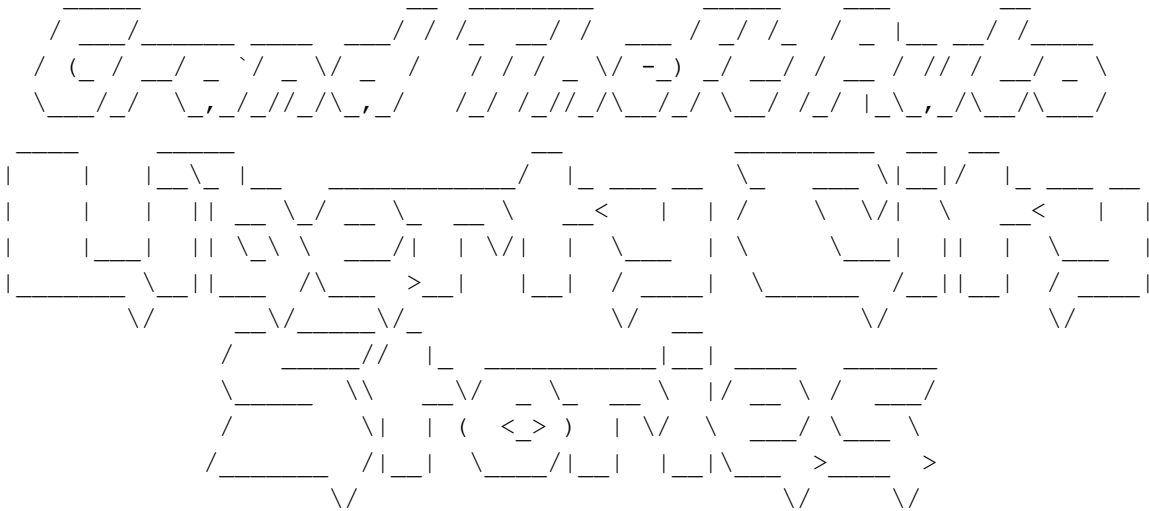


Grand Theft Auto: Liberty City Stories Secret Cars Guide

by Matt J

Updated to v0.2 on Feb 2, 2007



GRAND THEFT AUTO SECRET CARS GUIDE

By Matt J

Well I've noticed that there are a few rumours about special cars in missions in GTA Liberty City Stories, and the purpose of this guide is to confirm the ones that certainly are obtainable. What I count as a special car is either a one-off chance to obtain a vehicle that won't show up anywhere else on the game, a vehicle with a unique colour, or a vehicle which is Bullet Proof, Fire Proof, Explosion Proof or Damage Proof. These are abbreviated to BP FP EP DP. SC is the abbreviation for a special colour. The hefty cars are also what I consider to be special cars and this is the first GTA (as far as I know) where these hefty cars appear. Now you won't be able to store all these cars in your garages obviously, so just pick your favourites or hold separate save data files for them all.

If you wish to tell me about another secret car then email me at Mattj_155@hotmail.co.uk, email me at Martin1.johnson@virgin.net or PM me at Neoseeker.com.

Versions:

- 0.1: All the secret cars I have found within the game.
- 0.2: Added some cars from GTA_Loco and added a couple more that I found.

BY MATT J

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SC Cheetah

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BP/FP/EP/DP Hellenbach GT

BP Patriot

FP Rumpo

SC Hefty Rumpo

Legal/Other Stuff

Firstly we start in Portland:

Car: 'Hefty' Kuruma

Car description: It's the black one that's on fire near the Leones at the garage. It has the ability to barge anything out of its way with minimal effort and it is able to blow up cars extremely quickly.

Mission: Smash n Grab

Character: Vincenzo

Method:

Start off the mission and get a four door car as you are prompted to. Make your way over to the gas station and take out the few cops that are there. Get the Enforcer near the entrance to the gas station as it has a lot of pushing power, which is what you need. You need to push the Kuruma because the doors are locked. Go over to the Leones to get them to come in the Enforcer with you as now you don't have to go back to the garage for them after you have obtained the Kuruma. Now push the Kuruma to your garage. (you might want to use the cop cheat as you want to focus on pushing the Kuruma without interruption) The Kuruma will not blow up while you are pushing it so don't worry. It is hard to push it to your garage and it takes a while, but it's worth it because it is really fun to mess around with. When you get it half in to the garage after pushing it with the Enforcer, just push it the rest of the way in with Toni to prevent the garage

eating it. Once you allow the doors to close and re-open, the Kuruma won't be on fire and the doors will not be locked anymore. Then take the Leones in the Kuruma to Vincenzo's place to complete the mission. Then just stash the Kuruma back into your garage. The only other place where you can find a black Kuruma is outside Vincenzo's. (this one outside Vinnie's isn't hefty) But I class it as an SC because if you pay and spray it, you can't get it back to black.

