

# Grand Theft Auto: Liberty City Stories Weapons/Items Guide

by Dinosoid

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GRAND  
THEFT  
AUTO  
LIBERTY CITY STORIES

Grand Theft Auto: Liberty City Stories  
Unofficial Weapons/Items Guide  
By Dinosoid

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

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

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

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## Section One: Introduction

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In order to survive and lead a successful life of crime in Liberty City, one must be familiar with the resources available to him. This is true with Toni Cipriani as well. He must master the use of every weapon found on the streets of Liberty City and take full advantage of any resources he can find. Failure to do so will mean certain death.

Fortunately, weapons are easy to come by in Liberty City. One can purchase certain weapons in gun shops, pick others off the corpses of slain gangsters, and still find others stashed in various parts of the city. Pickups are also spread throughout the city, and stumbling upon one at the right moment can mean the difference between life and death.

This guide is written for the purpose of getting players to get familiar with the tools of the trade. The author is a veteran of Grand Theft Auto III, Grand Theft Auto: Vice City, Grand Theft Auto: San Andreas, and of course, Grand Theft Auto: Liberty City Stories.

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## Section Two: Legal Information

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## Section Three: Survival Tips

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## Section Four: Liberty City

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Liberty City is a major metropolis on the East Coast of America. True to its name, the city is a place where liberty is plenty to the point of being excessive. Repeatedly voted as "The Worst Place in America," Liberty City is a place where gangsters and other criminals thrive. The city's underworld is a network of crime syndicates, gangs, and independent criminals. Even the legal front of the city is brimming with amoral practices and a high amount of corruption. Liberty City is home to a number of unethical businesses, ranging from brothels to gambling halls to protection agencies. The city is plagued by a high crime rate, with crimes like murder, robbery, theft, drug trafficking, prostitution, and illegal gambling.

Liberty City is divided into three sections, which are in turn divided into smaller districts. The three main sections are Portland Island, Staunton Island, and Shoreside Vale; a network of bridges and tunnels connects them.

Portland is the most run-down part of town, consisted primarily of apartment buildings, factories, and warehouses. It is home to most of Liberty City's maritime shipping industry, with massive docks and warehouses. Ethnically, much of Portland's population is made up of minorities. Saint Marks is the

Italian-dominated district, while Chinatown is the Chinese-dominated district. Much blood is shed in Portland everyday, as gang wars between the large crime syndicates and smaller gangs are commonplace.

Staunton is the most glamorous part of town, with its numerous skyscrapers and tasteful architecture. Much of the southern half of the island is devoted to large-scale business operations, while the northern half is devoted to residences and small businesses. Staunton is also home to the City Hall and LCPD headquarters. Crime is at a lower rate than Portland, with Italian mob families controlling the northern half and the Japanese Yakuza controlling the southern half. Large-scale gang wars are uncommon but not unheard of.

Shoreside Vale is the only part of Liberty City that actually rests on mainland. With Francis International Airport to the south, Shoreside Vale is Liberty City's window to the rest of the world. The center of Shoreside Vale is primarily industrial, with many factories and businesses. The eastern part is a number of apartments and other housing projects, and the most affluent area of the city is Cedar Grove, with its huge mansions. Gang violence is common in all parts of Shoreside Vale except Cedar Grove. The belligerent Columbian Cartel waged wars with the Italians and the Japanese, while small-time gangs fought amongst themselves.

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Section Five: Weapons  
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Unarmed  
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Fists  
These are just your bare hands. Fight hand-to-hand only if you have no other alternatives.

Brass Knuckles  
A crude weapon made from five metal rings joined together. Worn on one hand for added punch power.

Melee Devices  
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Baseball Bat  
A large wooden bat used for bashing. Three hits will kill. You can find one outside your safe houses.

Hockey Stick  
Much the same as the baseball bat, this weapon gives you slightly better reach.

