

Grand Theft Auto: Liberty City Stories FAQ/Walkthrough

by nobodys_savior

Updated to v1.3 on Nov 6, 2006

Liberty City Stories FAQ

Ver. 1.3

November, 2006

Warning: I did not try to avoid spoilers in any way shape or form, so if I have accidentally ruined the game for you, then I apologize.

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Current sites allowed:

www.gamefaqs.com

www.lup.com

assclown-incorporated.piczo.com (my personal website)

If you have any questions, comments, or find this guide on a site not listed, please send me an e-mail at [assclown_king\(at\)hotmail.com](mailto:assclown_king@hotmail.com). Any e-mails sent to my previous address after this guide is posted will be ignored, as it will no longer be used.

A Simple Note from me: Well, after a full year of not doing anything with this guide, or this game, I finally decided to finish it. Sadly, that also means that I haven't found all the hidden packages, or the rampages, or any of the other bagillions of other hidden goodies that most guides already have. If you would like to submit anything to me, feel free. I'll be sure to add you to the credits part of the guide. Thank you very much, and I hope you enjoy reading this guide as much as I have... ignoring it. Nyes.

Version History

Version 0.2

Originally posted: October 28, 2005

- First 11 Hidden Packages
- Completed up to Mamma Cipriani's Missions
- Brief Descriptions of sub-missions

Version 0.35

Originally posted: October 30, 2005

- Added 4 Hidden Packages (up to 15 now)
- Added 2 Unique Stunt Jumps
- Missions completed up to the end of Portland
- Included Custom Soundtrack Instructions
- FLYING!!! Added instructions (and controls) for flying

- Added a Version History

Version 0.4

Originally posted: November 3, 2005

- Added 12 hidden packages (up to 27)
- Missions up to Salvatore's phone missions
- Added Trashmaster Sub-mission
- Added a few weapons for Staunton Island
- Re-formatted rewards for Hidden Packages
- Added a forgotten detail for Custom Soundtracks

Version 0.75

Originally posted: November 20, 2005

- Added 7 hidden packages (up to 33)
- Added Bike Salesman side mission AND REWARD!!!
- Finished missions up to first set with Sal on Shorside Vale.
- Checked for (and fixed if found) grammar, spelling, and sentence structure mistakes.

Version 1.3

Originally posted: November 1, 2006

- Finished main story missions
- Added Excuse... I mean *reason* why I haven't finished until now
- Corrected spelling and grammar that I found
- Double checked the strategies I had for the previously written missions
- Changed e-mail address.

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To those who are wondering, I haven't fixed up the table of contents at all. In my next update I shall rework the entire thing to fit with the guide.

INTRODUCTION

Egads! I'm back?!? Who would have thought that a year ago I would attempt to make an FAQ on GTA LCS (oh holy Acronym HELL batman!) and NOT complete it. In all seriousness, I am ashamed, and if you're willing to forgive me, I'm willing to complete it... hopefully. Problem is, when I took a SMALL break from this game, I had also accidentally deleted my save file. Now I'm playing it on the PS2, but since they're both exactly the same (minus the custom tracks cheat device and multiplayer), it shouldn't cause any harm. I'm essentially playing the game from scratch, following my own guide just to make sure that everything is alright with it.

CONTROLS

While this is also in the manual, This is in next to every single strategy

guide, so I might as well add it here.

On Foot:

Triangle = Enter Car

Square = Jump

Circle = Attack

x = Sprint *helpful Hint* In past GTA's, with the exception of San Andreas due to the stat system, if you pushed x repeatedly, rather than just hold it, you had what was essentially unlimited sprint. It seems to work here too.

Analog Stick = move around

L Trigger + Analog stick = Look around

R Trigger = Targeting.

Left and Right D-pad = Change weapons. (If targeting, it changes targets)

In Car:

X = Accelerate

Square = Slow Down, then Reverse.

Circle = Drive-bys when looking to the side in a car, or forward while on bike.

Triangle = Get out of car

Analog Stick = controlling the car

Left and Right D-pad = Changing the Radio Stations

L Trigger + Analog Stick = Moving camera

R Trigger = Handbrake

Up D-pad = Horn

Down D-pad = Special Missions. (Taxi, Vigilante, etc..)

In Helicopter

X = Ascend

Square = Decend

Triangle = get in or out of Helicopter

R = While turning, change direction of the front of the copter.

Analog Nub = Controlling Helicopter

Left and Right on the Nub / D-Pad = Changing the radio stations.

PSP FEATURES

This is the section where I describe all the features that are exclusive to the PSP version of the game.

CUSTOM SOUNDTRACKS

Probably one of the most asked about questions on the message boards since it's release is an option called Custom Soundtracks. At it's release, the section on the menu always had "unavailable" right next to it. The public was stunned. How do you unlock this glorious feature? Was it unlocked after a mission? Collecting hidden packages? Well, search no more, for the answer is here!

In reality, Custom Soundtracks was added as an afterthought. Rockstar noticed all the rumors about this option being incorporated somehow, and always trying to satisfy the customer, they added it at the last minute. BUT, they did it in such a way that you couldn't find it in normal play. It requires a download.

First, go to the official Liberty City Stories website:

<http://www.rockstargames.com/libertycitystories>

On the bottom of the screen will be a bunch of different titles for the seperate sections you can go in. Click on Downloads.

When the downloads screen comes up, it should be the very first thing at the top, Rockstar Custom Tracks (v. 1.0 as of this typing).

Download it, re-start your computer, than run it.

Make sure you have a USB cable that can hook up from your psp to the computer.

Put the PSP into USB mode, and place a CD in your CD Rom drive.

Hold the CTRL button, and click on all the tracks that you want.

There should be a picture of a CD with an arrow coming out if you've got everything set up right. Click on that. It will ask you for what game you want to add the custom tracks.

Select Grand Theft Auto: Liberty City Stories, (p.s. it will only recognize GTA: LCS if you have a saved game on the memroy stick. If you don't, then start a new game, do the first mission, then save.)

Once all the tracks have been uploaded onto your PSP, exit USB mode, and close the Rockstar Custom Tracks program.

When you're in your game, press start to bring up the pause menu, then go into the Audio section. You'll notice that Custom Tracks is now set to 'Off' instead of 'Unavailable'.

Press the right directional button so that Custom Tracks are now 'On', and BAM! You've got you're own music on GTA: LCS.

Of course, if you don't want to search on the Rockstar page, you can always just get the file straight from here:

http://www.toddloewen.com/downloads/Rockstar_Custom_Tracks_Install.zip

MP3 Conversion

Ok, let's say you've got a bunch of songs already on your computer, and don't want to waste time (and effort) burning them onto a cd before putting it on your psp? Well, here's the solution.

ftp://downloads.codemasters.com/upgrade/Codemasters_EACSetup.zip

<http://www.mobiledeviant.com/forum/downloads.php?do=file&id=149>

Go to either of those, install the Easy Audio Copy program. You'll notice that the Rockstar Conversion program's icon has changed to that of the new program you just installed. Now, take you're mp3's, drag them into the blank space on the open EAC program, and it'll convert it into a .TOC file in your custom soundtracks folder on the psp.

Go to the SAVEDATA folder. Find the folder that has a bunch of numbers at the front, and CUSTOMTRACKS at the end.

The .TOC file that you've converted will be there. Just change the ending from .TOC to .gta. You now have your former MP3 file as a custom track.

Just remember, the program is only Ver. 1. Rockstar is bound to make improvements as time goes on, so stay patient and things will work out for the best, eventually.

Please Note: This method is only if you've already ripped some songs via CD onto your memory stick. If you haven't, then you have to make the folder manually.

First, connect the PSP as you usually would.

Open My Computer from your desktop, then look for the removable drive that corresponds to your PSP.

When in that file, double-click on the Folder PSP.

Look for SAVEDATA, then double click on that.

Within this folder, create a new folder called: "ULUS10041CUSTOMTRACKS"

Now you can put on your mp3's whether you own the CD or not.

Warning: I've heard that some songs can't be transfered this way. I personally haven't had this problem, so I don't know any solutions right now, but I shall update this section once I do.

Maxbot Cheat Device: Alrighty, I don't condone, nor do I wish to endorse any form of cheating that exists. BUT... in an effort to make this guide as complete as possible I must at least mention it. Now, I cannot in fact mention where to get it, but it's on enough topics on the boards that you can probably find it easy enough on your own. Essentially, depending on what firmware version you have on your PSP (since I always update mine, I can't actually use the device anyways), you can get a cheat device that gets you any car, anywhere, that lets you essentially do damn near anything within the game. It's not available for the PS2 version (to the best of my knowledge), but in all seriousness, Edison Carter has done a great service to many people who own a PSP, for they now have the ability to have almost unlimited replayability with GTA LCS. I applaude you.

CHARACTERS

(a) Toni Cipriani: The character you, the player, controls. After killing a main man, Toni has been in hiding for several years. Tired of laying low, he has returned to Liberty City, only to find it even worse than when he left. His goal: Completely take over Liberty City, and prove once and for all that he IS worthy... or at least have the Leone's in control.

(b) Salvatore Leone: The Don. The Head Hancho. The Boss. The Leader! Ok, that's enough Euphimisms. Sal Leone is the one that sent you away in the first place, after hitting some made man in Liberty. He's usually untrustworthy, but it's yet to be known whether or not that's the case this time around. (By the way, did I mention that he's the leader?)

(c) Vincenzo: One of Sal Leone's thugs. He's nicknamed "lucky", but he treats Toni like a dick the whole time. One of the new characters, little is known about this man except he's easily angered, and has a tendency to treat Toni as an underling, whether it's deserved or not.

(d) JD O'Toole: Runs Paulie's Revue bar in the Red Light District, O'Toole has a big fat ass, and is disgusting in other, non-physical ways as well. He's currently with the Sindacco's, but wishes to make a switch to the Leone's.

(e) Mamma Cipriani: Toni's mother. Has very high expectations of Toni, ones he can never seem to match up with. Mamma Cipriani will give Toni missions later on in the game.

(f) Maria: Wife of Salvatore Leone, Maria spends most of her time higher than a rockstar and easier than a 2 piece jigsaw puzzle. When she's not too busy hitting on anything with two legs, she's trying to remember where she left her last "Zap". Probably some of the funniest moments in the game though.

