

Weapons (tier 1):

Press **R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up** during game play. A message will confirm correct code entry. The least powerful weapons in each category will be unlocked. Note: This does not unlock more powerful weapons such as the chainsaw and rocket launcher.

Information in this section was contributed by [HastingsFDE46](#) and [Aiq761989](#).

Weapons (tier 2):

Press **R1, R2, L1, R2, Left, Down, Right, Up, Left, Down(2), Left** during game play. A message will confirm correct code entry.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Weapons (tier 3):

Press **R1, R2, L1, R2, Left, Down, Right, Up, Left, Down(3)** during game play. A message will confirm correct code entry.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Health:

Press **R1, R2, L1, Circle, Left, Down, Right, Up, Left, Down, Right, Up** during game play. A message will confirm correct code entry. Note: If this code is enabled when there is damage on your car, the meter will be reset to zero without changing the visible effects of the damage.

Information in this section was contributed by [Roodypoo71](#) and [Byron Treado](#).

Armor:

Press **R1, R2, L1, X, Left, Down, Right, Up, Left, Down, Right, Up** during game play. A message will confirm correct code entry.

Information in this section was contributed by [Roodypoo71](#).

Raise wanted level:

Press **R1(2), Circle, R2, Left, Right, Left, Right, Left, Right** during game play. A message will confirm correct code entry.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Lower wanted level:

Press **R1(2), Circle, R2, Up, Down, Up, Down, Up, Down** during game play. A message will confirm correct code entry.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Extended wanted level status:

Press **R2, Circle, Up, L1, Right, R1, Right, Up, Square, Triangle** during game play. A message will confirm correct code entry. A box will appear under your felony stars and show you how long you have had a felony, and how close the cops are.

Information in this section was contributed by hellion00 via [Billy Campbell](#).

Bloodring Banger (style 1):

Press **Up, Right(2), L1, Right, Up, Square, L2** during game play. A message will confirm correct code entry.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Bloodring Banger (style 2):

Press **Down, R1, Circle, L2(2), X, R1, L1, Left(2)** during game play. A message will confirm correct code entry.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Caddy:

Press **Circle, L1, Up, R1, L2, X, R1, L1, Circle, X** during game play. A message will confirm correct code entry.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Hotring Racer (style 1):

Press **R1, Circle, R2, Right, L1, L2, X(2), Square, R1** during game play. A message will confirm correct code entry.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Hotring Racer (style 2):

Press **R2, L1, Circle, Right, L1, R1, Right, Up, Circle, R2** during game play. A message will confirm correct code entry.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Love Fist Limousine:

Press **R2, Up, L2, Left(2), R1, L1, Circle, Right** during game play. A message will confirm correct code entry.

Information in this section was contributed by [Nisreo](#).

Rhino tank:

Press **Circle(2), L1, Circle(3), L1, L2, R1, Triangle, Circle, Triangle** during game play. A message will confirm correct code entry.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Romero's Hearse:

Press **Down, R2, Down, R1, L2, Left, R1, L1, Left, Right** during game play. A message will confirm correct code entry.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Sabre Turbo:

Press **Right, L2, Down, L2(2), X, R1, L1, Circle, Left** during game play. A message will confirm correct code entry.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Trashmaster:

Press **Circle, R1, Circle, R1, Left(2), R1, L1, Circle, Right** during game play. A message will confirm correct code entry.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Aggressive traffic:

Press **R2, Circle, R1, L2, Left, R1, L1, R2, L2** during game play. A message will confirm correct code entry.

Information in this section was contributed by [Nisreo](#).

Pink traffic:

Press **Circle, L1, Down, L2, Left, X, R1, L1, Right, Circle** or **X** during game play. A message will confirm correct code entry.

Information in this section was contributed by [Nisreo](#).

Black traffic:

Press **Circle, L2, Up, R1, Left, X, R1, L1, Left, Circle** during game play. A message will confirm correct code entry.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Increase your vehicle's top speed:

Press **Right, R1, Up, L2(2), Left, R1, L1, R1(2)** during game play. A message will confirm correct code entry.

Information in this section was contributed by hellion00 via [hardcore999](#).

Dodo car (flying):

Press **Right, R2, Circle, R1, L2, Down, L1, R1** during game play. A message will confirm correct code entry. Accelerate and press **Analog-stick Back** to glide. Note: You will not be able to fly a helicopter correctly when this code is activated.

Information in this section was contributed by [CiscoTM](#), [Stones](#), and [benny_moo](#).

Car floats on water:

Press **Right, R2, Circle, R1, L2, Square, R1, R2** during game play. A message will confirm correct code entry. Note: This code also allows helicopters to land and float on the water.

Information in this section was contributed by hellion00 via [hardcore999](#).

After enabling this code and are driving on the water, repeat the code to deactivate it. The car you are driving will go directly to the bottom of the water and keep going without losing any health. You will soon hit a piece of land and either end up stuck in the ground or be able to drive again. You will not lose any health during the entire time.

Information in this section was contributed by [AFprepballa32](#).

Change wheel size:

Press **R1, X, Triangle, Right, R2, Square, Up, Down, Square** during game play. A message will confirm correct code entry. The wheels of some vehicles will become larger, while others will become smaller. Repeat this code to increase its effect.

Information in this section was contributed by hellion00 via [hardcore999](#) and [Loadershatch](#).

Note: When this code is enabled a few of the vehicles get faster (for example, the Caddy, Baggage Carrier, Rancher, SUV, and Bobcat). If you load a previously saved game and enable the code again, they will get faster still. The code remains in effect while the PlayStation2 is on. To get rid of its effect, turn off the PlayStation2.

Information in this section was contributed by [~BaShEr~](#).

If you enable this code, pause the game, then reload a saved game, you will be able to use the code again. You can keep doing this to make the wheels get bigger. After a little while, the car will get too tall to enter.

Information in this section was contributed by [LEGOOUTPOST5](#).

Destroy cars:

Press **R2, L2, R1, L1, L2, R2, Square, Triangle, Circle, Triangle, L2, L1** during game play. A message will confirm correct code entry.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Better driving skills:

Press **Triangle, R1(2), Left, R1, L1, R2, L1** during game play. A message will confirm correct code entry. . Press **L3** or **R3** to jump while driving.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Pedestrians riot:

Press **Down, Left, Up, Left, X, R2, R1, L2, L1** during game play. A message will confirm correct code entry. Note: This code cannot be disabled.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Pedestrians attack you:

Press **Down, Up(3), X, R2, R1, L2(2)** during game play. A message will confirm correct code entry. Note: This code cannot be disabled.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Pedestrians have weapons:

Press **R2, R1, X, Triangle, X, Triangle, Up, Down** during game play. A message will confirm correct code entry. Note: This code cannot be disabled.

Information in this section was contributed by hellion00 via [hardcore999](#).

Pedestrians from Thriller:

Press **Square, L1, Triangle, R2, Square, L1(2)** during game play. No confirmation message will appear. Several pedestrians will resemble Michael Jackson and others will look like zombies and other characters from his Thriller music video.

Information in this section was contributed by hellion00 via [hardcore999](#) and [Will Redwine](#).

