

another hundred or so emails. And *now* Rockstar have re-released the original GTA on PC on their web-site so I decided what the hell, a complete GTA guide.

So, let me begin. Oh, and any questions, tips, rants, briefcases of cash supermodel phone numbers you have, send me the details to:

trebor@argonet.co.uk

I'm sure I'll be able to help.

I have put both the Location and Coords (Coordinates, but it's quicker to write it shorthand) of the vehicles in the game in. For those who don't know how to use coords, or even how you activate them, coords just give you a 6 figure bearing of your location on an 'x' and 'y' axis (The 'x' being Horizontal and 'y' being Vertical). Coords are typically enabled by entering a cheat code, which I've also included a full list of in this version.

All other secrets (Kill Frenzy, Extra Lives and Multipliers locations, Hints n' Tips) and other information will be in V2.01. To start with this is 'just' a guide for missions and cheat codes, though as an Easter Egg I've included my re-hashed GTA London 1969 guide too.

Thanks must go to Putzmeister for his Car guide, Schu at Gouranga! for a great detailed site and Jeff at www.gamefaqs.com for maintaining an excellent site. It's about time you won a few awards isn't it Jeff? I definately urge you to have a good look around gamefaqs. Well, it would be rude not to. The Resident Evil pages are the best I've seen.

I'd like to thank everybody who decided to use this guide, as it's helped my find better ways to do certain missions and attain a much better understanding of the game.

Finally, this document is formatted to 76 characters per line, so you might want to adjust your text arrangement on your word processor.

If you can't see the asterisks below directly lined up with the numbers, it needs adjusting. this guide relies quite heavily on ASCII art to divide the chapters, so it's for your own benefit.

1234567890

There is still a few things missing due to me only having the Playstation version, but about 98% of the guide you can use on the PC version. That should change soon, just need about 20+ hours to download it... A lot of I haven't included isn't important anyway, so there :oP

I've used acronyms throughout - Grand Theft Auto is shortened to GTA, and Grand Theft Auto London 1969 is shortened to GTAL1969.

OK, this is intro is getting FAR too long, so I'll just do a list of how this guide is set out:

- 1) GTA Car coordinates: Liberty City; Gangsta Bang
Heist Almighty
San Andreas; Mandarin Mayhem
Tequila Slammer
Vice City: Bent Cop Blues

Rasta Blasta

2) GTA Mission guide: Liberty City; Gangsta Bang
Heist Almighty
San Andreas; Mandarin Mayhem
Tequila Slammer
Vice City: Bent Cop Blues
Rasta Blasta

3) GTA cheat codes: PC cheats
Playstation cheats

4) GTAL1969 Car coordinates;
Hidden Mission;
Kill Frenzy locations: Boys Will Be Thieves
Mods And Sods
Chelsea Smile
Dead Certainty

5) GTAL1969 Mission guide: Boys Will Be Thieves
Mods And Sods
Chelsea Smile
Dead Certainty

6) GTAL1969 cheat codes: PC cheats
Playstation cheats

7) A Word From The Author

I've divided this guide up as best I could with (Rather crude) ASCII art.
Don't laugh!

OK, here goes....

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= Liberty City =
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Gangsta Bang

Vehicle	Position
Beast GTS	(147, 73)
Taxi	(127, 92)
Bus	(120, 55)
Bulldog	(101,243)
Bulldog**	(106,119)
Tanker Truck	(209, 75)
Countash***	(67, 60)
Cossie	(101,158)
Superbike*	(248, 78)

*the superbike is on the secret island and has no mission

**This is your starting car and has no mission

***As I've noted in the actual Mission Guide, this car is missing from the
Playstation version, but gives you a secret mission in the PC version.

| Heist Almighty |

Vehicle	Position
Bulldog	(46,105)
Stallion	(72, 07)
Penetrator	(175, 28)
Itali	(168,139)
Mundano	(09, 27)
4X4	(08,217)
Cossie	(246, 65)
Porka Turbo	(190,231)
Impaler*	(110,222)
Tank#+	(97, 53)
Tank+	(201, 92)
Tank+	(201, 93)

*This is your starting car and has no mission

+Unfortunately, none of the three tanks are Kill Frenzies but they are great fun!

#To get to the first tank, you must either use a police car in a certain mission to open the gate or use a large vehicle to slide under the the gate (once you're in the tank, the gates will open).

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= San Andreas =
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| Mandarin Meyhem |

Vehicle	Location	Function
Tank	(243,173)	Kill Frenzy
Tank	(91,176)	Kill Frenzy
Van	(22, 92)	Kill Frenzy
Van	(93, 53)	Kill Frenzy
Parochial School Bus	(100,155)	Kill Frenzy
Monster Bug	(101, 14)	Kill Frenzy
Penetrator	(182, 02)	Insane Stunt Bonus*

*Any car can be used to get the Insane Stunt Bonus, as long as it can survive the jump, but the jump is lined up for the Penetrator.

| Tequila Slammer |

Vehicle	Coordinates	Function
Tank	(60,189)	Kill Frenzy
Superbike	(01,243)	Used on a nearby ramp (06,252) to open the path to the tank at (190,29)
Tank	(190, 29)	Kill Frenzy
Van	(183,135)	Kill Frenzy
Van	(177,238)	Kill Frenzy

Parochial School Bus	(232,156)	Kill Frenzy
Monster Bug	(242, 51)	Kill Frenzy
Penetrator*	(182, 02)	Insane Stunt Bonus*

*Same as Penetrator in Mandarin Meyhem

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= Vice City =
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| Bent Cop Blues |
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Kill Frenzy Vehicles:

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Vehicle	Location	Bonus Location
Tank	(243,131)	(142,241)
Tank	(29, 06)	(180, 38)
Van	(114,219)	(186, 66)
Van	(146, 24)	(157, 35)
Van	(231, 82)	(12,103)

Other Vehicles:

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Vehicle	Location	Function
Squad Car	(228, 31)	R/C Bomb Trap
Limo	(158,195)	R/C Bomb Trap
Thunderhead	(08,219)	R/C Bomb Trap
Juggernaut	(117, 26)	Self-Destruct
Impaler	(115, 66)	Self-Destruct
Regal	(10, 19)	Start Car
???*	(233, 83)	???
Panther	(49, 39)	Self-Destruct
F-19	(53,195)	Self-Destruct
Classic	(46,137)	Self-Destruct
'29 Special	(51,234)	Self-Destruct
Itali GTB	(180,217)	Self-Destruct
Hotrod	(115,103)	Self-Destruct
F-19	(196,184)	Self-Destruct
Penetrator+	(247,161)	+

+Drive straight ahead to get to the military base, also useful for killing the soldiers to get the Boot Camp Bonus

*A vehicle appears in the mission.ini, but I don't know what kind it is or what it should do, as it is in the same location as a building

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| Rasta Blasta |
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Kill Frenzy Vehicles:

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Vehicle	Location	Bonus Location
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Tank	(29, 06)	(188,108)
Tank	(247,131)	(73,175)
Van	(01, 75)	(13,236)
Van	(121, 14)	(238,133)
Van	(202,202)	(228, 19)

Others Vehicles:

Vehicle	Location	Function
F-19	(62, 16)	R/C Bomb Trap
Classic	(223, 83)	R/C Bomb Trap
'29 Special	(66,152)	R/C Bomb Trap
Regal	(10, 66)	Self-Destruct
Impaler	(131, 39)	Self-Destruct
Stallion	(144, 86)	Self-Destruct
Bug	(207, 47)	Self-Destruct
Juggernaut	(32,131)	Self-Destruct
Juggernaut	(152,147)	Self-Destruct
Panther	(29,219)	Self-Destruct
Penetrator	(79,253)	Self-Destruct
F-19	(182,231)	Self-Destruct
Thunderhead	(211,189)	Self-Destruct

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Gangsta Bang:
Target Score: 1000000, Secrets: 7, Missions: 10

Your first walk into the world of organised crime. The main man here is Bubby, who's gang you are a part of and are also at war with another gang run by a bloke called Sonetti. You'll probably notice that this city is very loosely based on New York in real life (Brix, Kings, A 'Central' Park).

Phone Missions:

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The Phones are read from left to right, with 1 being the far left and 4 being the far right.

Location of Phones: South Park

Coords of Phones: 1: (122,136)
2: (123,136)
3: (124,136)
4: (125,136)

Phone 1:

Mission: A nice walk in the park opening mission, you should'nt have too many problems with this job. You'll have your first brush with the law and will learn the basic car control skills.

First off, go and pick up the blue Mundano that Crazy Jimmy has dumped in North East Park and take it to Dulli's in West Park.

Coords of Mundano: (168, 97)

Coords of Dulli's: (114,104)

After dropping off the Mundano, you'll be given instructions to answer a phone outside the Park Subway, and then to pick up a cab that is in an alley-way in South East Island City for a bank job that Jimmy is pulling off.

Coords of Subway Phone: (109,121)

Coords of Taxi: (77,216)

You will then have to pick Jimmy up outside the bank in South Park and take him to Bubby's love nest in South Island Heights.

Coords of Jimmy at Bank: (128,141)

Coords of Bubby's love nest: (173, 79)

Hints: If your not used to the Police yet, and have a wanted level of 3 or 4, then avoid the barricade on the bridge that leads back into Park by going down the road to the left of the bridge, through the alley-way across the 6-lane freeway and right back into Park. Get ready for a hasty retreat from the cops after you pick Jimmy up. If you want to avoid the cops then too, cut through the park, Die Hard 3 style.

Mission Complete!

Phone 2:

Mission: Those Hell's Angels have killed one of Bubby's dealers and split

with bear drugs, so get down there and nail that greaser to get the drugs back.

Drive to South Hackenslash and nick the Bike on the far left, then ride it to North East Hackenslash.

Coords of Bike: (54, 33)

Coords of Garage in North East Hackenslash: (110, 08)

After dropping the Bike off, you have to answer the phone in the park in North Fort Law, then drive to the small park just off the main road in South East Hackenslash and make sure that Tony makes the pick-up.

Coords of Phone in North Fort Law: (81, 56)

Coords of drug pick-up: (105, 41)

Hints: This mission is easy once you know how. First off, nab a fast car and use the broken bridge for a shortcut to the bike. When you get there, drive over all 4 gang members who are on the pavement to stop them shooting at you. To get to the garage in North East Hackenslash with ease, simply take the first right onto the main road, then right again, then just drive right to the garage. The same applies for the drug pick up in South East Hackenslash. You don't have to wait around for Tony, just get there, touch the drugs and drive anywhere. After about 15 seconds, Mission Complete will appear on the screen!

Mission Complete!

Phone 3:

Mission: The new Police Chief is taking severe liberties with his bung from Bubby, which is why Bubby wants him dead.

Pick up the Tanker loaded with explosives on South Nixon Island, then go to the police Precinct in South No Law. When you get there, drive 'under' the building and position it flush in the middle until the arrow disappears and you get told to leg it before you get blown up.

Coords of explosive Tanker: (158,132)

Coords of Precinct: (182, 36)

When the Precinct has been bombed, you'll have to drive west down the main road to South East Hackenslash where Tommy is waiting to give you your cut from the Tanker job.

Coords of Tommy: (114, 43)

You'll then be told to follow Sonetti's lawyer to where he meets his gang in East Hackenslash, then slaughter the lot of them.

Coords of gang in alley-way: (95, 25)

Hints: To make things easier on yourself, go easy with the Tanker - Too many bumps and she'll blow! Also, when you follow the lawyer to the alley-way, don't just go in there with guns blazing. Instead, either nab some armour, then go in, or just nick a car and drive round to the other side of the alley, then drive in and run them all down. I personally still like to visit the bomb shop that's on the way, then just drive, set the detonator and run. The clean up job is a lot easier than as they'll always run towards you.

Mission Complete!

Phone 4:

Mission: Take two Taxi's needed for a bank job to the docks in New Guernsey

Very straightforward, just nick two Taxi's, drive under the dock, then go and answer the phone in North West New Guernsey.

Coords of Crane at docks: (13,218)

Coords of phone: (08,179)

You should then be given instructions to kill some bloke's brother. He is with a friend in an alley-way in South Hackenslash.

Coords of 2 blokes in alley-way: (45, 37)

Hints: The follow the lawyer mission's hint can be followed here, but instead you'll have to use something small like a Bike or Superbike to drive in there. Remember to get it wired with a bomb, then just drive into the blokes, press activate and run!
Alternatively, go to the South end of the alley-way and either fire a rocket towards them or spray Machine Gun bullets

After you've completed the Phone Missions, it is quite likely that you'll be given the Beast GTS mission in South West Island Heights (If you haven't done it already that is).

Mission Complete!

Secret Missions:
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Every Secret Mission is activated by getting in the vehicle and waiting for instructions.

Vehicle: Blue Beast GTS

Coordinates: (147, 73)

Location: South West Guernsey City, on the pavement next to Information point.

Mission: You have to drive to Guernsey City where two guys have torn up the cat house. You then have to leg it to Brocklyn Docks to escape the pigs.

Coords or 2 guys: (71,204)

Coords of Seymour Reamer's place: (60,246)

Hint: Drive on the upper pavement all the way along the main road at full pelt. When you get there, you will just drive straight over the two blokes. You possess one of the best vehicles in the game, take advantage of it! When you drive into Reamer's place, you won't get to keep the Beast GTS, so nick any old car and drive in with that, then you'll have the Beast GTS to use later on!

Mission Complete!

Vehicle: Yellow Taxi

Coordinates: (127, 92)

Location: In the alley-way next to the strip club, near where you meet the Sonetti Gangster at the end of the level in North Park.

Mission: Bubby's wife Skye is visiting her friend in Central Estoria. You have to go there and pick her up, then pick up her 'personal trainer' in Kings and drive to the Hotel in Central Kings. Then you simply have to follow the road right to the next main road that goes north, then drive up there and through the roller door to complete the mission.

Coords of Skye: (202,126)

Coords of 'personal trainer': (161,253)

Coords of Hotel: (212,189)

Hint: This mission involves lots of driving, and it would help if you don't have a Wanted level. Be careful not to drive either of your passenger's over or get the cab blown up, you'll fail the mission if you do.

Mission Complete!

Vehicle: Bus

Coordinates: (120, 55)

Location: Near the train station in North East Fort Law.

Mission: Stay alive! The bus is carrying a Speed style bomb, so don't slow down whatever you do! I find that you do a lot better if you make it to the main road just north of you before the bloke tells you that it's a trap, then you can keep your speed at a decent level. If you follow the road either left (To Hackenslash) or right (To Brix) the bomb cut's out when you reach the end of the road. After the bomb is disarmed, you have to go to the crane at Ardler Docks where Bubby wants two Mundanos.

Coords of Ardler Docks: (136,167)

Hint: Don't hold the accelerator down, just tap it for a regular speed. This way, you won't run out of road too quickly.

Mission Complete!

Vehicle: Silver Bulldog

Coordinates: (101,243)

Location: In a close in South Tellburg.

Mission: There's car that needs to disappear - fast. You basically have to go to Central Tellburg where there is a Challenger waiting. it, and get it sprayed in the Respray shop a couple of blocks away in South Kings. You then have to drive it to some garage in North Kings, but the bloke there who won't let you enter as he doesn't recognise the car as it's been resprayed. You then have to answer the phone in South East Estoria. The car is being scanned, so you then have to answer another phone in South East Kings, then drive it to the bloke who previously wouldn't let you in in North Kings.

Coords of Challenger: (182,217)

Coords of Respray Shop: (207,224)

Coords of garage: (219,176)

Coords of Estoria Phone: (229,153)

Coords of Kings Phone: (247,227)

Hints: Don't have a wanted level. As this mission is on a time limit, the Police hindering you really does not help.

Mission Complete!

Vehicle: Tanker

Coordinates: (209, 75)

Location: Law Island. When you get there, go East, and turn left onto a dead end where the Tanker is.

Mission: Drive the truck to North Tellburg for some White Trash group. It also has a bomb on it, so don't bump into too many cars on the way. You don't have to stay above a certain speed, so take your time. That's it.

Mission Complete!

