

Grand Theft Auto: Liberty City Stories Weapon Guide

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Grand Theft Auto Liberty City Stories Weapons Information
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Introduction
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This guide was created in a few days to fill the time during my half term holiday. Following the success of my weapon guide for San Andreas I turned to Liberty City Stories to analyse the weapons in this brilliant game. This guide gives information on the many weapons of Liberty City. The weapon firing speed and power is given out of 10 with 1 being poor and 10 being very good.

Grand Theft Auto Liberty City Stories contains over 30 different weapons from batons to brass knuckles. At any time in Liberty City you have 10 weapon slots. These are:

Slot 1: Fists
Slot 2: Melee
Slot 3: Projectiles
Slot 4: Handguns
Slot 5: Shotguns
Slot 6: Machine Guns
Slot 7: Assault Rifles
Slot 8: Heavy Weapons
Slot 9: Rifles
Slot 10: Utilities

Note: This is the order in which the weapons appear in game. In this guide the weapons are in a slightly different order.

Of these slots there are several options for each. You are only allowed to carry one of each type of weapon in each slot.

Note: I have merged the fist slot and the melee slot together.

If you spot any mistakes, have any questions or have spotted something I have missed then please email me using the contact information at the bottom of this guide.

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Melee [LCWPME]
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If you are stuck without a good gun you will have to attack your opponents hand to hand using fists or perhaps a large object. This section has the greatest variety with a weapon to suit everybody - Brute butchery with a Butcher Knife or Chainsaw or mabey the Oriental Style and control of a Katana.

When using weapons with short ranges a useful tactic is to run in and make an attack and then retreat before going in for another attack, of course if the opponent has a gun then the best tactic is to run in hit and hope for a knock down where they cannot hurt you at all.

=====

Fists

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[LCWPFI]

Can be found: End of your arms!

Attack Speed: 6

Strength: 5

Advantages:

Very easy to get hold of! Also give you a handy tool when you want to conserve ammo.

Disadvantages:

Not particularly strong and you will suffer when attacking groups or at distance.

Verdict:

The good Ol' fists will always be a part of your arsenal and can be useful when used correctly. Never use them versus groups or at distance unless you have no better options and remember the run in hit run out strategy. If you have any other option then use it instead of the fists but if you need to they will always be there. A good strategy is to use them against single targets thus saving you the ammo.

=====

Brass Knuckles

=====

[LCWPBR]

Can be found: Spawn Points

Attack Speed: 5

Strength: 6

Advantages:

Gives you the ammo conservation abilities of the fists with a little more power.

Disadvantages:

Still not particularly strong and do require a little searching to obtain.

Verdict:

The brass knuckles are a useful addition to the budding boxer giving you an extra bit of strength to your punches. It does require a little bit of searching to obtain so unless you are a fan of just the fists they are not really worth the searching but if you have a map or spawn point handy then I would get them as they give your fists that extra bit more.

=====

Baseball Bat

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[LCWPBB]

Can be found: Spawn Points

Attack Speed: 4

Strength: 6

Advantages:

Good strength and easy to deal more damage to targets on the floor.

Disadvantages:

Swing speed is fairly standard as is attack range.

Verdict:

The baseball bat is a very useful common melee weapon. It offers good strength and it can deal damage to a group with the swing. The actual range is not brilliant but that is a common fault of most melee weapons. The baseball bat holds its self up throughout the game but is especially useful near the beginning where good damage weapons are hard to find.

=====

Butcher's Knife

=====

[LCWPBK]

Can be found: Spawn Points

Attack Speed: 6

Strength: 4

Advantages:

Good attack speed and fairly easy to find as it is carried by triads.

Disadvantages:

Does not have a good attack range as with the baseball bat and not as strong as other options.

Verdict:

If you favour attack speed over strength then the butcher knife is the one for you over the baseball bat. It is quite easy to find as it is carried by Triads around Chinatown. It does not have a good attack range but with the attack speed you can run in hit and run away. There are stronger options but not as accessible so for people starting the game this or the baseball bat are the ones for you.

=====

Chisel

=====

[LCWPCH]

Can be found: Spawn Points

Attack Speed: 5

Strength: 4

Advantages:

Good attack speed like screwdriver.

Disadvantages:

Not very common and also lacking on power.