(g) Donald Love: After a certain mission, Donald Love is in the race to become mayor, working for Salvatore Leone of course. A man who seems a bit eccentric, and likes hanging out with the dead, even so far as to ingest some human carcass!

(h) Father Ned: You first get the Church bell contact point after the first mission for Donald Love. Father Ned is helping Toni down the path of righteousness by making him do the lord's dirty work... and helping out ankerman Ned Burner (see the similarities?) in the process. More Toni killing things = more exciting news to report.

(i) Leon McAffrey: A bent cop looking for his cut. Salvatore has enlisted his help in keeping tabs on the Forelli's and Sindacco's. Basically, you get a bunch of missions that will piss them off. Oh great, more gang members to kill.

(J) Toshiko Kasen: The wife of the leader of the Yakuza, you get her missions right after the "Shogun Showdown" mission in Shoreside Vale. Essentially, you do little things to piss off her husband. It's a lot of fun, I'm sure.

MISSIONS

The Vincenzo Strand. (V)

Home Sweet Home: Watch the Opening scene of the game, in it's portable GTA sweetness. Toni steps off of a bus with a suitcase in hand, and walks towards a payphone where he proceeds to make a call. (We don't hear what he says, but it's safe to assume that he's calling Sal, since that's where the next scene takes place. Entering Sal's Mansion, he and the Don embrace, (aww, how sweet, a hug from uncle Leone...), but rather than get missions straight from the masters mouth, Toni gets pawned off on a man named Vincenzo, some new kid that the Don calls "lucky". Toni begins to question Sal's decision, but a simple warning from the Don quenches any form of thought from our Main Character. The scene ends with you standing outside the mansion, getting into lucky's black Kuruma. This is where you start controlling the character.

Firstly, I advise you to press start. That brings up the pause menu. Switch the controls so that the movement is by the D-pad and NOT by the Analog Nub. For one thing, your thumbs wont break being bent at an odd angle if you use the D-pad. For another, it's a hell of a lot easier to control the cars, and the bikes, and the trucks, and... basically everything.

Now look at the bottom, left-hand side of the screen. That circle with the black lines in it is your mini-map. It'll usually have a bunch of letters on it, unless you're in the middle of a mission, like now. When in a mission, it'll have a colored blip on the screen. A Circular blip means that whatever the target is, it's on the same level as Toni. An arrow up means it's above, and an arrow down means it's below. Easier than stealing a Manana from a grandma. A bunch of instructions will appear at the top left hand side of the screen, but it just explains everything that the control section already explained, so you don't have to worry about it.

Now enter the car. (Press Triangle, for those who didn't read above, or those that haven't ever played a GTA game before.) A new blip will appear on the mini-map. That's the one for your safehouse. Head over there now. When you arrive, Toni will comment on how crappy it looks, obviously thinking he deserves better. Vinnie tells him he's lucky he's got anything at all. Head inside the

safehouse by heading into the yellow field. A cut-scene will explain everything that's inside. The save icon, which is a CD, and you can only use it when not on a mission. There's also the T-Shirt Icon which allows you to change clothes, and a heart can be found in the kitchen. (Apparantly, getting all your health back simply by saving isn't possible anymore, although to be quite honest, I've yet to try). Change into the Leone Suit, and head back to Vin.

When you get into the car, You'll get a new blip on the mini-map. That's where your new target is, Vinnie's place up in Atlantic Quays. Follow your way there where Vinnie will proceed to bad-mouth you yet again, and tell you to make sure to come back. It isn't actually said, but an "or else" is definitely implied. And he calls YOU a wise guy. At least you got \$100 for your troubles.

When you enter any car, there will be an announcement on the radio, telling you this years excuse for being locked up on the first island. This time, it's the ferry people on strike. (Not to be confused with the Fairy people, that's an entirely different game here). At this point, the "Open Ended-ness" of the game truely begins. You can continue doing missions for Vin, you can go off and search for hiddon packages, stunt jumps, Rampages, Odd-Jobs, hell, you could just go on random killing spree's. I'll list these in alternate sections rather than have it all bunched up as one. Since you can't buy guns at this particular moment, getting extra money isn't of major importance, but who knows, you might want to make more money, so go ahead. I'll be waiting here until you get back...

Ok, back now? Good. ONWARDS!

Slacker: Vin is upset that one of his dealers hasn't been selling for days. He wants you to convince him to start dealing again. Follow the blip as always. (In case you haven't noticed, this will be a running theme from now on, so rather than always say "follow the blip", it'll just be implied unless otherwise stated).

When you arrive, the dealer tries to convince YOU that he's terribly sick (rather poorly I might add). You'll end up taxi-ing him to Chinatown anyways, with a reward of \$100. You're sure rich now..... Not.

Dealing Revenge: Vin's in the bathroom, complaining about "blockage", and about how the dealer you talked to earlier got whacked by some Sindacco dealers. It's your job to take care of things. The first blip is in Chinatown, so go ahead and beat the crap out of him. (Ok, just a re-cap, Press R to target, then press Circle over and over again until a big pile of animated blood appears underneath his cold, dead, pixelated corpse). Don't forget to grab the Hiddon Package that's around the corner here. After you're done, there will be 2 more blips. Red this time. Rather than risk your tiny, meager health, just grab a car and ram them to death. It's so much easier than actually fighting, just ask the random pedestrian that jumped in front of your car while driving! Once the last Sindacco dealer is wasted, you get \$500, and also the cash that you recieve from the dead bodies. (You do check dead bodies for those floating piles of green, don't you?) A message at the top of the screen says that Capital Auto's is looking for a new salesman, which opens up the Car Salesman side mission. Now, there's also a bat in front of your save house. (It was probably there

before, I'm just blind and didn't see it until now).

Snuff: JD O'Toole, currently working for the Sindacco family, wants to be a Leone. The problem is, there's a Sindacco family keeping an eye on him, making sure he doesn't do any talking that he shouldn't be. That's where we come in. Vinnie has this crazy idea that O'Toole could be our man on the "inside", providing kick-ass tips on the Sindacco family dealings, so we have to go and relieve a burdon in the form of blasting the Sindacco "eye in the sky" into a bloody pulp of human flesh. Head over to Ammu-nation, (the one opposite the subway, for those GTA III'ers in the audience), and grab yourself a nine. It's not in the backyard this time, (that's a hidden package), you get the gun by going inside. The first one is free, but every other one you want is gonna set you back \$240. When you're heated up, head over to the construction site in Hepburn Heights. Shoot the 2 guards up front, take their guns for more free ammo, then head inside. 2 More guards are there, so blast them. Last and least, the Sindacco Beast is hiding like a chicken behind a car. Run around, and shoot him too. You'll have to pick up the phone as "proof" that you actually completed the job. You'll get a disturbing phone call from O'Toole himself, where he insinuates a naughty act with the corpse of the guy you just killed, and tells you to take the car to the Pay N Spray. (This time is free, and I suggest you familiarize yourself with the area, as that Pay N Spray will come in handy really soon). Mission accomplished, with rewards including \$500 cash, a new contact, and now with 15% less fat... well, maybe it's more, depending on if you've played III or not. As for the car... You may want to hang on to it for a little while. Those GT Hallenbach's are hard to come by, and there's a car-list to complete once you get to Staunton Island.

Smash and Grab: Before starting this mission, grab yourself a taxi, or a Van or something, anything that has 4 seats but is fast enough to outrun the police. Vins pissed that his boys couldn't rob a simple gas station, and since, at least for the time being, you happen to be his bitch, it's up to you to go pick up his guys. Drive over there, pick them up, and hit the gas. You've now got yourself a 3 star wanted level. Nice going! Whenever a cop pulls out one of the gang members, the bottom of the screen says to keep the gang together, but at this point, that's merely a reminder for later. Head over to the Pay N Spray immediatly. Wait until the stars stop flashing, and THEN go pick up the guys. Drop them off at Vinnie's place for a cool Mission Completed sign, and \$1000... if you forget the one hundred you spent on the re-spray that is.

Hot Wheels: We find vin talking on the phone when we enter again, talking to his mother of all people. How sweet, right? A Mafioso talking to his parents still, that's gotta count for something, right? Well, not if he's getting a blow-job at the same time. (And hiding it poorly I might add, although the sucking sounds are hilarious on headphones). Toni remarks his lack of respect, while Vinnie merely shrugs him off since technically, he's higher up in the food chain. For the moment anyways. Vin tells you about a car he's got stuffed with cokaine, and he wants you to go get it. He'd get it himself, but the "feds" are watching him. I smell trap... well, I smell something, and it definitely rhymes with trap. Anyways, once you get into the car and attempt to drive off, the cops will surround you, and you'll have a 3 star wanted level. Surprise, surprise. Drive as fast as you can, (which is clearly not that hard, considering it's a banshee. Drive to the Pay N Spray, get rid of the cops, and drive it to Vinnie's place. He rattles on and on about how he's done nothing but help you out, set you up in this town. Toni agree's... with the

set-up part! While Vinnie claims to have been nothing but help, YOU say he's been nothing but a pain in your ass! Toni's sick of it, and now it's time for a little sweet revenge. New mission, crush the car. Simply drive it up the street, and let the crusher do the rest. You're momma's gonna call, and wonder why you haven't seen her once since you've been back! And rightfully so, after all, she is your mother. BUT, JD O'Toole was the first one to contact you, so let's head over there, shall we?

Vincenzo Strand Complete!

JD O'Toole Strand. (JD)

Knock Knock: Head over to Paulie's Revue bar. (Anyone remember this place? It was luigi's before, but the Leone's don't have influence in this part of Liberty yet). Enter the yellow marker, (exactly like Luigi's was...) and you'll see Toni knock on the door. BUT, if you've been following this guide, then you'd know that you can't talk to JD Yet. That's because you haven't changed your clothes yet. Head back over to your save house, and get changed. Then head back here.

Bone Voyeur: Toni goes 'round back of Paulie's, looking for JD. He comes out dressed in a gimp suit! Not only that, but he offer's Toni an opportunity to watch, to which Toni (thankfully) declines. Anyways, JD thinks that his hookers are stealing money from him, so he wants you to personally accompany him while he goes and checks up on them. It's a pretty simple mission, just drive around until JD spots one of his hookers. They're all in the Red Light District, so it's not too long a drive. The only catch is, they all get off (no pun intended) the job at in 4 minutes or so, so you've got until then to find them all. One is being harrassed by a pimp, whom you must kill. Another is already "serving a customer" in one of the alley's, so just honk your horn so that she'll come out and hand over the money. When you get them all, (you'll know because the \$700 limit will be fulfilled), the mission will be passed, and you'll receive \$500 for your troubles.

