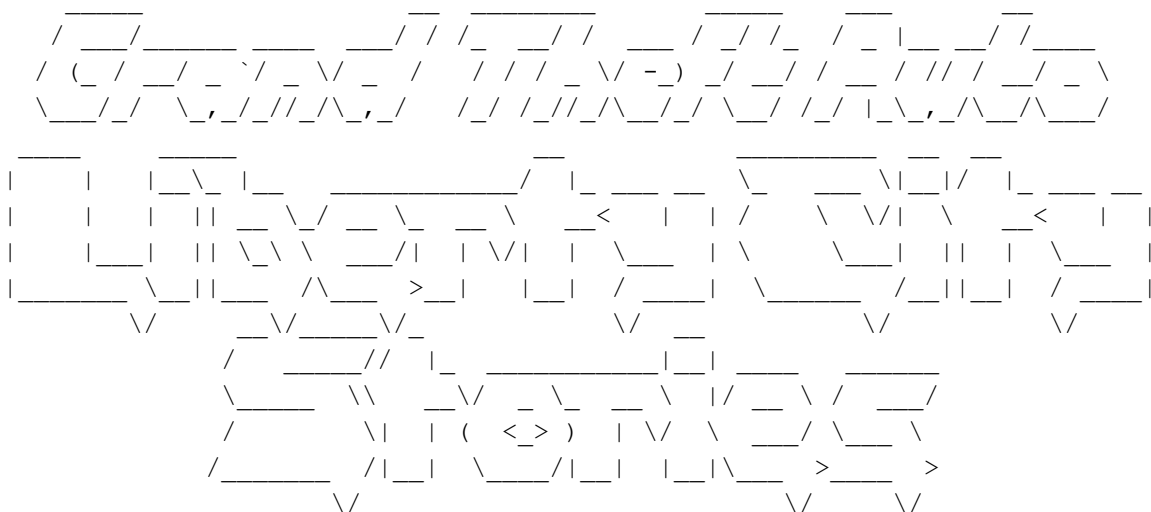


# Grand Theft Auto: Liberty City Stories FAQ/Walkthrough

by brain\_slug

Updated to v4.50 on Jan 1, 2006



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Version: 4.00

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Plotline spoilers are omitted wherever possible  
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=====  
History [HS.TY]  
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- \* Version 1.00 (4/11/05) - First Version.
  - I have written the Contents, Introduction and Prologue with the Vincenzo, JD O'Toole missions and Ma Cipriani to the walkthrough. Put the first 5 hidden packages in extras.
- \* Version 2.00 (9/11/05) - Second Version.
  - I have added in the Salvatore Leone missions and Maria missions, with the extra missions for Vincenzo and JD O'Toole - All Portland missions complete. I've also added in the rest of the Portland Hidden Packages to the Extras section. There are also a few tweaks here and there.
- \* Version 2.10 (14/11/05) - Second Version update.
  - I have done some Staunton Island Salvatore and Donald Love missions. I've also added Cheats and My Stats into the Extras section. The Extras section also now includes 2 Staunton Island Hidden Packages.
- \* Version 2.15 (15/11/05) - Version 2.10 corrections.
  - I've edited the cheats to get rid of the R1 and L1 leaving it with just R and L. I have also corrected some typeo errors throughout my walkthrough. I've added the first Church Confessional mission too.
- \* Version 2.50 (26/11/05) - Second Version update.
  - Added in more Salvatore, Donald Love missions. Also added in McAffery missions. There is now an Extra missions section in the Extras. My Stats updated. Also new is the title art, game details and specifications.
- \* Version 3.00 (30/11/05) - Third Version.
  - Storyline missions completed upto Shoreside Vale.
- \* Version 4.00 (7/12/05) - Fourth Version.
  - Shoreside Vale, Return to Staunton Island and Return to Portland Island all complete - all storyline missions completed. 8 more Hidden packages in the extras section and added in more extra missions. Corrected some mistakes throughout the walkthrough and have updated My Stats. Also new is a lot of stuff in the Extras section; Unlockables, Easter Eggs, Secrets and Glitches all new. There is also a 100% completion guide to help those of you to find where those final percentages of the game are, this is not finished though and will be updated shortly. There is a lot of stuff 'Coming Soon' which will appear in the next few updates.

\* Version 4.50 (01/01/06) - Fourth Version Update

- Straight back into things for the new year, sorry I've had a bit of a break but I'm back now and ready to finish this guide off. I've added in more Extra missions and have updated 'My Stats'.

=====  
Introduction

[IN.DT]  
=====

Hi! My name is Dan and this is the first FAQ/Walkthrough that I have done for the PSP (Playstaion Portable). My walkthrough will follow the storyline missions and will tell you what your objectives are and tips to do them, trying my best not to ruin any important plotline spoilers on the way. After I have completed the main walkthrough I will try and add in extras like secret packages etc. I would appreciate any feed back and useful infomation for my FAQ/Walkthrough, so please feel free to contact me at brainslug@hotmail.com Stating what your e-mail is about in the topic please (this makes it easier for me to sort them out).

That's all, so I hope you enjoy my guide! And good luck!

=====  
Game details and specifications

[GM.DS]  
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- \* Grand Theft Auto: Liberty City Stories (C)2005 Rockstar Games
- \* Playstation Portable (PSP)
- \* 1-6 Players Ad-Hoc Wi-Fi Multiplayer Supported
- \* 18+ - Contains strong bloody violence
- \* Memory Stick Duo 320 KB
- \* Version 2.00 update required

There are a million stories in Liberty City. This one changes everything. Once a trusted wise guy in the Leone crime family, Toni Cipriani was forced into hiding after killing a made man. Now he's back and it's time for things to be put right.

The streets of Liberty City are inturmoil. Warring Mafiosi vie for control as the town begins to self-destruct under waves of political corruption, organized crime, drug trafficking and union strikes. No one can be trusted as Toni tries to clean up mess of the city's chaotic underworld. Deranged hit men, morally depraved tycoons, cynical politicians and his own mother stand in his way as Toni tries to bring the city under Leone control.

Forced to fight for his life in an odyssey that will shake Liberty City to its foundations, Toni must use any means necessary to secure his place in the leadership of the Leone family in a town up for grabs.

=====  
Walkthrough

[01.00]  
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Prologue

[01.01]  
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The game begins with a cut-scene, and your character Toni Cipriani. Once the scene is finished there should be a car beside you with a blue arrow pointing at it on top, you must enter the car and take Vincenzo to the Safehouse.

So, get into the car (triangle) and you will see on your minimap a yellow icon. During the game you will see 2 different yellow icons. A square and a triangle. Square meaning that you are approximately on the same level as the target and triangle meaning it is above or below you. Now knowing what direction to head, start driving (X) over there. Beware of other cars on the road as you must use this car to take your passenger in, so wreck the car and it's a mission fail. So it would be a good idea to brake (square) every so often. You may also want to be aware of pedestrians as running them over can attract unwanted police attention.

Your destination isn't far away, so when you shortly see the marked position park there. To enter your safehouse walk over to the yellow marker in front of the door. There is a save point icon and a clothing icon too. Move into the clothing icon to change clothes and the same with the save icon, even though you can only save when not on a mission and you've not finished yet. So leave the safe house and back into the vehicle.

This time you need to drive further so remember not to wreck the car or you'll have to start over again. You are heading south to the Atlantic Quays area on your map. Once there you'll see the yellow marker you need to stop in, in front of the warehouse. After the scene you'll get your reward, a nice \$100 to put in your pocket.

Now the mission is completed you don't have to worry about the car, so you can explore the city a bit if you want to. Though I suggest you save your game first. On the minimap there are two icons, your safehouse (where you can save) and the letter V standing for Vincenzo, the guy you just drove. Go to that icon to get more missions. So after a quick stop at the safehouse for a save, head to the V marker to start up the next mission.

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PORTLAND ISLAND  
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=====  
Vincenzo [02.00]  
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Slacker [02.01]  
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A simple mission to get you going. It looks like a dealer isn't doing his job to well and you have got to show him a bit of "encouragement". Get in any car and drive to his location (seen on the minimap). He is found across the road from the mansion where you start the game. Drive there and talk to him, he'll get into your car. Drive him to the location to complete the mission.

Reward: \$100

=====  
Dealing Revenge [02.02]  
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Turns out the dealer gets wasted and it's your job to get revenge. First of all you'll need to head over to Chinatown. Go in to the yellow marker and watch the short cutscene. Now you are going to use your bare hands to sort out this dealer, press R to lock onto the target and CIRCLE to punch. So attack him until he's dead. 2 red squares will appear on your minimap now, and you need to sort out these dealers too. So find them and waste them both. Remember they drop cash once they are dead, so don't miss on picking that up.

Reward: \$500

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Snuff [02.03]  
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JD O'Toole has decided he wants to be a part of the Leone family now. Only problem is there is a Sindacco guy watching him so you are gonna have to get rid of the bastard. It's time now to get a gun, so head over to Ammu-Nation. Once there, go inside. To view the weapons just walk into the marker. At the moment only the pistol is available, no worry about cost though as this one is on Vincenzo. You will be able to change weapon by pressing left and right while on foot. So make sure you have the pistol equipped and head out of the shop. You'll be able to find Ammu-Nation again, as a symbol of a gun will appear on your minimap.

Now head to the yellow marker. There are a few guys you have to take out this mission so be aware of your health. Firstly, shoot the two guys directly in front of you. Run through the tunnel and take the other 2 guys out, they drop ammo so it would be wise to collect it. Head round to the red square on the minimap. Once you've killed the target pick his phone up as proof you have killed him. You get a call and a cutscene starts. Once it's finished, get into his car and drive to the Pay 'n' Spray, it's just round the corner. Enter the yellow marker to open the garage then drive in. Spraying your car gets rid of your wanted level and usually costs you \$100 but this time it's free. Reverse out of the garage to complete the mission.

Reward: \$500, JD O'Toole missions open.

=====  
Smash and Grab [02.04]  
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Some Leone boys have got in a stick of bother, so you are going to have to sort this mess out. First of, you are going to need a 4 seater car, so if you haven't already got one the one round the side of the building will do just fine. The blue bar is the health of the Leone boys so make sure it doesn't go all the way down or you've failed. So drive over there quite fast, but keep in mind not to trash the car, as you are going to need it in a pretty good shape to escape. Crash your way into the petrol station and stop next to the Leone boys. MAKE SURE YOU DON'T RUN THEM OVER! Now drive out of there and get to the Pay 'n' Spray as fast as you can. You have 3 stars so this is the only way to lose the police attention. Once there drive in, \$100 well spent as the police will bugger off. The stars don't completely disappear though, they go grey and flash. This means if you do anything the police don't like those 3 stars will come straight back. So stay in the garage until they completely go, or just be super careful. Head back to Vincenzo's and drop off the guys.

