

Grand Theft Auto: Vice City Stories 100% Completion Guide

by Mnmfan

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Grand Theft Auto: Vice City Stories
For Playstation Portable
100% Completion Guide

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1a. General Information about me.

Usually when I first decide to make a FAQ I go to the Products FAQ page only to discover that a guide has already been submitted for the subject.

This time however I noticed that nobody had submitted a 100% completion FAQ yet. So it's time we had one.

Every GTA game simply has to have a 100% Guide. You've only truly finished a game when you achieve 100%.

I promise to try and be as specic and accurate as I can with this guide. I know too well how annoying it is to have a guide but have no clue what or where the guy is talking about.

1b. About the guide.

Nothing is worse then a Guide with bad explanations and directions. Therefor I've taken a different approach to this guide.

All side-missions are in order from North to South on each island. This means that for example if you can't find a particular side mission but you do know where the previous side mission is and you know where the next side mission is then that would mean that you need to look in between the 2. Hopefully it won't come to that as I'm usually pretty good in giving directions.

2. Version History

Ver. 0.1 (20/11/06) Started FAQ. Added all R3 Based side missions.

Ver. 0.5 (29/11/06)

- Added Drugs, Smuggling and Robbery Missions
- Added Side Missions on the Mainland.

Ver. 1.0 (07/01/07)

- Added Side Missions on Prawn Island and East Mainland.
 - Updated Phils Shooting Range
 - Updated Impound Boat List.
 - Updated Time Trials.
 - Updated Sunshine Autos Turismo
 - Updated Fairground Turismo
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3. FAQ's about 100% Completion.

Q. I've finished all the missions, doesn't that mean I finished it 100%?

A. Not at all. The main story missions only take up about 50% of the game. The rest is taken up by side missions and collectables.

Q. Why go through all that trouble?

A. Why indeed. Why spend \$50 on a game that you have no intention of completing? Just because you've finished all the missions doesn't mean the game ends there. You paid for the game so you might as well make the most of it by squeezing every last drop of playing time out of the game as possible.

Q. Is it worth doing?

A. Well nobody is going to come around to your house and give you a cash reward, however completing a GTA game 100% is a big achievement. In terms of actual rewards in the game.....

Q. Does cheating effect my chances of 100%?

A. It is possible (and has happened in previous GTAs) that excessive cheating will cause a bug which makes 100% impossible. The chances are small but it could happen. Simple solution would be not to cheat.

Q. Is it difficult?

A. Yes and no. Patience is needed in a few of the side missions such as Taxi for example. None of the side missions are extremely difficult so even an average gamer could easily go all the way.

Q. Are the Unique Jumps needed? They were'nt needed in SA.

A. True, in SA you didn't need all the Jumps. However here you do.

Q. The R3 missions in previous games were boring and tedious. They usually put me off going for 100%.

A. Well then you'd be glad to know that the R3 missions have gotten a complete makeover in VCS. This time after every 5 levels you reach a checkpoint. This means that if you fail in Vigilante, Paramedic, Firefighter etc etc you no longer have to start from the start. Instead you start from your last checkpoint.

Ingenious isn't it?

4. The Quick Guide.

To those of you who simply want to know what is needed for 100% but don't want to be told where to find each Side Mission or details about it this section is for you.

Listed below is the barebones list of what is needed.

NOTE: Sidemissions marked with an asterisk * are only available after a certain mission is completed.

100% Barebones list.

- All story missions Completed.
- All Empire Missions Completed. *
- 99 Red Balloons Collected. *
- 30 Unique Jumps Completed. *
- 30 Rampages Completed. *
- All Empires Owned. *
- 50 Taxi Fares (not in a row)
- Level 15 in Paramedic.
- Level 15 in Vigilante.
- Level 15 in Fire Fighter.
- Level 15 in Air Rescue. *
- Level 15 in Beach Patrol *
- Level 5 in Vice Sights. *
- Level 4 in Phils Shooting Range. *
- Level _ Fire Copter. *
- Playground on the Town.
- Playground on the Point. *
- Haiti Hover Race 1.