Verdict:

The Chisel like the Screwdriver are the two easily forgotten but at the same time justifiably forgotten weapons. It has good attack speed but lacks any real strength and has no real attack range so to be honest unless you are desperate for it as a novelty or something there is no point to searching around for it as with the Screwdriver.

=====

Chainsaw

=====

[LCWPCA]

Can be found: Spawn Points

Attack Speed: 8

Strength: 8

Advantages:

Fantastic strength and good attack speed. If you manage to knock a target over it is a certain kill.

Disadvantages:

Not very easy to get hold off.

Verdict:

For those that want sheer brutality then the chainsaw is the weapon for you. It has fantastic strength and a good attack speed, the opposite for the Katana, and also offers you an instant kill when a target is on the floor. A good tactic with the chainsaw is just to run around holding down attack and impaling people. It is fairly hard to get hold of but with the Katana it holds the ultimate option for the melee shot crown and is definitely worth it.

=====

Fire Axe

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[LCWPFA]

Can be found: Spawn Points

Attack Speed: 5

Strength: 6

Advantages:

Good strength and easy to find

Disadvantages:

Not very good attack range.

Verdict:

The fire axe is a very easy to obtain weapon - firestations have them. Also it has good strength and is deadly when an opponent is on the floor. It does suffer from having a short attack range but so long as you run in or out it should not be a problem. If you want a good tidy melee weapon and are in Portland then the fireaxe is a good pick especially early in the game.

=====

Ice Hockey Stick

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[LCWPIC]

Can be found: Spawn Points

Attack Speed: 6

Strength: 5

Advantages:

Good attack speed and also good attack range.

Disadvantages:

Not as strong as other options.

Verdict:

For those that like their melee at range the Ice hockey stick is for you. It has the longest range of the melee weapons and also has a tidy attack speed. There are better options in terms of strength but it does hold its own if needed to. Once the second island is unlocked one can be easily picked up from in front of the stadium.

=====

Katana

=====

[LCWPKA]

Can be found: Spawn Points

Attack Speed: 8

Strength: 8

Advantages:

Quick attack speed and deals a lot of damage to your targets.

Disadvantages:

You are prone to overattacking which can make attacking a group difficult.

Verdict:

The Katana is my pick for this slot but I am sure an equal number will agree as disagree with me picking the chainsaw. The Katana has good attack speed and deals a lot of damage with the ability to behead your target. You are prone to overattacking but as long as you do not go overboard the long range, power and speed all combine to create a very strong option and one for those that prefer grace and control over sheer brutality.

=====

Machete

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[LCWPMA]

Can be found: Spawn Points

Attack Speed: 6

Strength: 5

Advantages:

Above average attack speed and it does a good bit of damage.

Disadvantages:

Not too easy to get hold of and not very good attack range.

Verdict:

The machete is a useful weapon with good attack speed and also deals a good bit of damage. However like many other melee weapons it suffers from not having very good attack range and be not very easy to obtain. There are better options for this slot but the Machete does hold its own if needed.

=====

Police Baton

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[LCWPPB]

Can be found: Spawn Points

Attack Speed: 6

Strength: 5

Advantages:

Good attack speed and also does a good bit of damage. Also very easy to get hold of as all police carry one.

Disadvantages:

Obtaining one does require a wanted level and there are stronger melee options

Verdict:

The police baton is a useful weapon as it combines an alright level of strength with a good attack speed. It is also very easy to obtain as every cop in Liberty City has one. There are stronger options but if you need a melee weapon quickly and do not mind getting a wanted level then this is the option for you.

=====

Screwdriver

=====

[LCWPSC]

Can be found: Spawn Points

Attack Speed: 5

Strength: 4

Advantages:

Quick firing speed so you can get a few attacks in.

Disadvantages:

Lacks any real range and also hard to find.

Verdict:

The screwdriver really is not a weapon worth trying to obtain. It does have a good attack speed so you will be able to hit your target a few times but it does lack any real strength to hurt your target. The lack of easy ability really combines to make a weapon not worth bothering about.

=====
Handguns

[LCWPHG]
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The handgun is a useful weapon in your arsenal. Liberty City Stories offers two types of handgun - the all rounding 9mm and the brute force of the .357 Colt Python. The 9mm is one of the most important guns early in the game as it gives you a useful all round weapon early in the game at a low price.