Police return from dead:

Press **Circle, L1, Down, L2, Left, X, R1, L1, Right, X** during game play. A message will confirm correct code entry.

Information in this section was contributed by hellion00 via [hardcore999](#).

Pedestrian costume:

Press **Right(2), Left, Up, L1, L2, Left, Up, Down, Right** during game play. A message will confirm correct code entry. Repeat this code to cycle through the various pedestrian costumes. Note: You can also change your appearance to a cop.

Information in this section was contributed by hellion00 via [hardcore999](#).

Note: When changing costumes to a prostitute, army soldier, or airport worker, the appearance of Tommy's bodyguards will also change.

Information in this section was contributed by [T Reitz](#).

Candy Suxxx costume:

Press **Circle, R2, Down, R1, Left, Right, R1, L1, X, L2** during game play. A message will confirm correct code entry. Note: The game may freeze if you die in this costume.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Hilary King costume:

Press **R1, Circle, R2, L1, Right, R1, L1, X, R2** during game play. A message will confirm correct code entry. Note: The game may freeze if you die in this costume.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Ken Rosenberg costume:

Press **Right, L1, Up, L2, L1, Right, R1, L1, X, R1** during game play. A message will confirm correct code entry. Note: The game may freeze if you die in this costume.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Lance Vance costume:

Press **Circle, L2, Left, X, R1, L1, X, L1** during game play. A message will confirm correct code entry. Note: The game may freeze if you die in this costume.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Love Fist musician 1 costume:

Press **Down, L1, Down, L2, Left, X, R1, L1, X(2)** during game play. A message will confirm correct code entry. Note: The game may freeze if you die in this costume.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Love Fist musician 2 costume:

Press **R1, L2, R2, L1, Right, R2, Left, X, Square, L1** during game play. A message will confirm correct code entry. Note: The game may freeze if you die in this costume.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Mercedes costume:

Press **R2, L1, Up, L1, Right, R1, Right, Up, Circle, Triangle** during game play. A message will confirm correct code entry. Note: The game may freeze if you die in this costume.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Phil Cassidy costume:

Press **Right, R1, Up, R2, L1, Right, R1, L1, Right, Circle** during game play. A message will confirm correct code entry. Note: The game may freeze if you die in this costume.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Ricardo Diaz costume:

Press **L1, L2, R1, R2, Down, L1, R2, L2** during game play. A message will confirm correct code entry. Note: The game may freeze if you die in this costume.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Sonny Forelli costume:

Press **Circle, L1, Circle, L2, Left, X, R1, L1, X(2)** during game play. A message will confirm correct code entry. Note: The game may freeze if you die in this costume.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Suicide:

Press **Right, L2, Down, R1, Left(2), R1, L1, L2, L1** during game play. A message will confirm correct code entry. Note: This will also restore your default costume.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Slower game play:

Press **Triangle, Up, Right, Down, Square, R2, R1** during game play. A message will confirm correct code entry.

Information in this section was contributed by [Nisreo](#).

Faster game play:

Press **Triangle, Up, Right, Down, L2, L1, Square** during game play. A message will confirm correct code entry.

Faster game clock:

Press **Circle(2), L1, Square, L1, Square(3), L1, Triangle, Circle, Triangle** during game play. A message will confirm correct code entry.

Information in this section was contributed by hellion00 via BUFF21CHIEF and [Mike Bacon](#).

Normal weather:

Press **R2, X, L1(2), L2(3), Down** during game play. A message will confirm correct code entry.

Sunny weather:

Press **R2, X, L1(2), L2(3), Triangle** during game play. A message will confirm correct code entry.

Information in this section was contributed by [Nisreo](#).

Rainy weather:

Press **R2, X, L1(2), L2(3), Circle** during game play. A message will confirm correct code entry.

Information in this section was contributed by [Nisreo](#).

Foggy weather:

Press **R2, X, L1(2), L2(3), X** during game play. A message will confirm correct code entry.

Information in this section was contributed by [Nisreo](#).

Overcast skies:

Press **R2, X, L1(2), L2(3), Square** during game play. A message will confirm correct code entry.

Information in this section was contributed by [Nisreo](#).

Bikini women with guns:

Press **Right, L1, Circle, L2, Left, X, R1, L1(2), X** during game play. A message will confirm correct code entry. The women will drop guns when they are killed.

Information in this section was contributed by [Nisreo](#).

Note: This code will also replace your bodyguards (men in blue jackets) with the bikini women. They will not fight, but have very good guns.

Information in this section was contributed by [brinstarr](#).

Tommy groupies:

Press **Circle, X, L1(2), R2, X(2), Circle, Triangle** during game play. A message will confirm correct code entry.

Information in this section was contributed by [Nisreo](#).

After this code is enabled and you get some women to follow you, aim your gun at someone and they will attack your target.

Information in this section was contributed by [pieter moonen](#).

Note: The appearance of the women that follow you depends on your status, money, and clothes. As each of those increases, you will attract a wider variety of women. At the start, you will get some ugly women.

Information in this section was contributed by [JThiesenhuse](#).

Hidden Packages

Packages / Reward / Reward Location

- 10, Body Armor, Ocean Veiw Hotel
- 20, Chainsaw, Ocean Veiw Hotel
- 30, Python, Ocean Veiw Hotel
- 40, Flame-Thrower, Ocean Veiw Hotel
- 50, Laser Scope Sniper Rifle, Ocean Veiw Hotel
- 60, Minigun, Ocean Veiw Hotel
- 70, Rocket Launcher, Ocean Veiw Hotel
- 80, Chopper, Starfish Island Mansions HPad
- 90, Rhino, Fort Baxter Air Base
- 100, Ultimate Car, Fort Baxter Air Base

How to find the Helicopter

Near the arena in the "Downtown" district is a condo you can purchase for a safe house (\$14000) there are 3 garages for cars and an opening that says Roof Access above the door. There is a Heli pad on the Roof The Helicopter should be there. If it is not there, just leave and come back. This may take a few tries, but it will eventually be back.

How to unlock the final 2 missions!