Don in 60 Seconds: JD got a tipoff, the cops are raiding the place. Unfortunately, Salvatore is attending to some "private business" inside! You have to rush him out of there before you get busted by the cops. But, rather than being a difficult mission, this is really rather simple. Grab the car, advance to the pay and spray, then bring him to the blip in St. Marks. You'll recognize the area, mostly because you were here at the very beginning. Salvatore will become a contact point now, but since we still haven't finished up with JD, and we also need to deal with Mamma, Salvatore will have to wait. Which is all well and good, since he made you wait before you could deal with him in the first place. Also, at the end of this mission, the Micro-SMG is available for purchase.

At this point in time, you should NEVER EVER go without armor and weaponry. I've listed the area's where there are armor further down, so just go check that list whenever you're running low. Ammu-nation is the place to go for Micro-SMG ammo.

A Volatile Situation: JD is catering to some "specialists", ones that smell bad and that are going to make him loads of cash on the net. He tells Toni not to worry about the smell, but instead to prepare himself for battle! The Sindacco's are pissed at the Leone's due to the casino that they run, and now they're looking for some revenge.

Before heading over to the Casino, buy loads of Micro SMG ammo at the Ammu-nation. It'll help you like nothing else. Also, grab a bike, pretty much anything other than a Faggio. The Sindacco's come in three waves, each one more terrifying than the last, or at least in greater numbers and stronger weaponry. The great thing is, you don't even have to risk the casino at all.

The casino can take 2 explosions before it's mission failed, but rather than wait for the sindacco's to go to you, take your bike and go to them. It's easier doing drive-bys from a bike since you don't have to aim to the side. Once whatever car their driving goes on fire, they'll leave the vehicle, at which point you get off your bike and pick them off like flies. Do this 3 times.

Once the foot soldiers are 6 feet under, the Sindacco's have a change of plans. Rather than fight face to face, they're going to blow it up in one, well placed car bomb! (Well, it's a van bomb, but I digress). Again, just go straight to the source, it's so much easier. Grab your bike and blast that sucker to oblivian. This time, the drivers won't leave the car, and when it's destroyed, you get \$1000 for your troubles.

Blow up 'Dolls': It's time to return the favor to those Sindacco's. JD tells you about a casino/bordello hybrid that the Sin family runs called the "Dolls House". If you blow that building sky-high, you'll be in real good with Salvatore.

Go in front of Paulie's bar, and get into the white car that's parked. That should be the Sindacco gang car. Go over to the red blip on your map, that's 8 Ball's place. Once it's fitted with a bomb, be extra careful, because a few little bumps and it's KaBLOOIE forCipriani.

Drive it over to the Doll House, and wait on the outside, in front of the gang members. One of them will say "who is that? I've never seen him before", or something like that, and another will say "he must be new", at which point they'll let you in, no damage at all. Park it in the yellow marker, get out of the car and prepare to run for your life, because the moment they see you, they'll be shooting to kill. Once you're a fair distance away, press the detonator, and watch the amazing fireworks display, and don't forget to catch the falling \$1500... ok, you get it automatically.

Alternatively, you don't really need the right car, just drive really fast into the marker, running over as many of the gang members as possible. Try not to get the car overly damaged due to the bullets, or it'll blow up on you, and if your stuck inside then it's mission failed.

That's it for JD for the moment. When you get into a car again, there will be a news announcement about how you blew up the Doll House, and how Salvatore is denying all relations to said explosion. With JD out of the way, why don't we drop by and see your mother? She is family afterall.

Mamma Cipriani Strand (C)

Snappy Dresser: Aww, see what happens when you don't call your mom while your away? She compairs you to a pervert. Now remember kids, don't forget to stay close to family, or else they'll never let you forget how rotten you really are. Toni insists that Giovanni Casa, the perv in question, is up to no good, and is totally whacked out, and it's up to us to help Toni convince his mother.

Head over to Casa's deli, and watch him leave in a van. You have to follow slowly, but not too slowly because he doesnt show up on the mini-map. You also can't go too fast or he'll know you're on to him and won't be able to catch him doing something rotten. Sooner or later, he'll pick up two prostitutes, and head off once again. Soon after, he'll drive into a secluded area with his girls for hire. Telling the girls he's going to slip into something that's a little more him, he pops out wearing a diaper! He's full on into that baby stuff. While he chases after the girls, you have to sneak closer, (not too close), and take a picture of him in the baby costume.

As long as you stay in the tree's, you'll be alright. Just keep an eye on the bottom of the screen, (it gives warnings on how close you are, "don't get too close" is ok, but "you're too close" is exactly that, too close) and take a pic of him and the girls together. Right after, grab your vehicle, and head back to moms.

You'll attempt to show her the picture, further proving how much better a son you are than the diaper freak. Instead, she calls YOU a freak for chasing after guys in your spare time, and diaper or no diaper, Giovanni Casa will always be a better man than you will ever be. A deflated Toni leaves the area, with a measly \$100 added to his pocket.

Big Rumble in Little China: Not only are you more screwy than a pervert, but now your no longer your mothers son. A daughter maybe, but not a son. You have to go to chinatown, and kill off 2 groups of triads. Head over to the Ammu-Nation if you need more guns, (although following my line further up in JD's strand, you should be keeping up with guns and armor...) then head over to Chinatown.

One set is in a bullet proof fish van, so ram it a few times to get them to come out. You could get out and fight fair, but why fight fair when you can win? Run them all over. Next is the group behind the steel baracade. You either go through on foot, or grab a bike and shoot forwards to kill them all. You get NO money from this mission, but at least mom respects you now... right?

Grease Sucho: Well, maybe not. See, there's this guy, Sucho, treats his mom like a saint. He's holding a race. Your mom gives you a guilt trip about how

your pa, God rest his soul, would enter that race, win it, then kill that greaseball. Well, you can't be outdone by your old man, so it's racing time.

Grab a car that has some decent speed. A Leone Sentinel works well, but if you can't find one there's always the GT Hallenbach that SHOULD BE in your garage. When you win, Sucho will glare at you then drive away. Ram his car until it catches fire (or until he gets out), then run him down for a cool \$1000. Don't worry about his car, one will appear periodically at the old school hall near the Callahan bridge.

There will be a message on the top of the screen saying that since you've proved yourself in this race, other racers will contact you for races. How wonderful, MORE side-missions.

Dead Meat: Congrats Toni, because you've got a baby fetish, Mamma don't love you no more. Baby Casa isn't paying protection money anymore, and according to mother dearest, your daddy would have slaughtered him by now. What are YOU gonna do about it? Grab a car and meat Casa at his deli.

Casa's talking to some cops, but you manage to get him to join you anyways. Bring him over to the Sawmill. Once inside, Toni scares him into running. You can't use guns, only an axe. WALK behind him, running will send him running too, then smash him with the axe. When the cut-scene (get it? CUT scene?) is over, you'll be beside a white van filled with meat, and have a 2-star wanted level. There's a bribe near where you are, in the foresty patch next to joey's car shop is, then you can just drive around until the second star disappears. Drive the van to the deli for \$500

No Son of Mine: Ok, you've done it now. Now mom is REALLY pissed off. She's clothed you, fed you, raised you, bathed you, and all you ever do is shame her. Well, I guess it's for the best that she's hired a bunch of hitmen to kill you.

Ok, just a reminder: Armor, and LOTS of SMG bullets. It might also help if you do the Punk Noodles side mission, as it adds a little bit to your health.

At the beginning, there's a shotgun, so pick it up, it might help you. The Hitmen come in 4 waves, 1 in the beginning, and 3 more that show up while you're killing them. There's not much strategy that CAN be given, just keep firing, when one hitman dies, switch targets with the analog nub rather than letting go of R and switching that way. There is no cash reward for this mission, and to top it off, ma's hitmen will continue to hunt you down. Each hitman comes with a free armor, (not in the mission, when it's done) so that's kind of a plus.

Salvatore Leone (S)

The Offer: Somewhere in between calling himself a dildo and a man of honor (tell me how that makes ANY sense at all...) Sal tells us about how he wanted complete access to the docks while the strike was going on (strikes that he helped with in the first place) to offload drugs. The union boss wants to talk to Salvatore, so go and meet her down by the docks. When you get there, you try to get her to come with you, but she see's right through it and sets up an ambush! Make your way out of the docks for \$500

Ho Selecta: Since you can't convince the union boss to play on your side, why not try her employee's? There's a bunch of "working girls" scattered all across town. Grab a 4 seater car, (like the Leone Sentinell that's parked right outside the mansion) and bring 3 at a time to the docks. You only have about 5 minutes to get them all, so hurry, but don't go so fast as you destroy your car. It takes more time to find a new 4 seater car than it does to drive carefully.

There's a hooker near the gas-station that's already on the job. Try NOT to go there, as the guys that are waiting in line will come after you, and you'll have to kill them before you can get her to come with you. The other's are all just roaming the streets, so it's easier to just grab them and bring them over to the docks. Once you've got 6 there, you'll have an extra \$500 in your pockets.

Also, if you drive around a little after this mission, Maria will give you a call, opening up her set of missions. You'll also here a radio announcement about the Avenging Angels.

Frighteners: Sal is getting impatient with those that don't see things his way. He wants you to go help convince the higher up's to do things the Leone way.

There's 3 red markers on your map. Each one represents one of the guys that you've got to scare. They're driving around town, and you've got to smash their cars until they come out.

The one in the Perennial will come out and fight, so punch him until he runs away. Don't run him over as he leaves.

There's another one inside a Stallion. He's got himself a gun, so be careful. If you get up close, he'll pistol whip you instead, which takes less damage, AND gets you close so that you can punch HIM out too.

The last guy is in a Kuruma, and once you smash his car, he'll just leave rather than fight. What a coward! \$1000 is your reward for this, and so is the Avenging Angels costume.

Rollercoaster Ride: The scene begins with the union leaders voice on the radio. She claims that the strike won't stop until she see's progress, and that they won't just give in because of the mafia. Well, I don't know about you, but that sounded like a challenge to me.

First, you've got to get to the Head radio station before she leaves. Kill the chauffeur, and then when you're in his clothes, get in the limo. When she gets in, there will be a scare meter underneath your money counter. You have to fill that completely. Start driving fast, smashing into other cars, running people over, and hitting some jumps. You'll get \$1000 for doing this, and the chauffer costume is yours to keep.