Nightstick  
The secondary weapon of any policeman, the nightstick serves the same purpose as the baseball bat. A slain policeman will drop one.

Chisel  
A small tool used for stabbing. It is more of an annoyance than a real threat.

Katana  
A long samurai sword that is both elegant and deadly. A single swing can swiftly decapitate an opponent, while a slash and stab can both kill in one hit. The katana is one of the best melee weapons.

### Knife

A small blade used for stabbing and slashing. Very good if the user prefers stealth rather than brute force. You can find one on the topmost balcony of Saint Mark's Bistro.

### Machete

A large knife used for chopping through thick materials. This weapon is excellent for use in a situation where stealth is needed.

### Meat Cleaver

A large knife used by chefs everywhere for chopping meat. Cumbersome to use, but will produce satisfactory results. There is one next to a fruit stand in Chinatown.

### Hatchet

An axe with a long handle, this weapon is both silent and brutal. You can locate one by paying a visit to the fire station on Portland Island.

### Chainsaw

An electric-powered chainsaw, this weapon is unwieldy but extremely satisfying to use. A single slash will usually knock down an opponent, and a second attack involving burying the blade in the opponent's gut will kill instantly.

### Thrown Devices

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### Molotov Cocktail

This is essentially a homemade firebomb. Although crude, this weapon is highly effective against entrenched enemies, as it can be thrown behind cover and used to incinerate flesh. Molotov cocktails deal minimal damage to vehicles, but will kill the driver. This property makes it one of two weapons able to incapacitate a tank. Just be careful not to throw them too close to yourself. You can find a stash of 10 Molotov cocktails in the ruins of the Doll House.

### Grenade

A military-issue hand grenade, this weapon is best used to clear entrenched enemies and/or destroy vehicles. Do not drop one too close to yourself, as these weapons are very potent. You can purchase a total of 8 grenades for \$360 from the Ammu-Nation on Staunton Island.

### Remote Explosive

This weapon is a grenade rigged to explode upon receiving a radio signal from a remote. While it can be used as a mine against both human and vehicle targets, this weapon can also be used to flush out enemies. Throw one high overhead and press the remote before it hits the ground. This will cause the grenade to explode in mid-air, dealing incredible damage to anything caught underneath the blast.

### Handguns

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### 9 mm Pistol

Full Name: GLOCK 17

Ammunition: 9 mm Luger

Magazine Capacity: 17 rounds

Firing Mode: semi-automatic

Rate of Fire: \*\*

Range: \*\*\*

Damage: \*\*

Price: \$300

A basic handgun, this 9 mm weapon is found on nearly all gangsters and cops. This weapon is effective in close quarters and against single opponents. It is nearly useless in any other situation and should be relied upon only as a last resort. You can purchase one from an Ammu-Nation store for \$200 or just get 10 hidden packages, as one will continuously spawn outside any of your safe houses. You can move while firing this weapon.

.357 Magnum

Full Name: Colt Python

Ammunition: .357 magnum

Cylinder Capacity: 6 rounds

Firing Mode: single-shot

Rate of Fire: \*

Range: \*\*\*

Damage: \*\*\*\*

An extremely powerful revolver, the sleek .357 magnum is both beautiful and deadly. While the range and rate of fire may discourage you from using this weapon, the power alone is worth getting one. This revolver can drop an enemy with only one shot. You can find one of these beauties on top of Francis International Airport, or just gather one when you reach 50 hidden packages. You cannot move while firing this weapon.

Sub-Machineguns

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TEC-9

Full Name: Intratec TEC-9

Ammunition: 9 mm Parabellum

Magazine Capacity: 50 rounds

Firing Mode: automatic

Rate of Fire: \*\*\*

Range: \*\*\*

Damage: \*\*

The inexpensive TEC-9 is a favorite of just about any gangster. With a large magazine size and fully automatic firing, this weapon is best used against multiple pedestrian targets. Its poor range and damage means that this weapon is not enough to deal with vehicles. You can move while firing this weapon.