Car: FP Rumpo (Credit to GTA_Loco)

Car description: A Rumpo with fireproof qualities.

Mission: Bone Voyeur

Character: JD O'Toole

Method:

Just blow it up inside your safehouse garage as soon as you get control of it. Just restore it there after you have failed the mission. Once you have brought it back to life, what with the ability of PSP garages to regenerate blown up vehicles, you will have the Rumpo still Fireproof. Just save it and it's yours.

Car: SC Stallion

Car description: It's a normal Stallion but with a special paint job. It has a medium red roof and a light red body colour.

(SOMETIMES IT MAY APPEAR WITHOUT A ROOF SO KEEP RESTARTING THE MISSION UNTIL THE ONE WITH A ROOF COMES ALONG) This is one of the racer's cars.

Mission: Grease Sucho

Character: Ma Cipriani

Method:

Start the mission and head for the starting line. Once there use a flamethrower to set the Stallion on fire.

The car will shoot off pretty fast and the driver will bail out because it's on fire. Just hop in and finish anywhere except first to fail the mission. Then stash the Stallion in your garage.

Car: SC Stallion

Car description: Normal Stallion except for a unique paint job. Grey roof and a white body colour. (SAME AS BEFORE, KEEP

RESTARTING THE MISSION UNTIL ONE APPEARS WITH A ROOF.) This is one of the racer's cars.

Mission: Grease Sucho

Character: Ma Cipriani

Method:

Same as before, just flame the white Stallion instead of the red one.

Car: SC Thunder-rodd

Car description: An otherwise normal Thunder-rodd except for a special paint job. This one is a special black colour which looks way better than the normal colours in my opinion. This is Sucho's car.

Mission: Grease Sucho

Character: Ma Cipriani

Method:

Just play through the mission and win the race. Then bash Sucho's car to make him get out. Kill him to pass the mission, grab his car and stash it in your garage. (You might want to grab his car before you kill him as he may run off quite far.)

Car: FP Sindacco Argento (Credit to GTA_Loco)

Car description: It's the car that Maria's dealers are in.

Mission: Taken For A Ride

Character: Maria

Method:

If you're really that determined to have this car in your collection but don't want to undergo the ordeal of making a very difficult push to your garage, you can use the cheat code to spawn a Rhino and use the tank to push the car. It's definitely a lot easier this way, but only if your conscience will allow you to cheat at this point in your game. (lol my conscience can definitely allow me;))

Car: SC 'Hefty' Sentinel

Car description: Like the Kuruma's ability except it's nowhere near as durable. It has the same amount of pushing power though. Also it is a special black colour that can only be found on one other mission. It is one of the cars that the Hitmen arrive in.

Mission: No son of mine

Character: Ma Cipriani

Method:

Ok I admit it, I found the hefty quality on this car by luck. I was taking it for it's special colour quality really. Ok I was playing through the mission, killed all the hitmen to complete the mission then just got in one of the Sentinels. So make sure that you leave at least one of them not blown up! Then just take it to your garage.

Car: SC Pony

Car description: This Pony is white with white bumpers. This is a unique paint job.

Mission: Dead Meat

Character: Ma Cipriani

Method:

You can just destroy the van inside your garage to fail the mission and obtain it. You have to lose the heat first after you earn a couple of wanted stars for the murder of Casa, and then just come back for the van afterwards wherever you left it. Drive the van to your garage, and using any of your weapons, destroy the van by all means. After you fail the mission for destroying the van instead of delivering it to Casa's place, just restore it back and save it.

Bike: SC Sanchez

Bike description: Just like a normal Sanchez apart from being a special one off blue colour. It is one of the racer's bikes.

Mission: Booby prize

Character: Maria

Method:

Start the mission and instead of taking a bike to the starting line, take a car. Then ram the blue Sanchez hard to knock the guy off it. Then park your car on top of the rider you knocked off to prevent him stealing it back at the finish line. (Yeah that did actually happen to me. The guy waited there for me.) Get on the bike and finish anywhere except first to fail the mission. Then take it to your garage.

Bike: SC Sanchez

Bike description: Just like the normal Sanchez except it's red. It is one of the racer's bikes.

Mission: Booby prize

Character: Maria

Method:

Just do the same as you did via getting the blue one, but knock into the red one instead.

Bike: BP/FP PCJ 600

Bike description: Wow! 8th car/bike and only our first proofing! Well it's just like a normal PCJ except for it being immune

to bullets. It is Wayne's bike in this mission- but not for long eh?

Mission: Biker heat

Character: Maria

Method:

Just take the bike after you kill Wayne to complete the mission. Then take it to your garage.

Bike: FP/EP PCJ 600 (Credit to GTA_Loco)

Bike description: Wayne's bike again;). Are you confused? You won't be in a minute, maybe...

Mission: Biker Heat

Character: Maria

Method:

If you let Wayne reach his destination back in Chinatown and kill him when he goes on foot, the PCJ 600 will be fireproof and explosion proof and the bulletproofing will be gone. Take the bike to your garage after you've finished the mission.

