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| #FTU.....Fairground Turismo |
| #HAR.....Harbor Hover race |
| #LSA.....Land, Sea and Air |
| #LGU.....Life Guard |
| #MUM.....Mashin' up the mall |
| #PPA.....Playground on the park (PS2 only) |
| #POP.....Playground on the point |
| #PTP.....Playground on the Port |
| #SCL.....Swinger's Club |
| #WAT.....Watersports |
|
| -Other |
|
| #AAM.....Air Ambulance |
| #EBU.....Empire Buisness |
| #EBU1.....Protection Racket |
| #EBU2.....Loan shark |
| #EBU3.....Prostitution |
| #EBU4.....Drug running |
| #EBU5.....Smuggling |
| #EBU6.....Robbery |
| #FIR.....Firefighter |
| #PAR.....Paramedic |
| #TAX.....Taxi |
| #VIG.....Vigilante |
|
| #COP.....Copyright |
| #CAT.....credits and Thanks |
| #REV.....Revisions |
| #Bri.....A brief word on 100% |
| #FWC.....Final Words/Contacting me |
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/-----\
> Island One - Mainland <
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-----| #CIV-Civil Asset forfeiture Impound |-----
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Available from: Unlocked after the 2nd lance mission "The Audition".

-Location: near the pay 'n' spray in vice port (Section G2 on map, very clearly labeled).

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| #CIV1-List 1: |
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Streetfighter: At "Carioca Latin Dance" just south of umberto robina's house. \$300

Sanchez: A little south of "Carioca Latin Dance" and east of Stonewall J's, inbetween two buildings. \$200

Oceanic: parked in neighborhood on the East Island near south Pay N'

Spray. you can pick one up on the marty mission "got protection?" but it needs to be stored at your safe house. \$500

Cuban Hermes: At umberto Robina's House and other house's in that area in Little Havana. \$400

Polaris V8: At the brothel empire buildings, very simple to get. \$700

Stallion: Can be found driving around Vice port and more frequently, around little Havana. \$600

Pony: Found driving around Vice Port. \$400

Boxville: Outside the printing works in little Haiti. \$500

+-----+
| #CIV2-List 2: |
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WinterGreen: Parking lot north of Malibu Club on the East Island. \$300

Freeway: In front of Biker Bar, southeast Corner of Downtown. \$400

Banshee: Starfish Island, one of the houses. \$600

Cheetah: Starfish Island, alongside northern road. \$700

Comet: East of Downtown Ammunation, West Island. \$500

Phoenix: Vice Beach, South Side. \$700

Sentinel XS: In Front of Mendez Brothers House. \$500

Mule: there's some around viceport near the Civil Asset Forfeiture Impound. \$600

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| #CIV3-List 3: |
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PCJ-600: South East Corner of Mall, East Island (begins PCJ mission). Near the police station in downtown, (starts PCJ Playground). \$500

Deluxo: Vice Beach, east of central Police station, along road near beach or parked in inter global film studio. \$700

Infernus: Lance's House on the east island, or outside the house to the north on the east island. \$900

Sabre: Outside a crappy old shack (most almost destroyed) in middle of Little Haiti, east of Print works. \$600

Stretch: In front of a Hotel, east of southern pay 'n' spray, east island. \$700

Stinger: Inside Interglobal Films, Studio lot. Parked at the back of the fire station in downtown near where the armadillo helicopter spawns. Parked behind the Malibu. \$600

Maverick: Helipad at the northern side of the Hyman Stadium or at

the airport parked quite close to the main building. \$900

Sparrow: Helipad in the southeast corner of the Airport, it's very close to the impound. \$800

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| #CIV4-List Boats: |
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Dinghy: Underneath Bridge Just east of Golf Course. \$300

Jetski: South docks on the east island, next to a PCJ600 (where you did cortez's missions in vice city). \$500

Marquis: East Island, South Docks, West Dock. \$900

Rio: Directly West from Stonewall J's Gun shop, off the coast of the Airport. At the north dock of starfish island. \$700

Reefer: At the scrapyard docks, below your safe house. \$600

Violator: Northeast of the Golf Course Entrance and South West of the pay and Spray. \$700

Squallo: East Island, South Docks, NW corner. \$800

Tropic: At the northern dock of Starfish Island. \$700

+-----+
| Upon delivery of the final vehicle |
+-----+-----+-----+
You will now receive the following message:	
"The Civil Asset Forfeiture department has arranged to pay your	
respray bills from now on."	
+-----+-----+-----+

+-----+
| Reward: % for completion |
| Cash for each vehicle delivered |
| Cash for completion of each list |
| Free pay 'n' spray for completion |
+-----+

+-----+
-----| #COW-Crims on wings |-----
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Available from: When east island opens up.