Vehicle: Counthash

Coordinates: (67, 60)

Location: Under the train tracks at West Fort Law.

Unfortunately, this mission is not in the Playstation version, although you still get a message that it's there when you collect the Information Point on Law Island. According to my PC owning friend, the mission is either the Blow Up A Train For God Mission or a mission involving the mayor or mayor's wife (?).

I don't think it's the latter one though, as in another mission in Heist Almighty, the mayor is female. Unless your hard mobster boss is well into transvestites, but I'm not going into it...

If anyone knows what to do in this mission please let me know at:

trebor@argonet.co.uk

Vehicle: White Cossie

Coordinates: (101,158)

Location: North East Island City

Mission: Pick up the Patrol Car which is near the Auto shop (Go back across the 6 laner and through the alley-way near to the Information Point). You must collect Pablo from the Diamond Wholesalers in South Island City, and go back to his pad in Tellburg, which is just round the corner from where the pick-up-a-car-mission is (The Bulldog).

Coords of Patrol Car: (80,141)

Coords of Pablo: (71,195)

Coords of Pablo's destination: (107,245)

Mission Complete!

Ending:

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When you have 1000000 or more points, go to the alley-way next to the Strip Club in Park (near the secret mission Yellow Taxi) and meet with one of Sonetti's thugs.

Coords of Sonetti gangster: (128, 87).

He'll tell you: "Hey! Haruzo, I've gotta warnin' for you from bald man
Sonetti. Cross him again, and I'll stick a gun up your ass,
and blow your f*****g eyeballs out. Capiche?"

Note: If you choose to kill him, you won't get the cut-scene, and somebody's
going to be pretty cross with you...

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| Heist Almighty: |
Target Score: 2000000, Secrets: 7. Missions: 12

You'll continue to work for Bubby again on this chapter, but this time
things are a little harder.

Opening Mission:
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This level starts with you rushing about trying to get back Bubby's dog from
her kidnapper. The first thing you should do is pick up your fast starting
car, which will save you a lot of time and frustration.

Coords of your starting point: (102,222)
Coords of Starting Car: (110,222)

Rush to the phone in North West Ardler and answer it. You'll then be given
instructions to answer the phone in Central Estoria.

Coords of North West Ardler Phone: (161,170)
Coords of Central Estoria Phone: (231,127)

You will then be told to pick up the money on Law island Bridge and chuck it
to the bloke who is on a boat.

Coords of money: (203, 81)

After that, you'll be told to pick up the Itali car with the dog in it in
East Eaglewood and take it to a Hotel in North Island City.

Coords of Itali: (154, 15)
Coords of Hotel: (84,154)

Hints: As this mission has quite a tight time limit, it's best to
familiarise yourself with the location of the phones, and plan the
best route to them. The best route to them in my opinion is to follow
the main road at right angles, which saves a lot of time. Watch out
for traffic on the bridges which could slow you down. Also, near the
first phone will be a Police Barricade if you have a wanted level of
3 or more, so do as much sidewalk surfing as you can to avoid the 0
cops. This will no doubt make you run over more pedestrians and make
the Police even angrier, but there's no time for a respray on this
mission.

Mission Complete!

Phone Missions:
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The Phones are read from top to bottom, with 1 being the top phone and 4
being the bottom phone. Location of Phones: The Park in West Fort Law.

Coords of Phone: 1: (81, 56)
2: (81, 57)
3: (81, 58)
4: (81, 59)

Phone 1:

Mission: You have to help out in bank raid.

First you have to go and pick up the Squad Car that is in Guernsey City.
Coords of Squad Car: (42,137)

Once you have the cop car, take it to the North West Fort Law bank and drive it in via the roller door. Now run like hell as the doors of the bank get blown off and some more of your colleagues enter the building.
Coords of bank: (74, 48)

Now go and steal the Squad Car that is driving through North West Hackenslash and pick up Tommy from the Bank.
Coords of Patrol Car: (04, 12)
Coords of Tommy: (74, 48)

Now drive Tommy to his place on North Law Island, and drive the patrol Car through the rollerdoor to complete the mission.
Coords of Tommy's place: (217, 73)

Mission Complete!

Phone 2:

Mission: Some kid wants his mum killed due to a dispute about rent charges. Go and kill her using R/C bombs!

Go to North East Guernsey City and pick up the Repair Van, then try to kill somebody who is driving around in a Countach.
Coords of Repair Van: (44, 63)

Hints: Learn to control the R/C cars, as they can go very fast and are surprisingly tough. They can also drive under traffic, so prepare for some high speed fun!

Mission Complete!

Phone 3:

Mission: Sonetti's got a shipment of drugs in, and the word on the street is that it's in a van in West Guernsey City.

Right, head off and pick up the Pickup. It's trap! The car has a bomb on it. Drive the car to Vesuvio in North West Hackenslash.
Coords of Pickup: (06,104)

Coords of Vesuvio: (35, 11)

Now drive it to Seymour Reamer's place in North East Guernsey City. He won't accept the car, so you will then have to drive to Crazy Bob's gaff in East Hackenslash.

Coords of Reamer's place: (40, 76)

Coords of Crazy Bob's place: (102, 27)

When you've got the bomb attached to the Pickup, drive back to Seymour Reamers house, drive it in and watch it explode. You now have to try and kill Reamer who will try and escape.

Hints: Try to avoid Police confrontation if necessary.

Mission Complete!

Phone 4:

Mission: Sonetti has a deal going on down in South East Estoria. Waste 'em all...

Head down there and kick ass. It's best to just run them all down using a fast car. Pick a Counthash, Beast GTS or a Squad Car, and use the handbrake to full effect.

Coords of Sonetti's gang: (245,146)

Now you have to get yourself back to Vega's pad in South West Brocklyn.

Coords of Vega's pad: (128,235)

(Entrance to Vega's pad to West, coords: (125,235))

The boss, Bubby, is feeling horny, and he wants the Mayoress. First go and steal the limousine in North Island City and then pick the Mayoress up in East New Guernsey City.

Coords of Limousine: (91,184)

Coords of Mayoress: (21,163)

Now drive her to South East Fort Law, and drive the Limo through the rollerdoor to complete the mission.

Coords of South East Fort Law Destination: (89, 71)

Hints: Those people waiting with her when you make the pickup are going to try and kill you, so don't let the Limousine take a beating.

Mission Complete!

Secret Missions:
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Vehicle: Silver Bulldog

Coordinates: (46,105)

Location:

Mission: Some bloke has to get his wife back who has been kidnapped. First, go to the phone in North West Hackenslash. Now drive to the phone in South East Hackenslash and answer the phone. Now drive to North East Brix and answer the phone. Now go to the Eaglewood Bridge and

throw the money to the boat.

Coords of North West Hackenslash Phone: (27, 02)

Coords of South East Hackenslash Phone: (117, 35)

Coords of North East Brix phone: (235, 02)

Coords of Eaglewood Bridge money: (151, 44)

Hints: This mission involves a lot of driving, and you have to be quick. Try and steal a faster car if you see one.

Mission Complete!

Vehicle: Red Stallion

Coordinates: (72, 07)

Location: North Hackenslash

Mission: The DA is in the West Eaglewood Hospital and Bubby wants to talk to him. Go and steal the Ambulance that is outside the Central Schlechberg Hospital and drive it to the West Eaglewood Hospital. When you get there, drive through the Hospital to pick up the DA and take him to the meat warehouse in East Brix. After all that, you have to pick up a 4X4 in South West Estoria and take it to the offices in North East Island City. After all that, it's mission complete!

Coords of Central Schlechberg Ambulance: (60, 99)

Coords of West Eaglewood Hospital: (133, 20)

Coords of East Brix meat warehouse: (253, 23)

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Coords of South West Estoria 4X4: (168,140)

Coords of North East Island City offices: (82, 171)

Hints: When you get into the 4X4, like most other missions that involve explosives, you'll see 'Bomb Armed!' at the top of the screen.

Do *not* get out of the 4X4, it will blow up if you do.

Note: The 4X4 here is in the same location as one of the secret missions that was excluded from the Playstation version of the game.

Mission Complete!

Vehicle: Green Penetrator

Coordinates: (175, 28)

Location: West No Law

Mission: The cops are after you by no fault of your own, and there is a job needed done. First go to the Central Brix Hospital and pick up the Mundano there. Now take the car to Mel's Respray Shop in Central Brocklyn and have the car resprayed. Now take the car to the East Brocklyn Docks warehouse. The bloke will tell you that there is a Squad Car in South West Hackenslash. Go get it. Now go to the North Fort Law Military Base and pick up the bloke in the light blue clothes. Take him to his place in South East Kings.

Coords of Central Brix Hospital Mundano: (220, 33)

Coords of Mel's Respray Shop: (138,216)

Coords of East Brocklyn Docks warehouse: (78,240)

Coords of South West Hackenslash: (31, 35)

Coords of North Fort Law Military Base: (99, 54)

Coords of South East Kings Destination: (224,239)

Hints: Try not to run over the guy your picking up in the Military Base.

The people the guy in light blue he was with will try and shoot you, so protect him as best you can.

Note the tank!

Mission Complete!

Vehicle: Blue Mundano

Coordinates: (09, 27)

Location: North West Hackenslash

Mission: There's a shipment of drugs in the boot of a Blue Challenger in East Hackenslash. You have to pick it up, deliver it to Coffey's in South West Brix. After that, you hear the news that the cops picked up Pablo, and you've got to make sure that he gets to the office in North East Estoria alive.

So, go down to South East Estoria and protect him!

Coords of Challenger: (108, 31)

Coords of Coffey's in South West Brix: (206, 40)

Coords of Pablo: (238,139)

Coords of office: (241,101)

Hints: Nab some armour before you try and kill a load of armed men at once.

Some of the people shooting at pablo are in red, but it isn't

uncommon to see someone in green and light blue shooting sometimes.

He'll start off surrounded so be on the offensive from the start.

Mission Complete!

Vehicle: Blue 4X4

Coordinates: (08,217)

Location: The Docks in New Guernsey near the crane

Mission: Simply take two Pickups to the Docks at Island View. After that, there's some guys who need to be killed in North East Guernsey City. After that, just drive back to South East Guernsey City to get more instructions. Now head down to Guernsey City's Subway Station and steal the car with the drugs in. Cart that to Chink's place in South West Park and get the car resprayed then head for Shitter's pad in South New Guernsey.

Coords of crane in Island View Docks: 212, 65)

Coords of guys who need to be killed in North East Guernsey City: (14, 76)

(Coords of the entrance that leads to them: (18, 76)

Coords of South East Guernsey City place: (42,118)

Coords of drug car: (56,119)

Coords of Chink's place: (76, 140)

Coords of Shitter's pad: (08,194)

Mission Complete!

Vehicle: Cossie

Coordinates: (246, 65)

Location: The Docks in South East Brix

Mission: Those Hells Angels have stolen a car which has some of Bubby's porn films in. Get it back! The car is in Central Kings, and all you have to do is steal it and drive it to the Hotel in North East Tellburg. After that, you'll be given instructions to kill Sonetti and Cabot. First you'll have to follow Cabot. He is in a Silver Bulldog on the 6 lane freeway. When he reaches his destination, go and pick up the car loaded with explosives in Central Hackenslash and head back to Sonetti's building and drive it in. If all goes as

planned, the building should explode, leaving you with a completed mission.

Coords of Porn Car: (202,198)

Coords of Hotel in North East Tellburg: (113,211)

Coords of Cabot: (170,148)

Coords of Sonetti's building: (39, 08)

Coords of bomb car: (96, 13)

0

Hints: Wipe out all the Hell's Angles on the sidewalk before attempting to steal the car. If worst comes to worst, the car will explode!

Mission Complete!

Vehicle: Yellow / Orange Porca

Coordinates: (190,231)

Location: South West Kings.

Mission: Crazy Jimmy needs a good driver, so the first thing you need to do is go and pick up the getaway car in South Brocklyn Docks. Go to the National Reserve bank in South Ardler and pick him up. Take him to Bubby's place in North West Kings and drop him off. Now, an overrated hitman called Dumb Kurt has just hit town, and you have to try and kill him using a rigged car.

Coords of getaway car: (78,252)

Coords of Jimmy at the bank: (143,192)

Coords of Bubby's place in North West Kings: (187,206)

Coords of nearest Bomb shop: (193,222)

Hints: It is difficult to pinpoint the location of Dumb Kurt, but it is easy to spot him. He'll be somewhere on the 4 lane freeway in Kings and is driving a blue Beast GTS.

You'll need quite a fast car for this, and my tactic is to memorize the location of Bubby's place and leave the Yellow Porca there. When it comes to dropping off Jimmy, you can just hop in and rig the car and then Dumb Kurt can kiss his ass goodbye (literally).

Ending:

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The end of this level comes to a close when you have got the sufficient points and have been to see Bubby at his office in North East park.

Coords of Bubby's office: (173, 80)

He will tell you: "Nice work kid, but the s**t's hit the f*****g fan. The cops are crawling up my ass with flashlights looking for ya'. I booked ya' a flight to San Andreas."

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most of your time limit.

After that you should be given instructions to go to the Marina where Pu Ling is waiting for you with a car with false plates. You should get there before him, so wait a bit.

Coords of waiting place: (23,172)

Coords of Pu Ling: (53,172)

He will tell you to drive the car to the bank in Sunview and pick up Chu Ying who is robbing the place. Now take him back to Chinatown.

Coords of Chu Ying: (245,235)

Coords of Chinatown destination: (59,152)

Hints: After you pick up Chu Ying from the bank, drive round to the other side and smash open the crate there for a Police Bribe to keep the cops off your back.

Coords of Police Bribe: (246,241)

Mission Complete!

Phone 2:

Uncle Fu needs you again, but this place is too public. Make your way to Aye Valley and answer the phone there.

Coords of Aye Valley Phone: (214, 74)

Now travel to the different places collecting the protection money. The first one is owed by Pu Ping who runs the Rancid Dragon in Glenwood. The second is owed by Ho Ching, the owner of the Belching Buddha restaurant in Woodhill. The third one is owed by Lei Ming who owns the Drooping Lotus in Aye Valley. The fourth and final one is owed by Chu Wing Dung who owns the Rampant Cockerel in Woodside. after you have collected all the money, go back to Chinatown and drive your car into the roller door.

Coords of Pu Ping: (151,110)

Coords of Ho Ching: (98, 53)

Coords of Lei Ming: (13, 92)

Coords of Chu Wing Dung: (244,101)

Coords of Chinatown destination: (59,151)

Hints: Try not to kill any of the people who owe you money. Dead people don't pay.

After all that, you'll be told to kill a man who refuses Uncle Fu's offer to make his Launderette part of Uncle Fu's chain of Restaurants. He is driving around in East Eagleside, and it is difficult to pinpoint his exact location.

Hints: If he reaches Aye Valley alive, you'll fail the mission.

Mission Complete!

Phone 3:

Uncle Fu has another job for you, so go and answer the phone in Woodside.

Coords of Woodside phone: (200,137)

Now travel to Aye Valley where Uncle Fu's nephew No Chin has raised a drunken rabble. So get down there and slaughter the lot of 'em. Also, if you don't get everyone the first time, it's just a simple clean up job afterwards.

Coords of drunken rabble: (139, 89)

Hints: Don't go in with guns blazing. The way I do it is to get a Bike or Superbike fitted with a bomb, and park it in the middle of them, then I set the timer and run. They won't come after you until it's too late. For reference, the nearest bomb shop is in Aye Valley. Also, if you prefer to go in their your own way, remember to pick up the armour round the corner...

Coords of Aye Valley bomb shop: (200, 91)

Coords of Armour: (131, 91)

No Chin's escapades continue. His little gang have planted bombs in cars all over the city, and guess whose job it is to defuse them...

Hang Yu will defuse the bombs, but you have to be quick; he is located in West Woodside (near the first phone).

After each bomb is defused, you have to drive the car to it's orginal location.

The first bomb is at Jimmy the Shovel's condo in Richman. It has a timer of 60 seconds.

The second target is El Burro's Lovewagon in South West Atlantic Heights. It has a timer of 90 seconds.