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9mm Handgun

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[LCWP9M]

Cost: \$240 for 68 Rounds

Can be found: Spawn Points and Ammunition

Clip Size: 17 Rounds

Firing Speed: 7

Strength: 4

Advantages:

Very easy to obtain and has a good firing speed.

Disadvantages:

Overshadowed by other weapons in terms of power fairly quickly and can struggle against large groups.

Verdict:

The 9mm is a vital weapon early in the game as it gives you an effective all round option. It has good firing speed and is very easy to obtain and ammo is also cheap which is good for those on a budget. However it overshadowed by other options later in the game. Before you reach the second island the 9mm is a must have but after that it is not really required but I would recommend it just as it gives you a good option when you are low on ammo.

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.357 Colt Python Magnum

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[LCWPPM]

Can be found: Spawn Points

Clip Size:

Firing Speed: 4

Strength: 9

Advantages:

Deadly at close range and almost a certain stopper.

Disadvantages:

Lacks range and also has a slow firing speed.

Verdict:

The Colt Python is the granddaddy of handgun slot. It gives fantastic stopping power and is pretty much a one shot kill. It does suffer from a slow firing speed and does not possess much range however. It is fairly difficult to obtain but unlike with other slots the Python is such an improvement over the handgun it is worth it.

=====
Shotguns [LCWPSH]
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The shotgun is best describe as a brute. Similar to a powerrunner in sports over a short distance it punches through targets easily but over longer distances it loses its power. A vital weapon if you want up close and personal shooting. The shotgun also sprays when fired so you can cause some damage to groups.

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Shotgun
=====
[LCWPSG]

Cost: \$1500 for 32 Rounds

Can be found: Spawn Points and Phill's

Clip Size: The amount of ammo you hold

Firing Speed: 6

Strength: Varies over distance (8-3, Short to Long)

Advantages:

Easy to obtain and deadly at close range.

Disadvantages:

Does not have as a good a firing speed as the other options and does not have as good compensation over distance shots as the combat.

Verdict:

The Shotgun is my pick for this slot. It has deadly strength at close range and is also very easy to obtain so you do not have to go searching. It does have a slower firing speed than the other two options for this slot and it is not as forgiving over distance but I do not think this is too much of a problem as you simply choose another weapon when firing over distance or close the gap. If you want more power then opt for the combat but for those that do not like searching for ammo then the normal shotgun is the weapon for you.

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Sawn Off

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[LCWPSO]

Can be found: Spawn Points

Firing Speed: 7

Strength: Varies over distance (6-3, Short to Long)

Advantages:

Good firing rate and it is also useful at close range.

Disadvantages:

Lacks the power of the other two options and also the availability of the normal shotgun.

Verdict:

The sawn off really isnt an option for this slot. It lacks the availability of the plain shotgun or the stat line of the combat. It is useful at close range and has a nice firing speed but it really isnt worth going out of your way to find and I recommend using one of the other two options.

=====

SPAS-12 Combat Shotgun

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[LCWPCS]

Can be found: Spawn Points

Firing Speed:8

Strength: Varies over distance (8-4, Short to Long)

Advantages:

Good firing rate and offers the best compensation for distance shots.

Disadvantages:

Not very easy to obtain and can burn ammo.

Verdict:

For those that want technically the best shotgun then the combat is the one for you. It has the best firing speed and gives you the best damage when firing from long ranges. It also does not suffer from the between shot reload but the gun suffers from difficulty to obtain. Also the weapon is prone to ammo burning if you are not careful. If you want the best then go for the combat but in practical terms the normal shotgun is the best option.

=====

Machine Guns

[LCWPMG]

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The machine gun is a very similar gun to the handgun but for one noticeable difference - fire rate! The machine gun fires a devastating amount of rounds, the accuracy is not as good as on the handgun but the rate of fire makes the

weapon much better when facing groups.

=====

Micro SMG

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[LCWPMS]

Cost: \$600 for 120 Rounds

Can be found: Spawn Points and Ammunition

Clip Size: 30 Rounds

Firing Speed: 8

Strength: 5

Advantages:

Very available in comparison to the other options so you will not have to worry about ammo conservation. Also gives a solid weapon to deal with groups at the start of the game.

Disadvantages:

Not as powerful as its rivals and lacks the effectiveness against vehicles.

