

- Maibatsu
- Mr Benn
- Fireman Sam
- Explains the change

Updated the Frequently Asked Questions(FAQs) section
Renamed the "Unobtainable/Unconfirmed Bulletproofs"
section as "Unobtainable/Unconfirmed vehicles" and
moved the Bulletproof Patriot to this section
Added one more unobtainable/unconfirmed vehicle:
- BP Stinger

Fixed some more spelling errors
(14G,8S,26EE,3U)

v1.5 - 10 January 2006 --> Added one more easter egg:
- Mickey returns
Reconfirmed and moved the Bulletproof Patriot back
to the secrets section
(14G,9S,27EE,2U)

v1.6 - 12 January 2006 --> You can now find this FAQ at Supercheats.com also.
Added one more glitch:
- The 'chaffeur' glitch
Added one more Unobtainable/Unconfirmed vehicle:
- Bulletproof Triad Fish Van
Updated the "Take it to the skies" secret
Updated the Bulletproof Stinger
Updated the Frequently Asked Questions section
Fixed some more spelling mistakes and edited info
that has been posted here directly from emails
(15G,9S,27EE,3U)

v1.7 - 13 January 2006 --> Added two more Unobtainable/Unconfirmed vehicles:
- Bulletproof Angel
- Campaign Van
Updated the Avenging Angels glitch
(15G,9S,27EE,5U)

v1.8 - 15 January 2006 --> Updated the Avenging Angels glitch again
Removed the Bulletproof Angel and the Campaign Van
from the "Unobtainable/Unconfirmed vehicles"
section because the Campaign Van, which I thought
was a unique vehicle actually spawns at Staunton
and the Angel, which someone told me was bullet
proof is not.
Updated the Frequently Asked Questions section
(15G,9S,27EE,3U)

v1.9 - 16 January 2006 --> Added one more Unobtainable/Unconfirmed vehicle:
- Fireproof Rumpo
Updated the Frequently Asked Questions section
(15G,9S,27EE,4U)

v2.0 - 20 January 2006 --> Added one more glitch:
- Death in the Car Crusher
Added one more secret:
- Vehicle bonuses
Added one more easter egg:
- No LCFR in GTA3
Updated the Bulletproof Patriot
Updated the "Pick Up Hookers" secret

Recording.

Edisoncarter made the cheatdevice and he constantly makes newer versions of it. Newer versions are obviously better and hence you should download them.

The official site of the cheatdevice is:

www.cheatdevice.com

www.maxbot.com

For more info on the cheatdevice and its features, refer the site, it will help you more than I ever can.

Q. What 'stuff' does the cheatdevice unlock?

A. To start with, it allows you to modify codes such as the 'Spawn Rhino' cheat to spawn other vehicles, including aircrafts like the Hunter, VCN Maverick, Maverick and the Dodo.

You can also modify the weather conditions(enable snow), change the time, enable powerjump and make the PSP run at 333Mhz.

As newer versions are being released, more features are being developed so just download the latest version and refer the site for more details.

Q. I can't find a Mr. Whoopie. Do you have any idea where I can find one?

A. There are two methods you can use:

1) Firetruck method

Not only does this happen in this game, but in other GTAs too. During the Firetruck missions, the more rarer vehicles like the Mr. Whoopie and the Sindacco Argento seem to spawn as the vehicles on fire. This doesn't mean that all the vehicles which are on fire during the firetruck mission are rare vehicles, and this does not guarantee that you will be able to find the vehicle you're looking for but the probability is very high.

2) Scooter Shooter

During the 'Scooter Shooter' side mission, some of the targets happen to be Mr. Whoopie trucks. If they're driving around anywhere near the alley where you start the mission, blast them immediately and then quit the mission. If their blown up carcass is left behind(hopefully!), you can push them all the way to your Portland safehouse's garage.

3) Just use the cheat device and change the 'Spawn Rhino' cheat to spawn a Mr. Whoopie.

