

Grand Theft Auto: Liberty City Stories FAQ/Walkthrough

by Alex

Updated to v0.41 on Oct 30, 2005

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|  |  CT.TS  |                                     Table of Contents                                     |  |  CT.TS  |
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```

```
~\~/~~~~~\~/~~~~~\~/~~~~~\~/~~~~~\~/~~~~~\~/~~~~~\~/~~~~~\~/~~~~~\~/~~~~~\~/~|
|                                         - Table of Contents.....CT.TS                                         |  | | | | | | | | | | | | | | | | | | |
|                                         - On Foot Controls.....CN.ON                                         |  |
|                                         - Vehicle Controls.....CN.ON                                         |  |
|_____||_____||_____||_____||_____||_____||_____||_____||_____||_||
|                                         - PORTLAND.....PO.RT                                         |  |
|_____||_____||_____||_____||_____||_____||_____||_____||_____||_||
|                                         - Walkthrough.....01.00                                         |  |
|                                         - Prologue.....01.01                                         |  |
| - Vincenzo.....02.00                                         |  |
|   - Slacker.....02.01                                         |  |
|   - Dealing Revenge.....02.02                                         |  |
|   - Snuff.....02.03                                         |  |
|   - Smash and Grab.....02.04                                         |  |
|   - Hot Wheels.....02.05                                         |  |
|   - The Portland Chainsaw.....02.06                                         |  |
| - JD O'Toole.....03.00                                         |  |
|_____||_____||_____||_____||_____||_____||_____||_____||_____||_||
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- Bone Voyeur!.....03.01
- Don in 60 Seconds.....03.02
- A Volatile Situation.....03.03
- Blow Up 'Dolls'.....03.04
- Salvatore's Salvation.....03.05
- The Guns of Leone.....03.06
- Calm Before the Storm.....03.07
- The Made Man.....03.08
- Ma Cipriani.....04.00
 - Snappy Dresser.....04.01
 - Big Rumble in Little China..04.02
 - Grease Sucho.....04.03
 - Dead Meat.....04.04
 - No Son of Mine.....04.05
- Salvatore Leone.....05.00
 - The Offer.....05.01
 - Ho Selecta!.....05.02
 - Frighteners.....05.03
 - Rollercoaster Ride.....05.04
 - Contra-Banned.....05.05
 - Sindacco Sabotage.....05.06
 - The Trouble With Triads....05.07
 - Driving Mr. Leone.....05.08
- Maria.....06.00
 - Shop Till you Strop.....06.01
 - Taken for a Ride.....06.02
 - Booby Prize.....06.03
 - Biker Heat.....06.04
 - Overdose of Trouble.....06.05
- STAUNTON ISLAND.....ST.AU
- Salvatore Leone.....07.00
 - A Walk in the Park.....07.01
 - Making Toni.....07.02
- Donald Love.....08.00
 - The Morgue Party Candidate..08.01
- EXTRAS.....EX.TR
- Capitol Autos.....00.00
 - Car Salesman.....00.01
- Custom Soundtracks.....CU.SO
- Cheats.....CH.ET
- Legal & Copyright.....LE.AL
- Credits & Thanks.....CR.DS

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| On Foot Controls      |                               | CN.ON |
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| L Trigger             | Look / Fine Aim              |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| R Trigger             | Target                        |
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+
| D-Pad Up              | Special Missions              |

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D-Pad Down	Free Aim
D-Pad Left	Cycle Weapons / Targets
D-Pad Right	Cycle Weapons / Targets
Analog Nub	Movement
Triangle	Enter Vehicle
X	Run
Square	Jump
Circle	Attack / Fire Weapon
Start	Pause
Select	Camera Modes
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Vehicle Controls	CN.VE
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L Trigger	Look
R Trigger	Hand Brake
D-Pad Up	Special Mission
D-Pad Down	Horn
D-Pad Left	Radio Station Cycle
D-Pad Right	Radio Station Cycle
Analog Nub	Vehicle Control
Triangle	Exit Vehicle
X	Accelerate
Square	Brake or Reverse
Circle	Attack / Fire Weapon
Start	Pause
Select	Camera Modes
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Upgrading your Firmware to Play the Game	
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First and foremost there is one issue which must be resolved for people who have not upgraded their PSPs, and that is the firmware upgrade to 2.00. For those who don't know, firmware is upgraded to keep security on the PSP tight, and allow additional features (such as web browsers and wallpaper) to be used by the system. Those who run homebrew code and pirated software will likely

find it a lot more difficult, if not impossible to continue playing those games after updating, but unfortunately it's a requirement, so they have to decide which is more important to them. Obviously this guide assumes you are one of the many people happy to purchase your games legitimately, and are eager to play Grand Theft Auto: Liberty City Stories. And so we begin.

For those who already run the 2.00 firmware, you can get started right away. For those who don't, select the upgrade option below the game icon in your PSP menu screen. In order to update you must have the AC Adaptor connected, so be sure you do that before anything else (The reason for this is that they don't want the battery dying in the middle of altering the core system software.) With this upgrade completed you are now ready to play the game.

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+--- (_/ ROLOGUE ----- 01.01 ---
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The game begins with a cutscene sequence, and your main character Toni Cipriani. When the scene is over and you have control, fans of the series will obviously first notice the familiar location and overall visual feel of Grand Theft Auto 3. This game does extremely well to bring back that feeling and offer something new in the process. There should be a car beside you with a blue arrow floating overhead, you must get in this vehicle and take your passenger to his destination. Nothing too complicated. Press the triangle button to enter the vehicle. Once you are in the care, you can drive with the X button, reverse and brake with the square button, and use the handbrake (for skids) with the R trigger. Radio stations can be changed by pressing either left or right on the D-pad. You may have heard that this game supports custom soundtracks by importing MP3s from the memory stick. You are correct, however that feature is not available to you right away. Just have patience.

Drive Vincenzo to the safehouse is your primary goal. On your minimap you will see a yellow icon, either a square or a triangle. Square icons mean that the target is at approximately the same height (altitude) as you. A triangle icon means the target is either above or below your current location. While driving and walking you can control with the analog stick. In the controls menu this can be swapped for the D-pad if you wish. Unfortunately, driving with the D-pad and running with the analog is not an option, so you will have to get used to either one or the other (I recommend analog personally, anyone who has played San Andreas will already be used to driving that way anyway.)

