

Grand Theft Auto: Vice City Stories FAQ/Walkthrough

by Elbombero

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Grand Theft Auto Vice City Stories FAQ/Walkthrough
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Version: 2.00

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Introduction
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Grand Theft Auto Vice City Stories is the latest in the long running franchise and is the second time the series has reached the PSP. This guide aims to take through the game to 100%. Firstly, we work our way through the story to 40% complete and then the guide looks at all the submissions in the game as well as giving information on other aspects such as weapons and clothing.

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Contents
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To help you navigate this guide I have included a code after each section name in square brackets. In most browsers you can press Ctrl+F to bring up the find function. Type the code in to jump through the guide and find the section you require.

Controls	[GTAVCSO]
Story	[GTAVCSSO]
Characters	[GTAVCSCH]
Walkthrough	[GTAVCSWA]
- Opening Scene	[GTAVCSOS]
- Sgt Jerry Martinez	[GTAVCSJM]
-- Prologue	[GTAVCSJM1]
-- Cleaning House	[GTAVCSJM2]
-- Contact Unbecoming	[GTAVCSJM3]
- Phil Cassidey	[GTAVCSPC]
-- Cholo Victory	[GTAVCSPC1]
-- Boomshine Blowout	[GTAVCSPC2]
-- Truck Stop	[GTAVCSPC3]
- Marty Jay Williams	[GTAVCSMJ]
-- Shakedown	[GTAVCSMJ1]
-- Fear The Repo	[GTAVCSMJ2]
-- Waking Up The Neighbours	[GTAVCSMJ3]
-- O, Brothel, Where Are Thou?	[GTAVCSMJ4]
-- Got Protection?	[GTAVCSMJ5]
- Louise Cassidy-Williams	[GTAVCSLC]
-- When Funday Comes	[GTAVCSLC1]
-- Takin' Out The White Trash	[GTAVCSLC2]
- Phil Cassidey	[GTAVCSPC]
-- Marked Men	[GTAVCSPC4]
- Louise Cassidy-Williams	[GTAVCSLC]
-- D.I.V.O.R.C.E	[GTAVCSLC3]
-- To Victor, The Spoils	[GTAVCSLC4]
- ? (Jive Drive)	[GTAVCS?]
- Umberto Robina	[GTAVCSUR]
-- Nice Package	[GTAVCSUR1]
-- Balls	[GTAVCSUR2]
-- Papi Don't Screech	[GTAVCSUR3]
-- Havana Goodtime	[GTAVCSUR4]
- Louise Cassidy-Williams	[GTAVCSLC]
-- Hose The Hoes	[GTAVCSLC5]
-- Robbing The Cradle	[GTAVCSLC6]

- Lance Vance	[GTAVCSLV]
-- The Audition	[GTAVCSLV1]
- Brian Forbes	[GTAVCSBF]
-- Money For Nothing	[GTAVCSBF1]
- Lance Vance	[GTAVCSLV]
-- Caught As An Act	[GTAVCSLV2]
-- Snitch Hitch	[GTAVCSLV3]
- Brian Forbes	[GTAVCSBF]
-- Leap And Bound	[GTAVCSBF2]
-- The Bum Deal	[GTAVCSBF3]
- Lance Vance	[GTAVCSLV]
-- From Zero To Hero (Second Island Available After this mission)	[GTAVCSLV4]
-- Brawn Of The Dead	[GTAVCSLV5]
- Reni Wassulmaier	[GTAVCSRW]
-- Accidents Will Happen	[GTAVCSRW1]
- Lance Vance	[GTAVCSLV]
-- Blityzrieg	[GTAVCSLV6]
- The Mendez Brothers	[GTAVCSMB]
-- The Mugshot Longshot	[GTAVCSMB1]
-- Hostile Takeover	[GTAVCSMB2]
-- Unfriendly Competition	[GTAVCSMB3]
-- High Wire	[GTAVCSMB4]
- Lance Vance	[GTAVCSLV]
-- Tune On, Tune In, Bug Out	[GTAVCSLV7]
- Reni Wassulmaier	[GTAVCSRW]
-- The Colonel's Coke	[GTAVCSRW2]
-- Kill Phil	[GTAVCSRW3]
-- Say Cheese	[GTAVCSRW4]
- Gonzalez	[GTAVCSGO]
-- Home's On The Range	[GTAVCSGO1]
-- Purple Haze	[GTAVCSGO2]
- Lance Vance	[GTAVCSLV]
-- Taking The Fall	[GTAVCSLV8]
-- White Lies	[GTAVCSLV9]
-- Where It Hurts Most	[GTAVCSLV10]
- Reni Wassulmaier	[GTAVCSRW]
-- Kill Phil Part 2	[GTAVCSRW5]
- Ricardo Diaz	[GTAVCSRD]
-- Steal The Deal	[GTAVCSRD1]
-- The Exchange	[GTAVCSRD2]
- Gonzalez	[GTAVCSGO]
-- Farewell To Arms	[GTAVCSGO3]
- The Mendez Brothers	[GTAVCSMB]
-- Burning Bridges	[GTAVCSMB5]

- Lance Vance	[GTAVCSLV]
-- Blitzkrieg Strikes Again	[GTAVCSLV11]
-- Lost And Found	[GTAVCSLV12]
- Reni Wassulmaier	[GTAVCSRW]
-- So Long Schlong	[GTAVCSRW6]
- Ricardo Diaz	[GTAVCSRD]
-- Domo Arigato Domestoboto	[GTAVCSRD3]
- Reni Wassulmaier	[GTAVCSRW]
-- In The Air Tonight	[GTAVCSRW7]
- Lance Vance	[GTAVCSLV]
-- Light My Pyre	[GTAVCSLV13]
- Ricardo Diaz	[GTAVCSRD]
-- Over The Top	[GTAVCSRD4]
-- Last Stand	[GTAVCSRD5]
- Pastimes	[GTAVCSPA]
- Odd Jobs	[GTAVCSOJ]
-- Vigilante	[GTAVCSOJ1]
-- Paramedic	[GTAVCSOJ2]
-- Firefighter	[GTAVCSOJ3]
-- Taxidriver	[GTAVCSOJ4]
-- Beach Patrol	[GTAVCSOJ5]
-- Air Rescue	[GTAVCSOJ6]
-- Firecopter	[GTAVCSOJ7]
- Miscellaneous Jobs	[GTAVCSMI]
-- Phil's Shooting Range	[GTAVCSMI1]
-- Vice Sites	[GTAVCSMI2]
-- Swinger's Club	[GTAVCSMI3]
-- Mashing Up the Mall	[GTAVCSMI4]
-- Land, Sea and Air Ace	[GTAVCSMI5]
- Empire Mode	[GTAVCSEM]
-- Making An Empire	[GTAVCSEM1]
-- Empire Missions	[GTAVCSEM2]
--- Protection	[GTAVCSEMP]
--- Loan Shark	[GTAVCSEMP1]
--- Prostitution	[GTAVCSEMPR]
--- Drugs	[GTAVCSEMPD]
--- Smuggling	[GTAVCSEMP5]
--- Robbery	[GTAVCSEMPB]
- Clothes	[GTAVCSCL]
- Contact Information	[GTAVCSCI]
- Thanks	[GTAVCSTH]

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Controls
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[GTAVCSCO]

For those that for whatever reason need controls here they are:

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On Foot

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X - Sprint, tap to run faster
[] - Jump
/\ - Enter vehicle
() - Attack/fire weapon
Analog Stick - Move around
L - Camera behind, Fine aim
R - Lock On
Hold L and analog stick - look around
R and L - Look back
<--, ---> - Cycle weapons or targets
Up Arrow - Start special mission
Down Arrow plus R - Free aim

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Car/Bike/ Boat

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X - Accelerate (Tap on BMX to cycle faster)
[] - Brake/Reverse
/\ - Exit vVehicle
() - Fire
Analog Stick - Steer/lean
L + Analog Stick - Look around
R - Handbrake
<---, ----> - Change radio
Up Arrow - Special mission/end special mission
Down Arrow - Horn

Select - Cycle camera options

Start - Pause

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Helicopter/Plane

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X - Increase altitude/speed
[] - Decrease altitude/speed
/\ - Exit vehicle
() - Fire weapon
X +[] - Hunter machine gun (Cannot be used in Multiplayer)
Analog Stick - Steer/tilt
L - Rotate left rudder
R - Rotate right rudder
L +R - Look back
<---, ----> - Change radio
Up Arrow - Start Special mission
Down Arrow - Centre camera

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Swimming

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X - Swim faster (Tap to increase speed)
[] - Pull Up

/\ - Board Boat
Analog Stick - Swim around
Hold L and move analog stick - Look around
R + L - Look back

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Combat

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While targeting:

X - Heavy hit
[] - Block
/\ - Grab
() - Light hit

while holding from the front:

X - Heavy move
/\ - Throw
() - Light hit

While holding from behind:

X - Knee to back
/\ - Neckbreaker
() - Jab

While targeting prone target:

X - Kick
/\ - Pull up
() - Punch

While targeting dead target:

() - Kick

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Story

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[GTAVCSSO]

Vice City, 1984. Opportunity abounds in a city emerging from the swamps, its growth fuelled by the violent power struggle in a lucrative drugs trade. Construction is everywhere as a shining metropolis rises from foundations of crime and betrayal.

As a soldier, Vic Vance has always protected his dysfunctional family, his country, himself. One bad decision later and that job is about to get much harder. Kicked out onto the streets of a city torn between glamour and gluttony, Vic is faced with a stark choice - build an empire or be crushed....

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Characters

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[GTAVCSCH]

Vice City Stories has many varied characters from Transsexuals to Phil Collins here is a short bio of each.

Victor Vance: Victor is the playable character in GTA VCS. 28 years old and hailing from the Dominican Republic, Victor is the first Gta character to not have a criminal past before you play the game. Victor feels it is his role to look after the family and at first is against getting involved in the drugs trade that is taking over Vice City but everything can change.....

Lance Vance: Those that played Vice City will be no stranger to Lance Vance. He still has his "Dance" but there are some differences to Lance as he now wears glasses and is addicted to coke. Just like in VC Lance will get himself into some tricky situations and you will have to bail him out.

Sgt. Jerry Martinez: High ranking officer at the Vice City military base, Martinez is taking advantage of the growing drugs trade. Victor works for Martinez early in the game but the two do not click immediately. Martinez has a very unreliable nature as we find out early in the game.

Phil Cassidy: A long serving GTA character, Phil still has his strong patriotic nature and also his love of boomshine. A weapon dealer still, Phil has some problems early on with some local gangs early on that Victor has to deal with.

Louise Cassidy-Williams: Phil's sister, Victor strikes an instant relationship with Louise. A resident of the trailer community near Sunshine Autos she lives a hard life with her young baby. She is married to Marty Jay Williams but their relationship is hit by violence.

Reni Wassulmaier: A movie director that is embracing the glam of 1984. A transexual who loves his cocaine and is in Vice City aiming to produce "edgy" music videos using her experience from her Sex film directing days. Players of GTA LCS will have heard Reni on Flashback FM as a DJ.