That's all of Sal Leone's missions for now, so head over to the M marker

on the map to see Maria.

The Maria Strand (M)

Shop till you Drop: You've been upgraded from Fido to a typical man, all because you're late. Your job is to taxi Maria around town while she shops. And by shop, I mean shopLIFT. The first place you go, you'll get one star for her theft. Just drive around until the star goes away. You'd think she'd learn, but no, she's still got one more place to go. Head over there for a 3 star wanted level. Also, beware because this store owner's got a shotgun. The place she robs this time is close to her apartment, so just drive straight to Maria's for \$100.

Taken for a Ride: Maria's on the phone talking to her dealer. You have to take her over there (even though you're a little thin...). When you get to the drop off in Chinatown, Maria will get out of your car and into that of the dealers. Problem is, the dealers want more than just money. The car takes off. Ram it a few times so that they get out of the safety of the car, leaving you free to kill them however you want. Bring Maria back to her place where she offers you some "Hot Coffee" (which thankfully you refuse), and \$500.

Booby Prize: Talk about psychotic. Maria's not there, but she left a lovely little note about how she's selling her body as a prize in a race. If you want to stay out of hot water with Salvatore, you better get over there as fast as possible with a bike and win the race.

There's really only 2 different choices for bikes. The Sanchez, and the PCJ 600. (You COULD go for a Faggio or a Freeway, but you need speed to win a race.) The PCJ will give you a huge lead if you know how to handle it properly, but it's really easy to go flying off with one wrong turn. The Sanchez is a little easier to handle and you don't fly off as much, BUT it's also a great deal slower. The choice is yours to make. (For those that are curious, I went with the Sanchez, and so did all of the competitors.)

When you win, you don't get any money at all, and rather than getting Maria, she leaves with one of the biker thugs! Not that I'm complaining or anything...

This mission opens up the Bike race that's in Chinatown, and you'll get a phone call from Salvatore saying he's got more work for you. We aren't quite finished with Maria yet though, so lets get this over with.

Biker Heat: I'm never ceased to be amazed by just how stupid Maria really is. That guy that she left with in the last mission, Wayne, well it turns out he beats her! Sure, he's a great source of drugs, but who cares? NObody messes with Toni's bosses' girl.

First, make sure you've got some SMG bullets. Then, make your way over to Chinatown. Wayne will grab a bike and leave the moment you get there, leaving you to contend with some of his little buddies. You don't need to kill any of them, just grab a bike and get to Wayne before he gets too far ahead of you.

(Again, Sanchez works best, but the PCJ and the freeway are there for those who want something different).

When in a bike, you can shoot forward with an SMG, making this a piece of cake. The biker goes fast, but it's not hard to catch up to him if you don't fall off the bike. Keep shooting forward and eventually he will die. Alternatively, you can just chase him down until he gets back to Chinatown, he'll get off the bike, making him an easy target for the R button. You'll get \$1500.

Overdose of Trouble: You walk inside to find Maria stumbling around, higher than the skirts of high school cheerleaders. She starts panicking, saying she needs a zap because she's OD'd. She tells you she left one at the diner in Callahan point.

Unfortunately, the only thing there is the gang of thugs that Wayne used to hang out with. They recognize YOU as Wayne's killer, and decide to chase you down for the entire mission.

Maria then says the Zap is in the trash at Hepburn Heights, but the trash has already been taken out. Then it's back to her apartment, then she says she MEANT to say Sal's mansion.

When you get to Salvatore's, Maria tell's you never to hit on her again, because she's Sal's girl. Yup, that's right, she's completely delusional. Mission Completed, \$0, and the Goodfella's outfit is your only prize. Unless you count not hearing Maria's God-Awful voice a prize... which I do.

On a bit of a side-note, Whenever one of the biker goons pulled me out of the car, the game seemed to severely slow down. I'm not sure if it's a glitch that ALWAYS happens, or if it was one of those "too much on screen" moments we've been told about. Just a warning to those who haven't done this yet.

Now that we're done with Maria, SALVATORE AGAIN!

Contra-Banned: You catch Sal and his extraordinarily annoying wife in the middle of a lovers spat. (Definitely one of the funniest GTA moments that I've personally seen) Somewhere between getting called impotent and saying that SHE's the village bicycle, he tell's you about a huge shipment of "you know what" that's coming in, and that it's enough to put both you AND him on the map.

Grab the Leone Sentinell in front of the mansion, then make your way over to the 3 blue blips that represent your backup. Get over to meet Miguel at the Portland Docks.

After the Patriot shows up, the cops decide to bust your deal. Waste all of the drug dealers, then steal the Patriot. You've got a 3 star wanted level and you've got to get rid of it before delivering the goods. There's one bribe at the numbered garages right here at the docks, and another in the patch of grass on the left side of Joey's auto shop. Just wait out the last star, and bring the Patriot over to the lock-up for \$1000 and a phone call.

It's JD, saying to drop by. Since you don't have to do anything else for Salvatore, head over there right now.

Salvatore's Salvation: JD's upset, REALLY upset, so upset that he's babbling non-stop about prison and 18 year old girls to Toni, who manages to stop him long enough to hear that Sal's been kidnapped! You better find him before JD starts talking again.

When the initial scene is over, you see a Sindacco Gang member enter a car. Follow him (but not too closely). He'll lead you to an alleyway near Joey's, talking about crushing the car with Salvatore in it. Once you get close, they take off. Drive there as fast as you can. You don't really need to follow them, since you know they're going to the crusher in Harwood. Once they park the car under the crusher and get out, smash the car out of the way. You only have about 4 seconds at most before the crane picks up the car. Kill all the Sindacco's and bring Sal back to his mansion for \$1500.

The Guns of Leone: Sal's pissed off (as usual it would seem). JD's high tailed it, and Sal is on his way right now to clear out the Red Light district of all the Sindacco's. JD's planted a rifle on a nearby roof. There's a yellow marker and an adrenaline pill. Go to the marker first to trigger Sal's arrival. Then grab the adrenaline pill, so you have more time to aim at the Sindacco's.

Shoot the first set of goons. Then, you'll see sal's gang move to the left. More Sindacco's appear straight ahead, then another set to the left. When those guys die, more appear behind the building. Once you shoot them, cops arrive. Guess what you've got to do? If you guessed shoot them, you'd have guessed right. And if you DID that already, then you'll get \$3000.

Alternatively, you could just grab the adrenaline and fall straight down, then shoot them up close where you can see them. That's what I did, and it seemed a lot easier than using the sniper.

Now, it's no longer Paulie's Revue Bar, but "under new ownership".

Calm Before the Storm: HELICOPTER!!! This is the mission where you can steal a helicopter, so at the very end of this level's description, I'll give you the way how.

Sal's totally wiped out all Sindacco influence in the bar, BUT he's still suspicious. He wants you to get to his mansion and follow the guy that's there right now. You have about a minute and a half before he takes off, so speed over there before he leaves.

Massimo (the guy) gets into his helicopter, so follow him. Since you can't really see him, you're gonna have to follow the route using the mini-map, OR you can just follow this guide. First, he goes to the construction site in Hepburn heights, telling the diablo's that if they do "his associates" work, Hepburn Heights will belong to the Diablo's.

Once he leaves again, he heads for Chinatown. He lands too far away for you to hear anything, so get closer. He'll tell the triads to hold off the

Leone's for a little while, in exchange for control of Chinatown. Of course, they end up spotting you, and you have to kill them all.

On 2 of the corners are snipers that you've got to be careful of. Grab the adrenaline pill that's here, and kill off one of them. Then, when all the other Triads on the roof are dead, use the sniper rifle that you get from killing the first one to kill the second one. There's more Triads on the ground, and a Heart next to a nearby Faggio. You'll get \$3000 for killing everything in sight.

Now for the helicopter.

First of all, from the very beginning of the mission when you get to Sal's mansion, grab the PCJ 600 that's in front. After you see the helicopter land on the roof in china town, try climbing up the stairs with the bike. You have to hold either left or right while climbing up. When you start to fall, switch what direction you were holding. You'll fall a bit, but not as much as you would if you just tried going straight up.

While on the second landing, drive THROUGH the yellow marker to avoid starting the cut scene. You can then drive straight up to the helicopter and get into it without the Triads shooting at you.

You now have the helicopter! But.... only for a short time.

You can only fly a certain distance away. Get too far away from the roof and you'll get wasted. Most of the roofs are solid enough, but some that you can land on you kind of go through the top a bit.

The Made Man: Please note, there's a major spoiler for this mission, you should attempt this mission on your own first, THEN if you're having trouble read this.

JD's going to be a made man, and it's all thanks to you. Go in the Sentinell and drive it to Harwood. On the way, a couple of Sindacco hitmen show up, trying to ram you off the road. Kill them via drive-by's.

Once you get there, Mickey (who's sitting in the back seat, and is the doorman of Luigi's strip club in GTA III) shoots him in the head. He tell's Toni that Salvatore could never trust someone who betreyed his own boss.

And it's all thanks to you.

Drop off Mickey, then dump the car in the river. Be careful, because if the cops see you, you'll get an automatic wanted level that can't be reversed. Drive to the docks, then while going top speed near the ledge before the river, bail out of the car. You'll get \$1500 for breaking a man's heart... and his head!

After this mission, Vinnie will call you, saying Salvatore wants both you and him to grow up, that he's sorry, and that he wants you to meet up with him at the usual spot.

The Portland Chainsaw Masquerade: This is a major roadblock for many players. In reality, this mission is only difficult for those who are unprepared.

The mission starts out with Toni getting a phone call from Vinnie. There's a huge "shipment" (never specified what, but drugs are most likely) on a nearby ship, and Vin wants your help because that's what he says Salvatore wants.

When you first enter the ship, you'll see someone running past. Walk forward until you get to the end. Turn right, and you'll see a Colt Python. It's absolutely necessary for the strategy I'm giving you. Now turn around and go down the staircase. After the first set of stairs, turn left and you'll see an armor. Grab that too (although you should always have full armor anyways). Go through the door at the bottom of the staircase and you'll see some psycho with a chainsaw closing the door.

