

Grand Theft Auto: Vice City Stories FAQ/Walkthrough

by bigrichmcgee

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Complete Walkthrough for

Grand Theft Auto: Vice City Stories
Version 1.05

BY ERIC WAECHTER

As of this writing, this walkthrough is complete to get you through to the end of the story line missions and see the ending credits of the game. It is NOT complete at this time to achieve 100% completion of the game. Know that I am working on this on a daily basis, and when this document reaches version 2.0 it will contain everything necessary for 100% completion.

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THIS WALKTHROUGH DOES CONTAIN PROFANITY ON OCCASION. IT IS NOT RIDDLED WITH IT AND I HAVE NOT THROWN IT OUT EVERY OTHER WORD, IN FACT, THE GAME ITSELF IS MUCH WORSE THAN I AM, SO IF YOU 坦E ALREADY PLAYING THE GAME, I DON 探 THINK YOU 坦E GOING TO MIND THIS WALKTHROUGH. IF YOU ARE UNDER AGE AND YOUR PARENTS DON 探 APPROVE OF YOU BEING AROUND PROFANITY AND SEXUAL SITUATIONS, THEN YOU 欺E BEEN SNEAKING ANYWAY AND I 樽 GONNA TELL YOUR MOM!!

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The webpage versions of the walkthroughs for all of the above games can be found on my business webpage at <http://www.candiedskull.com>

Please visit my site if you have enjoyed the walkthrough and feel free to write with your questions or comments. I am not nearly as mean as my "Contact Information" section might portray, I just have a pet peeve that irks me a bit, so don't be afraid to write.

For all of you that are return readers, I'd like to express my heartfelt gratitude for your loyalty and encouragement. It is your words of thanks and praise that have driven me to continue forward with this kind of work and even incorporate it into my existing business. I am both honored and humbled by the amount of fantastic e mails you have sent.

Now, enough of the sappy shit . . . let's get on with the game!

--Eric

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*****  
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*****      II.  Main Mission Storyline      *****  
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This walkthrough follows the chronological progress of the story rather than grouping missions under each particular character. I believe a guide is easier to follow if it is done in the order it is played rather than reorganized to fit the convenience of the one compiling the information.

I realize that in many cases, in the order of the missions shown below, some of them can be swapped around slightly, but the order shown CAN be followed exactly as it is written and complete every mission in the story line.

Do NOT write to me to tell me that this can be done in another order. I am fully aware of that.

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***      A.  CHAPTER 1      ***  
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*****  
*      1.  Jerry Martinez      *  
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a. "Soldier"

This is the first mission of the game and it proceeds as most GTA intro missions do, you have no choice but to just start playing it. You will be introduced to your boss, Sgt. Martinez. After his initial speech you'll be going on your first errand for him and he will give you the all important pager that will brief you for the remainder of the game. When the cut scene is done, grab the nearby jeep and head for the marker at the airport. When you arrive, there will be a cut scene of you getting on a boat with one of Sgt. Martinez's connections. The boat will be attacked and you will be forced to jump off. Follow the on screen instructions to swim to shore quickly before you are shot to death. (I guess it was just Tommy Vercetti that couldn't swim . . .LOSER!) When you get to shore, you just need to get back to base, which just happens to be right in front of you, so head there find your barracks and utilize your first save point in the game.

Reward: \$50

b. "Cleaning House"

In this mission you'll be sent out to meet up with your old buddy (new buddy?) Phil Cassidy. Phil's marker is down in the ports, so grab a vehicle and head down to see him. Phil wants to get to his apartment, but it seems to have been overrun by a bunch of Cholo's. Drive fill to his apartment just outside the enterance to the ports. Outside there will be three Cholos that need some killin'. Once they are taken care of, enter the apartment through the blue marker. Once inside, be prepared for two more Cholos that need similar treatment. Once all five Cholos are dead and Phil can have his apartment back, head back to the base to complete the mission.