- Hover Race 2. *
 - 12 Sanchez Time Trials.
 - 4 Quad Bike Time Trials.
 - 8 BMX Time Trials.
 - Civil Asset Forfeiture Impound for Cars. (3 Lists) *
 - Civil Asset Forfeiture Impound for Boats. (1 List) *
 - 5 Sunshine Auto Turismo Races. *
 - 4 Fairground Turismo Races. *
 - Land, Sea & Air Ace. *
 - Hunter Target. *
 - Crims On Wings *
 - Mashing Up The Mall *
 - Crash *
 - Watersports *
 - Golfing Range. *
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5. 100% Detailed Guide.

Below is a detailed guide of all the stuff needed for 100%. Including where to find each side mission, how to do it, rewards for completing it and any handy tips I can think of. An asterisk '*' indicates that the mission isn't available from the start.

All Story Missions Completed:

Follow the story of Victor Vance as he struggles to make his way from lowlife to high life.

Every mission is marked on the little Radar as an Icon. Follow the icon to reach a pink marker. Go into it to begin the mission. If you fail a mission don't worry, the mission isn't lost. Just head back to the same place to restart it.

If you get wasted or busted while on a mission you will see a Taxi waiting outside the Hospital or Police Station which will bring you straight to the missions marker.

I'm not gonna guide you through each mission in this FAQ. We'll save that for another FAQ.

All Empire Missions Completed: *

Enter any of your businesses (explained in more detail below), approach an employee with an arrow over his head and press the UP directional button to start the Missions.

Every type of Business has it's own set of missions. In the early stages you only have access to Prostitution, Loan Shark and Protection Racket. Later on in the game you can create Businesses for Drugs, Smuggling and Robbery.

Each trade has it's own set of missions. You need to max out each one to get a step closer to 100%.

Prostitution

- 15 Jobs
- Max Status is Mack Daddy.

This is basically the exact same as Pimping from SA. Drop a girl off at her customer then head back to pick up the last girl you dropped off and take her to her next customer.

They don't get very difficult although this time some new elements have been added such as you're hooker being kidnapped by the customer.

Loan Shark

- 15 Jobs
- Max Status is Crim Reaper.

This is by far the easiest Business. You need to repossess the vehicle from owners that haven't paid. The difficulty remains the same from Job 1 to Job 15. Simply shoot a couple bullets at their vehicle and they will stop, get out and run away without putting up a fight. Do this 15 times and that's the end of that.

Protection Racket

- 15 Jobs
- Max status is Ultimate Badass.

Go to each shop and 'persuade' the owner to accept your Protection by smashing up his store. Occasionally you'll take over other gang' stores so be on the look out.

The following Business missions are different from the previous ones. Instead of doing all jobs in one go like Prostitution the Drugs, Smuggling and Robbery jobs compile of a set of actual missions.

DRUGS

- 6 Jobs
- Max Status is Smack Daddy
- Unlocked after the Mission 'Hostile Takeover'.

Missions 1: Cut A Deal

- Part 1: Pick Up Cash
- Part 2: Get to Meeting Point
- Part 3: Take Drugs back to Warehouse

- Rewards: - \$1300
- Promotion to Dealer
 - Percentage Increase.

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Mission 2: Raw Deal

- Part 1: Get to Meeting Point
- Part 2: Kill the Buyers and take the Drugs.
- Part 3: Take Drugs back to Warehouse. (Watch out for associates)

Reward: \$1800

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Mission 3: High-Jinxed

Part 1: Get to Pick Up Point.

Part 2: Take Drugs back to warehouse with a 3 Stars Wanted Level.

Reward: \$2200

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Mission 4: The Ringer

Part 1: Get to Meeting Point

Part 2: Fake Drugs, Kill the Dealer.

Part 3: Take Money back to Warehouse.

Reward: \$2400

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Mission 5: Rival Gang

Part 1: Get to Meeting Point

Part 2: Kill the Gang and pick up the Cash.

Part 3: Take cash and Drugs back to warehouse.

Reward: \$2300

...

Mission 6: Offshore Score

Part 1: Get to the Boat

Part 2: Head to Meeting Point

Part 3: Drive Jetski back to Jetty

Rewards: - \$2200

- Promotion to Smack Daddy

- Percentage Increased

Smuggling

- 6 Jobs

- Max status is Pirate Captain

- Unlocked after taking over a Smuggling Business from a rival gang.

Mission 1: The Drop

Part 1: Get to Jetty and Drive to the Heli.

Part 2: Collect 15 Packages before time runs out.

Time Limit: 1min with 3 Secs added per Package

Part 3: Get back to Jetty.

Part 4: Get in Truck and head back to base.