Stand in the middle, right where you start. Keep pressing the Target button (R is the default). Everytime you do, Toni will target the nearest guy, whether he's on the screen or not. Everytime he aims, fire the Colt. It's always a one shot kill. If you target fast enough, you'll target most of the chainsaw guys before they even appear on the screen. And yes, he can even target guys behind him by doing this.

After killing all the chainsaw guys, Vin will show up running his mouth. When he's done, he's behind a bunch of boxes. Switch to your Micro SMG, then go around the boxes. Empty an entire clip into him, and he will die before even firing off a single shot. Exit the ship for \$3000, and the Chainsaw costume will be at your apartment. It will allow you to access a mini-game at this ship, if you come here at night.

As an alternate method, you can try gunning down a couple of guys down on one of the bottom corners, then just stand there and take pock shots at the ones that get close. Again, aiming should be relatively automatic, but a little bit of facing the right direction shouldn't hurt.

Your phone will start ringing. Answer it to get more missions from Sal.

Sindacco Sabatoge: Diablo's and Leone's are fighting over control of Hepburn Heights. Sal's stashed some Uzi ammo and an Armor in his garage, so grab it and head over to the construction yard at Hepburn Heights as fast as possible.

When the Mission starts, the Leones have lost about a third of it's troops. By the time you get over there, no matter how fast you are, it'll be reduced to about half.

The only strategy I can offer is keep an eye on the mini-map to see from which direction the most Diablo's are at the moment. Keep taking the guns that have fallen from dead Diablo's just to make sure you've got enough for the entire mission. Eventually, you'll succeed. \$1500 for beating this mission.

The Trouble with Triads: The mission starts simple enough. Sal and Maria are in their brand new black banshee. Sal says he's got a ton of money in a warehouse, and that you are the only one he trusts enough to go and retrieve it for him.

When you get to the warehouse, you'll see a bunch of triads plant a bomb! The entire building explodes, leaving the money scattered all over the burning wreckage. Dodge the flames and collect all the cash before the timer runs out. The Triads are all over the place, shooting you whenever they're close,

so be sure to take them out first. Once you've got all the cash, make your exit. 3 Triad Fish van's prepared to chase you down as you escape, but they're easy to avoid. Make it back to the mansion for \$1500.

Driving Mr. Leone: The mission starts with Salvatore pointing a gun to your head. He thinks the mayor is going to blame everything that's wrong in Liberty City on HIM, and not just the things he really did do! He wants a ride out of town. I strongly advice AGAINST taking the PCJ 600 in front of his house, unless you can steer really well.

Sal want's to go to the ferry station, but once you arrive, the police are all over the place! With a 3 star wanted level, drive as fast as you possibly can to the Callahan bridge. Go in by the right side, and floor it to the ramp. The camera pans out like it's a Unique Stunt Jump (it isn't) and soon after you land, you'll get a loading screen saying "Welcome to Staunton Island". Drive to the safehouse. If you've played GTA III, it's close by to the Pay n' Spray and 8'ball's garage. Park in the yellow marker to get \$4000, an excuse for why you can't get to Shoreside Vale, and a bunch of new things for Multiplayer.

Please Note: There's been a lot of questions about Multiplayer. Some have said that this is where you unlock it, but you can get to it from the moment you load the game! Doing this mission just unlocks a bunch of extra costumes for Multiplayer. I hope that ends all the confusion.

A Walk in the Park: The mayor is messing with Salvatore, and Sal wants him dead for it.

Grab a PCJ 600, and drive it through the park. If one of the FBI see's you, the mayor will run off towards a group of cars that are parked off to the side. If you can't gun him down while he's in the park, then gun down his car, (made so much easier by the forward shooting of the bike). Grab his phone, then speed over to your safehouse for \$1500, and the sweat suit outfit.

Alternatively, you can lob grenades at the group of cars just as he's getting into them. All of the cars will blow up, and you'll be free to grab the phone and make your way out of there.

ALSO, you can just walk straight into the park! As long as you have your fists showing, and not any form of weapon, the guards wont do anything, and you can walk right up to the mayor. THEN pull out your guns and pump him full of lead.

Making Toni: In an effort to not spoil the story as much as I already have, this is just a free \$2000 and a news report.

After this mission, Sal will call, opening up the Donald Love mission set. Not long after, you'll get another call from your Ma, saying that she's called off the hitmen. You get now have the Antonio outfit.

The Morgue Party Candidate: Donald Love is holding a party! Unfortunately, all of the guests have already passed on. A few of his guests are riding in a hearse, so it's up to you to chauffeur them to the right location.

First, get a fast and durable car. Cheetah's, Banshee's, Yakuza Stinger's, things of that nature. Follow the blip to the hearse. Ram it a few times to make the driver come out. Once he's left the hearse, enter it. You'll get a 3-star wanted level. Get out of the hearse and back into whatever car you brought here. Speed off to the Pay N' Spray to get rid of the cops. Get back into the hearse and drive it to the lockup for \$1000.

Salvatore will call at this point, which opens up his next strand. You'll also have a contact point at the church which you will read more about in the next update. Right now, lets finish up Donald Loves missions first.

Steering the Vote: O'Donovan, the other guy running for mayor, is winning just as many voters as Donald, and you have to go to some of the area's that he's one to try and get the public on Donald's side.

There are several area's marked on the map, and you can get to them in any order. The problem is after you get to the second marker, some of O'Donovan's boys show up in an attempt to win back the area's you just stole. If at any time you have zero area's converted, then you failed the mission. Once you've gotten 5 area's on your side, you're free to destroy the vans.

Unfortunately, because they have 2 vans, and you're stuck with one, you're going to have to improvise. Once you have a couple of area's already, intercept the closest van. Do drive-bys to pop the vans tires. If you can get to the other one too, that will make this mission a little easier, but one is usually enough. \$1500 is your prize.

Please Note: If you destroy the vans, O'Donovan will just send more, so it's a useless attempt. It does take time for the vans to get in a good position, so if you feel the need to completely destroy it, go right ahead.

Cam-Pain: You walk in on Donald sitting down for a nice meal of human carcass. Toni asks how to take care of O'Donovan once and for all. As it turns out, there are a bunch of representatives for O'Donovan's party going face-to-face with the public. They aren't hanging around forever though (Around 6 minutes) and you have to kill them all. Make sure to have lots of ammo for your guns like the Micro SMG and the Shotgun, and as usual, a full set of Armor. The reps have Forelli's protecting them too. There's a free Armor on the roof of the closest set of O'Donovans guys, and the others are on the ground, making easy targets for Drive-Bys. Kill 'em All for \$1500.

Friggin' The Riggin': The Forelli's are part owners of the machines that will be counting the votes. Since they are enemies of the Leone's, there's no trusting them, so you're going to have to destroy them.

First, head over to Phil Cassidy's Fully Cocked gun shop. Donald's already paid for a flamethrower, so all you have to do is go pick it up.

But just because you have a flamethrower doesn't mean you HAVE to use it.

After you pick it up, head over to the Ammunition. On the right side is a space between the ammunition and the building right beside it. In that alley is a bunch of Grenades. Go back outside and buy some more. Head over to the warehouse now. Before you go inside, notice the 2 white vans? You're going to have to destroy them. If you don't then as soon as you're done blowing up the machines, those vans are going to take off, and you're going to have to chase them down. Why bother when making them go bye-bye with no effort is... well, easier!

There are some guards inside. Only kill the ones you have to, as they're just going to end up re-spawning anyways. There is a heart inside if you need it, but if you move fast enough then you won't. Keep tossing grenades at the machines and the pallets of paper. It's a lot faster than the flamethrower. When everything in site is destroyed, make your way out of Newport for \$1500.

Everything except the mini-gun is now available at Phil's.

Love and Bullets: Love is afraid that he's going to get killed by the Forelli's, so you're going to have to drive with him, as a bodyguard kind of thing. The limo will get stopped and a gang of the Forelli's will be shooting at it.

Donald tells you there's a rifle in the trunk, so head out and grab it. The driver is going to get shot, and a damage meter is going to appear. Snipe all of the Forelli's, (there really isn't all that many, easy pickings), enter the limo and head back to Donald's place. If you want, there is a Spray place in this section, use it if you got shot a lot before you managed to kill all of the Forelli guys. Another car filled with Forelli's heading on it's way, but the limo (or at least this one) seems to go faster, so there's no risk at all, as long as you don't crash that is. Get Donald back home, safe and sound to make yourself \$2000 richer.

Counterfeit Count: This mission is simple. There's a van going around delivering ballots to the counter's. All you have to do is follow the van, kill the receivers of the ballots, grab said ballots, rinse, repeat. 3 times. If you miss one of them, it's not the end of the world, but miss 2 and it's an automatic failure. Get all 3 for \$2500, and the end of Donald Love's missions.

Next up is a set of Salvatore missions all recieved via Payphone.

Caught in the Act: The mayor's assistant is in with the Forelli's. While Sal is having a little chat, you are to gun down all of the secret service boys trying to stop you.

Sal will tell you where the gunmen are going to be. If you press the L button the target will slow down a bit, allowing you to aim just a little bit better. Everytime there's gunmen on the jetty's, look for red barrels. Those are explosive, and hitting one will wipe out a lot of secret service agents in one shot. When it's a boat, try aiming for the guys themselves, because

generally if you miss, you'll at least hit the boat, and enough hits to the boat will cause it to blow up. At the very end, there will be a helicopter. Aim for the guys hanging on the side, there are 2 on each. Then aim for the 'copter itself. Blowing up the helicopter will net you a nice little \$2000. Sal will call telling you to get to a payphone in Torrington. It's one that's near Donald Love's place. Also, he knows someone who's going to help put pressure on the Sindacco's and the Forelli's. Head over to the S first.

Search and Rescue: Sal was spying on the Forelli's and the Sindacco's, but he got caught and now both sides are trying to cap him. Grab his limo and bring it to him. You may want some extra fire power. Grenades, Rocket Launcher, definitely get some sniper bullets and of course, the Armor is a given. The area where Sal is is blocked off, so you're going to have to go in on foot. Snipe the guards in the front, then move to the alley. Sal is in front of some trash cans. (behind those cans is a hidden package, so get it while you're here, my directions at the end are mediocre at best).

After getting Sal, even MORE guards show up. This is where the extra fire power comes in handy. Also, you might want to do the Punk Noodle and Pizza Boy missions. Individually it's an extra 25 health, and if both are done that's a total of 50 extra health points! If you can do the vigilante missions without the tank (or use cheats and spawn one), you can do that as well to add 50 to your armor. BUT, if you're like me and only do the extra missions at the end, here's an alternative strategy to just blasting your way out.

