

Grand Theft Auto: Liberty City Stories FAQ/Walkthrough

by TimJab

Updated to v0.70 on Nov 15, 2005

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LIBERTY CITY STORIES
FAQ/WALKTHROUGH
Version 0.70
by TimJab
timyac@hvc.rr.com

```
*****
* Grand Theft Auto: Liberty City Stories (C)2005 Rockstar Games *
* Playstation Portable (PSP) *
* 1-6 Players Ad-Hoc Wi-Fi Multiplayer Supported *
* Rated M for Mature (Ages 17+) *
* Memory Stick Duo 320 KB *
*****
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There are a million stories in Liberty City. This one changes everything. Once a trusted wise guy 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.

The streets of Liberty City are in turmoil. Warring Mafiosi vie for control as the town begins to self-destruct under waves of political corruption, organized crime, drug trafficking and union strikes. No one can be trusted as Toni tries to clean up 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 an 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.

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*****
*          VERSION HISTORY [1.0]          *
*****
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Version 0.50

-Started on November 1st, 2005

-Walkthrough added through completion of Portland
-Basic Controls List
-Cheat Codes
-All Hidden Packages in Portland
-Radio Info
-Character Info

Version 0.51

-Started on November 4th, 2005

-Added Custom Soundtracks by Sights Unseen II

-Fixed a few glaring problems (for example, my margin base! 79 A's across the top of the FAQ = huh?)

Version 0.60

-Started on November 6th, 2005

Seems like I've slacked a bit eh? I've been proofreading this entire FAQ as well as reading e-mails, keep em coming! Additions to this version include

-General rewrite

-Added a few alternate strategies

-Began Staunton Island walkthrough

-Updated Legal Info

Version 0.70

-Started on November 15th, 2005

-Complete FAQ Overhaul. I made it easier on the eyes and easier to navigate.

-Added a couple more missions to walkthrough

Planned Updates for Version 0.75

-Walkthrough added through completion of Staunton Island

-Secrets and Easter Eggs

-Multiplayer Info

-Side Missions Walkthrough

-Updated Character Info

-Vehicle Info

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*****  
* BASIC LEGAL AND CONTACT INFO [1.1] *  
*****
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This is where all the stuff goes about not stealing my FAQ and claiming it as your own, not putting my FAQ up on your site without permission et cetera, but to be honest, I can't really enforce anything I say here. I trust you guys.

The truth is, I've worked very hard on this so people could use it, so if you want to use my FAQ, just contact me at

timyac@hvc.rr.com

and I'll probably let you use it. Right now the websites with permission to use my FAQ are

<http://www.gamefaqs.com>

<https://www.neoseeker.com>

<http://www.cheatcc.com>

<http://gtalibertycitystories.ds4a.com>

The same email address as above can be used for any user submissions made to this FAQ. If you have some sort of alternate strategy for beating a mission or know the location of the 100th hidden package that I might be missing, by all means send it in. I will give you full credit for your find (just be sure to include your GameFAQS user name) so there is no reason to be shy about it.

Anyway, I know you're probably bored of scrolling through this, and even more bored if you are reading it, so let's move on. Enjoy the FAQ, I hope it helps.

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Hit Ctrl + F and type in the number code (ex. 1.6) surrounded in bracket to quick-jump to that specific section of the FAQ.

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*****
*   GETTING STARTED [1.3] *
*****

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If you haven't already done so, you're going to have to update your PSP firmware (version 2.00) in order to play Grand Theft Auto: Liberty City Stories. If you have no idea what that means, don't worry, its simple. First off, you need the AC Adaptor and its power cord that came with the PSP(or in my case, the one that cost \$34.99 at EB Games because I lost it ;(). Plug in your PSP to the nearest outlet using the AC Adaptor and choose upgrade option on the PSP home screen. Alternatively, selecting the UMD option will prompt you to update, so either way works. Downloading only takes a minute, you get a free wireless web browser, and more importantly, the ability to play GTA:LCS.

While most people believe GTA was designed to be enjoyed on a home console, I think Rockstar did a tremendous job in creating a new adventure for a portable platform. However, without a large analog thumbstick, the action can sometimes be hard to control. Some people, like myself, have adjusted to the smaller thumbstick the PSP provides. However, if you find it frustratingly difficult to navigate the streets of Liberty City, I would suggest investing in the analog stick attachments by Naki. Alternatively, you can change controls to the D-Pad via the options menu, but I wouldn't recommend it.

Now on to the controls.

On Foot:

X Button: Sprint

Note: Tapping the X button repeatedly rather than holding it gives you an unlimited sprinting distance.

Square Button: Jump

Triangle Button: Hijack/Enter Vehicle

O Button: Attack/Fire Weapon

L Button: No Use

R Button: Target Enemy/Civilian

Analog Stick: Move Toni

L Button and Analog Stick: Look around

R Button and Analog Stick: Auto-Aim

Up and Down D-Pad: No use

Left and Right D-Pad: Cycle Weapons

R Button and Left and Right D-Pad: Cycle Targets

In Car:

X Button: Accelerate

Square Button: Brake, Hold to reverse

Triangle Button: Exit Vehicle

O Button: In car: No use, On motorcycle: Fire Weapon Forward

L Button: No Use

R Button: Handbrake

Analog Stick: Steer vehicle

L Button and Analog Stick: Move Camera (Hit O to perform drive-by)

R Button and Analog Stick: No Use

Up D-Pad: Enter Vehicle Specific Mission

Down D-Pad: Horn/Sirens

Left and Right D-Pad: Cycle Radio Stations

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*****  
*      CHARACTERS [1.4]      *  
*****
```

Grand Theft Auto introduces a fantastic batch of new characters, and also features some welcome series veterans, one of which is the main character.

TONI CIPRIANI (voiced by Danny Mastrogiorgio)

The main character of GTA:LCS, you control Toni as he moves up the ranks of the Leone crime family. You remember him from GTA III as the guy who lived with his mom and gave you various jobs to do. However, Toni is anything but a momma's boy.

SALVATORE LEONE (voiced by Frank Vincent)

The don of the Leone crime family. Salvatore is as fair a man as a mafioso crime lord can be, and is certainly a good friend to have.