Now No Chin's gang have decided to kill Hung Well when he comes out of the noodle shop. The car is in North East Sunview and has a 60 second timer. 0
The last bomb is on a Yakuza Limousine in South Sunview and has a 60 second timer.

Coords of Hang Yu's place: (195,137)

Coords of Jimmy the Shovel's
car: (83, 24)

Coords of El Burro's Lovewagon: (213, 57)

Coords of Hung

well's car: (217,207)

Coords of Yakuza Limousine: (116,244)

After all that, No Chin goes and escapes. Just great huh? Anyway, go to North Sunview and talk to his gang. Shoot only 3 of them, and then just punch the 4th and he will tell you where No Chin is. No Chin is trying to catch a fast boat to China, so go down to South Sunview and pick up the Rocket Launcher (If you don't already have it) and wait for the boat to go past. when it does, fire a rocket at it to kill No Chin, and then your done.

Coords of No Chin's gang: (173,197) - (175,197)

Coords of Rocket Launcher: (97,251)

Hints: Block off the little place where they are with some cars, preferably buses, then you can just shoot them without them running too far.

Mission Complete!

Phone 4:

First off, go to South West Marina and answer the phone. Now try and find a Police Car.

Coords of Marina Phone: (76,192)

When you have one, head for the Police Car Impound in Aye Valley and take

the blue car that is in there.

Coords of car in Police Car Impound: (184, 90)

When you have the blue car, take it to the rollerdoor in South Sailors Wharf.

Coords of South Sailors Wharf destination: (110,193)

After that mission, you will be told how Yu Pong (Whose car you just rescued) was betrayed by a bloke called Wun Tun Chun. You have to follow him to his destination from Chinatown, take his car, fit it with a bomb and return it to see him blow up. When you get into the car, you'll have 60 seconds to get the bomb fitted.

Coords of Wun Tun Chun's starting point: (61,154)

Coords of Wun Tun Chun's destination: (165,136)

Coords of Wun Tun Chun's car: (165,134)

Coords of bomb shop: (133,175)

Mission Complete!

Extra Phone Missions:

=====

The extra phone missions can only be obtained by completing all of the other missions at Central Market. When you have done all of them, you will be given instructions to go to the other phones.

The phones are read from left to right, with 5 being the one on the far left and 8 being the one on the far right

Location of phones: The small park with the ramp in North Sunview.

Coords of Phone: 5: (144,217)

6: (145,217)

7: (147,217)

8: (148,217)

Phone 5:

First you have to go to another phone in East Sunview to get your mission.

Coords of Sunview Phone: (226,227)

Now try and acquire a Police Car by any means. When you have one, go and see Ho Hung in East Aye Valley, who will fit a bomb to your car.

Coords of Ho Hung's bomb shop: (200, 90)

Now head to the diner in Aye Valley, and park the car in the space. Set the timer and run, hopefully you should take out all the Police Cars there and make some Pork Charsui!

Coords of Diner parking space: (57, 77)

Mission Complete!

Phone 6:

Bit of an error in the dialogue here: Go to South West *Marina* and answer the phone. Now go to Woodside.

Coords of Marina phone: (25,196)

Coords of Woodside destination: (178,164)

Now go to North East Sailors Wharf and try and kill the guy in the yellow before the other guy does.

Coords of (158,171)

Right, now find a Taxi, and drive it to the Marina to pick up an ex-employee of Uncle Fu's.

Coords of ex-employee: (37,168)

Take him to Woodside where Long Wang is waiting for you.

Coords of Woodside destination: (198,135)

Now kill the bloke in the black and your done. However, the DA has already seen the evidence, so now go and try and kill him while he's out jogging. He is in North Richman right at the top of the map.

He'll be pretty easy to spot as he's with two or three other guys jogging.

Mission Complete!

Phone 7:

Go to South East Market and answer the phone.

Coords of Market phone: (158,158)

There is a truck on it's way to the San Andreas Munitions depot. Hijack it before it reaches it's destination. It is driving on the 6 lane freeway in North Eagleside. Oh, and you have 120 seconds to get it. Use the truck to access the Depot in North West Sunview and take the Tanker that is in there.

Coords of Depot Tanker: (29,226)

Take the Tanker to the bridge in Sunview and park it roughly in the middle. Hit the detonator and run, then watch in awe as the bridge blows up!

Coords of Tanker destination: (188,182)

Now go to where an old Mob boss, Don Traegeri is. Kill him. Chow Yun Thin will help you here as the boss has two bodyguards.

Coords of Chow Yun Thin: (99, 119)

Coords of Mob boss: (88,108)

Mission Complete!

Phone 8:

Go to North West Marina and answer the phone.

Coords of Marina phone: (09,165)

You will be told about the law firm buyout, and your first target is Mr. Kivlane. Go to North Woodside and take him out.

Coords of Mr. Kivlane: (221,128)

Your next target is Mr. Watersane, go and find him in North Woodside on the 6 lane freeway and make his car explode using any means possible.

One of the Solicitors couriers has gone to deliver evidence to the Police. The courier is in the park in North West Atlantic Heights.

Your next target is Mr. Watsane who is driving around in East Excalibur. 0
Coords of Mr. Watsane: (106,115)

Finally, Mr. Johnsane has stolen some secret documents. It is your job to retrieve them then kill him. He is in Central Sunview.

Coords of Mr. Johnsane: (113,212)

Hints: If you kill him anyway when he says to let him go, you'll get a Gratuitous Violence Bonus.

Now go and retrieve the documents. They are on the other side of the water, so hop across the footbridge and collect them.

Coords of documents: (127,203)

After that, you should get another mission. Keith Ham Yel Tun has failed Uncle Fu, and honour demands that he tops himself. But he must be questioned first... Go to Aye Valley where you will see him ontop of the rooftop. You have 120 seconds.

Coords of Keith Ham Yel Tun: (29, 91)

After he has told you the locations of the missing things in GTA, you have to search them out. The humour is in Telephone Hill, the gameplay is in North East Woodhill, the fun is stashed in South Woodside and the swear words are in Sailor's Wharf.

Coords of humour: (18, 50)

Coords of gameplay: (99, 41)

Coords of fun: (198,190)

Coords of swear words: (125,176)

Mission Complete!

Secret Mission:

=====

I'm not sure how you get it, but.....

After you complete Phone 5's mission, you get a message which says "Greetings. My name is Bryson. I've a proposition for you. There's a briefcase full of cash in Glenwood to whet your appetite."

Here's what happens:

Go to North West Glenwood and pick up the briefcase that is in the alley there.

Coords of briefcase: (128,105)

The case has a bomb on it, which means you'll have to disarm it somehow. You have 80 seconds to go to the Marina. Answer the phone there, then get in the Beetle and drive it to Woodside. Hurry, you only have 100 seconds.

Coords of Marina Phone: (37,194)

Coords of Woodside destination: (238,156)

Answer the phone. Bryson will tell you to go by foot to North Woodside. You

only have 30 seconds. When you get there, answer the phone. Take the Jeep that is there to North Aye Valley. You have 60 seconds.

Coords of phone: (242,135)

Coords of Aye Valley phone: (137, 77)

Some of his clients are coming looking for you. They are armed with Machine Guns, Pistols and Flame Throwers. If you manage to get all of them, you will complete the mission and Bryson will leave you alone.

Hints: Those men are very tricky. They should say something before they try and get you, so that will be some warning.

Ending:

=====

After you have got the necessary points to complete the level, you will be prompted to go to Chinatown and meet with Uncle Fu.

Coords of meeting point: (61,154)

Here's what he says:

"We are building up a crime syndicate of extraordinary magnitude. We extort money in the tradition of our ancestors. You honour our ancestors. You have our gratitude".

=====

| Tequila Slammer: |

| Target Score: 3000000 Missions: 16 Secrets: 9

For this chapter of San Andreas, you'll be working for El Burro, a gay mexican bloke.

Phone Missions:

=====

Location of phones: Telephone Hill

Coords of phone: 1: (22, 45)

2: (22, 46)

3: (22, 47)

4: (22, 48)

Phones are read from top to bottom with 1 being the top one and 4 being the bottom one.

Phone 1:

Go to the phone in North Eagleside and answer it.

Coords of North Eagleside phone: (29,108)

Go to North West Woodside and pick up the Rocket Launcher that is in the alley-way there.

Coords of Rocket Launcher: (185,107)

Now go to the car park in Central Aye Valley and destroy all the buses there.

Coords of buses: (89, 89)
(92, 89)
(97, 89)
(94, 93)
(92, 93)

After that, Burro will tell you that there are 2 more buses out and about. The first is driving on the 6 lane freeway in the top left hand side. The second is driving on the 6 lane freeway in the bottom left hand corner.

Coords of 1st bus: (17, 99)

Coords of 2nd bus: (17,239)

Hints: You can use any weapon to destroy the buses, not just the Rocket Launcher.

After that, you'll have to deliver some cash to Burro's contacts who found those buses. Go and pick up the briefcase that is in Potato.

Coords of briefcase: (32,156)

Go to East Marina where Julio is waiting.

Coords of Julio: (56,173)

Manolito is in North East Glenwood, so pop down and give him his money.

Coords of Manolito: (156,106)

Paulo is in East Aye Valley, so go and give him his cash.

Coords of Paulo: (

Finally, go to Sunview where Ricardo is waiting for his cut.

Coords of Ricardo: (217,230)

OK, quick problem: A local cop is onto you.

Quick solution: Go and pop a cork in his face! In other words, grease the son of a bitch. He is in his cop car in North Woodside.

Coords of cop: (219,120)

Mission Complete!

Phone 2:

Go to Central Richman and answer the phone there. Burro should tell you about Alve, so go and see Paco and the boys down in Sunview.

Coords of Central Richman phone: (103, 16)

Coords of Paco and his gang: (187,219)

Now go and lure Alve and his crew to where you are. He is across the water in West Woodside.

Coords of Alve and his gang: (198,157)

Now make tracks back to Paco in Sunview. If all goes well, Alve's gang should have followed you back. When the two gangs start fighting, kill Paco in the confusion. He will be just south of your location.

Bad news, a TV film crew filmed your latest job. There are 4 TV Vans cruising around the city. Wipe them all out. You have 320 seconds.

The first one is in North Eagleside on the 6 lane freeway.
The second van is also on the freeway in North East Woodside.
The third van is in East Sunview.
The fourth and final van is in West Sunview.
Coords of 1st van: (21,103)
Coords of 2nd van: (229,105)
Coords of 3rd van: (228,235)
Coords of 4th van: (19,233)

Mission Complete!

Phone 3:

Go to the phone in South East Excalibur and answer it.
The challenge is: Can you kill 8 cops in 440 seconds?
Coords of South East Excalibur phone: (97,127)

OK...

Cop 1 is in Central Eagleside.
Cop 2 is in South West Chinatown.
Cop 3 is in Central Glenwood.
Cop 4 is in Central Sailors Wharf.
Cop 5 is in North West Sunview on the far left of the level.
Cop 6 is in South East Aye valley.
Cop 7 is in North East Sunview.
Cop 8 is in East Woodside.

After that, you'll be told to get rid of some old cars. They are in East Sunrise in a mansion enclosure.

Coords of cars: Portsmouth: (196, 63)
 Itali GTO: (196, 64)
 Vulture: (196, 65)

Go and drive all of them into the deep spot near the docks in Woodside.
Coords of deep spot: (250,154)
Hints: On the 3rd car, the cops will be after you, so I suggest you leave the Itali GTO (Fast car) until last. Also, make sure you are going at top speed. The deep spot is the darker style water. Which is important as you'll see.

Mission Complete!

Phone 4:

Go and answer the phone in South West Wood Hill.
Coords of Wood Hill phone: (76, 67)

Go and steal the tanker that is in East Sunview on the 6 lane freeway.
Coords of tanker: (235,237)

Take it to the respray shop in South East Sunview. Now take it to Burro's warehouse in North Woodside.
Coords of respray shop: (211,245)
Coords of warehouse: (214,206)

Some sort of chemical was in that tanker, and some of Burro's boys are acting a bit weird. Solution: Kill them all!
You'll find Pepe in Central Eagleside.
On the 6 lane freeway in Potato is where you'll find Jorge driving in his car.
Jose is in Woodside.
In North West Sunrise is where you'll find Pedro.
Head to North Atlantic heights and run Alfonso down.
Finally, go to Market where you'll find Rodrigo. Kill him to complete the mission.

Mission Complete!

Extra Phone Missions:

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These missions can only be obtained after you have completed (Or failed, but you don't have any excuse ;o)) all the phone missions in Telephone Hill.

Location of Phones: North East Sailors Wharf

Coords of phone: 5: (149,172)

6: (150,172)

7: (151,172)

8: (152,172)

Phones are read from left to right with 5 being the one on the left and 8 being the one on the far right.

Phone 5:

Go to North Potato and answer the phone.

Coords of phone: (25,140)

Go to the autoshop in South West Marina, and take the blue car.

Coords of Burro's car: (21,194)

Go to the mansion in Sunview, and drive the car in.

Mansion entrance: (05,237)

If all goes as planned, Mike Tallon's thugs will try and kill you. Simply waste them and blow up the Limo's to complete the mission.

After that, you should get instructions to go to the Police Station in Atlantic Heights. Get there at full pelt so you get there before Mike Tallon. You have 120 seconds.

Coords of Police Station destination: (233, 78)

When you get to about West Atlantic Heights, Burro will tell you to waste him.

Coords of 'signal spot': (210, 46)

Hints: When you pick up Burro's car, take the crates too. There should be Armour and a Machine Gun. Also, when you have to follow Mike Tallon,

take the Police Car that is there.

Mission Complete!

Phone 6:

Go to South East Sailors Wharf and answer the phone. Go to the Police Station in Woodside and wait for Burro to tell you something.

Coords of Sailors Wharf phone: (147,191)

Coords of Woodside destination: (222,116)

Go to Central Excalibur and hang around the car. When the bloke gets out, he'll try and do a runner. Punch him and he'll tell you the rest of the mission.

Get a car wired with a bomb and drive it to Central Marina. The nearest bombshop is at Central Sailors Wharf.

Coords of nearest bomb shop: (133,175)

Coords of Marina destination: (47,176)

Hints: If you kill the little rat, you'll get a Gratuitous Violence Bonus.

The Yakuza have stolen some of El Burro's stuff, and he ain't too happy. Your job is to go to Sunview and blow up the Limousine. You might also want to kill the 2 blokes aswell.

Coords of first Limousine: (83,225)

Burro still isn't happy though, so go to South Sunview and blow up the Limo there. Careful, the 2 guys have machine guns this time.

Coords of second Limousine: (116,244)

Go to East Sunview and blow up the 3rd Limousine.

Coords of third Limousine: (245,201)

Burro really is a crazy son of a bitch, go to South Sunview and steal the Limousine there. The important thing here is to stay on the road and keep moving. Take the Limo to North East Woodside and drive it through the roller door.

Coords of stolen Limousine: (82,249)

Coords of destination: (251,109)

Mission Complete!

Phone 7:

Go to Sunview and answer the phone there.

Coords of Sunview phone: (180,193)

Now go to South East Excalibur and kill everyone there. Pick up the briefcase.

Coords of briefcase: (102,121)

Another gang has set up a drugs lab, and Burro ain't a happy bunny. Head down to South East Marina and get in the van there. Drive the remote control bombs there and waste all the guards. Then drive a bomb in the roller door

and detonate it. Coords of underground lab: (04, 81)

Hints: Just after you get the instructions to pick up the tools for the job, go to the underground place and kill everyone there, then you can simply blow the place up with little trouble.

Mission Complete!

Phone 8:

Go to South East Potato and answer the phone there.

Coords of Potato phone: (40,145)

The job is to find some vehicles for a film set. You will need (In this order): An Ambulance, a Fire Truck, a Juggernaut and a Police Car. Take them all to the garage in West Glenwood after you've stolen each one.

Coords of garage: (135,117)

Hints: The Fire service is not in the PSX version, but there are two Fire Engines....

The first is at the North-Westerly corner of the 6 lane freeway, and the second is in the South-Easterly of the 6 lane freeway.

Also, there is an Ambulance parked outside the Hospital in South Glen Wood.