It's time to begin driving. The road is populated by many motorists, and the sidewalk is populated by dozens of pedestrians. Driving without hitting anything is going to be difficult (especially if you're just getting used to the game) but bear in mind that your passenger does not want to use any other car, and if you wreck this car you will have to start the mission over again.

Your destination is actually only a mere block or so away. Just make a right out of the driveway and go around the curve. Near the bottom of the hill here

on your left there's an alley leading to a marked position. When you park your car there you'll be forced to get out and get changed. Walk toward the yellow marker in front of the door and enter your safe house. There is a save point icon here (looks like a CDR) and a clothing icon. Collect the clothing icon first to change outfits, and walk onto the save icon. It will tell you about saving (which can be done while not on a mission, yours still isn't over yet.) Leave the safe house and get back into the driver's seat.

You have to drive a little further this time, and remember that you can't change cars, so go slowly and carefully to avoid damage. The location you're trying to get to is on the south side of the map, in Atlantic Quays. You'll find a big yellow marker in front of the warehouse. Drive onto it and after a quick scene, you'll get your first reward, a cool \$100. At this point the mission is over, so you can get out of the car and explore the city if you want to. It might be a good idea to save now of course. Notice that two new icons have appeared on your minimap. The CDR is the location of your safe house where the game can be saved, the letter V stands for Vincenzo, the man you just dropped off. Return there to start up some new missions for him.

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LOCATION: At the south end of Portland in Atlantic Quays. There's a yellow marker in front of the warehouse. Marked on your radar with a capitol V.

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+-- ( / SLACKER ----- 02.01 ---+

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UNLOCKED WHEN: Automatically unlocked after the game's first mission.

This is a relatively simple mission they start you off with. It seems a dealer is really doing his job to well, and it's your duty to give him a little helping hand. Find yourself a vehicle, any vehicle, and make your way to the dealer's location. He actually found just across the street from the mansion where you originally began the game. Drive there now and speak to him. After doing so the dealer will get into your car, and a new destination appears on the map. Drive him to that destination and you'll get \$100.

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+-- ( / / DEALING REVENGE ----- 02.02 ---+

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UNLOCKED WHEN: Vincenzo mission "Slacker" has been completed.

It seems that dealer didn't fare too well after all, and your new task is to

dish out some revenge. Find a vehicle and drive it to the location marker on your map. Get out of the vehicle and step onto the marker. You'll be introduced to hand-to-hand combat here. Hold the R trigger to target your opponent and tap the circle button to punch. It's pretty simplistic, and you're virtually guaranteed a win if you just follow those instructions. Note the colour of the targeting arrows indicate how much health the enemy has.

With the first guy dead you'll notice that a couple more red icons appear on your minimap. These are people you have to kill as well so hunt them down, and pound them into the ground. They're easy to find given they have large red arrows above their head. For killing the next two dealers you are rewarded with \$500 and the mission is passed. A note will appear on screen saying that Capitol Autos in Harwood is looking for a new salesman, perhaps you might want to follow up on that offer. Since it's not marked on your map I'll tell you how to get there. Harwood is located on the north end of the city. When you get there look for an enormous blue sign which reads "Autos." In front of this building there should be a yellow marker. In order to begin this mission it must be between 08:00 and 18:00 on your clock. Note that since this is not a Vincenzo mission, you will find it in the Capitol Autos section of the walkthrough, this section continues with Vincenzo.

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+--- (_ / NUFF ----- 02.03 ---+

UNLOCKED WHEN: Vincenzo mission "Dealing Revenge" has been completed.

Finally time to equip yourself with a firearm. The local Ammu-Nation takes care of everyone's gun needs, so that's where you're off to on this mission. The Ammu-Nation is indicated by the yellow marker on your minimap, get yourself a vehicle and drive down there now. When you get inside you'll find a marker to stand on in front of the counter, this is the usual way to buy firearms. They're selling both the Pistol and the Micro SMG but unfortunately, they've got no SMGs in stock. The Pistol normally costs \$240, but it's free for this mission, be sure to pick one up. Leave the store and get back in your car. Notice that a gun icon now appears on your minimap, this will always tell you the location of any Ammu-Nation stores.

Drive to the construction site which is once again, the yellow blip on your radar. Get out of the vehicle and step on the marker while on foot. There are a couple of guys here that you have to kill, and it's your first real opportunity to use that gun. Target using the R trigger like you did for melee combat and press the circle button to fire. While holding the R button you can tap down on the D-pad to aim manually. Kill the two guys, at least one of them should drop a Pistol (which you can pick up to get more ammunition.) Head through the tunnel and when you pop out on the other side, hold R and tap down to aim manually. Fire at the red barrels rather than the people for an instant kill (since they explode.) Once all the enemies are eliminated in this area, enter the car on the other side with the blue arrow.

For the final part of this mission, your only goal is to locate the pay-n-spray which is highlighted on your map, bring the car there, and get it repainted. Once you do this the mission is passed and you get \$500.

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+++ (_ / MASH AND GRAB ----- 02.04 ---+

UNLOCKED WHEN: The Vincenzo mission "Snuff" has been completed.

For this mission you'll need a four door vehicle. In other words, something with a backseat so at least three other people will be able to hop in. Find yourself a car that fits these specifications and head off down the road in the direction of the indicator. Notice the blue bar on the screen, this is the health of the Leone members that are fighting against the cops right now, it acts as a timer pretty much. You have to make it there before it runs out.

When you arrive with the car at the gas station, you'll find it surrounded by police. Try to sneak in between the cars and avoid running over cops to keep your wanted level down at least for the moment. Drive up beside the three Leone guys and all of them will pile into the car. Now your wanted level automatically increases to three stars, and that's not going to go away by itself. Ram your way out of the gas station and make tracks for the nearest Pay-n-Spray (the spray can icon on your radar.) With a three star wanted level, police will throw spike strips across the road which pop your tires and make it a lot harder to drive. Get to the Pay-n-Spray as fast as you can.

Now with your car painted you will notice that the three wanted level stars are flashing. This means that you currently don't have any wanted level, but if you commit any offense whatsoever before they stop flashing, the police will recognize you and it will return to three stars. Once they stop flashing then you're pretty much okay. Your goal now is to just get back to the Vincenzo warehouse will all three guys and the reward is \$1000.