Right after you park the limo, snipe every single Forelli that's in the straight part of the alley. When they're all dead, grab some form of bike and drive through. While still on the bike, shoot down the 2 guys in front of Sal. When you get close to him, he'll hop on the bike too. Drive straight through the barricade, shooting the guards on the way. Don't waste too much time though, or they'll blow up your bike with you and Sal. Once you get into the limo, drive Sal to his place in Newport, shouldn't be too hard to find since it's close to your hideout. You'll get \$2000 for the efforts. He'll also call you, for the payphone on Liberty Campus.

Taking the Peace: Paulie Sindacco is trying to negotiate peace with the Forelli's. There's a van near the hospital that's rigged with a device that will let you take control of the Sindacco car. You have 5 minutes starting from when you start controlling the car to get rid of all the Forelli's. You can't shoot, you can't get out of the car, and you can't even switch to a different view. Keep running over the Forelli's. A few of them might run outside the alley, so run them over too. You'll get \$2500 and another phone call from Sal, this time it's in Belleville.

Shoot the Messenger: Someone's found out that it's really the Sicillian mob that's started the war between the Forelli's and the Sindacco's. Since having those 2 mobs fighting against each other keeps them AWAY from the Leone's, this blabbermouth is going to have to be fitted with some cement shoes. Sal's left a boat in a nearby dock. Take it and rush over to where the other guys boat is. You can either trail slightly behind and do drive-bys on the enemy boat, OR you can go side-by-side to attempt to shoot the man himself. Killing him will net you \$3000 and the Wiseguy outfit will be at your safehouses.

The Father Ned Strand (church bell)

Lc Confidential: Father knows you've ben bad. You can either beg forgiveness or the do the lords dirty work. Since the second option is more your style, Father tells you about a man who's about to go to the FBI. It would be better if he didn't, so you've got to kill him.

This mission pissed me off forever... until I learned you can go behind the firetruck and still have time to get to the meeting...

First thing you have to do is steal an FBI car. There's one on a bridge, and it's surrounded by more cops. You could just drive straight through, but it would be much easier just to go around. The cops won't suspect anything until you get inside the car, whereas if you go straight through the cops will be over you like grease on a porkchop. From the bridge, drive in between the 2 cars at the end, and get to the meeting place.

The Informant will know right away that you aren't the guy he's supposed to be talking to, and he'll run away. Chase him down, run him over, and grab the report. Make your way as fast as possible to the Liberty Tree building. Once you get close, the wanted level will disappear. You shall be blessed with \$1500.

The Passion of the Heist: A gang of thugs has stolen a bunch of diamonds, and you must steal them back.

Make your way to the ferry station. There will be a bunch of guards, and a helicopter to shoot down. Luckily, there's also a Rocket Launcher just floating there. Gun down all of the guards that are in your immediate area, then use a Sniper Rifle to gun down the ones further away, as well as those hanging from the edge of the helicopter. Use the Rocket Launcher to down the copter, then grab the briefcase filled with jewels.

Instantaneous 3-star wanted level. Make your way back to the Liberty Tree to get rid of the cops and add \$1500 to your pocket.

Karmageddon: Father is upset about all of those filthy cars defiling Eden, so you should smash them all and teach Liberty City a lesson.

Grab a Firetruck. You've got 4 minutes to cause as much mayhem as possible. Underneath your money counter is a bar that shows how well you're doing. Causing cars to flip over, explode, turn around 180 and 360 degrees, smashing them into the water, and knocking bikers off their bikes will cause the meter to fill, but running people over will cause it to drop. When you've filled the meter, you have to destroy the truck for \$1500. Also, as long as you aren't doing a mission, you can return to the fire station and redo this to attempt to beat you're score.

False Idols: Father thinks celebrity's have become too much of an influence in Liberty City. There are 3 in particular, and they're all heading to the LCFR radio station.

First, head over to Phil's. Father has already payed for a Rocket Launcher. From there, grab a bike. You can gun down the limo first. The bullet proof Patriot is not that far behind, but that's what the Rocket Launcher is for. Hunt down the Helicopter, or just wait until it shows up near the building. Use the Rocket Launcher to blow it out of the sky. When you kill them all, make your way back to the church. You'll find out who the priest REALLY is, and get \$1500... again.

The McAffrey Strand (R)

Sayonara Sindacco's: Leon Mcaffrey is the guy Sal said would help you out. He says he's only in it for his cut, so help him get his money's worth.

Drive his car to Sindacco territory. He'll leave you high and dry to defend yourself in the middle of the enemy surroundings. Blast all the Sindacco's in the area, there's not many, then get back in Leon's car. From here on, it's almost exactly like Sal's "Caught in the Act" mission, except fewer numbers. Hell, there's even a Helicopter at the end, what a rip-off. Once all the Sindacco's are wiped out, you'll get.... yup, that's right, ANOTHER \$1500!

The Whole 9 Yardies: The Yardie's want the Forelli's turf. Unfortunately, that won't be happening as long as there's any Forelli's left alive in that section. What you've got to do is lure the Forelli's out in the open so that the Yardie's can ambush them.

First, enter Forelli turf and steal a bike. The ambush is behind the Hospital and from where you are, it's one straight road that curves to the kill-zone. Don't kill any Forelli's, as that will just make you fail the mission. It helps if you lean forward in your bike. It's the one thing that will make you faster than them, since it seems like your bike slows down, and theirs are completely perfect. When you get to the target area, help the Yardies eliminate the Forelli's for \$2000.

Crazy '69': In this scene, we're introduced to "Mr. Hip", Ray Machowski, the guy living in a toilet stall in GTA III. You've been given a katana, and 4 entire minutes to kill 20 Forelli's dwelling in Belleville Park. You can't use anything but the katana, but it only takes one hit to kill them all. One of, if not the easiest missions as far as killing people is concerned. Doing this mission to its completion causes your wallot to fill by \$2000, and the dragon suit magically appears at your safehouse.

Night of the Living Dreads: The Sindacco's want the turf you just got for the Yardies. Go in and make sure they fail like the idiots they are.

At first, it's only a couple of guys. One Yardie gets shot, and another runs off to grab an ambulance. In the meantime, the entire alley gets filled with Sindacco's! Use grenades, rockets, sniper rifle, anything you can get your hands on to blast your way out. Don't forget that there's an Armor pick-up in this alley, as well as some free grenades. Don't forget to take all the ammo

that the guys you kill leave, so that you won't run out. Once all of the Sindacco's have new holes to bleed from, the ambulance shows up, and you get \$2000.

McAffrey will call, saying he's got info for Salvatore, so go find out what it's all about. You'll also get a news report.

Munitions Dump: The Forelli's are stocking up on some major artillery. 2 trucks are making their way to a Forelli base of operations, and it's your job that they miss their target destination.

The first thing you're going to want to do, no matter what, is buy rockets. It doesn't matter how much you spend, (although having a minimum of 4 is a nice start). Grab the Sanchez that's right in front of you, and find the truck that's closest to the northern part of the map. Try and drive slightly ahead of it before getting seen, then blast it with a rocket. If one doesn't work, use a second one. Then, find the second one and blast that one too. You'll get \$2500, and Donald Love will call soon after for one last mission, so head over to the D on the map.

Love on the Rocks: Someone's linked Love to Salvatore! One of Love's guys has been following him, so meet the guy under the overpass in Newport.

Get in the Car. He says there's a van up ahead with the evidence, but it's heavily guarded. You're going to have to shoot your way in.

Once you get out, a banshee will follow you, so get out and shoot that down too. Go to the Pay N' Spray to clear up any wanted level greater than 1 star, then get to the drop-off point for a cutscene. All that trouble and you get... NOTHING! Well, new island and extra multiplayer costumes, but no money.

Another report after says that Salvatore Leone has been arrested. We also here about a mysterious "Mr. Big". You'll also get a call from Sal, who says that you are now his lawyer.

Shoreside Vale Pre-Mission: Make your way to the cop station in Shoreside Vale. You can't speak to him yet because the cops will only let his lawyer get in, and you're not dressed like one. Nearby is a Mr. Benz clothes shop. Go there and you'll appear again, dressed in a suit and glasses. You can now start Sal's missions... Lionel.

Rough Justice: Sal thinks both the Sindacco's and the Forelli's deserve a good beating for sending him to prison. The Forelli's are stationed in 2 places on Shoreside Vale, so that's who we're going to attack first. You're gonna need some back-up though, so get the hoods. There's also an Uzi and Armor here in case you need it, (but if you've grabbed all the hidden packages on the list so far, then you won't need this armor because you've got enough for some for yourself).

Go to the car closest north first. Ram it to have the Forelli's come out. Just start killing all the Forelli's you see. Pick up all the ammo that they drop so you don't run out. When this section is done, head over to the next.

When you get to the car, before you smash it, look around for a police bribe. The doorway behind it has a hidden package. Proceed to ram the car and kill all the Forelli's, just like the first place. Wipe them all out for \$2500.

Dead Reckoning: Paulie Sindacco is trying to run away via boat. You have to kill him, (wow, what a surprise </sarcasm>).

When you get to the dam, before you step into the marker, grab the rocket launcher and Sanchez nearby. Drive into the marker to see him leaving. Drive ahead of the boat, and use a rocket to blow it up for \$3000, and a call from Donald Love. Keep doing Sal's missions though.

Shogun Showdown: The Yakuza are attempting to take over Liberty. They've got a supply of weapons coming in, and you've got to destroy them before they can put them to any use.

When you get to the compound, the gates close. Kill the guards and the gates will open again. Drive inside to find that the weapon is a TANK! Since you have to destroy it, go plant a bomb in it from 8 Ball's. Drive it into your garage, then just as the door is closing, blow it up. First, your reward is \$3000 and a call from a Japanese woman. Also, you'll get a free tank, which (as in every GTA game) will make the Vigilante mission EXTRAORDINARILY easy. You'll also get a phone call from a mysterious woman who needs your help with a "delicate matter". Let's hold off on that for a little while though.

So, now that we've done with Salvatore... for now, let's head on over to Donald Love and deal with THAT rich Asshole.

Panlantic Land Grab: You find Donald Love with a beard and a bad attitude. He apologizes... like an asshole of course, and asks you to go with him on a little drive. In your car of course.