Coords of Ambulance (134,126)

Now go to Sunview and check out this car with the merchandise in Central Sunview.

Coords of merchandise car: (84,225)

Guess what? It's a trap. That bastard Bryson is back again. You've got 120 seconds to go to Soviet Hill. Once there, get in the red Itali GTO.

Coords of red Itali GTO: (139, 65)

Now you have 120 seconds to get to Sailor's Wharf. Once there, get in the red 4X4. Now you have 120 seconds to get to Atlantic Heights. Get in the red Mamba which is sitting there.

Coords of 4X4: (153,180)

Coords of Mamba: (228, 64)

Now go back to Sailor's Wharf. Once again you have 120 seconds. Bryson will be standing in one of the alley's there. The trick is: You have to kill him before he reaches Sunview.

Coords of Bryson: (116,173)

Mission Complete!

Ending:

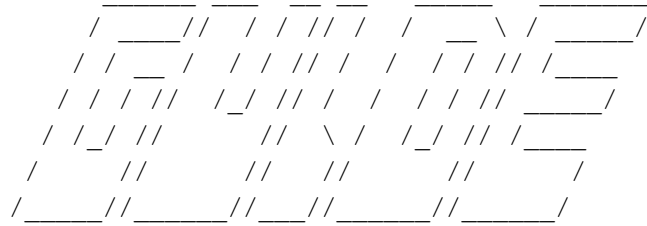
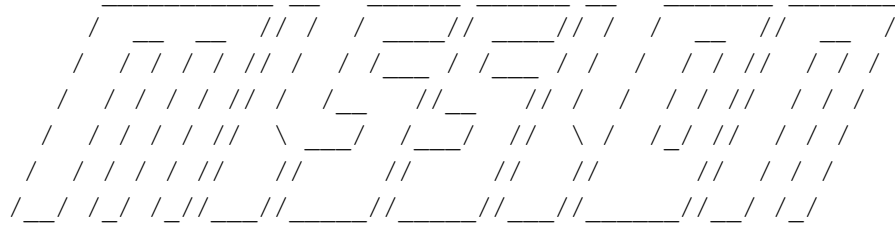
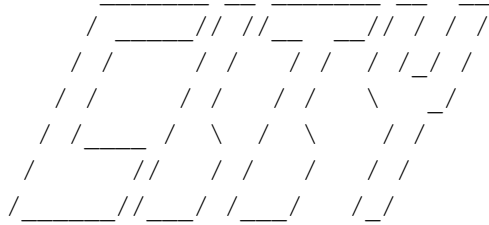
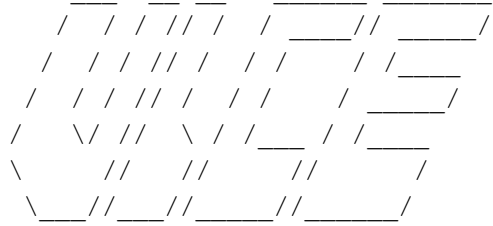
=====

Go to North East Aye Valley and go into the bar to meet El Burro and finish this chapter.

Coords of Red Clam Bar: (248, 86)

El Burro: "Hey pretty boy! You done real good for me, no? Now is time to find out why they call me 'The Donkey' eh? Haha! I'm going to

reward you personally this time!"



| Bent Cop Blues: |
| Target Score: 3000000, Secrets: 15, Missions: 16

For this chapter, you'll be working for Sam Deever. He runs the drug squad, and has a file on you that could put you away forever. He is a seriously dirty cop, and most of the missions's you'll do will involve some sort of nefarious plot to correct a mistake so that Internal Affairs don't uncover the true facts of some of his biggest cases.

Phone Missions:

=====

The phones are read from top to bottom (East Vice Beach and South West Greek Heights) or clockwise from the top left (South Vice Shores).

Location of phones: East Vice Beach (Phones 1-4)
 South Vice Shores (Phones 5-8)
 South West Greek Heights (Phones 9-12)

Coords of phone: 1: (243, 61)
 2: (243, 62)
 3: (243, 64)
 4: (243, 65)

 5: (144,116)

6: (145,116)
7: (145,118)
8: (144,118)

9: (64,183)
10: (64,184)
11: (64,186)
12: (64,187)

Phone 1:

Deever's ex-wife has run off with his kids, and he wants them back.
Go and pick up the Repair Van in North Felicity and take it to the house in South Banana Grove. Pauly will meet you there.

Coords of Repair Van: (154,133)

Coords of Pauly: (229,211)

He'll tell you to take the little bastards to the hotel in North East Vice Beach.

Coords of hotel: (235, 37)

Now go and steal some Reporter's car whose been tailing Deever for a couple of days. It is in South Coral City.

Coords of Reporter's car: (88, 98)

Take it to the house in South Banana Grove. Pauly will meet you there.

Coords of Pauly: (228,211)

Now take the car to North Greek Heights and drive it into the roller door there.

Coords of roller door: (85,109)

Now Deever wants you to steal the car that he stole for his daughter because her boyfriend has stolen it! The car is driving through North Vice Shores. Take the car to the house in South Banana Grove.

Pauly will meet you there and tell you to take it to North East Felicity.

Coords of Pauly: (229,211)

Coords of Felicity destination: (184,161)

Deever's wife is driving through Greek Heights. Go and get her. Simply steal her Jugular and take it to the house in South Banana Grove. Pauly will meet you there.

Coords of Pauly: (228,211)

He'll tell you to go and meet Deever in West Greek Heights

Coords of Greek Heights destination: (81,162)

Mission Complete!

Phone 2:

Go to Vice Shore and steal the limousine which is driving around there. You might have to kill the driver.

Right, now take it to the nearest bomb-shop and get it rigged with a bomb.
The nearest bomb-shop is just off the 6-lane freeway in East Vice Shores.
Coords of bomb-shop: (170, 69)

Now take the limo over to Miramire where you're going to pick up a stripper.
Apparently she's dealing for the Rasta's, so once she gets in, activate the
bomb, get out and run!
Coords of stripper: (68, 10)

Mission Complete!

Phone 3:

There's an F-19 parked in East Felicity, go down there and steal it.
Coords of F-19: (174,195)

Head to the nearest bomb-shop and get it rigged with a bomb. The nearest one
to here is in South East Richman Heights.
Coords of bomb-shop: (140,247)

Take it to North West Richman Heights, park it up where the arrow specifies,
activate the bomb and leg it.
Coords of parking place: (17,213)

Now you're going to go and persuade the dealers to part with their cash.
Dealer 1 is in North West Little Bogota, dealer 2 is in East Little
Dominica, dealer 3 is in North Miramire, and finally dealer 4 is in West
Vice Shores.
Coords of dealer 1: (06,146)
Coords of dealer 2: (63, 87)
Coords of dealer 3: (63, 03) (Entrance is just to the South)
Coords of dealer 4: (144, 66)

Mission Complete!

Phone 4:

The Rasta's are doing a drug deal down in West Little Bogota, head down
there and destroy the tanker. The easiest way to do this is to go round to
the left hand side of the car-park and use the Flamethrower through the
fence.

Coords of tanker: (15, 175)
Coords of perfect shooting spot: (12,175)

Mission Complete!

Phone 5:

Deever's got a bit of a problem, some young cop thinks he can tell the
District Attorney about a lot of Deever's more nefarious schemes. Deever
wants him dead, and right so, you're going to kill him.

Head to South East Richman Heights where the rookie is going to try and answer the phone. It's important to kill him in any way possible before he answers that phone, so be quick.

He will park 6 grid coordinates away from the phone directly to the West, which gives you a little time to run him down in a car if you like.

Coords of his parking place: (112,241)

Coords of phone: (118,241)

Hints: You have to make sure that he leaves his car to go to the phone
before you kill him. Kill him when he's driving and you'll fail the mission.

Turns out that his wife knows about his plan to rat Deever out too. You'll now get 160 seconds to waste her.

Just to make your life harder, she'll be waiting at a subway station which can only be accessed by a pedestrian walkway.

The station is located at North Vice Shores, but to get there, you're going to have to go across the water to West Vice Beach and use the pedestrian walkway.

Luckily, there is a bridge that the 6-lane freeway goes over, just to the South in Central Vice Shores, so use that to get across, and follow the freeway round the block to get to the entrance of the bridge.

Coords of pedestrian walkway entrance: (207, 41)

Coords of the rookie's wife: (159, 30)

Now you'll have to head over to Central Banana Grove. Be very careful not to get stopped by the Police. If you do, it's Mission Failed.

There isn't a time limit, but you're going to have to use some very busy roads which will be filled with cops. Luckily, chances are that your activities would have made your wanted level rise, so a copper and his car will be waiting for you when you get back to West Vice Beach. Kill him - nick the motor.

Coords of Central Banana Grove destination: (218,204)

Mission Complete!

Phone 6:

The Felicity Hell's Angels owe Deever money for protection. Deever wants the leaders bike as compensation. Head to Central Felicity and steal it.

Coords of leaders bike: (167,199)

Hints: The Hell's Angels are going to be all over you like a rash, so make sure you wipe the other 3 out first.

Also, there's a respray shop in North East Greek Heights on the way to your next destination, so if the amount of cops on your back is annoying you, use it!

For some reason, having the plates changed on the mission bike makes the bike unrecognisable to the game when you try and drive it into the roller-door. Steal another car and drive that in instead, then continue on using the bike.

Coords of handy respray shop: (118,110)

Now take the bike to North East Greek heights and drive it into the roller-door.

coords of roller-door: (97,109)

Deever will then tell you that he shot one of the Coral City Rastas the

night before. He want's you to go and find his car.
Head to Central Coral City and pick up his Penetrator.
Coords of Rasta's car: (87, 70)

It's a trap!! Some remote-controlled cars are going to come and try to blow you up! Get your arse out of there quick, and head to South Greek heights and drive the car into the roller-door.
Coords of roller-door: (102,180)

Mission Complete!

Phone 7:

This mission is incredibly easy, all you have to do is go round the city and pay off some cops to keep quiet about some of Deever's activities.
The first cop is in East Little Dominica.
The second cop is in South East Vice Beach.
The third cop is in North West Richman Heights.
Coords of first cop: (52, 78)
Coords of second cop: (235, 99)
Coords of third cop: (18,213)

The third cop is going to give you a bit of aggrevation, so kill his ass, but only when Deever tells you to.

Hints: Tempting as it might be, don't try and steal any of their Squad Cars.
You'll fail the mission if you do!

Mission Complete!

Phone 8:

Some bloke is trying to pull a bank job without Deever's permission. Head down to South East Banana Grove and steal his getaway car.
Coords of getaway car: (233,231)

Drive the car over to North West Richman Heights and pick up the bank robber.
Coords of robber: (35,206)

Take the robber back, but this time to Central Banana Grove and drive the car into the roller-door.
Coords of roller-door: (227,189)

Mission Complete!

Phone 9:

One of Deever's guys down in North West Vice Beach says there's a deal going down involving the Rastas. Head over there and see him.
Coords of Deever's informant: (210, 23)

Apparently, the Rastas have a shipment coming into the docks at South East Richman Heights. Deever wants you to go down there and kill them all, but be careful not to hit the limousines.

Coords of deal: (137,252)

Hints: Having a really fast, agile car would definately not hurt here. An F-19 or a Squad Car are great as you can use the brake button and simply run them all down whilst turning. Try to find out which members of the gang are armed with machine guns, as these are obviously going to do your car more damage. Take them out first.

Take the limo on the right to Banana Grove and drive it into the roller-door.

Coords of limo: (140,253)

Coords of roller-door: (226,177)

Now Deever wants the other limo, so go back and steal that one too.

Take it to North Felicity and drive it into the roller-door.

Coords of second limo: (139,253)

Coords of roller-door: (166,135)

Now you're going to deliver some to some dealers. A car-load of it is waiting for you in Central Banana Grove. Go and pick it up and drive to South Greek Heights to meet the first dealer. The second dealer is in South East Vice Beach. The third dealer is in South East Banana Grove.

Coords of drug car: (227,174)

Coords of first dealer: (88,181)

Coords of second dealer: (235, 82)

Coords of third dealer: (249,243)

Note: Jimmy The Shovel in this mission is a reappearance of one of the guys you worked for in Liberty City!

Incidentally, the third dealer (Named 'Begbie') is most probably named after the psychotic character from the film 'Trainspotting'. It's kind of ironic though, as Begbie in the film hated drugs!

There's another car with more drugs in North Felicity. Go and pick it up.

Take the car to North Vice Beach to sell to some drug addict.

Now head to North West Greek Heights to sell to another dealer. Finally, the very last drop off is in South Felicity.

Coords of second drug car: (166,137)

Coords of drug addict: (213, 08)

Coords of fourth dealer: (79,114)

Coords of fifth dealer: (162,205)

Mission Complete!

Phone 10:

Head to South Banana Grove and pick up a doctor who has paid for a good driver. Get in the limo and drive him to the Abortion clinic in South East Little Dominica.

Coords of limo: (228,212)

Coords of Abortion clinic: (51,122)

Hints: Before you actually drive the limo in to the courtyard, get out and

blast the other limo and the three guys standing near it.
Drive the limo into the area backwards, then you'll be able to get out of there faster (Obviously, the limo can go much faster going forward than in reverse).

Try to get out of there as fast as possible as the guys with the Machine Guns *will* follow you onto the road.

As you may have noticed, the Machine Gun gents and the two Brigham's only spawn *after* you've driven the limo in, so try and drive the limo between the cars blocking your path. It's a lot quicker than trying to shove them out the way, and they'll also block some of the Machine Gun damage you're going to take.

Finally, it's also very handy to look after the limo and not have a wanted level.

It's sort of a trap, some pro-lifers are waiting to shoot the limo and kill the doctor! Get out of there as fast as you can and drive the limo back to the house at South Banana Grove and drive it into the roller-door.

Coords of roller-door: (229,209)

Mission Complete!

Phone 11:

Head down to Central Vice Shores and steal the car there. It belongs to a car dealer who Deever's suspects is working for the Rastas.

Coords of car dealers car: (151, 81)

Right, now go to South West Little Dominica. There's an urban park that looks like a basketball court or something. Kill everyone in there.

Coords of 'basketball court' entrance: (16,104)

Hints: In the unlikely event that they try and shoot you, pick up the armour which is located just south of the entrance to the court just in case.

Coords of armour: (19,112)

It is also a very good idea to block off the entrance with either two cars or one bus just to stop them escaping onto the road. It saves time.

Deever will tell you to wait and see if they strike back at you. They won't, so you're going to try and provoke them. Go to North East Little Bogota and steal the car that's waiting there for you.

Coords of Rasta's car: (54,137)

Now head back to the car dealers place and blow up all the cars that are in there.

Coords of car dealership entrance: (153, 79)

Mission Complete!

Phone 12:

The rastas have a courier on his way to one of their crack factories. Follow him, and be very, very fast. He will start off somewhere in North

Banana Grove (Presumably in the bottom-right hand side of the city on the 8-lane freeway). It's probably a good idea just to head to the crack house, which is in North Miramire. He will park up outside and get out. You should do the same and follow him on foot. He will go into the crack house.

Coords of crack house: (66, 09)

Hints: It is a very, VERY good idea to visit a spray shop and get rid of your wanted level before starting this mission. The courier mainly uses the main roads, which means that the police will be out in force to catch YOU, but will hit HIM when they fire at YOU.

Also, don't follow him very close, at some stage of the journey he'll probably get out and start firing at you! If this happens, whatever you do, do not kill him. You'll fail the mission otherwise.

Now you know where they're hiding, it's time to do something about it.

Go to North West Little Bogota and steal the Tanker.

Be very careful, there are a few guys who will take exception to your presence and try and kill you. The best trick is to nick a fast car (Again, an F-19 or Squad Car are good) and try to run them over.

Coords of Tanker: (20,150)

Head back to the crack house and park the Tanker where the arrow specifies.

Now get out and blow it up using any means.

Coords of parking place: (68, 10)

Mission Complete!