Reward: \$100

c. "Conduct Unbecoming"

Martinez seems to need to get laid, so he wants you to run out and grab his favorite hooker, Mary. Head down to Phil's apartment and meet up with him and he'll give you a nice Stinger to drive. I'm not entirely sure why we have to drive this car, but it was better than the one I had, so I took it. Head over to the ports and look for Mary's friend. She'll pop up on your radar as soon as you enter the ports area. Pull up to her and she'll tell you that Mary is at a party on Starfish Island. She'll hop in the car with you for a ride over. Head to the new marker on Starfish Island and get out to look for Mary. You'll probably not be too surprised to find that Mary is with two men who don't really want to give Mary up for the night, because nothing in Grand Theft Auto Land comes easy, kill these two and head for your car (or any car) in the driveway of the house. Take Mary back to the base. When you arrive at the base, you are stopped by the guards at the front gate. You learn that you were set up for the drugs you've been holding for Martinez in your barracks and now you're bringing a hooker onto the base. You are kicked out of the Army and no longer allowed access to the base. Apparently that Army issue pager wasn't too important to them so you get to keep that, which is a good thing because Phil pages you to let you know that he has some work for you and you can stay at his apartment in the meantime. Head to Phil's apartment and enjoy your new save point and role as a civilian.

Reward: Freedom from the oppressive government job aka NOTHING.

* 2. Phil Cassidy *

a. "Cholo Victory"

Head on over to Phil's marker in the ports and you'll find that Phil is pretty wasted. He wants to go out on the town and take out a few Cholos to teach them a lesson. Since Phil is drunk, you will be doing the driving, so climb in the truck and head to the police station just up the road to look for Cholos. You arrive to find nobody there, so Phil tells you to check out the hospital just a little further up the street. Here you see a target that will take off in his car. You now have to keep up with the car so that Phil can shoot it until it blows up. Try to keep the Cholo's car on your left side so Phil can shoot him better, and if you have a weapon with you, feel free to join in on the fun to make this go a little faster. If the Cholo makes it all the way to his destination, there will be more Cholos to take care of before you can complete this mission, so it's best to take care of this guy before he gets there. Once the Cholo (or Cholos) is dead, Phil will let you know that he is not so drunk that he doesn't notice that his truck is wasted. You'll be directed to the nearest Pay N Spray and instructed on how to use it. (I'm not going through that, if you don't know how it works by now, there is no hope for you. My MOM knows how it works and she's in her late 60's and never played the game) Drive Phil back to the ports and the mission will be over. You'll receive a page from Phil telling you that you can talk to his sister's husband, Marty for more work. Marty's marker will now appear on your map, but we'll finish with Phil first.

Reward: \$200

b. "Boomshine Blowout"

Head on over to Phil's marker (or just walk into it if you chose not to go save, but I recommend you do before you start this mission) and you'll be stunned to find that . . . Phil's WASTED! Phil has a warehouse full of his powerful moonshine (you know, when I first typed that, I made a typo and typed "moonshit", which is probably more accurate) and the Cholos are going to try to blow it up. You are going to help Phil save his stash. Get in the truck and drive Phil over to his warehouse in Little Haiti. When you arrive you'll need to drive around to the back of the warehouse where all seems suspiciously quiet. When Phil opens the door to the warehouse, a Cholo booby trap is set off and the warehouse bursts into flames. You will now have a mission that will require good driving skills and quite a bit of patience. Phil will back the truck up to the door and you will have to get on the forklift in front of you. You will now be switched to a camera angle that is both highly annoying and unchangable. Deal with it, that's all you're going to get for a view. You have a pink meter on the right side of the screen that is slowly filling up. You must get the pallets of booze (indicated by the green arrows) onto the back of Phil's truck before the meter fills. Go straight to the right to pull up to a pallet and you will slide the forks under it. The left and right buttons on the D-pad move the forks up and down, and if you are talented at making one finger do two things at the same time, try to raise and lower the forks as you are driving to save yourself time. Raise the pallet up and pull up to the rear of the truck and you will drop off the load. With each pallet you pick up, a little more of the warehouse will fall apart and block your path. You are only going to get one shot through that first one to the right, so the next

three will involve you having to work your way through the containers. For the second one, go straight up through the containers and turn right to go straight through a break in the barrier of containers to approach the remaining booze from above. Go back the way you came. The third will take you up through the containers, but the second path you took will be blocked, so you will have to find your way around the container to the left to get around that section. For the fourth trip you'll find your third path blocked, so you'll again have to go to the left around the containers, but you will have to follow them further up to get around them. Get the last pallet onto the truck before the place blows up and Phil will reward you by leaving your ass standing there without a ride.