Reward: \$1000

=====  
Hot wheels [02.05]  
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You need to go and pick up Vincenzo's car. So drive to where the minimap shows and collect it. Once in the car, you've got a surprise. You are going to need to escape, so get to that Pay 'n' Spray! Once you've lost the police head to the yellow marker. After the cutscene get back into the car. You now need to head over to the car crusher. It's real close so once you get there stop in the yellow marker, get out and let the crusher do it's thing.

Reward: Ma Cipriani missions open.

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The Portland Chainsaw Masquerade [02.06]  
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Go to Portland Docks and enter the big ship that is South of it. Go up to the yellow marker and watch the cutscene. Once your in go through the tunnel, there is a left and right turning. Right is a dead end but there is a revolver there that you should pick up. But left is the way to the Hull where you're heading. Go down the stairs and into the yellow marker. The camera angle is very different but what is most noticeable is that there are a bunch of men trying to cut you up with chainsaws!!

The best way I found to complete this mission was to run to a corner, turn, shoot a few with my revolver, run to another corner, turn, shoot a few with my revolver etc. If you run out of breath that isn't a problem as jumping in this mission is just as fast. Once you have shot all the guys with chainsaws, Vincenzo enters the room.

The best way to kill him is to either have your revolver or shotgun equipped. Shooting him with either should knock him on the floor. You can now either keep shooting him (for me it took 6 revolver bullets to sort hmi out!). Or run up to him with your chainsaw once he is on the floor and grind the metal into him!

Leave the boat to finish the mission. Soon after you should get a phone call from Salvatore who needs your help again.

Reward: \$3000, Overalls clothes unlcoked, Salvatore's "Sindacco Sabotage" mission opens

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JD O'Toole [03.00]  
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Bone Voyeur [03.01]  
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Some of JD's girls don't seem to be paying up, so you need to collect it. There is a time limit but nothing really to worry about. Drive slowly round the Red Light District area and stop next to any of JD's girls you see. Eventually you'll see a pimp messing with some of the girls. Kill him and take the money, then return to the yellow marker.

Reward: \$500



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Don in 60 seconds [03.02]  
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The place is crawling with police so as soon as you get out get into the car and drive straight to the Pay 'n' Spray. After your wanted level has gone drive back to Salvatore's house. Make sure the car isn't toppled or wrecked as you need to take him home in that car only.

Reward: \$500, Salvatore missions open, Micro SMG gun unlocked at Ammu-Nation

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A Volatile Situation [03.03]  
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First, if you already haven't go to Ammu-Nation and buy the Micro SMG gun. You will need this as this is the first mission that is a challenge. Once on the mission go check out the casino marked on your map with the yellow marker. Stop in the yellow marker and watch the cutscene. Stay there until the Sindacco saboteurs get there. When they arrive kill them as soon as possible. Once they are sorted do the same with the next lot that come...and the next lot. You have to kill them quickly or they plant the bomb. If they do plant the bomb just run away from it so it doesn't kill you.

A truck will then come and parked in front of the casino. It is armed with explosives. Once it is parked it is abandoned so get in the van as quick as you can and drive it away from the casino until the blue bar fills up and the casino is safe, then ditch the van and peg it away before it explodes. You only have 20 seconds to do this but it is enough time for you to succeed.

Reward: \$1000

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Blow Up 'Dolls' [03.04]  
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Get into the car outside the Bar, or any other 4 seater car, and head to 8-Ball's Bomb Shop. Drive into the garage to fit the bomb. A damage bar appears and if this fills all the way up the bomb will set off. So drive carefully.

Once you're there drive into the garage and run away, when far enough it will tell you to detonate the bomb (CIRCLE). Do so, and watch the cutscene of the explosion.

Reward: \$1500

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Salvatore's Salvation [03.05]  
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Note: Make sure you are not wearing Leone clothes otherwise you can not do this mission.

Salvatore has been kidnapped. As you go out of the club a car drive's past that you need to follow. So get in a vehicle and follow it, not being obvious though. You only need to follow for a short while until a cutscene starts. Salvatore is in the trunk of the car they're driving and you need to stop them getting to the crusher. You can either follow them to the crusher, then when they exit the car drive full speed into it. Hopefully you'll not only barge the car out of the way of the crusher but also kill some Sindaccos too.

Kill off the Sindaccos and get into the car. If the car isn't moved out the way and the crusher trys to pick it up, get in straight away.

The other option, that i did int he end and found easier, is to when they start off getting into the car in the alleyway, drive right into the alleyway and crash into the car. Kill the men and get into the car.

Once your in the car drive back to Salvatore's place and stop in the yellow marker.

Reward: \$1500

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The Guns of Leone [03.06]  
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For this mission you need to protect Salvatore, his health appears as a blue bar on the side of the screen. Go across the street to the building with the metal stairs and go up them. There you'll find a sniper. Once you've picked it up it'll say you need to find a good vantage point. Look on the minimap to see the marker where your supposed to stand. Shoot all the people with red arrows above there heads, making sure you protect Salvatore. Nevermind about the men with him. Eventually I got to a point where i couldn't see someone that Salvatore was shooting at, so I moved along the building. Once the Sindaccos are all dead some police come which you need to take out. After that Salvatore runs into the club and is safe.

I actually ended up falling off the building near the end that didn't matter. It was actually a lot easier to finish off the Sindaccos and the few cops that were left, using my sub-machine gun.

Reward: \$3000

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Calm Before the Storm [03.07]  
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There is a possible rat so it's your job to follow Massimo and see what he's up to. You need to go to Salvatore's place first so you can follow him from there when he leaves. There is a time limit for when he leaves but it doesn't take long to get there so nothing really to worry about.

You see him get into a helicopter and you need to follow it. As it is quite hard to look up and see it just concentrate on the minimap as it appears as the red marker on it. Of course as it is in the air, it doesn't follow the route of the roads, but choose the roads that best fit it's course. Eventually there will be a cutscene. After it the helicopter gets moving again, so once again you'll need to follow it. The helicopter will land on a building so pull in the alleyway and go up the stairs. Walk into the yellow marker at the top for another cutscene.

You get seen so you need to kill the people on the roof, including to snipers nearer the back. Once there dead don't go down the stairs yet. Walk across the roof to where there is a pill icon. Walk into it and it will slow everything down. It makes it a whole lot easier to sort all the triads out at the bottom of the stairs. Once all dead the mission finishes.

Reward: \$1000

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JD is about to be a made man, so drive him to the ceremony. It takes place at the crusher actually, so drive up there. Some Sindaccos will distrust you along the way so crash them off the road and when they get out simply run them over. Stop at the yellow marker and watch the cutscene. You now need to drive a guy called Mickey home. Police will be after you as there is a dead body in the front and blood dripping outta the car. Pay 'n' Spray is helpless here as they will still see the body, but it will be useful if your car is badly damaged. It's only a 2 star wanted level so you can just ignore them.

Once he is dropped off you need to dump the car in the river. Anywhere will do but a few good places are the beach behind Salvatore's or the very north of Portland where there is just a drop to water. Another place is the uncompleted bridge as that just drops to water. Choose what ever one you find easier, it's up to you. Drive up to the water fast, wherever you are, then jump out of the vehicle (TRIANGLE) while you have good speed. You'll jump out of the car and the body will be sleeping with the fishes.

JD's missions are over now, for sure, at this point you may have no one on the map, but wait for a phone call from Vincenzo.

Reward: \$1500, Vincenzo mission "The Chainsaw Masquerade" opens

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Ma Cipriani [04.00]  
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Snappy Dresser [04.01]  
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Go to your apartment to pick up a camera. You need to take pictures of Giovanni Casa to prove to your Ma he is no good. Enter the apartment and pick up the camera. Exit and go to Casa's deli, marked on the minimap. Enter the marker to see Casa enter a van. Your going to have to follow him. The trick is to keep him in view so you can see what direction he is turning but don't get too close or you'll be too obvious. The game will tell you if your getting too close, in which case stop moving or even reverse if the van is still. He'll stop and pick up some prostitutes, keep following him.

When you have followed him enough he will turn off the road, wait at the entrance of this place until the cutscene. Once over get out of your vehicle and walk up to him so he is in range of your camera. Remember not to get too close. You really don't need to be near him, just turn the corner, get out the camera and press R to view and then zoom in with SQUARE. Get a good shot of him in his nappy and go back to Ma's.

Reward: \$100

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Big Rumble in Little China [04.02]  
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You need to kill 2 gangs of triads, one are standing about in Chinatown, the others are in a bulletproof van. The ones in Chinatown you can just walk up to and shoot the living hell out of them. For the van, you'll have to crash in to it until they get out the car, hopefully the van exploding will wipe out

most of them, but shoot the rest dead.

Reward: \$500

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Grease Sucho	[04.03]
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The first street race, get any car, though a sensible one for racing atleast, and go to the starting point. Then race through the yellow markers. Each marker has an arrow pointing to the next so you know what direction you are going. You can also look at the minimap. Once you have won the race you need to kill Sucho. If you don't want to drive-by then just ram him until he gets out the vehicle. Then kill him.

Reward: \$1000

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Dead Meat	[04.04]
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Get yourself into any vehicle and drive to Casa's place. After the cutscene get into the car with him and drive him to sawmill. Drive to the marker and wait for the gate to open, then drive in to the other marker. After the cutscene you will be inside the building and only be equipped with an axe. If you just run after him he runs away and it's hard to hit him. So sneak round him then hack him to death.

Once he is dead the cops arrive. So get into the van and drive to the Pay 'n' Spray. Once the heat is off return to Casa's place and watch the cutscene. Mission Complete.

Reward: \$500

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No Son of Mine	[04.05]
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This is quite a hard mission. It's also hard for me to describe this mission without including spoilers, so if you don't want to know, look away now.

Ma has decided she doesn't want you as a son anymore and has ordered hitman to assassinate you. As soon as the cutscene is finished grab the shotgun equip it and blast the hitman right next to you. Kill the others shooting at you around the house. After there dead another car full of hitmen arrive. Blast them making sure if you desperately need health to grab the health icon in the driveway of the house. Though i suggest you only use this when your about to die, as you need all the health you have. One more car arrives with hitmen so take them out as quick as possible as they all have sub-machine guns. To do this it is best to stand at the bottom of the stairs and as soon as there out the guy lock on and fire. A useful tip is to keep holding R down and pressing LEFT or RIGHT instead of repeatedly pressing R to get to the target you want. If your lucky some cars might explode near them, taking them out for you. The 4th wave is what makes this mission a pain. They all have stronger sub-machine guns that fire faster. IF you stay in the open your screwed. So there are 2 ways you can try. The first wait at the top of the stairs waiting them to come up 1 by 1 but even then you may lose too much health. After the 3rd wave I ended up getting into one of the cars and when the 4th wave of hitmen come try run them over, you won't be able to flatten them all before your car sets alight so crash it near them when it does and get out and run.