Secret Missions:

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For this chapter, every Secret Mission is activated by picking up a ringing phone. They are located as follows:

1. West Banana Grove
2. South Vice Beach
3. North West Vice Shores
4. North East Richman Heights

Coords of phone 1: (205,172)

Coords of phone 2: (215,102)

Coords of phone 3: (141, 02)

Coords of phone 4: (113,205)

Secret Mission 1:

Follow the arrow to kill Dell from Internal Affairs. He is driving a brown Regal. He starts somewhere in the lower-left of the map and is heading to the upper-central part (Greek Heights I think).

Next, go and pick up the Limousine in South Banana Grove.

Coords of Limo: (229,213)

Drive the Limo to the courthouse which is in South East Coral City and pick up Deever.

Coords of Deever: (109, 83)

Take him to the mansion (Where you got the Limo) in Central Banana Grove.
Coords of mansion rollerdoor: (225,208)

Hints: You'll notice that on two of the corners and across the road from
your destination are men armed with Machine Guns and Pistols. Be
very quick.

Mission Complete!

Secret Mission 2:

All you have to do here is pick up 4 vehicles one by one and take them to
the carpark in West Little Bogota then waste them. Vehicle 1 is in South
West Felicity. Vehicle 2 is in East Felicity Vehicle 3 is in East Vice
Beach Vehicle 4 is in North West Felicity .

Coords of Vehicle 1: (136, 231)

Coords of Vehicle 2: (174,179)

Coords of Vehicle 3: (231, 59)

Coords of Vehicle 4: (139,133)

Mission Complete!

Secret Mission 3:

This mission lets you get a chance to kill El Burro (And you probably want
to too).

Take the Transit Van that is in Central Little Bogota, then head to the park
in Vice Shores (Where the mission phones are) and kill everyone in sight.
your not really supposed to kill Burro, but what the hell. He looks like a
single Hare Krishna dressed in orange in the middle of the phones.

Coords of Transit Van: (28,158)

Coords of El Burro: (144,117)

Hints: As you'll see, the Rasta's have blocked off the four entances to the
park. My suggestion is to blast them, walk in, then run out again.
With a bit of luck you'll get a load of guys come after you, and you
can simply shoot them through the fence. For some strange reason,
your Machine Gun bullets can go through, but their Pistol bullets
can't. You can also capitalise by using the Flame thrower.
This mission is extremely difficult with a wanted level, as there's
main roads to the North, South and West, although there is a handy
respray shop just across the 6 lane freeway in North East Greek
Heights.

Coords of handy respray shop: (118,110)

Mission Complete!

Secret Mission 4:

You have 400 seconds to do the whole of this mission.

Go to the Hospital in North East Little Dominica and steal the Limousine.
Coords of Limo: (44, 47)

Drive the Limo to the house in Banana Grove, then go to a bomb shop and get the Limo rigged. The nearest Bombshop is in South West Felicity.

Coords of Banana Grove house: (229,213)

Coords of nearest Bombshop: (140,247)

Now drive the Limo back to Hospital and blow it up in the spot your supposed to park it in.

Coords of parking place: (40, 61)

Mission Complete!

Ending:

=====

When you have 3000000 or more points, Deever will tell you to head to the Police Station in West Banana Grove to meet him. The entrance to the area he's in is just to the East, you have to go under the train tracks.

Coords of Deever: (204,202)

Note: Shoot him and you won't get the cut-scene.

Deever: "You listen to me you two-bit motherf*****g c**ksucker! I hear you're working behind my back, if that's true I'm going to f**k you like a crazy bitch! Get the f**k out of my sight!"

=====

Rasta Blasta:	
Target Score: 5000000, Secrets: 17, Missions: 16	

Finally we come to the last chapter of GTA. The missions aren't as varied as the other levels, but it is extremely fun and challenging all the same. In this chapter you'll be working for the Vice City Rastafarians after a bit of confusion prompts you to join them.

Phone Missions:

=====

The phones are in exactly the same place as Bent Cop Blues, but I'll list them anyway for reference.

The phones are read from top to bottom (East Vice Beach and South West Greek Heights) or clockwise from the top left (South Vice Shores).

Location of phones: East Vice Beach (Phones 1-4)
 South Vice Shores (Phones 5-8)
 South West Greek Heights (Phones 9-12)

Coords of phone: 1: (243, 61)
 2: (243, 62)
 3: (243, 64)
 4: (243, 65)

5: (144,116)
6: (145,116)
7: (145,118)
8: (144,118)

9: (64,183)
10: (64,184)
11: (64,186)
12: (64,187)

Before you get a chance to get stuck in, you'll be helping Deever for a bit.

Go to North West Richman Heights and steal the Itali GTO that's sitting there.

Coords of Itali GTO: (08,209)

You'll now have 120 seconds to take it to the nearest bomb shop and return it to the same place in North West Richman Heights rigged with a bomb.

The nearest bomb shop is located in South East Richman Heights.

Coords of nearest bomb shop: (140,247)

After that, head to Central Greek Heights and answer the payphone.

Coords of payphone: (93,153)

Deever reckons you've got a tail, so head to South Miramire and answer another payphone.

Coords of payphone: (68, 36)

Turns out the Rastas want a meeting. Go to the hotel complex in Central Vice Beach.

Answer the payphone to hear Deever and then see what the Rastas have to say.

Coords of payphone: (228, 49)

The Rastas want you to work for them (No surprise after the last five levels...). They'll tell you to go left out of the complex to stay working for Deever, or go right to start working for them.

The next part is optional. If you go left Deever will tell you to blow up the Limousine driving on the 8 lane freeway in Banana Grove. Head down there and destroy it and the Rastas will prompt you to work for them.

I find it quicker just to go right personally, as you can start right away (The phones are just round the corner).

Phone 1:

Jimi and some of the other Rasta boys are being attacked in Central Miramire by some gang, so head down there and kick their arses.

All you have to do here is help the Rastas in the lower half of the courtyard kill the dozen or so enemies at the top of the courtyard.

They are armed with Pistols and Machine Guns.

Coords of East side entrance: (89, 14)

Coords of West side entrance: (81, 14)

Hints: Armour is a big help here. Another easy way to complete this mission is to walk in and make all the firing start, then walk out again. 0 You'll draw a lot of there fire allowing your Rasta buddies to pick off there guys one by one. The enemies here are stationary, they never move or come after you.

Before you go in with guns ablazing, spray a load of Machine Gun bullets and a couple of rockets in there. You'll be able to tell if you've got any as your wanted level will start to rise rapidly. Finally, get killed or arrested and you'll fail the mission.

Mission Complete!

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Phone 2:

The 'High Priest Of Babylon' (The President!!) is in town to do something on the radio.

All you have to do is go down and kill him in West Felicity within a 120 second time limit. He is in a little area that's been cut-off by a Limo. Coords of Limo: (146,192)

Hints: Quite a tricky one this, as you'll have people firing at you from two directions and chances are the Limousine will blow when you get near it.

I found it easier to stand just to the West of the Limo and fire a rocket at it. The President's bodyguards are on the street corner just to the North and South of the Limo.

The South guards are right next to sign-posts which means you can't run them down, and the North guards are just behind the foot-bridge support, so you'll have to go in on foot.

The people firing at you will be just off-screen and chances are the explosion will kill the 'High Priest'.

If not, simply clamber over the Limo from the left-hand side and go into the little courtyard. The President is only being protected by two guards which you can easily dispose of and Armour can protect you from their light fire.

Alternatively, go to Coords: (153,194) and use the vehicle slide under trick to get through the fence and kill the President before the guards know what's going on.

Mission Complete!

Phone 3:

You need to go and collect some 'coil' from Brother Leroy (Whatever that is).

He's waiting in a green Penetrator in East Miramire.

Coords of Penetrator: (118, 26)

Oops, Leroy's a nutter and he's got a bomb! Do as he says and drive him to the hotel in Richman Heights. You'll have 60 seconds and do *not* get out of the car. Park up right at the doors and run!

Coords of parking place: (53,250)

Mission Complete!

Phone 4:

More people are trying to kill your righteous brothers. You have 100 seconds to go to South Greek Heights and sort the five of them out. They are on top of the roof just across the road. To get up there use the pedestrian stairs around the corner in North East Richman Heights.
Coords of the five hitmen: (98,201 - 100,201)
Coords of pedestrian stairway entrance: (105,204)

Hints: Another tricky one, I like to get a Bike or Superbike rigged with a bomb before answering the phone and then driving it up the stairs, activating it and running back down the stairs.
With a bit of luck it blows all five of the bastards up at once!
It is also possible to get the 'Psycho Bastard Bonus' here if you kill all five of them using the Machine Gun in a couple of seconds without taking your finger off of the fire button.

Mission Complete!

Phone 5:

The Rastas have discovered where another 'High Priest' is hanging out, and they want him dead.
This is actually a lot harder then it looks. Drive down to South Banana Grove and take out all the guys in black and the Limo.
Coords of 'High Priest Layout' entrance: (227,215)
Coords of Limo: (225,209)

Hints: There's not a lot I can say here to help you. Armour is essential (There's some round the corner in South East Banana Grove, Coords: (234,222) and you'll notice that the guys with the Machine Guns *never* stop firing until they're dead.
First of all drive straight past them to the Armour to get Brother Marcus to tell you about the help in the area, then head back and go in firing. You'll notice that the game developers have given you quite a bit of help - this is the only mission I've seen where your gang is armed with Machine Guns instead of Pistols.
Aim for the guys shooting at you before you even think of taking out the Limo. I'd suggest strafing them first because a lot of the time one of the guys won't turn with the others to shoot you.
For all you cheaters (Heh heh heh), there's an R/C Bomb Kill Frenzy round the corner in the Hospital grounds, so you could use that.
Coords: (202,202).
It's possible to drive an R/C bomb in without the guards shooting it. Contrary to popular belief, you don't actually have to kill the guards, just blow the Limo, but it helps if you're going in on foot not to have somebody shooting bullets at your arse.

Mission Complete!

Phone 6:

Three vans full of enemy hitmen are waiting to take out your brethren, so you're going to get them first.
This is difficult until you know where the vans are parked, but then again that's probably why you're reading this :o)

The first one is located in Coral City, but you have to drive around until you've spotted it.

The second is a lot easier as it's parked up in North West Greek Heights under a building canopy.
Coords of second van: (79,114)

The third van is somewhere in Banana Grove on the 8 Lane Freeway

Hints: I'm fairly certain that the places that generate the vans aren't random and you'll find them in those locations all the time.
The only other advice I can give you is to drive fast, as it pans the camera out more, and you'll see the vans quicker.

Mission Complete!

Phone 7:

Yet more scouts of Babylon are up to no good, this time it's burying their dead on Rasta holy land.
Go to the Graveyard located in Little Bogota and kill them.
They're located in the South West of the Graveyard.
Coords of Graveyard entrance: (34,194)

Hints: There's Armour and a Machine Gun located near the top of Graveyard, and a Flame Thrower just to the South on the street.
Coords of Machine Gun: (24,186)
Coords of Armour: (06,182)
Coords of Flame Thrower: (12,199)
I found easiest to go round the outside to near where they are and Flame Throw through the fence. Unfortunately, you can't fire the Machine Gun through, but the guys trying to shoot you will come right up to the edge of the fence allowing you to toast them with ease.
A Wanted level here isn't too good as the police will keep interrupting you, forcing you to waste the precious Flame Thrower.
Be **very** careful not to switch to Rocket Launcher by accident, or you'll be the toast.
The cruel trick is that after the other guys have noticed your there, not only will they try and kill you, but they'll also spawn other guys and two Limos to block the entrance. In my opinion, take the easy route and kill them through the fence.
They have Machine Guns, and you only have three hit points.

Mission Complete!

Phone 8:

Those pesky scouts of Babylon are planning to blow up the Rasta's marijuana.

You've got 60 seconds to stop it, so head down to East Richman Heights and waste the guys in black the arrow points at.

The first will be coming in by the entrance to the West of the yard area, so it's a good idea to head all the way down the 6 Lane Freeway and come up from the South to the area. That way, you can take him out before he even gets a shot at the cars or, more importantly, you.

Coords of West entrance: (85,233)

Before I forget, there's some Armour just South of the yard which will come in VERY handy (Coords: (92,239).

You're basically going to go anti-clockwise round the yard to all the entrances killing the guys in black. The next guy will be coming in from the South entrance. If you head there right after you've killed the first guy he'll be just coming in to the area. Careful, he's got a Machine Gun. I'd advice getting back in your car, going round the yard and running him down. Have a FAST car!

Coords of South entrance: (104,236)

Note: If any of the cars blow up, it'll be Mission Failed after you kill the next guy.

The next guy is coming in via the North Easterly entrance. Waste him too.

Coords of North-Easterly entrance: (111,230)

Now head to the North-Westerly entrance and kill the fourth and final guy.

Coords of North-Westerly entrance: (94,230)

Hints: Just like many other missions, I found that a Superbike is great for getting to each entrance promptly.

Remember to park it in the direction you're heading next as to waste as little time as possible.

Random musing: How on Earth did they get those cars in there? The bollards guarding each of the fourth entrances are too narrow!

Mission Complete!

Phone 9:

Bet you jumped right in the car to start this Mission and failed it right? STAY ON FOOT to follow this Spindly Jim fella to where he keeps his hookers. He'll visit a few people on the way, be sure not to kill any of them. After visiting about four or five of his bitches, brother Marcus will finally tell you to kill him.

You'll now do a side-mission 'Slap Them Bitches!'

By the way, they're gonna try and run. try and use traffic to get close and slap 'em.

The locations and Coords of all of them are:

Bitch one: North Richman Heights (81,210)

Bitch two: South Richman Heights (68,239)

Bitch three: North Richman Heights (53,218)

Bitch four: South Little Bogota (33,199)

And do *slap* them, no shooting.

I bet you like the 'Bitch Slappin Bonus' for 50,000 points right? I did :oP
By the way, for approximately every 15-20 seconds it takes you to slap them,
you lose some off your bonus.

The point deductions go like this:

50,000

40,000

25,000

20,000

15,000

10,000

5000

Mission Complete!

Phone 10:

Follow Brother Marcus' instructions and head over to Vice Beach. We're gonna
be doing a fair bit of killing here, so it helps to be Armoured and armed
with at least a Machine Gun.

A Wanted level is really not much help either, so as there's no time limit
to get over to Vice Beach, get your car sprayed at the handy respray shop
located in North East Greek Heights just off the 6 Lane Freeway.

Coords of Vice Beach destination: (230, 64) <approx>

Coords of handy respray shop: (119,110)

When you're there, follow the arrows and blow up the Limos. This is another
mission where you can't pinpoint they're location, but is easy enough to
follow the arrows. They're all going to be in the Vice Beach area anyway. By
the time the 200 seconds are up, they'll be out of range, so try to be
quick.

For the first of them 'damn baldheads' watch out for the guy just to the
South of the Limo across the road armed with a Pistol. I always run him down
first.

He's guarding a helpfully placed Rocket Launcher.

The second 'Babylon scout' is located in Central Vice Beach on the Northerly
pavement.

It's a good idea to have a fast car for this mission anyway, but get on the
pavement FROM THE LEFT HAND SIDE before you can see him and run him down.

Coords of second Babylon scout: (223, 59)

The third scout and Limo are just round the corner. Lather, rinse and
repeat: Take the guard out first, then the Limo.

I found it easiest to go down the little alley-way between the bridge and
building rather than go all the way round.

Coords of Limo: (207, 48)

The fourth and fifth guys are to the North, you'll have to go down an
alley-way to the West to get to them. Just like all the others, they've got

Pistols.

Coords of alley-way entrance: (229, 13)

Coords of fourth and fifth 'Babylon scouts: (242, 12)

The next Limo is located in South East Vice Beach.

Coords of next Limo: (229, 98)

The final guy is at a payphone just next to the bridge in South West Vice Beach. Be wary of the guy just to the North of the pedestrian bridge, as he has a Pistol but sometimes switches to a short burst of Machine Gun fire.

Coords of payphone guy: (198,100)

Hints: As this mission has a tricky time limit, familiarise yourself with the alley-ways that are next to the freeway bridges.

A lot of them provide handy shortcuts.

Mission Complete!