If you are at the part where you just finished the mission: Copland, then you go back to do another mission at your mansion and the pink light isn't there anymore. Don't get too excited, no you didn't beat the game yet. You just have to do 2 more missions at the mansion then your done, but you can't do missions there yet until you finish all of the ASSETS & EXTRAS missions. Here they are:

1. Four Iron (Avery Carrington)
2. Demolition Man (Avery Carrington)
3. Two Bit Hit (Avery Carrington)
4. Love Juice (Rock Band)
5. Psycho Killer (Rock Band)
6. Alloy Wheels of steel (Biker)

- 7.Messing with the man(Biker)
- 8.Hog tied(Biker)
- 9.Publicity Tour(Rock Band continued)
- 10.Road Kill(Mysterious Caller)
- 11.Waste the Wife(Mysterious Caller)
- 12.Autocide(Mysterious Caller)
- 13.Check out at the Check in(Mysterious Caller)
- 14.Stunt Boat Challenge(Cuban)
- 15.Cannon Fodder(Cuban)
- 16.Naval Engagement(Cuban)
- 17.Juju Scramble(Haitian)
- 18.Bombs Away(Haitian)
- 19.Dirty Lickin's(Haitian)
- 20.Trojan Voodoo(Cuban continued)
- Buy the Boatyard
- 21.Checkpoint Charlie(Boatyard)
- Buy Taxi Factory
- 22.V.I.P(Kautman Cab)
- 23.Friendly Rivalry(Kautman Cab)
- 24.Cabmageddon(Kautman Cab)
- Buy Malibu Dance Club
- 25.No Escape(Malibu)
- 26.The Shootist(Malibu)
- After 26, you unlock 27
- 27.Loose Ends(Mysterious Caller)
- 28.The Driver(Malibu)
- 29.The Job(Malibu)
- 30.Gun Runner(Phil)
- 31.Boomshine Saigon(Phil)
- 32.Recruitment Drive(Steve Scott)
- 33.Dildo Dodo(Steve Scott)
- 34.Martha's Mug Shot(Steve Scott)
- 35.G-Spotlight(Steve Scott)
- Buy Print Works Factory
- 36.Spilling the Beans(Print Works)
- 37.Hit the Courier(Print Works)

After 37 seven missions of ASSETS & EXTRAS you unlock the 2 last missions to finish the game.

Robbery

To rob a store, all you have to do is point a gun at them. You have to hold it for a long time

and the longer you hold it the more money he will give you. The alarm will sound, and the cops

will come, so get the money and get out. (NOTE: you can drive a motorcycle in the mall, so get a

PCJ 600, and get ready to run.

Here is a list of stores that you can rob.

Store Location

Corner Store Vice Point, one block north of the Shady Points Hospital
Dispensary+(pharmacy) Vice Point, one block west of the corner store
Jewelry Store Vice Point, just east of the bridge to the Leaf Links Country Club
Gash North Point Mall
Music Store North Point Mall
Jewelry Store North Point Mall
Hardware Store North Point Mall
Bunch of Tools (hardware) Washington Beach, on peninsula west of Washington
Beach Police

Department

Ryton Aide Pharmacy Little Haiti, next to Pay 'n' Spray
Pharmacy Downtown, on the street between Love Fist's studio and Rock City
Jewelery Store Downtown, on the street between Love Fist's studio and Rock
City
Deli Little Havana, one street north of Ryton Aide Pharmacy
Doughnut Shop Little Havana, on the corner south of Cherry Popper
Laundromat Little Havana, west of Print Works
Screw This (Hardware) Little Havana, between Umberto's and Sunshine Autos

Info submitted by MOBOB911 on Friday, November 1, 2002 at 23:27:21

Two more helicopters

I have found three helicopters. All mavericks. There is a regular one on top of the Hyman Condo. A swat one on top of the police station nearest the stadium. And a news chopper on the VCN building. The VCN building does not have stairs to it, you will need to get to one of the two other helicopters. Fly it over to the building, land, and then grab it. These helicopters will be there most of the times, but sometimes they will not be there, if this happens, just go do something else, like a mission, then go back and see.

Free PCJ 600 and Angel

You can get a free Angel by going to the biker bar, and just jacking one. Big Mitch doesn't care. But for those people that prefer the PCJ 600, there is one across the street. You may not see it but it is there behind a pane of glass. You need to take out a gun and shoot the glass, or use a melee wepon to break it. (NOTE: it is not always there so if it isn't grab an Angel and be happy.) There is also a PCJ 600 at the docks were The Colonel missions took place.(it isnt there all the time either so if it isnt, take the cheetah.)

Places you can buy

Business	Cost
Ocean Hights	\$ 7,000
Boat Yard	\$ 10,000
Hyman Condo	\$ 14,000
Film Studio	\$ 60,000
Vice Point	\$ 2,500
Skumole Shack	\$ 1,000
El Swanko Casa	\$ 8,000
Kaufman's Cabs	\$ 40,000
Links View Apartment	\$ 6,000
Print Works	\$ 70,000
Cherry Poppers	\$ 20,000
Sunshine Autos Show Case	\$ 50,000
1102 Washington Street	\$ 3,000
The Malibu Club	\$ 120,000
Pole Position	\$ 30,000

Get full health

Go to any pizza place and buy the special and your health will be full.

BULLET PROOF CAR

Also fire-proof, explosion-proof, and collision-proof.

Activate the Guardian Angels mission (from Colonel Cortez), and kill the Haitian gang members. The Admiral is the white car Diaz drives in the cut-scene. Deliberately fail the mission by killing Diaz, Lance, or letting the Haitian biker escape with Diaz's money.

Once the mission fails, the Admiral's doors will be unlocked and you can drive it back to the garage of your choice. Naturally, you will need to purchase property that has a garage first.

Core Mission
The Party \$100
Back Alley Brawl \$200
Jury Fury 800
Riot Reward: \$1000
Treacherous swine 250
Mall shoot \$500
Guardian Angles \$1000
The Chase \$1000
Phnom Pehn 86 \$2000
Sir, Yes Sir! Reward: \$2000
All Hands on Deck \$5000

Special Notes: You'll receive a phone call from Kent Paul after the completion of this mission. You'll now be able to take missions for the band Love Fist.

- This mission starts immediately after you take it. Make sure you have body armor and full health along with a weapon you can aim in first-person view with a plentiful supply of ammo. You'll begin by fending off a few French boats. After a certain amount of time you'll be given a new objective.
- Several French ships form a barricade that blocks the Colonel's ship from exiting the harbor. You'll need to remove it by blowing up these ships and repelling a massive attack at the same time. If you hear the message that you're being overrun by the French, turn your attention to the deck and help Cortez's men with the firefight.
- Two helicopters will attack--the first is a commercial helicopter and the second is a military helicopter. When each of these shows up, make it your number one priority. Clear the path when you can, and the mission will be completed.

Tommy Vercetti

Although the first two self-employed missions are picked up from different locations, they definitely have you going out for yourself. You'll receive no monetary reward for the first, but it's required to progress through the story.



Death Row

Special Notes: Take on this mission by meeting Kent Paul at the Malibu after his phone call.

- There's no monetary compensation for this mission, but it's quite difficult, so be well prepared. You're up against a large number of gang members. Full health, body armor, and an automatic rifle are advised. As soon as the mission starts, you'll see Lance's health deteriorating. You need to get him out of there before he's had it.
- Get a fast car and make your way to the location on the radar. As soon as you get in range you'll be under a hail of gunfire. Your best bet is to make it to Vance as quickly as possible and fight your way out. As an alternative you can try to approach from behind and/or use a helicopter to speed things along.
- You need to get your friend to a hospital while being pursued by a number of hostile cars. There's a garbage truck on the left side on your way out. As long as you don't flip yourself over you'll be practically invulnerable for your ride back

Rub Out

Reward: \$50,000

Special Notes: This will be the end of Diaz. You'll end this mission with a luxurious new headquarters and new missions on your own behalf. It's time to start taking over this city.