You should be able to avoid the blast but the hitmen will be close to the explosion and should finish them off. Once you've succeeded give yourself a well earned pat on the back.

Unfortunately, that isn't it. Now during your game hitmen will still be after you and randomly show up. It is no way as difficult as the mission, so give them a quick sorting out and carry on with what you were doing.

Reward: Hitmen are after you...if that counts as a reward

=====  
Salvatore Leone [05.00]  
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=====  
The Offer [05.01]  
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You are going to have to head over to Portland Docks to meet up with the Union Boss, Jane Hopper. This is a short mission, but it isn't easy. When you stop into the yellow marker there is a short cutscene and you come back be punched from all angles, there is no point fighting them as you'll lose too much health. Sprint away as soon as possible but don't run in a straight line as they throw petrol bombs at you. Don't waste all your sprint though, only sprint when you are in danger of you have molotovs flying at you. Head South-West to the exit and run out of the Dock onto the road to complete the mission.

Reward: \$500

=====  
Ho Selecta! [05.02]  
=====

For this mission you are going to pick up 6 prostitutes and take them to Portland Dock. So get into a 4 seater car, the one outside Salvatore's house will do just fine. It is times though, you have 6 hours in the game to do so. Which is just enough. Go to the blue markers on the minimap to pick up a ho. Catch is you may have to sort out a few guys to get the prostitute to come with you. So as long as your quick about it its okay. I suggest you be careful about police attention as it'll only slow you down. With a 4 seater car you can pick 3 prostitutes at the same time before you drop them off at the Dock. This saves a lot of time. So pick up 3, drop off, pick up another 3, and drop off. Once all the hos are there, you have completed the mission.

Reward: \$500

=====  
Frighteners [05.03]  
=====

The idea of this mission is to scare 3 union bosses. What you want to do is get into a decent car and just crash into them until they get out of the car. One gets out with a gun so if it says you've already finished with him either kill him or just drive away. I recommend you don't kill them as your not supposed to. Once all 3 have been scared the mission is over. Shortly afterwards you should get a phone call, pick up and it's Maria. Her missions open and an M appears on the minimap. For now though, I'm going to stick with Salvatore.

Reward: \$1000, Maria missions open, Avenging Angel's fatigues outfit unlocked

=====  
Rollercoaster Ride

[05.04]  
=====

This is quite a fun mission and not that hard. First head over to the radio station, it is timed but nothing to worry about as you have plenty. Once there kill the Chauffeur, it doesn't matter how. Once he is dead you will change into his clothes. Then enter the Limosine and a cutscene of Jane Hopper exiting the Radio Station building will show. She will get into your vehicle and a blue bar will appear on the screen. You need to fill this up by scaring her.

To do this go fast, crash and best of all hit ramps for insane jumps, this fills the bar very quickly. Whatever you do make sure you don't set the car on fire as you do need the limo intact to finish the mission. Once it is completely full she says she gives up and you need to take her to the yellow marker that appears on the map, all the way north of Portland. Stop in the yellow marker to drop her off and finish the mission.

Reward: \$1000, Chauffeur's outfit unlocked

=====  
Contra-Banned

[05.05]  
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There is a shipment coming in at the Docks. Enter a 4 seater car, I used the one outside his mansion. Go and collect the people who have appeared as a blue marker on your minimap. Once you have picked up all three head over to Portland Docks. Stop in the yellow marker and watch the cutscene. It is a police trap, so kill the drug dealer, your back up will do this for you if you don't, and then get into his car with the drugs. Just leave your backup fighting for their lives against the police, as you can just drive off and save your own arse. Go to the Pay 'n' Spray to get rid of the 3 stars and then drive the car to Salvatore's lockup. Drive into the yellow marker to open the garage and drive in. Exit the car and let the garage shut.

After the mission you get a phone call from JD O'Toole who has some new work for you.

Reward: \$1000, JD O'Toole's mission "Salvatore's Salvation" opens

=====  
Sindacco Sabotage

[05.06]  
=====

Now it's time to get your hands really dirty with a bit of old fashioned Gang Warfare. Travel where the action is and time is precise as your men really do need your help. Once there all you have to do is make sure all Sindaccos are dead. This mission really isn't that hard as long as you have a nice strong weapon and enough ammo. I had plenty of ammo for my shotgun which i used a lot of during this mission. Be aware of the people you need to protect as if they all die you will of failed the mission. There are pick ups around like health, armour, shotgun ammo and some malatov cocktails that might come in handy if a wave of them are coming towards you. Just be careful not to set you or your men alight. Once all the Sindaccos have been killed you'll get a phone call from Salvatore and the missions ends.

Reward: \$1500

=====  
The Trouble with Triads  
=====

[05.07]

There is some money of Salvatore's that needs picking up. Head over to where it tells you and watch the cutscene. You just know something ain't right when you enter and surprise surprise there is. Triads blow the place, destroying the building. You now need to go collect that cash before it burns to nothing. A timer will appear, and that's how long you got. It isn't too bad, I found the time more than enough and the triads didn't give me too much hassle either. A key thing in this mission though is not to set yourself alight as this is a waste of health you might need to sort out the Triads. Once you have collected all the money get into a vehicle, preferably a car as you are going to be in hot pursuit. Drive out of there and back to Salvatore's. There will be trucks full of Triads chasing you on your way back but I ignored them and got to Salvatore's as soon as possible. Once you arrive at his house and go into the yellow marker the mission is completed. And no, you can't get into that nice car crashed into a tree outside of his house...it's locked!

Reward: \$1500

=====  
Driving Mr. Leone  
=====

[05.08]

Salvatore is a little stressed. He has had enough so your going to help him sort this mess out. Get yourself some wheels and head over to the Ferry Terminal. Enter the yellow marker to realise the place is crawling with cops. Now with a 3 star wanted level Salvatore wants to go to Callahan Bridge. Stop at the Pay 'n' Spray if you want to fix up your ride and bide a little time. Once there make sure you go up the right lane. You'll notice a lot of work has suddenly appeared on the bridge but it still isn't finsihed. Head to the yellow marker in which to do so you need to hit that ramp hard. Keep driving forward and welcome to Staunton Island. Head to your new safehosue to finsih the mission.

Reward: \$5000, Salvatore's Staunton Island missions open, new multiplayer modes unlocked, Stauton Island Safehouse unlocked

=====  
Maria  
=====

[06.00]

=====  
Shop 'till you Strop  
=====

[06.01]

Maria wants to go shopping so get a car and get in it with her. Drive to where she wants you to go and park outside. There will be a cutscene and you'll come back with a 1 star wanted level. Nothing to worry about really, don't waste your money going to the Pay 'n' Spray, I just drove it off. Once the wanted level is gone she'll want to go to another shop. Word of warning now, don't go to this shop on a motorbike as when she comes out the shop you have a 3 star wanted level. On a motorbike you'll be knocked off by ramming police cars. This time you'll have to go to the Pay 'n' Spray so go over there and lose the heat. This is not actually needed, you can stay on 3 stars just as long as you drop her off at her house with out being wasted or busted. Either way drop her

off at her place to complete the mission.

Reward: \$1000

=====

Taken for a Ride

[06.02]

=====

Take Maria to where she says to meet her dealer. She gets into the car and it decides to drive off with her still in it. Simply ram the car until they get out. You will need to stay quite close to their vehicle at all times as if they get too far away you fail the mission. Once their car has taken enough damage 2 sindaccos get out with guns. Kill them by running them over or shooting them and Maria will get into the car with you. Then all you need to do is take her home.

Reward: \$500

=====

Booby Prize

[06.03]

=====

This mission is another checkpoint race and the first prize is Maria. This time you need a motorbike so make sure you get a PCJ-600 as they are without a doubt the best around. If you can't find one, remember there is one in front of Salvatore's mansion.

Go to the starting line and drive through the checkpoints. This is obviously harder as you can fall off a motorbike easy, and you have to go through the city twice. You can fall off a few times though and still win. I suggest you go fast on straights and on corners hit both brakes (SQUARE and R) so that you don't skid past the corner or into something. Finish first to complete the mission.

You should receive a phone call some point after the race from Salvatore.

Reward: Salvatore's mission "Contra-Banned" opens

=====

Biker Heat

[06.04]

=====

Note: Before you start this mission you should make sure you have a sub-machine gun and a sufficient amount of ammo.

Looks like Maria's boyfriend, Wayne, is a bit of a woman beater so you are going to show him who has it coming (in which I mean him). He is with his gang in Chinatown so go over there and watch the cutscene. He drives off on a motorbike so ignore the guys trying to kill you and hop on a bike and drive after him. If you get too far behind you fail the mission, so be snappy. This is where your sub-machine gun comes in handy. Just race behind him a shoot in front of you. Eventually he'll be so sprayed with bullets he'll die and fall off the bike. Job Done!

You may want to keep his motorbike as it is in fact bullet-proof, unfortunately for Wayne his body wasn't.

Reward: \$1500

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You arrive at Maria's place and she is absolutly out of it. You have to go get her "zap" for her. First you will need a vehicle, as she ain't really in the state to walk. Head to the diner she tells you about and stop in the yellow marker. She remembers it isn't there but unfortunately for you Wayne's gang is. Remembering you were the one who killed Wayne they want to kill you. I suggest you don't get out of your vehicle and kill them as it is a waste of health and ammo. Just drive onto the next destination Maria tells you. Wayne's gang will be chasing you now, but I was riding a PCJ-600 and didn't find them a problem. After you reach the next destination Maria tells you her "zap" was back at her apartment all along. So drive back there until you get redirected again to Salvatore's house. That isn't far away so just drive up the road and pull into the driveway to finish the mission....and with Maria.

Reward: Goodfella outfit unlocked

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Staunton Island

=====

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Salvatore Leone

[07.00]

=====

A Walk in the Park

[07.01]

=====

The Mayor is still bothering Salvatore so there is no choice but to kill him. Go to the park where he is going for a run. Make sure you enter the park unarmed otherwise it'll be open fire, this includes entering the park with a vehcile. When your ready just shoot the bastard and all his bodyguards. Ignore the cops as that'll only get a higher wanted level. Grab his mobile and get out of the park and into a vehicle. Now drive to Salvatore's. A lot of his body guards are going to be chasing you down now, so I suggest you don't decide to ride a motorbike. I'm not joking, things can get pretty crazy here. Cars smashing into you at an alarming rate, just be aware of pile ups. Get to your safe house and hit the yellow marker to complete the mission.