MAC-10

Full Name: Ingram MAC-10

Ammunition: .45 ACP

Magazine Capacity: 30 rounds

Firing Mode: automatic

Rate of Fire: \*\*\*\*

Range: \*\*\*

Damage: \*\*

The MAC-10 is the weapon that you should rely on for the early portions of the game. With a rapid firing rate, this weapon is versatile enough to be used against both human and vehicle targets. Although the damage caused by a single round is minimal, bathing the target in constant gunfire will produce satisfactory results. One of these weapons can be found in a fenced-off area near the Portland Island ferry station. You can run while firing this weapon.

Uzi

Full Name: Fabrique Nationale Uzi

Ammunition: 9 mm Parabellum  
Magazine Capacity: 30 rounds  
Firing Mode: automatic  
Rate of Fire: \*\*\*\*  
Range: \*\*\*  
Damage: \*\*  
Price: \$600

Favor by the Columbians, this weapon is more or less on the same level as the MAC-10. Although it may be slightly more powerful than the MAC-10, you cannot move while firing. You can purchase one from any Ammu-Nation store for a fee of \$600.

#### MP5

Full Name: Heckler & Koch MP5K  
Ammunition: 9 mm Luger  
Magazine Capacity: 30 rounds  
Firing Mode: automatic  
Rate of Fire: \*\*\*  
Range: \*\*\*\*  
Damage: \*\*\*

The MP5 is the best in its category. Favored by FBI agents, this weapon is both deadly and versatile. Although you must plant your feet firmly while firing this weapon, it makes up with power and range. A short burst is enough to kill any pedestrian, while a full magazine can annihilate a vehicle. You can gather this weapon from a slain FBI agent or just gather 40 hidden packages.

#### Shotguns \*\*\*\*\*

##### Shotgun

Full Name: Remington Model 870  
Ammunition: 12-gauge  
Firing Mode: single-shot  
Rate of Fire: \*  
Range: \*\*  
Damage: \*\*\*  
Price: \$1000

The shotgun is a robust and effective weapon. Although the rate of fire is slow, the range and damage are more than enough to cover this fault. You can find this weapon by entering a police car, buying one from Phil Cassidy's Fully Cocked gun shop, or gather 20 hidden packages. You cannot move while using this weapon.

##### Stubby Shotgun

Full Name: Remington Model 870 (sawed-off)  
Ammunition: 12-gauge  
Firing Mode: single-shot  
Rate of Fire: \*\*  
Range: \*  
Damage: \*\*\*\*

The stubby shotgun is essentially a sawed-off shotgun painted black. Featuring a faster rate of firing and more stopping power, this weapon is effective in close quarters. One shot is often lethal to pedestrians, while two or three are enough to destroy a car. The range, however, is less than satisfactory, rendering this weapon useless at anything more than 30 feet. You can find one by visiting the burnt-out warehouse on Portland Island or the star-shaped building in Shoreside Vale. You cannot move while firing this weapon.

## Combat Shotgun

Full Name: Franchi SPAS-12  
Ammunition: 12-gauge  
Magazine Capacity: 7 shells  
Firing Mode: semi-automatic  
Rate of Fire: \*\*\*  
Range: \*\*\*  
Damage: \*\*\*

The combat shotgun is easily the best in its category. Featuring semi-automatic firing mode, this shotgun can be fired 7 times in rapid succession before reloading is needed. With a decent effective range and damage, this weapon is enough for any combat situation. You cannot move while firing this weapon.