Car: FP Leone Sentinel (Credit to GTA_Loco)

Car description: A nice Leone Sentinel which is convenient fireproof.

Mission: The Made Man

Character: JD O'Toole

Method:

Play through the mission until you get to the point where you drop off Mickey to his place. Then rush over to a seaside location in Harwood and carefully drive the car into the water. You will fail the mission without the game stating why, and your 2 wanted stars would remain instated. All you need to do is just drive over to the Pay N Spray to lose the heat, and you can now take the car with you, with its Fireproof property still in place. Then take it to your garage.

Car: Hefty Sindacco Argento

Car description: Another hefty vehicle. This one is better than the Sentinel but not as good as the Kuruma. (In my opinion)

Mission: The made man

Character: JD O'Toole

Method:

Start off the mission and head towards the destination where JD is to be 'made'. On the way you will encounter some Sindacco guys which will try to take you out. One lot in a normal car, (I've seen them in a Stallion or a Perennial, but it's not important), another lot in a Sindacco Argento. Just kill all the guys out of both cars and then get in the Argento. Blow up the Leone Sentinel (containing Mickey and JD) with a drive by. You will fail the mission for killing JD.

Now take the Sindacco Argento to your garage.

Car: SC Manana

Car description: Just alike to a normal Manana except for a special paint job. This is the car of the guy that you follow.

(LOOKS BETTER WITH A ROOF BUT EITHER IS GOOD.)

Mission: Salvatore's salvation

Character: JD O'Toole

Method:

Follow the SC Manana as you are instructed. When the guy gets out and rushes over to the car that Salvatore is inside, steal the Manana and let Salvatore be crushed to fail the mission. Then stash the Manana in your garage.

Car: SC Kuruma

Car description: Alike to a normal Kuruma except for a unique paint job. This is the car that Salvatore will be crushed in.

Mission: Salvatore's salvation

Character: JD O'Toole

Method:

Just make sure Salvatore doesn't get crushed, then take the car to your garage. Blow up the car whilst it's in your garage to fail the mission for killing Salvatore. Then allow the doors to re-open to see the SC Kuruma there.

Car: SC Patriot

Car description: A special dark brown Patriot.

Mission: A Volatile Situation

Character: JD O'Toole

Method:

Do the mission up to the point where you have to intercept the Sindaccos in a car. Kill them on the first two waves of the attack, and on the third wave where they will be in a Patriot, just wait for them in the casino until they arrive. Once they

alight from the vehicle, waste them quickly while not allowing any one of them to plant a bomb. When all the gangsters are dead and after the cut scene showing a bomb-laden Yankee truck, quickly grab the Patriot and intercept the truck. Perform a drive-by to the Yankee until you destroy it. If you failed to destroy the Yankee before it reaches the casino, just park the Patriot first in a safe place near the casino, and then drive the Yankee away from the casino to within a safe distance before the bomb timer goes off. Mission passed, get back to where you left the Patriot, store it in your garage and then save.

Car: SC Banshee

Car description: Just like a normal Banshee apart from being a special colour. Plus you have the satisfaction of knowing you stole your boss's new ride!

Mission: Sindacco Sabotage

Character: Salvatore Leone

Method:

A funny one, this one. Ok, start off the mission and make your way to your destination when the mission starts. Collect all the money from the flames, kill all the Triads and make your way back to Sal's. You will be ambushed by some Triad fish vans. Take them out. When you get to Sal's, you will notice his Banshee parked near a tree, pretty beat up. Stick to the dirt track that leads up to Sal's house and you can't miss it. The doors are locked so you can't drive it. Do not attempt to push it to your garage yet as it will disappear as soon as you leave the premises. Park in the yellow marker to complete the mission. The Banshee will still be there to push to your garage. Push it to your garage in a normal car- not a tank, because as soon as you push it with a tank it will blow up, meaning that it is likely disappear before you get to your garage. So assuming you have got it to your garage ok, allow the garage door to re-open and the Banshee will no longer be locked.

Car: SC Hellenbach GT

Car description: Normal Hellenbach GT except for it has a blue body colour and a darker blue hood.

Mission: Low Rider Rumble

Character: Payphone near Bitchin' dog food

Method:

When the race starts, just race as normal until you get near the finish line. Let the SC blue Hellenbach GT finish, then get out of your car before you cross the finish line. Go around to the passenger side and get in, because it won't let you in the driver's side. Then do a drive-by on one of the other Hellenbach GTs to make it blow

up. You will fail the mission for killing one of the other racers. Easy, then take it to your garage.

Car: SC Hellenbach GT

Car description: This one's two tone red.

Mission: Low Rider Rumble

Character: Payphone near Bitchin' dog food

Method:

Let the red Hellenbach GT finish, then do the same as before.