Reward: \$1500, Sweats outfit unlocked

=====

Making Toni

[07.02]

=====

In your Safehouse there will be a note on the table, walk upto it to start the mission. This mission really contains nothing, you drive to where you are asked to, then watch the cutscene. You are becoming a made-man but lucky it doesn't end up like the last guy who was to be a made man. After the cutscene you are back at the safehouse and the mission is over.

You now have to help Donald Love get elected, so you get a phone call from him and he tells you to come over to his.

You will also get a call from Ma sometime after saying that she is proud of you being a made man and that she has cancelled the contract to kill you. So

no more Hitmen to worry about! After this phone call you unlock the Antonio outfit.

Reward: \$2000, Donald Love missions open, Hitman contract cancelled, Antonio outfit

=====  
Caught in the Act [07.03]  
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Once the cutscene is over your in the boat and the secret service are after, just great! You are in a gun turret and what you need to do is kill all the people with red arrows on their heads. Up and down are reversed with this gun so make a note of that. By holding down L it makes the movement slower of you gun, so lets you get more precise aiming. There is a blue bar for your damage and if this fills up then your boat goes BOOM!

There are boats going to be chasing you so take them out and enjoy some cutscene jumps with the boat along the way. A helicopter will then come and once you've destroyed that the mission is over.

After the mission you'll get a phone call from Sal to open his next mission.

Reward: \$2000, McAffrey missions open

=====  
Search and Rescue [07.04]  
=====

Go fetch Sal's limo at the car park near your safehouse. Once in drive to the yellow marker. Drive into it and exit the vehcile. No instead of running in, cross the street the opposte direction and snipe the people in the alleyway. Because you'll need all your health later, trust me! Get into the alley Sal is in and sort the two guys out. Collect Sal and quickly shoot the two people who run round the corner. Now turn the corner and stay in the alleyway, see the little indent in buildings infront of you?, run there. Now keep popping out and blasting some rockets into the surrounding gang members. Kill the ones nearer to you first though with an automatic gun. Once all dead run to the limo, wait for Sal to get in and drive as there is a 3 star wanted level on you now. Head to where Sal tells you to, next to your safehouse.

Reward: \$2000

=====  
Taking the Peace [07.05]  
=====

Go to the van Sal tells you about, outside the Hospital. This mission is fun as I don't actually know how you can fail it easily. Once your in the van and the cutscene is over press X to take control of the car. Your actions to it are slightly delayed but what do you expect with a car being controlled by satellite! Head to the alley way with all the gang members in and run them all over, just keep killing them until a cutscene occurs of the car exploding. Mission complete, easy huh?

Reward: \$2500

=====  
Shoot the Messanger [07.06]  
=====

Go get in the boat Salvatore has left for you. This boat unfortunately doesn't have a mounted machine gun so you'll have to drive-by the boat your chasing. After shooting it for a while a cutscene of it blowing up will happen and you'll come back on land with mission ended.

Reward: \$3000, Wise guy outfit unlocked, McAffery's mission "Munitions Dump" opens

=====  
Donald Love [08.00]  
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=====  
The Morgue Party Candidate [08.01]  
=====

You need to steal the hearse before it arrives at it's destination. Smack into it a bit and the guy will get out. Enter the car and recieve a 3 star watned level. Your going to have to lose the heat so find the Pay 'n' Spray. This can be quite hard as you've already damaged the vehicle can it isn't a fast ride, so the cops do bash you up a bit. But bare with the tough drive and get ot the Pay 'n' Spray. Once you've lost the cops you need to put the car in Donald's garage. Drive into the garage, exit the car and leave the garage to finish the mission.

Reward: \$1000, Salvatore's mission "Caught in the Act" opens, Church Confessional missions open.

=====  
Steering the Vote [08.02]  
=====

Once you leave Donald's place get into the van. Suddenly lots of yellow blips will appear on your map and what you have to do is drive to all of them. Once you have gone through to yellow markers O'Donovan sends out his vans. There are two of them and they are trying to win back the votes. An "Areas Held" number should appear on your screen. Make sure this number doesn't go down to zero or you fail. Once you have 5 held areas you need to take out the other vans. Look where thay are on your map and find one of them. It's time for a drive-by. Make sure when you are shooting them you stop once their vehicle sets alight, because if it blows up right next to you, it's going to blow your vehicle up to, that will then be a mission fail. Once both vans are destroyed the mission ends.

You can always destroy the vans earlier that would make collecting the votes easier. But don't get too distracted with that because if you lose all your voting areas you fail the mission.

Reward: \$1500

=====  
Cam-Pain [08.03]  
=====

Time to beat the crap outta some people (and by beat the crap outta I actually mean murder them). The mission is timed, about 4 hours of in-game time. Find the campaigners and kill them, they may have some bodyguards with them, so watch out. Body Armour is useful in this mission. The group nearest to you is

the hardest as they are on the roof of a building, meaning you have no real cover. I suggest a grenade or molotov cocktail will sort them out best. Of course be prepared for police attention. Once all 3 groups are dead you've finished.

Reward: \$1500

=====

Friggin' for the Rigg'in' [08.04]

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Go to Phil Cassidy's Gun Shop, the American flag on the radar shows where it is. Go in and collect the flamethrower that Donald as pre-paid for you. Once you have it go to the Foreli Warehouse where they are making fake Ballot papers. Before you enter set up a nice get away vehicle, you'll see why you need that later. Get out a powerful gun like an AK47 and shoot the Forelli's at the entrance. Once you've killed them enter the building, I suggest you clear the room of Forellis first otherwise you'll be losing health big time. Once the room is empty get out your flamethrower and torch anything with a red arrow above it. It will set alight and then burn. Once it is fully burnt more Forellis run in. So sort them out and carry on. More Forellis will show up for each stack of ballot papers you destroy. Once all the piles and machines are destroyed you need to chase the two vans. This is why I told you to get a nice vehcile ready. There is a van right near you but that aint the best vehicle to be chasing people down while there are cops on your ass. You should only have a 2 star wanted level by now so for this just ignore the cops. Get into the vehicle you had ready and chase down the vans, drive-by them until they set on fire then get your vehicle away from them, so your car doesn't explode too. Once both vans are destroyed the mission will end and the police will bugger off.

Reward: \$1500, Phil Cassidy's Gun Shop opens

=====

Love & Bullets [08.05]

=====

This can be quite an annoying mission if you have to re-do it alot. When you come back into control there are going to be people from everywhere shooting at Donald's limo (the only updie to this mission being that they aren't shooting at you). You'll need to get the sniper out the trunk and take the ones out on the brige in front of you with it. There are some on your left that you can take out with any gun or the lazier option of throwing a malatov cocktail at them. Once they are all dead you need to drive the limo back to Donald's place. There will be hitmen ramming you now so try and bare with and get to the yellow marker outside his building.

Reward: \$2000

=====

Counterfeit Count [08.06]

=====

Get into a vehcile and find and follow the van. When it stops get out and go round the side that someone enters. Wait until this guy gets out the van again and kill him instantly. Then either get his car or get in your own vehicle, (what ever one is quickest), and follow the van again. Do exactly the same all 3 times until the mission is over.

Reward: \$2500

=====  
Love on the Rocks

[08.07]  
=====

Go meet the guy Donald tells you to under the overpass in Newport. Get into the car and your mission comes apparent, fight your way in and steal the van, sounds easy?...wrong! Get your sniper out, which you WILL need this mission more than ever, and shoot some of the people by the van. As you move closer more appear, so walk slowly and run back when some appear, then snipe them. You'll need to do this several times. Once your close to the van, sprint to it, hop in, drive out of the place your in. You'll then need to drive it to the drop off point in Bedford Point. This is where it gets hard, as you drive out a banshee appears. This car is full of guys with AKs shooting your van. The best way, and only way i'm aware of to deal with this, is to drive straight to the Pay 'n' Spray that is really close by. The car chasing you shouldn't be able to get up the ramp, so drive into the Pay 'n' Spray to fix up your damage and get rid of the police attention. Then leave your vehicle above the ramp and go shoot the guys in the car, before getting back in the van and taking a nice easy drive to Donald's place. Park the van in the garage to trigger the cutscene. After that the mission ends.

Reward: Salvatore's Shorside Vale missions open, new multiplayer modes  
unlcoked, Shoreside Vale Safehouse unlocked

=====  
Church Confessional

[09.00]  
=====

=====  
L.C. Confidential

[09.01]  
=====

Bit of an odd person you're working for here but hey, what the heck! Go pick up the FBI car and get to the meeting point. You have about 2 and half hours of in game time to do so. The FBI car is on the bridge, thoroughly surrounded by police. So get in the vehicle and smash your way out of there. You now need to go to the meeting point located just off the bridge. Stop in the yellow marker for a cutscene. When he gets out you need to kill him. Might aswel get the job over and done with, so just get out the car and shoot him. Once dead, run to his body and pick up the report. If you've done this all quite smoothly you should only have a 2 star wanted level. Get into a car and deliver the report to Liberty Tree. Drive into the yellow marker in the car park to complete the mission.

Reward: \$1500

=====  
The Passion of the Heist

[09.02]  
=====

You are going to go and steal some diamonds, they are in a briefcase North, by the harbour. When you arrive don't just run straight in or bullets will be flying everywhere. Go to the wooded area on the left of the entrance to the harbour. To get the mission going you must kill one of the gang members first. I suggest you get a sniper out and shoot the helicopter down first, should take around 5 bullets. As everyone on the helicopter is now dead all the gang members will be after you. Stay where you are and take out the gang members running towards with an automatic gun. You can then pick off the ones left with a sniper or just run in and shoot them all depending on your health.

You'll have a 3 star wanted level now so grab the case of diamonds and get into a vehicle in the car park there. Now drive to the Liberty Tree offices without trying to get a even higher wanted level. Stop in the yellow marker, in the Liberty Tree car park to complete the mission.

Reward: \$1500

=====  
Karmageddon [09.03]  
=====

This is a really fun mission, all you have to do is cause utter mayhem. Get to the Fire Station and steal the Fire Truck. Now just ram into everything. Make pile ups and knock off bikers, run people over. Basically go on a mental rampage until the bar fills up. Then destroy the vehicle or ditch in the sea to finish the mission.

Reward: \$1500

=====  
False Idols [09.04]  
=====

You are going to have to kill all 3 celebrities, that are all heading to the LCFR Radio Station. You can't allow any of them to reach it. Make sure you have Rocket Launcher ammo. First off, get to the docks where DB-P is arriving by boat comes. Either kill him on the switch if you are quick enough or send a rocket into the bullet-proof (but not rocket -proof) patriot.