Umberto Robina: Leader of the Cuban Gang in Vice City. Robina still believes he has mass sex appeal and also still has his obsession with the balls of his comrades. Robina uses Victor to deal with the Cholos - the Cubans biggest rivals.

Diego and Armando Mendez: Two brothers who are the leaders of the drug trade in Vice City. Not the sort of person you want to cross but this is what the Vances do and at first the two work for them. The Medezs are the Vances largest opponents but who will ultimately win the drug battle in Vice City?

Marty Jay Williams: Highranking member of the Trailer Park Mafia, Marty teaches Victor the running of businesses in Vice City. Marty has a dark side and abuses his wife Louise and Victor. How much of this can Victor put up with before he does something...

Phill Collins: The famous singer arrives in Vice City to play a concert but immediately comes under attack. Collins needs Victor's help to make sure that all runs smoothly.

Barry Mickelthwaite: Collins' agent, Mickelthwaite has a strong northern accent (British North to all the American readers) and is trying desperately to make sure Collins' concert runs smoothly.

Ricardo Diaz: An aspiring drugs baron and owner of the large mansion on Starfish Island. Diaz needs Victor to help him achieve his goals, will Victor help....

Gonzales: Cortez's right hand man and in charge of his drug operations in Vice City.

Bryan Forbes: A VCPD Undercover agent, the Vance's quickly find this out and use Forbes to get some leads in the drugs trade.

Ken Rosenberg: Ken only has a small part in VCS as Reni's assistant.

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Walkthrough
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[GTAVCSWA]

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Opening Movie
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[GTAVCSOS]

An army truck pulls into Vice City's barracks to the Foreigner classic - "I want to know what love is", Victor Vance jumps out of the back and an army officer walks up.

The camera cuts inside an office and we meet Jerry Martinez - an idiot. After a short chat where Victor explains why he is joining the army, Martinez makes an offer about "how to make some money", at first Victor is against this but agrees to do a "favor"

=====
Sgt Martinez
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[GTAVCSJM]

Prologue

[GTAVCSJM1]

Overview: Pick up a package from the airport for Martinez
Money: \$50 and a pager

After a quick movie where you receive your pager, you take control for the first time. Jump on the bike in front of you and make the short journey to the airport VIP section.

You meet Martinez's contact who leads you onto a boat. As it starts to set sail your boat comes under attack. Victor jumps away at the last second and we take control again in the water. Quickly tap X to swim faster and you should avoid most of the fire from the boats.

When you reach shore you receive a page from Martinez. Make the short journey to your barracks where a tutorial will explain saving to you and the first mission is now complete. Pick up the pistol and save the game if you need to.

If you want to explore Vice City feel free to now, when you have explored enough head to the blip on the map to begin Martinez's second mission.

Cleaning House

Location: Martinez's barrack

[GTAVCSJM2]

Overview: Get some money Martinez is owed by an arms dealer

Cholo Victory

[GTAVCSPC1]

Overview: Help Phil get some revenge on the Cholos

Money: \$200

After the movie, drive to the police station on the hunt for Cholos. Unfortunately there aren't any here so Phil tells you to head for the hospital. One points round the corner and hops into his car so give chase. Give the Cholo some shunts with the truck whilst Phil opens fire.

After a short while the Cholo car will explode. Phil wants to fix the car up so head to the Pay and Spray - it's free as Phil is paying.

Drop Phil off at the Docks and it's mission complete. You will receive a page from Phil telling about his sister's husband who needs some work. However we are going to continue with Phil so walk into the marker to continue.

Boomshine Blowout

[GTAVCSPC2]

Overview: Rescue Phil's Boomshine

Money: \$250

So the Cholos are trying to get revenge by igniting Phil's boomshine. Looks like we have to stop them, so hop in the truck and drive to the warehouse in Little Havana. After Phil sets off the boobytrap the problem is getting worse. You have to collect the Boomshine crates and load them onto the back of the truck before the heat meter fills. To make matters worse after dropping a crate off the warehouse starts to crumble making the route harder.

On your first trip just head straight across and quickly pick up a box and load it onto the truck. The debris has now blocked you from going straight across so take the only route north and head east through the gap to pick up your second crate.

The second drop of debris has now blocked off heading straight down your last route so head in through the same entrance but head left and work round the debris, then head straight and you will reach the row where the crates are.

On your trip to pick the last crate the near entrance to the row where the crates are is now blocked so head right down to the far side of the warehouse and use that entrance. Quickly pick up the crate and head back to the truck.

Phil will now drive off with the Boomshine safely on the back of his truck and disaster averted! Aunt Enid will send you another page about Lance. Save and get your health back if you need to and then head back to Phil for his next mission.

Truck Stop

[GTAVCSPC3]

Overview: Steal some arms for Martinez

Money: \$300

Look whos back.. unrepentent about screwing you Martinez tells you and Phil about a possible arms deal. Jump into the Perrenial and head to the hotel to pick up some back up.

With someback up in the car drive over to Little Havana where the truck with the arms is. Stay close to the back of the truck but not too close or your passengers will not be able to shoot the gunmen on the back. After all the men are shot accelerate past the truck and block it's route.

Now you have to protect the truck as Phil drives it. The two gunmen in the car with you will provide a good defence but add in your own shunts and nudges to help. Cars will only come one at a time so the journey should be fairly easy. Once you reach the docks it's mission complete. Lance will send you a message suggestion the two of you team up. At the moment however, we have only one blip left and that is Marty Jay Williams, so head to his trailer near Sunshine Autos to continue the story.

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Marty Jay Williams Location: Trailer Park
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[GTAVCSMJ]

Shake Down

[GTAVCSMJ1]

Overview: Help Marty enforce his protection racket
Money: \$500

After the cold meeting between Victor and Marty, drive the Bobcat to the shop in Little Havana to help Marty's bussiness partner.

Quickly kill the two Cholo outside the shop and head inside and kill another two inside before they trash the shop. Then drive round to the nearby Cholo shop.

After Marty confronts the store owener to little success, take the baseball bat and begin to trash the shop. After smashing a few things some Cholos will enter to stop you. The first two will have pistols, so despatch them quickly. When you kill the last Cholo who will be carrying a baseball bat, the owner will concede and agree to pay protection to Marty and its mission complete.

No new threads open so head back to the trailer park for the next mission.

Fear The Repo

[GTAVCSMJ2]

Overview: Reposess some debts for Marty
Money: \$500

After witnessing another arguement between Marty and Louise, jump back in the Bobcat and take Marty to his lockup for a shot movie.

So lets prove Marty wrong. The first thing to get back is someones cheetah from their garage in Viceport. You can choose to kill the exowner or not. Once you have hopped in the cardrive back to the lockup and drop the car off.

The next target is another car this time in Little Havana. The car is on the move but to combat this just overtake it and block it off. Watch out smashing this car as you will have to go to the pay and spray cutting into your profits. When the car has been possessed then drive back to the lockup and drop it off.

The last target is a delivery van in Little Haiti. It is parked with it's two owners next to it. They will come to attack you so kill them both and jump in the van. However as you hop in you recieve a 2 star wanted level. Avoid the police and head back to the lockup for mission complete.

Lousie pages you askng for you to pop round but we are going to continue with Marty so head back to his trailer to continue.

Waking Up The Neighbours

[GTAVCSMJ3]

Overview: Keep the Cholo from muscling in on Marty's repo business
Money: \$500

Before this mission pick up an uzi as it will be invaluble when clearing out Cholo.

Marty isn't too happy about the Cholo competition in his repo business. Quickly pick up the grenades and also the shotgun from the bottem corner of the trailer park. You have 6 minuites to destroy the three Cholo vans, so head to the nearest which is one the corner of the gun shop in south Little Havana. Kill the two guards by driveby - if you have an uzi and then from a safe distance throw grenades or use the shotgun to destroy the van.

The next van is located around the corner so head round and drive straight on to find it. Follow the same tactic as before of eliminating the two guards and then destroy the van.

However the Cholo are now onto you so you will face some attacks from Cholo gang cars. Make the way north to the final truck and repeat the previous method to complete the mission.

O, Brothel, Where Are Thou?

[GTAVCSMJ4]

Overview: Take over a brothel for Marty
Money: \$700

Marty wants to get into the brothel bussiness and guess whos bene sent to do this for him. So make your way to Stonewall J's just down the road in South Little Havana and enter. Marty has arranged for a free Stubby Shotgun so pick it up and exit the shop if you do not want to but anything.

Now make the journey up to Little Haiti and the brothel there. Head round the back of the brothel and use either the grenades from the last mission or the shogun to destroy the gang car. Some Cholo will appear to defend the brothel but some close range shotgun blasts will deal with them. When they are all defeated enter the building.

Once in the building, shoot the only Cholo inside and then use a melee weapon to trash the cabinet.

Louise messages you warning she's been having some problems with Marty so its Victor to the rescue.

D.I.V.O.R.C.E

[GTAVCSLC3]

Overview: Rescue Louise from Marty
Money: N/A

Marty has gone and taken Louse so it Victor to the rescue. Head to the trailer park whenre you see Marty speed off with Lousie screaming for help while two of Marty's men set on you.

Ignore them and jump in the Bobcar parket outside the neighbouring trailer. You have to stop Marty before he reaches his brothel so step to it. Ram Marty's car and if you have an uzi add some fire. After stopping the car Marty will jump out and set on you with a shotgun. Quickly shoot him dead as he shotgun packs a mean punch.

When Marty is dead hop in the truck for a short movie. Now drive to safehouse marker in downtown/North Little Haiti for mission complete.

You can now wear Trailer Trash clothes, to change head to your safehouse and walk into the clothes icon.

The only strand avaiable is Louise so head to her flat for the next misison.

To Victor, The Spoils

[GTAVCSLC4]

Overview: Getting your new empire started
Money: \$1500 and yor own empire

So, Lousie has suggested to take over Marty's bussiness and relectantly Victor agrees but we need to get the basics sorted. So hop in the car with Louise and drive to the marker to get some muscle to enforce your new regime.

To recuit them target them and press up. With them part of the gang, head to Marty's loan shark bussiness. With your new backup eliminate what remains of Marty's gang. With them all dead head off to the next marker to get hold of his protection racket.

After eliminating the substancially larger gang outside, head inside and kill the two members in there. When they are both dead there is a short movie where Victor agrees to take over the bussinesses.

There is now a short movie explaining the basics of empire ownership. I reccomend you begin to take over some bussinesses as they provide an valuble source of income.

You have now unlocked some more multiplayer stuff and you recieve a page from the airport telling you someone is waiting for you. Who could it be.....

=====
? (Just Drive) Location: Airport
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[GTAVCSUR2]

Overview: Stop the Cholos from causing havoc in Little Havana

Money: \$800

The Cholos are causing havoc in Little Havana and its up to you and some of Umberto's thugs to stop them. Hop in the 4 seater across the road and head to the first marker where the Cholos are causing trouble. Support them by either uzi fire or by running the Cholos over. Once they have all been dealt with drive onto the next spot, north of your position.

There are only two Cholo at this spot so head quickly eliminate them and spin the car around and head south again to deal with the next group.