Q. I was just doing insane stunts at the airport when all of a sudden I went head first onto a plane. The screen went black and I respawned at another location and I lost the PCJ which I was riding. Isn't this a new glitch?

A. Well, actually yes. This is a rather peculiar glitch. It doesn't just happen when you collide onto a plane. It can happen even if you collide onto a building at a high speed.

But this problem occurs very rarely and it's sort of inexplicable in the sense that nobody knows how/why/when it happens. Personally, I've encountered this problem in San Andreas a few times in over 200 hrs. of gameplay. So it just happens rarely and unexpectedly which is why it's not considered to be a serious glitch.

Q. Can I actually fly the helicopters which the cheatdevice spawns?

A. Obviously, yes.

Q. What are Bulletproof/Fireproof/Explosionproof/Damageproof vehicles?

A. Vehicles which are immune to certain things.

1.1 Double Ammunition

It is possible to duplicate any amount of ammunition for a specific gun. This happens during any missions or odd jobs where you are driven by someone and have to shoot things with a crosshair and some type of automatic gun with unlimited ammo. Just have the gun in your inventory that you want to duplicate ammo selected before you start the mission or odd job. Certain missions where there is more than just the shooting part only require having the gun selected when you go into the shooting part of the mission. When the mission is completed or failed you should notice the selected gun has twice the initial ammo.

1.2 Helicopter with wheels

Take a helicopter to the Pay 'n' Spray in Portland and try to squeeze it in so the door will close without blowing up the helicopter. When the door reopens there will be wheels on the helicopter.

1.3 Keep more than one vehicle in your garage

Normally you can only keep one vehicle in your garage due to the fact that if one vehicle is being stored the door will not open for the one you're in, so get out of your car (a bike works easier) and push it next to the garage doors, when you get close enough it will open and let you push your vehicle into the garage. This is very handy when you want both a car and a bike at your fingertips.

Marcel Rijkaart informed me of another method to do this. Here's what he had to say:

"Park a car (van) below the garagedoor preventing it from closing. That way you can enter any car or motor you want. After you get into the car that blocks the door move it into the garage and presto it will close with you having several machines in your garage."

NOTE: Though this glitch can be pretty useful, there's a chance that your vehicles might get "eaten" or in simple terms, vanish.

1.4 Near Infinite Sprint Trick

Just tap default X button to sprint instead of holding it down. You cycle the sprint so it's like you never start. This can be done at any time; whether during a mission or exploration.

1.5 Avenging Angels glitch

A common issue which causes players to start the whole mission again. When an avenging angel dies, the game asks the player to find another avenging angel and recruit them to continue. Though it is possible to find one, recruiting them is impossible. The same thing happens when you already have an avenging angel with you and you want more guys to join you. So the only time you can recruit an avenging angel is when you start the mission.

To prevent this from happening, leave the avenging angel behind and do the mission. As your targets pop up on the screen, head over to the destinations and eliminate them, making sure that the avenging angel doesn't get into your vehicle. As long as the "original" avenging angel is alive, you'll continue to progress through the mission. There's no real drawback in doing this since the avenging angels are unarmed and are not of much help anyway.

However, if you still want to take these guys with you, here are some tips you can follow, which will make it worth your while.

1) Arming your angels

K Bub notified me of this method. Here's what he had to say:

"Your angels can get weapons if they walk over them. The first weapon they pick up they'll keep to the death. Lure them over the weapon that you want them to have. Any Hand gun, Submachine gun is good. No shotguns because they have a tendency to shoot you. A common weapon to see dropped off by enemies is the Katana which is an excellent weapon of defense."

I've tried the following method twice and I've been successful at both times. The first time I did it, it was in frustration, the second time it was intentional.

2) When you lose an avenging angel and need to recruit one more, just go find one. Since the glitch prevents you from recruiting him, he should just continue walking as if he never saw you. Using your fists, do a melee attack on the avenging angel (don't use a gun or more powerful melee weapons since they'll only do more damage to him and increase the probability of him getting killed). A punch or a kick will do. He should now start running away. Follow him and after a while, he should get tired and stop to breathe. Now go stand in front of him and he'll join you. You can use the same method to have more avenging angels join you.