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+++ (_ / (_ OT WHEELS ----- 02.05 ---+

UNLOCKED WHEN: The Vincenzo mission "Smash and Grab" has been completed.

There's a Banshee parked reasonably close to Vincenzo's warehouse, just get yourself a normal vehicle and follow the indicator. When you find the car, get out of your and into that one. There will be a quick scene transition and suddenly everything is going wrong. Turns out the car was trapped by the police and you now have a three star wanted level (just like last mission). You have to get to that Pay-n-Spray on the other side of town without destroying the vehicle. Get there as fast as you possibly can.

After the car has been sprayed and the wanted level has returned to normal, a new indicator appears at the garage where you are supposed to deposit the car. Drive over there now and park the vehicle. There is a scene here when you answer your cell phone. Following the scene you've got one final objective. It's time to show that bastard who's boss by doing a little number on his car. Just north of the auto lot there is a car crusher shown on your radar. Park the car in the large yellow marker and get out. Your mission is complete.

With that unpleasantness out of the way , you obviously won't be working for Vincenzo again anytime soon. There should be a call that comes in on your


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+-- (_/ ( ONE VOYEUR! ----- 03.01 ---+
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UNLOCKED WHEN: The Vincenzo mission "Snuff" has been completed.

As I mentioned in the description, those who played GTA3 will remember going here right off the bat, it's Luigi's place. This time however you've got a fat guy in a gimp suit giving you orders, things have changed. The mission is to get into JD's van and drive around the Red Light District, collecting money from prostitutes. There are no indicators on your radar, basically all you're doing is driving around the neighborhood until JD spots one of his hookers and tells you to pull over. At that point the hooker will give him an amount of money which will be subtracted from the \$700 dollars that he is owed.

The catch is that you only have a certain amount of time to collect the money, so make sure you keep your eye on the clock. The majority of hookers are just standing on the sidewalk however there are a couple of complications. Sometimes one of them will be "busy" with a customer in a car in an alley. Drive up behind the car and she'll get out to give you the money. The other complication is when another pimp tries to steal some of the hooker's money. In those situations you have to run him down and collect your due from his corpse (get out of the van and pick it up yourself. Once this task is complete then just drive the van back to JD's to get a \$500 reward.

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+-- (_/___ / ON IN 60 SECONDS ----- 03.02 ---+
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UNLOCKED WHEN: The JD mission "Bone Voyeur!" has been completed.

Right at the very beginning of this mission there is a car in front of you that you need to get into before the cops can bust you. Salvatore Leone is in this car and it is of the utmost importance that you get him out of there safely. First of all you have a two star wanted level, meaning you're going to have to make a quick stop at the nearby Pay-n-Spray. Once you have done that, then all that remains is to get the Don home again. His house of course, is the large mansion where you started at the beginning of the game.

Finishing this mission unlocks a couple of things. You can now take part in Salvatore Leone's missions (marked with an S at his house) since Vincenzo is now a little below you. Second of all, the Ammu-Nation now stocks the Micro SMG gun that you were unable to purchase before, you might want to check it out. Since there are still more JD missions to do, let's stick with those.

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+-- (_/ VOLATILE SITUATION ----- 03.03 ---+
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UNLOCKED WHEN: The JD mission "Don in 60 Seconds" has been completed.

There's a reason the previous mission unlocked the Micro SMG at the Ammu-Nation, and that is because this is the first difficult mission of the game. Basically what you have to do in a nutshell is protect a casino from being blown up, but the Sindaccos are quite persistent, and it's going to be a lot harder than you think. After speaking to JD, get yourself a car and drive on over to Ammu-Nation. Grab at least one Micro SMG but I'd say go for two. One quick note about buying guns here. The circle button is the "quit buying" button and it's also the fire button, so accidentally shooting the shopkeeper and then being killed by him in response happens... more than it should.

Take your powerful arsenal and head over to the casino. When you arrive there is a short scene and then a red indicator appears on your radar. There are more than a couple ways to take on this mission, so I'll cover them as well as I can. You're trying to prevent the people in the car (the red indicator) from reaching the casino and setting the bomb. You can chase after them now to get them early, but you risk screwing up and if they get past you, nothing will stop them. With that option less preferable you can either wait by the casino on foot or wait in a car. I prefer to wait by the casino in a car (or better yet a motorcycle) for the people to show up. At that point you can both run them over and perform drive-by shootings with the Micro SMG (drive-bys are performed by holding the L trigger and pushing left or right on the analog nub then firing. You must use a submachine gun to do this.)

When the gang members arrive they will not just try to kill you, at least one of them will only concentrate on trying to reach the entrance and setting the bomb. If you see a gang member crouched by the door it means you only have a few seconds to kill him before the bomb is set. Fortunately, one bomb can be placed and it won't quite destroy the casino, it's only when the second bomb is placed that you fail the mission. There are three waves of gang members, the first two in normal cars and the third wave in a Patriot (Hummer.)

If you manage to hold off the gang members for at least two out of the three times, there is one final part of this mission. A truck rigged with a large explosive will come out of nowhere headed for the casino. You may be able to hunt down the truck and destroy it with drive-by shootings, but that's pretty risky. There's an easier way to do it. Wait by the casino until the truck appears and make sure you're close to it. When they park the truck the timer is set and the truck is abandoned. At that point you have twenty seconds to climb into the truck, drive it forward for a good five seconds or so, and then once the blue bar reaches full you're safe to jump out and run for your life. Twenty seconds doesn't sound like much but it's more than enough to just move it a couple of metres. When the mission is over, you're rewarded \$1000.

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+--- (_/ ( LOW UP 'DOLLS' ----- 03.04 ---+
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UNLOCKED WHEN: The JD mission "A Volatile Situation" has been completed.

The mission is to blow up the competition and make things easier for JD. To do so you have to find yourself a vehicle and get it fitted with a bomb, then park the vehicle outside the place. Sounds easy enough. Since the Dolls will only trust Sindacco vehicles you'll need to find one for yourself. Sindacco vehicles are pretty common. They are compact white cars (similar to the Blista Compact if you remember that but slightly longer) with a low roof and three windows on the side (rather than two.) In my case and likely a default

for the mission, there was one parked on the sidewalk just out front of JD's club waiting for you to pick it up. Bag the vehicle and head over to 8-Ball's.