- Step onto the pink marker in front of the mansion. Lance will arrive with the heavy artillery in a scene straight out of *Pulp Fiction*. Time to get down to business.
- Kill goons in front of the residence. The sniper rifle might be of use here. Move to the right side of the stairway, and you'll find a hedge maze. Follow Lance and help him take out the henchmen that stand in your way.
- You'll now head into the mansion itself. Make your way down the corridors until you arrive in the decorated fountain room and cross to the stairs. Climb up, carefully eliminating the guards on higher flights as you advance.
- It's recommended that you take on Diaz from the top floor. You may want to consider using an auto-targeting weapon like the Uzi to quickly and efficiently gun down Diaz and his men. When the smoke clears, the mansion is all yours.

Shakedown

Reward: \$2000

Special Notes: After you convince the local businesses that you're in charge, you'll be able to buy various properties on the map, which will yield new business opportunities. You'll receive a call from Avery and will be offered a fourth pay phone mission.

- You have five minutes to convince Vice City that you're the new boss. Do this by smashing up all the breakable glass in Vice Point Mall. As soon as you can move you need to get outside, get in a fast car, and floor the gas. Get to the mall as quickly as you can, avoiding major collisions and keeping your speed up. You just may need those extra seconds. The best strategy here is to enter the mall from the south side so you come out right by The Gash department store. Bringing a bike in can help you save time with drive-bys, but it isn't absolutely necessary. Break the glass downstairs, then upstairs.
- Your wanted level will increase naturally as you go about your business. Pay absolutely no heed to the cops. Keep moving and breaking glass. The money you make isn't that substantial, but this mission effectively cracks open Vice City so that it's yours for the taking. Good luck.

Bar Brawl

Reward: \$4000

- Someone's cutting in on your protection money. He needs to be cut out. Take your guards and head to the location marked on your radar, quite near the Ocean View Hotel. A quick drive-by will get rid of the guards. Talk to the manager to learn where the security company is located and pay them a visit.
- The security guards are in a fairly well defended area and can be formidable in a firefight. On the other hand, they're in a confined space, which can be devastated with an explosion. Toss in a grenade or Molotov cocktail, or manually target a car and send the area up in flames. Step in to eliminate any survivors. When you've killed them all, two motorcycles will take off from the scene.
- Give chase and eliminate the two bikers to pass the mission. They'll head for the southern end of the beach. When they're dead you'll have one less obstacle to deal with on your way toward dominating Vice City. The security company just might hold a grudge though.

Cop Land

Reward: \$10,000

Special Notes: The protection asset will be completed when you complete this mission, giving you a cash icon that accumulates to a maximum of \$6000 dollars in front of your mansion. Collect it regularly for a steady flow of cash. You'll also have the useful cop outfit available at the Washington Beach police station.

- This mission starts easy and gets a bit more difficult. You and Lance will first need to lure at least two cops into a lockup marked on the radar. Start looking for cops when you near the location, and kill a cop to get noticed. Drive a bit until you have at least two cops on your tail, then swing into the garage. The garage will close and you'll come out with a nice new costume.
- Now the game tells you to get a cop car and head to the mall. Actually you can use any car or



motorcycle, you can walk, or you can bring a helicopter. The last option allows for an airborne escape, which is highly recommended.

- Walk into the mall, walk into the marker to plant the bomb, and leave. You and Lance have earned a hefty five-star wanted level. Police, FBI, and SWAT teams have placed barricades on the road and are literally all over the city. The helicopter is definitely the safest option, but some fancy driving with a car or bike can get you home safely. Once you're done you'll come into a good chunk of cash and be paid protection money on a regular basis.

Cap the Collector

Reward: \$30,000

Special Notes: This mission will not be available until you have bought up the majority of the properties and completed the majority of the assets. You'll be informed via cell phone when this happens.

- The mafia is trying to take an unjustified cut from all of your owned businesses. To let them know that they're not welcome, you'll need to kill the messenger, or in this case the collector. Since the opposition rides speedy motorbikes, a fast vehicle will help you out.
- Run down or gun down the mafia goons as they attempt to pillage your owned businesses one by one. The screen will display information on which business is being targeted, and the radar will display its exact location. Eliminate three pairs of bloodsucking leeches to complete the mission and earn a hefty reward.

Keep Your Friends Close

Reward: \$30,000

Special Notes: This is the last main mission in the game. Suck it up and go for it.

- Sonny and his boys have come to take your money. You'll have to defend your safe first. You'll go up against a lot of mafia here, so remember the locations of your health and armor stashes (downstairs to your left and at the very bottom of the multiflight stairway in the east wing of the mansion). If you charge out right at the beginning of the mission, you can eliminate three stretch limos that spawn goons. Then return and watch your money until you're given orders to kill a specific individual.

- Chase your target up the stairs, firing at every opportunity to send him fleeing higher and eliminating any other opposition. Once you reach the top, you'll be under fire by several men behind barriers. If you want to grab the adrenaline pill to your left, that may help. Otherwise take cover and pop up to eliminate the threats. Once you kill their leader, head back downstairs.

- The man in charge of the raid is here, and it's time for the final confrontation. You can choose to flee to your office and dispatch the wave of goons that fly at you and thin the ranks before taking on your nemesis. An equally viable alternative is to charge out with a powerful weapon (shotgun recommended) and end things quickly. For something in between, simply take position at the top of the stairs and crouch so that you can barely see the boss's head. Open fire and give him a face full of lead. Enjoy the ending, and the rest of Vice City!



Although not required to complete the main game, these missions contribute to the storyline and have rewards and lasting effects in the game. Their availability is determined by which core missions have been passed, as explained in the special notes in the above missions.

Avery is a good old Southern boy who's keen on real estate. Although his missions aren't required for completing the game, they tie in nicely to the story.

Four Iron

Reward: \$500

Special Notes: After completing this mission, the country club clothing will be available for pickup

at the country club.

- You need to get onto a golf course to eliminate a certain individual. Go to JockSport to be fitted for colorful country club garb, then make the short drive to the course.
- If you go through the security checkpoint, you'll temporarily lose any firearms you may be carrying. If you want to bring weapons in, park a car near the black ramp and hop onto the car, then over the fence.
- There are several ways to complete the mission. When you get close to your target, he'll set his guards on you. You can try to overturn or destroy his golf cart by ramming it, gun him down with smuggled guns, or drive right back to the entrance (there's only one) and wait for your target to attempt to escape. If he escapes the course, you can still chase him down in a car, provided he doesn't get too far away from you.

Demolition Man

Reward: \$1000

- Your next mission is to destroy a building with a radio-controlled helicopter. It's marginally easier than it sounds.
- The controls will be explained to you, but it'll be a bit of a challenge to master flying a miniature aircraft. Just keep trying until you get it right. Pick up a bomb and head to the building. There are four locations to drop the bombs, one on each floor. It's recommended that you start with the lowest and end at the highest because construction workers will follow and attack your helicopter when they see it.
- Your best bet is to fly low when you're trying to bomb. If the bomb misses, simply drop down to pick it up again and drop it from zero range. Flying low can also get rid of the workers by slicing them up, but take care not to hit too many walls or take too much gunfire, or you'll explode just like any other vehicle.
- When all the bombs are placed, the building will be heavily damaged, and you'll collect your pay.