On the corner of Stonewall J'S is where this group have congregated, this time their are three but again this should not cause much problem. The next problem area is in north Litte Havana opposite the cinema.

This group are in a car however so ram them and provide uzi support alongside your passengers to finish off these thugs.

The last group are back around near Stonewall J's and like the previous lots should not prove too much resistance. When they have all been dealt with drop the men back at Umberto's house for mission complete.

Papi Don't Screech

[GTAVCSUR3]

Overview: Get Umberto's dad to his cafe before opening hour

Money: \$1000

Umberto's dad needs picking up form the stadium in downtown so head north. There is no time limit so don't worry about hurrying - a trip skip is available to miss this section. Once you reach the stadium pull up to the marker to meet Umberto's dad.

Umberto's got no time to chat though however. He has never been late opening his hotel so you have to race back to Little Havana. However to make things difficult, he's forgotten to take his heart medication so traveling at high speed or collisions may cause him to have a heart attack. This can been seen in the bar on the screen so be careful not ot travel too fast.

You have two routes back to the Cafe. One is to head down the grass to the left of the road heading down the island. The risk is being attacked by Cholos but if you use short bursts of speed you should outpace them.

The other route is to weive through the sideroads arounds Little Haiti and Little Havana. This route is safer as you can hide in the sideroads and thus not been seen, but get seen and you are in trouble as it can be hard to escape and if the gang opens fire you are in serious trouble.

Choose whichever route works best for you and drop Papi off at the cafe for mission complete.

Havana Good Time

[GTAVCSUR4]

Robbing The Cradle

[GTAVCSLC6]

Overview: Stop Louise's hitmen from killing the child support officer
Money:

Lousie has paid some thugs to kill a child support officer who had been threatening to take her daughter away. Victor has to stop them because it will only cause more problems so quickly jump in a car and chase down the thugs before the officer's health drops to zero.

Once you have stopped the thugs, chase after the officer and nudge him to warn him off. The mission wont complete until you scare the officer from the car.

Lousie will message you thanking you and her strand is over. So it's time to go and visit your brother at his hotel in Downtown Vice City.

=====
Lance Vance

Location: Hotel in Downtown Vice City
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[GTAVCSLV]

Lance wants the Vance brothers to make a mark on the city's drug trade so his missions revolve around making a cut.

The Audition

[GTAVCSLV1]

Overview: Pick up a car for one of Lance's partners
Money: \$750

The mission starts by giving you an hour to literally travel down the street to the burger restuarant. But this mission has more to it then at it at first seems. After Lance takes a phone call, as they are about to leave the restarant some gunmen run in.

Kill the gunmen and head outside where the next twist occurs. The cops think you are the robbers! Quickly jump into one of the police cars and pull away. Your destination is Vicepoint so gun it down the main road avoiding the police attention from your two star wanted level.

Once you reach the impound yard, grab the motobike and drive up the stairs to get onto the roof. Then get a good runup and go fullpelt over the ramp and cross into the impound yard - note the ET Easter egg as you make the jump. To enter the yard simply drive down the stairs on the side of the roof.

Once you enter the yard kill the guards and hurry to the car as there is a deadline until it is crushed. Enter the car and then escape the yard using the ramp. Make sure to get a good runup and launch over the otherside and after the short movie its mission complete. You can now drop cars off at the Civil Asset Impound lot - if you are in a car that is needed a message will appear.

Lance will message you telling you he has dropped the car off and invites you to meet him and his contact at his place so head to the F in Downtown for a new mission strand.

=====
Bryan Forbes

Location: Downtown
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[GTAVCSBF]

Forbes is a drug player who hires the Vances to do work but is there more to him than at first meets the eye...

Money For Nothing

[GTAVCSBF1]

Overview: Distract the cops to allow Forbes and Lance get hold of some drugs
Money: \$1500

So to destract the cops we need a decoy van, so jump in the car and drive to the parking where the van is being held and hop in. Now you are in the van drive over to the warehouse.

Now the vans look the same, you have to get the cops distracted so the real van cna get away. When you take control head down to Viceport and drive around there until the distraction meter fills. It is important that your wanted level does not drop so do not head for bribes or pay and sprays.

Once the bar has filled, head to the nearest pay and spray and lose your wanted level and its mission complete.

Lance will page you saying he has doubs over Forbes and to meet him by the arena in Downtown.

=====
Lance Vance

Location: Vice City Arena
=====

[GTAVCSLV]

Lance needs to see you and he has some revelations about Forbes...

Caught as an Act

[GTAVCSLV2]

Overview: Stop Forbes from escaping with your money
Money: Varies

After letting Forbes get away, hop in the nearby car and chase him down but be careful as we want him alive. After your first shunt the boot will open and money will start to fly out. The longer it takes to stop the car the more money you lose. The best tactic is to accelerate ahead of Forbes and block his path and then chuck him out the car. When he is out of the car the mission is over.

Aunt Enid will message you asking if you have seen her sister (Vic's mother), opening a mission at Lance's hotel, which is where we are heading.

Snitch Hitch

Location: Lance's hotel room, Downtown
=====

[GTAVCSLV3]

Overview: Get information on a drugs shipment from Lance's contact

Money: \$1000

After meeting your mom and her new man, Lance and Vic leave the hotel to head to the airport and get some information on a big shipment of drugs coming in.

You have 3 minutes to reach the airport, so step to it! You can't have a wanted level when you meet the contact so be sure to head to a pay and spray if you pick one up.

Enter the airport to meet the contact. The contact has already sold the details however so leave the terminal and head to the runway to get the plans.

When you head to the runway, you will see the targets bodyguards so set to work mowing them down. The bikers will turn up also looking for a slice of the action so kill them while Lance searches for the file on board the jet.