Rewards: - \$200 Per Package.

- Promotion to Mule

- Percentage Increased

...

Mission 2: Supply And Demand

Part 1: Get to Jetty and Drive to the Heli.
Part 2: Collect 15 Packages before time runs out.
Time Limit: 1 Min with 5 Seconds added per package
(2 Helicopters this time and 2 Rival Boats trying to get the packages too)
Part 3: Get back to Jetty.
Part 4: Get truck back to warehouse.

Reward: \$200 Per Package

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Mission 3: The Drop

Part 1: Get to Jetty and Drive to the Heli.
Part 2: Collect 15 Packages before time runs out.
Time Limit: 1 Min with 5 Seconds added per package
Part 3: Get back to Jetty.
Part 4: Get truck back to warehouse. (4 Star Wanted Level on return Trip.)

Reward: \$200 Per Package

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Mission 4: Supply and Demand

Part 1: Get to Jetty and Drive to the Heli.
Part 2: Collect 15 Packages before time runs out.
Time Limit: 1 Min with 5 Seconds added per package
Part 3: Get back to Jetty.
Part 4: Get truck back to warehouse. (4 Star Wanted Level on return Trip.)

Reward: \$200 Per Package

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Mission 5: The Drop

Part 1: Get to Jetty and Drive to the Heli.
Part 2: Collect 15 Packages before time runs out.
Time Limit: 1 Min with 5 Seconds added per package
(2 Helicopters this time and Rival Boats with Guns trying to get the packages too)
Part 3: Get back to Jetty.
Part 4: Get truck back to warehouse.

Reward: \$200 Per Package

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Mission 6: Wave Goodbye

Part 1: Get to Jetty and Drive to the Heli.
Part 2: Collect 20 Packages before time runs out.
Time Limit: 1 Min with 6 Seconds added per package
(2 Helicopters this time and Rival Boats with Guns trying to get the packages too)
Part 3: Return to base. (4 Star wanted Level on Return)

Rewards: - \$200 Per Package
- Smart Suit Now Available at Safehouse
- Promotion to Pirate Captain
- Percentage Increased.

Robbery

- 6 Jobs
- Max Status is Heist Master
- Unlocked after taking over a Robbery Business from a rival gang.

Mission 1: The Briefcase Courier

Part 1: Stop vehicle before it reaches destination but don't destroy it. (Drive-By)

Part 2: Bring vehicle back to Base.

- Rewards:
- \$1600
 - Promotion to Larcenist
 - Percentage Increased

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Mission 2: The Money Truck

Part 1: Stop Securicar before it reaches destination but don't destroy it. (2 Star Wanted Level)

Part 2: Bring Securicar back to Base.

Reward: \$2400

...

Mission 3: The Briefcase Courier

Part 1: Stop boat before it reaches destination but don't destroy it. (Drive-By)

Part 2: Bring vehicle back to Base.

Reward: \$3100

...

Mission 4: The Money Truck

Part 1: Stop truck before it reaches destination but don't destroy it. (Drive-By)

Part 2: Bring truck back to Base.

Reward: \$4100

...

Mission 5: The Briefcase Courier

Part 1: Stop boat before it reaches destination but don't destroy it. (Drive-By)

Part 2: Bring vehicle back to Base.

Reward: \$4400

...

Mission 6: The Briefcase Courier

Part 1: Stop boat before it reaches destination but don't destroy it. (Drive-By)

Part 2: Bring vehicle back to Base.

- Rewards:
- \$5500
 - Promotion to Heist Master
 - Percentage Increased

The collectables from previous games are back. In total there are 159 collectables (99 Balloons, 30 Unique Jumps and 30 Rampages) which are all needed for 100% completion. Don't worry it's not as daunting as it sounds. Many location maps can be found on the internet to help you find each one. Below is listed each collectable needed for 100% with a description and rewards given for finding them all.

99 Red Balloons Burst.

Gone are the Hidden Packages from previous GTAs and in it's place are the balloons. 99 Red balloons (yes, it's a Blondie song from VC.) are scattered throughout the Map. Some are pretty easy to find while others can be a nightmare. They're balloons, therefor they are not on the ground waiting for you to walk into them. Instead they are up high and often can't be seen unless you're actively searching for them.