Car: SC Hellenbach GT

Car description: Unique white body colour. Sometimes it has a dark grey hood, a light grey hood, or a white hood.

Mission: Low Rider Rumble

Character: Payphone near Bitchin' dog food

Method:

Let the White Hellenbach GT finish, then do the same as you did before.

Bike: Another chance to get any of the SC Sanchez's.

Bike description: Same as before.

Mission: Red Light Racing

Character: Payphone near start/finish of Low Rider Rumble

Method:

Same as with the mission: Booby Prize.

OK... those are all the special cars I have found in Portland at the moment. There will be more to find! So now we move on to Staunton Island...

Car: Another chance to get the SC Hefty Sentinel

Car description: Same as before.

Mission: A walk in the park

Character: Salvatore Leone

Method:

Go to the spot outside Belleville Park where you see the Mayor: RC Hole get dropped off. The three Sentinels will be waiting there. Look at the first Sentinel and shoot the driver through the windshield, knocking him out and leaving the door hanging open. (the doors are locked) Finish the mission and take the Sentinel to your garage.

Car: SC/FP Sentinel (Credit to GTA_Loco)

Car description: A black Sentinel, same colour as the hefty ones, but this one has a fireproof quality about it instead.

Mission: Making Toni

Character: Salvatore

Method:

Instead of driving to the destination, drive the car inside the garage, and whip out any of your weapons and use it to destroy the car. It's safer to just shoot at the car until it catches fire and explode. Just keep a safe distance from it inside the garage when it explodes, while keeping the garage door open. After you fail the mission, just let the garage door close on it to restore it, once you open the garage again, you now own a Fireproof Sentinel.

Car: FP Rumpo

Car description: Like a normal Rumpo except it is immune to flames.

Mission: Friggin' the Riggin'

Character: Donald Love

Method:

After you burn a few voting papers, a Rumpo full of Forellis will appear. Just kill them all, destroy the rest of the voting papers, then get in the Rumpo and destroy the remaining vans to complete the mission. Then take it to your garage.

NOTE: There are conflicting reports on whether or not the fireproof quality remains after you finish the mission. Email me if you can state if it keeps the fireproof quality or not please. (My email is at the bottom and top of the page).

Car: SC Bobcat

Car description: Just like a normal Bobcat except for being a special colour- pitch black.

Mission: Love and Bullets

Character: Donald Love

Method:

Start the mission and kill all the guys that are trying to shoot Donald's limo. Then Toni will say: "Ok, we're good to go".

Now, the Bobcat will come from the direction of your safe house and try to ram the Limo. Shoot the guy in the back then just steal it and run the driver over. Blow up the Limo to fail the mission, then take it to your garage.

Car: SC Stallion

Car description: Another one-off chance to obtain a specially coloured vehicle. This Stallion is red with a blue roof.

(SOMETIMES IT MAY APPEAR WITHOUT A ROOF SO KEEP RESTARTING THE MISSION UNTIL THE ONE WITH A ROOF COMES ALONG.)

Mission: Love and Bullets

Character: Donald Love

Method:

Start the mission and you'll see the SC Stallion parked near the limo. Kill all the guys that try to destroy the Limo, then get in the Stallion, then do a drive-by on the Limo to destroy it and fail the mission. Finally, take the Stallion back to your garage.

Car: Permanently White Stretch (Credit to GTA_Loco)

Car description: A Stretch that will always remain white, even when you re-spray it.

Mission: Love and Bullets

Character: Donald Love

Method:

Start the mission and kill all the ambushing Forellis from the two waves of attack. When you're done, if at this point you decide to obtain all three special vehicles including this one, drive first the Stallion and Bobcat to your garage then get back for the Stretch. Drive Donald Love back to his office, pass the mission and then drive this Stretch back to your garage and save it.

Car: Ballot Van

Car description: A van that looks like a Pony, but is called a Ballot Van.

Mission: Counterfeit Count

Character: Donald Love

Method:

When the courier makes the exchange just steal the van to fail the mission. Then take it to your garage.

Car: BP/FP Stretch

Car Description: Salvatore's limo, which is bullet proof.

Mission: Search and Rescue

Character: Salvatore

Method:

Go through the mission as normal until you reach Sal, then on your way out, kill a few guys when you come out of the little cull-de-sac where you found Sal. Then head to the left, killing all the people that way. Make sure you leave a couple alive, when you look right out of the cul-de-sac, it's important. Ok, so you've headed left and you need to have reached the road. Steal a car or bike quickly as the couple you left alive will follow you. Then go around the road and back to the limo. Park next to the limo. Sal will not get in due to the fact that you left a couple of guys alive. So the next step is to Kill Sal while the Limo is still in view. You will fail the mission for killing Salvatore, then simply get in and drive it to a garage. If the limo is not in eye shot when you kill Sal, it could disappear.

Car: FP Banshee (Credit to GTA_Loco)

Car description: The Sindacco's have a new Banshee, not for long...