Phone 11:

After the last three or four missions thankfully a slightly easier one :o) Brother Aerol has been killed and his killer is being taken to a safehouse. The bus he's in starts it's journey in Felicity and stays on the 6 Lane Freeway.

The driver will jump out when you get near the Bus, so kill him. He's armed with just a Pistol.

Now head to the Docks just South of the bottom of the Freeway where some of the lads are waiting to dish out some vengeance.

Coords of destination: (135,252)

Hints: Be careful they don't actually hit you with their Machine Guns, but it's OK if the bus explodes and some of them die!

Mission Complete!

Phone 12:

Finally, another shortly timed mission :o(
Your mission is to follow a series of hitmen to where brother Maelcum is. You'll have 60 seconds to haul arse to the first one in Vice Beach. Don't kill him yet though, wait for him to lead you to brother Maelcum. He'll be the guy in black who's walking fast and will lead you over the water on a pedestrian walkway. It's important you keep up - we don't brother Maelcum dead.

Coords of pedestrian walkway entrance: (199, 93)

Be careful of him. Get too close and he'll come after you (Which means you'll panic, shoot him and fail the mission)

A good half-screen in distance is ideal on foot, although I've noticed he NEVER tries to get you when your on a Bike or Superbike.

He'll now lead you on a complicated route to the park in South Vice Shores

where brother Maelcum is. This is the same park your phones for missions 5-8 are, and brother Maelcum is just to South West of the phones dressed in green.

Coords of brother Maelcum: (139,119)

When the guy you're chasing gets just past the phones get ready to fire. Brother Marcus will tell you exactly when too. Kill him to early and you'll fail the mission though.

The best spot I've found to stand is diagonally in front of brother Maelcum. When the hitman first sees brother Maelcum he'll fire of two or three rounds but never more. With a bit of luck all three shots should hit you allowing you to QUICKLY take him out before he can fire more shots off and kill Maelcum.

An even easier method is to park a Bike or Superbike right in front of Maelcum, so that the bullets all hit the that and don't kill him.

Make sure it's in great condition, because if Maelcum dies then it's instant Mission Failed.

However, YOU *can* die, even if you kill him before he kills you. All you have to do is follow the arrow back to Maelcum to get the (Highly desirable by now) points for the last completed mission.

Mission Complete!

Secret Missions:

=====

For this chapter, every Secret Mission is activated by picking up a ringing phone. They are located as follows:

1. South East Miramire (entrance to South in North Coral City)
2. West Vice Beach
3. South West Felicity
4. *

Coords of 1: (106, 34)

Coords of 2: (199, 52)

Coords of 3: (135,210)

Coords of 4: *

I'm still missing this one. That's the joy of writing it down on a piece of paper and losing it :o(

If anybody knows the location or coordinates please let me know at:

trebor@argonet.co.uk

Secret Mission 1:

Some people are trying to kill Brother Marcus' mother, so get a Taxi and go and rescue her. She is in South West Greek Heights.

Coords of Marcus' mother: (67,197)

Now drive her to East Vice Shores.
Coords of destination: (166, 48)

Mission Complete!

Secret Mission 2:

There's a TV Van heading for the TV Station in Felicity.
All you have to do is blow it up. There isn't a time limit, although I've
estimated that 60-75 odd seconds is the time it takes for the
TV Van to get to it's destination.

Mission Complete!

Secret Mission 3:

Go to North West Little Bogota and answer the phone.
Coords of Little Bogota phone: (02, 67)

Now go and answer the phone in East Greek Heights.
Coords of Greek Heights phone: (121,140)

Go and take the maroon Brigham that is in Central Miramire and have it
fitted with a bomb. The nearest Bombshop is in North West
Greek Heights.
Coords of Brigham: (54, 20)
Coords of nearest Bombshop: (67,110)

Now go and pick up Judge Alberts at the Little Bogota Graveyard and take him
to the Police Station in North Vice Beach. Set the car to
explode then leg it!
Coords of Judge Alberts: (27,191)
Coords of Police Station spot: (227, 19)

Mission Complete!

Secret Mission 4:

Ending:
=====

After all that, I think your character deserves a break :o)
When you've 5000000 points, head to the bomb-shop in North West Greek
Heights and drive your car into the roller-door.
Coords of bomb-shop: (67,111) <Entrance just to the South)

Brother Marcus: "Hey rude-boy! Good to see that you got the right thing. Jah
well pleased with that serious cash you got.
So, I don't think I'll be seeing you
for a long time"

=====

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PC Cheat Codes:

6031769 = 99 lives

itgallus = All levels and cities

nineinarow = All levels and cities

super well = All levels and cities

itsgallus = All levels all cities

iamthelaw = No police presence

stevesmates = No police presence

itcouldbeyou = 999,999,999 points

suckmyrocket = All weapons, armor, and jail key

itstantrum = Unlimited lives

hate machine = 10x multiplier bonus

% machine = 10x multiplier bonus

buckfast = Press * on the numberpad for all weapons

Heart of Gold = View All Cutscenes

iamgarypenn = Explicit Language

iamnotgarypenn = Turns off iamgarypenn

callmenigel = Access all weapons by pressing *

porkcharsui = Game diagnostics:

K: Zoom Out
]: Zoom Out
L: Zoom In
[: Zoom In
NUMPAD 8: Pan Up
NUMPAD 2: Pan Down
NUMPAD 6: Pan Right
NUMPAD 4: Pan Left
HOME: Center The View
NUMPAD +: Stop game and advance frame by frame
NUMPAD *: All weapons with 99 ammo
ALT: Quick frame advance
R: Refresh the screen
C: Check your speed, damage and location
F12: Restart the level

BTW, just in case you didn't know, if you use the game with the CD, press F5 to change the car's radio station. This isn't part of a code :o)

Playstation Cheat Codes:

GROOVY = All Weapons

WEYHEY = 9999990 Points

SATANLIVES = 99 Lives

EXCREMENT = x5 Multiplier

BLOWME = Coordinates

CHUFF = No Police

EATTHIS = Wanted Level Max

PECKINPAH = Armor - All Weapons - Get Out Of Jail Free Card

FECK = Liberty City Parts 1 and 2

TVTAN = San Andreas and Lib City Parts 1 and 2

URGE = All Cities Parts 1 and 2 except Vice City only 1

CAPRICE = All Cities Parts 1 and 2

TURF = All Cities

INGLOROUS = All Cities

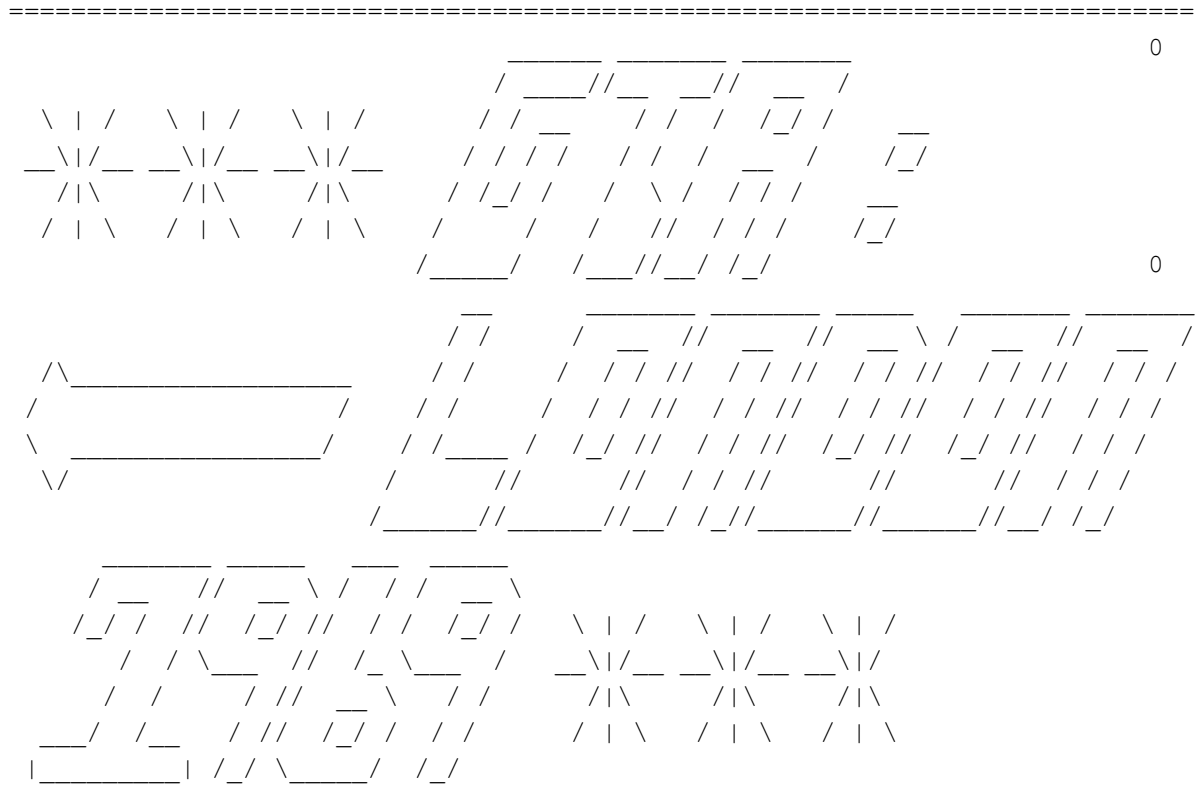
MADEMAN = All Cities - All Weapons

THESHIT = All Cities - All Weapons Infinite - 99 Lives

BSTARD = All Cities - Lots of money - All weapons

HANGTHEDJ = GOD Mode, Same as 'BSTARD' but also makes your score soar into the red

SKYBABIES = Small Level Select (up to "Mandarin Mayhem")

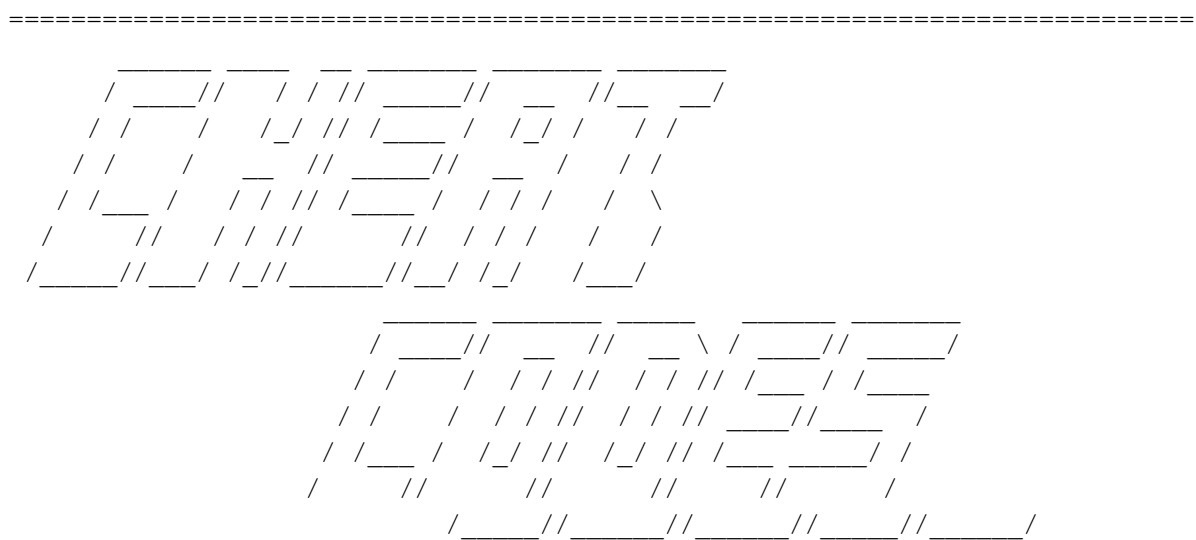


Same old town, same old game. Rockstar breathed new life into GTAL1969 and the original by releasing it as 'The Director's Cut' for fans wishing to play the game that started the whole saga.

In my personal opinion, both games and the original pale in comparison to GTA 3 and GTA:Vice City but back in 1997 this was the best we had. What you're complaining?

;o)

OK, here it is, the complete Grand Theft Auto London 1969 Mission Guide. You'll also find the Car coordinates and Kill Frenzy locations included as well, nice ain't I?



For those of you who find GTAL1969 a bit tough, here are all the cheatcodes that have been acknowledged by Rockstar Games...

PC cheat codes:

6661970: 99 lives
IAMFILTH: No Police
IAMGOD: 10x multiplier
FLASHMOTOR: Access all weapons PIEANDMASH: (See Below) Hit * on the
number pad to restock all weapons
Displays coordinates by pressing 'C'
PSYCHADELIC: Honk the horn to remap the car (Changes car-colour with
every honk) DRIVEBY: Fires weapon from driver's side
window.
AVERYRICHMAN: Tonnes of points, abale to complete level from the start.

I'm fairly convinced that these aren't all of the cheat codes for the PC
version.

I think that the 'PSYCHADELIC' cheat code is like 'PORKCHARSUI' cheat from
GTA which gives you the game diagnostics and other handy bits and pieces.

Playstation cheat codes:

TOOLEDUP: All weapons, Get Out Of Jail Free, Armour
DONTMESS: Ditto
SIDEBURN: 5x Multiplier
HAROLDHAND: All levels All weapons, Get Out Of Jail Free, Armour, 99 lives
Coordinates, parrot- picture, 5x Multiplier, Speed Up
GETCARTER: All levels All weapons, Get Out Of Jail Free, Armour, 99 lives
Coordinates, 5x Multiplier
MAYFAIR: Levels 1-2
PENTHOUSE: Levels 1-3
READERWIFE: All levels
RAZZLE: Ditto
FREEMANS: All levels, All weapons, 5x Multiplier, Get Out Of Jail Free,
Armour
MCVICAR: 99 lives
BIGBEN: Loads a' points
SWEENEY: Coordinates
OLDBILL: Maximum Wanted Level
GRASS: No Police
SORTED: All levels, All weapons, Armour, Get Out Of Jail Free

All codes can work with another one active, but some clash. For example, if
you put in 'GETCARTER' for coordinates, and then input 'SWEENEY', You'll get
all the goodies the 'GETCARTER' cheat gives you, but no coordinates!