Location: Escobar International, on the northern part of the diagonal runway, it's the parked bi-plane

Details: Pass through each checkpoint! Beat the record time of 4:00. there's 31 checkpoints to hit, you fly along the run way, round the bottom of the island, across starfish island, up into the downtown area to where the ammu-Nation is. You then have to fly around the

stadium and down the west of the island, back to where you started.

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+-----+
| Reward: % for completion   |
|           $500 for completion |
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+-----+
-----| #FCO-Fire Copter |-----
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Available from: Start of second island

Location: At the back of the fire station in downtown.

Details: fly around putting out fire's. To refill water scoop it up out of the ocean. Most fires (if not all) are on building roofs. There's 5 levels to complete in the armadillo 'fire copter'.

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| Reward: % for completion   |
|           $ for each level completed based on time left |
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-----| #HHR-Haiti Hover race |-----
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Available from: Unlocked after one of lance's missions.

Location: To the left of the junk yard (from mission 4 on manhunt) it's under the red bridge with armor on top.

Details: Hit all the checkpoints in the time of 1:45. I find turning without pressing X helps to turn better than if you keep it held down.

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+-----+
| Reward: % for completion   |
|           $1500 for completion |
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-----| #HMO-Hyman Memorial O.D.T |-----
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Available from: start of second Island

Location: Escobar International Airport, Biplane in southernmost open hangar in the main tarmac

Details: Make it through a series of checkpoints via biplane, speedboat, and motorbike under 4:50. General advice is to learn the course first and know when to go fast and slow.

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| Reward: % for completion |
|           $500 for completion |
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+-----+
-----| #PPL-PCJ Playground |-----
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Available from: start of the game

Location: Next to the police station in downtown

Details: Pass through 26 coronas placed around the police station area in 1 minute 30 seconds. Go up the stairs, across the roof, up the next stairs, take a left to collect one, turn 180, hit the large wooden ramp, turn 180 and follow the roof around. Hit the next ramp, collect the one on this roof, hit another ramp, collect the corona and drive off the roof. You have to weave around these buildings to collect the checkpoints and you should come out into an open area, keep following the checkpoints to the stairway to another building, Head up the stairs, follow them around the building and hit the wooden ramp and collect the final checkpoint.

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+-----+
|Reward: % for completion |
|           $500 for completion |
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-----| #RUS-Rush |-----
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Available: Start of the game (Not confirmed)

Location: The line runner west of the shooting range, the area with all the cranes.

Details: Drive around causing as much trouble as possible. See "CRASH" mission for more information.

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+-----+
|Reward: % for completion |
|           $1000 for completion | <-not confirmed
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```

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+-----+
-----| #SHR-Shooting Range |-----
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Available from: Unlocked from phil's mission, it's the second mission of the game.

Location: Vice port (Area where you do phil's missions)

Details: Complete 5 rounds, each with a different gun.

The only advice i can give for this is use L to mover your aim slower or use a specialised shooting range guide.

Round 1-Pistol: You need to score 1000 out of 3000 points, there is a maximun fine of 800 points.

Round 2-Machine Pistol: You need to score 1500 out of 3000 points, there is a maximun fine of 1500 points.

Round 3-Shotgun: You need to score 2000 out of 3000 points, there is a maximun fine of 4400 points.

Round 4-Assault Rifle: You need to score 2000 out of 3000 points, there is a maximun fine of 3200 points.

Round 5-Sniper Rifle: You need to score 2500 out of 3000 points, there is a maximun fine of 9200 points (Ouch!).

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+-----+
|Reward: % for completion      |
|          $2500                |
|          $500 for new best score |
|          $500 for new best time |
|          Discount at Ammu-nation |
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-----| #SKW-Sky wolf |-----
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Available from: Completing final mission

Location: south of the 'Crims On Wings' it's near a hangar and a white building, you can see it from the road.

Details: Fly through the checkpoints and destroy the targets in 4:00. I'll divide this into parts to make it clearer.

Hunter weapon control:

O = Fire the rockets.
[+]X = Fire the gun.

Part one: Pass through 2 checkpoints and destroy the targets. simple. all you need to do is fire rockets or use the gun.

Part two: Pass through 2 checkpoints and destroy the targets, this is a little harder this time there's 3 trucks to destroy and 2 boats.

Part three: Pass through 1 checkpoint and destroy the 4 trucks and the helicopter, once done head for the final checkpoint.