Two-Bit Hit

Reward: \$2500

Special Notes: You'll have the Havana set of clothing waiting for you after this mission. Unfortunately it seems that you can't access it due to an invisible wall. You'll also receive a phone call that will let you take jobs from the Cubans.

- You'll first need to head to Little Haiti to pick up your Cuban colors. Once you've donned your disguise, commandeer a sturdy vehicle and get ready to crash a funeral.
- The Haitians will spot you as soon as you arrive at the scene. Your target is clearly marked with an arrow. The best strategy is probably vehicular homicide. You may even want to rig your car with a bomb and bail out at high speeds before detonating. As long as you're not seen until you're just about to make your kill, you'll be fine.
- The leader may try to escape in a unique hearse if he's not snubbed right at the beginning. The hearse will drop damaging coffins, so be careful as you try to trap and destroy the vehicle. After the hit, get out of Little Haiti as fast as you can and collect your reward.

These jobs come from an unknown client as a fluke, because you picked up a stolen cell phone. The later missions in particular are quite challenging and enjoyable.**Road Kill**

Reward: \$500

- You need to run down and kill a pizza delivery boy. What he's done to deserve it you'll never know. Regardless, all you need to do is take a fast car and ram him. Once he's off the bike you can rub him out as you see fit.

Waste the Wife

Reward: \$2000



- A Mrs. Dawson will be leaving the jewelry shop soon. You need to off her and make it look like an auto accident, meaning you can't use weapons of any kind or pull the woman out of her car. Drive to the marked location.
- When she leaves, follow her and keep ramming her car until it bursts into flames. She's a relatively good driver in a fast car, so keep that in mind when selecting your own vehicle. Quick and simple. If your car takes too much damage, swap it for a new one and continue the chase.

Autocide

Reward: \$4000

Special Notes: This is a long, timed mission with several targets to eliminate. Take care not to draw the attention of the police, or the mission will become next to impossible.

- There are several people you need to kill within eight minutes. Make sure you grab the weapons provided at the blue dot on your radar. Your first victim is working for an advertising agency. Notice the yellow arrow pointing up and the pink arrow pointing to your target, and off him.
- Your second target is already in a vehicle, but in a confined area. You can shoot him through his windshield or block him in with a car or larger vehicle and blow them both up. Grenades or Molotovs will work nicely as well.
- Two more targets are waiting by the jewelry store. Approach from the west to ensure clean shots. Aim with the sniper rifle and take out the driver, then the passenger. Alternatively you can use an explosive or incendiary weapon, but if the car escapes your initial attack, you aren't likely to have enough time to finish the mission.
- Number five on your list is doing a bit of pleasure boating. Make your way toward his location and line up a clean shot for the sniper rifle. To make things easy, drive your car straight up the stairs at the Standing Vice Point Hotel and make the shot from there. Any way you can get a clean shot will do though. After he's dead, there's only one more to go.
- Your last hit for the day is biking around town with the wind in his hair. As long as your engine is fast enough, you should have no problem offing this last one. Your mystery client will compensate you for a job well done.

Check Out at the Check In

Reward: \$8000

- After receiving the phone call you'll be instructed to pick up a nearby sniper rifle. A woman will come down the escalator and have a conversation with a certain man. You're to shoot the man and bring the briefcase to a specific location. Park your car close to one of the security checkpoints to prepare for a speedy getaway.
- You're given a distance meter, and the mission will fail if you come too close to your target. You can stay on the ground level if you want to make the shot early or wait for the man to take the escalator. Either way you'll need to kill him and the bodyguard who's with him. In fact, it may be wise to shoot the bodyguard, who's a younger-looking man, first since he's carrying a weapon.
- Once you grab the case you'll be a wanted man. Although you may receive only two stars, you'll have police and undercover officers doggedly pursuing you. Hightail it to the Ammu-Nation downtown, or you may want to steal a Highliner big rig from the docks and bulldoze your way to your goal.

Loose Ends

Reward: \$16,000

- There's a very big deal taking place on the roof of the Cherry Popper Ice Cream building. Your mission is to kill everyone involved and take off with the goods yourself. A sniper rifle is almost a requirement here, and full health and armor are once again recommended.
- Occasionally you'll be shot at through a wall on your right as you enter the location. If this happens you'll probably want to restart the mission. If things are fine, you'll be faced with two gunmen behind a black Sentinel. Before you progress, check the stairways and rooftops for enemies. Pick off anyone you see with your sniper rifle.
- As you turn the corner you'll immediately be fired on. When you're walking into tight spaces or rounding corners where enemies might be lurking, select an auto-targeting weapon like the Python and be ready to fire. There's an exploding barrel to the right that will cause a beneficial chain-reaction explosion when you take it out. Round the corner, take cover behind a crate, and scan the rooftops again. Enemies lurk around practically every corner, so be careful as you advance. If you need it there's a body armor pickup in the southeastern corner of the lot. When the coast is clear, climb the stairway to your right and begin to make your way toward the Cherry

Popper roof.

- A man with a shotgun is hiding near the two big scoops. Make sure you find him before he finds you. Don't run straight ahead when you see the briefcase. Try going around the left corner and ambushing the final guards from behind. Now is the time to take the case and hop in the nearby Maverick to escape.
- You merely have to fly the helicopter back to the marked location at the airport to complete the mission and earn a sizable reward. If you haven't already collected it, a hidden package is located on the helipad with you.

Headed by the colorful and hypermasculine Umberto Robina, the Cubans will adopt you as a brother and recruit you to help in their ongoing war with the Haitians.

Cannon Fodder

Reward: \$2000

- Bring a car that can hold at least four people to the front of the restaurant and drive to the location of the fight in Little Haiti. Keep moving to avoid being pulled out of your car. Bring a machine gun and/or sniper rifle to the party and be prepared for a tough fight.
- Help the Cubans out by killing rival gang members marked with a pink arrow. After a cutscene you'll need to take out a sniper on the roof and several other heavily armed men. This will trigger the final charge. You now simply need to take the van and escape. This will be much easier if you gun down the Haitians who are already here, but know that there's a horde of them coming out of a building in the back.
- Don't let the cops push you around as you make your way back. Simply press onward until the van is parked and you get paid.

Naval Engagement

Reward: \$4000

- Drive to the point indicated on your radar to meet Rico. He'll drive you alongside two ships stacked with Haitian gunmen. Take them out quickly while the boat is still intact. They won't react until after the first shot, so make that one count.
- You'll be thrust ashore and charged with retrieving two briefcases. Crouch down behind the wall and pop up to eliminate the gunmen on the building. There's a hard-to-spot man on the top of the roof and a man on the right side of the mansion with a deadly shotgun. Make sure you take them out.
- Pick up the suitcase by the boat docks, then go around back and bring the Landstalker up the stairs and close to the second briefcase's location. As soon as you grab the briefcase, hop in the car and drive. You'll have a four-star wanted level, meaning the police and SWAT teams will be hot on your tail, so watch out.