=====
= Hidden Missions, Car Coordinates And Kill Frenzy Locations =
=====

Boys Will Be Theives:

=====

Cars:

=====

Location of Car:

1. North Chelsea: Red Myni (Starting Car)

Coords of Car:

1. (15,112)

(There are no hidden missions or secrets on this level)

Mods and Sods:

=====

Cars:

=====

Location of Cars:

1. Central City: Blue Reno 17TL (Starting Car)
2. North Soho: Blue Crapi
3. North Chelsea: Royal Stretch (Limo)
4. North East Brixton: Ranger
5. East Bow: London Cab
6. East Bow: London Cab
7. East Bow: London Cab
8. East Bow: London Cab
9. North East Battersea: Camper
10. North East Battersea: Camper
11. North East Battersea: Camper

Coords of Cars:

1. (150, 72)
2. (15,108)
3. (80, 53)
4. (172,198)
5. (235, 76)
6. (235, 77)
7. (235, 78)
8. (235, 79)
9. (60,243)
10. (60,244)
11. (60,245)

Kill Frenzies:

=====

Location of Kill Frenzies:

1. South Angel: Rocket Launcher
2. South West Soho (In Football Stadium): Machine Gun
3. South West Westminster: Rocket Launcher
4. South East Camberwell: Flame Thrower
5. South East Brixton: Machine Gun
6. North West Bermondsey: Flame Thrower
7. North West Southwark: Royal Pain (Tank)

Coords of Kill Frenzies:

1. (138, 22)
2. (50, 88)

3. (37,199)
4. (246,249)
5. (158,246)
6. (206,139)
7. (129,135)

Chelsea Smile:

=====

Cars:

=====

Location of Car:

1. West Bow: Red Crapi (Starting Car)
2. South West Westminster: Copper
3. Central Bow: Tanker
4. South West Bermondsey: Ranger
5. South East Bow: London Cab
6. South East Bow: London Cab
7. South East Bow: London Cab
8. South East Bow: London Cab
9. North East Battersea: Camper
10. North East Battersea: Camper
11. North East Battersea: Camper

Coords of Car:

1. (197, 67)
2. (38,175)
3. (220, 66)
4. (195,180)
5. (235, 76)
6. (235, 77)
7. (235, 78)
8. (235, 79)
9. (60,243)
10. (60,244)
11. (60,245)

Kill Frenzies:

=====

Location of Kill Frenzies:

1. Central Westminster (in Buckingham Palace): Flame Thrower
2. North Chelsea (in alley-way): Flame Thrower
3. North East Hyde Park: Royal Pain (Tank)
4. South East Bow: Rocket Launcher
5. North East Bermondsey at Docks: Flame Thrower
6. North East City (in alley-way): Flame Thrower
7. South West Southwark (in Football Stadium): Machine Gun

Coords of Kill Frenzies:

1. (52,141)

2. (15, 97)
3. (39, 10)
4. (253, 97)
5. (244,143)
6. (174, 34)
7. (128,184)

Dead Certainty:

=====

Cars:

=====

Location of Cars:

1. South East Camden Town: Blue Jugular E (Starting Car)
2. South West Southwark: Sweets Van
3. South East Hyde Park: Double decker
4. South East Bow: Green Myni

Coords of Cars:

1. (88, 26)
2. (128,139)
3. (37, 84)
4. (249, 99)

Kill Frenzies:

=====

Location of Kill Frenzies:

1. South West City: Rocket Launcher
2. North Southwark: Flame Thrower
3. West Westminster (In Buckingham Palace): Machine Gun
4. West Brixton: Rocket Launcher
5. South East Bow: Royal Pain (Tank)
6. South Bow: Machine Gun
7. Central Brixton: Flame Thrower

Coords of Kill Frenzies:

1. (118, 87)
2. (152,144)
3. (35,139)
4. (85,231)
5. (258, 98)
6. (217, 98)
7. (127,216)

| Boys Will Be Theives: Target Score: 0 |
| Target Missions: 1 |
Secrets: 0

The Crisp Twins want a Mod Scooter for their Mum, so go and nick one for them.

First, go to North East Chelsea and answer the phone.

Coords of phone: (21,122)

Now go to Central Chelsea and take the Scooter there.

Coords of Mod Scooter: (16,147)

Take the Scooter to South East Soho and drive it through the roller-door.

Coords of roller-door: (98, 76)

Nice One!

Ending:

=====

Now go to the alley next door in East Soho and meet Harold Cartwright to complete the level. Coords of Harold Cartwright: (96, 75)

Harold Cartwright: "Listen right, we're lookin' for a lad who can do 'is stuff. I've 'eard your a bit tasty, no messin' around or you'll get a slap. Remember, I'm the monkey and your the cheese-grater, so no messin' araand"

=====

| Mods And Sods: Target Score: 100000 |
	Target Missions: 13
	Secrets: 7

Phone Missions:

=====

The phones are read from left to right, with 1 being the phone on the far left and 4 being the phone on the far right.

Location of phones: South West City

Coords of phone: 1: (122, 82)

2: (123, 82)

3: (124, 82)

4: (125, 82)

Phone 1:

Go to North West bow and talk to Keith.

Coords of Keith: (189, 52)

Head over to North West Angel and pick up the Crapi there.

Coords of Crapi: (121, 07)

Now go and find Chalkie, the ponce who has robber Harold's wizz. He will be walking somewhere in North East Soho.

He'll tell you that he had to drop the stuff somewhere because the law was

on his back. Go and pick it up in North West Soho.

Coords of Harold's wizz: (65, 36)

Now go and kill Chalkie. He will be somewhere in South East Camden.

Now go to Chalkie's pub in West Soho. Harold will tell you to get a car rigged and leave it by the door.

Coords of pub spot: (60, 70)

Now go to the nearest bomb shop and get a car rigged. The nearest bomb shop is in North City.

Coords of nearest bomb shop: (134, 31)

Now take the car back to the pub and leave it by the door, set the timer and run.

Coords of pub parking place: (59, 69)

After the first explosion, walk back over to the car and then run away when you see the timer come up. With a bit of luck, the pub will totally blow up.

Nice One!

Phone 2:

Your gang has struck a deal with the Mods, and the deal is, as Harold puts it, about as kosher as a sausage synagogue.

Go to their club in West Chelsea and talk to the bloke their. The bloke will try and mess you about, and Harold will tell you to give him a slap. He will then tell you where to go.

Coords of Mod bloke: (02,152)

Now go to the rooftop in South West Westminster and kill the 4 Mods on the roof.

Coords of fire escape up to roof: (30,190)

Coords of 4 Mods: (31, 84 - 33, 84)

Now get on the Bike there and drive it straight forward at full speed to jump the roof.

Coords of Bike: (32,188)

Take the Bike to Len's garage in North East Westminster.

Coords of Len's garage: (67,109)

Nice One!

Phone 3:

Go down to Central Brixton and break open the box and pick up the Rocket Launcher.

Coords of Rocket Launcher box: (147,218)

Note: If you have infinite Rocket Launcher, fire a rocket then try and pick up the Rocket Launcher.

Now go to South West Camberwell and blow up the Bus.

Coords of Bus starting point: (188,248)

Now go to South East Camberwell and take the London Cab.

Coords of London Cab: (238,240)

Travel to South Bermondsey and let the two guys waiting there get in the Cab.

Coords of two guys: (227,180)

Take the two guys to Honest Ray's garage in West Brixton.

Coords of Honest Ray's garage: (99,232)

Nice One!

Phone 4:

Head down to East Camberwell and take the car there.

Coords of car: (234,226)

Now go and pay the Noles brothers a visit in North East Bow. When you get there, kill all four of them.

Coords of the Noles brothers: (238,41)

Hints: Your car can fit through the bollards, so just run them down.

The filth are going to show up sooner or later, and Jack suggests that you go to Harold's sister Beryl's place in Central Camden Town.

Coords of Beryl's place: (76, 15)

Nice One!

Mobile Missions:

=====

After you have completed all the phone missions, you'll get missions by mobile phone. Here's what you have to do.

Mobile Mission 1:

Go to North West Westminster where some bloke, Dr. Zel is selling some paintings.

Coords of Zel: (44,109)

Take the paintings to North Soho and drive your current car into the roller-door.

Coords of roller-door: (77, 38)

Jack Parkinson heard that Special Branch are involved in this painting scheme now, and he wants Zel dead. Go and pick up the cab in East Bow.

Coords of Cab: (235, 80)

Now you have 40 seconds to pick Zel up from the pub in North Soho.

Coords of Zel: (76, 39)

Take the sheep lover to North East Bermondsey Dock. Now use the Sweets Van to push the Welshman into the water.

Coords of Dock parking place: (245,145)

Coords of Sweets Van: (244,147)

Hints: If the Cab explodes, try ramming another car into it, but make sure the Sweets Van does'nt blow up.

Nice One!

Mobile Mission 2:

Go and answer the phone in East Westminster.

Coords of phone: (69,140)

Now go and pick up the Sweets Van that the lads left in East Chelsea.

Coords of Sweets Van: (25,133)

You have 110 seconds to pick up all the food for this picnic.

Go to South West Camden Town and get some Pie and Mash.

Now go to North Camden Town and pick up some Pickled Eggs.

Now go to South Camden Town and pick up some Yorkshire Pudding.

Finally, go to West Camden Town and pick up some Spotted Dick for Pudding.

Coords of Pie and Mash: (54, 26)

Coords of Pickled Eggs: (76, 07)

Coords of Yorkshire Pudding: (77, 34)

Coords of Pudding: (62, 19)

Now take the whole lot to Sidney in North Hyde Park.

Coords of parking place: (33, 12)

Now grab the left overs when instructed and take them to Sid's gaff in North West Bow.

Coords of Sid's gaff: (196, 60)

Nice One!

Mobile Mission 4:

Rumours say that the geezer who is doing this job, Midnight, has got cold feet. First, pop over and see Keith in South Angel.

Coords of Keith: (138, 19)

Now make your way to the pub where Midnight's pal is. When you get to North West Soho, Midnight's pal will just be coming out the pub. Give him a punch and he'll tell you where Midnight is.

Coords of Midnight's pal: (64, 52)

Turns out Midnight was'nt planning on doing the job at all. Get down to Battersea Power Station and steal the car that Midnight's driving, then drive it back to the Power Station and park it inside the compound.

Coords of Midnight's starting point: (77,241)

Coords of parking place: (54,245)

Now get out of the car and run before it blows!

Now you have to go and kill Midnight. He is somewhere in the Battersea area.

Nice One!

Mobile Mission 5:

Go and pick up the Bus in South East Chelsea.

Coords of Bus: (25,180)

You are going to pick up some of the lads for a couple of bank jobs. In all of these, just stop where the arrow is pointing. Fingers is in South Soho, Lenny is in South East City and Terry is in North East City.

Coords of parking place 1: (73,80)

Coords of parking place 2: (153, 79)

Coords of parking place 3: (182,35)

When you've collected all the boys, take the bus to East Mile End and drive it through the roller-door.

Coords of roller-door: (233,15)

Nice One!

Mobile Mission 6:

The Crisps want 3 Beagle 3's, and there is only one car dealer in London who has any of these vans. The cars are in North West Bermondsey.

Coords of first Beagle 3: (188,144)

Coords of second Beagle 3: (191,144)

Coords of third Beagle 3: (193,144)

Take the first and second vans to North East Bow and drive them through the roller-door.

Coords of roller-door: (233, 51)

Take the third van to South East Chelsea and drive it through the roller-door.

Coords of second roller-door: (22,204)

Nice One!

Mobile Mission 7:

Go to South West Mile End and answer the phone.

Coords of phone: (189, 39)

Now go to North West Westminster. When you get there run down any of the 5 blokes you can.

Coords of 5 blokes: (45,100)

Now go and blow up three reporters who are trying to get away.

Nice One!

Secret Missions:

=====

Every Secret Mission is activated by getting into a car and being told what to do by somebody.

Vehicle: Royal Stretch (Limo)

Coords: (15,108)

Location: North Chelsea

Mission: This is very easy, simply drive Lord Lucan to the Plastic Surgeons in South East Soho and drive it through the roller-door.

Coords of Surgeons: (98, 89)

Nice One!

Vehicle: Blue Crapi

Coords: (80, 53)

Location: North Soho

Mission: One of the lads is in the car and he's hurt real bad. Drive him to East Bow and drive the car into the roller-door.

Coords of roller-door: (239, 76)

Nice One!

Vehicle: Ranger

Coords: (172,198)

Location: North East Brixton, next to Hospital.

Mission: Simply drive the vehicle to Jihad's Department Store in South West Camden Town.

Coords of Jihad's: (59,30)

Nice One!

Ending:

=====

When you have the necessary points, follow the red arrow to South East Mile End and drive your current car through the roller-door to talk to Jack Parkinson.

Jack Parkinson: "Just a bit pleased with yourself ain't ya and rightly so, rightly so. Your on your way to being a big face in this filthy cess-pit. You done me some favours, so I'm gonna do you a very big favour. You and me now, and the Crisp Twins are getting on a bit. In a couple of years I'll be taking over the whole bread-basket and if you've got that special somefink, you can too so stop loafing around and get back to work"

=====

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| Chelsea Smile: Target Score: 200000 |
|           Target Missions: 12      |
|           Secrets: 7               |
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Phone Missions:

=====

The Phones are read from left to right with 1 being the phone on the far left and 3 being the phone on the far right.

Location Of Phones: North West Bow

Coords Of Phone: 1: (189, 39)

2: (190, 39)

3: (191, 39)

Phone 1:

The Crisp Twins want to take over the market, but there's a gang there who think they're the business, and it's your job to take out their main men. One of them is driving around in his car in North West Camden Town. Go and blow it up.

Now go to North Camden Town to kill 4 more of their gang. They'll probably scatter, and I found it easier and quicker to run them down with a car.

Head to North East Chelsea and take the yellow Crapi there.

Coords of yellow Crapi: (18,110)

Take the car to the gang's garage in South Camden Town and drive it through the roller-door.

Coords of roller-door: (82, 29)

Go round the back of the gang's base to South East Camden Town and nick the Sweets Van that is there.

Coords of Sweets Van: (86, 26)

Take it to the garage in East Mile End and drive it through the roller-door.

Coords of roller-door: (233, 15)

Nice One!

Go down to West Angel and meet your contact.

Coords of contact: (112,111)

Now you'll learn that Jack wants you to pick up the insurance money from the traders down the market in Central Camden Town.

Coords of first trader: (81, 13)

Now go and see this Arthur bloke in South East Camden Town.

Coords of Arthur: (100, 31)

Looks like you'll have to teach this Arthur prat a lesson. Go and pick up the yellow Ferocious GTO in West Soho that's packed with explosives.

Coords of yellow Ferocious GTO: (65, 65)

Drive the car back to South East Camden Town. Park the car right up next to

where the arrow points. Get out and slide over the car to start the timer.
Now stand well back from the fireworks.
Coords of parking place: (99, 31)

Now go and collect the money. First ones in Central Camden Town.
Coords of first payment: (78, 13)

Go to North East Camden Town and pick up the second payment.
Coords of second payment: (91, 10)

Now go to South West Camden Town and pick up the third and final payment.
Coords of third payment: (65, 26)

Now take all the money to the garage in South East Mile End and drive your
present car through the roller-door.
Coords of roller-door: (243, 29)

Nice One!

Oh dear, some pervert, Filthy Colin, has pinched some blow-up sex dolls,
complete with TNT. Go down to Central Camberwell and get 'em back.

When you get near them, they'll be an explosion. No matter, there are some
more in North West Camberwell. However, these are slightly booby trapped.
Get in your car and get out again, otherwise you'll blow yourself up.
Coords of blow-up sex doll: (190,209)

The rest of the sex dolls will be in a black Sweets Van which is driving
through Brixton. Pinch it, and take it to East Chelsea and park it where the
arrow points. Now wait for that dirty boy Colin to get in and blow himself
up. Stand back though, you don't want to get blown up too.
Coords of parking place: (18,147)

Nice One!

Phone 2:

An important client is being messed around by some bloke. Time to take him
out. Right, head down to South West Soho where the client's money is waiting
to be picked up.
Coords of client: (52, 82)

Head down to West Brixton and take the bus there.
Coords of bus: (90,234)

Now go and pick up the bloke from South West Southwark. wait for him to get
in.
Coords of bloke: (130,192)

Take the bus to South Hyde Park, get out and help the lads blow it up.
Coords of parking place: (32, 91)

Now take the red S-Cart which is waiting for you round the corner, drive it
to the garage in Central Mile End and drive it into the roller-door.
Coords of red S-Cart: (39, 91)
Coords of roller-door: (224, 24)

Nice One!

Go down and nick the London Cab from Central City.

Coords of London Cab: (136, 60)

Head down to the Tower Of London and talk to the Beefeater who is going to help you nick the Crown Jewels to square his debt with the Crisps.

Coords of Beefeater: (221,100)

He'll tell you where to go, so punch him a couple of times. After that, he'll help you. Get in the Cab and wait for him to get in too and drive the Beefeater to the garage in East Mile End. Drive the Cab through the roller-door.

Coords of roller-door: (224, 14)

Now go down to West Mile End and nick the blue Beagle 3.

Coords of blue Beagle 3: (191, 23)

Drive back to the Tower Of London and park it in the right place.

Coords of Parking Place: (213, 93)

Get out before you're blown up and go up and right to collect the Jewels.

Coord of Crown Jewels: (224, 88)

Nab a car and take the Jewels back to the garage in East Mile End. Drive the car into the roller-door to complete the mission.

Coords of roller-door:

(244, 14)

Nice One!

Now you'll get a job to nick some used bank notes. You'll have 70 seconds to nick the first van which will be in Chelsea.

Hints: It helps to have a fast car.

Get in and out the car quickly - it's gonna blow!

Right, nick a London Cab and take it to Docks in North Battersea.

Coords of Docks: (48,232)

Hints: For those of you who can't be arsed to hunt a cab down, there's four parked up in East Bow. Any one of these will do fine, but you'll have to take it to a Autoshop first (It'll be too hot otherwise).