MARIA LATORE (voiced by Fiona Gallagher)

Salvatore's trophy wife who seemingly has relations with everyone but. Taking care of Maria during her ODs and other episodes is part of Toni's job. She claims to be in love with Toni, but this could just be either the drugs talking or Maria's obvious easiness.

JD O'TOOLE (voiced by Greg Wilson)

JD is an obese pervert who runs a strip joint in the Red Light District. JD starts the game working for the Sindaccos, but is actually attempting to fall in with the Leones.

VINCENZO CILLI (voiced by Joe Latruglio)

Apparently some sort of capo for the Leone crime family. He is charged with bossing Toni around towards the beginning of the game, but he appears to have some sort of different agenda.

MA CIPRIANI (voiced by Sondra James)

Toni's mom. We never see her, but she sends us on some missions while in Portland. She shuns Toni for not being as tough as his father, regardless of how hard Toni tries to impress her.

OTHER MINOR CHARACTERS

JANE HOPPER (voiced by Gordana Rashovich)

A union boss who is starting to piss Salvatore off. She may play a larger role later in the game.

WAYNE (voice actor unknown)

Maria's boyfriend. Part of a biker gang that gets wiped out by Toni early on.

MICKEY HAMFISTS (voiced by Chris Tardio)

A Leone family thug.

GIOVANNI CASA (voiced by Joel Jones)

A real man according to Ma Cipriani, Casa in nothing but a pervert deli owner.

8-BALL (voiced by Guru)

A familiar face from GTA III, 8-BALL runs the car-bomb garage in Harwood.

MORE CHARACTER INFO TO COME AS WE PROGRESS FARTHER INTO THE GAME

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*****  
*      RADIO INFO [1.5]      *  
*****
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The radio has always been one of my favorite parts of Grand Theft Auto. The full-fledged radio stations with DJs, call-ins, interviews, station identification et cetera never ceases to amaze me. Not to mention the great licensed soundtracks of each GTA (with the next-gen exception of GTA III). GTA: LCS doesn't dissapoint with its radio selection either.

STATION LISTING

LCFR

Type: Talk Radio

DJ: Numerous

TRACK LISTING

Heartland Values with Nurse Bob

Electron Zone

Breathing World

Coq'O'Vin

Chatterbox

HEAD RADIO

Type: Modern Rock

DJ: Mike Hunt

TRACK LISTING

"Train" by Conor & Jay

"This 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" by Rosco Stow

"Keep Dreaming" by Vanilla Smoothie

LIPS 106

Type: Pop

DJs: Cliff and Andee

TRACK LISTING

"Funk In Time" by Rudy La Fontaine

"Love Is The Feeling" by Sawaar

"Mine Until Monday" by Sunshine Shrine

"Get Down" Credit Check

"Tonight" by Cool Timers

"Bassmatic" by Nina Barry

"Into Something (C'mon Get Down)" by The Jackstars

DOUBLE CLEFF FM

Type: Opera

DJ: Sergio Boccino

TRACK LISTING

"Il Travatore: Anvil Chorus" by Giuseppe Verde

"Il Travatore: Tacea La Notte Placida" by Giuseppe Verde

"Nabucco: Chorus Of The Hebrew Slaves" by Giuseppe Verde
"Cosi Fan Tutte: E Amore Un Ladroncello" by Wolfgang Amadeus Mozart
"Marriage Of Figaro: Overture" by Wolfgang Amadeus Mozart"
"I Pagliacci: Vesti La Giubba" by Ruggero Leoncavallo

RISE FM

Type: House

DJ: Boy Sanchez

TRACK LISTING

"Sing It Back (Boris Musical Mix)" by Moloko
"Free" by Ultra Nate
"I Believe" by Happy Clappers
"House Music" by Eddie Amador
"Feel What You Want" by Kristine W
"Hideaway (Deep Dish Vocal Remix)" by De'Lacy
"Spin Spin Sugar (Armand's Dark Garage Mix)" by Sneaker Pimps
"Plastic Dreams" by Jaydee
"Altered States" by Ron Trent
"There Will Come A Day (Half Tub Dub)" by The Absolute ft. Suzanne Palmer
"Positive Education" by Slam
"Flash" by Green Velvet
"Circus Bells (Hardfloor Remix)" by Robert Armani
"Higher State Of Consciousness" by Wink

RADIO DEL MUNDO

Type: Indian/Arabic

DJ: Panjit Gavaskar

TRACK LISTING

"Raghupati (Folk Tune)" by Ananda Shankar
"Dum Maro Dum" by Asha Bhosle
"Neeve Nanna (Only You Were Mine)" by Vijaya Anand
"Kidida" by Natacha Atlas
"Hebeena Hebeena" by Farid El Atrache
"Aini Bet Ref" by Ahmed Mneimneh
"Im Nin'Alu" by Ofra Haza
"Ballaa Tsubou Hal Kahwa" by Samira Tawfic

K-JAH

Type: Reggae

DJ: Natalie Walsh Davis

TRACK LISTING

"Pick A Sound" by Selah Collins, Ruddy Ranks, and Redeye
"What A Wonderful Feeling" by Errol Bellot, Ruddy Ranks, and Redeye
"Watch How The People Dancing" by Kenny Knots, Ruddy Ranks, and Redeye
"Lean Boot" by Richie Davis, Ruddy Ranks, and Redeye
"Ready For The Dancehall Tonight" by Peter Bouncer, Ruddy Ranks, and Redeye
"You Ha Fe Cool" by Richie Davis, Ruddy Ranks, and Redeye
"Ring My Number" by Kenny Knots, Ruddy Ranks, and Redeye
"Run Come Call Me" by Kenny Knots, Ruddy Ranks, and Redeye

THE LIBERTY JAM

Type: Rap

DJ: DJ Clue

TRACK LISTING

"All I Need" by Method Man
"Shook Ones Pt. II" by Mobb Deep
"Incarcerated Scarfaces" by Raekwon
"N.O.R.E" by Noreaga
"Shut 'Em Down (Remix)" by Onyx ft. Noreaga and Big Pun
"Beware" by Big Pun