Verdict:

The Micro SMG is a very useful gun early in the game. It is very useful when taking out groups and ammo can be easily obtained so you do not have to worry about holding the trigger finger - unless you are on a budget! Although the weapon is not very strong the firing speed is handy and makes up for this. For those do not want to go searching for weapons the Micro SMG is a useful option and it holds its own against vehicles and thus is a must have for bike riders.

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Tec-9

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[LCWPTE]

Can be found: Spawn Points

Firing Speed: 8

Strength: 6

Advantages:

Is more powerful than the Micro SMG and is the best of the three when drive bying.

Disadvantages:

Not as obtainable as the Micro Smg and lacks the allroundedness of the MP5.

Verdict:

The Tec-9 is the middle weapon of the three in almost all aspects and the

problem with it is that it lacks the availability to make it more desirable than the Micro SMG in terms of power but at the same time it lacks the all roundedness of the MP5, the other weapon that is spawn points only. So unless you are looking for a drive by weapon I would avoid the Tec-9 and opt for one of the other two options.

===

MP5

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[LCWPMP]

Can be found: Spawn Points

Firing Speed: 9

Strength: 7

Advantages:

Offers more power than the other two options and also is more accurate even with a faster fire rate.

Disadvantages:

Can not be bought so will require some searching and it is not as useful for drive bys in comparison to the Tec-9.

Verdict:

The MP5 is the best all round machine gun. It offers a good accuracy rate with good power and a deadly fire rate. It is also good when targeting vehicles but it is best used when stationary. I would not recommend using the MP5 when drive bying as the ammo will soon run out and the lack of easy availability makes ammo hording an unpractical option. The MP5 is my pick for this slot as its power, accuracy and firing speed all combine to create a deadly option perfect for dealing with any groups or other targets you may have.

=====

Assault Rifles

[LCWPAR]

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The assault rifles are very important weapons later on in the game. They offer a good fire rate with power and are vital for cutting down the more heavily armed opponents later in the game. They are fairly expensive but they are worth every penny as they work well in almost every situation.

=====

AK-47

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[LCWPAK]

Cost: \$4200 for 150 Rounds

Can be found: Spawn Points and Ammunition

Clip Size: 30

Firing Speed: 8

Strength: 8

Advantages:

Avaliable early than the M4 from the shops
More accessible for those on a budget incomparision to the M4

Disadvantages:

Doesn;t do enough to keep you once better options are open
Lacks the full allroundedness of the M4

Verdict:

The Ak-47 is a useful weapon for when you start on the second island. It gives you a good allround weapon and isn't to expensive. However the weapon isn't quite as allround as the M4 and once the M4 is accessible then there isn't much of a need for the Ak unless you are on a budget. However the gun does still hold itself up and shouldn't be instantly dismissed.

==

M4

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[LCWPM4]

Cost: \$5400 for 150 Rounds

Can be found: Spawn Points and Phill's

Clip Size: 30 Rounds

Firing Speed: 9

Strength: 9

Advantages:

Highpower and ideal for dealing with groups
Long range even when rapid fire

Disadvantages:

Fairly expensive for those on a budget
Soem may feel AK is better value for money

Verdict:

The M4 is definetly the complete allrounder. It has excellent firing speed, range and power as well as accuracy. This gives you a weapon suitable for every situation. While some may feel the weapon is a bit pricey and favor the cheaper AK the M4 takes everything the AK has and brings it to the next level. For this beifit alone the weapon is worth the increase in price and as long as you have the budget you shouldn't go anywhere without one in your arsenal.

=====
Rifles [LCWPRI]
=====

If you prefer dealing with your opponets from distance then the two rifles are the way to go. Both have scopes and so allow you to plant the shot right where you want it. Your accuracy will rise with practise and if you want a quick easy kill then the rifle's should be your first choice. Both weapons have different scopes so choosing the one that suits you best is imporant as the weapons spec

is not to different - just availability.

=====

Sniper Rifle

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[LCWPSR]

Cost: \$6000 for 30 Rounds

Can be found: Spawn Points and Ammunition

Clip Size: The amount of ammo you hold

Firing Speed: 3

Strength: 7

Advantages:

Very easy to get hold of

Has a better scope then the PSG-1 for beginners

Disadvantages:

Not as powerful as the PSG-1

Not as easy as PSG-1 to fire a couple of quick shots one after the other

Verdict:

The standard sniper rifle will be a useful weapon as it allows you long distance kills and is much easier to get hold of then its rival in this slot. For those who find sniping difficult the scope is also easier for beginners so if you find sniping difficult this is the best option. However the weapon is not as powerful as the PSG-1 and so shot selection is more important and groups are also harder to deal with as the time in between shots is slightly longer.