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+-----+
| Reward: % for completion      |
|          $500                |
+-----+
```

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-----| #SAT-Shunshine Auto's Turismo |-----

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Available from: After completion of "when funday comes" Louise's first mission.

Location: At the back of sunshine autos.

Details: Complete all 5 races.

Race 1: Entrance fee: \$100

Reward: \$500

Type: motorbike

Laps: 2

Race 2: Entrance fee: \$150

Reward: \$600

Type: car

Laps: 2

Race 3: Entrance fee: \$200

Reward: \$800

Type: motorbike

Laps: 2

Race 4: Entrance fee: \$250

Reward: \$1000

Type: car

Laps: 1

Race 5: Entrance fee: \$300

Reward: \$1200

Type: motorbike

Laps: 2

I recommend using the sanchez for tight technical courses and PCj for courses with long straights. For car races use a cheetah or infernus.

+-----+

| Reward: % for completion |

| \$ for each race |

+-----+

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-----| #TTR-Time Trials |-----

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Available from: Start of the game

Location: The Track at the top of the island, near the stadium

Quad: Bottom right corner

BMX: Top Right corner

Sanchez: Bottom left corner

Details: Quad: you have to complete 4 different 3 lap courses.

BMX: you have to complete 8 different 3 lap courses.

Sanchez: you have to complete 12 different 3 lap courses.

The only one i had any trouble with was the final Quad race.

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| Reward: % For completion |

| \$2500 for each vehicle |
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-----| #VSI-Vice Sights |-----
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Available from: Start of second Island

Location: Slightly north of 'Crim On wings' it's close to the main building, on the eastern side of the airport.

Details: Fly through each of the sight markers in the allotted time. I don't know if the locations are random but here's what i got.

Level 1: There's one north of stonewall J's, there's one near Fort baxter and there's one near the pay 'n' spray. Simply hover around the checkpoint until the passenger's are ready to move on. If the fun bar drops, fly low and fast to raise it. When you've visited all three sites head back to base. You have 4 minutes for this level.

Level 2: You have to do the same again, in three different places, Viceport, the most southern bridge and in little haiti. You have 4 minutes for this level.

Level 3: This time you have to go around 4 different places. Starfish island, little havana, the beach south of the stadium and the fire/police station. You have 5 minutes to complete this level.

Level 4: 4 sights...again, fort baxter, junk yard, area west of ammu-nation and the stadium. Once again, you have 5 minutes to complete it.

Level 5: There's one east of the pay 'n' spray, another at the construction site, West of the ammu-nation in downtown and the time trials tracks. It's still 5 minutes for the level.

All runs complete

+-----+
| Reward: % for completion |
| cash depending on fun/time |
+-----+

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 /-----\
 >                Island two - The Beach                <
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+-----+
-----| #CDA-Caddy Daddy |-----
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Available from: Start of second island (not confirmed)

Location: Leaf links golf course

Deetails: You drive a caddy through a series of check points for

three laps of leaf links in 6:00. Fairly simple.

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+-----+
| Reward: % for completion |
|           $500           | <-not confirmed
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-----| #CRA-Crash |-----
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Available from: From after Reni's missions.

Location: the coach at the film studios on prawn island, next to the space ship prop.

Details: You must create \$2000 worth of damage in 3 minutes. To score easy i recomend hitting bikers or using the P.I.T. manoeuvre. You score points by ramming cars, flipping cars, hitting bikes and being a coach driving anarchist. Killing peds doesn't count towards your goal. Using the same move lowers it's value over time, so try to alternate.

Car flipped: \$150
car spun 90 degrees: \$10
Car spun 180 degrees: \$20
Car spun 270 degrees: \$30
car spun 360 degrees: \$40
Bike dismount: \$50
Knockon! X*: Varies depending on how many you "Knockon!"
High Flier: Varies depending on height they reach

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+-----+
| Reward: % for completion |
|           $1000          |
+-----+

```

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+-----+
-----| #CWW-Crims on water wings |-----
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Available from: Start of second island (not confirmed)

Location: On the second island next to the pier, near the lighthouse

Deetails: Same as 'crims on wings' fly through a series of coronas using a sea-skimmer.

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+-----+
| Reward: % for completion |
|           $xxx           | <-unknown amount
+-----+

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+-----+
-----| #FTU-Fairground Turismo |-----
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```

Available from: Start of second island

Location: Opposite your safe house on the second island, (look for the giant chunder wheel) Head to the southern part, it's near the boarded up buildings. Look for the pink marker.

Details: Complete the 4 races just use the vehicle you're most comfortable with.

Race (1) 6: Entrance fee: \$350
Reward: \$1400
Type: car
Laps: 2

Race (2) 7: Entrance fee: \$400
Reward: \$1600
Type: Motorbike
Laps: 1

Race (3) 8: Entrance fee: \$450
Reward: \$1800
Type: Motorbike
Laps: 2

Race (4) 9: Entrance fee: \$500
Reward: \$2000
Type: car
Laps: 2

I recommend using the sanchez for tight technical courses and PCj for courses with long straights. For car races use a cheetah or infernus.