"Twinz (Deep Cover '98)" by Big Pun
"Get At Me Dog" by DMX ft. Sheek of the Lox
"Ruff Ryders Anthem(Remix)" by DMX ft. DJ Clue, Jadakiss, Styles, Drag-On & Eve
"Do What You Fell" by Redman ft. Method Man
"Chain Gang Freestyle" by The Lox and Black Rob
"Chest2chest Freestyle" by The Lox

MSX 98

Type: Techno/Electronica

DJ: Codebreaker

TRACK LISTING

"Renegade Snares" by Omni Trio
"Terrorist" by Renegade
"Finest Illusion (Legal Mix)" by Foul Play
"Living For The Future (FBD Project Remix)" by Omni Trio
"Stay Calm (Foul Play Remix)" by DJ Pulse
"Disturbance (Tango Remix)" by Hyper-On Experience
"Cold Fresh Air" by Higher Sense
"Living For The Future" by Omni Trio
"Thru The Vibe (2 on 1 Mix)" by Omni Trio
"The Helicopter Tune" by Deep Blue
"Dred Bass" by Dead Dred

FLASHBACK FM

Type: Oldies

DJ: Reni Wassulmaier

TRACK LISTING

"First Hand Experience In Second Hand Love" by Giorgio
"I Wanna Rock You" by Giorgio
"E=MC2" by Giorgio
"Chase" by Giorgio
"I'm Left, You're Right, She's Gone" by Giorgio
"From Here To Eternity" by Giorgio

CUSTOM SOUNDTRACKS - by Sights Unseen II *

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

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.

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*****  
* VEHICLE SHOWROOM [1.6] *  
*****
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Vehicle Showroom coming in Version 0.75

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*****  
* WALKTHROUGH [1.7] *  
*****
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Finally we come to the meat and potatoes of this FAQ, the walkthrough of Grand Theft Auto: Liberty City Stories. Here you will find out how to progress through the game if you are stuck, and learn useful tips for beating the harder missions.

To send in alternate strategies to be included in the Walkthrough, email me at timyac@hvc.rr.com. You will receive full recognition.

This walkthrough is meant to aid you on all missions as they become available, and does not necessarily highlight the most direct route through the game. Part of the fun of GTA is take it on at your own pace.

Spoilers will be included in the walkthrough when unavoidable (ex. kill so and so), but will be clearly marked.

When ranking a mission's overall difficulty, I take into account not only how hard it is to complete the task, but also how difficult the mission is in comparison to the rest. One extremely tough mission will lower the difficulty ratings of the others. Difficulty ratings may fluctuate as I progress into the game. Mission difficulty is ranked out of 5.

Ctrl+F to find a specific mission.

MISSIONS

PORTLAND

PROLOGUE

Difficulty: *

Reward: \$100

This is just an easy mission to get in touch with the controls. After the opening cutscene, simply drive Vincenzo to each waypoint, the first being your hideout. This apartment will serve as your save point for the first portion of the game. After the quick hideout tutorial, use the t-shirt icon to change into the Leone suit and rejoin Vincenzo in the car. Now drive Vincenzo's place in Atlantic Quays to drop him off and complete the mission.

NOTE: BEATING THIS MISSION OPENS THE VINCENZO STRAND OF MISSIONS.

VINCENZO STRAND

Located in Atlantic Quays (marked by V on map)

SLACKER

Difficulty: *

Reward: \$100

Prerequisite: Beat the mission "Prologue"

Vincenzo's first mission is an easy one. Watch the cutscene where Vincenzo informs you that a Leone dealer is bringing in much money. It's your job to make sure he starts bringing in some dough. Once you gain control of Toni, hijack a vehicle and follow the yellow blip on the map until you reach the dealer. A quick scene will occur and the dealer will get into your car. A new yellow blip on the map appears at this point. Simply drive the dealer to this blip without him somehow dying to complete the mission.

DEALING REVENGE

Difficulty: *

Reward: \$500

Prerequisite: Beat the Vincenzo mission "Slacker"

Apparently the dealer had good reason to be afraid. In the cutscene you learn the dealer you dropped off has already been killed, and it's up to you to avenge his death. Grab a car and head to the map blip. Once there, prepare for your introduction to hand-to-hand combat. Hold R to target the rival dealers and O to punch their heads in. Beat all 3 dealers to death or simply

run them over to pass another easy mission.

NOTE: BEATING THIS MISSION UNLOCKS THE CAR SALESMAN SUB-MISSION

SNUFF

Difficulty: **

Reward: \$500

Prerequisite: Beat the Vincenzo mission "Dealing Revenge"

This is probably the first mission that's possible to fail, though doing so isn't very likely. After watching the cutscene, drive yourself to Ammu-Nation to pick up a gun. Take the pistol, courtesy of Vincenzo. Be sure to not accidentally fire your new weapon by pressing O while inside the store, or the guy behind the desk will shoot you and most likely kill you. Exit the store and take note of the Ammu-Nation icon that appears on the map. You can follow this back to get more guns at any time. Drive to the yellow blip on your map, a construction site, equip your pistol, and enter. Hold down the R button and use O to shoot one of the two guards. While still holding R, tap right or left on the D-Pad to target the other guard. Shoot him and proceed through the tunnel. On the other side you can use the R button and the analog stick to manually aim and shoot the explosive barrels, or simply kill the two guards normally. Move on and kill the slightly tougher guy by the car and pick up his cell phone. Take the car and you will be prompted to take it to the Pay-And-Spray. Do as you're told and bring the car to get sprayed. Like Ammu-Nation, the spraying is free for this mission, but will cost money in the future. Once you get the car sprayed, the mission is over, but take the time to note the Pay-And-Spray icon for future use.

Afterwards, you should get a call on your phone from a guy called JD.