Also park a vehicle on the pavement/road so that it blocks his path when he tries to run away after doing a melee attack. This will make your job easier.

Note: Though it has worked for worked for me, there's no guarantee that this will work everytime. As a precaution, leave the avenging angel behind and do the mission.

Scott Harvie just emailed me about a weird glitch he encountered when doing the avenging angels missions. Here's what he had to say:

"When carrying out the Avenging Angels mission in Portland, running away from the other angel to keep him alive, the timer disappeared after level 1 was finished. This gave me loads of time to complete the 15 missions and obtain the bike.... BUT the timer returned reading 32 minutes and I found myself on level 16! I completed levels up to 22 before running out of armour. Health icons don't respawn... apart from the one in the safe house."

Again, such things are inexplicable. They just seem to happen randomly. Just like in missions like "Awol Angel" and "9mm Mayhem", though you do not have control over the driver, sometimes the driver dies on crashing onto a vehicle and you fail the mission after having done so well. So such things just happen randomly, so simply ignore them and try again."

----- 1.6 Buildings without roofs -----

Not really a glitch but I happened to notice this when I was flying around Staunton Island in a Hunter (apache heli) using Edisoncarter's awesome cheat device. Most of the buildings don't have roofs when seen from above. Just try looking at the Stadium on Staunton Island when flying in a helicopter and you'll see something interesting. Could this be a reason why aircrafts were taken out?

----- 1.7 Max out ammo without visiting Ammunition -----

Again, not a "standard" glitch but one worth mentioning due to the advantage it can give the player. It's more of a tip.

To make use of this, you must have collected at least 10 hidden packages. Assuming you have collected all 100 packages, you should have various weapons spawning outside your safehouse. But after you pick them up, it usually takes a while for them to respawn. But if you run into a save game icon in your safehouse and then run outside again, the weapons will have respawned regardless of whether you saved or cancelled the save. This can give you a significant advantage if you're stuck in one of the earlier missions and need superior firepower.

1.8 The no bike sound game glitch

When you steal a bike and the radio is on, there will be no noise from the bike when you go.

Note: This only works if you drive really fast. Once you brake, the radio plays. Very common on PCJs.

1.9 The drive destroyed car game glitch

Find an automobile with a driver in it. Press Triangle to get in the car and immediately enable the "Destroy all cars" code. If done correctly, you should be in the automobile, but it will be on fire. Enable the "Full health" code to put the fire out. You can now do things like in a normal car. If you take it to a Pay N Spray, the automobile will be fixed but still look burned.

1.10 The ride through wall in Staunton Island game glitch

In the Rockford area, directly beside the hospital is a construction site. Get a PCJ 600 and ride it to the red bar at the construction site's entrance and break it. Then, back up and then go fast as possible. Ramp up the dirt pile inside the construction site. Once you are on the first roof, jump over to the second roof while still on your bike. Then, go to the wall to your right and ride slowly into it. Note: You may need to do this more than once. If done correctly, you should fall into the wall. When you are done falling, you will be in the unfinished tunnels below. The only way to get exit is to die.

1.11 "Calm Before The Storm" Helicopter -- Flyable

In the mission, "Calm Before the Storm", you're supposed to follow Massimo who is in a helicopter. Just follow him until his second landing and then grab a bike, preferably a PCJ-600. Then simply floor it up the stairs and since you are on a vehicle, the next segment of the mission won't initiate, allowing you to use the helicopter.

Note:

- This is the only time in the game where you can fly an aircraft "legally".
- If you fly too far away from that area, you'll be wasted automatically.

1.12 The 'Chauffeur' glitch

A very rare and peculiar glitch which happened to Tim Puckett while he was driving around. Here's what he had to say:

"My car was smoking, but not on fire, when all of a sudden the computer took over. The game controlled the driver for a good ten minutes before wrecking."

