidden Package 9.....o
  - Hidden Package 10.....o
  - Hidden Package 11.....o
  - Hidden Package 12.....o
  - Hidden Package 13.....o
  - Hidden Package 14.....o
  - Hidden Package 15.....o
  - Hidden Package 16.....o
  - Hidden Package 17.....o
  - Hidden Package 18.....o
  - Hidden Package 19.....o
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  - Hidden Package 21.....o
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  - Hidden Package 24.....o
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  - Hidden Package 26.....o
  - Hidden Package 27.....o
  - Hidden Package 28.....o
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  - Hidden Package 30.....o
  - Hidden Package 31.....o
  - Hidden Package 32.....o
  - Hidden Package 33.....o
  - Hidden Package 34.....o
  - Hidden Package 35.....o
  - Hidden Package 36.....o
  - Hidden Package 37.....o
  - Hidden Package 38.....o
  - Hidden Package 39.....o
  - Hidden Package 40.....o
  - Hidden Package 41.....o

|                         |   |
|-------------------------|---|
| Hidden Package 42.....  | 0 |
| Hidden Package 43.....  | 0 |
| Hidden Package 44.....  | 0 |
| Hidden Package 45.....  | 0 |
| Hidden Package 46.....  | 0 |
| Hidden Package 47.....  | 0 |
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| Hidden Package 98.....  | 0 |
| Hidden Package 99.....  | 0 |
| Hidden Package 100..... | 0 |

Radio in Liberty City 98

~~~~~

GTAXI

\*\*\*\*\*  
LCFR  
\*\*\*\*\*

The talk-show radio broadcast! Full of hilarious chatshows!

Show #1: Heartland Values with Nurse Bob

~~~~~

Nurse Bob - Chuck Montgomery

Guests & Callers - Ayana Osada, Nick Montgomery, Russell Lewis, Nick Born, Sean Macaluso, Kerry Shaw, Chad Johnson, Craig Conner, Mary Elizabeth, Rob Cross, Josh Bitney

Show #2: Electron Zone

~~~~~

Steve - Ptolemy Slocum

Bill - Michael Urichek

Callers - Alice Saltzman, Jeremy Wheaton, Ryan Rayhill, Maine Anderson, Patton Oswalt, Wil Wheaton, Anthony Cumia, Madena Parwana

Show #3: Breathing World

~~~~~

Lee Chowder - Ashley Albert

Crow - Gregg Martin

Show #4: Coq'O'Vin

~~~~~

Richard Goblin - Mike Shapiro

Callers - Franceska Clemens, Sarah Bloodsworth, Adam Deher, Martha Morrison, Carmelo Gaeta

Show #5: Chatterbox

~~~~~

Lazlow - as himself

Callers - Susan Lewis, Ben Weaver, Jacky Bam Bam, Ben Sparks, Deanna Moyer, Liezl Jacinto, Joshua Batista, Gregg Opie Hughes, Sonda James, Eliza Satterwhite

\*\*\*\*\*  
Head Radio  
\*\*\*\*\*

DJ Michael Hunt - Russ Mottla

"Train" by Conor & Jay

"The One for Me" by Cloud Nineteen

"Take the Pain" by Purser

"Free Yourself" by L-Marie ft. Raff

"Drive" by 15 Ways

"Welcome to the Real World" Rosco Stow

"Keep Dreaming" by Vanilla Smoothie

\*\*\*\*\*

\*\*\*\*\*

DJ's Cliff and Andee - Ed McMann and Shelley Miller (respectively)

- "Funk in Time" by Rudy la Fontaine
- "Love is the Feeling" by Sawarr
- "Mine Until Monday" by Sunshine Shine
- "Get Down" by Credit Check
- "Tonight" by Cool Timers
- "Bassmatic" by Nina Barry
- "Into Something (C'mon Get Down)" by the Jackstars

\*\*\*\*\*

Double Cleff FM

\*\*\*\*\*

DJ Sergio Boccino - Robert Blumenfeld

- "Il Trovatore: Anvil Chorus"
- "Il Trovatore: Tacea le notte placida"
- "Nabucco: Chorus of the Hebrew Slaves"
- "Cosi Fan Tutte: E amore un ladroncello"
- "Marriage of Figaro: Overture"
- I Pagliacci: Vesti la giubba"

\*\*\*\*\*

Rise FM

\*\*\*\*\*

DJ Boy Sanchez - Oliver Vaquer

- "Sing it back" by Moloko
- "Free" by Ultra Nate
- "I Believe" by Happy Clappers
- "House Music" by Eddie Amador

More soon.

-----

Credits

γγγγγγγγγγ

GTAXII

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- Rockstar: Leeds for making a brilliant game.
- Rockstar North for creating the great franchise.
- SONY for creating the wonderful PSP.
- GameFAQs for being the best site on the net.

-----

Contact

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GTAXIII

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Send your "Grand Theft Auto: Libert City Stories" questions to this email address:-

gtalcsfaq@gmail.com

What will be accepted:

- \*Questions
- \*Strategies
- \*Tips
- \*General info

Send your personal questions (asking for FAQing help etc) to this email address:-

05johan@gmail.com

What will be accepted:

- \*Anything apart from the four things mentioned above

Thankyou!

Le End.

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