NOTE: BEATING THIS MISSION OPENS UP THE JD MISSION STRAND

SMASH AND GRAB

Difficulty: **

Reward: \$1000

Prerequisite: Beat the Vincenzo mission "Snuff"

Watch the cutscene where Vincenzo explains how his guys have botched a simple job at the gas station. It's your job to save the guys, and you need a 4 seat vehicle to get them all out. I personally like to use a Rumpo van because it's cooler for the guys to jump in the back and they are often found near Vincenzo's place, but any 4 seater will do. Get a suitable car and head towards the blip representing the gas station. There is a blue bar representing the health of your men, but they survive plenty long enough. Get to the gas station and eliminate the cops nearby before making your rescue, so that way no bullets hit a gas tank and kill you and your men. After picking up the guys, haul but for the nearby Pay-And-Spray from last mission with your new 3 star wanted level. Get the car sprayed to reduce your level to 3 blinking stars. In this level cops won't chase you, but if you do anything wrong the cops will be after you again. Drive carefully until the stars disappear completely and bring the men back to Vincenzo to complete the mission.

HOT WHEELS

Difficulty: ***

Reward: None

Prerequisite: Beat the Vincenzo mission "Smash and Grab"

Vincenzo informs Toni of a nearby car loaded with drugs that he wants you to take care of. Follow the blip to the car, a Banshee in a large alleyway, and enter it. A cutscene occurs with the cops coming towards you and Toni realizes

its a trap. Make your way to the Pay-And-Spray again with a 3 star wanted level. Once safe, follow the new objective of bringing the car to Vincenzo's lockup. Drive over to the garage and watch the cutscene. Toni is tired of Vincenzo, and he's gonna make a point by destroying his car and drugs. Bring the car to the crusher highlighted on the map and park the car in the yellow marker. Once the crane drops the car into the crusher, the mission is over, and you get a call from your momma.

Viscenzo's missions are over for the time being.

NOTE: BEATING THIS MISSION OPENS UP THE MA CIPRIANI MISSION STRAND

THE PORTLAND CHAINSAW MASQUERADE

Difficulty: ****

Reward: \$3000

Prerequisite: Beat the JD mission "The Made Man"

THIS MISSION WALKTHROUGH CONTAINS SPOILERS!!!

Vincenzo calls after you beat "The Made Man" and wants to make amends with you. Pay him a visit via his V icon to start this mission. Once at his place, you receive a cell phone call redirecting you to the boat at the Portland Docks. It can be confusing to get to the boat, but its actually rather easy. Starting from the door of Vincenzo's hideout looking out, go right, but instead of to curve stay straight and drive onto the gray area and past a few trees. Proceed down the dock from here and you will see the boat.

Enter the boat, and bypass the first hallway on the right but be sure to check out the second to score a Python, which will be very helpful. Also be sure to grab the body armor at the bottom of the stairs if you need it, before entering the hull. Once inside the hull, a short scene occurs and you're attacked by numerous guys with chainsaws. Take them out with the Python without letting the room get too crowded. Once they are all dead, Vincenzo appears. Take him out however you see fit and exit the boat to end this mission.

JD STRAND

Located in Red Light District (marked by J on map)

BONE VOYUER

Difficulty: *

Reward: \$500

Prerequisite: Beat the Vincenzo mission "Snuff"

JD's hoes are holding out on him! JD is owed \$700, and it's your job to help him collect it before his hookers get off their shift.

Drive around until JD spots a hooker and collect her cash. Variations of collecting the cash are having to deal with clients in their cars, and rival pimps stealing your hooker's dough. Just beep the horn at the cars to get the hookers out and run over the pimps to have them drop the cash. You should have plenty of time to collect the cash before the end of the shift.

DON IN 60 SECONDS

Difficulty: *

Reward: None

Prerequisite: Beat the JD mission "Bon Voyuer"

This mission is much easier than you'd expect. Its your job to get Salvatore out of the strip joint as the cops raid it. Once you get in the car, travel the extremely short distance to the Pay-And-Spray, and then just drive Salvatore home. Nothing to it.

NOTE: BEATING THIS MISSION OPENS UP THE SALVATORE MISSION STRAND

NOTE: BEATING THIS MISSION MAKES THE SMG AVAILABLE FOR PURCHASE AT AMMU-NATION

A VOLATILE SITUATION

Difficulty: ****

Reward: \$1000

Prerequisite: Beat the JD mission "Don in 60 Seconds"

This will definitely be the hardest mission you've played so far. You need a decent cache of guns, so be sure to pick up a newly available SMG at Ammu-Nation if you need it.

Once your equipped make your way to the casino the Sindacco's plan to blow up. You're going to have to take on three waves of Sindacco thugs. Make note of the health pickup in the adjacent alleyway if you should need it. Dispatch the first two waves as they appear. One guy in each wave will attempt set a bomb by the casino, so make him your top priority, because if he sets it, there is no way to diffuse it. The casino can only survive one bomb going off, you will fail if two bombs successfully detonate. The third waves of Sindaccos will come in a Patriot. Kill them the same way. The fourth wave comes in a bomb rigged truck. Once they get out of the vehicle, hijack it and haul it away from the casino. The car is stuck in a low gear but you can still get it a safe distance (use the blue bar) before getting out and getting the hell out of there. After the truck explodes a safe distance away, the mission is over.

BLOW UP 'DOLLS'

Difficulty: **

Reward: \$1500

Prerequisite: Beat the JD mission "A Volatile Situation"

It's time for revenge. You're going to blow up a Sindacco joint, and its easiest if you use the Sindacco car parked right outside JD's bar. Take the car to 8-Balls place marked on the map and get a bomb installed. Drive to the Sindacco's club carefully, making sure to keep the car damage meter down and the bomb safely unexploded :). If you are using the Sindacco car, the guards will let you drive right in, otherwise they will shoot at you. Drive the car into the parking garage and run a safe distance away. The guards will probably shoot at you now, but they will all die as soon as you hit the detonator, which is automatically selected and used with O.

SALVATORE'S SALVATION

Difficulty: ***

Reward: \$1500

Prerequisite: Beat the Salvatore mission "Contra-Banned"

Watch the cutscene to learn that Salvatore has been kidnapped by Sindacco's while leaving the club. JD notices one of the kidnapers and sets you on the task of following him. Follow the Sindacco a short distance to where they are holding Salvatore The Sindaccos are planning to crush the car with Salvatore in it, and its your job to stop them.