And apparently, it seems Korey has also experienced the same, if not similar

problem. Here's what Korey had to say:

"Hi also like tim puckett i was taken control of by sumthing fer a good 30 mins near the asian casino in staunton i had my shotgun out and he satrted blasting random peds if it happens again ill record a video using cheat device its the oddest thing but just wanted to let ya know."

Alstroph was another player who witnessed the same glitch. Here's what he had to say:

"I received the same glitch the first time I played the game. I went to steal a car by pressing Triangle. My main character got in the car and threw the driver out. Then I started driving, or I thought I was. When I tried to turn the car wouldn't turn... then I let go of X and my car was still driving. I used the camera to view the car and the driver was in there driving. It wasn't a taxi cab or a limo. Just a regular car. The driver was driving like a maniac... like he was trying to get away from me. It seemed that I could influence the way he drove a little bit, too. Like when I pushed right.. he went right ever so slightly so that he was on the sidewalk. Same thing with the right except he didn't go all the way to the sidewalk. I let this go on for about 5 or 6 minutes. Towards the end I kept pushing triangle over and over... and eventually my main character bailed from the car with the driver still in it. He tried to drive off... but I pulled him out and beat him senselessly."

Here's Vincent Cecelia's story:

"My car was taken over by a mysterious force, well technically it wasn't. Here is the story...I completed every story mission up until 8 ball and Donald Love. I was driving a Pink Cheetah around Staunton Island. A little low on health, I was looking to pick up a hooker. I honked the horn and she got into the car. Suddenly, opne of the car thieves (white guy, blue jeans, blue and gray hoodie with long sleeves) came up to my car. He starts to pull my hooker out of the car and by this time i am going like 85 down the street hitting things to throw him off of the door or something (do you know how hard it is to find a hooker? almost as hard as looking for an avenging angel). So anyways he pulls her out and gets into the passenger side. Here is where it gets freaky. I don't get out of the car like I normally would. The thief bascially sits in my lap or something and takes over the car. I was looking thorough the front window with the look behind view and I only saw that guy driving. Toni was nowhere in sight but it seemed as though the guy was glitching through me. We (well rather he) drove have way across Staunton island before the game let me bail out. I couldn't turn, i couldn't brake nor powerslide. I couldn't chnage radio stations. I lost all control of the car except looking back and to the sides and things of that nature. My sound was turned way up so i could hear my engine on the car clearly. Ironically, everytime i hit X, the engine revved as if the car was going faster, which wasn't the case. I was a hostage in a car i orignally carjacked. What goes around comes around i guess. I thought i should mention."

So there you go. It seems very likely to me. And from Alstroph's info, it seems the player can even indirectly control the glitch. Vincent's example does seem similar to something that I've experienced a long time ago in San Andreas with one of my homies. None of us have any idea what causes this glitch though.

1.13 Death in the Car Crusher

It is possible to get Toni wasted by jumping into the Car Crusher, no matter

how much health and armor he has. There are two ways to do this:

- 1) Use the Powerjump feature of the cheatdevice and jump into the crusher.
- 2) Get a Trashmaster and head to the dump. Park it behind the blue thing by the crusher. Now go get the Perrenial parked there and park it by the Trashmaster. MAKE SURE THE BACK OF THE PERENNIAL IS BY THE FRONT OF THE TRASH MASTER!!! NOT THE BACK!!! Jump on the perennial and then jump off it onto the front white part of the Trashmaster. Now get on the green part of the Trashmaster. Now jump on the blue thing (this might take a few tries. Jump when you're in the middle of the trashmaster's green thing when it's sideways).
Now look into the crusher, just blue scratched and rusted and gray on the bottom. Now JUMP IN!!! DO IT!!! DO IT!!!
You're feet and part of your legs sink into the gray part then 3 seconds later... WASTED!!!

There really is no point in doing this glitch, though.

----- 1.14 Cop memory loss?! -----

This only works if you have a one-star wanted level. If a cop is chasing you on foot with a nightstick in his hand, instead of attacking him and getting more heat on yourself, why not "transfer" it to someone else?