Reward: \$250

c. "Truck Stop"

You'll find Phil hanging out with your old buddy Sgt. Martinez. Resisting the urge to kill him you agree to do some more work for him so climb in the car with Phil to go pick up two cohorts at the hotel near the airport. Pull into the marker and the two guys will get into the car with you. Now head for the red marker on your radar which will be north of you. This is the truck you are trying to intercept. Get close to this truck so Phil and his buddies can put a few hundred rounds of ammo into it. Once it has been suitably damaged, you will be instructed to pull in front of the truck and block its path. When you do this, Phil will get out and start driving the truck. Now you must protect the truck from attacking Cholos while Phil drives it back to the ports. Keep yourself between the Cholos and the truck to keep them from damaging it any further. There is a damage meter on the right side of the screen, but the Flatbed seems to be pretty tough. I was more worried about the crappy ass Perennial I was driving. The guys you still have in the car with you do a great job of destroying the Cholos in a big hurry, so they aren't too much of a problem. I only had two carloads of Cholos on the way back and the last half of the trip back was quiet. Complete this mission and Phil's missions will stop until you complete the Louise Cassidy-Williams mission "Takin' Out The White Trash".

Reward: \$300

* 3. Marty J. Williams *

You will find these missions in the trailer park just south and east of what you know from the previous Vice City game as Sunshine Autos. In this game, that Sunshine Autos is under construction and amounts to not much more than a foundation and a hole in the ground in the back, however down in that hole which will come to be the garages, there is a free armor pickup. In this game, Sunshine Autos does exist, but it is a smaller version and it is found further down the street. All of Marty's missions are a lesson in types of tasks you will need to do in order to increase your reputation in the empire businesses. Get used to these procedures and you'll advance quickly within your empire.

a. "Shakedown"

Marty is a pleasant little redneck that treats his wife like the trailer park queen that she is. I'm sure if Phil caught him behaving that way, he'd

kill Marty. Get in Marty's truck and drive him over to the store marked on your radar in Little Havana. When you get there, beat up or shoot the two Cholos guarding the outside. Enter the shop and there will be two more Cholos to dispose of. Be careful since one of these guys has a gun. When they are taken care of, get back in the truck and head over to the next shop that appears on the radar which is down on the main road on the opposite corner from the police station. Enter this shop and start destroying the stock (anything marked with a green arrow). When three Cholos come in to try to stop you, kill them by whatever means you have with you. When they are taken care of, the mission is complete.

Reward: \$500

b. "Fear The Repo"

You're going to reposses some vehicles for Marty. It's perfectly legal, really, it is. Drive Marty over to the lockup next to the airport hotel. You'll be instructed to go steal the indicated vehicle which is a Cheetah parked just down the street from your current save house. When you arrive, the owner will be there and he appears to be fixing a flat on the passenger side of the car. Beating up the guy here is your choice, but if you're in a hurry to get this mission over with, just quickly run up and jump in the car and drive away. The guy will never have a chance to get to you. Drive the car back to the lockup. The next car you will be sent after is a Sentinal that is driving up the main road of the island. Chase after it and hit it or shoot it until the driver gets out and abandons the car. Get in the car and run it through a Pay N Spray in case you got a warning level or the car is close to being destroyed (you should be near a Pay N Spray anyway). Get this car to the lockup as well. Your last repo will be a delivery truck and these guys aren't going to give it up that easy. Chase them down and get the truck stopped and you'll have to kill these two guys before you can take the truck. When you have done that, you will have a two star warning level, so get to the closest Pay N Spray and get rid of it so you can drive back to the lockup in peace.