Trojan Voodoo

Reward: \$8000

Special Notes: You'll need to complete the Haitian missions before this job becomes available.

- Take your new friend Pepe into Little Haiti to pick up an appropriate set of wheels. There's a Voodoo parked right next to Auntie Poulet's place if you have trouble finding one driving around.
- Drive the car to the location marked on the radar. Try your best to avoid confrontations with rival gang members for the time being. Join up with the other Cubans and head for the drug-processing factory marked on the radar.
- Wait patiently to gain access into the compound. Once in, you may want to run down the Haitians standing inside the compound. They won't attack you if you don't open fire. You now should move inside and take out the guards. Once they're gone it's time to plant the bombs.
- Climb the stairs and plant the farthest bomb first. This will give you more time to escape the compound before it blows. The gate has been closed, so head around the right corner to find stairs to the roof. Keep running until the bombs go off and you collect your fee.
- After completing this mission the Haitians will have you marked. Be wary.

Love Fist is a drunken Scottish rock band managed by Kent Paul. Tommy feels that running errands for the band and driving them around is demeaning, and so might you. Think of it as charity work for Kent Paul, or at the very least a way to earn a bit more money and edge up your completed percentage.



Love Juice

Reward: \$2000

Special Notes: You'll be introduced to Mitch Baker following the completion of this mission. He'll be marked by a spade on the map.

- You need to collect the proper components for a complicated drug cocktail as a favor to the band. Park a car or motorcycle on the pink speck on the radar and sound your horn. A friendly dealer will take your money and leave with the drugs on a motorbike. Run him down, kill him, and pocket the goods.
- The band is getting a wee bit lonely and could use some company. Before you pick up Mercedes from her apartment, make sure you have a speedy vehicle. As soon as you pick her up you're given a minute and a half to get her back to the recording studio. Do so and you're done.

Psycho Killer

Reward: \$4000

Special Notes: You must complete the biker gang missions before taking on future jobs for Love Fist.

- You need to stop a crazed killer bent on seeing Love Fist burn. You'll need to take the band's limo to a signing event to try to draw the killer out, then chase him down and eliminate him. The mission will begin in earnest when you park the limo on the designated marker.
- Unfortunately, the limo is poorly suited to a high-speed chase because it fails to attain high speeds. You can remedy this by parking a much faster vehicle nearby beforehand. However, you'll need to enter and exit the car quickly or you'll lose sight of the killer (he won't show up on radar). Leave your speedy car's door open to save some time. Once the psycho comes out to play, try to corner his car or light it up using the drive-by technique. When he's dead, you get paid.

Publicity Tour

Reward: \$8000

- More problems for Love Fist--this time their limo has been rigged to explode if it goes under a certain speed. You'll need to drive around at high speeds while listening to the band's absurd chatter until the bomb is defused. The detonation meter grows steadily if you dip below a certain speed and shrinks when you exceed that speed.
- Contrary to what the game might suggest, you don't have to travel at top speed to keep from blowing up. Press the button only hard enough to maintain a decent speed without allowing the detonation meter to grow. You should begin by traveling south, gently taking the left turn onto the main road. Making sharp turns and colliding with other vehicles is a great danger. If you slow down to a near stop, it's impossible to gain enough speed to prevent an explosion. Turning back and heading north after a long straight drive works well, as does touring Starfish Island.
- Once the bomb has been defused you simply drive the band back to its venue and receive your payment.



A familiar voice will call you here and back again to perform favors, but you may not remember them afterward. The Cubans will never realize you're for the other side, and neither will you.

Something about that tea...

JuJu Scramble

Reward: \$2000

- Full health and body armor are advised. You need to make it to Auntie Poulet's stash before the cops do. You have all the time you need to make it to the first package, but once you grab it you'll be given a 60-second timer, and SWAT officers will ambush and pursue you. You're also slammed with a two-star wanted level. If the timer runs out, you can track down the officer who has the package and take it by force.
- Make it to the next yellow mark on your radar to find the second package. When you grab it you'll be given another 60-second timer and four stars.
- There's one last package to attain. Once you have it you'll make one more timed dash, this time to Auntie Poulet's house. You're given a puny reward for all the trouble you just went through, but you may not remember it too well afterward.



Bombs Away

Reward: \$2000

- First make your way to the Top Fun van to begin the mission. You'll be briefly instructed on how to pilot the RC planes and then will be sent off to destroy the Cubans and their boats. The targets are clearly marked with pink arrows. Avoid enemy fire and send your targets to the big boatyard in the sky. One last man will try to escape by car. If you can tag him before he gets to the road, do so; otherwise, watch out for buildings and trees.



Dirty Lickin's

Reward: \$5000

- There's a large old-fashioned brawl between the Cubans and the Haitians. This time you're pulling for the guys from Little Haiti. You need to tip the odds with a sniper rifle, but if you're spotted, you'll fail the mission.
- You need to get to the roof of the building overlooking the scene if you want to succeed. Grab the adrenaline pill nearby to slow things down and make your job easier. With a good aim you'll have no problem completing the mission.

The bikers are a tough gang of lawless individuals headed by Mitch Baker. If nothing else, these missions will improve the way you handle a bike.

Alloy Wheels of Steel

Reward: \$1000

- To prove yourself to Mitch Baker, you'll have to race against a few of his boys to show that you can handle a motorcycle. It's a simple checkpoint race: You must pass through each of the checkpoints successively and be the first to arrive at the finish line. Driving bikes is very different from driving cars, so you may need a bit of practice before you can get it. The other drivers will help you out a bit though, as they're quite prone to slamming into things and taking spills themselves. You'll get a paltry sum of money for proving yourself, and you'll be able to attempt the next biker mission.

Messing With the Man

Reward: \$2000

- This is a very simple mission that can be quite difficult, and it's one that you'll want full health and armor for. You're required to cause as much chaos as you can within two minutes, which is measured by a handy onscreen meter. Killing people (especially cops) and destroying vehicles is the order of the day. You'll hear a tick each time you do something to fill up the meter.
- Using a vehicle can definitely be to your advantage, because it will keep you from being damaged. The downside is that the police can easily bust you if you get stuck or stop moving for too long. Recommended weapons are the Colt Python, the MP5, and a weapon suitable for destroying vehicles, such as grenades or a machine gun. When you do fill up the meter, head for your hideout or the Pay 'n' Spray to get rid of that nasty wanted level you've worked up.
- If all that was too much trouble, there's a glitch that lets you fill the chaos gauge by shooting a car until it explodes, then shooting it even more (use a weapon you can aim in first-person view). It works, but Mitch surely wouldn't approve of your method.

Hog-Tied

Reward: \$4000

- You'll be given a bit of an exposition before beginning the mission. You'll need to get a fast bike and make a beautiful jump to the roof of the downtown Ammu-Nation store. Once you're spotted you'll be swarmed by gang members, so be swift about it.
- Killing the men on top of the roof first is a good idea. You may want to do this with a sniper rifle from the top of the stairs to avoid being spotted early, but you can just as easily stay on the bike and hose them down with your submachine gun.
- You can opt to snipe the four patrolling gang members, or you can go down the stairs killing everyone with an auto-targeting weapon. The Colt Python works wonderfully. Don't stop shooting until you get on the bike and begin to make your escape. Loop the bike around to the north to jump the stairs and escape the area.
- Regardless of whether or not you were spotted, gang vans will try to run you off the road and eliminate you before you can return the bike to Mitch. Drive as skillfully as you can and don't look back.