Whatever that something big is, it's at the airport, so head over there. You'll see Avery Carrington, the Limo Driving, Jet Driving... ok, I forget the rest of Ric Flair's stuff, but it totally fits with Avery! Either way, he's working with the Columbians to get some buildings... built, and Love can make Hugo Dinero or however that's spelt in stealing it. Of course, that requires killing Avery.

Hopefully you're in a car. Do drive-bys on the Columbians, just don't devote all of your time on them. When Avery gets scared (which is after the first bullet is fired) he drives away, so knock out his tires, and keep shooting at his car until he pops out. Kill him, grab the papers, and make your way over to Donald's Love nest (ha ha, see what I did there?... not funny? Didn't think so). If you left any Columbians alive, they'll chase after you, as well as a couple of cops depending on your wanted level. Make it back to Love's place for \$3000.

Stop The Press: Egads! Someone saw you kill Avery? Survey Says? It's that priest from before... except he's not a priest, he's a reporter. Your job is to break one of the commandments: Thou shalt bring harm to another... great

harm... You gotta kill him, ok? Don't look at me like that.

First, make your way over to the church. You'll find Ned talking to someone, and a "scare" meter will show up underneath your wanted level. You can either beat him up, or just aim a gun at him. Once the scare meter is full, you have to go back to the Liberty Tree place to get his camera... which is set on a timer for the flash, and as soon as you get blinded Ned makes a run for it. He's in a Faggio, and there's another one conveniently placed for you. Take it, and follow him. Luckily he can't drive to save his life, and in this particular situation a few driving lessons wouldn't have killed him... literally. He crashes often, so wait until he does, then gun him down before he gets back on his bike for \$2000.

Morgue Party Resurrection: Pan Lantic cut a deal with Donald Love for the building plans that you stole 2 missions ago, and now it's time to celebrate in a way that only a sick freak like Donald Love can: MORGUE PARTY! If that's not a fun sounding party then I don't know what is.

You have a time limit though. About 9 minutes to get both Avery Carrington and "Father" Ned to the Airport. Race across the bridge to Ned, as the hearse that's carrying him never moves. You get an instant 2 star wanted level, but there's a star on the way to the Airport, so grab that. After bringing Ned, race over to wherever Avery's Ambulance is. It might be easier to press Start and look at the big map instead of relying on the mini-map. Just outrun the cops back to the Airport for \$2000

Soon after, you'll get a phone call from Donald telling you about a section of land that needs clearing, so head over to 8 ball now.

No Money, Mo Problems: Alright, a short cut-scene that costs you about Twenty Thousand Dollars. Basically, you gotta wait for a phone call. Oh well. Head over to the T in Staunton Island to begin the next set of missions.

More Deadly Than the Male: Alright, so now we're dealing with the Yakuza... in a way. The woman that you talk to wants you to murder her husband, but first you have to torture him a bit. He's got a shipment of weapons coming in and you've gotta steal them.

When you get to the area, there's a ton of red arrows pointing downwards. They represent all the enemies you've gotta kill, so I hope you packed a ton of ammo and a couple of sammiches, cuz this could take a while. Sniper ammo will help you at a distance, while the rest can be popped off with Uzi clips. Make sure to pick up all the ammo to avoid running out, but as long as you go moderately calmly then they shouldn't gang up on you. Use Sniper bullets to gun down the guys standing in the boats, then get into the boat with a blue marker on it. More boats come after you as you go on, so drive briskly. After a short cutscene, you'll get \$2000 AND the mini-gun will be available for purchase at Phil Cassidy's place.

Cash Clash: Toshiko's husband is moving a lot of cash, fast, and it's your job to destroy it all. Sure, it would be nice to pocket a little bit of it

for yourself, but since you "Aim to please", then sadly you must destroy it. The cash is in Securicar's, so you'd better get some heavy artillery. A Rocket Launcher would be ideal. Destroy them all for \$3000, and since they're bunched up together, you should only need 2 or 3 shots.

A Date with Death: So Toshiko's husband is pissed off at how easily you keep destroying his wonderful little toys, but he still doesn't know who is behind it all. Miss Kasen wants to give him a little nudge in the right direction, and taking her out to the opera is the perfect plan. Problem is, some Forelli's have caught you, and right after the singing comes the street fights.

This mission is far from difficult, just gun down the 5 guys that are nearby, and use the limo to speed away. You'll probably have a 2 star wanted level, but that's not too hard to outrun. Also, a couple of Forelli cars will attempt to intercept you on your way back, so take evasive maneuvers. Make it back to Toshiko's place for \$2000. You'll also get the Tuxedo outfit at your safe houses.

Cash In Kazuki's Chips: So Kazuki has finally found out what the hell is going on. He wants to kill you AND Toshiko. Well it's time to do what you do best: Get to him and kill him first. Race down the road to where he is (GTA 3 vets: This was your 2'nd safehouse), and kill everyone that's there. Kazuki will flee in a helicopter and head for the Casino. More Yakuza will chase after you, so get there as fast as you can.

More guards to kill as you make your way up. When you get to Kazuki, he wishes to "Thrust his sword in you". Just empty a clip of Uzi ammo in him. It worked for me. If not, then kill the other 2 guys first, then run over to the corner and grab the Armor pickup. Once he's dead, bring his sword to Toshiko for a cutscene and \$4000.

Now, this is the part where you've gotta wait for a phone call from 8 ball. I just stood in front of his building and he called after about 30 seconds, but sadly a lot of people have to wait a lot longer. I don't know why, but just stand in front of his area and eventually he will call.

Bringing The House Down: So now that the bomb is ready, all you gotta do is bring it to the right spot and blow that mother canucker sky high! Drive the red van to one of the entrances of the Porter Tunnel. You've got to drive fast AND Accurately, because the Forelli's are chasing after you. Too much damage and KABOOM! Mission failed.

As soon as you see the Forelli's, kill them. There's only 2 of them so it shouldn't be that hard. If your truck gets too damaged, go back up to near 8 balls to the Pay N' Spray. Drive carefully through the tunnels, until you get to the 2 construction workers. Kill them, then plant the first set of explosives.

Once they're set, you have 3 minutes to plant the other 2, and escape. There is one more worker to kill, and the other two areas to plant the bombs are relatively close. Problem is, they're full of crap that you have to avoid, and visability is not all that great. Plant the 2 bombs and make your way out. OH NO, Forelli's have blocked the exit! Kill them, then make your way up to the other yellow marker, bust your way through the metal gates, and watch

a fiery explosion of a \$5000 reward.

Once that's done, make your way to the D in Shoreside Vale. It's the mansion for the final mission in GTA 3 for those that find it easier that way.

Love on the Run: Donald Love is meditating, but he still can't calm down. Columbians are on their way to kill him, so YOU Mr. One-Man Army are gonna have to bring them down first. Hope you remembered your armor.

The Cartel come in waves. Start picking them off with an M16, or Snipe them if they're far enough away. Don't spend too much time in one place, and try to stay near walls and such. Once the pathway starts getting blocked up a bit, use the Rocket Launcher to blow up some cars and (hopefully) some Cartel guys with it.

Once this part is finished, you've got to bring Donald to the Airport. You can wait a few seconds and another Cartel Cruiser will pull up. Kill the guys, then take the car, and drive to the Airport for \$6000. You'll soon get a phone call from Salvatore, so head on over to the Police Station.

The Shoreside Redemption: Sal's getting out of jail! Problem is, the sicilian's aren't going to want him to make it to the court house, and you have to make sure that Sal does. Grab a cop car, and meet him out front of the police station.

Sal gets into a Securicar, and you've got to follow it. It doesn't take long before a road block appears. Now you've just gotta protect the securicar to it's destination.

Along the way there are 4 Blockades. 2 Gunners outside of cars, and 2 cars blocking the way. Smashing into the cars will cause one of them to speed off. The good part about this is that if you're ahead of the van carrying Sal, there is a good chance that the car will speed off away from him. The bad part is if the van gets ahead of you, then the sicillian cars will constantly ram the crap outta the car, causing damage and eventually causing it to blow up. Just try to stay ahead of Sal's van, killing the 2 gunners right away then smashing into the blockade. Also, you can't get too far ahead of the Van, otherwise it'll just be a mission failure. It took me several tries to get this one, but that's the best strategy that I could come up with. Get Sal to the courthouse for \$4000, and the final mission at Sal's mansion in Portland.

The Sicilian Gambit: You walk in while Sal is on the phone with the sicilians. They want peace, but Sal just told them to go... well, you're watching the scene I'm sure. Sal also wants to go see the Mayor to get his charges dropped, so grab a car, and Sal (but not in that way, don't wanna upset your ma...) and go to the Mayors office.

When you start, a Sicillian car is tailing you, and there's a guy on the roof of the car trying to take you out. Just stop, do a couple of drive-bys to eliminate the people, not the car, and then make your way over the Callahan bridge.

When you get to the City Hall, the Sicillians are already there, so leave your car and start killing them all. As soon as you kill them, Sal pops out and says that they've already taken him, so grab whatever car you can and make your way to the Pier.

The Sicillians are in boats now. Take out the one guard that's there, and Sal will grab a boat. All you've got is the circle for aiming, so make every shot count. Then again, you've got a Mini-gun with unlimited ammo, so I guess aim isn't nearly as important as Death to Sicillians. There are numerous boats and a helicopter shows up as well. Kill them all, and Sal will eventually get to the Lighthouse. More killing. Make sure to grab the Hidden Package that's here. Make your way up killing more Sicillians on the way. When you get to the top, Massimo, the guy from the mission where you can steal the helicopter, is holding the Mayor hostage. After threatening him a little bit, he flees on a helicopter, and you've gotta gun him down.

Grab the armor if you need it, then go up and grab the M16. Stand near the wall of the lighthouse, and don't let go of the trigger for the gun. Once you blow up the Helicopter, the mission ends. That also ends the story missions section of this guide.

OH, before I forget, you get the "The King" outfit at your safehouses...

AND FIVE HUNDRED THOUSAND DOLLARS CASH!!!

Not that you can buy anything but weapons, but hey, money is money am I right? Of course I'm right. I'm the Assclown King, I can never be wrong!

Side Missions: These are the little odd-jobs you can do in-between missions. Some will give you extra little goodies, most are just a great source of extra income. This is an incomplete listing of the odd jobs of the game, and in a future update will actually be organised a hell of a lot better.