Next up, Black Lightman. His car should be near so fire a rocket into that too. Then lastly look for the helicopter with Faith in it. Destroy that as soon as possible. The best place to do this is after it passes over the park and heads down the main road area as it flies low here. Once all three are dead head back to the church, that should be close by. Watch the cutscene to finish the mission and the Church Confessional missions all together. But trust me, that isn't the last we see of "Father" Ned.

Reward: \$1500

=====  
McAffrey [10.00]  
=====

=====  
Sayonara Sindaccos [10.01]  
=====

This is quite an easy mission. Once your in the car with McAffrey drive to where he tells you. When he drops you off kill the Sindaccos round that area. There aren't many and they are quite easy to sort out. Once you've killed them all head to his car. There will be another little cutscene and this time you'll be in the car using free aim. Shoot the cars and motorbikes chasing you. They explode quite easy and you have unlimited ammo so not much to worry about but do watch out for your damage bar. After a while a helicopter will appear, once you've shot it down (that takes quite a bit of ammo) the mission will end.

Reward: \$1500

=====  
The Whole 9 Yardies

[10.02]  
=====

You need to lead the Forellis to Rockford and to do so your going to steal one of their bikes. Head over to where it tells you to on the map. Once there make sure what ever you do, don't kill any Forellis! Run in, grab the bike, and drive away. They will be shooting at you but you'll have to ignore it. Once you've got one of their bikes turn right and drvie along the bridge and round to the destination. Hit the yellow marker and watch the cutscene. Now you get to kill the Forellis, so waste them all to finish the mission.

Reward: \$2000

=====  
Crazy '69'

[10.03]  
=====

After the cutscene there'll be loads of red markers on your map, these are loads of Forellis that you need to cut up. You can only use the katana sword so that is why you will probably want some armour. To make the mission that little bit harder there is a time limit too, about 4 hours in game time. So get over to the park where they all are, you only need to hit them once with the sword to kill them. They don't actually have any guns that is good, but they do have knives and meat cleavers that you should be careful of. When you wanted level goes to two stars go get the police bribe on the bridge in the park if you want to, even though when the mission ends your wanted level goes anyway. Once you've killed 20 the mission ends, when it does end run out of the park as there are still Forellis in the park.

Reward: \$2000, Dragon outfit

=====  
Night of the Livid Dreads

[10.04]  
=====

Some more gang warfare here, the Sindaccos are trying to get their turf back off the Yardies, so go over to the action and kill the few Sindaccos. After the short cutscene you are going to have to protect the Yardies you are with and take out all the attacking Sindaccos. You'll get to a point where they are all in a huge alley. Run in front of you and hide behind the dumpster. A motorbike will drive past so sort him out. For all the gang members in the alley way, pop out and fire some rockets down to them. Once they are dead there might be some behind you which you can quickly kill. Once they are all dead the ambulance arrives, so run to the yellow marker.

Reward: \$2000

=====  
Munitions Dump

[10.05]  
=====

You are going to need to destory the two trucks to complete this mission. One of the trucks is closer to it's location than the other, so obviously take that one out first. Head to Phil Cassidy's Fully Cocked Gun Shop and pick up Rocket Launcher ammo if you don't have any, if you do then wait outside. The truck will pass here and will give you a clear shot to blow it up. If you don't get there in time no worries, as you can go ahead of it, pop out your vehicle and blow it up then. Backup will now be called in that will chase you but if your quick to get back into a vehicle and drive off towards the next

van it shouldn't bother you much. The next truck at one point goes along a long straight and this is the best place to blow it up. Once both trucks are destroyed the mission immediately ends and you'll receive a phone call from Donald Love who once again needs your help.

Reward: \$2500, Donald Love's mission "Love on the Rocks" opens

=====  
SHORESIDE VALE  
=====

=====  
Salvatore Leone [11.00]  
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=====  
Rough Justice [11.01]  
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Salvatore has been locked up and you need to get him out. These set of Salvatore missions are to get him out so don't have your heart set on making him get out just yet. Once you arrive there and go into the yellow marker a clothes icon will appear on your minimap. Go head over to the shop to get the Lawyer's outfit that you'll need to begin this mission. Then head back and enter the yellow marker again. After the cutscene get into a 4 seated vehicle and go pick up the backup who appear as blue on your minimap. Then head to one of the red markers on the minimap and smash the car up a bit to get the Forellis attention. They'll be coming from all sorts of directions, so keep an eye on your minimap. You may aswell kill them all yourself as the only real use for your backup is take bullets for you. Once that lot are dead go to the next car and do it again. Once they are all raw meat the mission will end.

Reward: \$2500, Lawyer's suit unlocked

=====  
Dead Reckoning [11.02]  
=====

Now it's time to get some revenge on the Sindaccos, and what better but to kill Paulie Sindacco himself. You need rocket launcher ammo for this mission but if you don't have any Phil Cassidy's may be the solution. Though where the yellow marker is where you head to, there is some rocket launcher ammo. So grab tha before walking into the yellow marker. After the cutscene the boat starts driving away. Screw the people shooting at you, they aint important enough to kill, shoot at the boat staright away. If it gets away though, hop on a motorbike and follow it across the cliff face. Go slightly ahead, aim infront of where the boat actually is and estimate when your going to need to fire so the boat drives in to your rocket. BOOM! Mission Over.

After the mission you should receive a phone call from Donald, now licking your arse (NOT LITERALLY!) over what he said to you earlier.

Reward: \$3000, Donald Love's Shoreside Vale missions open

=====  
Shogun Showdown [11.03]  
=====



As their isn't any true leadership in Liberty City anymore thanks to Salvatore being locked away, the Yakuza are trying to take territory. Head to the place shown on your map by the yellow marker on your minimap over in Staunton Island. The gate won't open if you aren't driving a Yakuza Stinger so either get one of them if they pass or wait for a car to exit the structure and then forcefully drive your way in there before the gate shut. Now this is no snatch and run, because the tank is slow you can't get in and drive off speedily, you will just be pulled out the vehicle by a Yakuza gang member. They were all in a group around me when I was in the car park area so I fired some rounds of my shotgun to kill them all. Then all you have to do is get into the tank and drive out. There will be Yakuza trying to ram you off the road, that is stupid as well you will see, their cars just explode as they make contact with you. This is the same with any police trying to stop you, and any other car that gets in your way for that fact. You need to destroy so there is two options; Sink it or use a bomb to blow it up. I suggest you bomb it as it will take a while with the tank to build enough speed so you can jump out and let the beast of a vehicle fall into the sea. So head over to the bomb icon on the map and plant it, then run away from it and hit CIRCLE to see the fireworks.

Reward: \$3000

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=====
The Shoreside Redemption [11.04]
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Go grab a police car, there'll be one probably not outside the cell now, but somewhere along the police station. Grab one a drive into the yellow marker. Now just follow the transport van until the cutscene. You are now going to have to try and protect the van. This mission isn't really that hard, just smash into the blockades, killing any guys standing outside their cars. Cars will pursue the van but usually just end up tailing it so don't do much damage. Follow the van into it's destination in Staunton Island to complete the mission. Now it's time for the grand finale...

Reward: \$4000

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=====
Donald Love [12.00]
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=====
Panlantic Land Grab [12.01]
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Well Donald looks different....like a complete bum in fact but anyway you are still going to work for him. So quit your complaining and listen to his plan. You need to kill his old mentor (that was in Vice City and San Andreas in fact) Avery Carrington. Get quite a speedy car and something that can withstand a few knocks too. Drive to the airport and wait for Avery to get in his vehicle then follow him with out letting them know until you get into Staunton Island, this way you went get an annoying pause when your in mid-action. Then just ram his car and he'll start driving fast, the two back up vehicles he had with him just seem to stay behind so not much to worry about there. Ram and shoot his car until it starts smoking, whatever you do don't destroy it unless there is a reason you want to redo the mission? Once it's smoking he'll exit the vehicle then you can run him over, shoot him, blow him up, whatever. Retrieve the plans and drive back, hopefully not meeting the back up again, to finish the mission.

Reward: Nothing, what do you expect? He's skint!

=====  
Stop the Press [12.02]  
=====

Remember "Father" Ned. Well he's back and it's time to get some revenge on the manipulating arsehole. Turns out he works for the press and he's got pictures of you killing Avery. So you can guess what we're gonna have to do. Head over to the yellow marker, you'll need to fill his scare bar up and the best way to do this is just point a gun at him until it is completely full. Now drive him to the lock-up, after the cutscene Ned will be on his way on a Faggio, don't let him escape you twice, hey? Jump on the faggio near you and chase him. Follow and shoot until he falls off the bike into the dirt. Once dead the mission is over.

Reward: Once more, nothing...

=====  
Morgue Party Resurrection [12.03]  
=====

You need to go get a corpse. Unfortunately you can't just kill someone and that'll do. This mission is timed but you should be alright as long as you don't fanny around. Get to the nearest ambulance, presented by a blue blip on your mini-map. Get in the vehicle and drive to the airport, stop in the yellow marker and then after the cutscene get on the motorbike that is there. Now drive to Staunton Island to where Ned's dead body lies. It is in a car but you'll notice police around there. So get in the car and drive as a 2 star wanted level appears. Now drive back to the airport fast before it closes and gets locked up. Hit the yellow marker to see the cutscene and finish the mission. Once over ignore the police outside as your wanted level will go.

Reward: ...and again

=====  
No Money, Mo' Problems [12.04]  
=====

This isn't exactly a mission. All you do is stop of at 8-balls and watch the cutscene, you come back \$20,000 shorter. 8-ball will ring you when your stuff is ready.

Reward: -\$20,000, that's right, MINUS!

=====  
Bringing the House Down [12.05]  
=====

To start this mission go to 8-balls once you've recieved the phone call saying your gear is ready. You get a van full with explosives, you need to go to any of the tunnel entrances, they all end up in the same place so you might aswell go to the ones near the airport. You have a damage bar that if fills to the top, KA-BOOM! So drive carefully. Only drawback is the Forellis have been tipped off, and will ram you. I suggest you get out the van at the very beggining and destroy them, as these are the only two who chase you. After there destroyed take a nice easy ride to the tunnel. Follow the yellow markers through it. You will eventually turn right into an unfinished tunnel. You'll have to keep swapping sides as there are piles of rocks in the way of one side every so often. There are breaks in the middle so you can swap side

easily.