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+-----+
| Reward: % for completion |
| $ for first place in each race |
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+-----+
-----| #HAR-Harbor Hover race |-----
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```

Available from: Unlocked on lance's mission

Location: West of Lance's house, out in the ocean(the wooden structure) jump in the Bover '64

Details: Hit all the checkpoints in the time of 3:45
Hit all the checkpoints in the time of 1:45. I find turning without pressing X helps to turn better than if you keep it held down.

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+-----+
| Reward: % for completion |
| $ for completion |
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+-----+
-----| #LSA-Land, Sea and Air |-----
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```

Available from: Unlocked on lance's mission.

Location: Most southern part of the second island, it's the sanchez at the light house.

Details: Pass through each checkpoint in 4:30.
Complete the race using the sanchez, Jet ski and sea sparrow.
Take this carefully because it's tricky, If you fall out/off of any vehicle press up twice to cancel and then retry because it's hard enough with out any collisions.

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+-----+
| Reward: % for completion      |
|           $2000 for completion |
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                        +-----+
-----| #LGU-Life Guard |-----
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```

Available from: Start of second island

Location: West of malibu and slightly south (in the middle of the beach). It's the BF injection that's parked up there.

Details: Enter the BF injection, head to the boat then just speed up and down the coast stopping next to each person to save them. All you have to do is complete 15 lifeguard missions. You have to stop next to people in trouble so they can climb aboard the boat.

If you fail the mission it cycles through other types of mission, you will get a mission to eliminate a gang riding on the beach on Sanchezes using the BF Injection which you ram or drive-by them in.

You can also get a mission to pick up an EMT driver using the BF injection, from a stranded ambulance and take him to help people

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+-----+
| Reward: % for completion      |
|           Infinte lung capacity for completion |
|           Bullet-Proof BF injection            |
+-----+

                        +-----+
-----| #MUM-Mashin' up the mall |-----
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```

Available from: reaching the second island

Location: Near the north west entrance of the mall (inside). It's the bike on display.

Details: Pass through 50 checkpoints in 4:30 this is very hard , collect all the ones on the ground and all the ones on the first floor. This is the only part of this game i found a real challenge, you have to hit a checkpoint at least every 5.4 seconds to complete this.

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| Reward: % for completion   |
|           $500 for completion |
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-----| #PPA-Playground on the Park |-----
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Available from: second island.

Location: This is based on a collection of waht people tell me. "It's in the car park in the washington beach area, to the east of the Pay 'n' spray ". When you go up, turn right and there should be a PCJ.

Details: Like 'PCJ playground', hit the 25 checkpoints to complete the mission in 1:30.

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+-----+
| Reward: % for completion   |
|           $500 for completion|
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-----| #POP-Playground on the Point |-----
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Available from: second island.

Location: Under the bridge from prawn island, near the mall.

Details: Like 'PCJ playground', hit the 26 checkpoints to complete the mission. Here's what i do to complete it:

weave around the planter's to collect the checkpoints,
turn left 180 and speed down the straight collecting them,
turn 180 and head back to the other end and up the ramp,
turn right and go down the area hugging the building,
get to the end and turn right (head down the small steps),
turn left 180 and head on to the road,
turn left collecting the checkpoints,
turn right and go up the ramp and on to the roof of the building,
follow it round as you collect more checkpoints,

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+-----+
| Reward: % for completion   |
|           $500 for completing in the time limit |
+-----+
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+-----+
-----| #PTP-Playground on the Port |-----
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Available from: second island

Location: Go out of the front of 101 Bayshore Ave and head towards Vice Port, the last house in the row of houses that includes 101 has a low wall around a parking area, if you go round the back of that wall, there's a PCJ leaning against a wall there.

Details: same as the others, ride around and collect the checkpoints.

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+-----+
| Reward: % for completion          |
|           $500 for completing in the time limit |
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-----| #SCL-Swinger's Club |-----
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Available from: When you do the mission here where you have to hit golf balls at a guy on the buoy (second island).

Location: At the most northern part of leaf links, there's a black rectangle, that's where it's found.

Details: Hit X when the yellow cursor is on the green section for the most points, you need to beat the high score of 500.

Scoring:

1 point for every meter the ball travels and a bonus 50 points for hitting the buoy (requires green for power/accuracy).

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| Reward: % for completion          |
|           $500 beating the high score |
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-----| #WAT-Watersports |-----
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Available from: unlocked from one of Reni's missions

Location: Prawn island film studio, where the skimmer was in Vice city, It's near an equilizer (gun).

Details: complete 8, 3 lap courses on the jet ski. The courses are mainly around leaf links golf course. To get around the tight corners turn while holding R (may lead to turning 180 degrees).

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| Reward: % for completion |
|           Wet suit       |
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-----| #AAM-Air Ambulance |-----
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Available from: Start of second island

Location: Hospital in downtown or the hospital next to the long bridge.