Taxi: Push down on the Analog Nub inside a taxi to access this mission. You must find a fare, and deliver him to a location somewhere on the island that you are on. You earn money based on how much of the Tip meter is filled by the time you reach the destination. (It's the San Andreas version of the Taxi mission, and frankly, that's my first and so far only complaint about this game).

Vigilante: Grab a cop car, (they're everywhere) and attempt to stop the criminal threat within the time limit. Grab a bunch of Uzi ammo's, and shoot the enemy cars into oblivion. Tanks work extremely well in this situation, and since you get one at the end of "Shogun Showdown" if you follow my instructions, just use that. You get 50 extra points of armor for doing this mission.

Ambulance: Go to the hospital, (dying is a common way of doing this), and grab the Ambulance. Hit down on the control nub and start saving peds rather than killing them! Basically, you collect peds that are already bleeding. For each one you collect, you get time added. Start ramming into too many cars and buildings, and the ped will die, resulting in a mission fail. Also, each level you pass adds one ped the next time. Example: Lv 1 is one ped, Lv2 is 2 peds, and so on and so forth. You unlock unlimited sprint by getting up to level 12.

Fire Truck: Enter the fire truck, (either by starting a fire or by going to the fire station near Capital Auto's). A car will be on fire, go to the fire and put it out with the Circle button. The more fires you put out, the more fires you'll have to put out for the next level. Once you reach level 12, you become fireproof, making the Molotov weapon actually useful!

Car Salesman: Enter the Capital Auto's marker. 4 cars will appear, with a customer next to each. Each customer will want to be driven around in a different way. The object is to fill the sales meter, and get the customer back to the Auto place before the timer runs out.

Bike Salesman: Pretty much the same as the Car Salesman mission, only with bikes instead. There are 4 of them: The Freeway, the Faggio, the PCJ 600, and the Sanchez. In order to fill their "sales" meter, drive the Faggio really slow, the PCJ really fast (and try not to crash), the Sanchez on the grassy area's (actually, to the left of where you start out, there's a white strip of land that seems to fill up the meter really fast), and drive the freeway somewhere in the middle... of the sidewalk. You have to sell at least 10 of each bike to unlock the Protection money. After that, a limitless amount of bikes get spawned, allowing for easy money.

Toyz: Scattered across Liberty City are Toyz vans. Basically, Rc style missions, like races. I've only found one so far, but I'm sure there's more.

Name: Thrashin' R.C.

Location: Hepburn Heights Construction Site.

Reward: lvl \$1000

An Rc race. Drive through all the checkpoints, trying to get in first place. All the checkpoints are around the construction site, and to make it even easier, they have arrows pointing to the next one.

Punk Noodles: Kinda like the Pizza Boy Missions in Vice City and San Andreas, you're goal is to deliver Noodles to people all around Liberty. It's found outside Punk Noodles in Chinatown, right where the first cut-scene is. You deliver said noodles via drive-by. You have to get all the customer's their delivery of noodles before the time limit, or it's mission failed for you. Get an extra 25 points of health for getting up to level 10.

Pizza Boy: Much the same as Punk Noodles, you drive around on a modified Faggio delivering pizza's via drive-by. This place is located Near Phil Cassidy's Fully Cocked gun shop. Another 25 points of health for level 10.

9MM Mayhem: In front of Paulie's Revue bar, there's 2 alleys.

One of them has a freeway parked underneath some stairs. That triggers this mission. You're on the back of a bike being driven by some other random guy. Your goal is to beat the high score. You do this by shooting at the targets as they are assigned. The first 2 are on Bikes, but the rest are in cars. With unlimited ammo, and limited health (for the bike that is), you have 3 and a half minutes to kill as many targets as possible. You get a small cash reward for each target you kill, and the reward gets bigger for each kill. The mission ends when the timer runs out, the health gets completely depleted, or you shoot the driver in the head for kicks... yes I know that last one from experience.

Trash N' Dash: Enter a Trashmaster and push down on the Control Nub. (Up on the D-pad of that's what your control setting is). In this mission, you use the Trashmaster to pick up all of the green garbage cans around the City before the timer runs out. Each garbage nets you some more time on the clock. In Portland it adds 30 seconds, in Staunton Island it adds 40.

EXTRAS: In this section, I'll be going over the locations of the Hidden Packages, Rampages, Stunt Jumps, and Weapons. Although it's just the Packages right now, bear in mind that it's a work in progress. Also, the order they're marked in is the order in which I've found them, and not necessarily any particular order.

Portland Packages:

- #1 Behind Vincenzo's contact point, behind the fence, at the dock. Either bust through the fence, or walk around it.
- #2 In a field patch near the old school hall, next to the Callahan Bridge.
- #3 In a busted-up car, next to Capital Auto's. OR, behind 8 Ball's place.
- #4 Between 2 green dumpsters, on the east side of the most eastern building next to Vincenzo's.
- #5 Around the Corner in the alley, after you kill the first drug dealer in "Dealing Revenge".
- #6 Behind the Ammunition.
- #7 In between the last 2 trailers at the end of portland harbor. (GTA III Vets, this is where one of the unique stunt jumps was.
- #8 At the C for Toni's Mom's missions, go up the street a bit until you see some ramps. Go down the ramps, and underneath one is this Package. (when looking at the mini-map, it's not too far behind the C)
- #9 On the last silver railing between the two halves of the Callahan bridge, portland side.
- #10 On the left hand side of Mean Street Taxi's near Portland Harbor, there's a foresty area. Look around there for this package.
- #11 Drive over the edge onto a titanic colored ship in portland harbor. Around the bend on the bend is this package.

#12 2'nd floor of Marco's Bistro

#13 On the northern part of the bus station, behind one of the buildings.
(it's near Portland Harbor)

#14 Down the rocks on the pathway leading to Salvatore's Mansion

#15 In the Red Light District, along the main road (farthest left on the map) there's a grassy, raised median, and a Hidden Package.

#16 Behind the crusher in Harwood, just past Capital Auto's.

#17 At the lighthouse. You can get it during the "The Sicilian Gambit"
Final mission of the game.

Staunton Packages:

#1 As soon as you enter Staunton via bridge, the first grassy median going straight ahead holds this package.

#2 Leaving Staunton via bridge, underneath the little jump.

#3 At the far corner of the graveyard in Bedford Point

#4 Facing away from the casino (it was Kenji's contact point in GTA III), go down one street. Look at the median on the right and you'll find this near a tree.

#5 In Belleville Park, behind a giant statue overlooking the bathroom stalls.

#6 At the ver end of the raised pathway that has a Pay N' Spray and 8 Ball's, Between 2 garbages.

#7 Behind Asuka's old place, behind a pillar holding up a bridge in Newport

#8 Climb the stairs to Phil Cassidy's Fully Cocked Gun Shop. Hop over the barricade and follow the path.

#9 In the mission "Search and Rescue", behind the garbage can that Salvatore Is hiding in front of.

#10 Facing the hospital, turn right. There's a road that curves, and a gray building. Behind the furthest wall is this package.

#11 On some gray rocks at the construction site behind the hospital.

#12 To the left of the entrance to the ferry station, in front of a trailer.

#13 There's a bridge in Fort Staunton that has rails shaped like semi-circles. If you're facing North, it's on the upper-left side, almost underneath it.

#14 In Bedford Point, follow the road in a way that start's with Phil's Gun Shop is on the left, and the Pizza place is on the right. Go forward 2 roads, and this package is at the top of the steps on the white building on the right.

#15 Behind the gray ramp near McAffery's contact point.

#16 Next to a tree in the parking lot south of the Stadium.

Shoreside Vale Packages

#1 In a doorway behind a police bribe in Wichita Gardens. (see the Rough Justice mission from Salvatore for more details).

REWARDS!

10 Packages = Pistol at your Hideouts
20 Packages = Shotgun at your Hideouts.
30 Packages = Armor at your Hideouts.

More to Come.....

Unique Stunt Jumps

Portland

#1 Near Salvatore's, there's a police bribe. The grassy ramp leading up to it is this Jump.

Congratulations! You've earned the underwear costume at your safehouses.

#2 Bring a PCJ 600 to collect Hidden Package #11. The ramp leading out of the ship is this jump.

More to Come.....

WORLD MAP WEAPONS: This is just a small list of the weapons that I've found while exploring this new and improved liberty city.

Portland:

On the eastern side of the Mean Street Taxi's building is a set of Brass Knucks.

Behind the Saw Mill in Trenton, you can find a Chainsaw.

Face Rusty Browns Ringed Donuts. Turn left, then keep looking left while going forwards. You'll eventually see a part where the wall breaks away into a cave like thing. (GTA III Vets, this is where Maria, Fido, and Asuka leave Portland and enter Staunton Island). Go to the docks and go down the little stepway. The Armor is here.

There's another Armor in Portland harbor in front of 2 large, gray container things with yellow bases. Do a 180 turn and you'll see the ship for Hidden Package #11.

Staunton:

There are some grenades in the alleyway beside the Ammu-Nation.

Keep following the Alley to find some Armor near a Patriot.

There's another Armor beside the pool on the building across from Asuka's old place in Newport.

There's a hockey stick in front of what used to be the stadium.

TO DO LIST: A list of things I might add to this guide.

Find more hidden packages

Fix any grammar mistakes

Find Rampages

Find stunt jumps

Find extra weapons

Reorganize and add to the Odd Jobs section

Reorganize (and update) the Table of Contents

Make a section for FAQ's and Rumors

Fill up space with more cruddy jokes. (as if I need a reminder for this.)

IN CLOSING

Please remember that I was away from this guide for a year, and essentially just rushed through all of the missions to get it finished. I will be updating it again sometime in the next couple of weeks to add to the incomplete sections, and to reorganize and such.

Thanks to...

GameFaqs, for hosting this guide,

You, for reading it,

Me for writing it,

JustChillin, JC, for helping me out with the margin formatting. Without his help, you might not be reading this until next year.

neptunez and SpartanM, for posting the links to a program that allows mp3 songs to be converted to something that GTA LCS can read.

gmrxbx for originally posting (on www.gtaportable.com) that you could fly helicopters.

Ryan Kemper, who pointed out something I overlooked in the Custom Tracks section.

God, for being at the ass end of so many jokes I've made over the years. Remember, God does indeed have a sense of humor, case in point, Jack Thompson is walking the earth. How can God NOT laugh at such an idiot.

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