You will reach the end of the tunnel and there will be two workers, just easily run them over as you don't want any witnesses. Hit the yellow marker after this and you plant the bomb. Now get back in the van. You have 3 minutes to plant the other two and escape. Which is infact plenty as long as you don't waste time. Follow the yellow markers until you get to the second bomb site. A worker will see you so kill him and get back in the van. Then go to the last bomb site. No grab the Bob-Cat there and start driving out. The Forellis will block up the exit so get out and kill them. Grab their vechile and drive to the other gate. Smash through it with probably 1 minute to go, even though the cutscene suggests otherwise. After your amazing escape the mission will end and part of Staunton Island will be rubble.

Reward: \$5000

=====  
Love on the Run [12.06]  
=====

This is actually much easier than as it first seems. After the cutscene run to the garage on your right and stand in the entrance. Now just keep shooting the columbians as they come running towards you with your M4 or Minigun. Once they are all dead get into a car and take Donald to the airport hangar. I only had a 2 star wanted level after the columian massacre so nothing really to worry about. Get to the airport and say your goodbyes to Donald.

You'll get a phone call later from Salvatore opening the final 2 missions...

Reward: \$6000, Salvatore's mission "Shoreside Redemption" opens

=====  
RETURN TO STAUNTON ISLAND  
=====

=====  
Toshiko Kasen [13.00]  
=====

=====  
More Deadly than the Male [13.01]  
=====

Toshiko is obviously not the closest of couples with her husband. It says you should drop off at Phil Cassidy's to load up on some weapons but instead go to Ammu-Nation and get some sniper rifle ammo. Head over to the docks and slowly proceed your way in sniping along the way. You can finish the last ones off on the pier with an M16 or the like and then hop into the boat.

Now drive to the new destination that appears on your minimap, you may tag along unwanted company along the way but these boats that chase you aren't much of a threat, just get to the yellow marker to watch the cutscene, finish the mission and unlock one hell of a stron weapon at Phil Cassidy's.

Reward: \$2000, Minigun unlcoked at Phil Cassidy's Fully Cocked Gun Shop

=====  
Cash Clash [13.02]  
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You are going to need to destroy the three vans that are full of cash. This is actually an easy mission, make sure you have a Rocket Launcher or minigun. Now drive in front of the vans, get out of your vehicle and pull out your big weapon (not that one...) Now open fire at them, when you destroy the first one it damages the second one, and if your lucky makes the second one set alight. The thing that makes this mission easy is that the vans are all close together. Once all 3 have exploded and the money ruined, the mission ends.

Reward: \$3000

=====

A Date with Death [13.03]

=====

Get the limo from round the block and drive it to Toshiko. Once she's in get a change of clothes at the shop which will appear by the clothes icon on the mini-map. Once in the tuxedo get back in the stretch and drive to the opera, and don;t be late. Once there watch the cutscene and when your back kill the people in front of you, not letting them touch Toshiko. Now get back in the limo, now with an uninviting 2 star wanted level probably. Take the bumpy ride back to her place, trying your best to ignore any Yazuka or police about.

Reward: \$2000, Tuxedo clothes unlocked

=====

Cash in Kazuki's Chips [13.04]

=====

Enough toying with the guy now, we are just going to kill him this time. Toshiko says he is building up an army to take you down, but we are going to find him first. Head north to where he is (your GTA III safehouse if you remember). Make sure you have body armour some M4 rounds and a minigun. Once in the yellow marker a cutscene will start, once they are out the elevator shoot them all with your minigun then go round the corner and take all these guys out to. Remember, with your minigun it only takes a few bullets to kill them. Take the Body Armour here if you lost some then get in the car and go to the Casino where the helicopter has gone. Yazuka will be following you, so pop out the vehicle and blow up the pursuing cars with your minigun. When you reach the casino there will be some Yazuka gang members around so kill them all sharpish.

If you have no body armour at this point go buy some and come back here. Now head up the stairs and take out people shooting at you. Once your almost on the roof and you can see the yellow marker, you can ignore the last guys and run into it. After the cutscene Kazuki will run at you with a Katana Sword. You know how dangerous these are so don;t play any games and shoot him with your minigun or M4. He can withstand a lot of bullets so run round, turn and shoot and when he gets close again, do the same. There is some body armour here that would be wise to collect. Once he is dead you need to take his sword to Toshiko as proof he's dead. You will most likely have a 2 star wanted level now but shouldn't matter as Toshiko's place is just round the corner. Watch the cutscene and end the mission. No more missions from her I'd imagine...

You will later receive a phonecall from 8-ball saying your shipment is ready.

Reward: \$4000, Donald Love's mission "Bringing the House Down" opens

=====  
RETURN TO PORTLAND ISLAND  
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=====  
Salvatore Leone [14.00]  
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=====  
The Sicilian Gambit [14.01]  
=====

NOTE: If you attempt this mission with out Body Armour you're an idiot!

After the cutscene get into the sentinel outside Sal's mansion. As you drive out suprise, suprise you get company. Though all they do is shoot at you and once you drive out of the little area near Salvatore's they seem to bugger off. So drive to the Mayor's place over in Staunton Island. Once there kill the 4 guys waiting there.

Once done you have to go to the pier. If you havent got a minigun head over to Phil Cassidy's Gun Shop, as there is no time limit. Once at the pier there is one guy here to sort out who is equipped with an M4.

After the cutscene you'll be in the back of a boat with Sal driving. There will be plenty of boats to shoot here, but you have unlimited minigun ammo. Concentrate on shooting the ones that spawn, so you wipe out all threats quickly.

Eventually a helicopter will come, this has your priority over and boats as there a 4 men on it with M4s. So blow that up and any surrounding boats.

Then it gets quite bumby because of the waves so hold down L to get more precision in your shooting. Eventually you'll get to a lighthouse. Shoot the boats in front of it so you can get on the island.

Once on go up the ramp and take out the guys on the island with your minigun. First, one you should take out appears above you, then run through the gate, pop your gun round those boxes and kill the guy hiding there. Keep running up the ramp and take out the guy here, the last guy isn't that important as you can just run into the yellow marker.

After the cutscene you'll come back with a helicopter near you with 4 people on it armed with M4s. Not actually much need to grab the body armour near you here, as all you need to do is lock on it with your minigun and shoot it for 2 or 3 seconds until it explodes. Now watch the last cutscene. Congratualations on completing the storyline.

Well done kid, you did good...real good.

Reward: \$500,000, Storyline missions completed, new multiplayer content unlocked, 'The King' jumpsuit clothes unlocked

=====  
Extras [EX.RA]  
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## Portland Island-

#1 - Very North of Portland, Harwood, at the Ferry stop. It is located in a little hut near the end of the North road.

#2 - North of the crusher use the dirt mound to get onto the higher concrete. Hit the ramp on your left and land it on the right side of the yellow fence on the higher ground. You need a big run up. Alternately you can park a van backwards to where the ground gets higher, then jump on the van, onto the higher ground, and collect the Hidden Package.

#3 - On a rock in the ocean just behind the crusher.

#4 - Behind the main part of the crusher, in between a smaller yellow part.

#5 - In the dirt track area in North Hepburn Hights. It is under the railway line. Adjacent to "Borgnine Taxis" across the street.

#6 - The most Eastern Northen part of Portland, next to the raised concrete.

#7 - In the petrol station opposite the Fire Station.

#8 - In 8-ball's Bomb Shop, it is behind the garage and on the top-right area by the fence. In between two trashed cars.

#9 - South of the building area in Hepburn Heights.

#10 - At your safehouse in between to trash bins.

#11 - Behind Salvatore's mansion, follow the grass onto the cliff. You can find it at the very end of the cliff.

#12 - Half way down the cliff next to Salvatore's mansion.

#13 - On the island with the lighthouse on.

#14 - In Saint Mark's, pull off the road where there are 2 garages. Go round the back of the building opposite of the garages. Then go down the ramp into a small enclosed area. The Hidden Package is found there.

#15 - In South Hepburn Heights, in the area of tress opposite the building site.

#16 - In the Southern area of the building site, on a ledge.

#17 - North red Light District, the GTA III safehouse, off the main road. Go up the stairs and drop down behind the trash bins.

#18 - On the main road in the Red Light District there are plants seperating the 2 lanes. The Hidden Package is in between 2 bushes at the North of the plants.

#19 - Behind Ammu-Nation.

#20 - The road East of Ammu-Nation. There is a small area east of the road, in line with Ammu-Nation. You have to enter the area from the East side. It

is in between 2 trash bins and behind some boxes.

#21 - At Marco's Bistro in North Saint Mark's.

#22 - Behind the supermarket "FIOL" in Portland View. Up the hill underneath the train line.

#23 - Opposite the Hospital, near the garages.

#24 - Very East of Portland, in the Chinatown area. On the train station, Kurowski Station, roof.

#25 - Behind the Police Station, follow the ledge to the end.

#26 - On a roof on the East side of Protland Docks.

#27 - The East side of Portland Docks.

#28 - In the dense bushed area next to the Police Station.

#29 - In the area opposite "Pizza" in Chinatown.

#30 - This one is located in the middle of Trenton. It is on the roof of the Sausage Factory near the telephone box. The only way I could see to get on the roof was from the railway track. Go to a railway station that's West of Chinatown and go up the stairs on a motorbike. Then drive along the track carefully making sure not to fall off or get hit by trains. Where the track is parallel with the roof just drive off the track onto it. The Hidden Package is then found behind the big sign on the roof.

#31 - On the roof of the main building in Portland Harbour. Get up there by the metal stairs and then go to the other side of the building and the Hidden Package is behind the left air vent.

#32 - This Hidden Package is found in the Car Park area of the building East of the bridge in Callahan Point. It is behind one of the bushes.

#33 - In the south of Trenton hit the ramp in between 2 buildings, on a bike, to land on the roof. Get off the bike and jump on the portable cabin roof. Then onto the tin roof where the Hidden Package is.

#34 - On the smaller ship in Portland Docks. It is on the East side, up some stairs along the balcony.

#35 - Extremely south Trenton, enter the coach garage and it is behind the building north-west of the complex.

#36 - A quarter of the way up the bridge, in between the two sides of the bridge on a metal support connecting to both sides.

#37 - Under the bridge on a support, accessed by cement jump going east.

#38 - South of Portland Harbour, in between the 2 most south lorries.

#39 - On the left side of Vincenzo's place, between the 2 trash bins.

#40 - At the end of the pier all the way south in Atlantic Quays.