Details: Same as Paramedic pick up patients and drop them off at the hospital. You have to hover above them so they can climb aboard. You have to be careful when you're picking people up because if you catch the air ambulance on anything it will catch fire in about 2 seconds.

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| Reward: % for completion |
|      Extra Health      |
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-----| #EBU-Empire Buissness |-----
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Available from: "To Victor, the spoils". The mission when you take over marty's buisness. But can't be completed until after "Unfriendly competition".

Location: check the in-game map for all 30 locations.

Details: Complete missions for each of the type of buisness. These are robbery, smuggling, drugs, prostitution, loan shark, protection racket. You can recruit gang members here to walk around with you, lock-on to them and press up. To start a mission enter the building and approach a gang member. To develop your buisness (build a bigger building or build a new type of buisness) approach the notice board and press up. Only Protection racket, Loan shark and prostitution will be available at the start, the others will be unlocked on the other island. All the buisness types have a default reputation of "nobody" to begin with. Not only do you need to complete a total 63 missions but you need to own all 30 buildings.

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| in-game map legend:      |
+=====+
|                          |
| For sale Buildings = Green |
| Marty owned = Purple     |
| Vic owned = Blue         |
| Cholo owned = Yellow     |
| Biker owned = Black      |
| Sharks owned = Pink      |
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-----| #EBU1-Protection racket: |-----
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15 job's. You have to go around 'convincing' local stores to pay you

protection money. You should have a melee weapon for this but guns and fists work too, i used the machette. This is what i did...

Job 1/15: " Trash the cholo store."

Head over to the marked destination and enter the store. If there's any guards about, kill them and then enter the store. While in the store you have smash things up until the owners agree to pay protection money.

Reward: Extortion reputation is increased to "Hoodlum"

Job 2/15: "Your store is under attack by the bikers, get there fast"

Grab a vehicle and head over there and kill all the biker's outside the store and then head in. When inside kill the biker's and then exit for the next job.

Reward: None

Job 3/15: "Convince the owner of the store to pay protection."

Head over there and enter the store. Start smashing things until they agree to pay. when you've done head out for the next mission.

Reward: None

"The cops are on your tail!"

Drive away quickly and they'll lose interest or you can just visit the pay 'n' spray.

~NOTE~

The jobs will be one of the above but it might be a cholo store you're taking over. Upon completion of Job 15/15 you will be prompted with the message: "Your extortion reputation has maxed out, you're now the Ultimate Badass."

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-----| #EBU2-Loan shark: |-----
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```

15 job's. Van driver's will get out and run away when you get them but biker's usually attack you. The more jobs you complete the less likely your loan shark buisness will be attacked by rival gangs. I'll just give an example of what i did...

Job 1/15: "Repossess the van full of merchandise. Make sure you don't destroy the cargo." Ram the van and the driver will get out. Now jump in and drive it back.

Reward: \$150

Loan sharking reputation is increased to "Lifter"

Job 2/15: "Repossess this bike." Hit the bike with a car or shoot the driver and he'll fall off. Now deliver it back.

Reward: \$150

~NOTE~

The jobs just repeat as above although every 3 completed consequetivly you will receive a \$250 bonus. Upon completion of Job 15/15 you will be prompted with the message: "Your loan sharking reputation has maxed out, you're now the Crim-Reaper."

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-----| #EBU3-Prostitution: |-----
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15 job's. All you have to do on prostitution job's is drive prostitute's around the island and protect them when they're in danger. Here's an example of what i did...

Job 1/15: You have to jump in the car (Polaris V8) and take the girl to the "client". Stop near the client to drop her off. Now pickup another girl and taker her to the "client". "One of the girls has finished. Pick her up." When you pick her up the first job finishes. Reward: Your pimping reputation has increased, you're now a panderer.

~NOTE~

The jobs will be the same as above but it might be slightly different. Upon completion of Job 15/15 you will be prompted with the message: "Your pimping reputation has maxed out, you're now the Mack Daddy."

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-----| #EBU4-Drug running: |-----
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There's 6 Job's here because they're missions and not just the same thing, different are like most of the others.

~NOTE~

The location is random but i'm just putting what it was for me.

[Mission 1: "Cut a deal"]

"A deal has been arranged for xx:xx, You're buying drugs off some dealers who work Ocean Beach. Collect the money."

Collect the money and head out of the building. Grab the stallion unless you have a better car waiting for you and head to the marked location (The hospital). Jump into the Burito and head back to the drugs warehouse.

Reward: Your drug running reputation has increased, you're now a Dealer.
\$1300 for completion

[Mission 2: "Raw Deal"]

"A deal has been arranged for xx:xx. You're selling drugs to a couple of low-life's who hang around Escobar International.