When all the bikers have been killed there is a short movie and it's mission complete. Now it's time to head to where Forbes is being held and see what information can be gotten out of him.

```
=====
Bryan Forbes                               Location: Little Haiti
=====
[GTAVCSBF]
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It back to Bryan to see what information the Vance's can extract from him.

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-----
Leap And Bound
-----
[GTAVCSBF2]
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Overview: Cover Lance as he makes a drug deal

Money: \$1500

The drug deal is going down on the small jetty in downtown. Vic has to cover Lance so head to the building opposite and walk into the marker. To get to the marker, use the stairs on the side of the building.

After the pause zoom in on the binoculars and follow Lance as he makes the trade. When the dealer attack him jump off the building and head forward to start another movie.

Quickly jump in the car Lance used and head after the boat. The boat will head for the docked ship in the Viceport so head along the grass to avoid traffic.

When you have approached the ship a movie will tell you Lance has been taken aboard. To get onboard yourself, hit the ramp at speed near the boat and you will launch on. When aboard, head to the marker under the stairs to enter the ship.

Now you are in the ship, head midway down the stairs to get an easy shot at the door guard. Continue on, walking to the balcony. At the balcony, open fire on Lance's guards to start our next objective to free Lance.

Head back the way you came and at the base of the stairs head right and down the corridor. On the walkway shoot the two gang members and head down the stairs. If you need some health it can be found under the stairs.

Head through the far door and down the long corridor to enter the large hold where Lance can be found. Run over to Lance to start a quick movie where you free him. We now have to get the contraband. The first piece can be found near the balcony where we earlier so head back there.

Now we have to head back on deck and obtain the rest. One guard is now at the top of the stairs so watch out for him as you leave and another is just to the right so again watch out.

We have 3 packages left to find, to get the first two head up the stairs to the top and pick up the first package ahead of you. There are a few guards up here so be careful. The next package is right on the top of the ship along with a binocular spawn point. On the way down there is another package guarded by a single man and can be found by following the walkway round.

The last package is right at the front of the ship so battle your way round. With all the packages, its time to get off this ship. Jump on the Sanchez and using the side of the ship, get a good runup to the ramp and launch yourself off and head to the marker to complete the mission.

The Bum Deal

[GTAVCSBF3]

Overview: Meet a contact of Forbes at a bar
Money: N/A

Forbes contact is at the White Stallionz bar so head over there. When there shoot the bikers outside and enter the bar for a short shocking movie.

When you take control, pull out a gun and open fire on the bikers. The bikers are unarmed in this part of the bar so do not worry just keep running around. In the main part of the bar, there are some gunmen so kill them off. When they are all dead leave the bar.

If you had not killed the bikers then you would have been attacked by them now, with none simply hop on a bike and head back to the safehouse.

Forbes will run out and hop on a bike so chase after him opening fire with an uzi if on bike or simpley ramming him if in a car. When he dies, Lance will decide he did not want to kill him - great Lance!

Drop Lance off at his hotel for the end of the mission, with Lance promesing to track down this big shipment...

Enid will page you about Lance saying he is taking control and this will open a mission with Lance at the hotel, so turn around and start the mission.

Lance Vance

Location: Lance's hotel downtown

[GTAVCSLV]

Looks like Lance has found out some more about this big shipment, so lets see what the fuss is about.

From Zero to Hero

Spitz will offer you a film part from a film being directed by Reni opening up that strand so let's head there.

=====
Reni Wassulmaier

Location: Film Studio
=====

[GTAVCSRW]

Reni is offering a part in a series of commercials being filmed in Vice City so it's time to be a star and take that part.

Accidents will Happen

[GTAVCSRW1]

Overview: Star in a commercial for Reni

Money: \$850

This mission is a typical GTA checkpoint one - you either love them or hate them. If you like them you will find this mission simple but if you do not it may take more time to get the hang of.

In addition to the time to reach checkpoints there is also the added problem of an action meter. To fill this bar simply hit the red cars as you drive around. The trick to completing this mission is to relax after the first few checkpoints you will have built sufficient time to allow you to relax on the accelerator limiting your mistakes. When you come close to the end you will be told to hit the ramp at the right speed. When you hit the point on the ally, put your foot down and drive straight and you will crash through the window of the opposite building and it is mission complete.

With this mission complete Lance is the only option available so let's head back to the safehouse for his next mission.

=====
Lance Vance

Location: Lance's safehouse
=====

[GTAVCSLV]

So let's find out just where those drugs have gone...

Blitykrieg

[GTAVCSLV6]

Overview: Defend one of your businesses from the Mendez's thugs

Money: \$500

Note: You need to have 5 businesses in order to start this mission.

Well at least the Mendez do not want to kill you now... Quickly drive to the business marked in order to prevent the goons trashing it. The best option is to follow Lance as the mission ends if his bar reaches zero.

Mendez thugs will attack you from either side of the street so be on the lookout for attacks from behind. After what seems like an age of attacks the thugs will stop and Lance will head off to check on your other businesses. Head back to your safehouse for mission complete.

The Mendezs will page requesting your appearance so let's not keep them waiting so head to their mansion on Prawn Island.

=====
The Medez brothers

Location: Prawn Island Mansion
=====

[GTAVCSMB]

After stealing their coke the Medezs now want the Vances to work with them ironically.

The Mugshot Longshot

[GTAVCSMB1]

Overview: Prove Martinez ripped the Medezes off
Money: N/A

Vance suggest we should frame Martinez, so the first step is to head down to Washington Beach Police Station. When you reach the station, park in the second marker and whip out the camera and take a picture of Martinez and the cop in the car.

If the picture is good- contains both Martinez and the agent, jump in your car and follow Martinez as he heads to the docks. Be careful to stay the right distance from the car or you will be spotted. When you reach the docks, another movie will start. When over, head round the docks and park on the marker again.

At the marker take another picture of the agent and Martinez. To get this one out the camera in near max zoom so Martinez is most of the picture and then take the pic. A good pic will start another movie.

Now you need to head to your safehouse with the added problem of a 4 star wanted level. This short drive should not cause many problems so just park on the marker.

Now you have the id, you need to head to the print works in Little Havana. I recommend using the nearest bridge and sticking to the outside of the west and the highway of the east island. The drive is a long and hard one so be careful when driving and also watch out for the road blocks. Be prepared to ditch your car so be careful for cops. When you reach the print works, there will be a movie and its mission complete.

With no mission strands open head back to the Mendez mansion for the next mission.

Hostile Takeover

[GTAVCSMB2]

Overview: Eliminate some people that have ripped Mendez off
Money: \$1000

Our next job is to set up a site to distribute coke from and at the same time eliminate some people that have been ripping the Mendezes off. Hop in a car and head to the marker in Vice Point. When there, begin eliminating the bikers. The

first target should be the biker on the roof. Bikers will come from the building and also from the beach so watch out behind you. Some will have uzis, others baseball bats and some with Aks. When all the bikers have been eliminated, some will escape on bikes. Quickly, jump on one of the bikes outside the building and chase after them mowing them down with uzi fire.

Watch out as each bike will have a gunner so be careful when riding straight. If you have no uzi ammo, another tactic is to get in a car and ram the bikers down.

When all the bikers are dead, it's mission complete. Lance will want you, but we are going to continue with the Mendez brothers so head back to their mansion.

Unfriendly Competition

[GTAVCSMB3]

Overview: Remove some of the Mendezs' competition
Money: \$1300

Some drug runners are taking the Mendez's bussiness so it's down to Victor to deal with them. The first runner is at his place in Vice Port so get down there. When you arrive, set to work killing the runner and his bodyguards. They shouldn't prove too much of a problem, just remember to hang back and pick them off with your fire, letting them come to you. With them all dead, head to the second runner who can be found at the Standing Vice Point Hotel - south of your position.

Walk through to the marker for a movie, were you find that things are not as they seem with the women. The trick now is to keep moving and deal with the birds in turn. The health pick up will reappear so head there if you get low on health. With all the birds dead, the dealer will hop on a quad bike and set off. Head through the gate and jump on the quad and set after him. Watch out for his bodyguard who will shoot at you, once she is dead the dealer will start to drop grenades behind him so be careful when trailing behind him.

When half his health has gone, a helicopter will fly over providing more fire to cause you problems. Just ignore it and continue shooting the dealer and when he hits the floor dead it is misison complete.

With the mission complete you can now buy a quad round the back of the hotel.

High Wire

[GTAVCSMB4]

Overview: Rescuse some drugs from the police import yard
Money: \$1500

Well its time to clear our name from those drugs. Firstly, get in a car and head to the breakers yard in Little Haiti.

When there, a short movie explains how you will get the drugs. Using the magnet on the helicopter you are going to have to pick them up and drop them off at another location. Your man on the ground will keep you posted on the drug locations.

you have another powerful weapon use it to destroy the helicopters. Then get back in the helicopter and make the journey north.

At the last spot, land on the tall building next to the station again and take out the remaining antenna. Be careful at the edge as you will face fire.

With all the antenna destroyed, the last and hardest part of the mission is to lose your wanted level. Get back in the helicopter and head to the building site across the road. Then get in the rumpo to give you that extra shove as you make the journey to the pay and spray.

When you have pay and sprayed the mission will end and Reni will page you offering you some work so with no other missions available it's off to the movie studio.

=====
Reni Wassulmaier

Location: Film Studio
=====

[GTAVCSRW]

After the difficult mission for Lance it is time for some much easier ones for Reni at the film studio.

The Colonel's Coke

[GTAVCSRW2]

Overview: Meet one of Reni's contacts and protect him
Money: \$850

Reni wants you to meet Gonzalez - one of Cortez men, fans of Vice City will know him. Jump in either the car you used to get here or the Deluxo parked nearby and head to the meeting point in Downtown.

A short movie will follow, with you next goal being to hop in the helicopter. You now how to protect Gonzalez as he makes the journey south. The Sea Sparrow has a minigun on it's front and also has two men either side providing fire.

Now follow the boat and take down any potential targets. The men on the Sparrow will provide a lot of firepower as will Gonzalez's other guards so do not be to worried if you cannot get much accuracy with the minigun.

After you pass the last of the three cross island bridges a helicoter will come but it should not cause you too much trouble. This is the same for most of the mission as Gonzalez does not seem to take too much damage, it is more you that does so be careful when flying low as you will take a lot of fire.

When the boat enters the boat garage on the South of the island the mission will be complete and it's time to make the trek back north for the next mission for Reni.

Kill Phil

[GTAVCSRW3]

Overview: Protect Phil Collins as he arrives in Vice City
Money: \$1000

It's time to meet one of the most unlikely of GTA characters - Phil Collins. Firstly hop in the Deluxo and drive Barry to the marker where a bulletproof Limo waits.

Now in the Limo, make the journey to the next marker where Phil will make an all action entrance. Set to work killing the goons using the cover of the limo if needed.

With them all dead another movie will start and the next goal is to take Phil to his hotel. The nutters men will form opposition but as you are in a bullet proof limo they will not cause problems, so long as you avoid any explosions and drive well.

When you reach the hotel and hit the marker there is a short movie and then it's mission over. You can now purchase bulletproof limos from Sunshine Autos. Gonzalez will page you asking you to meet him but we are going to stay with Reni for the time being so head back north to the film studio.

Say Cheese

[GTAVCSRW4]

Overview: Star in another of Reni's films
Money: \$850

It's time to star in another of Reni's movies. Head round to the jetty and hop on the jetski to begin filming.

When on the jetski, set to work heading throught the checkpoints. Each one you pass through you recieve 5 seconds to the time so you do not have to hurry as long as you do not rush. Take things carefully, and when you approach ramps take them straight and fast remembering to take a good runup.

After about 90% of the course is complete you will launch on to the land. Hop of the jetski and make the move to the bike. Navigate the remaining checkpoints with care and race through the green one to end the shoot. Watch the short movie and its mission complete. You can now do a submission at the studio on the jetski and for the moment we have completed Reni's strand so head to the marker for Gonzalez.

=====
Gonzalez Location: Leaf Links Golf Course
=====

[GTAVCSGO]

It's time to get bussiness like as we head to the golf course to meet Gonzalez and practise our swing..

Home's on the range

[GTAVCSGO1]

Overview: Practise your swing at an explosive target
Money:

It's time to play some golf with Gonzalez. If you are familiar with Golf games you will be right at home here. Press X to start the meter and stop it on the