Instead of simply walking into them you need to shoot them. When you see one Press and Hold the R Button, then press the Down Directional button to go into Manual Aim. Simply aim and shoot. Many can be shot using the normal hand gun however a lot need something with a further range. I recommend carrying a Sniper Rifle or AK with you at all times just in case.

The great thing about VCS however is the new map feature which shows you the balloons you've already found. Simply press and hold X on the map screen to turn on the Balloons Location.

Obviously I can't explain in this FAQ where to find them all.

Rewards:

- 10 Balloons: Pistol
- 20 Balloons: Machine Gun
- 30 Balloons: Stubby Shotgun
- 40 Balloons: Molotov Cocktail
- 50 Balloons: Ak-47
- 60 Balloons: Armour
- 70 Balloons: Flamethrower
- 80 Balloons: Equaliser
- 90 Balloons: Laser Sniper Rifle
- 100 Balloons: Mini Gun

30 Unique Jumps.

Yep, the Jumps are back and this time they are a requirement for 100%. It's been made easier this time thanks to 2 new additions to VCS. First of all the game tells you when you've Passed or Failed a Jump. So gone are the days of not knowing whether the jump registered or not. The new map feature is also a great addition. Press and Hold X for a second on the Map screen then toggle Jumps ON.

Again, this is not a guide for Jumps. I'll let you find them yourself.

Rewards:

- \$10000 for all jumps passed.
- Percentage

30 Rampages.

I'm sure you've gotten used to these by now. 30 of them are scattered throughout VC. Unfortunately the Glitches in VCS make some of them a lot more difficult than they should be. You might be asked to Snipe 25 People however there is no one around. You often find yourself looking for people as sometimes the game won't load them. In this case try running in one direction then stop and go back again. This often spawns more people to kill. The Rampages can be a lot of fun though. Have fun finding all 30.

Reward: - \$3000
- +0.9% per Rampage (may vary slightly)

5b. R3 and Multi Level Based Side Missions.

In addition to the usual Taxi, Vigilante, Paramedic and Firefighter missions VCS also comes with a few new missions. They have the same multi level format as those missions and most can be done early in the game. Below are listed all R3 and Multi Level based missions and the rewards for completing them.

50 Taxi Fares or \$5000 worth on fares. (not in a row)

Ah the good 'ol Taxi mission. A great place to start to get to know the map a bit better. Simple really. Press Up when driving a Taxi to start the mission. Pick up a fare shown as a blue blip on your radar and take them to his destination. In addition to the usual fares from previous GTA games VCS has a little extra. Now there are also fares who tell you to follow a car or be their getaway driver in a heist. Sometimes you just have to bring a little old lady on a shopping spree to 2 shops. My tip would be to finish this early before the second island gets unlocked. The reason for this is that if the second Island is unlocked your fares would want a ride from the Airport to Vice Point Mall. Quite a drive for just one fare.

Rewards:

- Taxis now have Hydrolics. (yah they can jump...brilliant)
- Percentage.

Level 15 in Paramedic.

Jump into an Ambulance and press up to start Paramedic.

Pick up the patient before time runs out. Every level adds a patient. Level 1 has 1 patient, level 2 has patients enz enz. The ambulance can only hold 3 passengers at a time so in later levels you might want to check the map and plan your route.

The great thing this time is we now have checkpoints after every 5 levels. This means that if you fail at Level 7 by accidently killing a patient for example, you no longer have to start again. You will simply start at Level 5 again. This makes doing Paramedic a lot easier simply because you're not on edge at level 10 or 11 because failing won't be a big deal anymore.

Rewards:

- Infinite Sprint (Possible the best reward out of all Vehicle missions)
 - Percentage.
-

Level 15 in Vigilante.

Jump into any police vehicle (this includes a police bike) and press UP to start Vigilante.

Probably the hardest of all vehicle missions as there is a chance of dying unlike the rest. It's also unlikely you'll have the same vehicle at the end as the one you started with.

My advice would be to start this in Downtown as there's a Police Station on the main road which always has a Police Vehicle parked in front just in case yours goes up in flames.

The difficulty increases per level. Not only the amount of criminals increases but also the weapons they are using get more powerful. There are also criminals which are on foot for these you should make great use of the Molotov and the same goes for cars. Throw a Molotov at the first car and they'll both explode.

Rewards:

- Increased Armour
 - Percentage.
-

Level 15 in Firefighter.

Press UP again when driving a Fire Truck to begin this mission.