Head outside and get in the drug vehicle. Head to the meeting point, go south and accross the bridge to the vice city mainland and head to the airport. When you get there enter the pink marker. The buyers will now attack you so they can steal the drugs so you have to kill them, i used a shotgun but anything will do. Jump in the car and head back to the drugs warehouse watching out for the buyer's 'associates' who chase you.

Reward: \$1800

[Mission 3: "High-Jinxed"]

"A deal has been arranged for xx:xx."

Collect the money and head out side. Grab a car and head to the location marked on the map. When you get there, jump in the drug van and head back to the drug warehouse. You'll notice you now have a 3 star wanted level so you may want to head to the nearest police bribe(s) or pay 'n' spray garage.

Reward: \$2200

[Mission 4: "The Ringer"]

"A deal has been arranged for xx:xx. You're buying drugs off some dealers who work vice point."

Collect the money and head to the meeting place. When you get there jump in the car to find that the drugs are fake! Head after the dealer and kill him. When he's dead, pick up the money and head back to the drug ware house.

Reward: \$2400

[Mission 5: "Rival Gang"]

"A deal has been arranged for xx:xx. You're selling the drugs on to a couple of low-lifes who hang around Escobar International."

Jump into drugs van and head to the marked destination. Kill the attackers and grab the money. You'll probably have cops chasing you and bikers so this can be quite annoying. Head back to the drugs warehouse with the cash to complete the mission.

Reward: \$2300

[Mission 6: "Offshore Score"]

"A deal has been arranged for xx:xx. You're selling drugs to some dealers at sea."

Head outside and into a car. Head the location marked on the map and jump in the boat. When you're in the boat you're given a new place to go so head there. "Get the JetSki full of money to the jetty." When you get back to the jetty the mission is over.

```
+-----+
| Reward: $2200                                     |
|           "Your drug running reputation has maxed out, you're now the|
|           Smack Daddy."                           |
+-----+
                +-----+
          -----| #EBU5-Smuggling: |-----
                +-----+
```

There's 6 jobs to do for smuggling as with drug running.

[Mission 1 - "The Drop"]

Head outside and jump in the car. "Get to the jetty in the vice point district". When you get there get into the boat and drive to the helicopter. Make sure you avoid damaging the boat else it will make this mission harder. When you get there the helicopter will start

dropping crates drive into them to collect them. Collect all 15, you get a +3 second bonus for each one collected. Get the drugs back to the base before time runs out and avoid the predators (police boats). Land the boat at the jetty and then get in the van and drive to the base.

Reward: \$200 (per package)

Your smuggling reputation has increased, you're now a Mule

[Mission 2 - "Supply and Demand"]

Same as before head to the jetty. Drive to the helicopters marked on the map. Collect 15 packages with a +5 second bonus this time. There's other people around collecting them so you have to be quick. Get the drugs back before time runs out, same as before.

Reward: \$200 (Per package)

[Mission 3 - "The Drop"]

Head outside and jump in the car. Head to the marked location on the map. When you get there get into the boat and drive to the helicopter. Make sure you avoid damaging the boat else it will make this mission harder. When you get there the helicopter will start dropping crates drive into them to collect them. Collect all 15, you get a +3 second bonus for each one collected. Get the drugs back to the base before time runs out and avoid the predators (police boats). Land the boat at the jetty and then get in the van and drive to the base. When you get out of the boat you'll get a 4-star wanted level so you may want to go to the pay 'n' spray.

Reward: \$200 (Per package)

[Mission 4 - "Supply and Demand"]

See mission 2 (above). There's two helicopter's flying around dropping packages which other people are trying to collect. When you're done, speed back to base before time runs out. Once again a 4-star wanted level so head over to the Pay 'n' Spray or you'll probably be busted or wasted. I did this with out the pay 'n' spray but i had enforces ramming me, stingers popping my tires, cheetas chasing me and swat shooting me with SMG's So as you can see, it's better to use it.

Reward \$200 (Per package)

[Mission 5 - "The Drop"]

You should know what you're doing now. This time there's a slight change. On your way back to base you now have avoid the rival gangs boats, they have SMG's so stay as far away from them as possible. When you reach land, you won't get a wanted level so just travel back keeping your contents as safe as possible to get the full \$3000.

Reward \$200 (Per package)

[Mission 6 - "Wave Goodbye"]

Head outside and drive to the marked location. When you get there

board the boat and drive to the helicopters. When you get there you learn you now have to collect 20 packages! you get a +6 second bonus for each one you collect but you need to be really fast to beat the others. I finished this part with 0:07 left on the clock and 1/5 of damage done to me but that was because of a mistake i made. The easiest way to complete this is to work out where the next package will be dropped. When you get them all, head back to the jetty where you'll be faced with a 4-star wanted level. Once again i would advise you to go to the pay 'n' spray to lose the wanted level. SWAT caused me a lot of trouble because they shot all four tires and placed four blocks on my rout to the pay 'n' spray and delivered the final blow by killing me before i got there. On the second attempt i did it a lot faster and when i reached land i didn't get any road blocks. I reached the smuggling building with just 0:06 remaining.

```
+-----+
| Reward $200 (Per package)                               |
|           "Your smuggling reputation has maxed out, you're now the |
|           Pirate Captain."                             |
+-----+
```

```
-----+-----+
          +-----+
-----| #EBU6-Robbery: |-----
          +-----+
```

Once again 6 missions and finally we come to the end of the empire missions, it's not the same as the san andreas style it's more of a normal story mission.