Mission: Sayonara Sindaccos

Character: Leon McAffrey

Method:

An alternative way to get this on the PSP version is to destroy it in your garage by shooting at it until it explodes. Immediately when you're in control of the car already, drive to your garage instead of proceeding to the destination as instructed by Leon. You will fail the mission for what you will do, but you can keep the Banshee Fireproof as a reward.

Car: SC Pony

Car description: A special black pony.

Mission: Taking the peace

Character: Salvatore

Method:

Fail the mission by getting Paulie killed, i.e let all the guys shoot him. Then just drive the Pony to your garage. Or you

could complete the mission then take it to your garage. But if you choose to fail the mission, then destroy the van by mistake while taking it to your garage, you could get it again. If you choose to complete the mission then take it to your garage, you'll be damned if you destroy it.

Car: SC/BP Patriot

Car description: A Patriot that is coloured yellow and is bulletproof.

Mission: False Idols

Character: The Priest

Method: (By GTA_Loco)

Once you start the mission, drive over quickly to the boatyard where the Patriot is parked. Since it is locked, you need to smoke out the driver by using either the flamethrower or molotovs. Don't overdo it though or you might destroy the Patriot before you should be doing so. As soon as the driver gets off the vehicle, quickly get in it and rush over to your Newport garage that is just very near. Drive the vehicle inside the garage, get off it and torch it using any of your flame-based weapons. Burn it until it catches fire given that the Patriot isn't fireproof, and then stay away in a safe distance from the burning Patriot and just wait for it to explode. After the Patriot explodes, stay inside the garage and keep the garage door open. Now just wait for the mission to fail, by letting Black Lightman in the Stretch reach the radio station. Mission failed, all you need to do now is to restore the destroyed Patriot in the garage. Store and save the Patriot, it is yours permanently Bulletproof.

Car: FP Barracks OL (Credit to GTA_Loco)

Car description: It's back from GTA 3 lol!

Mission: Munitions Dump

Character: Leon McAffrey

Method:

Make your way quickly to the fire station in Belleville Park and steal one of the Firetrucks once you begin the mission. You will need this for pushing the Barracks OL's wreckage to your garage after you destroy it. Drive the Firetruck and park it safely by the West alley entrance of your safehouse's premises. (NOTE: if you don't mind cheating you could spawn a tank instead of getting a Firetruck.) Get out of the Firetruck/Tank, take out your RPG and just wait for the first Barracks OL to show itself. Once the truck appears, aim carefully with the RPG and shoot the truck as it passes by the road. If you do it correctly, the truck will be destroyed near the alley entrance leading to your garage. It will be much easier to push the truck then to your garage. As always, you must keep an eye for any cops around the vicinity, as they can always make the

situation inconvenient for you if you raise a wanted level. With the truck destroyed, don't let the wreckage out of your sight. If you didn't raise a wanted level at this point, then you're better off. But before you make any pushing on the destroyed Barracks OL, take out first the Forelli gangster who will attack you almost every time. If no Forelli gangster shows up, then get in the Firetruck and carefully push the remains of the Barracks OL to your garage. Avoid letting your Firetruck take some serious damages since you have to rely on this vehicle to conveniently push the Barracks OL. Ignore the other truck and just let it reach its destination to fail the mission.

Helicopter: Maverick

Helicopter Description: A heli in LCS! Need I say more...?

Mission: False Idols

Method 1: (My Method)

Before the mission starts, get an ambulance. Then enable the perfect traction/cars jump(L3) cheat (L1, Up, Left, R1, Triangle, Circle, Down, X). Then go and start the mission. After the cut scene, go and kill DB-P. Then kill Black Lightman. Get these two out of the way as fast as you can. Then: (this is hard to explain), go to the building where they all have to get to, (I forget the name of it). Look at the back side of the building and you'll see a dome shaped bit leading to a low roof, then a higher roof. The idea is to jump using the cheat, bouncing off the dome bit, onto the low roof. If you time it perfectly, you can just jump straight to the low roof instead of hitting the dome first. Then when you are on the low roof section, take a little run up in your ambulance then try to jump to the higher roof, where Faith is set to land. Ok this is where it is important that you use an ambulance. Stop the ambulance in the centre of the roof. Dont go too far back as part of the roof isn't solid. Climb on top of the ambulance then wait for Faith to arrive. When she slowly flies past you, steal the helicopter. The doors aren't even locked! Then kill Faith and take the heli to your garage. (It fits in btw.) Then once it is in your garage, get a car and go and finish the mission.

NOTE: If you store any of the hefty cars in with the heli, it makes it a lot easier to push the heli out whenever you want to fly it.

Link: http://i52.photobucket.com/albums/g27/Matt_J155/P7090041.jpg (IDEAL STORING POSITION).