Not as difficult as I thought it would be although there is a minor change from previous games.

In previous GTA games the peds would keep burning till you put the fire out. Which often resulted in them running around the block and away from the crowd. However now they are always bunched together but they die after about 20 seconds of burning. You are then penalized with about a 15 second penalty for each death. That's not so bad in the early stages but in the later stages time is often in short supply. Especially when you put out 2 or 3 vehicles at once and 12 peds get out of the cars.

Thank god for the checkpoints.

Rewards:

- Fireproof (Another excellent reward)
 - Percentage
-

Level 15 in Air Rescue *

Unlocked: After unlocking the 2nd island.

Location: Ocean Beach Hospital

A new addition to the GTA universe is Air Rescue. (they just wanted to show off the helicopters)

Using a helicopter you need to pick up each patient and fly them back to the nearest hospital.

Unlike Paramedic the amount of Patients does not equal your level. Instead the distance gets

greater and pick ups are more difficult. Not much trouble with this really. Just carefully position yourself over a patient to pick him up. You can carry 4 patients at once.

4 patients is also the maximum amount of patients that you get in each level so there's no

need for a 2nd trip.

It can get quite boring though especially with no radio to keep you company.

Rewards:

- Health Bar Increases
 - Percentage.
-

Level 5 in Fire Copter *

Unlocked: After unlocking second island.

Location: In the large car park behind the firestation in Downtown.

A very straight forward and pretty simple sidemission.

Drop water from the bucket on top of burning buildings to put them out.

If you run low on water (unlikely) fill the bucket by flying low over water.

Rewards:

- \$500
 - Percentage
-

Level 15 in Beach Patrol *

Unlocked: After unlocking the 2nd Island.

Location: Jump on the Quad parked next to a Lifeguard Lookout on Ocean Beach.

Another easy mission. Bring the Paramedic to each patient before time runs out.

The Patients are ALWAYS located on the beach so there's no reason to wander of the sand. There's only gonna be a maximum of 4 patients per level which makes it very easy.

Simply drive up and down the beach stopping at each patient. Wait for the paramedic to jump back on and off you go again. Do this 15 times and that's it.

Rewards:

- Infinite Swim
 - Percentage.
-

Level 5 in Vice Sights *

Unlocked: After reaching 2nd Island.

Location: Go through the main gates to the left of Escobar Terminal. To your left you will see an unflyable plane with 'Plummet' written on the side. Drive past that a little bit and look to your left. You should see a Maverick waiting for you.

A pretty easy mission. Fly the tourists on board to each corona, however don't fly through it like

you normally would. Instead hover inside the corona for a few seconds so that the tourists have time to take pictures. Once done head to the next corona. There is also a fun level Gauge.

If that drops to zero you fail. To keep the fun level up fly low and fast.

- Level 1: 3 Coronas & 4 Minutes.
- Level 2: 3 Coronas & 4 Minutes.
- Level 3: 4 Coronas & 5 Minutes.
- Level 4: 4 Coronas & 5 Minutes.
- Level 5: 4 Coronas & 5 Minutes.

Rewards:

- \$500 for Completion.
- Bonus for Fun level after every trip.
- + 0.5%

5c. General Side Missions

These are sidemissions which you only need to complete once. There are no levels to achieve. Just finish it once and the rewards are yours. For your convenience I've listed them in order from North to South on each Island. Some of them have a pink marker such as Turismo but the majority of the missions only start when getting on a certain vehicle.

MAINLAND SIDEMISSIONS (north to south)

BMX Time Trials

Location: Jump on the BMX standing against a tree in the North East corner of the dirt track in Downtown.
Unlocked: From the start.

Races: 8
Laps per race: 3

Rewards: - \$2500
- Percentage Increase

Sanchez Time Trials

Location: Jump on the Sanchez parked near the entrance to the track.
Unlocked: From the start.

Races: 10
Laps per Race: 3

Rewards: - \$2500
- Percentage Increase

Quad Time Trials

Location: Jump on the Quad bike parked at the South East side of the Dirt Track.
Unlocked: From the Start

Races: 8

Laps per race: 3

Rewards: - \$2500

- Percentage Increase

Fire Copter

Location: Behind Firestation in Downtown

Unlocked: When the Bridges get unlocked.

Info: Using the Helicopter with the bucket attached underneath you need to distinguish fires burning on the rooftops of buildings.