When the cop chases you, go stand next to a ped in such a way that the cop inadvertently hits the ped. Believe me, it's a lot easier to do.

The ped may either run away or attack the cop. If the ped attacks the cop, the cop will start beating the ped mercilessly. Often, the cop comes out on top because he's got a nightstick. And when he does, he won't chase you any more for some reason, unless you provoke him.

Note: Other cops will still attack you as usual.

----- 1.15 Police Brutality -----

Normally cops only pursue you on foot when you have a one-star wanted level. And they only use their nightsticks to attack you (for a one-star).

But if you jump onto the top of a car, they'll start shooting at you. Jumping onto the road again won't solve the problem. It seems there IS a 'height' of patience after all.

----- 1.16 Custom tracks -----

Not really a gameplay glitch, but certainly a big problem for many who had great expectations about this feature.

This feature was added just before the game was released, so it doesn't seem to work as it should. It doesn't automatically detect MP3s on your memory stick and play them. However, there's a way to get your tracks to play.

Requirements: Windows Media player, Nero Express, Daemon, Rockstar Custom Tracks

- 1) Create a playlist in Windows Media and put all your desired MP3s in it.
- 2) Select 'Copy to CD or device' and make sure you have all your songs ticked.
- 3) You should see two dropdown menus on top. From the right one, choose 'Nero Fast CD-Burning Plug In' and select copy.
- 4) Save it as an image file in any destination folder, preferably 'My Music'.
- 5) Using Daemon, select the image file you just created.
- 6) Windows will prompt you to take an action, just select 'Take no action'.
- 7) Now open Rockstar Custom Tracks and your tracks should be there. They'll

- be named sequentially as Track01, Track02,.....etc.
- 8) You can edit details like album name, song name etc.
 - 9) Connect your PSP to your PC using the USB cable and select USB mode.
 - 10) Click the PSP icon to the left side of the window. A list will appear asking you to which game you want to copy these tracks. Select GTA: LCS(US) and RCT will convert your MP3s into .gta files(compression) and save them into the custom tracks folder which will be created automatically.
 - 11) The next time you play the game, press start, select audio and then switch on custom tracks.

Note:

-When the Custom Tracks feature is enabled, the in-game radio stations will be disabled.

-There is no particular station in which your tracks are played as in previous games. Instead, the name of the song will be displayed and you can actually choose which track you want to play.

-There are no commercials between songs like in San Andreas.

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2. Secrets

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 NOTE: You CANNOT have all unique vehicles in a single game save simply because there is not enough garage space. Although you can take advantage of the glitch which allows you to store more than one vehicle, it's much safer and convenient to choose which ones you really need and store them.

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2.1 Bulletproof PCJ-600

In the mission, "Biker Heat", you'll have to chase down Wayne. Kill him when he is on the bike. Note that if he falls off the bike, it will lose its property. You can ride the bike and park it in your garage for a bulletproof PCJ-600.

2.2 Bulletproof Stretch

In the mission, "Search and Rescue", Salvatore will ask you to bring his bulletproof limo to a spot. All you have to do is drive the limo into your garage and once you're inside, you'll have to destroy the car without using guns. You'll automatically fail the mission when the car is destroyed. Allow the garage door to close and then let it open and you'll have your own bulletproof limo.

2.3 Bulletproof Patriot

RLG found, confirmed and reconfirmed this vehicle.

In the mission, "False Idols", you'll have to blow up three celebrities before they reach the LCFR mission. One of them travels in a helicopter, one of them travels in a limo and one of them travels in a Bulletproof Patriot.

You'll be provided with a Rocket Launcher for this mission.

Destroy the limo(and if you can, the chopper also) as quickly as possible.

Do not attack the Patriot yet. Wait for the celebrity to reach the LCFR station. Once he reaches the station, he'll get out of the vehicle and run towards the entrance of the station. Eliminate him(he has two bodyguards) to pass the mission. The Patriot will be locked though, so you'll have to push it to your garage. Use another vehicle to push it into your garage and allow the door to close. Then let it reopen and you'll have your new Bulletproof Patriot with its doors unlocked.