=====

PSG-1

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[LCWPPS]

Can be found: Spawn Points

Firing Speed: 4

Strength: 8

Advantages:

Offers more power then the normal sniper

Good for dealing with groups from distance

Disadvantages:

Not very easy to get hold of

Aiming is not as easy

Verdict:

The PSG-1 is a very useful sniper rifle. It offers more power then the normal

sniper and its faster firing speed makes dealing with groups much easier. However the weapon lacks the availability of the normal sniper and aiming is not as easy but the increase in power and speed makes shot selection less important. Unless you are a fan of sniping the PSG-1 is not worth getting hold of from a spawn point because the normal sniper is fairly similar and much easier to find.

=====

Heavy Weapons

[LCWPHW]

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When you want to decimate your opponent and blow them away completely then a heavy weapon is your best option. They all have fantastic power and can eliminate groups, cars or single enemies with ease. Each weapon has a slightly different way of removing your targets one for each type of person.

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Rocket Launcher

[LCWPRL]

Cost: \$9000 for 8 rockets

Can be found: Spawn Points and Phill's

Clip Size: The amount of ammo you hold

Firing Speed: 7

Strength: 10

Advantages:

Easy to use

Causes a lot of explosive damage

Disadvantages:

Does not have the firing speed of the other choices

Not as useful over shorter distances

Verdict:

The rocket Launcher is the classic GTA Weapon with fantastic power and is ideal for taking out moving or stationary cars or groups. The rocket launcher is a RPG and act like the grenade in that it is simple but does suffer over shorter distances. The rocket Launcher does however lack the firing speed of the other choices but as long as you are accurate this isn't the biggest problem.

=====

Flame Thrower

[LCWPFT]

Cost: \$5500 for 60 seconds of flame

Can be found: Spawn Points and Phill's

Clip Size: 50 seconds of flame

Firing Speed: 7

Strength: 9

Advantages:

Can immobilise enemies
Is the cheapest option of the three

Disadvantages:

Not as useful when attacking vehicles except tanks
You have to get close to use

Verdict:

The flamethrower acts very similar to the molotov however it is much more controlled. At a bargain low price it allows you to immobilise and quickly deal with groups in notime at all. If you want the power of a heavy weapon but you are on a limited budget then the flamethrower is a good option. The problem is that you do have to get close to your targets and so you may take damage as you move into range. Also the flamethrower is not brilliant against cars but it is useful against tanks.

=====

Minigun

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[LCWPMI]

Cost: \$10000 for 1000 Rounds

Can be found: Spawn Points and Phill's

Clip Size: 500 Rounds

Firing Speed: 10

Strength: 10

Advantages:

Disadvantages:

Verdict:

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Projectiles [LCWPPR]
=====

If you want some power but can not afford one of the heavy weapons then the projectiles are your best option. Free or realativly inexpensive these weapons allow you to weaken your targets before you move in for the kill. They are really only support weapons and shouldn't be used on their own. All three work very similarly so throwing speed is identical but power does differ slightly.

=====

Grenades

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[LCWPGR]

Cost: \$360 for 8

Can be found:

Clip Size: The amount of ammo you hold

Firing Speed: Varies on distance thrown (6-3, Short to Long)

Strength: 7

Advantages:

Quick explosion useful when you want to damage and run

Easy to get hold of

Disadvantages:

Caution has to be taken when thrown

Does not give you the immobilising features of the molotovs

Verdict:

The grenade prides itself on being simple. It does lack the features of the other two but on the other hand is the easiest to find and get hold of. If you are in need of running and damaging then the grenade is the best for this. However the grenade can cause a lot of damage if misused so when you throw you have to be careful how you do it.