8-Ball's bomb shop is on the north side of Portland, around behind the used auto lot. Drive into the garage with the car and it will be automatically fitted with a bomb. Once there is a bomb in the car you have to drive carefully in order to avoid accidentally setting it off. A damage meter appears on the side of the screen showing how close it is to blowing up. Drive the car to the indicator on your radar. When you arrive there a bunch of Sindacco guys will let you pass through. Wait for them to move out of the way and then park your car in the garage where you see the large yellow marker. When you get out of the vehicle the gang members will start attack attack you. Just ignore them completely and run out onto the street. When the game tells you, hit the circle button to blow the place up. You'll get a cool \$1500 for finishing this mission, and with that, you're done with JD. Ma Cipriani and Salvatore Leone remain on your radar if you've been following the walkthrough, why don't we head next to see what Ma Cipriani is up to.

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+-- (/ ALVATORE'S SALVATION ----- 03.05 ---+

UNLOCKED WHEN: The Leone Salvatore mission "Contra-Banned" has been completed.

Salvatore has been kidnapped from JD's club and he's really going to get it if you can't rescue him. Luckily the kidnapper is just leaving the area and JD catches a glimpse. Find a car quickly and begin to tail the driver from a distance. This time he appears on the radar so you should be able to keep a good distance without losing him, though you don't have to travel very far. Soon enough the car will pull into the garage and your objective changes.

The car is going to be crushed with Salvatore inside of it, your job is to stop the car, kill the occupants and save Salvatore. The car moves slowly at first but moves quickly once it spots you, make sure that you're first attempt to ram into the car is a good one. Keep ramming into it without letting the car get away and eventually the people inside of the car will get out and start firing. Your car won't last very long against a barrage of bullets, make sure that if it is going to explode, you drive it out of the way and dive out so the blast doesn't kill Salvatore. Kill the people inside the car and then hop into it yourself. You need to drive the car back to Salvatore's mansion and park it in his driveway for a scene and a \$1500 reward.

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+-- (/ HE GUNS OF LEONE ----- 03.06 ---+

UNLOCKED WHEN: The JD mission "Salvatore's Salvation" has been completed.

Your mission is to protect Salvatore from a distance. JD has left you a sniper rifle, you'll find it on the roof of the building across the street. There's an alley around behind the building and when you get back there you'll find a staircase you can climb. Pick up the sniper rifle at the top and get

yourself a good vantage point before he arrives. By "good vantage point" they actually mean a specific vantage point, around on the other side of the structure on the roof here you'll find a yellow marker to stand on.

Salvatore and his gang of thugs will arrive and meet face to face with the Sindaccos. Your job is to pick them off from up here on the roof. The analog nub on the PSP isn't the most accurate thing in the world, but when zooming in all the way with the square button, it's more than enough to pick off all the enemies at a reasonable speed, and the game is pretty forgiving. They'll pop out of alleys, streets, vans, you name it. Keep taking them out until Salvatore and his ground reach the corner, at which point I would recommend you move down to the ground. Still keep your distance but keep taking out all the gang members which appear as well as the cops too. Your wanted level will go up, but that's no matter. After the cops have been killed Salvatore runs into the club and the mission ends, you get \$3000.

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+-- () ALM BEFORE THE STORM ----- 03.07 ---+

UNLOCKED WHEN: The JD mission "The Guns of Leone" has been completed.

There may be a rat amongst the ranks, you need to follow Massimo to see what he's up to. The catch is that his chopper is leaving from Salvatore's place is just over an hour, and you're way on the other side of town. Grab yourself a vehicle and shove off. I would highly recommend you make a quick stop over at Ammu-Nation along the way, this is one mission you're going to need guns for. Lots of guns. Grab a couple of Micro SMGs and head up to Salvatore's.

When the helicopter takes off, abandon whatever vehicle you took to get here and jump onto the PCJ-600. Your objective is to follow the chopper wherever it goes. Don't worry, the chopper doesn't move too fast. It'll make one stop first at a fenced in area, all you have to do is stay close and the scene will take over automatically. With that out of the way you're back to following the chopper again. Follow it closely here, it will eventually move over the roof of a building and land. You need to be close by or you will fail the mission. After it lands then yet another cutscene will trigger.

There is an area in the middle of this building where you'll find a staircase leading to the roof. Listen in to what's going up there until one of the gang members spots you. This would be a good time to whip out that Micro SMG I told you to buy. Kill all of the Triads up on the roof here. When you're done that you might want to run around to the opposite side. Where all the Triads were there is a drug icon that might come in handy (while on drugs it's like a temporary bullet time where you slow down, but the enemies slow down a lot more.) Run back to the stairs where you came up and run down them. Be ready to kill a few more Triads at the bottom. If you're running low on health you can find a heart icon behind the stairs. Gradually make your way out of the area, looking at the radar for any remaining Triads. Once all of them have been killed the mission automatically ends and you get \$1000.

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a few seconds before slowly driving in. A scene should take over from here.

After the scene you need to get out of your car and photograph this guy wearing a diaper, chasing around some hookers. The "don't get too close" factor still applies equally here, and since there are so many trees it can be hard to get a good photograph. I find the best thing to do is stay far away from him, but run toward the concrete wall overlooking the water. From here there should be a clear view toward the guy (who is indicated in red on your radar.) Equip the camera with the left and right D-Pad buttons and hold the R trigger to aim in. Hold square to zoom in and X to zoom out. Zoom in and get yourself a nice picture. Once you've got it then you've pretty much passed, all you have to do is bring it back to your mother to get \$100.

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+-- (_/ (IG RUMBLE IN LITTLE CHINA ----- 04.02 ---+

UNLOCKED WHEN: The Ma Cipriani mission "Snappy Dresser" has been completed.

After starting this mission a couple of red icons will appear on your radar. These are Triads, your mortal enemy! Basically one of the icons is a group of Triads standing around, and the other is a Triad fish truck. Both of them need to be taught a lesson, but we'll go for the truck first. It's a lot easier to find the truck anyway since it's impossible to reach the group of people in a car (there's a barrier forcing you to get out and walk.) Find yourself a fast but sturdy vehicle (okay, any vehicle will do pretty much except a motorcycle) and drive to the indicator. When you find the truck start ramming into it as hard as you can. There are a ton of boxes in the back of the truck that will fall out and slow you down as you run over them. For this reason it's better to stick to the side of the truck rather than behind it, ram it from the side when it goes around a corner or something.