Follow the Sindaccos and ram their car until they get out. This can be difficult, so alternatively you can wait until they get the car under the crusher and exit the vehicle. Make a mad dash and enter the Sindacco car and

peel away before the crane grabs it. Afterwards just drive Salvatore back to his mansion and watch the cutscene to end the mission.

THE GUNS OF LEONE

Difficulty: *

Reward: \$3000

Prerequisite: Beat the JD mission "Salvatore's Salvation"

The game makes this mission much harder than it has to be. Salvatore is coming down to the Red Light District for revenge on the Sindaccos. Its your job to make sure he isn't killed, and the game gives him a generous life bar.

Start the mission by using the stairs in the alley across the street to get the sniper rifle. Enter the yellow marked vantage point and Salvatore will appear. The game wants you to snipe the attacking Sindaccos, but it is much easier to just drop down to the street and eliminate them with a normal gun because they are shooting at Salvatore and not you. Kill the Sindaccos and the two cops that show up, and follow Salvatore into the back entrance of the strip joint to pass the mission.

CALM BEFORE THE STORM

Difficulty: *** 1/2

Reward: \$1000

Prerequisite: Beat the JD mission "The Guns of Leone"

Toni is informed about a guy named Massimo, who may be a snitch. You need to get to Salvatore's house before he leaves. Once you get there, watch the scene of Massimo entering his helicopter. Follow the slow moving helicopter to a meeting with the Diablos, and then to a rooftop meeting with the Triads. Get up on the roof and watch the short scene. Eventually, your seen and Massimo escapes. Kill the attacking Triads on the roof with you, being especially wary of the sniper rifle wielding one. After killing them, snipe the Triads on the ground. This can be frustrating, so you may have to go down the stairs. Use the health if necessary, and kill all the Triads to complete the mission.

THE MADE MAN

Difficulty: **

Reward: \$1500

Prerequisite: Beat the JD mission "Calm Before the Storm"

THIS MISSION WALKTHROUGH CONTAINS SPOILERS!!!

Wow, this is a sad mission. In the cutscene, Toni meets up with a very excited and dressed up JD to drive him to his ceremony. JD is gonna be a made man. Anyway, you're joined by a thug named Mickey, presumably to help you out. Drive towards the yellow blip until you are attacked by Sindacco assassins. Protect JD by running over the 4 Sindaccos, and then continue on to the ceremony by the car crusher.

Wait? The car crusher? Not a great spot for a ceremony. An excited and oblivious JD promises the first drinks before Mickey shoots him in the back of the head. Mickey tells you to take him home and dump the car in the river.

The problem is, your car is leaving a trail of blood, and whenever a cop sees it, its an automatic two star wanted level that not even a trip to the Pay-And-Spray can take care of. Drop Mickey at his house and drive towards the river (the really big water supply ;)). Drive at the river and hit triangle to bail out. The car will keep going into the water and the mission is complete.

SALVATORE STRAND I
Located in Portland Beach (marked by S on map)

THE OFFER

Difficulty: ***
Reward: \$500
Prerequisite: Beat the JD mission "Don In 60 Seconds"

This isn't really as hard a mission as the stars suggest. It can just easily take a turn for the worst and become frustrating.

Salvatore wants you to bring some money to union boss Jane Hopper down at the docks. After a short cutscene, you are surrounded by 4 thugs, with a few others strewn about. If you can get away from the initial 4 however, you should be OK. The frustrating part is getting knocked down by one of the thugs and getting kicked to death...not fun. You shouldn't attempt to fight back, just sprint up to the street to escape and end the mission.

Alternate Strategy by Justin Myers

This mission was incredibly annoying till I got smart. BEFORE going to the checkpoint, grab a PCJ-600 or other motorcycle (NOT a car, you need maneuverability and acceleration!) and go off the unique jump near Salvatore's (The one with the police bribe) and park your bike near the boxes (where you will be "spawned" during the cutscene). Hop off, and run to the checkpoint. At this point, before you trigger the checkpoint, the strikers will still try to kill you, but not with molotovs, etc. If you did it right, you'll hit the check point, trigger the cutscene, run out of the boxes, hop on your ride, and haul ass outta there. Easy as pie.

HO SELECTA!
Difficulty: **
Reward: \$500
Prerequisite: Beat the Salvatore mission "The Offer"

Salvatore wants you to get some picketers on his side. In order to do this, you need to drop off 6 hookers at the dock before the picketers' shifts are over. Grab the Sentinel outside Sal's house and pick up 3 hookers, they are marked with a blue icon on the map. You will be prompted to bring them to the docks, so do so, its marked by a yellow blip. After dropping them off, repeat the process to beat the mission. You should have plenty of time.

FRIGHTENERS
Difficulty: **
Reward: \$1000
Prerequisite: Beat the Salvatore mission "Ho Selecta!"

Salvatore wants you to help him out by scaring the bajeezus out of a couple union bosses. Follow the red blips to each of the three bosses and ram their car. Eventually, they will get out of the car and give up, but they may need the extra help of your fist in their skull to make up their mind. Once all three bosses are scared, the mission is over and you get a phone call from Maria, Salvatore's wife.

NOTE: BEATING THIS MISSION OPENS UP THE MARIA STRAND OF MISSIONS

ROLLERCOASTER RIDE

Difficulty: *

Reward: \$1000

Prerequisite: Beat the Salvatore mission "Frighteners"

This is an easy mission. Salvatore wants you to scare Jane Hopper into submission. Ms. Hopper is currently be interviewed at the Head Radio building, so jump in a car and follow the blip to its location. Once there, dispose of her chauffeur and you will steal his clothes. Get in the car and wait for Hopper. Once she's in, just drive around really fast, go off jumps, and crash into stuff until Hopper is scared. Just avoid setting the limo on fire or crashing into water and this should be easy. After she submits, follow the new yellow blip to the picket lines and drop her off to complete the mission.