=====

Molotov

=====

[LCWPMO]

Can be found: Spawn Points

Clip Size: The amount of ammo you hold

Firing Speed: Varies on distance thrown (6-3, Short to Long)

Strength: 8

Advantages:

The molotov's flame can immobilise its enemies

The flame is also easy to dodge

Disadvantages:

The molotov can immobilise you

The high damage can affect you as well

Verdict:

The molotovs edge the two rivals in this category for a couple of reasons. Firstly, the molotovs immobilise your targets for a short period of time. This allows you to change weapon and finish off your target quickly. The flame is also easy to dodge so you are safer from self-inflicted damage than if you use the other two options. However, if you are stuck in the flames then you will be in trouble as the effects will be on you.

=====

Remote Grenades

=====
[LCWPRG]

Can be found: Spawn Points

Clip Size: The amount of ammo you hold

Firing Speed: 4- Needing to detonate slows down procedure and distance thrown affects speed like with the others.

Strength: 7

Advantages:

Allows you to wait before a grenade detonates
Even though this feature is available the grenade does not lose power

Disadvantages:

Not very easy to find
The remote grenades are slower to use than the other two projectiles

Verdict:

The remote grenades provide a useful option for people wanting to set ambushes or want some added safety against self-inflicted damage. For those at risk of hurting themselves there is a penalty as the grenades are slower to use than the other choices for this slot. Ambushing or attacking a group stealthily do not suffer this problem however. If you are able to find a spawn point then the grenades will be a useful weapon but they are not the most accessible.

=====
Utilities [LCWPUT]

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The utilities are not weapons as such but are useful- hence the name! The camera allows you to record your pictures as you head around the city and the detonator is vital as it allows you to detonate your remote grenades.

=====
Camera
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[LCWPCM]

The camera is included in this guide as it is part of the weapon slot however it cannot be used as a weapon. It does no damage at all and so you will find yourself dying pretty quickly if you use it when a rival gang is nearby. The only use of the camera is to complete the snapshots goal or take pictures of glitches or other things that take your fancy - just watch out for gangs!

Extra Information: The zoom on the camera works very similarly to that on the sniper rifle.

=====
Detonator
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[LCWPDE]

The detonator appears after you have thrown a remote grenade. Once the grenade is thrown the detonator is automatically selected. You can choose to detonate by pressing () or you can change weapon and shoot before returning to the

detonator. The advantage of this detonator is it allows you to get a safe distance from grenades before detonating.

=====
Ammunation Stock Listings

[LCWPAS]
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Grand Theft Auto Liberty City Stories offers three places where you can buy weapons. The weapons that are not available from the shops can only be found via cheats or spawn points. This section gives the stock that can be bought at each shop.

Ammunation Portland

- 9mm Handgun
- Micro SMG

Ammunation Staunton

- Sniper Rifle
- Grenades
- Micro Smg
- Ak 47
- Body Armour

Phill Cassidy

- Shotgun
- Rocket Launcher
- Flamethrower
- M4
- Minigun
- Body Armour

=====
Weapon Cheats

[LCWPWC]
=====

This section gives the weapon cheats for Gta Liberty City Stories. The cheats come in three levels which give different weapons. I will show the cheat level, combination and then the weapons you receive in each slot.

Note: This shows the weapons slots how they appear in game.

Weapon Cheat 1: UP, SQUARE, SQUARE, DOWN, LEFT, SQUARE, SQUARE, RIGHT

- Slot 1: Brass Knuckles
- Slot 2: Knife
- Slot 3: Molotovs
- Slot 4: 9mm Handgun
- Slot 5: Shotgun
- Slot 6: Tec-9
- Slot 7: Ak-47
- Slot 8: Flamethrower
- Slot 9: Sniper Rifle

Weapon Cheat 2: UP, CIRCLE, CIRCLE, DOWN, LEFT, CIRCLE, CIRCLE, RIGHT

- Slot 1: N/A
- Slot 2: Katana
- Slot 3: Remote Grenades

Slot 4: .357 Colt Python Magnum
Slot 5: Sawn Off
Slot 6: Tec-9
Slot 7: M4
Slot 8: Rocket Launcher
Slot 9: PSG-1

Weapon Cheat 3: UP, X, X, DOWN, LEFT, X, X, RIGHT

Slot 1: N/A
Slot 2: Chainsaw
Slot 3: Grenades
Slot 4: .357 Colt Python Magnum
Slot 5: SPAS-12 Combat Shotgun
Slot 6: MP5
Slot 7: M4
Slot 8: Minigun
Slot 9: PSG-1

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Thanks

[LCWPTA]
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Thanks go to:

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