Method 2: (CREDIT TO sjano29, POSTED BY ENIGMA)

Anyway, the helicopter can be gotten without any cheats in a very easy way. Again it's Faith's helicopter in the mission False Idols, only you jack it in another place which is much easier to reach. First get an Ambulance and then head over to the church and start the mission. Once you get control, get in the Ambulance and head over to the liftbridge connecting Staunton with Shoreside. Drive up the curve on the left side of the road. At the end of it, you will see a concrete block with a metal part of the bridge on it. You need to get up here. To do this, turn the

Ambulance around and drive backwards up the sloped part of the curvy road. Try to get to the edge as much as possible and back up until you hit the concrete block. Now get out. The Ambulance should stay in it's place, a bit banked. Walk around it and jump on the front of it. Then jump on the roof and from there to the concrete block. From there, jump onto the metal part of the bridge. Walk up and through the big red light-thing. Once you are past that thing, turn left and you'll see a smaller part of the big building next to the bridge. The roof of it is transparent but solid. Jump to it from the bridge. Once you are there, just wait for the helicopter. It will fly just over the roof you're standing on. You can simply jack it from the passenger's side. Try standing in the middle of the roof, the helicopter goes up and down so try to find out where it goes down. Once you've jacked the helicopter, all you have to do is wait for one of the other celebrities to reach the building so you'll fail the mission. It is important that you stay in the helicopter until after the mission, or else it will disappear.

Bike: SC PCJ 600

Bike description: PCJ in a unique colour- BLUE.

Mission: Torrington TT

Character: Payphone near Love Media

Method:

Get to the starting line in a car then ram the blue PCJ. Get on the bike then kill the rider that was on the bike originally to fail the mission. Then take the PCJ to your garage.

Bike: SC PCJ 600

Bike Description: A PCJ in a special colour- RED.

Mission: Torrington TT

Character: Payphone near Love media

Method:

Get to the starting line in a car then, ram the red PCJ. Get on the bike then kill the rider that was on the bike originally, to fail the mission. Then take the PCJ to your garage.

Bike: SC PCJ 600

Bike description: A PCJ that is a special colour- WHITE.

Mission: Torrington TT

Character: Payphone near Love media

Method:

Get to the starting line in a car then, ram the white PCJ. Get on the bike then kill the rider that was on the bike originally, to fail the mission. Then take the PCJ to your garage.

Car: SC Deimos SP

Car description: Deimos with a special paint job- BLUE.

Mission: Deimos Dash

Character: Payphone near the stadium

Method:

Start the race and when you get near the finish, let all the other racers finish except you. Then get out of your car and head to the blue Deimos. Go to the passenger side and get in, simple as that. For some reason you can't get in via the driver's side. Then finish the race in the blue Deimos and take it to your garage.

Car: SC Deimos SP

Car description: Deimos with a special paint job- RED.

Mission: Deimos Dash

Character: Payphone near the stadium

Method:

Start the race and when you get near the finish, let all the other racers finish except you. Then get out of your car and head to the red Deimos. Go to the passenger side and get in, simple as that. For some reason you can't get in via the driver's side. Then finish the race in the red Deimos and take it to your garage.

Car: SC Deimos SP

Car description: Deimos with a special paint job- WHITE.

Mission: Deimos Dash

Character: Payphone near the stadium

Method:

Start the race and when you get near the finish, let all the other racers finish except you. Then get out of your car and head to the white Deimos. Go to the passenger side and get in, simple as that. For some reason you can't get in via the driver's side. Then finish the race in the white Deimos and take it to your garage.

OK, that's all the special cars for Staunton Island. Now onto Shoreside Vale!

Car: BP/FP/EP/DP Forelli Excess

Car description: An everything proof car! The ultimate obtainable vehicle.

Mission: Rough Justice

Method: (CREDIT TO GTA_Loco)

Start the mission and head right away to any of the two parked Forelli Excess's in Witchita Gardens. Don't bother picking up the hoods as they're pretty much useless anyway. Once you arrived at any one of the parked cars, ride or hit it to provoke the first wave of the shootout, but don't engage the Forellis yet at this stage. You must ditch into the water first the other parked car that you haven't touched yet, which would become BP/EP/FP/DP once the situation is provoked, the but only while the first wave of attack is in progress. If you're going to the direction of the tunnel, there's a lagoon to your right (from your point of view) where you can ditch the car. There's a portion in the lagoon by the curve of the road that is deep enough and gradually slopes down into the water. You can tell if you've ditched the car properly. 1. If you don't hear the sound of its muffler anymore with half of the car submerged and 2. If upon finishing off the first wave of gunfight you receive the message "Exact Revenge on the Forellis" almost immediately upon being instructed to smash up another car. This would confirm you've somehow smashed it up already by ditching it into the water. But if you didn't receive the "Exact Revenge on the Forellis" message and see a red arrow appear above the car instead even though it's underwater, then you've failed to ditch it deep enough and you've lost that one already, which means it has reverted back to being a normal one. Assuming you did just right in ditching the car, proceed with killing all the Forellis then after which you will be told to smash up the second car which happens to be the one in the water already. If the situation is provoked almost right away by successfully submerging the car, don't fight yet. Drive that car out of the water, test it first for its proofing if you wish to make sure; if it is proofed already, finish off the Forellis using the car and pass the mission. Just store it in the garage and save. If by stroke of bad luck you failed to obtain the proofing of the first car you submerged into the water, you can get another shot at the other car that you've first smashed up, since at the second stage of the shootout it will be transformed into BP/EP/FP/DP too. But again you need to ditch it into the water properly as well and just keep it there submerged until you pass the mission. Make sure however that you lure and kill the last of the gangsters near the car or it might vanish.