Reward: \$500

c. "Waking Up The Neighbors"

Marty is being particularly sweet to his wife today, but we've got work to do, so off we go. Grab the grenades near the truck and then get in the truck. You have 6 and a half in game hours to complete this mission. (I believe this mission always starts at the same time, so you have to have it finished before the Cholos go to work at 9:30.) Go to the closest marker on your radar to get to the first truck. There are two guards watching over it and the simplest thing to do is just to approach them quickly in the car and mow them down. When they are down and out, you are free to get used to throwing the grenades and blowing up the truck. When the first truck is destroyed, head to the second marker and repeat the procedure from the first to blow up that truck as well. On your way to the third truck you will quickly discover that the Cholos know what you are up to, and they will chase you and shoot at you. Shoot them as you go or just keep away from them until you get to the last truck. Again, there will be two guards, so just mow them down as you have been doing. Get out of the truck (or whatever else you have had to pick up along the way) and get the third truck blown up before more Cholos arrive. When the third truck is destroyed, you will get a page from Louise Cassidy-Williams telling you that she has left Marty and would like you to come visit her at her sisters. Louise's mission

marker will now appear on your map, but we'll finish with Marty first.

Reward: \$500

d. "O, Brothel, Where Art Thou?"

This mission will introduce you to a new weapons store that seems to cater to the redneck element. Go to Stonewall J's which will appear on your map. Enter the establishment and enter the marker to begin your transaction. You will be able to grab a shotgun for free that Marty has left for you. Now that you have your new weapon, head north to the new marker on your radar to cause some trouble up at the brothel. When you arrive, your task is to destroy the gang car that is parked next to the building. When you do, you'll be attacked by 4 or 5 Cholos that come out of the building to find out what all the ruckus is. Kill all of the Cholos that come after you and you will be instructed to enter the establishment. There will be one more Cholo to kill when you appear inside. When he is dead, find the bed that is marked by a green arrow and destroy it with the bat. Pay attention to the tutorial on how to acquire and buy a business, as this will be your primary source of income for the rest of the game. Marty will be buying this particular business. . . .for now.

Reward: \$700

e. "Got Protection?"

This is a fairly simple mission, just a little annoying. Go to the brothel that you just helped Marty acquire. When you get there, the pimp ride in front of the business will be destroyed in an attempted Cholo takeover. You now need to grab a 4 door vehicle and save the three hookers spread around town from attacking Cholos. There is an Oceanic parked right across the street that you can grab. Head for the nearest hooker. She is hiding behind a car shooting at the Cholos across the street from her. Just pull in between her and the Cholos and she will get in the car. She will continue to fire at the Cholos as you move on. You pick up persuing Cholos as you continue to pick up the other two girls. Avoid the attacks of the Cholos that are chasing you as best you can, but the girls you are picking up are pretty damn good with their weapons, to the point that when you have all three, your vehicle is in more danger from the exploding Cholo vehicles than from the bullets they are firing at you. Change vehicles if you need to, the girls will follow you. Get the girls back to the brothel.

Reward: \$500

* 4. Louise Cassidy-Williams *

a. "When Funday Comes"

Watch the opening cut scene which will make you want topuke. When it's over, you're going to take Louise on a date. Being the redneck that she is, her idea of a fun date seems to be a 4-wheeler race. Drive Louise up to the trailer park (oddly close to Marty's trailer; think she's trying

to make a point?) and enter the marker to begin the race. You are racing against Louise and two other rednecks. It is a two lap race that winds through the trailer park, behind the Sunshine Auto locations and briefly up by the airport. The quad is a little hard to get used to, but master it quickly. This definately isn't the hardest vehicle to drive in this game, so I wouldn't start getting upset about it yet. You might have to do this mission a couple of times to get used to the layout of the track. I say this only because trying to describe it with words is usually open to each individuals interpretation and generally means I'm going to get 100 e mails telling me I was right, wrong or they didn't understand and frankly, with this now being my 5th walkthrough, I'm getting a little tired of the ones that want to start a pissing contest. Complete the 2nd lap of this race in first place and you successfully complete the mission. You can now go to the current Sunshine Autos and participate in the "Tourismo" races, as well as purchase a quad there.