STAUNTON ISLAND-

- #41 - In the car park area of the Ferry Dock.
- #42 - In the park area in the North-West area of Staunton.
- #43 - In the construction area opposite the Hospital car park, it's in the cave area.
- #44 - In the planted bush area on the wall you can see when going up the ramp to the car park area opposite Hidden Package 43.
- #45 - North East of the island when the grass turns into rock on the shore.
- #46 - Behind the wall opposite Hidden Package 44.
- #47 - Enter the subway train station and turn left once down the escalators, it is in that area behind the wall.
- #48 -

SHORESIDE VALE-

- #71 - In the tunnel very north, at the turning in the middle that is blocked.
- #72 - Behind some big metal tins in the walkway next to the Dam. (Where the last mission of GTA III was).
- #73 - A ledge on the side of the big building on the West side of the Dam.
- #74 - On the cliff edge North-West of the island.
- #75 - South of the dam where the road does a loop. It is behind some rocks at the bottom of the loop.
- #76 - Next to one of the houses near your safehouse.
- #77 - North-East is a little area with market stalls. The Hidden Package is found South-East of that area, by the water.
- #78 -
- #79 -
- #84 - On the cliff edge north of Hidden Package 90.

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Weapon Locations [WP.LC]

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- Portland -
- Shotgun: can also be found on Harwood jetty, near the strikers, and on the roof near Portland View El Station.
- Micro SMG: can be found near Callahan Point El Station, behind some container
- Uzi: can be found near the containers north of the car crusher, in Harwood.
- Fire Axe: can be found by killing some Diablos, and near the fire station.



Hockey Stick: can also be found in Hepburn Heights, behind a house that is north of Pay N Spray.

Molotov Cocktails: can be found after Blow Up 'Dolls' mission, in the ruins of the Dolls house.

Sinper Rifle: can be found on the top of the construction that is reached by doing the Unique Stunt in Dolls house.

Knife: can be found in Saint Mark's Bistro, north of Portland View El Station.

Brass Knuckles: can be found in Trenton, in a alley south of Portland View El Station.

Flame Thrower: can also be found in Trenton, on a roof near the Hidden Package, reached by doing a jump in a ramp that is in that block of the street.

Grenades: can be found on the ship that is in Portland Harbor (not Vincenzo's ship)

Chainsaw: it is found north of Vincenzo's place, near the flamethrower house.

=====  
Extra Missions

[EM.00]  
=====

Like in all of the GTA series there are extra missions. There are absolutely loads in Liberty City Stories and here is a list of them with an explanation for each one. All extra missions have unlockables.

=====  
Taxi Driver

[EM.01]  
=====

Just the ordinary classic Taxi missions like in any other GTA. Enter any taxi vehicle and press up to start the mission. When you start there won't be a time limit. You have to find a fare, these show up as blue blips on your mini map and when your close you can see the person as they will have a blue arrow above their head. Stop the car close to them and they will get in.

Once they are in it'll give you a destination. This is shown as a yellow blip on your minimap. A time limit will also come up now. You need to get them to the destination before the time runs out. The other thing you'll notice is a "Tips" bar. The more the bar is filled up when you reach the destination the more tips you'll get. This drops rapidly if you crash.

Once at the destination, stop in the yellow marker and the passenger will exit the vehicle. You will now recieve your fare and your tip, if any, and will get more time on the clock. Now you need to pick up another fare and do it all again. You also get extra money for delivering a certain amount of passengers in a row. i.e. 5 in a row, 10 in a row.

When your vehicle gets really damaged you will have to take it to the Pay 'n' Spray to get it repaired before you can carry on, and the clock is

still ticking while you do so.

The mission will end if the timer runs out, if you are busted, the vehicle is destroyed or if you exit the vehicle. You can cancel the mission at any time by pressing the up button twice.

Unlockables: Drop off 100 passengers to get a Bickle '76

=====  
Vigilante [EM.02]  
=====

Get into any police vehicle (car, truck, FBI car, tank) to do Vigilante missions. Once started there will be a red marker on your map and a time limit. You have to kill the criminal in the time given. Chase them and either smash their vehicle up until they get out, then kill them. Or destroy the vehicle with whatever means possible.

Remember, police can still go after you even when on this mission. So don't kill innocent people or you'll still get a wanted level.

The more you complete the higher the level will go. They will get harder and there will be more than 1 target. So watch out.

Your vehicle might get completely ruined, in which case you can go to the Pay 'n' Spray or get into another police vehicle.

The mission will end if the timer runs out, you are wasted/busted or you exit the vehicle for too long.

Unlockables: Complete level 12 to get 150 Max Armour points

=====  
Ambulance [EM.03]  
=====

Get into any Ambulance to start this mission. When it starts you'll be given a position and a time. Get to the person in time and let them get into your vehicle. Then drive back to the hospital in the time limit. Drive carefully as you do have a dying person in the back.

The more you complete the higher the level will go. They will get harder and there will be more people to save.

You can take your vehicle to the Pay 'n' Spray if the vehicle is wrecked. But the timer will still be going.

The mission will end if the timer runs out, if you are wasted/busted or you exit the vehicle.

Unlockables: Complete level 12 to get infinite sprint

=====  
Firefighter [EM.04]  
=====

To start get into a firetruck, there will always be one outside the Fire stations in all three islands. When the missions starts you get the position of the fire and the time until the vehicle will explode. Get there with in the time limit and spray water on the car to set it out, then onto any people on fire running out of the vehcile.

The more you complete the higher the level will go. They will get harder and there will be more targets you have to stop being on fire.

The mission will end if the timer runs out, if you are wasted/busted or you exit the vehicle.

Unlockables: Complete level 12 to be fireproof

=====  
Car Salesman [EM.05]  
=====

Go to Capital Autos in Portland between the hours of 08:00and 18:00 to start the 'Car Salesman' side mission, Which you need for 100% completion. Once you start the mission, you will see four cars, an Idaha/Stallion, a Cheetah/Banshee, a BF Injection/Bobcat/Patriot and an Manana/Perennial. You will have to sell the cars by taking the people next to them for a test drive. You have to find what the customer wants to see in the car. Here's the list:

BF Injection/Bobcat/Patriot: Offroad and stunts  
Stallion/Idaho: Run people over  
Banshee/Cheetah: Go as fast as possible without wreking the car  
Manana/Perennial: Nice, Relaxing drive

You can only sell a Maximum of 10 of each car, Once you do, you will get a reward. If you get to Level 4, you will generate up to \$4000 at Capital Autos.

The mission ends if you are busted, wasted, get out of the car, or the time limit runs out.

NOTE: If you beat up the car, you will have to get it repaired.

=====  
Bike Salesman [EM.06]  
=====

Go to 'Hogs & Cogs' in Staunton Island, next to the Fire Station, between 08:00 - 18:00 hours to start the mission. You need to sell the bikes to the people standing by them by taking them for a test drive. You have to guess what they want in the motorbike and do that to fill up the 'Sale' bar so that they purchase the bike. i.e. With the PCJ-600 they'll be looking for speed. For each bike you sell you get cash and a time bonus.

The customer is different each time but what they want out of the bike isn't. This is the full list of what they expect in each bike;

PCJ-600: Speed  
Sanchez: Off-road and stunts. (Getting air fills the bar up extremely fast)  
Faggio: Really slow, steady ride  
Freeway: Road rage, running people over. That kinda thing.

You can only sell each bike a total of 10 times. For each 10 you sell in a row you get a bonus.

The mission ends if you are wasted or busted or the time limit runs out. It will also finish if your off the bike for more than 30 seconds.

Unlockables: Sell all 40 motorbikes for cash to spawn at 'Hogs \$ Cogs'

=====  
Street Races [EM.07]  
=====

There are many street races scattered around the whole of Liberty City. To enter one simply find a payphone that is ringing and go in the yellow marker. Then find yourself some wheels, either a car or bike, depending on the race.

Reward: Cash

=====  
Noodle Delivery [EM.08]  
=====

Go to the Punk Noodles Restaurant in Portland, and right by the door you will find Noodleboy. Get on it to start the Punk noodle missions, which you need for 100% completion. You need to get past level 10 for an extra 25 health points. You deliver the noodles like a drive-by. If you run out, head back to the shop to pick up more.

Reward: 25+ Health Points

=====  
Pizza Delivery [EM.09]  
=====

Go to the Pizza Restaurant in Staunton Island, and right by the door you will find Pizzaboy. Get on it to start the Pizza missions, which you will need for 100% completion. You need to get past level 10 for an extra 25 health points. You have to deliver the pizzas like a drive-by, if you run out of pizzas return to the shop to pick up more.

Reward: 25+ Health Points

=====  
9MM Mayhem [EM.10]  
=====

COMING SOON

=====  
Trash 'n' Dash [EM.11]  
=====

COMING SOON

=====  
Love Media Garage List [EM.12]  
=====

COMING SOON

=====

Avenging Angels - Portland	[EM.13]
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COMING SOON

=====

Avenging Angels - Staunton Island	[EM.14]
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=====

COMING SOON

=====

Avenging Angels - Shorside Vale	[EM.15]
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=====

COMING SOON

=====

Tourism	[EM.16]
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=====

COMING SOON

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Slash TV	[EM.17]
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=====

COMING SOON

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Cheats	[CH.TS]
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NOTE: My walkthrough is written for people who don't use cheats. I don't suggest you cheat as it ruins the whole experience. It is a fact that if you use cheats you are more likely to get glitches and it also puts your Criminal Rating down rapidly. But, it is always a lot of fun to go on a huge rampage using cheats, so long as you don't save!

Before using any of these cheats make sure you save, as some are unreversable, and you dont want to be stuck with a cheat you don't want.