If you run on water (unlikely) you can top up with water by submerging the bucket at any body of water.

Level 1: - Buildings Alight: 3

- Time Limit: 5 Minutes

Level 2: - Buildings Alight: 4

- Time Limit: 6 Minutes

Level 3: - Buildings Alight: 4

- Time Limit: 6 Minutes

Level 4: - Buildings Alight: 5

- Time Limit: 6 Minutes

Level 5: - Buildings Alight: 3

- Time Limit: 6 Minutes

Rewards: - \$500

- +0.4%

PCJ on the Town

Location: In alley behind Police Station in Downtown. (near the stairs leading to the Roof)

Unlocked: From the Start

Info: Going up the stairs is the best place to start me thinks. Just go as fast as you can but not too fast as you might go off course.

Coronas: 26

Time Limit: 1:30

Rewards: -\$500

- Percentage Increased

Haiti Hover Race

Location: Tucked away in a little alcove under the Brown Bridge in Little Haiti.

Unlocked: After bridges being unlocked.

Info: This HoverCraft is a bitch to steer in water. Don't steer too much or you'll lose control. It's easier on land though.

Time Limit: 1:45

Rewards: - \$1500
- Percentage Increase

Turismo 1

Location: In the back of Sunshine Autos in Little Havana

Unlocked: After completing the mission 'When Funday Comes' for Louise.

Info: Race though 5 Courses using a Motorbike and a Car.

Race	Entrance Fee	Vehicle	Laps	Reward
1.	\$100	Motorbike	2	\$500
2.	\$150	Car	2	\$600
3.	\$200	Motorbike	2	\$800
4.	\$250	Car	1	\$1000
5.	\$300	Motorbike	2	\$1200

Rewards: - Percentage Increase
- \$3100 in total.

Vice Sights

Location: Go through the main gates to the left of Escobar Terminal. To your left you will see an unflyable plane with 'Plummet' written on the side. Drive past that a little bit and look to your

left. You should see a Maverick waiting for you.

Unlocked: After reaching 2nd Island.

Info: A pretty easy mission. Fly the tourists on board to each corona, however don't fly through it

like you normally would. Instead hover inside the corona for a few seconds so that the tourists

have time to take pictures. Once done head to the next corona. There is also a fun level Gauge.

If that drops to zero you fail. To keep the fun level up fly low and fast.

Level 1: 3 Coronas & 4 Minutes.

Level 2: 3 Coronas & 4 Minutes.

Level 3: 4 Coronas & 5 Minutes.

Level 4: 4 Coronas & 5 Minutes.

Level 5: 4 Coronas & 5 Minutes.

Rewards:

- \$500 for Completion.

- Bonus for Fun level after every trip.

- + 0.5%

Crims on Wings

Location: At the beginning of the long runway at Escobar Airport.

Unlocked: After Reaching 2nd Island.

Info: Using the plane fly through all of the Coronas.

Coronos: 31

Time Limit: 4 Minutes.

Rewards: - \$500

- Percentage Increased.

Skywolf

Location: Tucked away in the corner of Escobar airport. (Near the 'Crimis On Wings' plane)

Unlocked: After finishing story missions.

Info: Using the Hunter you must destroy certain targets within 4 minutes.

Rewards: - \$500

- +0.4%

Civil Asset Forfeiture Impound (vehicles)

Location: Opposite the Pay n Spray at the Docks.

Unlocked: Yet to determine.

Info: On your way around vice city look out for cars needed for the list.

Once found bring it back to the impound for a cash reward.

If you get into a car that the impound needs the game will inform you.

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List 1:

Streetfighter

Sanchez

Oceanic

Cuban Hermes

Polaris V8

Stallion

Pony

Boxville

...

List 2

Wintergreen

Banshee

Freeway

Cheetah

Comet

Pheonix

Sentinel XS

Mule

...

List 3

PCJ600 - \$500

Deluxo - \$700
Infernus - \$900
Sabre - \$600
Stretch - \$700
Stinger _ \$600
Maverick - \$900
Sparrow - \$800

Rewards (including CAFI Boats) : - Pay n Spray is now Free.
- Percentage Increased.

Civil Asset Forfeiture Impound (Boats)

Location: In the Boat Hangar at the docks.
Unlocked: Yet to be determined.

Info: The same as cars only this time with Boats.