[Mission 1 - "The Briefcase Courier"]

Exit the building and head towards the target when you get there attack the car but don't destroy it. Drive-by/ram the car until the courier gets out. Kill him and get in the car. As i walked the short distance to his car (to collect the briefcase) the backup arrived and ran me over but the car didn't pass over me, it knocked me to the floor and pushed me forward before launching me into the air. So, on to take-two. when you get it, head back to your buisness.

Reward: \$1600

"Your robbery reputation has increased, you're now a Larcenist"

[Mission 2 - "The Money Truck"]

Stop the money truck before it gets to the location on the map. when you reach it, drive-by shoot it but don't destroy it. This will already be moving when you reach it, but it's slow so it's easy. The cops will be alerted which will give you a 2-star wanted level when you reach it. Be quick and get a way as quick as possible. When the driver gets out, get in the truck and drive it back. The bikers gave me more trouble than the cops here but using the pay 'n' spray is good to repair the truck. There's no timer so don't rush back, concentrate on staying safe.

Reward: \$2400

[Mission 3 - "The Briefcase Courier"]

This time it's on water so head to the marked boat. When you get to him, get to the side of him and press triangle and use an SMG another weapon with lock-on capabilities to target him and quickly kill him. If you find it easier, drive-bys work just as good. When he's dead, collect the briefcase and head back to your buisness.

Reward: \$3100

[Mission 4 - "The Money Truck"]

Stop the money truck before it gets to the location on the map. when you reach it, drive-by shoot it but don't destroy it. This will already be moving when you reach it, but it's slow so it's easy to catch. The gang members fololowing now have SMGs. I had to drive this back with 3 popped tires and when i tried to fix it at my garage it didn't heal it so the only option is to use pay 'n' spray if you need it.

Reward: \$3700

[Mission 5 - "The Briefcase Courier"]

This time it's on water again so head to the marked boat. When you get to him the cops will be alerted but they won't do much, get to the side of him and press triangle and use an SMG another weapon with lock-on capabilities to target him and quickly kill him. If you find it easier, drive-bys work just as good. When he's dead, collect the briefcase and head back to your buisness.

Reward: \$4200

[Mission 6 - "The Briefcase Courier"]

So, we reach the end of the empire missionsand it's back to land. This is unbelievably difficult. These guys are equipped with AK-47's and there's a hell of alot of them. My recommendations are:

Aromor(vigilante bonus)

Health(air ambulance bonus)

an SMG (lots of ammo)

If you have all these then this shouldn't be too difficult. The main issue here is 6 guys with AK-47's kill you in under a second with basic health. When you reach the car don't get out of yours until you've killed all of the enemies or unless your car catches fire.

Reward: \$5500

"Your Robbery reputation has maxed out, you're now the Heist meister."

+-----+
| Reward: % for completion |
| % for all buisness owned |
| Bullet proof buisness vehicules - all 30 buildings owned |
| more cash on pay day (16:00) |
| Hired Muscle outfit - buy high roller protection racket |
| Repo-Man outfit - buy high roller loan shark |
| Leisure outfit - buy high roller prostitution |
| Hired muscle outfit - buy high roller Protection Racket |
| Track suit outfit - buy high roller Drugs |

```
| Smuggler clothes outfit - buy high roller Smuggling |
| Hood clothes outfit - buy high roller Robbery |
| Smart Suit outfit - complete all empire missions |
```

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+-----+
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+-----+
-----| #FIR-Firefighter |-----
+-----+
```

Available from: Start of game.

Location: At any fire station.

Details: Put out the fires around the island, these are vehicle fires and people fires. These locations are random so i can't tell you where they'll be, but keep about 3-4 car lengths away from the fire. You don't need to allign your self to spray people, press left/right to change canon direction.

```
+-----+
| Reward: % for completion |
| Vic is fire proof |
+-----+
```

```

+-----+
-----| #PAR-Paramedic |-----
+-----+
```

Available from: Start of game.

Location: At any Hospital.

Details: pick up patients and deliver them to the hospital, this is hard because the ambulance isn't as tough as the rhino (which would make it easy), but take a break every 5 levels and it's not too difficult. If you haven't already you should turn the siren on (down on d-pad) and cars will pull over allowing you to pass them and avoid collisions. When you complete a level of this, if the ambulance is smoking you will notice that the car is fixed up slightly.