green spot and press X again as it comes back to stop it in the green for accuracy. If you can do this then you will hit the target and blow the traitor to kingdom come. If you fail then Gonzalez will take a shot and so forth until one of you hits the target. If Gonzalez beats you then you fail but this should not be a problem and it is another easy mission under our belts.

When you hit the target there will be a short movie and Lance will page you with a warning. Martinez has jumped from the FED and that can only mean trouble... A Lance strand will open but we are continuing with Gonzalez at his new home in Vice Point.

Purple Haze

[GTAVCSGO2]

Location: Vice Point Hotel
Overview: Retrieve some drugs for a deal
Money: \$1000

Gonzalez wants you to get hold of some of his boss' coke so head to the lockup in Ocean Beach. At the lockup get in the Pony and then make the journey to the drug deal just north of where you are. Park in the marker to continue.

The guys that got you have head off to the party and Gonzalez wants to know what's wrong so in your delirious state make your way to the phonebox for another movie.

Gonzalez's buyer is leaving soon, so following your accidental overdose you have to reclaim your drugs. Luckily there is a bike round the corner and make the journey to Starfish Island. Watch out as there is now a time limit and your state makes biking difficult so be careful when you make the trip. There is a quick pause as you cross the bridge, head round to the party and kill all the targets. Watch out as some of the partygoers have arms so try and strike from distance or use some explosives bearing in mind the van.

With the targets dead, get back in the van and head back to the garage. You have a wanted level so be aware of some police attention. When you park back in the garage it is the end of this fun mission. Gonzalez leaves and we are done with him and Reni's strand opens again. Our next stop is Lance so head to his safehouse in the south.

=====

Location: Lance's safehouse

=====

[GTAVCSLV]

It's back to Lance for some missions as you sort out Lance's drug problems.

Taking The Fall

[GTAVCSLV8]

Overview: Retrieve some drugs from the Bikers
Money: \$300

Lance "claims" that the bikers have stolen some drugs so it's time to retrieve them. Get behind the helicopter and make the journey the bikers on Starfish Island.

Note, the balance meter. As you fly the helicopter any tilt will cause this bar to drop and as a result Lance will be less accurate as he shoots. So do not worry as you fly to the target but try to stay level when you get there. There is a damage meter so strike the balance between avoiding ground fire and returning.

The first lot of bikers are on bikes so aim to pull ahead and then pull level so they advance onto your fire. As a result you should be able to maximise the balance bar and quickly dispatch the group. With this group dealt with, now head north to the hotel where more bikers can be found.

The bikers are stationary here, but they are returning fire. Pull away if you are having problems but you should be ok. Two are to the north with the rest standing in a gap on the wall round the back. When all those targets are dead pull up to the roof for the last of the targets.

When all the targets have been killed there is a movie as the copter spirals out of control. When you retain control head through the gap in the building and set to work killing the bikers. Use the vans as cover or as explosives and work your way round.

When you have reached the other side of the building, head up the scaffolding and wait as you approach the entrance. In there is a mass of bikers, so be careful. Target the barrels and detonate them to clear out groups at a time and after a firefight your next goal will appear.

To find Lance, head over to the far side of the room to start a movie and to finish the mission. As you leave take a bike and enjoy the large jump as you leave the building. Mendez will page you demanding you sort out the still unsolved drug problem so head back to the safehouse for the next mission.

Note - Lance's safehouse now has a respawning Angel Bike.

White Lies

[GTAVCSLV9]

Overview: Retrieve drugs, Lance drops out the helicopter
Money: \$1500

So we all know just what the Lance Vance Dance is! However, it's not all good as Victor and Louise have a massive argument. Lance runs from the house and you follow and as you take control Lance has set off in a helicopter dropping drugs behind him. Your task is to follow behind and retrieve the drugs. Stay a little behind Lance and be careful as the hovercraft is quite responsive and does not corner well. Every package you pickup fills up the bar and when it is full it is mission complete. Lance will keep going so do not worry if you miss any as the packages do disappear after some time.

With this mission complete you can now purchase a hovercraft from the Clymenus Suite. On the way back to Lance's Martinez will page taunting you about Louise. Where will that lead....

Where It Hurts Most

[GTAVCSLV10]

Overview: Rescue Louise from Martinez's thugs.

Money: \$500

Louise is being stalked by some of Martinez's men so it's down to Vic to sort it all out. Head down to King Knut's Burger Bar in Little Haiti where Louise is hiding. Drive into the marker at the side to continue.

Some of Martine's men have driven off with Louise and some more approach you. Quickly kill them off, and set off chasing after the car with Louise in.

There are three potential spots where Louise may be, each guarded up. To test to see if Louise is in nudge the car. However testing does not do much as Louise is always in the last car you check. I'd reccomend you do the northen most mark last.

When you have reached the last site, ensure all the thugs are dead. Then jump in to the car and drive round the corner to the hospital before Louise's health reaches 0 - this is why I reccomended leaving the north site last.

When you have parked into the marker it is mission complete. Martinez will page again taunting you about Louise. The Lance strand is over again for the time being so head to the Film Studio to meet Reni for the next mission.

=====
Reni Wassulmaier Location: Film Studio
=====

[GTAVCSRW]

It's back to the studio for some missions with everyones fave director as we sort out Phil's stay in Vice City

Kill Phil: Part 2

[GTAVCSRW5]

Overview: Check security at Phil's venue
Money: \$1500

Phil is worried that the security isn't up to it so it's down to Victor to check out security at the gig.

You have 5 minuites to do this and every second counts. Quickly get to the stadium and enter the venue.

So there are some thugs out to get Phil. The trick to navigating all the sites in the time limit is the bike. If you have Uzi ammo then you can cycleby all the thugs or you can cycle, shoot, cycle shoot etc.

After the second location you reach the stage. Be careful as you pass through as there is a thug at the top of the stairs. After the stage, the next location is clear so head forward to the last spot.

One of the thugs has a keycard, when you pick that up head back to the lift. Just one the path you came from to start a movie revealing what the thugs are up to. Using the doorway take out the first few guards and then progress through the room continuing to use the pillars for cover. When all the thugs are dead there is a movie and it's mission complete.

Reni will page telling you Ricardo Diaz wants to meet following her

reccomendation. So let's not keep him waiting and head to his Starfish Island mansion.

=====

Ricardo Diaz

Location: Starfish Island Mansion

=====

[GTAVCSR1]

It's time to meet another new character, Ricardo Diaz an up and coming drug dealer who needs Vics help to move up the drug ladder.

Steal The Deal

[GTAVCSR1]

Overview: Get back some of Gonzalez's drugs for Diaz

Money: \$1500

Lost for leads, Lance reckons staking out the stripclub will find one of Gonzalez's men to follow to get drugs. Using Diaz's car head back down to the club and park on the marker.

The next stage in the mission is to follow the goon. It is standard following fare remember to stay close but not too close. After a fairly long drive the goon drops the car and hops onto a jetski. Do the same and continue the following until you reach the jetty in the sea.

When you reach the jetty quickly head straight avoiding the boat sentry. Then set to work on eliminating all the guards as their Aks will cut through the boat. Do the same for the boats passing around the jetty, and with them all dead hop in the boat and pass away.

As you leave the jetty all of a sudden lots of boats will begin chase. However you should have pulled ahead before this happens so just keep the acclerator down and make the almost straight journey back to Diaz. As you pass throught the marker it's mission complete.

Turn around and run up the stairs for the next mission.

The Exchange

[GTAVCSR2]

Overview: Complete a drugs for gun swap

Money: \$1750

Diaz is doing a coke for guns trade with the DEA and needs Victor to act as his representative. Jump in the van with the coke and make the journety north to Downtown.

As you arrive snipers start to pick off the security. Before the DEA arrive your task is to kill them using the nearby rifle. The scope has markers pointing you in the direction you need to look. When all the snipers are dead the trade takes place. Some snipers may be hidden, look away and they will pop up making themselves easy targets.

Jump in the truck with the guns and drive back to Diaz's. Gonzalez's men will attack so be warery and make full use of the pay and spray on the way there. The truck should have enough force to shove most cars out the way but if you

get bogged down the uzis will do damage. When you reach the mansion, pull up to the marker, drive in the garage and leave the truck there to complete the mission. Well Done! You have just completed one of the hardest driving sections of the game.

Gonzalez will page asking for your help so walk up the stairs for this mission.

=====
Gonzalez Location: Diaz's mansion
=====

[GTAVCSGO]

Gonzalez needs our help one last time, so it's time to complete his final mission....

Farewell To Arms

[GTAVCSGO3]

Overview: Protect Gonzalez as he leaves Vice City
Money: \$2500

The missions is the all traditional of GTA missions the cursor shooter. You start in the helicopter. THE blue marker on the reticle points you in the direction of Gonzalez and also enemies. You have a minigun so the trucks should not cause too much problems. The trick is remembering to target the nearest truck first that way you won't get caught out.

In line with the last bride crossing the islands, the truck will stall so you will have to deal with the trucks more rapidly briefly. The precision aim works best here allowing you to accuratly more between the grouped trucks.

The next goal is to deal with a roadblock. If you target the middle truck the explosion is enough to send the other two jeeps flying and thus clear the block. After the truck has passsed through the first few crossroads, a movie will start and a forklift will begin loading weapons on the jet.

Your next objective is to protect Gonzalez's men as they stand on the barrier. The helicopter will do some very unhelpful circles so target the larger jeeps as they can take the men out as well as opposed to the men as they leave the car - unless you get a clear shot as the circling makes this much harder.

After a short while, the helicopter will head to the hanger's other enterance. This time you are zoomed out but the targets group so it is much easier. Just aim for the jeeps and this site should clear easily and you head off again to the other enterance again after a quick zoomed in shootout, you hear some Sharks have entered the hanger so the helicopter head off to deal with that.

Any shots you can make on the long line will save you later as you now have to protect the plane as it sets off. Keep shooting at the jeeps and eventually the plane will set off from the runway and it is mission complete.

The Minigun is now avaiable from Ammunation so enjoy the sheer brute force it brings. The Mendez's want to talk so lets not waste anymore time as we head north to their mansion.

=====
The Mendez Brothers Location: Prawn Island Mansion
=====

=====
[GTAVCSMB]

The Mendez want to talk about your worth and it isn't very high anymore...

Note: Do not buy any weapons before this mission as you will lose them all at the start of this misison.

Burning Bridges

[GTAVCSMB5]

Overview: Escape from the depo with Lance

Money: N/A

The Mendez are done with you now and leave you in a fuel depot. With Lance trapped behind some flames it is down to Victor to save the day.

There is a pressure bar which when full ends the misison. With no weapons quickly run up the ramp and pick up the armour and pistol. Through the gap in the wall you can shoot the two guards and pick up the uzi spawn. The next objective is to cut off the oil.

To do this you need to shoot the three valves (Green markers) whilst under attack from Mendez thugs and a helicopter. The trick is to keep moving only pausing to shoot at near thugs. Easier said then done I know, but keep moving to each marker and eventually they will all be dealt with. Watch out at there are snipers near valves two and three.

With all the valves dealt with, it's time to escape with Lance. Jump on the bike and let Lance do the same. Then speed down the channel, the explosions are more for show so do not worry - I made it through in a straight line. When you hit the marker it's mission over and Lance heads off to plan a scheme to topple the Mendez brothers.

Head to the Lance marker to continue the story.

*Correction - A reader has emailed about a mistake at the start of the mission as it is possible to get some weapons. At the start of the mission, turn around and there is a Sentinel XS by the wall. In front of this are the weapons you lost, note that you can only obtain these during the mission.

=====
Lance Vance

Location: Lance's safehouse
=====

[GTAVCSLV]

It is a good idea to restock on weapons before this mission as we enter the final part of the game.. To save money, I would reccomend that you complete the Shooting Range challenge in order to obtain a discount. See the section of the guide about that for more information or see the very good indepth guide on the GameFaqs Gamespace written by Lagunathemoron.

Blitzkrieg Strikes Again

[GTAVCSLV11]

Overview: Protect three of your bussinesses from Mendez attack

Money: \$750

To begin this mission you need 7 bussinesses. When you have these return to start the full mission. Lance will page when you have done this. I reccomend that you capture the nearest sites to Lance's safehouse as you will see later.

Some familiar faces from before have all assembled to back you up and they head off to protect your interests. As you take control, the Mendez are attacking three of your bussinesses. The marker is one so quickly drive there as time is of the essence as the countdown in the corner shows. The three sites under attack are the nearest three to where you are hence why you should have the nearest three under your control.

When you pull up outside the bussiness, you will see the fire fight so join in and turn the tide in the Vance's favour. I warn you that you will here a lot of Lance's voice during this. The AK or M4 are the best options here but be warned Lance loves running into your line of fire and also into hard situations so keep an eye out. The attack will be near it's end when the car arrives, deal with the passengers to complete this site.