CONTRA-BANNED

Difficulty: ***

Reward: \$1000

Prerequisite: Beat the Maria mission "Overdose of Trouble"

After the cutscene, grab the Sentinel outside and follow the blue blips to pick up some backup. After picking up all three guys, follow the yellow blip to the docks. Note the location of the police bribe on the way to the back of the docks. Before entering the yellow marker, grab the body armor if you need it, because there is gonna be a bit of shooting. After the cutscene, you have a three star wanted level, so shoot the guy directly in front of you and hop into the Patriot. THIS PATRIOT IS KEY TO THE MISSION, IT CAN'T BE DESTROYED OR YOU FAIL. Wheel the car around and exit the docks the opposite direction the car was facing, picking up the police bribe on the way. This gives you a two star wanted level for the drive to the Pay-And-Spray, making it considerably easier. After spraying the car, bring it to Sal's garage to complete the mission.

SINDACCO SABOTAGE

Difficulty: ****

Reward: \$1500

Prerequisite: Beat the Vincenzo mission "The Portland Chainsaw Masquerade"

For this mission, you're gonna need guns, lots of them. Pick up the weapons Salvatore gives you if you need them, and then shoot down to the blip on your map. Pull out your best gun and just start firing, you're gonna need to kill about 20 Diablos. The reason this mission can get tough is the Leone's inability to stay alive. Once you drop under 10 guys, you'll get a message everytime one dies. If they all die you fail. There is really no strategy to this, just keep moving and firing. Once all the Diablos fall, answer your cell phone to complete the mission.

THE TROUBLE WITH TRIADS

Difficulty: ****

Reward: \$1500

Prerequisite: Beat the Salvatore mission "Sindacco Sabotage"

Salvatore trusts only you to go down to his warehouse and pick up a large sum of money. Get a vehicle and follow the yellow blip. Once at the warehouse, watch the cutscene. You get a generous amount of time to collect the money while dealing with the flames and an endless supply of Triad thugs. Your first priority is to avoid the fire. One wrong step and you're toast. Collect all the money and then get a vehicle. Exit the warehouse through the blown up wall and return to Salvatore's mansion to beat the mission.

An odd thing I noticed in this mission that may not always be there is the Banshee from this mission's opening cutscene crashed into a tree in Salvatore's driveway. I thought this was odd.

DRIVING MR. LEONE

Difficulty: ***

Reward: \$4000

Prerequisite: Beat the Salvatore mission "The Trouble With Triads"

Watch the cutscene to learn Salvatore wants out of Portland. Grab a trusty car and bring Salvatore to the ferries. Before you get to the yellow marker, hit the handbrake to spin the car into the yellow marker backwards. Once the cops swarm, you get a headstart on your three star wanted level by hauling ass in the other direction. Hit up the Pay-And-Spray, although the game tells you it won't work, the cops never bothered me after it. Afterwards, drive to the Callahan Bridge, get some speed, and go off the jump to reach Staunton Island. Once there, watch the news report, and then drive Salvatore to your new safe house to complete the mission.

NOTE: BEATING THIS MISSION OPENS UP STAUNTON ISLAND TO BE EXPLORED

NOTE: BEATING THIS MISSION OPENS UP MULTI-PLAYER MODE

MARIA STRAND

Located in St. Marks (marked by M on Map)

SHOP 'TILL YOU STROP

Difficulty: **

Reward: \$100

Prerequisite: Beat the Salvatore mission "Frighteners"

Your first mission for Maria is to drive her around town so she can "shop". Apparently Maria doesn't want to pay for any of this however. Drop her off at the first store and then ditch the one star wanted level you get for the shoplift. Bring Maria to the next store, which has probably the best security system ever. After dodging the shotgun wielding shop-owner, evade the cops, and attempt to survive with you're three star wanted level. This means choppers and spike strips, what the hell did she steal? You can stop by the Pay-And-Spray if you want, but I recommend going straight to Maria's house and dropping her off to complete the mission.

TAKEN FOR A RIDE

Difficulty: **

Reward: \$500

Prerequisite: Beat the Maria mission "Shop 'Till You Strop"

Maria wants you to drive her to her dealers, so do so. Once you pull up behind the dealers, there's a quick scene and Maria gets kidnapped. Chase and ram the the kidnapers' car without letting them get to far away. If you can trap them against a wall they will get out and open fire. Just run the kidnapers' over or get out and use your guns, whichever you prefer, although the former is preferable. After they are out of the way, drive Maria home to complete the mission.

BOOBY PRIZE

Difficulty: **

Reward: None

Prerequisite: Beat the Maria mission "Taken for a Ride"

You enter to find Maria's place empty, but get a message telling you that she has put herself up as the first place prize in a street race. Obviously, this bit of info might piss Salvatore off, so find yourself a bike and head to the starting line to make sure Maria doesn't end up with some dirtbag. I unlike most people prefer to use and recommend the Sanchez for this mission. It has better handling than the PCJ and speed isn't really a factor as the other racers tend to move slowly. You should be able to breeze past the other racers on the straightaway past the diner, and the Sanchez gives you a distinct advantage while navigating the city streets. You can afford at least one cataclysmic crash and still win with plenty of time to spare. In the cutscene after you win, take note of Maria's boyfriend, Wayne.

BIKER HEAT

Difficulty: ***

Reward: \$1500

Prerequisite: Beat the Maria mission "Booby Prize"

Remember Wayne? Turns out beating women "revs his engine" as Toni says, and Maria is his latest victim. Get an SMG and head down to Chinatown to get some payback. After the scene, kill the bikers and hop on one of their rides. You have to kill Wayne, but just keeping up with him can be frustrating, so I recommend driving carefully behind him and avoiding crashes. Eventually he'll get off his bike back in Chinatown. Take note of his very large gun and kill him to complete the mission.

OVERDOSE OF TROUBLE

Difficulty: **

Reward: None

Prerequisite: Beat the Maria mission "Biker Heat"

Ever seen Pulp Fiction? In a similar scene, we find Maria (Mia?) overdosing. It's up to you to help her find her "Zap", which she swears she left at the Callahan Diner. Drive her there and watch the cutscene. Wayne's gang members will now chase you to the new location of the zap, Hepburn Heights. Wayne's gang member's don't really do much, you should lose them without trying. Once arriving at Hepburn Heights, Maria tells you that the zap is actually at her apartment. Drive her there and she will tell you she is absolutely positive she left it at Salvatore's. Once you arrive the mission is over, and you're finished with Maria's strand of missions, which nets you the badass GoodFellas suit as a reward.