If you're lucky and time your attack well, you might be able to get into the

Patriot as soon as the celebrity gets out and before the door closes shut. I know that even in bulletproof cars, it is possible to snipe the driver, so you can just snipe the celebrity and he'll fall off leaving the door open. You can also blow up the Patriot during the mission using the Rocket Launcher and then push it to your garage. The vehicle somehow retains its property.

Here's a tip from Geist0:

"You need to be ON the Patriot. You also need to destroy the Stretch. So, destroy the Stretch first, then the Patriot. Use a Trashmaster to take the Patriot to your garage. When you notice that the helicopter is arriving at LCFR (check you map often), get out of the Trashmaster and jump to the top of the Patriot. The mission will be failed, and the Patriot will be the same way it was before. Then, just push it to your garage (it must be EMPTY, or it will eat the car). Save the game.

Why Trashmaster?

Because a normal car won't be strong enough. If you cheat often, use a Rhino."

NOTE: This is the only yellow Patriot in the game. No other Patriot spawns in yellow and you can't get other Patriots resprayed in yellow, so this is indeed the most valuable unique vehicle of all and I recommend allotting your Staunton garage for this.

2.3 The Avenger

For passing the Avenging Angels mission in Portland, you'll receive this modified Angel with a unique paintjob as a reward. What's even more unique is that it's bulletproof. Note that it only spawns once so you'll have to store in your garage if you want it.

2.4 Bulletproof Landstalker

For completing all the 'See the sight before your flight' missions, you'll receive this vehicle as a reward. Note that it only spawns once so you'll have to store it in your garage if you want it.

2.5 Take it to the skies

It is possible to ride on those big planes that continuously take off and land at the Francis International Airport. Just stand on top of one of those yellow ramps near the runway and when a plane passes by, you can jump onto its wing and take a ride. Initially it can be quite challenging to stay on the wing without falling but after a few tries, you'll really start enjoying it.

The location where these ramps are located is referred to as the "wing-surfing location" by the teleport feature of the cheatdevice. Have fun wing-surfing.

2.6 \$50 Good citizen bonus

Just like in Vice City, you can receive \$50 as reward for helping cops apprehend criminals on the street. Occasionally, you'll see cops chasing criminals on the street. Most of the time, these criminals happen to be gang members. No matter who they are, just do a melee attack on them and you

there and drive away. After some time, you'll fail the mission for losing the tourist but you'll still have the camera.

Foxhound suggests using a Sniper Rifle instead of a camera, which is a great idea because it's easier to get your hands onto a Sniper Rifle, especially if you've got the packages, than to get a camera. The Sniper Rifle also zooms in and out very well and is as handy as a camera.

----- 3.1 Snipe the moon -----

Like in the previous GTAs, it is possible to change the size of the moon by using the sniper rifle. Each time you snipe it, its size changes.

----- 3.2 Madd Dogg's new album -----

Behind Toni's safehouse in Portland, there's a billboard advertising the digitally remastered version of Madd Dogg's latest album. For those of you who are new to GTA, Madd Dogg is the rapper from San Andreas.

----- 3.3 Bully reference -----

On the compound wall to the north side of the hospital (facing the road) at Pike Creek, Shoreside Vale, there is a graffiti in red which reads, 'Bully', which is one of Rockstar's other titles.

----- 3.4 Sonny Forelli - A Tribute -----

Get to the payphone at Shoreside Vale which starts the 'Gangsta GP' bike race. Once you're there, walk a few feet north and on the wall, you should see a large poster that reads, 'Sonny Forreli - A Real Story' and it even contains a picture. Also note that the word 'FORELLI' is spelt as 'FORRELI'. It looks like a movie based on Sonny Forelli.