Reward: \$500

b. "Takin' Out The White-Trash"

Louise has left some of her stuff over at the trailer and she wants you to take her over there to get it so you can protect her. You know this means trouble and you are probably in for a hell of a fight, so I recommend you have something in your hand already when you leave to drive over there. The shotgun seems to do real well here. When you arrive there and the next cut scene ends, you will find yourself surrounded by rednecks that would very much like to be a severe hurting on you. There are about 12 rednecks that try to attack you here, and the best method I found for dealing with them is to run a short distance away, turn, auto aim and fire into the crowd. Keep repeating this until all the rednecks are dead. When they are, Louise will be finished retrieving her goods and you will now have to drive her back to her sisters apartment. You will be persued by angry rednecks in pickup trucks (what else?). Avoid them as much as possible, or shoot them with the driveby technique, but the quickest method seems to be to focus on just getting to the marker in front of the apartment, which doesn't seem to be too much of a problem if you know how to quickly get to the main road. Get the car into the marker and the persuit as well as the mission will be over. Phil's mission marker will return on your map.

Reward: \$200

* 5. Phil Cassidy Part 2 *

a. "Marked Men"

You arrive to find Phil and Martinez hanging out and at this point we would be upset if Phil was anything but wasted. Apparently Phil told Martinez that he didn't trust him and Martinez took it a little personally. You and Phil are going to run an errand for Martinez since you don't seem to have offended Martinez . . .at least, not that you know of. Climb into the truck with Phil and head to the lockup which is down a narrow alley in Little Haiti. Try to keep the truck in good shape before you arrive there. When you get there, you discover that you and Phil have been set up for execution by Martinez. You are attacked by some on foot that you can run over quickly and the alley where you entered gets blocked by a couple of cars containing

more attackers. Kill all of the attacking goons and get the truck out of the alley and on it's way back to Phil's mission location at the ports. The truck will have a health meter, and Phil will have crawled into the back of the truck to assist you on the trip back to the ports since these guys will continue to chase you all the way back home. The truck has a damage meter and it's real important not to let it fill up or the mission will be failed. If you are able, you can enter a Pay N Spray during the trip if you need a little help. Phil will be throwing "Boomshine Bombs" like molotov cocktails at the goons that are chasing you, and while this method does effectively get rid of the persuing car, it also creates an additional obstacle to avoid as the cars exploding too close to you will do considerable damage to the truck. Be particularly careful of cars that manage to get by Phil and get in front of you, because Phil doesn't have any problem tossing those bombs forward. Get the truck back to the mission start point without it blowing up and the mission is complete. Enjoy the threatening message from your new enemy that arrives on your pager. (Enjoy the irony that he is the one that gave you the pager in the first place.) Louise will also page you to let you know that she is having troubles with Marty, and her mission marker will appear again on your map.

Reward: NOTHING!

* 6. Louise Cassidy-Williams Part 2 *

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

You get to Louise's current residence to find that she isn't there. Louise's extraordinarily large sister is having a rant in which she let's you know that Marty has taken Louise and is going to "turn her out" as a hooker at the recently aquired brothel. Head back over to Marty's trailer. Marty is going to take off with Louise and leave you with two unruly rednecks to deal with before you can begin the chase. The shotgun makes this a quick and painless endeavor, at which point you can begin the pursuit of Marty. You will be chased by more angry rednecks in pickup trucks, but if you can "drive by" them into oblivion, you can carry on with the chase. If you don't feel like chasing Marty and hitting him until he gets out of the truck, you also have the option of going straight to the brothel if you know the map well and can beat him there. Do that and when he arrives, you can just mow him down when he gets out of his truck. Be careful if you decide to get out of your vehicle to kill him as he has a shotgun. Kill Marty, and you can now get in the truck with Louise. (It's safe to assume that you won't be having any more missions for Marty) For some reason the silly bitch is pissed off that you killed her husband, but she'll get over it. If you picked up a wanted level on your way here, hit a Pay N Spray on your way to your next destination. The respray will be free. You are headed to what will now be a new save house location for you, but you hard core GTA fans will recognize this place as Phil Cassidy's compound from the original Vice City game. Enjoy your new save location "The Compound". You have also unlocked the "Trailer Trash" outfit in your wardrobe.