Eventually once you've done enough damage to the truck, the Triads will get out and the truck will set on fire. Make sure you get a good distance away from it before it explodes. After that just run over any Triads who may have survived and if you don't have any firearms, collect one of their pistols. Next you need to reach the other Triads. Park beside the poles blocking you from heading down the road and take off on foot. You'll find a butcher's cleaver here but the pistol is a much better weapon. Keep your distance from the ground so they don't notice you, then target with the R trigger and begin picking them off one by one. When all area dead then the mission is passed.

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+-- (___ / REASE SUCHO ----- 04.03 ---+

UNLOCKED WHEN: Ma Cipriani mission "Big Rumble in Little China" is complete.

In order to prove your worth to your mother, you need to race against a man named Sucho who just so happens to have a really fancy car. This will be your first checkpoint race of the game. Basically what a checkpoint race is, is a race around the city through a number of predetermined locations marked on

your map. You need to find yourself a car and get to the start line indicated on the radar. The car you choose is up to you. I beat it on the first try with a Kuruma, which is a pretty crappy normal family car, so if you find something better you'll probably manage even easier. I don't think that motorcycles are allowed in the race, otherwise a PCJ-600 would easily win.

When the race begins, you and the three other competitors are set off toward the first checkpoint (marked as a bright yellow icon on your radar, and a large yellow light pillar on the screen.) You don't have to pass through the light pillar exactly, but you do have to at least get close to it. Inside the light pillars is an arrow which tells you where to go next, so you would see an arrow pointing right if it meant you should turn right at that intersection. Also note that on your radar, icons that are dark yellow are "future checkpoints" that will be coming up after the current one, so you can prepare in advance. I'll outline a few tips for winning these races.

For the most part, these cars have much better handling skills and cornering skills that you do, and you're much more likely to get fishtailed than they are. For this reason your best chance at getting ahead comes on long straight paths, make sure you take full advantage of these opportunities. Also when you're behind another car and have to go around a corner, rather than slowing down try turning at full speed and ramming the car as you turn. Hopefully that will slow you down enough to make the turn, as well as knock the other car out of the way. It's a single lap that will eventually end up back at the location where you started. Just before the finish there is a long straight path so even if you're a bit behind, don't give up until it's over.

Upon winning the race that still doesn't quite take care of everything. You've humiliated Sucho, but that doesn't seem to be enough, now you've got to kill him. His fancy car is indicated on your radar, chase him down and ram the car until Sucho gets out. At that point simply run him over and then the mission is complete. For doing this you are rewarded with \$1000.

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+--- (_/_____/  EAD MEAT ----- 04.04 ---+
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UNLOCKED WHEN: The Ma Cipriani mission "Greased Sucho" has been completed.

Remember the guy you photographed running around in a diaper? Well you've got to head back there again but this time with a different agenda. Get yourself any vehicle and drive it on over to Casa's place. Park it out front and offer to take the man for a ride. Your destination is going to be the sawmill on the south side of Portland. Drive the car there and stop at the yellow marker out front. When the gate opens drive it around back and park on the marker.

There's a scene here and then soon you'll find yourself inside the building with only an axe equipped, and Casa running for his life. The goal is to prevent him from escaping but I've had him running around this room for an extremely long time and as far as I can tell, he doesn't have any way of escaping. Since you don't have a gun you'll need to use the axe to take him out, but it's difficult since he keeps running. There are two ways to do this. You can wait until he stops and see what direction he's facing, and then sneak up behind him and axe him in the back (this is what the game recommends.) I found it easier to just run toward him and as you get close, start sprinting and tapping the circle button. Regardless of how you do it,

don't bother targeting with the R trigger, it will just slow you down.

After about three hits the man is dead, and the cops arrive to bust your ass. Jump into the vehicle parked beside you and drive to the nearest Pay-n-Spray. You need to get the vehicle repaired and repainted so that the cops won't recognize it. With that taken care of your final goal is to drive it back to the deli, and show the kid there a new type of meat on the menu to get \$500.

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+-- (_/ ' O SON OF MINE ----- 04.05 --+
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UNLOCKED WHEN: The Ma Cipriani mission "Dead Meat" has been completed.

You have here another extremely difficult mission. There is now a hit out on your life so all sorts of hitmen are coming after you right here at Ma's place. Start off the mission by picking up the shotgun right in front of you and blasting the guy on the stairs. Run down the stairs to the bottom and begin targeting the three other hitmen here. When you hold the R trigger and a whole bunch of people are around it will automatically target the most "dangerous" person like the hitmen for example, or gang members.

The first four hitmen are nothing to be worried about, simply kill them using the Shotgun. Before the second wave arrives you should note there is a full recovery heart at the bottom of the stairs (it may be a good idea to save this for later) and beside it is a submachine gun. When the second wave of enemies arrive they are more or less the same as the first wave. A few shotgun blasts are more than they are willing to take, and they'll go down easily.

The third wave is where it starts to get hard, these enemies have submachine guns. Equip either the shotgun or your submachine gun and stand at the bottom of the stairs. The instant they jump out of the car, target one of them and fire, then tap left or right on the D-Pad to target another and fire. Keep doing this over and over until all four of them are dead. The fourth wave of enemies is without a doubt, what makes this mission so dreadfully difficult.

The fourth wave is similar to the third wave, however they are equipped with more powerful submachine guns that shoot faster, and basically if you try to stand out in the open, you'll be dead before you can finish them all off, even with full health. There are a couple of strategies you can try here. The first is waiting at the top of the stairs for them to come up, but even one at a time their powerful guns can overwhelm you. Personally my strategy ended up working quite well, you might want to give it a try. What I did was get into one of the black cars after the third wave of enemies and wait for the fourth wave to show up. When they did I drive up to them while they shot at the car and tried to run over at least two of them standing beside the car. They will continue to shoot until the car sets on fire. At that point you need to jump out quickly and run like hell. You should be able to avoid the explosion but the enemies won't, and the exploding cars will take out the final wave of gang members. There's no reward for this mission, and obviously you won't be doing any more work for Ma Cipriani. It's finally on to Salvatore Leone.