Coords of Cab: 1: (235, 76)

2: (235, 77)

3: (235, 78)

4: (235, 79)

You'll now have another 70 seconds to grab the other lot of cash. It'll be somewhere in Camberwell.

Nick another Cab and take it back to the Battersea Docks.

Coords of Docks: (48,232)

Nice One!

Phone 3:

Some posh bloke is messing around with one of Albert Crisp's pals. You need

to create a diversion. Go down to West Soho and steal the Flatbed that the arrow is pointing to.

Coords of Flatbed: (64, 57)

Go down to Big Ben in South East Westminster and ask the caretaker how to change the time on the clock. Punch him a couple of times after he says he can't tell you.

Coords of Caretaker: (74, 158)

Now go round the corner and change the clock on the Control Panel.

Coords of Control Panel: (77,153)

Now go back round the corner where a Tour Bus should have just left.

Coords of Tour Bus: (68,159)

Steal it and take the Tour Bus back to Big Ben to pick up some German Tourists.

Coords of German Tourists: (69,158)

When you've picked up all of them, take the Tour Bus to the garage in West City.

Coords of West City garage: (114, 67)

Nice One!

That posh bloke is leaving the Tower Of London. Go down there and steal the bloke's Limo. The Police will be more worried about some missing Germans. You'll have 45 seconds to get down to West Bow. The posh bloke should take the bridge over to Bermondsey and you'll find him on one of the main roads.

Once the Limo is stolen, take it to the base North East Bow.

Coords of Base: (233, 51)

Now go and collect the ransom money in North East Brixton.

Coords of ransom money: (170,198)

Take the money to the garage in East Bermondsey.

Coords of garage: (249,170)

Some Mods have got hold of that posh bloke and are taking him back to the palace. You've got 45 seconds to nick the Limo again. The Limo should be somewhere in Mile End on the main road.

Now take the Limo to Buckingham Palace in Central Westminster to collect the reward money.

Coords of reward money: (46,142)

Nice One!

Mobile Missions:

=====

After you have completed all the phone missions, you'll get missions by mobile phone. Here's what you have to do.

Mobile Mission 1:

Some bloke called Endeavour Chambers has been trying it on with some of Jack's birds. Looks like he fancies himself as some secret agent or something. Go and nick his Jug Swinger, which is parked in East Brixton. Coords of Jug Swinger: (157,229)

Turns out that Endeavour really is a secret agent and some Austrian fruitcake has half inched an ICBM. Now it's your job to get this missile back. Follow the arrow to Bermondsey where the ICBM is driving through.

The ICBM is set to blow up in 75 seconds unless you can drive it to the garage in North West Brixton and drive it through the roller-door.

Coords of roller-door: (99,207)

Hints: Don't blow up the Jug Swinger or get out of the ICBM. You'll fail the mission if you do.

Now, get ready to be shot at :o) They'll be 5 men trying to shoot you. When you come out the roller-door, they'll be one to right and one to the left of your criminal guy. Then they'll be 3 more in front of you just off the screen. Take out the two you can see before they have a chance to shoot you with the flamethrower, pick up the rocket launcher in the crate. Work out the timing on the firing and fire a rocket at them. With a bit of luck it'll hit the Limo behind them and blow them up! For reference, I'll include these Limo's coords.

Coords of Limo's: (104,207)

Once you've killed everyone, go round the corner and pick up your Jug Swinger.

Coords of Jug Swinger: (104,221)

Now the tricky bit. That austrian nutter Hans Nemesis has hidden the ICBM codes in 2 other cars. The first, a red S-Cart is driving through the other side of Brixton.

The second, a green Crapi, is driving back on the other side of Brixton (Near where you had to deliver the ICBM).

Now get down to West Brixton and deactivate the ICBM. Simply get inside it and your done.

Coords of ICBM: (89,226)

Hints: Use the S-Cart to drive to the ICBM. It's a lot faster, and will help if your a beginner or you don't know the map well yet.

Nice One!

You'll now get told to create some noise. This is a futile attempt at getting the necessary points to complete the level (Though if you've followed this guide exactly you've got no excuses!). It is here that I suggest you try doing the secret missions....

Secret Missions:

=====

Every Secret Mission is activated by getting into a car and being told what to do.

Vehicle: Copper

Coords: (38,175

Location: South West Westminster

Mission: Take the Police Car to the garage in North East City and drive it through the roller-door.

Coords of roller-door: (159, 43)

Nice One!

Vehicle: Tanker

Coords: (220, 66)

Location: Central Bow

Mission: Drive the Tanker to the cross roads in South West City. Park it up right in the middle of the intersection and get out, then wait for the fireworks.

Coords of parking place: (104, 79)

Hints: Pick up the extra life in the crate if you need it.

Nice One!

Vehicle: Ranger

Coords: (195,180)

Location: South West Bermondsey

Mission: Take the Ranger (Which has a cargo of Rhino skin rugs) to the Crisp's garage in South West City.

Coords of roller-door: (114, 76)

Nice One!

Ending:

=====

When you have the necessary points, follow the red arrow to the Crisp's who are waiting for you in North East Bow.

Coords of the Crisp Twins: (239, 53)

Albert Crisp: "Alright my boy. Pretty little thing ain't ya? And we want to keep you like that. Things have been getting out of hand and we need you to mend a few broken pipes, fix a few ungrateful little gits, or Archie will lose his temper and nobody will be happy"

=====

| Dead Certainty: Target Score: 300000 |

| Target Missions: 13 |

| Secrets: 7 |

Phone Missions:

=====

The phones are read clockwise, with phone 1 being the top left and phone 4 being bottom left.

Location of phones: West Angel

Coords of phone: 1: (123, 13)
2: (125, 13)
3: (125, 14)
4: (123, 14)

Phone 1:

The Crisps need a couple of Myni's for a job. Go down to North Chelsea and steal the first one, then go down to East Bermondsey and steal the second one. You'll have to drop off the first Myni at the garage in North East Bow before you can steal the other one. Take both Myni's to the same garage.

Coords of first Myni: (11,112)
Coords of garage: (233, 51)
Coords of second Myni: (247, 164)

Now back down to North East Bermondsey and get in the red Myni. It's been souped up, and all you have to do is thrash it round the streets for 40 seconds.

Coords of red Myni: (233,152)

Drive back to where you found the Myni and get in the Sweets Car that is behind the Garage. Now get out again, and move back to the safe area (Where the arrow is pointing).

Coords of safe area: (246,153)

Nice One!

Now go to the phone in South West City. Albert Crisp will tell you to get over to Trafalgar Square and disable the security cameras by taking the scramblers. Go to all the different parts of the Square disable the scramblers. You'll have 75 seconds.

Coords of phone: (106, 95)
Coords of first scrambler: (72, 58)
Coords of second scrambler: (83, 69)
Coords of third scrambler: (86, 52)

Now grab the Rocket Launcher and use it to blow up the Golden Tank.

Coords of Rocket Launcher: (78, 58)
Coords of Golden Tank: (72, 59)

Now go to the middle of the Square and pick up the goods, jump in the red Myni and go to the garage in South West Bow and drive it through the roller-door.

Coords of goods: (86, 60)
Coords of red Myni: (87, 64)
Coords of roller-door: (193, 83)

Hints: Go down the alley near the red Myni to escape with ease.

Nice One!

Phone 2:

An MP friend of Archie Crisp is getting hassled from his creditors. Go down to West City and take the Limo with the hooker in it.

Coords of Limo: (139, 59)

Now take this fit bird to South East Mile End (She's far too pretty to waste) and drive the Limo through the roller-door.

Coords of roller-door: (243, 29)

Go to North East Mile End and nick the Limo there that has some old scrubber in it.

Coords of second Limo: (236, 12)

Take the Limo to the garage in Central Camden Town and drive it through the roller-door.

Coords of roller-door: (76, 15)

One of the other creditors has done a runner and is heading to the Police Station. Go and kill him. You've got 30 seconds to do it. He'll be somewhere in Soho.

Now go to South City and pick up the money to give to the creditors.

Coords of creditor money: (145, 85)

Take the money to the creditor. Drive your present car through the roller-door.

Coords of roller-door: (141, 14)

Nice One!

That old scrubber's pimp, Rough Tony, has heard that one of his girls was used as bait. He's kidnapped that fit bird, so you have to go and get her back. She's in the Limo in West City.

Coords of Limo: (111, 64)

Take the Limo back to East Mile End and drive it through the roller-door.

Coords of roller-door: (233, 15)

Turns out that that Rough Tony had slapped her about a bit. Go and kill his pimp associates. The first one is in North City.

Coords of first pimp associate: (132, 52)

The second one is down in South East City.

Coords of second pimp associate: (181, 77)

Now go to North West City where the 3rd one is.

Coords of third pimp associate: (113, 30)

Now Rough Tony is going to come after you. Don't worry though, he's only armed with a pistol. He should come from the Angel area.

Right, now go and nick Rough Tony's red Raver which is in Central Angel (He's got some good pills in his car and the Crisps have run out).

Coords of Raver: (151, 12)

Take the car to North Bermondsey and drive it through the roller-door.

Coords of roller-door: (223,146)

Nice One!

Phone 3:

Head down to North Southwark and talk to Terry Dorkins. He'll tell you what to do.

Coords of Terry Dorkins: (150,134)

Turns out that the Crisp Twins have run out of patience with some bloke called Lenny Smith and his crew. Go down to South West Southwark and take the Tank.

Coords of Tank: (127,176)

Now go down the road to where some of Lenny's boys are hanging out. Drive to the spot where the arrow points. It'll tell you to destroy everything and kill everyone. Coords of where arrow points: (143,180)

Nice One!

Go and see Terry Dorkins again. This time he'll be in West Bermondsey.

Coords of Terry Dorkins: (200,165)

This is quite a clever plan. Your going to take out Lenny's boys so he won't have any back-up later on. Go and nick the Sweets Van carrying deliveries to the Chip Shop. You'll have 40 seconds to get down to Camberwell where the van is passing through.

Hints: It helps to have a fast car. A London Cab will do, but if you see an S-Card or a Crapi, pinch it.

When you have the Sweets Van, go to West Brixton and collect the poison.

Coords of poison: (89,228)

Now go to North Brixton and drive it through the roller-door. Quick though, you only have 20 seconds.

Coords of roller-door: (121,214)

Now go and have a word with Terry Dorkins again. He'll be in the same place (West Bermondsey). Coords of Terry Dorkins: (200,165)

Gerald, another one of Lenny's boys, is at home, so pop down to South Camberwell and nick his Jam Jar (car), which is a red Crapi.

Coords of Gerald's Crapi: (226,244)

Take the car to the Bomb Shop down East Brixton way and get it fitted with a bomb. Hurry, you've only got 30 seconds (Bet you're wondering why they gave you such a fast car).

Coords of Bomb Shop: (176,217)

Now take the car back to Gerald's place in South Camberwell and park it up in exactly the same place you found it in. You've only got 20 seconds so put your foot down. Now stand back and admire the explosion!

Coords of parking place: (226,244)

Right, now it's time to take out Lenny Smith himself. Go to see Terry Dorkins again in South West Bermondsey.

Coords of Terry Dorkins: (191,180)

Go and pay Lenny's brother Reg a visit in North East Southwark. Punch him a couple of times and he'll tell you where Lenny is. Kill Reg. He'll try to run away, but just machine-gun him down.

Now head to Lenny's pad in Central Southwark and go up the fire escape to talk to Lenny.

Coords of fire escape: (139,172)

Coords of Lenny Smith: (139,170)

Listen to everything he has to say, then kill him. Only kill him after he says something like "Your the best boy in town".

Hints: Try to be sure when he's not going to speak again - killing him too early will fail the mission.

Nice One!

Phone 4:

Albert Crisp has bet on a football match. One problem, their keeper is crap. Go down to Southwark Stadium in South West Southwark and kill as many people in there as you can in 30 seconds.

Coords of Stadium entrance: (129,190)

Now it's a simple clean up job. Kill the 3 players who got away. They'll be in the local area. When that's done, go down to West Battersea where some yobs have cornered some of the Crisp's associates. Simply drive into them and they'll scatter. You have 50 seconds.

Coords of yobs: (19,244)

Hints: Be careful not to run over the guys in green. You'll fail the mission if you do.

Nice One!

Albert Crisp thinks that Harold Cartwright has nicked some of Albert's personal supply of drugs. He wants you to kill him. First you have to find him. Go down to North East City and talk to Cyprus Phil. Kill him when instructed.

Coords of Cyprus Phil: (157, 49)

Go to Central Soho and see Harold's sister Beryl. Kill her when instructed.

Coords of Beryl: (73, 69)

Now go to Hyde Park and blow up the car that Harold is hiding in. It'll be driving on the main road.

Now go to Harold's pad and nick the red Locust behind it.

Coords of Harold's Locust: (162, 60)

Take it to East Mile End and drive it through the roller-door.

Coords of roller-door: (244, 14)

Nice One!

Secret Missions:
=====

Every secret mission is activated by getting into a car and waiting to be told by some bloke.

Vehicle: Sweets Van

Coords: (128,139)

Location: North West Southwark

Mission: Take the van (Which has loads of Trojan Record Bootlegs) to the garage in North City and drive it through the roller-door
Coords of roller-door: (152, 38)

Nice One!

Vehicle: Double Decker

Coords: (37, 84)

Location: South East Hyde Park

Mission: Remember The Italian Job? Take the bus (Which belongs to the South Preservation Society and is filled with gold) to the garage in South East City and drive it through the roller-door.

Coords of roller-door: (173, 86)

Nice One!

Note: The following mission can only be obtained by first completing all of the phone missions. After you get a message that says "Drive around and keep yourself busy" is the time that the Myni will appear near the Royal pain (Tank).

Vehicle: Green Myni

Coords: (249, 99)

Location: South East Bow

Mission: Deliver the Crisp Twins ruby murray (Curry) to them in North Westminster by driving the Myni across town and driving it through the roller-door.

Coords of roller-door: (59,102)

Nice One!

Ending:

=====

When you have the necessary points, look at the message on your Pager. It'll tell you to go and find Archie and Albert Crisp who are trying to leave London. They're paranoid you are trying to kill them! Go to North Mile End and find their car, which is a green Crapi. Simply blow it up to complete the game.

Coords of Crapi starting point: (225, 06)

Albert Crisp: "Gordon Bennett! That was some firework! Look, there must have been some mistake flower. Well look, just so you don't come at us with a bleeding A-Bomb next time, we're getting out of here. Archie's off to Devon and I'm leaving the country, heading for Thailand actually. Very posh"

You've Won!

There is still one thing I haven't covered. This is the 'Keep London Tidy' bonus, which is identical to the 'Gouranga' bonus from the original GTA. Find a group of the people dressed in blue/green clothes. Wait for them to

get in a line, then mow the lot of them down with a (preferably fast) car.
This should net you 12500 points.

You can also get a free extra life for completing many Kill Frenzies, and it also occasionally gets rid of your wanted level.

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A Word From The Author:

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Phew! And that concludes it. This is 'just' the mission guide, I'll be doing a new version soon which lists all the Kill Frenzies, Multipliers, Extra Lives and other interesting things soon.

As mentioned in the guide I'm still missing at least two missions:

West Fort Law Counthash under the railway tracks on Gangsta Bang.
Secret Mission 4 on Rasta Blasta.

If anybody knows 1) What you have to do in the mission, and
2) The location of the secret phone

please get in touch.

By the way, I suggest you subscribe to alt.games.grand-theft-auto for all the latest news and hints and stuff on GTA3 and the newly released Vice City.

I got quite a lot of emails from people who have downloaded my FAQ's asking about me. It seems that most other FAQ authors write a "About The Author" type thing in theirs so....

I'm 19, live in leafy Wimbledon, into music, films and books, a drummer and vocalist, enjoys karaoke/socialising and/or getting pissed and am just working out what I'm going to do for a living.

"Hang on lads, I've got a great idea. Er..."
Michael Caine 'The Italian Job'

Be good, and if you can't be good be bad....

Adieu,
Rob White
trebor@argonet.co.uk