While you'll meet Phil through the Malibu missions, he'll call in one or two favors from you personally. He's obnoxious, but he's not such a bad guy.

Phil is mentioned here to avoid confusion. His missions are listed in the following section, Properties and Asset Completion, since the game counts Phil's Place as an asset.

Price: \$30,000

Maximum Daily Revenue: \$4000

Description: Also a good first or second buy. The strip club is north of Ocean Beach Hotel and south of Collars and Cuffs.

THE V.I.P. ROOM

In order for your club to start making money for you, you'll need to drop \$600 on the girl who works in the first door to your left in the back of the club. Once that's done she'll be replaced by a new girl, and the room to the back right will feature a nice pole-dance scene when you walk in.

Price: \$40,000

Maximum Daily Revenue: \$5000

Description: Located in Little Haiti. The cab company is a good intermediate purchase. It's relatively affordable with good returns, after you complete three missions.

V.I.P.

Reward: \$1000

Special Notes: You must be in a Kaufman cab to accept any missions for the company.

- Bring a submachine gun. Head to Starfish Island as quickly as possible to pick up a high-profile client. Another cabbie will try to steal your fare, insulting you in the process. Muscle him into the side of the bridge as he tries to escape, hang your arm out the window, and fill his car with a few bullets to show him you mean business. When the client agrees to take your car, let him in and speed off toward your destination--the airport.
- There's no timer, so take your time and provide your client with a pleasant drive.



Friendly Rivalry

Reward: \$2000

- This is a straightforward and simple mission. There are three rival cabs marked on your radar. Destroy them. Do a drive-by, use a rocket launcher, or smash your car into theirs--anything will do. Just know that a flaming cab will attempt to take you down with him. To maximize your chance of success you might consider waiting for your wanted level to cool off before destroying each cab. Remember the Pay 'n' Spray if you need it, and good hunting.

Cabmageddon

Reward: \$8000

Special Notes: After you finish this job, the taxi firm asset will be completed, yielding up to \$5000 dollars per grab.

- You have a special request from a special client. Drive to the location on the radar and sound the horn. Make sure you get your cab there in good shape, or if that fails, jack another Kaufman cab.
- A fleet of angry cabs pours into the area, and you have a 60-second timer. They're going to try to take you out. Drive evasively and don't fly off into the drink.
- When the timer runs out, you'll go face-to-face with a tiger-striped death cab. Defeat it in vehicle-to-vehicle combat, or if you'd like to keep it as a souvenir, shoot the driver in the head through the windshield and take his ride to a nearby garage.



Price: \$60,000

Maximum Daily Revenue: \$8000

Description: Located on the otherwise desolate Prawn Island. Interglobal Films requires that you complete four missions before it will begin forking over cash.

Recruitment Drive

Reward: \$1000

- You need new talent. Head to the location on your radar to meet the accomplished Candy Suxxx. Make sure you're holding a gun before stepping on the marker in preparation for meeting Candy's "manager."
- The pimp will unload three punks to deal with you before scooting off in his cheap car. Take them out and chase down your target. This will be a bit more challenging than most chases,



because the pimp can stop to spawn gang members from out of the vehicle he drives and will switch vehicles if his is about to blow. When you've eliminated him, go back and pick up Candy.

- With Candy in tow, make a trip to see Mercedes to get her in on the action. Take both lovely ladies back to the studio and collect your pay.

Dildo Dodo

Reward: \$2000

- Here you'll take to the skies and distribute flyers to promote your studio's films. The seaplane you'll use is around the back of the studio.
- Build up a bit of speed before you attempt to take off. The checkpoints you'll need to collect come in pairs, meaning that when you hit one you'll have to fly to a second designated point marked on your radar to complete the pair. You have limited fuel, but the amount you're given is pretty generous. The bigger danger is colliding with buildings. Fly safely.
- Finishing the mission will get you \$2000 and will take away the fuel gauge. If you like you can do some pleasure flying before your next mission.

Martha's Mug Shot

Reward: \$4000

- As soon as the mission begins, head toward the yellow dot on the radar that's to the north. Hop in the Sparrow helicopter generously provided for you and begin to tail Candy's stretch limo.
- When you find where they're headed, park your helicopter at the nearby hotel marked by the pink arrow and find the door on the left side of the hotel. Ascend to the top of the building for a great photo-op. You can take the pictures by landing the helicopter on a nearby building, but you need to be quite close to see the couple. You're obviously meant to enter the building marked on the radar, but don't be afraid to try.
- Once you've snagged three good photos showing both the congressman and Ms. Suxx, you simply need to bring them back to the porn studio. Unfortunately you've been found out, and there are hired guns blocking the stairs. Bouncing grenades down the stairs is a good way to take them out indirectly.
- Escape to your waiting helicopter and head back to the studio. Land in a hurry, because there are guns all around you. Once you hit the pink circle you're home free.



Price: \$120,000

Maximum Daily Revenue: \$10,000

Description: The Malibu is the hottest club in Vice City. Ownership allows you to take on a number of missions to establish yourself as the nightclub king of the town.

No Escape?

Reward: \$1000

- Your aim is to bust a guy out of jail who can help you pull off one of the biggest jobs in the game. First make your way to the VCPD building in the Washington Beach area. Come with full health and armor, but don't walk in brandishing a weapon. Head to the locker room and stand on the marker to change into something less conspicuous. You'll be informed that the key card is upstairs, so head there next.
- Just keep your cool and don't target any of your fellow officers. Pick up the keycard, and if you haven't already grabbed the nearby hidden package, now would be a good opportunity to do so. Head downstairs and stand on the marker to spring the prisoner.



- Once he's out you're at a five-star wanted level. Use a shotgun or other auto-targeting weapon and clear out the police who stand in your way. Your new friend is a bit stupid when it comes to finding his way to cars, so take the car the game provides by turning left after you leave the station. If you want to bring your own, a vehicle with good acceleration and speed, like the Stinger or Hotring Racer, is recommended. Hop in, try driving through alleys, and pray you'll make it to the Pay 'n' Spray. After that it's a leisurely drive back to Cam's house.
- Your reward may be insulting, but you now have a safecracker for future use. Consider it an investment.

The Shootist

Reward: \$2000

- You need a stickup man. Meet Phil Cassidy at the Ammu-Nation rifle range downtown. You'll need to prove yourself in a target-shooting contest.
- There are three sections. The first involves three targets at different distances. Each target has five sections, and the farther a target is, the more points it's good for. Concentrate on clearing the far targets first.
- The second section is a Hogan's Alley-style cutout shoot. There are no innocent targets, so kill without discretion. There's no real strategy here--just hit as many targets as possible.
- The third section is the most challenging and features targets that barely peek past the corners. There are occasional targets in the upper corners, but these are very difficult to hit. You shouldn't need to score many hits here if you've done well in the past sections.
- When you get more than 60 hits, you can talk to Phil after the mission to recruit him.