Quickly, hop back in the car and make the trip to your next site. This time there will be two cars so the battle, naturally takes longer. When the brains of all the Mendez thugs have sutiably messed up the pavement, the marker will move to your last site.

At the last site the fight length will increase again but there will still be two cars. When the last Mendez thug has hit the ground there will be a movie where Lance celebrates victory and talks of the successes the others have had. Lance heads off to meet the man who will lead the fight in taking it to the Mendez and Reni pages you asking desperatly for your help. Diaz and Reni and Lance are now avaiable but we are going to continue with the Lance strand so head back to the safehouse for the next mission.

Lost And Found

[GTAVCSLV12]

Overview: Rescue Lance and then get revenge on some of Martinez's thugs
Money: \$1500

Victor wants to check on Louise after Martinez made threats so make the journey down to the downtown hospital on west Island.

Lance on time, ruins the romantic monent with the news that he is stuck in a burning building. Run to the marker behind you to get in the hospital helicopter.

The next objective is to head to one of the Vice Point hotels to see just what the trouble is that Lance has got in. The helicopter has a damage bar so be careful when piloting the 'copter to the hotel.

As you approach you get a 30 second time limit to land on the roof of the hotel. The best way to approach is to pull up above roof height and then push the 'copter forward to increase speed and then to land on the marker. If when pulling in you are coming in to low just pull up. You should have some time to spare when pulling down so do not hurry and cause unnecessary damage.

When Lance has hopped in, the next goal is to take out some of Martinez's thugs. This stage plays like the biker mission before with balance, however

this time they are on boats and are much heavier armed. There are two potential tactics to do this so choose which works best.

One method is to lower in and find the height where Lance can shoot but the thugs cannot shoot back well. However, this technique can take time and also with the boats moving getting into range is hard.

The other potential method is to dive in, get balance and shoot and then pull away before heading in again. This is the method I used and found it worked well but the trick to this is not staying in too long. If you do you will be cut up easily so watch that damage bar and pull away if things are getting hard.

When all the thugs are dead, Lance will want to land on the largest boat so lower in over the boat and a movie will start where Lance heads off. Then to finish the mission you need to drop Louise off back at her flat. The marker is outside the flat with trees either side so watch out when lowering. When the helicopter has lowered it is mission complete.

Martinez will send you a message warning you your luck will run out. The Lance strand will be over for a short while so it's time to finish the Reni stand so head north to the film studio.

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=====
Reni Wassulmaier                               Location: Film Studio
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[GTAVCSR D]
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It is time for a short mission for Reni. Before you start the first one I recommend stocking up on Ak ammo.

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So Long Schlong
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[GTAVCSRW6]
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Overview: Help Reni get to the hospital for another sex change
Money: \$1000

Reni and Diego were an item?! We also now know the true answer that she is a he. Reni needs to escape from him so Vic decides to create a diversion so Reni can head to the hospital for her 4th sex change. As the mission starts, Mendez thugs will enter from both the front entrances. Start shooting as soon as possible and prevent them from getting to the studio film sets. If one spends too long here it is mission failed. The thugs do not really target you so do not worry too much about getting hit, just make sure you get them.

After a long fire fight, hence why I recommended the AK ammo stockup, Reni will page saying he has been discovered and is hiding at the Malibu. His health is on the screen so hurry. Do not worry about the thugs just step to it as you make the journey to the Malibu.

Reni can be found fairly near, pull round to the open gate and approach it for a movie. Now, the objective is to kill off all the thugs so set to work blasting their brains! This time they will provide some resistance so be careful, using the cars to deal with a few enemies at once.

With all the thugs dead, it is time to take Reni to the hospital. On the way to the hospital south of the Malibu, some Mendez thugs will attack with Reni providing some resistance. The car is not fixed so you can leave but watch out

with Reni getting caught in any explosions.

Pull into the hospital marker for a quick movie and mission complete. Reni needs some time for her operation so it is time to head to Diaz's mansion.

=====
Ricardo Diaz

Location: Starfish Island Mansion
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[GTAVCSRDR]

It's back to Diaz's for a mission that is like none other before in any GTA game.

Domo Arigato Domestoboto

[GTAVCSRDR3]

Overivew: Burn the Mendez's breaker bonds

Money: \$2000

Diaz wants you to destroy the Medez's breaker bonds. To do this you will use some hitech equipment to take over the Domestobot the well advitised robot.

The bot controller has short range so you firstly need to make the trip up to the mansion up north and jump in the van to continue.

The Domestobot has 4 functions: Pleasure, flame, carrier, cleaning and scanning. The main objective is to find the safe containing the bonds but as you do this you will be called to do other tasks. The bot works like a car and the weapon change buttons scroll through the options on the bot.

If you are called to clean, you have to activate the cleaning hand and then pass over the rubbish, shown on the map.

when asked to get a drink you have to ehad to the kitchen, use the grabbing hand to pick up a drink and then head to Mendez.

when called to light the Mendez's cigar, activate the lighter and head to Mendez.

The pleasure is not used but if you drive to any girl in the house you will hear some comments.

To find the safe you need to activate the scanner feature. Then when you approach the safe the beeps will gain more rapid. To find the safe head to the storeroom to the right of the kitchen and approach the marker in the corner of this room. Then in the basement head round the corner to find the safe.

To open the safe you need to crack the code. Anyone that has played Mastermind will be right at home here cracking the code. A light blue marker means you have the right number in the wrong spot, a green means correct marker in wrong spot and grey means the number is wrong. You have 20 attempts to complete this task. If you wish to see the answer scroll down but if you wish to solve it yourself I reccomend this strategy.

Firstly, do all 1s, then all 2s etc. You will now know what 4 numbers make up the solution. Then in your remaining attempts you can put these numbers in the

Well Reni's got a brand new look, i'll let you make a judgement on it! Reni needs you to take her to the airport. You can choose to use car or helicopter it is up to you - the helicopter is located around the back. I reccomend the helicopter as it allows you to avoid any potential problems along the way.

Park the helicopter near the marker where you can land easily, and head into the marker to bid farewell to Reni as she makes some very untrue comments about us Europeans - the sophisticated parts true however!

The next objective is to head to the Stadium to go to Phil's concert. When you get there you will have to surrendor all your weapons at the door, you will get them back if you die or complete the mission.

Some of Giorgio's men are cutting the lighting rig so head around clobbering any target before the bars on the screen fill. Some men will not be cutting just acting as a distraction so target the sabotures first. Each time a thug fills the top bar this will cause the second one to grow a little.

After a few attempts have been made you will see a bit more of the concert but do not, switch off as there will be more attempts, like I did! After the second lot of attempts it will be mission complete.

You will now be able to watch the show in its full. It is the same as during the mission but without the gaps for the highly competative price of \$6000?!?! Barry must be desperate to get the money to pay Giorgio off!

Louise will page you suggesting you head out on a date. I'm not one to keep a woman waiting so it's time to head down to Lance's safehouse to meet her.

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=====
Lance Vance                               Location: Lance's safehouse
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[GTAVCSLV]
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It's time for the last mission for Lance Vance, one that is a lot more frustrating then it needs to be. Before starting this mission, complete the fire engine pastime to become fireproof, also pack some body armour and a lot of ammo for the uzi and also your choice of heavier weapon such as shotgun.

Light My Pyre

[GTAVCSLV13]

Overview: Rescue Louise from the Mendez mansion
Money: \$3000

Louise has been take so it is down to the Vances to save the day. As the Mendez's thugs have destroyed Lance's car he heads off on his bike. I reccomend you get hold of a bike as well as it will make defending Lance much easier then by car.

When Lance heads off, chase after him using the bike that can be found next to the tree to the east. Then when Lance is attacked, use the uzi to fend the cars off. Lance will be increadably annoying during this, from getting the way of your fire to biking round in circles round targets so be prepared to get very annoyed. Once you reach Prawn Island this increadibly annoying section will be complete. Note - When I ran out of ammo whilst doing this with the scorpion I recieved 500 rounds out of the blue, please contact if this happened to you or wheather it was just a very lucky glitch. If you are a gambler you can make the journey to the island without helping Lance. The next section begins when you

reach the bridge but without your support Lance can die easily.

When you have made it to Prawn Island it is time to storm the mansion. There is some health on the corner if needed. Firstly, destroy the barricade with your choice of weapon. Then, either hang back and shoot the thugs as they leave the courtyard or charge straight in for the door. Either option works it is down to your patience and also health levels. The entrance is around the back so head into the marker to continue.

Anyone who has played GTA Liberty City Stories will be familiar with the top down section now. Armando Mendez will now set upon you with a flamethrower whilst more thugs come in with support. If you have completed the firefighter section this part will be easy as the flame will not affect you and you can easily shoot him dead. If you have not done this then use the run and gun method. If you have the scorpion this is much easier as you can run and shoot.

When Armando is dead you see a sad movie were Louise dies with Victor trying to comfort her in her last moments.

After the movie ends it is mission complete and Diaz pages to start the game's last mission strand.

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Ricardo Diaz                               Location: Starfish Island Mansion
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[GTAVCSRDR]
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It's time for the game's final strand. Diaz's has the perfect plan to flush out Diego the last Mendez brother and with the rage due to Louise's death Victor is out for revenge...

Before you start this mission, restock on heavy weapons and body armour.

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Over The Top
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[GTAVCSRDR4]
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Overview: Steal a Hunter from Fort Baxter
Money: \$3000

The Hunter is in town and it's down to Victor to get hold of one. To do this we are going to get some backup in the form of Phil Cassidy. So head down to his range in Viceport. Along the way you may be ambushed by a Mendez thug, simply kill him for the marker for Phil's place to return.

When you reach Phil's, park in the marker. After the movie, get into Phil's truck and make the short drive to Fort Baxter. Park in the marker to continue and enjoy the game's best quote.

With the distraction in place, head over to the gap in the wall to enter the base, jump on the window to get up high enough. Now, you should sneak this section but later as you make the run to the helicopter, by cutting down the guards that section will be much easier. So, set to work gunning down all the men in the base as you head to the admin building - blue marker. When you reach the marker, enter the building. In the corridors, kill the two guards and head straight on, then enter the opening on the right to find the control room. Then enter the marker to open the helicopter pad gate.

The guards are now trying to get the Hunter to safety so you have 3 minutes to steal one. Sprint out the admin building. Now you can't head straight to the Hunter due to the barrier, you have to run right around the block it is in past the medical hut and enter through that entrance. With most of the guards dead now, this should be much easier. Enter the Hunter and pull right away out of the base to avoid any surface fire. Then make the trip back to Diaz's mansion but I recommend getting some practice with the weapons now as you will need it for the final mission next.

When you come up to the mansion, land on the marker for mission complete. Martinez will page challenging you telling you it is time to settle it all. This will activate the final mission marker but I recommend restocking on M4 ammo, body armour and a Spaz 12 before you start. When you are ready to finish things with Diego and Jerry head in the marker to begin the final mission....

*Alternate Method - A reader has emailed saying you can simply jump over the barrier to head to the Hunter which will save you a lot of time and hassle.

Last Stand

[GTAVCSR5]

Overview: Settle things once and for all with Diego Mendez and Jerry Martinez
Money: N/A

Victor's fired and I hope you are too as we begin the last mission. Fly the Hunter to the Mendez building near the Stadium in Downtown. You can see the building as it will have some glass windows.

When you get there, hold down O and pound the building full of rockets till everyone of the thugs are dead. The damage bar tells you how you are doing, so remember to pull away if the bar is filling too much. If missile lock comes on the screen pull right away as fast as you can as it means a rocket is heading for you that will fill the damage bar quickly. There are a lot of guys and they keep coming so don't stop pounding the building with rockets.