## Assault Rifles

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### AK-47

Full Name: Automatic Kalashnikov Rifle 1947 Model  
Ammunition: 7.62 mm Russian  
Magazine Capacity: 30 rounds  
Firing Mode: automatic  
Rate of Fire: \*\*\*  
Range: \*\*\*\*  
Damage: \*\*\*\*  
Price: \$4200

The most common assault rifle in the world, the AK-47 is the weapon favored by most criminals in Liberty City. Although the rate of fire may not be as high as some sub-machineguns, the range and damage are more than adequate. Excellent for taking out vehicles, this is a weapon that should be obtained as early as possible. You can buy one from the Staunton Island Ammu-Nation store or find one on a rooftop near JD O'Toole's club. You cannot move while firing.

### M4

Full Name: Colt M4A1  
Ammunition: 5.56 mm NATO  
Magazine Capacity: 30 rounds  
Firing Mode: automatic  
Rate of Fire: \*\*\*\*  
Range: \*\*\*\*\*  
Damage: \*\*\*\*  
Price: \$5600

The carbine version of the M16 assault rifle, the M4 is superior over the AK-47 in nearly every way. Featuring a higher rate of fire and better range, the M4 is excellent in every role, including taking out enemies on foot, in cars, or in helicopters. You can obtain this weapon by buying one from Phil Cassidy's Fully Cocked gun shop for a hefty \$5600 or just get one for free when you reach 60 hidden packages. You cannot move while firing this weapon.

## Sniper Rifles

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### Sniper Rifle

Full Name: U. S. Marine Corps M40A1  
Ammunition: 7.62 mm NATO  
Firing Mode: single-shot  
Rate of Fire: \*

Range: \*\*\*\*\*

Damage: \*\*\*\*

Price: \$6000

A single-shot, bolt-action rifle, the sniper rifle is excellent in situations where ranged combat is required. A single shot in all that's needed to incapacitate an unarmored target, while a headshot will always guarantee death. You can purchase one from the Staunton Island Ammu-Nation for a fee of \$6000. You cannot move and must use the scope while firing.

PSG-1

Full Name: Heckler & Koch PSG-1

Ammunition: 7.62 mm NATO

Magazine Capacity: 7 rounds

Firing Mode: semi-automatic

Rate of Fire: \*\*\*

Range: \*\*\*\*\*

Damage: \*\*\*\*

The PSG-1 is the weapon of choice for any sniper. With a magazine size of 7 rounds and semi-automatic firing mode, this weapon is capable of taking out light vehicles. While a single shot will always kill a human target, a full magazine will destroy a car. You can find one on top of a ledge in a destroyed café nearly the Staunton Island hospital, or just get 70 hidden packages. You cannot move and must use the scope while using this weapon.

Heavy Weapons

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Flamethrower

Full Name: M2A1-7 (propane)

Ammunition: propane

Tank Capacity: 50 units

Rate of Fire: constant

Range: \*

Damage: \*\*\*\*

Price: \$5000

Though it may look unimpressive, the flamethrower is, in fact, one of the more effective weapons. Although it has a short range, the flames can easily set human flesh on fire and penetrate vehicles (even the mighty Rhino tank is vulnerable). This property is crucial when you are attempting to vacate a vehicle of its occupants without dealing much damage to the vehicle itself. Simply spray a burst of flame into the vehicle and the occupants will meet a fiery end. You can then take the vehicle for yourself. The flamethrower is also extremely efficient at dispatching large numbers of assailants within range. You can either purchase this weapon from Phil Cassidy's Fully Cocked gun shop for \$5000 or pick it up at a safe house after you collect 80 hidden packages. You cannot move while using the flamethrower.

Rocket Launcher

Full Name: RPG-7

Ammunition: 70 mm HEAT

Firing Mode: Single-Shot

Rate of Fire: \*

Range: \*\*\*\*

Damage: \*\*\*\*\*

Price: \$9000

The ultimate tool of destruction, the rocket launcher is easily one of the best weapons. Equipped with a glowing targeting sight, the rocket launcher can be



fired with enough precision to destroy a distant target. Because a single rocket is enough to kill anything other than a tank, it is highly recommended that you use this weapon against ground vehicles, helicopters, and fortified positions. You can buy this heavy piece of artillery at Phil Cassidy's Full Cocked gun shop for \$9000 or pick one up when you have 90 hidden packages. You cannot move and must use the manual sight when using the rocket launcher.