Car: FP Securicar (Credit to GTA_Loco)

Car description: A standard Securicar... to the untrained eye;).

Mission: Cash Clash

Character: Toshiko Kasen

Method:

Drive a tank to Toshiko's place and start the mission. Keep in mind that you must park the tank on the road and not within the condominium's premises or for some reasons it will disappear. After the cut scene, get in your tank and chase the vans located just around the corner en route already to their destination. Follow the convoy carefully, and wait until they pass by your safehouse, given that their destination is to the Yakuza compound just a block away from your place.

As soon as they come close to your safehouse's vicinity, speed up, ram or use the cannon to quickly dispose of your targets to complete the mission. You will find the destroyed vans lying on the road, and all you have to do is to push either of them to your garage using the Rhino. Restore the Fireproof Securicar in your garage, and keep it there for good.

Car: FP Stretch

Car description: Same appearance as Sal's BP one. This Stretch is fireproof though.

Mission: A Date With Death

Character: Toshiko Kasen

Method:

Do the mission as normal up to the point where you have to go to the opera. After the cut scene, a group of Forelli gangsters will attack you and Toshiko; kill any of them who will get in your way. You will earn a couple of wanted stars in most cases, so you must rush back with Toshiko in the limo and drive away as fast as you can to the Pay N spray to lose the heat and repair the limo. There will be at least three more Forelli cars that will chase and ambush you along the way, just take them out in any way possible being careful not to destroy the car or you'll fail the mission if Toshiko gets killed. Once everything's cleared, just drive to Toshiko's place to complete the mission. You will still find the car outside of her place after the cut scene, still Fireproof. Store the car in the garage and save.

Car: SC Bobcat (Credit to GTA_Loco)

Car description: A white Bobcat with unique brown bumpers.

Mission: Panlantic Land Grab

Character: Donald Love

Method:

After you snatch the plans from a fallen Avery, ride his Bobcat and make your way back to Donald's place to complete the

mission. You will still find yourself riding in the Bobcat upon successful conclusion of the mission. Then take it to your garage.

Bike: SC Faggio

Bike description: A special yellow Faggio. This is Ned's Faggio.

Mission: Stop the press

Character: Donald Love

Method:

Kill Ned Burner then take his Faggio to your garage.

Bike: SC Faggio

Bike description: A special light blue Faggio. This is the Faggio you are supposed to chase Ned in.

Mission: Stop the Press

Character: Donald Love

Method:

Kill Ned Burner and take this Faggio to your garage. You can take both Faggios to your garage if you drive them in 'little ways'.

Car: Hefty SC Rumpo

Car description: A Rumpo with a special paint job which is red with red bumpers. Also it has the hefty quality.

Mission: Bringing the house down

Character: 8 Ball

Method:

When the mission starts kill the Forellis then head for your garage. Once there, park the Rumpo inside, then blow it up to fail the mission. Go out of the garage and allow the doors to re-open to see your Rumpo in there.

Car: SC Stinger

Car description: A light blue Stinger that is a different colour than you can usually get.

Mission: The Shoreside redemption

Character: Salvatore Leone

Method: When the Police car crashes, speed ahead of the convoy and catch up with the Stinger. You will fail the mission for losing the Securicar. Then stop in front of the Stinger, steal it and take it to your garage.

Car: Taxi without a Taxi sign A.K.A Lightless Taxi

Car description: The rarest car in the game. Yeah, it's back from GTA 3 and GTA VC. It is a glitch where a Taxi appears without a sign on top.

Mission: None

Character: None

Method:

It can appear at any time on the roads. I found one on the roads around the garage in Staunton Island. I suggest looking there.

Car: SC Cheetah

Car description: A special red Cheetah

Mission:

Character: Payphone near the Police Station

Method:

Let the other racers finish, then get out of your car and get in the passenger side of the red Cheetah.

For some reason you can't get in the driver's side. Then finish the race in the red Cheetah and take it to your garage.

Car: SC Cheetah

Car description: A special blue Cheetah

Mission:

Character: Payphone near the Police Station

Method:

Let the other racers finish, then get out of your car and get in the passenger side of the blue Cheetah.