Reward: NADA!!

b. "To Victor, The Spoils"

You've killed Louise's husband, so she feels it is the least you can do to

take over Marty's business' and continue to earn money to support the now fatherless baby. Grab the nearest vehicle and take Louise over to the current Sunshine Autos. When you arrive, get out of the vehicle and approach the two indicated guys. Recruit them to help you out by targeting them with the right button, then pushing up on the D-pad. When you have recruited both of them, you will need to grab a 4-seater car which can easily be found there in the lot of the dealership. When you are all packed in the car, head over to the loan shark office now marked on your radar next to the hotel by the airport. Upon arrival, Louise will drop you and the other two off to fend for yourselves while she heads to the next destination to get a head start there. There will be 5 to 6 guards here to kill and the two guys you recruited will do their best to help you out. Be careful not to kill your help. When all the guards are dead, grab a car all three of you will fit in and head over to the protection racket, which is on the main road just up the street from the police station, brothel, to meet up with Louise. When you arrive there, repeat the procedure you followed at the previous location and kill the guards. When the guards are dead, enter the business. As soon as you are inside, there will be two more guards to deal with. Quickly take them out with the shotgun if you have it handy. When they are killed, the mission is complete and you will receive a tutorial on how to build your business empire. Pay close attention. You have now acquired the first of your businesses for your empire and unlocked new multiplayer content. At this point you can begin taking over and acquiring businesses at your discretion. For further information, see the "Building Your Empire" section of this guide.

Reward: \$1500

At this point you are paged to go to the airport because you have a visitor waiting for you there. I recommend saving before going to the airport to investigate. You'll be glad you did.

*** B. CHAPTER 2 ***

* 1. Lance Vance *

a. "Jive Drive"

Pull up into the marker at the airport and you'll get your first glimpse of your brother, the infamous Lance Vance. I've got to say that I liked his character a whole lot better in the original Vice City. Vice City Stories has made him a complete idiot. As you will soon discover (and tire of), wherever Lance goes, trouble follows. You will get ambushed by Cholos and Lance magically has a car waiting here. In this mission, Lance will drive and you will take care of the pursuing Cholos with an SMG that has unlimited ammo. You are automatically placed in targeting mode and you now have to blow up pursuing Cholo vehicles and Cholos on foot at various points along

the route, all while Lance drives like an asshole. The car you are in will have a damage meter, and you need to keep the attackers away from you so that the car survives a trip. Lance will occasionally take you over a couple of large jumps which will give you a brief rest, but not for long. When you have reached a point far enough north (somewhere in the vicinity of the brothel), Lance will make one final jump for an escape, of sorts. I don't know if this was just by chance, or if it happens every time, but the car was almost wasted when we hit this jump and continued to take damage during the cut scene. As the cut scene continued with Lance and Vic walking away from the car, the car blew up during the cut scene. As I said, I don't know if that happens every time or if I just managed to get through by a hair.

Once you are out of the car, you will be attacked by some more Cholos who arrive to block the exit of the area you have landed in. You now have a meter on the screen indicating Lance's health, and you must fend off the Cholos while making sure that Lance survives. Cholos will come at you from three different sides, so keep your eyes on your radar for the red markers. Don't look to Lance for too much help. He won't be. Ever. At any point in the game. Before the end of the game, you will wish YOU could kill him. When the attacking Cholos have been killed, grab a vehicle and hit the closest Pay N Spray to get rid of any wanted level you may have picked up, then drive up into downtown to drop Lance off at his hotel which is near the recording studio that you first met Love Fist in the first Vice City game. You have completed the mission when Lance is safely at the hotel. You will get a page from Umberto Robina who has heard that you are now running Marty's gang, and he'd like some help from you. Umberto's mission marker now appears on your map. Louise's marker is back as well.

Reward: YEAH RIGHT!