Weapon Set 1  
UP, SQUARE, SQUARE, DOWN, LEFT, SQUARE, SQUARE, RIGHT

Weapon Set 2  
UP, CIRCLE, CIRCLE, DOWN, LEFT, CIRCLE, CIRCLE, RIGHT

Weapon Set 3  
UP, X, X, DOWN, LEFT, X, X, RIGHT

Get \$250000  
L, R, TRIANGLE, L, R, CIRCLE, L, R

Restore Armor

L, R, CIRCLE, L, R, X, L, R

Restore Health

L, R, X, L, R, SQUARE, L, R

Increase Wanted Level

L, R, SQUARE, L, R, TRIANGLE, L, R

Wanted Level Never Appears

L, L, TRIANGLE, R, R, X, SQUARE, CIRCLE

Weather: Sunny

L, L, CIRCLE, R, R, SQUARE, TRIANGLE, X

Weather: Clear

UP, DOWN, CIRCLE, UP, DOWN, SQUARE, L, R

Weather: Overcast

UP, DOWN, X, UP, DOWN, TRIANGLE, L, R

Weather: Rainy

UP, DOWN, SQUARE, UP, DOWN, CIRCLE, L, R

Weather: Foggy

UP, DOWN, TRIANGLE, UP, DOWN, X, L, R

Spawn Rhino

L, L, LEFT, L, L, RIGHT, TRIANGLE, CIRCLE

Faster Clock

L, L, LEFT, L, L, RIGHT, CIRCLE, X

Destroy All Cars

L, L, LEFT, L, L, RIGHT, X, SQUARE

Random Pedestrian Outfit

L, L, LEFT, L, L, RIGHT, SQUARE, TRIANGLE

Pedestrian Riot

L, L, R, L, L, R, LEFT, SQUARE

Pedestrians Attack You

L, L, R, L, L, R, UP, TRIANGLE

Pedestrians All Have Weapons

R, R, L, R, R, L, RIGHT, CIRCLE

Faster Gameplay

R, R, L, R, R, L, DOWN, X

Slower Gameplay

R, TRIANGLE, X, R, SQUARE, CIRCLE, LEFT, RIGHT

Perfect Traction, Down=Car Hop

L, UP, LEFT, R, TRIANGLE, CIRCLE, DOWN, X

Media Attention Meter

L, UP, RIGHT, R, TRIANGLE, SQUARE, DOWN, X

Commit Suicide

L, DOWN, LEFT, R, X, CIRCLE, UP, TRIANGLE

All Green Lights

TRIANGLE, TRIANGLE, R, SQUARE, SQUARE, L, X, X

Aggressive Drivers

SQUARE, SQUARE, R, X, X, L, CIRCLE, CIRCLE

White Traffic

X, X, R, CIRCLE, CIRCLE, L, TRIANGLE, TRIANGLE

Black Traffic

CIRCLE, CIRCLE, R, TRIANGLE, TRIANGLE, L, SQUARE, SQUARE

Spawn Trashmaster

TRIANGLE, CIRCLE, DOWN, TRIANGLE, CIRCLE, UP, L, L

Cars Drive On Water

CIRCLE, X, DOWN, CIRCLE, X, UP, L, L

Unknown

X, SQUARE, DOWN, X, SQUARE, UP, R, R

Follow Me

DOWN, DOWN, DOWN, TRIANGLE, TRIANGLE, CIRCLE, L, R

Bobble Head World

DOWN, DOWN, DOWN, CIRCLE, CIRCLE, X, L, R

Upside Down

DOWN, DOWN, DOWN, X, X, SQUARE, R, L

Upside Down

X, X, X, DOWN, DOWN, RIGHT, L, R

Unknown

UP, UP, UP, SQUARE, SQUARE, TRIANGLE, R, L

Unknown

UP, UP, UP, CIRCLE, CIRCLE, X, L, R

Unknown

UP, UP, UP, X, X, SQUARE, R, L

Unknown

UP, UP, UP, TRIANGLE, TRIANGLE, CIRCLE, L, R

Change Bike Tire Size

CIRCLE, RIGHT, X, UP, RIGHT, X, L, SQUARE

Display Game Credits

L, R, L, R, UP, DOWN, L, R

All Vehicles Chrome Plated

TRIANGLE, R, L, DOWN, DOWN, R, R, TRIANGLE

Please email me at [brainslug@hotmail.com](mailto:brainslug@hotmail.com) if you know what any of the "Unknown" cheats do, or if you have some that aren't in my list. Thankyou.

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- ```
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```
- Complete all Storyline missions.
  - Collect all 100 Hidden Packages.
  - Complete all 26 Insane Bonus Jumps.
  - Complete all 20 Rampages.
  - Complete all Street Races.
  - Complete Karmaggedon a second time.
  - Complete Car and Bike Salesman
  -

THE REST COMING SOON

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```

### Unlockables

[UN.LK]

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```

### Hidden Packages

- ```
=====
```
- 10 - Pistol spawns at safehouse
  - 20 - Shotgun spawns at safehouse
  - 30 - Body Armour spawns at safehouse
  - 40 - SMG spawns at safehouse
  - 50 - .357 spawns at safehouse
  - 60 - M4 spawns at safehouse
  - 70 - Laser Sighted Sniper Rifle spawns at safehouse
  - 80 - Flamethrower spawns at safehouse
  - 90 - Rocket Launcher spawns at safehouse
  - 100 - \$50000

```
=====
```

### Mission Unlockables

- ```
=====
```
- |                                   |                                                        |
|-----------------------------------|--------------------------------------------------------|
| Infinite Sprint -                 | Beat Paramedic missions Level 12                       |
| Bickle '76 -                      | Drop off 100 Passengers in the Taxi                    |
| Fireproof Toni -                  | Complete Level 12 In Firefighter Missions              |
| Extra 25 Max Health Points -      | Complete Level 10 in Pizza Delivery Missions           |
| Extra 25 Max Health Points -      | Complete Level 10 in Noodle Delivery Missions          |
| 150 Max Armor Points -            | Complete Level 12 In Vigilante Missions                |
| Super Angel bike (bulletproof) -  | Completing Avenging Angels missions in Portland        |
| Getting Busted Won't Cost Money - | Completing Avenging Angels missions in Staunton Island |
| Super Land Stalker -              | Complete Tourism missions                              |



Upgraded Sanchez - Complete all ten courses in the "Bump & Grinds" at the dirt bike course in Portland

Underwear costume - Complete 1 Unique Jump

Generate cash from "Hogs & Cogs" - Sell 40 motorcycles in Belleville Park, Staunton Island

Hero Costume - Beat Level 15 of the Avenging Angels missions in Shoreside Vale

Generate \$4000 at Capital Autos - Beat Level 6 of Car Salesman

Hellenbach GT - Beat level four of the car salesman sidequest

=====  
Easter Eggs [ES.EG]  
=====

COMING SOON

=====  
Secrets [SC.RT]  
=====

COMING SOON

=====  
Glitches [GL.CH]  
=====

COMING SOON

=====  
My Stats [MY.ST]  
=====

These are the stats for the profile I am using to construct my walkthrough.

CRIMINAL RATING: WISEGUY (2034)

Percentage completed: 47%  
Mission attempts: 87  
Total playing time: 16:43  
Days passed in game: 67  
Number of saves: 103  
Rampages passed: 0 out of 20  
Hidden Packages found: 43 out of 100  
People you've wasted: 951  
People wasted by others: 245  
Cars exploded: 132  
Boats destroyed: 41  
Helicopters destroyed: 8  
Tires popped with gunfire: 142  
Total number of wanted stars attained: 180  
Total number of wanted stars evaded: 119

Times busted: 1  
Hospital visits: 0  
Number of headshots: 22  
Daily police spending: \$84295.00  
Least favorite gang: Sindaccos  
Gang members wasted: 269  
Criminals wasted: 21  
Hitmen wasted: 24  
Kgs of explosives used: 77  
Bullets fired: 10007  
Bullets that hit: 5149  
Accuracy: 51%  
Cars crushed: 3  
Dist. travelled on foot (miles): 37.86  
Dist. travelled by car (miles): 182.77  
Dist. travelled by bike (miles): 129.27  
Dist. travelled by boat (miles): 2.83  
Total distance travelled (miles): 352.73  
Max. insane jump dist (m): 55.00  
Max. insane jump height (m): 9.00  
Max. insane jump flips: 1  
Max. insane jump rotation: 270  
Best insane stunt so far: Perfect insane stunt  
Unique jumps completed: 1 out of 26  
Longest wheelie time (secs): 9  
Longest wheelie distance (m): 263.53  
Longest stoppie time (secs): 0  
Longest stoppie distance (m): 0.00  
Longest face plant distance (m): 35.96  
Longest 2 wheels time (secs): 0  
Longest 2 wheels distance (m): 0.00  
Criminals killed on Vigilante Mission: 6  
Highest 'Vigilante' level: 3  
Passengers dropped off: 19  
Cash made in taxi: \$695.00  
Cars sold: 1  
Cash made selling cars: \$50.00  
Bikes Sold: 32  
Cash made selling bikes: \$63129.00  
Outfit changes: 20  
'LowRiderRumble'  
Best position: 1  
Fastest Lap: 1:29  
Fastest Time: 3:02  
'Deimos Dash'  
Best position: 1  
Fastest lap: 0:00  
Fastest time: 0:00  
'Bumps & Grinds'  
Course 1  
Fastest Lap: 0:17  
Fastest Time: 0:55  
Course 2  
Fastest Lap: 0:23  
Fastest Time: 1:14  
Course 3  
Fastest Lap: 0:22  
Fastest Time: 1:13  
Most air achieved (m): 1  
Photos taken: 1

Highest score in 'AWOL Angel': 12  
Most time left in 'Karmageddon': 2:33  
Fish fed: 0  
Most favourite radio station: Head Radio  
Least favourite radio station: Radio Del Mundo  
Sprayings: 18  
Weapon budget: \$137700.00  
Auto repair and painting budget: \$1500.00  
Property destroyed: \$752002.00  
Highest Media Attention: UFA Today page 12  
Unlocked Costumes;  
Overalls  
Avenging Angel's fatigues  
Chauffeur's clothes  
Lawyer's suit  
Tuxedo  
Underwear  
'Dragon' jumpsuit  
Antonio  
Sweats  
Goodfella  
Wiseguy

=====  
Multiplayer [MP.00]  
=====

First time in GTA's history that there is a proper multiplayer. Yes, there was a little multiplayer in GTA: San Andreas but let's admit that was hardly great. With the PSP of course you have you all have your own screen.

The multiplayer in Grand Theft Auto: Liberty City Story is Ad-Hoc, meaning you can play any PSPs near enough to you but not online.

There are a lot of multiplayer modes in GTA:LCS and are playable on all islands, as long as you've unlocked that island on the story mode. Now that is all out the way let's have a look at the different multiplayer modes.

=====  
Liberty City Survivor [MP.01]  
=====

If you remember all those years ago when the revolutionary GTA III came out there was an advert on the radio advertising this. A game where a bunch of people were placed around the city and they were left to 'hunt each other down'. Well this is that!

'RE-LIVE THE CLASSIC SHOW! URBANDARWINISM IS BACK'

If you leave the Game Style as Free for all then it will be deathmatch rules. Or maybe last man standing would fit better. Kill everyone until your the last guy left to win. You can change the kill limit for how many times you can spawn in the game before you are out of it.

If you change the Game Style to Gang War then it is exactly the same except it is Team deathmatch.

=====  
This guide is copyright (c) 2005 Daniel Chapman, the author.

This walkthrough was written solely to be hosted at <http://www.gamefaqs.com/>  
It can also be found on;  
<http://www.cheatcc.com/>  
<http://www.gtalibertycitystories.ds4a.com/>  
<http://www.supercheats.com/>

I do appreciate any feedback, and will take all suggestions into consideration.

=====  
Credits & Thanks

[CR.TH]  
=====

- Thanks to [www.gamefaqs.com](http://www.gamefaqs.com/) (and any other websites) for putting on my FAQ/Walkthrough
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- Thanks to [ellies\\_guy\(augustine158@hotmail.com\)](mailto:ellies_guy(augustine158@hotmail.com)) for help with extra missions

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