MA CIPRIANI STRAND

Located in St. Marks (marked by C on Map)

SNAPPY DRESSER

Difficulty: **

Reward: \$100

Prerequisite: Beat the Vincenzo mission "Hot Wheels"

This is a pretty easy first mission for Ma. After having his manhood questioned, Toni sets out to prove that real man Giovanni Casa is nothing but a no-good pervert. Head to your safehouse to get a camera, then follow the blip to Casa's deli, and watch the scene. After the scene, follow Casa's van to the woods under the Callahan Bridge. Watch the scene, and then equip the camera and sneak up on Casa. Don't get too close, the shot doesn't really have to be that good, just get Casa in a picture. Head back to Ma's apartment to

complete the mission.

BIG RUMBLE IN LITTLE CHINA

Difficulty: **

Reward: None

Prerequisite: Beat the Ma Cipriani mission "Snappy Dresser"

Ma says Toni's scared of Triads. Prove her wrong by taking some out. Follow the red blips to Chinatown, the large red blip is a Triad fish truck, and the smaller one is a group of armed Triads. Go for the truck first, just ram it until the Triads jump out. Run them over and collect their ammo, then exit your car and run past the barriers. Dispose of the Triads the way you've been doing it all along, when the last one falls, the mission is over.

GREASE SUCHO

Difficulty: **

Reward: \$1000

Prerequisite: Beat the Ma Cipriani mission "Big Rumble in Little China"

Apparently there's a lot of guys better than Toni, another one being some street racing punk named Sucho. Once again you have to try to prove yourself to Ma, so get a fairly reliable car and head to the starting line. The race is one lap and not that hard, just use your mini-map to see what's ahead. After winning, watch the short scene. Chase down Sucho, his car is marked with a red arrow and blip. Trap him against a wall so he gets out, and then run him over. I kind of feel bad for the guy, but at least you've completed the mission!

DEAD MEAT

Difficulty: ***

Reward: \$500

Prerequisite: Beat the Ma Cipriani mission "Grease Sucho"

THIS MISSION WALKTHROUGH CONTAINS SLIGHT SPOILERS

Seems Ma still prefers Casa to you. He's stopped paying protection money and that takes balls. It's your job to change this of course, and you can start by picking up Casa at his deli. Ignore the cops in the cutscene, they won't do anything. Now, take Casa to the sawmill for a little "talk". Once you get inside, watch the cutscene. Afterwards, you have to kill Casa with just an axe, which can be tough because Casa's fast for his size. He can't escape, so don't get worried, just hit him once to knock him down and hack him while he's on the ground. After a gruesome cutscene, you have to evade the cops while bringing Casa's delivery van back to the deli. Stop and the Pay-And-Spray to lose the heat, then go back to the deli with the van and watch the cutscene to complete this mission.

NO SON OF MINE

Difficulty: *****

Reward: None

Prerequisite: Beat the Ma Cipriani mission "No Son of Mine"

Ma's last mission is the hardest one this island has to offer. Get all your guns together as well as some Body Armor and head to Ma's house. After the cutscene, grab the shotgun and blast the guy on the stairs. Go down the stairs and kill the remaining hitmen. Get a good vantage point for the second wave and blast them as they exit their cars. The third wave is tougher, they have SMGs. Blast them while staying close to the health in case you need it. The fourth and final wave is definitely the hardest, I actually beat them on accident, but what I did is a pretty good idea. I planned to jump in a car and book for the hospital to hole up with the health pickups, but the guys got

there too fast. I ran over one of the hitmen but their bullets set my car on fire. I ran away and the explosion killed all but one, who I killed easily with the shotgun as he lay on the ground. After the fourth wave is wiped out, the mission is over, and you get a message informing you that the hitmen will stay on your tail throughout the game.

Alternate Strategy by Justin Myers

When you do this mission, park your car in the middle of the intersection in front of her house: This will cause traffic to back up, giving you more time between waves of hitmen. Go through the cutscene, grab the shotgun and run down the stairs, taking out the hitmen there. Then go back up the stairs. Now you have one of two choices. Jump on a bench and free aim snipe the hitmen with your uzi (which leaves you unguarded), OR take advantage of the traffic stacked up and shoot at on of the cars visible to you from the stairway. This allows you to be protected by the stairs, but the explosion you set off will blow up the rest of the cars in a chain reaction of spectacular proportions. This will feed back to the hitmen. I advise using this on the third or fourth wave.

END OF PORTLAND MISSIONS

STAUNTON ISLAND

SALVATORE STRAND II
Various Contact Points (marked by S on map)

A WALK IN THE PARK

Difficulty: ****

Reward: \$1500

Prerequisite: Beat the Salvatore mission "Driving Mr. Leone"

Salvatore wants you to take out Mayor RC Hole, and you best bet to do so is during his jog in the park. Enter the park unarmed, and when you get close to the mayor, pull out a weapon and blow him away. He is heavily guarded, so grab his phone and book out of there, stopping to shoot guards that get in your way. After escaping, drive to Salvatore's.

If the mayor gets away, he'll get into a car and peel out. Run him down and kill him, take his phone and get to Salvatore's.

MAKING TONI

Difficulty: *

Reward: \$2000

Prerequisite: Beat the Salvatore mission "A Walk In The Park"

Ready for the easiest 2000 bucks you've ever made? Ignore your skepticism and drive with Mickey to the contact point. After you arrive, watch the cutscene and the mission is over.

Afterwards, you should get a call from Ma signaling the end of the hit that's out on you and also nets you the Antonio outfit.

NOTE: BEATING THIS MISSION OPENS THE DONALD LOVE STRAND OF MISSIONS

CAUGHT IN THE ACT

Difficulty: ***

Reward: \$2000

Prerequisite: Beat the Salvatore mission "Making Toni"

This mission is kind of tough. While there are Secret Service guys everywhere, the game is generous in terms of health. Just aim and fire to kill the guys surrounding you, and shoot down the helicopter when it appears. No real strategy.