When all the targets are dead the Hunter will be attacked in a movie. As you take control, head to the weapons stock and rearm and reheal yourself if needed. Then enter the stairwell, where you will be on the floor you just attacked but again restocked full of thugs. I had a M4 at this point but an Ak will do fine and blast the brains of everyone on the floor. Remember to use cover and do not bite off more than you can chew. There is a body armour pickup on the floor if you need, just round the corner from where you start.

After this floor has been cleared head through the marker to go down a floor. Repeat the process from the floor above and when all the thugs are dead there will be a movie as Martinez and Diego arrive.

Run round the corner and pick up the body armour and head through the marker to go back up a floor. Kill the two guards and then take cover from the helicopter. Save the rocket launcher and use your M4/AK to attack the helicopter as it attempts to flush you out the building. While you attack the helicopter, more guards will come onto the floor so watch out.

The pattern for this section is, guards come, helicopter attacks, you attack. So take cover in the middle and let rip either side. When the helicopter's damage bar has filled and has headed off, two more guards will come. Again pick up the body armour they drop and head to the marker to begin the final showdown on the roof.

Martinez is armed with an AK as is Mendez so our M4 should give us the advantage, as well as the rocket launcher we have packed. I found Diego died quickly after a sustained burst of the M4 and I then hit Martinez with a rocket before running in for the kill with the shotgun.

The run, stop, gun technique is key here and as long as you do not get greedy and stay still too long the fight should be easy, especially with the rocket knocking one guy's health down to near nothing.

When both are pushing up the daisies, Lance will come in fashionably late and it is mission complete and the credits will run. Press X to speed them up - you can't skip them and you will now receive some brand new multiplayer content as well as the Winners outfit, with fans of Wham should recognise - with a slight change!

With the game around 30% complete it is time to do the remaining 70% which can be done by completing the many pastimes in the game which is the next section of this guide.

*Alternate Method - The same reader that helped with the previous mission has another method for the rooftop battle. After the opening sequence, run behind one of the roof doors. Then let rip on Martinez with the Ak-47 and then just turn around and do the same to Mendez, this method can prevent the need for Heavy Weapons.

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Pastimes
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The game has a number of pastimes from street racing, to shooting 99 red balloons. This guide starts with the core pastimes - Vigilante, Paramedic etc before moving on to the races.

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Odd Jobs
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[GTAVCSOJ]

We start with the oddjobs. They are all started in a vehicle which is explained with the mission. They offer very good bonuses for completion so I definitely recommend you complete a few.

Vigilante

[GTAVCSOJ1]

Overview: Takedown the criminals of Vice City
Reward: Increase Bodyarmour
Location: Any Police vehicle including the Hunter and Rhino

Vigilante involves taking down the wrong doers of Vice City. To do this you have a choice of any Police Vehicle and selection is key. The police bikes are a good option as they allow you to drive by the target from behind easily as opposed to the ramming technique you will need for other choices.

Of course, the obvious choice is one of either the Rhino or Hunter but they can be hard to obtain early in the game. When you have completed the game, dress in your military gear and you can then access the Rhino in the army base which had previously been locked.

When you have your choice of vehicle, press up to begin the mission. You then have 5 minutes to head to the target and eliminate the criminals. They may be on bikes, cars or on foot and they will all fight back - so watch out!

The game will be saved every 5 levels so reach this milestone to continue again from that point. Once you have reached level 15, you will unlock the increase in body armour.

Paramedic

[GTAVCSOJ2]

Overview: Pickup patients and take them to hospital

Reward: Infinite Sprint

Location: Ambulance

The paramedic missions involve you heading off to people in need in the area around the nearest hospital and dropping them back before they die from their injuries.

You will be given targets around the nearest hospital and then you need to speed off and pick them up by parking nearby. Then you have to head back to the hospital and drop them off in the marker. The ambulance can carry 3 people at a time and fortunately the patients seem to be grouped in threes. This means bring up the map and have a look and plan your routes based round these. You gain time for each patient you pick up and drop off, so picking up three in quick succession gives you a massive boost to your health.

When you have picked up a patient, start to pull away as they are lifted off the ground. The patient will continue to get in so you have gained a few seconds of acceleration which near the end levels really adds up.

Each level you complete adds another patient to the list so by level 15 you will have 15 trips or, if you use the groups method, 5 trips. The ambulance is durable but damage does build up and you are unable to change vehicle. As with all the other pastimes, the game saves every 5 levels.

Complete level 15 to unlock infinite sprint so you no longer have to repeatedly tap X to make the sprint last that little bit longer.

Firefighter

[GTAVCSOJ3]

Overview: Put out fires around Vice City

Reward: Fireproof

Location: Firetruck

The firetruck pastime puts you behind the wheel of a firetruck as you put out fires around the city.

To shoot the water you use O, and direct the jet with the D-pad. In theory, this should seem hard but basically, just stop the truck and then move to the D-pad.

To put out a fire aim the jet in the general area of the fire. If you can see the smokey affect it means the fire is being put out so just leave the jet there and after a few seconds the fire will be put out.

Every fire you put out adds 5 seconds, with people fires adding 10. In addition the money you earn varies on how many fires you put out. Brilliantly, you do not need to put out every fire to complete the level. If you do not put out a fire the person will die and you will lose 15 seconds of your time and some of the bonus.

So basically, so long as through the first few levels, you are accurate and put most the fires out - which is very easy due to the generous jet coverage, you will build up a mass of time that will let you relax and let the people die if you wish.

Every level you complete adds another flaming target with every 5 level adding another car. Cars must be put out. Reach level 15 and you will be fireproof with no flames hurting you. As mentioned easily this makes one of the supposed harder levels much easier as the Mendez's flamethrower is useless.

Taxidriver

[GTAVCSOJ4]

Overview: Take customers to locations around Vice City

Reward: Hydraulic Boost for Taxis

Location: Any Taxi in Vice City

Taxidriver puts you behind the wheel of one of Vice City's many cabs as you do the trademark work of the cabbie. I really recommend newcomers to the game do this submission as it will teach you all you need to know about the city and many of the key locations and routes through the city.

Firstly, you will need to find a fare which can be seen by the blue marker on the map - you can only have one fare available at any time. If there are no fares available there will be a message highlighting this so simply drive to a more populated area where you should find one.

The timelimit constantly decreases, only rising when you pickup a fare. The amount the timer increases by is in proportion to the length of the fare, so longer journeys have a greater timebonus.

In addition to this, the amount earned is worked out by distance with ranges of \$5 to \$100. You can add to this amount by the tipbar. The bar decreases as the taxi takes damage and also if the journey takes longer than expected. The tip bar is the main way you will make a lot of money from this submission so drive carefully but also fast.

There are also some special journeys that may occur. One is to follow a particular car, this time if you approach the car too much the tip meter drops and if stay too far away the car will be lost and the fare will end. Another mission involves you taking a customer somewhere and then obtaining a wanted level. You now have to take them somewhere else for the fare to be completed and the wanted level to be lost. There is a more simple version of this which involves you taking someone one place and then another.

If at any point your taxi becomes overly damaged, head to the nearest pay and spray. The game will prompt you to do this but if you have a fare you will lose them.

After you have earned \$5000 worth from the taxi the mission will be complete and you will unlock the ability to make the taxi's jump by pressing down. The

amount does not have to be done in one go but I do recommend you try as the bonuses for completing 5, 10, 15 etc in a row really speed up the whole process.

Beach Patrol

[GTAVCSOJ5]

Overview: Rescue people at sea or clear bikers off the beach

Reward: No more breath meter

Location: Beach Buggy about midway down the beach.

It's time to act like we are in Baywatch as we take up being a lifeguard. Beach patrol comes in two parts and it is random which on you will do - the first time I played I did the rescuing and the second time the clearing.

The rescuing involves taking the buggy to the sea and jumping in the boat. Then you set off throwing lifesupports. To do this, head near to where the swimmer is and then perform a driveby. This will throw the lifesupport. You do not have to be completely accurate but getting the boy in the general area is usually sufficient. As you move up the levels, the number of swimmers increases.

The other half to beach patrol sees you remain in the buggy. This time, some bikers on Sanchezes are tearing up the beach and it is down to you to stop them. To do this you can either ram or drive by the bikers until they fall off.

When you reach level 15 via either route or a mixture of both you unlock unlimited swim stamina so the blue bar when in water disappears and you do not have to worry about drowning again.

Air Rescue

[GTAVCSOJ6]

Overview: Rescue people in need and return them to hospital

Reward: Increases health

Location: Medical Helicopter

Head into any medical helicopter, which can be found on the helicopter pad around the hospitals. The mission is very similar to the Paramedic but this time you use a helicopter to pick up patients and ferry them back to the nearby hospitals. To pick a patient up, approach them and just slow down leaving the winch near and they will jump on. The same goes for dropping patients back to the hospital. When you have picked up a patient the nearest hospital will appear on the minimap so head there. I personally used the strategy of picking up all the patients and then dropping them off at the hospital but you can ferry the patients individually if that works best for you.

The helicopter is fairly durable but you should still take care when approaching patients and hospitals as small damage adds up. The levels work by adding a patient every 3 level. So levels 1 and 2 are one patient, 3 and 4 are two etc up to a maximum of 4. The patients can die if you are too reckless with the winch so watch where it swings.

When you have reached Level 15, you will unlock the increase to your max health.

Firecopter

[GTAVCSOJ7]

Overview: Put out fires from the air

Location: A fire copter can be found in the downtown firestation round the back

This submission has no particular reward as such. However, you will earn a lot of money by doing it. Firstly, fly the helicopter to the fire and then simply release the water to put the fire out. Do not be too heavy on the release as it means you have to refill which does take time. To refill, simply fly over any water and let the bucket settle in it. Once you have got the hang of this process the mission will be very simple and you can simply enjoy the easy income.

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Miscellaneous Jobs
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[GTAVCSMI]

This section contains some of the main subtasks in the game. There have some good rewards and will not take too long so it is definitely worth putting in the effort here.

Phil's Shooting Range

[GTAVCSMI1]

Overview: Break the scoring records at the range

Reward: \$2500 and a discount at Ammunition

Location: Phil's Shooting Range

The range is the ideal place to practice your shooting skills and at the same time get a very nice discount at Ammunition.

The range involves 5 levels: Pistol, Uzi, Shotgun, M4 and Sniper in that order. You will then be set a target and will have to beat that target by shooting the targets. For each one you destroy you get 100 points. To make things difficult for each civilian target you destroy you lose 200 points. It does not matter where you hit the target.

The trick to the range is the use of the fine aim. This will allow you to put it just on the target. Also remember to fire in bursts, as this will a) prevent you shooting something you do not want to and b) will maximise your ammo life as the time it takes to reload can make the difference between hitting and missing a target.

To get more detail on the Range I recommend you follow this link:

http://db.gamefaqs.com/portable/psp/file/grand_theft_auto_vcs_shooting_range.txt

to view Lagunathemoron brilliant guide on this minigame.

Vice Sites

[GTAVCSMI2]

Overview: Take a tourist around the main sites of Vice City

Reward: \$500

Location: East side of the airport near the large plane

This side task involves you taking a tourist to some markers like a taxi mission. When you get to the large circle you need to hover around it until a picture is taken. The fun bar is the key to this mission. Not only is there a time limit but you must keep this bar full. To do this pull up, pull down or increase your speed to raise the fun. When you have completed the 5th level you will receive your reward.

Swinger's Club

[GTAVCSMI3]

Overview: Practise your golf swing

Reward: \$1000

Location: The driving range on the golf course

Once you have completed the mission Home's on the range, this minigame is unlocked. It works exactly as in the mission. You have 5 shots and the best way to get a good drive is to stop the marker in both green sections to hit a long accurate drive. Once you have completed this simple mini game for the first time you receive the money.

Mashing Up the Mall

[GTAVCSMI4]

Overview: Using a BMX pick head through checkpoints

Reward:

Location: The mall in Vice Point

Hop on the BMX to begin this subtask. The mall is full of checkpoints and you have to head through all of them within a tight time limit of 4:30 to complete the task. The checkpoints come in three different colours and they work as follows:

Red: Just head through

Green: Wheelie through (Pull on to the back wheel)

Blue: Stoppie through (Push forward raising back wheel)

The time limit is tough, so be sure to plan your route. With a well planned route you will be able to shave the much needed seconds of your time to get the reward.

Land, Sea and Air Ace

[GTAVCSMI5]

Overview: Complete a triathlon

Reward:

Location: Lighthouse in Ocean Beach

This task involves proving you are a master of three disciplines- Land, sea and air. You head on a checkpoint race first by Sanchez which is effectively a loop and then you switch to jetski to head around on the sea before getting to a seahelicopter and flying through the checkpoints. The time limit is 4:30 and it

is a challenge. Try and get as close as possible to the change over vehicle as this reduces the cross over time. Another trick is to look at the map and plan ahead as this will help set you up for corners.

Good luck for this one, it is a tricky one and a good tactic is to get used to the route the first time so you can then get a good feel for the track.

Empire Mode

[GTAVCSEM]

Empire mode is the most important of the side missions as you will have to do it to progress in the game. Vice City is a city on the grow and thus there are many business options available for you. With intelligent investments you can create a solid base to the main missions with massive cash income to make buying weapons easy.

Making An Empire

[GTAVCSEM1]

To make an empire you first need to capture a site. There are many scattered around Vice City. Firstly, destroy the gang car outside. This will then trigger an attack and lots of gang members will come out, simply shoot them all and you can then head inside. Kill the gang members inside and then the site will be up for sale. Simply head up to the sign and press up to buy it.

A site can be any of 6 options. These options come in three forms- small, medium and large. The bigger you go the higher the cost but at the same time the reward is greater. Location is also important. Move smuggling to a dockyard plot for example to earn more.

Business	Small	Medium	Large
Protection	\$1500	\$2900	\$4400
Loan Shark	\$2000	\$3900	\$5800
Prostitution	\$3000	\$5900	\$8800
Drugs	\$4500	\$8900	\$13300
Smuggling	\$5000	\$9900	\$14800
Robbery	\$6000	\$11900	\$17800

To reduce these costs and also increase your income, simply complete the missions. The guide to the missions is below.

In attacking empires you may face attack from other gangs. If a site is attacked you need to head to it and kill off all the attackers. If the site has taken any damage then you will need to repair it or you will face a cut in profits.

Empire Missions

[GTAVCSEM2]

This section takes you through all the missions involved with Empire mode. Some are easier than others but they are worth the effort as they increase profit and decrease costs at your assets.

Protection

[GTAVCSEMP]

The protection bussiness is the cheapest to get into in Vice City but it also has the lowest payout. When the missions are complete the price drops significantly and the income becomes fair so protection is a useful option for those entering empire mode or low on a budget to get a foothold in the city.

You will already have completed one protection level already. The protection levels come in a one of three ways. One is to protect exsiting stores from attack. In this mission the aim is simply to head to the bussiness before the damage bar fills and attack the gang. Then head inside and finish off what is left.

You may also have to convert an exsiting store. This is very similar to the Marty level earlier in the game where you simply have to trash the store till the owner comes around to your point of view. A varient of this is to convert a gang store so you will face gang action during this.

The last option is to rescue a store. A bar will appear and you have to have killed all the attackers before the mission completes.

These missions are fairly quick and straight forward so enjoy the early discount!

Loan Shark

[GTAVCSEMPL]

The next step from protection is the loan shark. This is a very repetative set of missions that are very simple. Either hijack the bike or truck and drive it back to your asset. The exowner may fight back, but aside from that there is little to worry about. When dealing with cargo trucks, be careful when ramming as it lowers your reward if cargo is lost so give a short uzi burst to get the exowners out. This is a very simple set of missions so just find a few minuites and do them!

Prostitution

[GTAVCSEMPR]

If you have played GTA San Andreas then these missions will be familiar. You have to pick up a hooker, drive her to the punter and then pick her up. Some times the punter will not pay so just run him over. The other alternative is that the punter will attack the girl so just rush over and kill him off. As you move up the missions the number or hookers will increase as will the time so so long as you drive sensibly as before these missions should be simple.

Drugs

[GTAVCSEMPD]

This empire starts the patten of completing actual small missions. There are 6 in total to complete. The locations change every time so I have not put any paticular locations.

For the first one, pick up the money and head outside. Then hop in a nearby car and make the journey to the meeting point. Drive down the alleyway and into the marker. After the handover has taken place, jump into the drugs can and drive back to your base to complete the first mission. There is no police attention so it just a simple drive. Take your reward at the end and head back inside for the next mission.

Head outside and hop in to the marked car. Then make the journey to the trade. This time however, it is not so smooth. Shoot the two buyers and then hop back in the drug car. Then make the journey back to the drugs base but be careful as you will face attack from some of the buyer's gang. Use a pay and spray if necessary. Head to the marker to complete the second mission.

For the third mission, pick up the money and then head to the meeting point. This time the DEA have been watching the deal. This means you need to head back to the drug base with a 3 star wanted level. This should not be too hard a journey and as you pull in to the marker, enjoy your monetary reward.

For the next mission, pick up the money and head to the marker. The next problem is that the drugs are fake! Chase after the dealer and give him some uzi action. When he is dead you need to pick up the money. Then head back to base to receive the reward.

Now for the penultimate mission. Get into the van and make the journey to the meeting spot. Then you will be attacked by another gang. Get out a weapon and kill the attacking gang, then pick up the money and get back in the drug van. Then make the journey back to the drug base being careful for attack along the way. When you reach the base, drive in the marker for mission complete.

The final level is an easy walk. Head outside to the blue marker and get in the boat. Then take the boat to the meeting point. From the meeting point make the journey by jetski back to the jetty where the boat is for mission complete.

That finishes the drugs section. Enjoy the increased profits and lower costs!

Smuggling

[GTAVCSEMPS]

Smuggling is a nice little earner and it is well worth completing these missions. Be careful when you return from the collection because you will lose money the more packages you lose.

For the first mission, head to the jetty in VicePoint. Then hop in the boat and navigate to the helicopter. This will start a timer. The helicopter will fly around dropping packages around. Your job is to pick these up with each package increasing the time by 3 seconds. The packages are dropped in groups of threes and so long as you have a basic grasp of the boat are easy to obtain. When 15 packages have been picked up, a new timer will start and it's up to you to head back to the jetty from before. When this is done you need to get in the truck and head back to the warehouse before time expires to complete the mission.

The second mission works exactly the same as the first one. However, when you are picking up the packages there is some competition. The two helicopters will drop packages as before so just head to them. A trick is to try and drive by one of the boats as you both compete for one thus cutting the competition. However, do not spend too much time doing this. The packages now add 5 seconds

to the game clock. Once the 15 have been picked up head back to the base as before to receive your cash.

For the third mission we change jettys and this time we head down to the Viceport. When there it is the same pick up 15 packages with no competition. When they have all been done, you will find your self with a 4 star wanted level. You then have to find your way back to your base. Be careful when getting rammed because if you lose all the packages then it is mission failure. A trick to maxamise profits is to build a smuggling post near the jetty and do the mission there to reduce drive time.

For the fourth mission there is a combination of the previous two. The mission works just like the previous one but when picking up the packages the mission works like the one before that. If you found the picking up a breeze then that aspect should be easy and with a nearby base the drop off is easier then it could be.

For the fifth mission, the boat can be found at the jetty from the first two missions. The drop off point is the same so head to the helicopter and pick up the fifteen packages. The change this time is that rival gang boats are coming to get you. So you need to head back to another jetty, this time the one from the last two missions. The boats will start to pick you up from Starfish Island. Do not try to fight, just drive on through heading to the target. When you reach the jetty, there will be no wanted level on you so the journey back should be easy so long as you drive quickly. Head back to the marker for mission complete.

For the last mission. Head to the jetty in Viceport and get in the boat. Then head to the drop off point. You will be competing again with the two rival boats and the aim is to get 20 packages. Every package gvies you 6 seconds so if you do it right you have time to knock off a rival to make your job easier. When you have all the packages, head back to the jetty and its back to the 4 star wanted level. Then you need to make the treck back to base for mission complete and to finish the Smuggling submissions. It is a hard one so take a good break and enjoy the increased income!

Robbery

[GTAVCSEMPB]

The last, most advanced and profitable of all the empires is robbery. With initial high costs, these missions are essential to decrease building and to decrease turnaround time so you can make your profit.

For the first misison you have to steal a suitcase. Head in a car to the location and ram the courier's car. This will set it off, so give chase and keep the ramming and drive by up. Be carfeul though, do not destroy the car! When you have done a certain amount of damage back up will come, ignore it and eventually the courier will leave the car. Kill him and take the case, then to finish the level you need to head back to your base being careful to ignore the backup that will still be on your trail.

The second mission involves making a hit on a money truck. The journey is from the north of Vice City to the airport. When you make the first hit the police will be called and you get a 2 star wanted level. Eventually, more back up will be called. The van is bulletproof but you can take out the tyres and that will make your life easier as the van will sway. After a while the truck will be abandoned. While you drive with both back doors off money will come out and you will lose money so if you can go to a pay and spray, lose the wanted level

and with the doors back the money loss will be less. The journey will be easier with just gang action as you can outpace them so head back to base for mission complete.

The third mission needs you to be in a boat so head to Viceport and get in the marked boat. The courier is in another boat so gun it to the north and counter the boat as it comes south. When the driver (Courier) is dead, you need to board the boat and pick up the case. Be careful as there may be gunmen on the boat and also gunmen on other boats. Take control of the boat with the case and head back to base by whatever means you want. There will be no gang action so just enjoy the trip back for mission complete.

The fourth mission involves another money truck attack. This time however the journey is shorter and the truck is protected by a two car convey filled with Ak gunners. In advance get hold of a bullet proof car if you can or take something big like a firetruck. Use the same tactic of before, gun it up to the truck, shoot the wheels and ram it till they get out. There is no wanted level so try and stop the convey as it'll make your journey back a lot easier.

For the penultamate mission, it is another boat based one so head to the jetty and give chase. The boat has a convey of two and you have two options depending on your style. You can either take the boat from a distance or you can gun in then shoot and get out and repeat. Do whichever favours your style and then it is similar to the last boat mission, board the boat, pick up the case and then head back. Be careful not to relax as you have a two star wanted level. Head back to base to complete the mission.

The last mission involves making a hit on a courier in a car. The convey is two landstalkers filled with ak armed men. The moment you make initial contact with the convey there is a two star wanted level added as well. The landstalker drivers are crazy so try and pull away from them. The couriers car is a hard nut so keep ramming, T-boneing and drivebying the car till the courier gets out. Now, run the courier over so the warning is there to pick up the briefcase. The temptation will be there to run in but hold back. If you have a distance weapon use that and pick off the AK gun men or they will rip you apart at the close range. With the gunmen dead then pick up the briefcase. You then need to make the journey back, be aware that backup will be coming on the journey so I reccomend you head to a pay and spray, lose the wanted level and then gun it back to base. Touch the marker at the base and it is mission over. Well done you have now finished the empire missions! Enjoy the increased profits you will now have and also the lower costs.

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Clothes
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[GTAVCSCL]

During the game you will be able to change clothes. This list shows all the outfits and also how to get them.

- Army Gear: Beat the mission last stand
- Winner's Outfit: Beat the mission last stand
- Casual Clothes: Beat the mission Conduct Unbecoming
- Trailer Trash Clothes: Beat the mission D.I.V.O.R.C.E
- Cuban Style Clothes: Finish the Umberto Strand
- Hired Muscle clothes: Buy a high roller Protection building
- Mr. Repo Clothes: Buy a high roller Loan Shark building
- Track Suit: Buy a high roller Drugs building
- Smuggler Clothes: Buy a high roller Smuggling building
- Hood Clothes: Buy a high roller Robbery building

Smart Suit: Complete all empire mode missions

Wetsuit: Complete all the Jetski races

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