LOCATION: He's at his mansion, the same one where you start at the very beginning of the game in Portland Beach. Marked with a big S.

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+-- (_/ HE OFFER ----- 05.01 --+

UNLOCKED WHEN: The JD mission "Don in 60 Seconds" has been completed.

Salvatore's first mission has you heading off to the Portland Docks. You can take the vehicle you used to get here, however you might want to note that there is a PCJ-600 super motorcycle parked in his driveway, I find that to be a more stylish way to travel. When you arrive at the docks, stop on the yellow marker and watch the scene. This mission is short, but not easy. What happens is a number of thugs start to attack you, and there are dozens of others scattered around the docks here. Your only goal is to reach the street without being killed. Don't bother trying to fight back. Maybe if you have a submachine gun or a lot of ammo for any gun it might work, but personally I was running low so I had to just run for it. The best thing to do is run in a southwestern direction (check your map to see where you're moving.) Now this is very important, DO NOT SPRINT THE WHOLE WAY. Run at normal speed and sprint when you think you're in danger, but you need to save your sprinting power for near the end when you're running between the buildings toward the other thugs. These guys throw molotov cocktails and a mere two of them will kill you. While sprinting you should be able to avoid them, so make sure to save it for that point. Run out onto the road to victory and \$500.

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+-- (_/ (___ O SELECTA! ----- 05.02 --+

UNLOCKED WHEN: Salvatore Leone mission "The Offer" has been completed.

Since talking to the union boss didn't quite work out last time, we'll have to deal with the workers directly. Nothing makes a group of striking workers happier than a delivery of prostitutes, at least according to this game, so let's get to work. You've got a strict time limit here, it will tell you what that time is at the beginning of the mission. You have to pick up a total of six hookers and bring them to the picket line before the time runs out. The hookers are marked on the radar with a blue icon, and there are a lot more than six of them so take your pick. You'll need a four door car to make it in time (collect three hookers, drop them off, collect three more, drop them off for a total of six.) I would recommend you just take the black car that is parked in Salvatore Leone's driveway, it will seat six people comfortably.

Drive it to the first and nearest blue icon on your radar. There are two situations you will face when approaching a hooker. She may be wandering the

street minding her own business, in which case you can just pick her up. The other case is that she will be busy in the car with a customer. When this happens you have to ram the car to scare the guy out, and then run over him in order to get the prostitute to get in your car. Go around and find three of them, then drop them off and repeat the process. If you drop off a total of six prostitutes before the mission timer is up, you'll be rewarded \$500.

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+-- (_/  RIGHTENERS ----- 05.03 ---+

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UNLOCKED WHEN: Salvatore Leone mission "Ho Selecta!" has been completed.

The mission is to scare a few of the union bosses straight. There are three of them located around the city, and they are marked as red icons on your radar. Get yourself a decent car and drive to any of the locations. Basically all you want to do is smash into their car until they get out. At that point you can get out of your car as well and rough them up (with your bare knuckles) until the red arrow disappears and they apologize. One of them will come at you with a pistol, I decided to run him down with the car and everything seemed okay, though I still recommend you try to beat them within an inch of their lives rather than killing them. Once all three of the union bosses have been scared you'll be rewarded with \$1000 for your trouble. Soon after this mission ends you may receive a call from a girl named Maria. She's got some things that she wants you to do for her. Her name appears on your radar screen marked with an M. We're not done with Salvatore Leone yet though.

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+-- (_/  OLLERCOASTER RIDE ----- 05.04 ---+

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UNLOCKED WHEN: Salvatore Leone mission "Frighteners" has been completed.

The first part of this mission is to get on over to the radio station before the time on the clock hits the specified deadline. Just grab the PCJ-600 that is parked out front of the house and be off on your way. When you arrive at the radio station there is a stretch limo waiting out front, with the chauffeur standing beside it. Kill the chauffeur any way you please and you'll automatically dispose of his body and change into the uniform. When the scene is over and the lady walks out, you'll be waiting in the limo for her.

This is a scare mission, meaning you have to scare the crap out of your passenger until she'll do what you say. In order to accomplish this you need to combine speed, crashing and air time to get that meter on the side all the way up to the top. Air time is by far the best way to raise it up, so your primary destination should be that car crushing area north of the auto lot. Don't just drive there and drive around, drive toward it really fast and launch of edges, jumps, hills, you name it to get her scared. When she's finally scared out of her wits she'll agree to go to the picket lines. A new yellow icon appears on your radar, all you have to do is drive the limo there and park it on the yellow marker to end the mission and net yourself \$1000. That's the last mission you can do now for Salvatore Leone, it's on to Maria.

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+++ (_) ONTRA-BANNED ----- 05.05 ---+

UNLOCKED WHEN: The Maria mission "Overdose of Trouble" has been completed.

There's a shipment coming in down at the Portland Docks. You don't want to go there by yourself of course so grab a four door vehicle (like the one parked out front of Salvatore's place) and take off. There are three blue icons on your radar, each one of them shows the location of a hired goon, just pull up beside them and they'll get in your car. Once you've got all three of them with you, then you can make your way down to the Portland Docks.

Park on the yellow marker and watch the scene that occurs here. Of course it turns out to be a police trap, and there's gunfire going off everywhere. Like a true lowlife, forget about the lives of your hired goons entirely and just worry about yourself. I wouldn't recommend trying to shoot your way out of this one, you're only likely to increase your wanted level which is high enough already at three. What you should do is turn around and grab the nearby body armour, then jump into the Patriot (large vehicle with the arrow above it) and drive off. Remember this is the drug car so if you destroy it, you fail the mission. You must get this vehicle to the Pay-n-Spray as quickly as possible. Once it's been sprayed then it's not too difficult to just drive it up and park it in Salvatore's lockup garage. For doing this you'll be rewarded with \$1000. This is just an individual mission for Salvatore, his icon disappears after this. Wait for a moment or so and the cell phone will ring. It's your old pal JD and he says he's got some new work for you.

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+++ (_ /) INDACCO SABOTAGE ----- 05.06 ---+

UNLOCKED WHEN: Vincenzo mission "The Portland Chainsaw Masquerade" complete.