----- 3.5 Smiley Face -----

On Staunton Island there is a parking lot on the top southwest corner. Look for a white staircase inbetween the parking garage and the parking lot entrances on the southside. Go up the staircase and jump on the short cement railing. Then turn east and jump up on the roof over looking the parking lot (Liberty City Tree Building) and run across the roof to the other side where you will see a courtyard. Jump down into the courtyard and run to the very end of the courtyard to the northwest. Then on a wall at the end of a courtyard has a white picture of a smiley face and says 'Hello Again'. This is the same spot where in Grand Theft Auto III, where a sign says "You aren't supposed to be here."

----- 3.6 San Andreas screenshot (of CJ) -----

When you enter Shoreside Vale using the Lift Bridge, you should a lot of billboards. Two of them show a guy in white clothes playing basketball. The guy in white is none other than CJ(Carl Johnson). The same picture was a screenshot for San Andreas. It's not very clear though, but those who have already seen the screenshot before should recognise it. For those of you who are new to GTA, CJ was the main character in San Andreas.

Here are the links to both the pics so you can get a better idea.

LCS poster: http://heretick.net/files/81_1134166836.png

San Andreas screenshot: gta-sanandreas.com/screenshots/images/screen_55.jpg

According to the pic, the screenshot is located somewhere at Bedford Point, so check there if you cannot find the one at Shoreside Vale, I don't think you'll miss it though.

3.7 The Mainframe - Cast

All the stars in 'The Mainframe' movie are peds from San Andreas. One of them is Barbara, the cop girlfriend from the game.

3.8 Didier Sachs, Zip and Binco ads

Didier Sachs - There are several posters of Didier Sachs on the walls of the underground railway station at Shoreside Vale.

Binco - In the Red Light District, Portland there is a billboard which advertises Binco. It's pretty high so you'll not be able to see it from the ground. You'll have to see it either from the railway tracks or from the terrace of a building nearby.

Zip - Randomly, Landstalkers seem to spawn with boxes advertising ZIP on the rear. Also there are several posters and billboards advertising ZIP around town. It seems ZIP is more eager to expand its markets than its rivals.

For those of you who are new to GTA, Didier Sachs, Binco and ZIP are clothes shops from San Andreas.

3.9 Candy Suxxx strips again

There are several posters of Candy's new movie, 'Let me Bounce' at the Red Light District, and in some parts of Staunton Island and Shoreside Vale. It's easy to spot the poster(a couple of breasts covered by a black bra) but to see her name, you'll need to focus your camera onto the top of the poster.

For those of you who are new to GTA, Candy is the pornstar from Vice City.

3.10 An "Evergreen" Graveyard

As you progress through the storyline, you'll notice that most of the people you kill end up being buried in the graveyard behind the Church in Staunton. Not in the small yard where you meet Ned Burner but the bigger one which faces the road(this is a tourist location also). The graves of Vincenzo Cilli, Giovanni Casa and that of Paulie Sindacco are the most prominent. Paulie's grave is the biggest and most prominent and it reads, "Paulie Sindacco - Viva Las Venturas Baby". So there's a Las Venturas reference as well.

For those of you who are new to GTA, Las Venturas is one of the cities in San Andreas based on Las Vegas where the mob owned(maybe they still own) a casino called Caligula's in 1992.

3.11 Love Fist about to rock Las Venturas

When you enter Shoreside Vale using the Lift Bridge, there is a left turn on the road which leads to Francis International Airport. As soon as you take the turn, you should see a huge billboard displaying a poster of Love Fist. It's also mentioned that they will be performing live at the Four Dragons Casino in Las Venturas, the upcoming winter.

For those of you who are new to GTA, The Four Dragons Casino is a Triad based casino owned by Wu Zi Mu, Carl Johnson and Ran Fa Li in San Andreas. It's also Caligula's rival casino.

3.12 Pulaski, is that you?

There's a movie poster on a billboard at Shoreside Vale, the same place where

you see the San Andreas screenshot. The name of the movie is 'L.S. Backdoor'. One of the faces on the poster resembles that of officer Eddie Pulaski from San Andreas. Use a camera to observe this. I know he's dead but it's just a movie, so maybe there is a character in that movie based on Pulaski, just like Sonny Forelli.