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* 2. Louise Cassidy-Williams Part 3 *  
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a. "Hose The Hoes"

Louise meets you outside this time, and tells you that you need to find a fire truck in a big hurry. Someone has set fire to the brothel and the girls are trapped inside. Luckily for you, there is a car accident just up the street and the ONE time emergency personell respond to an accident in Grand Theft Auto, there is a firetruck there. Climb in Louise's car and drive up the road to grab the truck. Once you and Louise are in the truck, head quickly over to the brothel. You have a meter on your screen indicating the health of your hookers, and you need to get the fires out before they die. When you arrive, push as many of the cars away from the building as possible with the fire truck. When they explode, they do even more damage to the building, so getting them away or put out before they explode is the way to go here. Using the square button, use the trucks hose to put out the fires indicated by the pink arrows. When you have the fires steaming a lot, you are making progress. Get all the fires with the arrows over them put out and you will have saved the building, but you are not done yet. Louise points out that the arsonist is running away. Chase after him but do it carefully, as he is carrying (and throwing) molotov cocktails. If you've got a long distance weapon at this point, you can auto target him and take him down as he runs up onto the roof of the nearby building. Get after him and take him down any way you can. I chased him up onto the building, and apparently I either just got really lucky or his aim sucks because I

avoided his molotovs and quickly shot him with the shotgun. The mission is a success when he is dead.

Reward: \$300

b. "Robbing The Cradle"

A social worker is threatening to take away Louise's baby unless she slips him a little lovin' on the side. She doesn't much like the idea so she sent a few goons after him to take him out. Realizing this wasn't such a good idea, she has called on you to help her out. You need to stop the goons from killing the social worker, and then scare the social worker. Follow the markers on your radar to catch up to the group. At this point, the goons are the red markers and the social worker is the blue. The social worker also has a health meter on the screen and you need to keep an eye on it to make sure he doesn't die. Ram, shoot, spin, driveby or whatever you have to do to stop the truck with the goons in it. When their vehicle is on fire, they will get out and be on foot. They MUST be killed in order to move on to the next part of this mission, so don't just leave them behind. Run them over or shoot them, but make them dead. When they are, the social workers marker on the radar now becomes red. Now chase the social worker. The object here is to scare him, NOT kill him. Keep ramming his car until he finally gives up and tells you he will leave her alone. You can shoot the car to make the process go a little faster, but use this sparingly because you don't want the car to blow up. When the social worker caves in, the mission is complete and you have done all the missions for Louise you are ever going to do. Lance's mission marker will now reappear on the map.

Reward: \$300

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* 3. Umberto Robina *  
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a. "Nice Package"

You get your introduction into the Cuban lifestyle by meeting with Umberto at his house in Little Havana. He wants you to pick up a package downtown and deliver it for him. He's going to send his friend Juan with you to keep an eye on things. Climb in the Cuban Hermes out front and get ready for one hell of a race. It seems you are not the only one trying to pick up this package. A couple of other cars take off down the street ahead of you and this game is for keeps. You are racing against the other cars to get to the package first. If you can get close enough to the other cars, Juan will shoot at them, but they will be shooting back as well. It's best just to pick the quickest route to the package and start heading that way, although you will most likely not be the first one to pick up the package. If you choose to take the quickest route into downtown, it is likely that you will soon face the package in one of the other cars coming straight at you. Now you have to try to stop the other car. To your benefit, the remaining car that does not have the package will also be focused on stopping that car as well, but you don't want them to get it either. Get the car with the package stopped and the guys in the car will jump out. The guy carrying the package will have an arrow over his head, so run him over or shoot him or whatever you want to do, but when he is dead, grab that package (now indicated by a green arrow when nobody has it). You may very well find yourself in a foot race with the other guys, so get to it fast and keep your

finger on a trigger of some sort. When you've got the package, climb in to the nearest car and take off for the ports as fast as you can. Hit a Pay N Spray if you feel the need, but if you've got a straight shot south, I'd take it and get to the marker inside the entrance to the ports. Get the package to the marker and you have successfully completed the mission.