NOTE: BEATING THIS MISSION OPENS THE LEON MCAFFREY STRAND OF MISSIONS

SUB-MISSIONS [1.8]

Sub-Missions info coming in Version 0.75

MULTI-PLAYER [1.9]

Multi-Player info coming in Version 0.75

HIDDEN PACKAGES [2.0]

Hidden packages have long been a staple of the GTA series (with the exception of San Andreas if you want to get technical), and they make a return in Liberty City Stories.

Hidden Package Locations coming in Version 0.75

HIDDEN PACKAGE REWARDS

- 10 packages found - Pistol at safehouse
- 20 packages found - Shotgun at safehouse
- 30 packages found - Body Armor at safehouse
- 40 packages found - MP5 at safehouse
- 50 packages found - Python at safehouse
- 60 packages found - M4 at safehouse
- 70 packages found - Sniper Rifle at safehouse
- 80 packages found - Flamethrower at safehouse
- 90 packages found - Rocket Launcher at safehouse
- 100 packages found - \$50,000

CHEAT CODES [2.1]

While I don't condone cheating in order to beat the game (as it removes the feeling of accomplishment!), but I like everybody always want to squeeze the last bit of fun from each GTA installment. These codes provide a fun way to keep playing after you beat the main game.

NOTE: THESE CODES ARE FROM THE GAMEFAQS CODES & SECRETS PAGE

SQUARE, SQUARE, R1, X, X, L1, CIRCLE, CIRCLE - Aggressive Drivers
TRIANGLE, TRIANGLE, R1, SQUARE, SQUARE, L1, X, X - All Green Lights
TRIANGLE, R1, L1, DOWN, DOWN, R1, R1, TRIANGLE - All Vehicles Chrome Plated
CIRCLE, CIRCLE, R1, TRIANGLE, TRIANGLE, L1, SQUARE, SQUARE - Black Cars
DOWN, DOWN, DOWN, CIRCLE, CIRCLE, X, L1, R1 - Bobble Head World
CIRCLE, X, DOWN, CIRCLE, X, UP, L1, L1 - Cars Drive On Water
CIRCLE, RIGHT, X, UP, RIGHT, X, L1, SQUARE - Change Bike Tire Size
UP, DOWN, CIRCLE, UP, DOWN, SQUARE, L1, R1 - Clear Weather
L1, DOWN, LEFT, R1, X, CIRCLE, UP, TRIANGLE - Commit Suicide
L1, L1, LEFT, L1, L1, RIGHT, X, SQUARE - Destroy All Cars
L1, R1, L1, R1, UP, DOWN, L1, R1 - Display Game Credits
L1, L1, LEFT, L1, L1, RIGHT, CIRCLE, X - Faster Clock
R1, R1, L1, R1, R1, L1, DOWN, X - Faster Gameplay
UP, DOWN, TRIANGLE, UP, DOWN, X, L1, R1 - Foggy Weather
L1, R1, CIRCLE, L1, R1, X, L1, R1 - Full Armor (Blue Bar)
L1, R1, X, L1, R1, SQUARE, L1, R1 - Full Health (Red Bar)
DOWN, DOWN, DOWN, TRIANGLE, TRIANGLE, CIRCLE, L1, R1 - Have Girls Follow You
L1, R1, TRIANGLE, L1, R1, CIRCLE, L1, R1 - Money Cheat (\$250,000)
L1, L1, TRIANGLE, R1, R1, X, SQUARE, CIRCLE - Never Wanted
UP, DOWN, X, UP, DOWN, TRIANGLE, L1, R1 - Overcast Weather
L1, L1, R1, L1, L1, R1, UP, TRIANGLE - Peds Attack You
R1, R1, L1, R1, R1, L1, RIGHT, CIRCLE - Peds Have Weapons
L1, L1, R1, L1, L1, R1, LEFT, SQUARE - Peds Riot
L1, UP, LEFT, R1, TRIANGLE, CIRCLE, DOWN, X - Perfect Traction
UP, DOWN, SQUARE, UP, DOWN, CIRCLE, L1, R1 - Rainy Weather
L1, UP, RIGHT, R1, TRIANGLE, SQUARE, DOWN, X - Raise Media Attention
L1, R1, SQUARE, L1, R1, TRIANGLE, L1, R1 - Raise Wanted Level
L1, L1, LEFT, L1, L1, RIGHT, SQUARE, TRIANGLE - Random Ped Outfit
R1, TRIANGLE, X, R1, SQUARE, CIRCLE, LEFT, RIGHT - Slower Gameplay
L1, L1, LEFT, L1, L1, RIGHT, TRIANGLE, CIRCLE - Spawn Rhino
TRIANGLE, CIRCLE, DOWN, TRIANGLE, CIRCLE, UP, L1, L1 - Spawn Trashmaster
L1, L1, CIRCLE, R1, R1, SQUARE, TRIANGLE, X - Sunny Weather
DOWN, DOWN, DOWN, X, X, SQUARE, R1, L1 - Upside Down Gameplay
Triangle, Triangle, Triangle, Up, Up, Right, L, R - Upside Up
UP, SQUARE, SQUARE, DOWN, LEFT, SQUARE, SQUARE, RIGHT - Weapon set 1
UP, CIRCLE, CIRCLE, DOWN, LEFT, CIRCLE, CIRCLE, RIGHT - Weapon set 2
UP, X, X, DOWN, LEFT, X, X, RIGHT - Weapon set 3
X, X, R1, CIRCLE, CIRCLE, L1, TRIANGLE, TRIANGLE - White Cars

CLOSING [2.2]

That's just about it for version 0.5 of my Grand Theft Auto: Liberty City Stories FAQ. It is not, however, the end of the FAQ completely. I hope to have Version 0.75 up in less than a week. Version 0.75 will have all the additions listed before, as well as a complete walkthrough of Staunton Island. Be sure to check it out!

I'd like to thank you for using my FAQ. Other thanks include

Jeff "CJayC" Veasey for operating GameFAQS and accepting my FAQ (hopefully!)

Rockstar Games for making the great GTA series

Sights Unseen II for his Custom Soundtracks Info

Justin Myers for alternate strategies

Other hosts: NeoSeeker, Cheat Code Central, Josh Keegan

VERSION 0.70 - FAQ INCOMPLETE

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