This one is a real bloodbath, but a lot of fun too. Get the submachine gun and the body armour out of Salvatore's Garage before you go anywhere, then jump onto the PCJ-600 and head off toward the gang war. When you arrive you'll find the Leone's doing battle with the Diablos. There are lots of items to pick up in this area, health pickups, body armour, you name it so the chances of actually being killed are fairly low unless you run right up to an enemy. Equip the submachine gun and start firing like crazy at all the Diablos. They'll be coming from just about every direction so you'll need to constantly be moving in order to keep up with them. The Leone gang members will help out a bit, but not much. This is pretty much a one man show. Keep an eye on the health bars of both the Leone's and the Diablos. It's your job to make sure the Diablos bar drains first. Once you've killed enough enemies there's a quick cell phone call and the mission is complete, netting you \$1500.

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LOCATION: After doing missions for Salvatore Leone she appears on the map around the middle of Portland in Saint Mark's. Marked with a big M.

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+-- ( / HOP 'TILL YOU STROP ----- 06.01 ---+

UNLOCKED WHEN: Salvatore Leone mission "Frighteners" has been completed.

Just a simple introductory mission for you to do here. When you arrive at Maria's house she'll say that she wants to go shopping, which is fine. Find yourself a vehicle and get on it. Drive to the shop marked with a yellow icon on your radar. When you stop there she'll go in, and an alarm will sound. Your job now is to shake off a one star wanted level, nothing too difficult at all. After this she's still not tired of her crime spree, so it's off to another store. When she comes out this time it's no joke, and the wanted level has increased to three stars. There's no need to stop and the Pay-n-Spray, your only goal in this mission is to get back to Maria's house and park out in front of it without being wasted or busted by the cops. Reward is \$100.

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+-- ( / AKEN FOR A RIDE ----- 06.02 ---+

UNLOCKED WHEN: The Maria mission "Shop Till you Strop" has been completed.

Maria needs to make a visit to her drug dealers, they're location is marked on your radar so find yourself a vehicle and get Maria over there now. When you stop on the marker behind the other car there will be a short scene, and your new mission becomes very clear. You have to rescue Maria from the Sindaccos and keep them from getting away at all costs. The car is located on your radar in case it goes out of sight, but that won't help you if it gets too far away. Use whatever vehicle you are driving to catch up and ram the Sindacco car with Maria inside. Eventually once it has taken enough damage, two Sindacco gang members will get out of the car and start to shoot at you. All you have to do is run them both over and then Maria will get back into your car. Take Maria home and watch the quick scene when you arrive to get \$500.

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+-- ( / ( OOBY PRIZE ----- 06.03 ---+

UNLOCKED WHEN: The Maria mission "Taken for a Ride" has been completed.

Another checkpoint race awaits you with this mission, and Maria has put herself up as the first prize. Unlike the previous race however, you must find yourself a motorcycle. It's no competition which one is the best, the PCJ-600 is the fastest (by far) motorcycle around. If you can't find one on the streets then it's well worth the trip to Salvatore's Mansion to get the one out front. Make your way to the start of the race and get ready.

This is a two lap race so you'll go through all the checkpoints throughout the city once, and then a second time. It's more difficult now since you can fall off your motorcycle but don't fret, when I took first place I actually fell off a total of three times during the race, twice in the second lap. When coming up on turns I recommend going at top speed and then braking at the last possible second holding both the square and R buttons at once to really jam on the brakes. Follow all of the checkpoints and hit the finish line first in order to win the race. With that, you finish the mission. No cash reward.

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+-- (_/ (      IKER HEAT ----- 06.04 --+
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UNLOCKED WHEN: The Maria mission "Booby Prize" has been completed.

Maria's boyfriend isn't such a nice guy after all, so it's your job to go and rough him up (and by rough him up, I mean murder him). You'll find him in Chinatown past those short barriers so you'll need to dump the car if you're driving one. When you arrive there is a short scene and then Wayne takes off on his bike. What you need to do is grab the nearby submachine gun, kill the two guys who are left behind and then nab a bike and chase after Wayne.

While on a motorcycle not only can you perform drive-bys while aiming left and right, you can also shoot forward over the front of the motorcycle with the circle button, this will come in handy. Chase him down while firing your gun (he goes extremely fast.) If you can't manage to kill him while chasing him all over the city, he'll eventually end up back in Chinatown again and get off the motorcycle. At that point you can easily pop his ass. If you happen to lose him during the chase then you fail the mission. The reward is \$1500.

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+-- (____ / VERDOSE OF TROUBLE ----- 06.05 --+
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UNLOCKED WHEN: The Maria mission "Biker Heat" has been completed.

Arriving at Maria's house you'll find that she has taken a heavy overdose of all kinds of crazy drugs, and you need to get her some "zap" to deal with it. She thinks she left the zap over at the diner by the park, so get yourself a vehicle and head there now. Maria can't really walk so you'll have to get the vehicle and bring it to her. When you arrive at the diner of course, she changes her mind about it being there, but not before Wayne's gang remember that guy you killed last mission?) sees you. From this point on the gang is going to be chasing you down, shooting at your car and whatnot.



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+++ (\_/ |/ |\_ AKING TONI ----- 07.02 ---+

UNLOCKED WHEN: The Salvatore mission "A Walk in the Park" has been completed.

This is quite possibly the easiest missions in any game ever. Go outside and there will be a car waiting for you. On your map you'll notice a yellow indicator showing your destination, drive there without any time limit or any complications. When you arrive at that point there will be a short scene and you will receive \$2000. That's all. After this you have a new client available on the map (once you answer your cell phone.) Head for the D.

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LOCATION: With Salvatore's first couple of missions on Staunton Island complete, Donald Love's location will appear marked on the map with D.

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+++ (_/ HE MORGUE PARTY CANDIDATE ----- 08.01 ---+

UNLOCKED WHEN: The Salvatore mission "Making Toni" has been completed.

The goal is this mission is to steal a hearse that is driving around the city before it reaches its destination. Find yourself a decent car and begin driving off toward the location of the icon. When you arrive there you'll find the hearse pattering along at a normal speed. All you really have to do is ram your car into it a few times and the driver will get scared and bail out. Once you get into the car suddenly you'll have a three star wanted level. You can do anything until you shake the cops so this mission forces you to familiarize yourself with the Pay-n-Spray which is located in a back alley. Drive the hearse there and have the car sprayed and repaired. Now that the cops are no longer chasing after you, all you have to do is drive the car to Donald Love's garage and you'll get \$1000 for finishing the mission.