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List:

Dinghy
JetSki
Marquis
Rio
Reefer
Violator
Squallo
Tropic

Rewards (including CAFI Vehicles) : - Pay n Spray is now Free.
- Percentage Increased.

Phils Shooting Range

Location: At the South-East corner of the Docks.
Unlocked: After the 2nd mission in the game.

Info: Progress through 5 levels of shooting targets.
Each level uses a different weapon.

Round	Weapon	Target Score	Max Score	Fine:
1.	Pistol	1000	3000	800
2.	Machine Pistol	1500	3000	1500
3.	Shotgun	2000	3000	4400
4.	Assault Rifle	2000	3000	3200
5.	Sniper Rifle	2500	3000	9200

Rewards: - \$2500
- \$500 for new Best Score
- \$500 for new Best Time
- Discount at Ammunition
- Percentage Increase

Prawn Island (north to south)

WaterSports

Location: At the Jetty at the back of the Film Studio
Unlocked: After the Mission 'Say Cheese' for Reni.

Course:	Target Time:	Laps:
1.	2:45	3
2.	3:30	3
3.	3:20	3
4.	2:45	3
5.	3:45	3
6.	6:30	3
7.	5:00	3
8.	6:30	3

Rewards: - \$2500
- Wet Suit
- Percentage Increased.

Crash

Location: In the Movie Studio Compound near the Space Ship prop.
Unlocked: After completing Renis 1st mission.

Info: Probably one of the most fun sidemissions.
Using the Coach cause as much damage as possible within the time limit.

Time Limit: 3 Minutes
Damage: \$2000 Worth of Damage.

Reward: - \$1000
- Percentage Increased.

East Island (north to south)

Mashing Up The Mall

Location: In a small stand inside Vice Point Mall
Unlocked: After East Island is Unlocked.

Info: Not an easy challenge to say the least. My advice would be to head straight upstairs and just go around the whole rim of the mall as the radar is pretty cluttered with all those arrows flashing up.

Once you have all the ones on top you can head down and start picking them off one by one.

Checkpoints: 50
Time Limit: 4:30

Rewards: - \$500
- Percentage Increase.

PCJ on the Point

Location: At the South side of the mall, leaning up against the bridge support near the road.

Unlocked: After East Island is unlocked.

Info: Similar to the previous PCJ side mission. It might take a few tries but it's not that difficult.

Checkpoints: 26
Time Limit: 2 Minutes.

Rewards: - \$500
- Percentage Increase.

Driving Range

Location: Leaf Links Golf Course

Unlocked: After the mission 'Home's On The Range' for Gonzalez.

Target: 500 Points

Rewards: - \$1000
- Percentage Increase.

Beach Patrol

Location: Right in the middle of Ocean Beach. Jump on the Quad to begin.

Unlocked: After East Island is unlocked.

Info: Very simple side mission.

Rewards: - Infinite Swim
- Percentage Increase.

Fairground Turismo

Location: In the Fairground Compound in Washington Beach. Near the Big Wheel.

Unlocked: Afer unlocking 2nd Island.

Race	Entrance Fee	Vehicle	Laps	Reward
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6.	\$350	Car	2	\$1400
7.	\$400	Motorbike	1	\$1600
8.	\$450	Motorbike	2	\$1800
9.	\$500	Car	2	\$2000

Rewards: - Percentage increased
- \$7800 in total.

Air Rescue (Optional)

Location: Behind the Hospital in Washington Beach.

Unlocked: After unlocking 2nd Island.

Info: This is the same as the one in Downtown. If you missed it there you can do it here.

Harbour Hover Race

Location: Out to sea. The very North part of the map, next to some wooden jettys.

Unlocked: After 2nd Island is unlocked.

Info: That Hovercraft can be a bitch to steer in the water. Take your time and don't oversteer.

Rewards: - \$?
- Percentage Increase.

Land, Sea and Air Ace.

Location: A sanchez parked next to the Lighthouse on Ocean Beach.

Unlocked: After unlocking 2nd Island.

Info: Apart from the odd glitch (bridge not appearing) this is not too difficult. Time is not in abundance but it shouldn't be much hazzle. Just be carefull and take it easy. Speed is not always the answer.

Time Limit: 4:30

Rewards: - \$2000
- Percentage Increase.

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6. Thanks

Rockstar Games: For making another great GTA game.

RoZ: For supplying maps for Balloons, Rampages and Stunts.

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