3.13 C.U.N.T.F.L.A.P.S/C.U.N.T.L.I.P.S

Also known as C.U.N.T. A group formed to get rid of the internet. Aiming to protect children from pornography, perverts and how to make nuclear bombs. They also have a little saying:

C - Citizens		Here's Foxhound's interpretation of the acronym:
U - United		C - Citizens
N - Negating		U - United
T - Technology		N - Negating
F - For		T - Technology for
L - Life		LI - LIfe and
A - And		P - People's
P - People's		S - Safety
S - Safety		

In the C.U.N.T. email address JT could stand for Jack Thompson, for one that is his job; to protect children from the internet and games.

Website: www.citizensunitednegatingtechnology.org
email: JT@citizensunitednegatingtechnology.org

3.14 Insinuation on the Radio

On the C.U.N.T. website is an audio ad featuring a man who is found naked by a mother in her son's room. Bisexual pedophile Jack Thompson is the combined message. So you know where this goes from here...

Note: The same audio segment is played on the radio as an ad to keep off the internet.

3.15 Handheld

There are several posters throughout Liberty City, especially at the Red Light District advertising 'Pam Stroker in - Handheld' which is obviously referring to the fact that LCS is on the PSP handheld console.

3.16 Gurning Chimps

On Head Radio, the presenter (Michael Hunt) talks about meeting the 'Gurning Chimps', a British rock group mentioned in the San Andreas Introduction disc. He also talks about Maccer throwing up all over them. If you've played SA, you'll know that Maccer is the English guy who likes to 'touch' himself very often.

3.17 GTA self reference

In Staunton, as you come out of Phil Cassidy's gun shop on the east side the street just south has a massive lit up billboard and one of the things scrolling across is: "GRAND THEFT PORTO - OUT NOW"
Obviously a self reference where Porto refers to Portable.

3.18 Kill Bill reference

After the "Crazy 69" mission, where you're sent out to the park to go on a

killing spree, you are given the 'Dragon Jumpsuit' which looks the same as the one in Kill Bill.

----- 3.19 Lionel Hutz reference -----

The name that Sal gives his fictional lawyer is "Lionel". Possible Simpsons "Lionel Hutz" the lawyer reference?

----- 3.20 Same brown bag -----

In the beginning cutscene, Toni's brown suitcase is the same one with the R* logo on it, which was used in San Andreas multiple times.

----- 3.21 Bickle '76 -----

The vehicle you get after dropping off 100 passengers is the Bickle '76, named for Travis Bickle from the movie, "Taxi Driver" released in 1976.

----- 3.22 Avenging Angels -----

They're actually based on a anti-crime group in New York called the 'Guardian Angels'.

----- 3.23 Maibatsu/A.R.S.E. -----

These two groups are ordering for a ban on motorcycles by releasing petitions. Obviously, they get enough signatures since this could explain why there are no motorcycles in 2001 (GTA3).

----- 3.24 Mr Benn -----

Mr Benz is the costume shop in the game from where you get the Tuxedo and the Lawyer outfits. In reality, Mr Benn was a classic TV series where Mr Benn would visit a costume shop. He would try on a set of clothes and leave the changing room through a second door and into an adventure themed around the costume.

Source: www.toonhound.com/mrbenn.htm

----- 3.25 Fireman Sam -----

The name of the fireman in the multiplayer mode is Sam. Fireman Sam is another long running kids show, just like Mr. Benn.

Source: www.firemansam.co.uk/home.php

----- 3.26 Explains the change -----

Maria, Ma Cipriani and Sal keep pressuring Toni saying he's too skinny. This could explain why he has gained so much weight by 2001 (in GTA3).

----- 3.27 Mickey returns -----

Mickey, Luigi's bodyguard in GTA3, makes a return in the mission, "A Made Man".

----- 3.28 No LCFR in GTA3 -----

Lazlow makes a reference to making a deal with Donald Love in his show about taking C-Box 24/7 which can explain why there's no LCFR in GTA 3, but there is a Chatterbox station.