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+++ (_/ TEERING THE VOTE ----- 08.02 ---+

UNLOCKED WHEN: Donald Love mission "The Morgue Party Candidate" is complete.

corner of the program you will see a drop down drive selection bar. Choose the drive which your CD has been inserted into and a list of tracks should appear in the main window (though there is a good chance they won't be named correctly here.)

Tracks can be renamed by highlighting them and then single clicking once as you would with any other file. If you're not sure what the track is then press the play button at the upper left corner to sample it. Once all the tracks have been renamed don't forget to set the name of both the artist and album at the upper right corner. With all this done you are ready to transfer them onto your game. Connect your PSP to your computer via a USB cable (I am unsure whether this can be done by putting your memory card into a card reader as I do not have one.) Once the USB is plugged in, select USB mode on your PSP and then the button on the left side of the program showing an image of a CD, arrow and PSP should light up. Press this button to transfer the music.

When all that is complete then you can load up Grand Theft Auto: Liberty City Stories and begin the game. Load your save file and then go into the menu. In the audio submenu select custom tracks and change it to "on." Now whenever you get into a vehicle and the radio comes on, it will play your music and show the song title, artist and album name where it would normally show the station name. Songs can be changed the same way you change radio stations, by pressing left and right on the D-Pad. The custom station will always come on automatically in every vehicle and always take over from where the previous song left off. If you want to listen to the radio again you must go back to the menu and turn off custom soundtracks. The game does not insert a DJ or commercials between you music, it all just plays straight.

~~ Sneaky Method to Use Your Own MP3s ~~~~~

Note that before you do any of this, you must have a saved game file pre-existing already or it will not work. I'm going to try and be explanatory as possible, and I'm going to do a perfectly good job of it. Even if you have very little understanding of computers you should be able to follow this. The reason I say this is because I want to make something very clear. I do not want emails regarding this subject, you read it here and you learn how to do it. If you cannot figure it out then it is no fault of mine, all the information is here and I have nothing else to say. I do not discourage email (in fact I love to receive it) but not regarding technical issues on how to get MP3s to work. I'm going to explain it all here so listen close.

You will need the following programs to get this working. One is the Rockstar Custom Tracks program I mentioned in the previous description, look above for the link, you need it for both methods. The other two programs are Nero Burning ROM and Alcohol 120%. Neither of these programs are free, however both offer downloadable trial version that go for at least 30 days. I see no need to link to these, searching Google for both "Nero Burning ROM" and "Alcohol 120%" will easily bring you to the sites where you can get and install the trial versions. Once you have everything installed on your computer then you are ready to begin this not-too-difficult process.

First you will need to open up Nero Burning ROM. When it opens, select "Audio CD" from the list of possible burning projects on the left side of the window that pops up. After choosing Audio CD click the "New" button on the right side. Now you will have a large white area on the left, and a browsable list of folders on the right. At the top middle of the screen is a drop down menu which should have something like D:, E:, or F: etc listed there. Click the drop down menu and there should be something called "Image Recorder" in the list as well, choose that, it's the one that you're going to want.

Now note the list of folders and stuff in the middle called the "File Browser." What you want to do there is browse to the folder which has the MP3s that you want to use in it. Select all of the MP3s you want from the right side where you see them, and either drag them over to the empty left side or right click and choose "Copy to Compilation." Both of these do the same thing. Once you've got all the music you want to use on your custom soundtrack there on the right side, go up to the "Recorder" menu and choose the "Burn Compilation" option. You can also just hit Ctrl + B to bring up the burning window. All the default options should be fine so click the "Burn" button on the upper right side to start creating this compilation.

Assuming you selected the "Image Recorder" instead of a drive on your computer like I told you to, a window will pop up right away titled "Save Image File" and will be asking you where to save a file called "Image" of file type ".nrg." Save this file somewhere where you can easily find it like the desktop. Don't bother changing the name, and make sure not to change the ".nrg" extension either. When you click "save" now it will go through the burning process as if it were burning a real CD, but it's not. It's actually burning a CD image instead. If you're interested in learning why we have to do this, read the next paragraph. If not then skip the next paragraph.

Rockstar's Custom Tracks program reads a CD and checks to make sure it is authentic. It checks simply by seeing if the music on there is in compressed MP3/WAVE format, or whether it is actually true CD audio. When we burn an audio CD from MP3s, even if we convert them to WAVE format before doing so, we still don't burn them the same way real CDs are burned. This is where the image file comes into play, the one you just created with Nero. Rather than burning the songs to a CD, we burned them to a disc "image" which basically contains the entire disc in one single file. If you were to take this image and burn it to a CD now, it would be read as a real disc by Rockstar's program and you could use it just fine. What follows however is a better method that makes sure you don't have to waste a disc. This method is obviously also better for people who want to have custom music, but don't have CD burners.

When the disc image was been created (most likely called "Image.nrg" on your desktop, it's time for the next phase. I told you to download Alcohol 120% if you didn't have the program already, we're going to open that program now. Once it's open go to File, then Open. Locate the image file you made and load that up, it will appear in the big white area in the middle. Now right click on the image file and you will see an option called "Mount on Device" and perhaps a few devices to choose from. If you know which drive your CD-ROM drive is (D:, E:, F:, etc) then that's the one you want to choose. What this does is make your computer think that image you created is actually a CD with all the songs you put into it, and that it's in your CD-ROM drive right now.

With this out of the way, minimize Alcohol 120% and open Rockstar Custom Tracks. At the top left corner of this program there is a drop down menu where you can select a drive. Choose the same one you just selected to mount the image on and when you do, all of the MP3s you burned to the image using Nero should suddenly appear in the middle here. You can press the play button to make sure they are all correct. The hard part is long over, all you have to do is rename everything, then plug in your PSP with the USB cable. Select the USB option from the PSP and then hit the highlighted button on the left side of the program to transfer the music onto the game's custom library.

Before doing anything else you will want to "Unmount" the image from your drive. Close Alcohol 120% first to get it out of the way, but the image will still be mounted. Open up "My Computer" and right click on the drive you mounted the image to. There should be an option there that says "Unmount

Thank you very much finally, to anyone and everyone reading this walkthrough.

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THIS GUIDE IS CURRENTLY INCOMPLETE

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