```
+-----+
| Reward: % for completion |
| Infinite sprint |
+-----+
```

```

+-----+
-----| #TAX-Taxi |-----
+-----+
```

Available from: Start of the game

Location: Taxi's / cabbies are all over vice city, just look for them. There's usually one at the "beach comber hotel" near your first safe house.

Details: Drop off 50 passengers or make \$5000 in the taxi. Pick up a

customer and take them where they want to go some people want to go to multiple places or will ask you to follow vehicles which is simple. If you try this in one consecutive run you'll find it easier because of the bonus cash and time you receive though car repair can take some time.

```
+-----+
| Reward: % for completion           |
|           Cash for each drop off  |
|           Cash for every 5 consecutive people dropped off |
|           Taxi's can jump (down button) |
+-----+
```

```

+-----+
-----| #VIG-Vigilante |-----
+-----+
```

Available from: Start of game.

Location: At any Police Station.

Details: Kill the criminal threats, This is easiest with the hunter or rhino but before you complete the game and gain access i suggest you use the VCPD wintergreen. when people are in cars, if you get ahead of them, you can get out of your car/off your bike and using an M4/Ak-47/M249 you can blow their car really quick.

```
+-----+
| Reward: % for completion           |
|           $50 for eliminating the "criminal threat" |
|           Extra Armor              |
+-----+
```

```

+-----+
-----| #COP-Copyright |-----
+-----+
```

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- () www.Gamefaqs.com - including all sites they provide guides for.
- () www.Neoseeker.com
- () www.supercheats.com

```
+-----+
-----|           #CAT-credits and thanks           |-----
+=====+
|                                           |
| Me for writing this,                     |
| You for reading it,                    |
| Everyone who helped with the first PS2 only misssions, |
| RJZ3 for "Caddy Daddy"                 |
+-----+
```

```
| Josh for additional PS2 stuff |
| Ryan for the correction on "Life's a Beach" mission |
| Matt for "Crims on water wings" |
| DAB1068 for informing me about "Hyman Memorial O.D.T" |
| Rockstar for making GTA, |
| All the people who told me about "RUSH" |
-----| and GameFAQ's for hosting this guide. |-----
+-----+

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+-----+
| #REV-Revisions |
+-----+

```

Version 1.0- All side missions, locations and rewards included. (PSP)

Version 1.1- Added ASCII at the start of the guide.
Added some minor details to some sections.
Added contact information.
Added "Revisions" section.
Added full guide to loan shark, in empire section.

Version 1.2- Added guide to Protection Racket, in empire section.
Added guide to Prostitution, in empire section.
Added sub-sections to empire section.
Added sub-sections to civil asset forfeiture impound.
Added www.neoseeker.com to permissions list.
Shortened loan shark sub-section, in empire section.

Version 1.3- Added www.supercheats.com to permissions list.
Added guide to drug running missions
Added guide to smuggling missions
Added guide to robbery missions.
Corrected Crash "Available from:"

Version 1.4- Altered general aesthetics
Added location of each time trial vehicle
Added new side mission
Corrected error in Time Trial
Few minor text changes to sections
Added a brief new section on 100% completion

Version 1.5- Caddy Daddy mission added
Rush mission added
Added new missions to the life guard section

Version 1.6- Added 2 new PS2 missions
Modified the life guard section

Version 1.7- Decided to rewrite/re-number some of the guide
Added Hyman Memorial O.D.T

```
+-----+
| #BRI-A brief word on 100% |
+-----+

```

The requirements for 100% are:

All story line missions complete
All 99 Red Balloons popped

All Rampages completed
All Unique Jumps completed
All side missions/odd jobs completed

After doing the above, you WILL have 100% though if you own the PS2 version you have a little more to do.

+-----+
| #FWC-Final words/Contacting me |
+-----+

I do own a PS3, though i rarely have it connected to the internet, contact me through PS3 if you want but, like i said, i rarely connect it but i plan to try and use it more often. If you want to contact me through PS3, i'm using same name as here and my email.

If you have any questions or would like to report a problem with my guide send an e-mail to: ffaddict01@hotmail.co.uk. If i don't reply in 4 days send again but i usually reply within 1 or 2 days. When contacting me please specify wether you're playing the PS2 or PSP version. If you're contacting with something i may add to this guide, please tell me who to credit it to.

This guide was written using/for the PSP version, but there are a few differences to PS2 version which i will modify this guide for. Because i don't own the PS2 version any help from people who do would be great, so if info on a PS2 only mission is wrong that's why.

Slight update to the above information, my PSP went dead about 3 months back so i plan to get the PS2 version, this does mean i will do extra research on the "PS2 ONLY" missions.

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 ||_|_| _| _| _|_|_|