#### Minigun

Full Name: XM134  
Ammunition: 5.56 mm NATO  
Belt Capacity: 500 rounds  
Firing Mode: automatic  
Rate of Fire: \*\*\*\*\*  
Range: \*\*\*\*  
Damage: \*\*\*\*\*  
Price: \$10000

The minigun is a multi-barreled, belt-fed, electric-powered weapon. With the minigun, you can dish out a hail of lead at an incredible rate with virtually no need to reload. Especially good for taking out large numbers of pedestrians at a distance, the minigun is an asset that should be incorporated into any task involving gunfights. Also, if the need arises, you can also use the minigun in anti-vehicular action. Its prolonged fire is enough to destroy anything other than a tank in seconds. You can buy this fantastic weapon at Phil Cassidy's Fully Cocked gun shop for the high price of \$10000. You cannot move while firing the minigun.

#### M60

Full Name: M60E3  
Ammunition: 7.62 mm NATO  
Magazine Capacity: 100 rounds  
Firing Mode: automatic  
Rate of Fire: \*\*\*\*  
Range: \*\*\*\*  
Damage: \*\*\*\*\*

The M60 is a military-issue machinegun designed for anti-infantry duty. With a large magazine, a high rate of fire, decent range, and heavy damage, this weapon is the most well rounded and versatile. While classified as a heavy weapon, the M60 can be used just like the M4. However, the M60 is way more powerful as a single shot will kill any human target and a short burst is enough to destroy any ground vehicle other than a tank. Its anti-aircraft capability is limited, though, as it often takes more than a full magazine to bring down a helicopter. You can find this excellent weapon on top of a hanger in Francis International Airport, or pick it up outside a safe house once you have completed all 20 rampages. You cannot move while firing the M60.

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Section Six: Items  
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#### Armor

A Kevlar vest, armor will protect you from bullets, explosions, and blunt weapons. However, armor will not protect you from falling damage. A blue bar atop your health meter indicates your armor status. With every hit you take, the bar drops. When the bar is completely depleted, your health start taking hits. You can obtain armor by finding them in selected locations, stealing one from an Enforcer truck, purchasing one from Staunton Island Ammu-Nation for a mere \$240,

or get one outside a safe house when you manage to collect 30 hidden packages.

#### Health

In the form of a heart icon, health replenishes your health meter. A single pick up is enough to fill your health meter. You can find these at many places in Liberty City, including one at each of your safe houses. Also, entering an ambulance will give you a small amount of health.

#### Adrenaline

The adrenaline pickup is a pill icon that, when collected, gives you a boost of adrenaline and enables you to enter adrenaline mode. In adrenaline mode, time is slowed to a crawl and you are relatively faster. This gives you ample reaction time and enhances your aim. The effect will wear off in about a minute, though. You can find these at various locations in Liberty City.

#### Police Bribe

A star icon, a police bribe will lower your total wanted level by one star. Although it may sound insignificant, collecting a police bribe at opportune times can mean the difference between life and death. A single police bribe is enough to take the army or the FBI off your back if you have a five or six star wanted level. You can find these scattered around Liberty City.

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-----Section Seven: Version History  
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Version 0.00 ? January 1, 2006  
Getting started on the guide.

Version 0.90 ? January 4, 2006  
Finished nearly everything. The only section missing is survival tips. Guide submitted to Neoseeker.

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Section Eight: Credits  
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Author: Dinosoid

Thank God for everything.  
Thanks to Rockstar, Rockstar North, and Rockstar Leeds for producing this game.  
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Got a question, comment, or suggestion? Email the author at [chen\\_089@yahoo.com](mailto:chen_089@yahoo.com) and submit them.

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