Note: There is one more mission you can take that is related to Phil that will earn you the fast-reload ability. Return to the Ammu-Nation pistol range and score 45 or over to earn the fast-reload ability. This is required to obtain 100 percent completion. Do not pass this up.

Driver

Reward: \$3000

- You're in a street race with a fast and indestructible car against a skilled driver. With various combinations of luck and skill, however, you can emerge victorious.
- One strategy is to simply drive perfectly. Reckless stunts will most likely only result in your hitting a wall, spinning out, and losing time. Your car has inferior acceleration but a higher top speed. You will have a wanted level of two, however, and there's no accounting for traffic conditions and cop behavior.
- Another technique that can be combined with the above is to ride Hilary's tail and attempt to spin his car out during turns. This can actually be accomplished in the first right turn if performed correctly. Just go easy on the steering and maintain your speed.
- If you like, you can try to switch vehicles during the race by planting something along the route. A motorcycle like the PCJ600 is very fast, but if you hit something during the race it's as good as over.
- When you do complete the race you're ready for what's arguably one of the coolest missions in the game.



The Job

Reward: \$50,000

Special Notes: After this job is completed, the Malibu Club will generate revenue up to \$10,000 per day. The bank job outfit will be available upstairs at the Malibu. You'll receive a call from Phil on your cell phone and will be able to take missions from him.

- Time to knock off a bank. Pile your motley crew into the taxi waiting outside and drive to the location indicated on the radar. Hilary will circle the block while you, Cam, and Phil pull off the job. Head to the marker in front of El Banco Corrupto Grande to begin the operation.

- After you don your disguises, Phil will stay downstairs while you and Cam head upstairs to the vault. There will be two guards on the next floor. Take them out quickly and proceed to the next marker. Once you're out of the elevator there's one more guard to eliminate and another marker to hit.

- You need to track down the bank manager. Head back to the elevator, walk downstairs, and take the hallway to the left. There's another guard in a small security room where an armor pickup lies. You can check the security cameras by moving to the back of the room if you wish. Yet another guard lurks directly left of the door to the bank manager's office. Walk toward him and convince him to come with you. There is a health pickup in this room. Now, head back to the elevator to check on Phil.

- Someone's triggered the alarm. Pull your best gun and step on the pink marker to prepare for the SWAT team. Back off initially to avoid the tear gas, and then kill the attacking SWAT team. If Cam dies, you'll need to grab the money yourself before heading outside. If Phil dies, you've failed the mission.

- Quickly gun down the next wave of SWAT officers. Get your surviving men in the car and break through the barricade to the Pay 'n' Spray just up the road. Once you've gotten rid of the heat, drive back to Cam's apartment and celebrate your victory.



Price: N/A

Maximum Daily Revenue: N/A

Description: You won't run across this asset by purchasing it. Rather, after completing The Job, a Malibu mission, Phil will have two missions for you to accept. He'll sell you weapons once you've helped him out, hence the "asset."

Gun Runner

Reward: \$2000

- You need to knock off a few arms-dealer trucks driving around town. Take the Patriot and the detonator grenades generously provided for you. The process works as follows: Do a drive-by and use a grenade to kill the man on the back of the truck, ram the vehicle and smash the crate, and then pick up the dropped weapons. A drive-by can do all of this, and destroy the vehicle on top of that, so make this your main strategy.

- After you've taken down two trucks, several gang members on bikes will try to disrupt your mission. Take them out for a bonus of \$100 each, or simply ignore them. They will shoot out your tires, so be careful.



Boomshine Saigon

Reward: \$4000

Special Notes: After this mission, the Phil's Place asset will be completed, allowing you to purchase military weapons at reasonable prices.

- Phil needs some medical attention, and you've been affected by the powerful fumes. Drive first to the hospital, fighting the shaky camera. Don't drive too fast, but try to make good time or Phil won't make it.
- Once at the hospital, Phil tells you that it's no good and that he knows of an ex-army surgeon who can help. Luckily he's located in Little Havana, not far from the hospital. A bit more impaired driving will get you to your destination.



When Phil and the surgeon are done, you'll be able to purchase the following military grade weapons:

Remote Grenades--\$1000

Minigun--\$10,000

Rocket Launcher--\$8000

M60--\$8000

There are three Top Fun missions. Each involves finding and climbing into a van to pilot various RC vehicles in checkpoint races. You'll earn \$100 each time you complete one of these missions.

RC Bandit (Plane)

Location: Go to the parking garage for the Vice Point Mall. Enter the van marked "TOP FUN."

Description: Hit every checkpoint in the race, finishing first.



RC Bandit (Car)

Location: At the dirt bike track at the north end of Vice Point Beach. Enter the van marked "TOP FUN."

Description: Take three laps around the track, hitting all checkpoints and finishing first.

RC Raider (Helicopter)

Location: Near the southernmost entrance to Escobar International Airport. Enter the van marked "TOP FUN."

Description: Hit every checkpoint in the race, finishing first.

The Hyman Memorial Stadium doors open when the clock reads 20:00 and stay open until 24:00. There are three events, and you must complete one to reach the next. You're paid according to your performance. Once you've passed all three you can return to play them over again.

Description: You have a Sanchez and unlimited time. Your mission is to hit 32 checkpoints scattered over a course filled with flaming hoops, narrow planks, and wooden loops. The only dangers if you fail the mission are frustration or death.

Reward: You're given money based on your performance and for setting record times.

Description: Enter a souped-up Oceanic in a destruction derby combined with a checkpoint race. You'll constantly lose time from your timer. Each checkpoint you collect will raise your time. You need to collect enough time to meet or exceed the target time. Your car also has a life gauge. If

it's depleted, you die. If you flip over, you'll be set back up and will have time deducted.
Reward: Bonus money is obtained from setting record times and destroying other vehicles. A Blood Ring Racer will appear in the parking lot on the left side of the stadium.

Description: This is a 12-lap race involving 12 cars. Your car has a health gauge that can (and must) be replenished by making a pit stop in the designated area.

Reward: \$2000 for first place, \$1000 for second place, and \$500 for third place.

Cheats that spawn specific vehicles:

Rhino = C, C, L1, C, C, C, L1, L2, R1, T, C, T
Bloodring Racer = D, R1, C, L2, L2, X, R1, L1, L, L
Bloodring Banger = U, R, R, L1, R, U, S, L2
Hotring Racer 1 = R1, C, R2, R, L1, L2, X, X, S, R1
Hotring Racer 2 = R2, L1, C, R, L1, R1, R, U, C, R2
Romero's Hearse = D, R2, D, R1, L2, L, R1, L1, L, R
Love Fist limo = R2, U, L2, L, L, R1, L1, C, R
Trash Master = C, R1, C, R1, L, L, R1, L1, C, R
Sabre Turbo = R, L2, D, L2, L2, X, R1, L1, C, L
Caddie = C, L1, U, R1, L2, X, R1, L1, C, X



Items



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Rampages



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Unique Stunt Jumps



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