For some reason you can't get in the driver's side. Then finish the race in the blue Cheetah and take it to your garage.

Car Salesman/Bike Salesman BP/FP/EP: (CREDIT TO GTA_Loco)

Car/Bike: There are loads so pick your favourites;).

Mission: Car Salesman/ Bike Salesman

Method:

Recently GTA_Loco found a way to obtain their special properties finally. You simply need to "destroy" them first thereby "preserving" the special properties by ditching the bike/car you want into the water WITHIN THE TIME LIMIT when you start riding any of them. For the Car Salesman, you have to take the customer with you or you'll immediately fail the mission. For the Bike Salesman though you don't need to take the customer with you but you will still need some time to make it to the water. So this means you have to fail the mission first in order to obtain them BP/EP/FP. As such, maybe it would be best to first close some sales in order to accumulate more time and buy you some time also to drive it to the beach. The nearest you can go to is a grassy seaside place in Harwood in between a construction site and the ferry terminal. Portland Beach seems to be the nearest if you're getting the bikes from Staunton. Just drive the bike/car into the water while the timer is on, then you will fail the mission for destroying the vehicle. But on the brighter side, you're now an owner of a very cool different types of Bulletproof, Explosionproof & fireproof cars & bikes. Failing the mission by running out of time would make the vehicles revert back to normal ones. You'll notice that the mission is endless and does not earn for you some money, because your reward or rewards would be these cool proofed vehicles.

1. Muscle Cars:

- a. Stallion
- b. Esperanto
- c. Idaho

2. Sports Cars:

- a. Banshee
- b. Cheetah
- c. Stinger

3. Leisure Cars or Slow Cars:

- a. Perennial
- b. Manana

4. Off-Road Vehicles:

- a. Patriot
- b. Bobcat
- c. BF Injection

5. Bikes:

- a. PCJ 600
 - b. Freeway
 - c. Sanchez
 - d. Faggio
-

Bike: SC/BP/FP Avenger

Bike Description: Bulletproof and uniquely coloured.

Mission: Avenging Angels Missions (Portland)

Method:

For passing the Avenging Angels missions (Level 15 I think) in Portland, you'll receive this Avenger with a unique paintjob as a reward. What's even more unique is that it's bulletproof and fireproof. It only spawns once so if you want this bike, you'll have to save it in your garage.

Car: BP/FP Landstalker

Car Description: A bulletproof Landstalker that is only available once.

Mission: See the Sight before your Flight

Method:

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. It spawns outside your Shorseide hideout/house.

UNCONFIRMED/UNOBTAINABLE PROOF CARS:

BP Triad Fish Van

Big Rumble in Little China

In the mission, "Big Rumble in Little China", the game tells you that the van is bullet-proof. But you can't take it because:

1. Once the Triads get out of the car, it begins to burn and explode after. You could take it to your garage, but it's taller than your garage, causing your garage to eat it.
2. If you snipe one of the Triads, the other will get out, that leads to problem number 1.
3. You could explode it with your Rocket Launcher or with your Rhino, but, again, the van won't fit in your garage, and it will be eaten.
4. You could shoot one of the Triads to make them get out, and then quickly get in and do the health cheat. I have done this and drove around in it for a while. But it won't fit in your garage and if you complete the mission it blows up on it's own.

Hefty Yankee

A Volatile Situation

The Yankee is hefty I believe but I'm not sure. Besides if it was, it wouldn't even fit in your garage.

BP/FP/EP/DP Hellenbach GT

This is the car which you must respray during the "Snuff" mission for Vincenzo in which you'll have to pop few Sindaccos at a construction site in Hepburn Heights. The "Sindacco Heavy" will be standing next to this vehicle and when you kill him, you'll be able to take his cell phone. If you take his cell phone, JD will call you and ask you to take the car to a spray shop and respray it and the vehicle will lose its properties. The only time the vehicle as its properties is before you take the cell phone. So you'll have to somehow take this car to your garage and fail the mission without taking the cell phone.

But there are a lot of problems:

- 1) The car is locked.
- 2) It doesn't move no matter what you do, whether you try pushing it yourself or with a vehicle.
- 3) Considering you've got the car to your garage safely, the only way to fail the mission and to keep the car would be to get wasted, in which case the car may vanish.

I had an idea that it might be pushable with a sawn-off shotgun but I haven't tried this as of yet.

FP Rumpo

Friggin' the riggin'

I am after confirmation on whether it retains it's fireproof quality after the mission is over. If you have obtained it with the fireproof quality, please tell me!

SC Hefty Rumpo

Bringing the house down

There is some debate over whether or not it remains hefty. Please tell me about whether or not it does.

OTHER/LEGAL STUFF:

With thanks to GTA_Loco for letting me use some of his methods in my guide.

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If you wish to tell me about another secret car then email me at Mattj_155@hotmail.co.uk, email me at Martinl.johnson@virgin.net or PM me at Neoseeker.com.

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