Reward: \$750

b. "Balls"

You're going to help Umberto and his boys show the Cholos what it's like to "have a set". The Cholos are out causing havoc in Umberto's neighborhood and you are going to drive them out. To help you out, Umberto gives you two of his men to take with you. There is an SMG outside the house at the beginning of this mission if you need it, and a four-seater car parked across the street for you to use. A havoc meter appears on the screen and you need to drive out the Cholos before it fills. Head to the first marker that appears on the radar and you'll find a group of Cholos raising hell. Stay in the car if you can help it to avoid damage, shoot or run down the Cholos until they are all gone. Your help does a pretty good job as well. The next set of Cholos will be in a car. You'll have to chase them down, let your help shoot them and give them a hand by shooting out the window at them as well. Change cars if you need to if you've taken a lot of damage. Your next marker will be another set of Cholos on foot, repeat the procedure you did for the first group. This will be followed by one more group in a car and then a final set on foot again. When all five sets of Cholos have been taken out, you have successfully driven them out of Umberto's turf and you will successfully end the mission when you return Umberto's men to his house.

Reward: \$800

c. "Papi Don't Screech"

Umberto's dad has just left a wrestling match at the arena and rumor has it that some Cholos are headed that way to give Umberto a little payback. You need to take Umberto's car and head up there to pick up Alberto before the Cholos can take him out. Head quickly up to the stadium (you must be in Umberto's car) and drive into the marker to pick up Alberto. Alberto has to open his store on time because he has NEVER opened late, but you must be careful because Alberto has a bad heart and he can't tolerate bad and erratic driving. You have 6 game hours to get Alberto to the deli and a stress meter appears on the screen. If the stress meter starts to fill, then you are driving too fast or too badly and you need to slow down. When you resume normal driving the stress meter will drop back down. To make things even more difficult, there will be Cholos parked at various places along the path to the deli that are looking for you. If you are driving slowly, you should get plenty of warning on your radar before you get to them which should be enough time to find an alternate path around them. As you take the main drag south, you can look for alleyways to get around the Cholos (I found three sets as I headed south), or you can do what I did and get all the way east by the sea wall and follow it south. You'll be able to see the Cholos up on the street, but there is a good chance that they won't see you. If they do, you are far enough away that you can just take a burst of speed and they will quickly disappear off the radar. This will raise Alberto's stress meter a bit, but you'll have plenty of time to slow down and let it drop again. When you get down far enough, turn right at the police station and just follow this road up and around to get to the

marker at the deli. If you are watching your radar you will see that by doing this, you are bypassing a group of Cholos on the other block and they will never see you go by. Get Alberto to the deli in time and the mission is complete.

Reward: \$1000

d. "Havana Good Time"

The Cholos have a little deal struck with your old buddy Martinez and Umberto wants you to put a stop to it. Head to the warehouse in Little Haiti. There is a small alley in the corner of this warehouse, and walking through it will get you to the rear area where there are several guards waiting around. You need to kill all of the guards that now appear as red markers on your radar. (NOTE: Doing this mission late in the day when the sun is setting in the west makes this mission VERY difficult to do. The sun seems to be constantly in your face and you can see very little.) When all the guards outside are dead, you will let in two vans with Umberto's men in them. They will begin loading weapons into the vans. As they are loading, Cholos will appear here and there to try to stop the theft of the weapons. Kill the Cholos as they appear. Sometimes they appear alone, and sometimes in groups of two or three. There is armor and health available in here (you can't miss it) if you need it. When Umberto's men have loaded enough into the vans, they will both get in one of the vans and drive off. It's going to be your job to take the other one. Kill as many Cholos as necessary to get the van out of the gate with minimal damage. Do NOT stand around and try to kill them all! They will keep spawning and you could be in there killing Cholos until you're out of ammo. Get a path cleared, jump in the van and get the hell out of there. It isn't going to get any easier from here, so I would recommend that you pause and give your map a once over. Commit the quickest path back to Umberto's house to memory and resume the game when you are ready. You will be hassled by Cholos all the way back to the house and you have nobody with you to help you out. Using the drive by method of shooting makes the van impossible to steer (damn PSP!), so trying to shoot them will just slow you down. Attempt to visit a Pay N Spray ONLY IF YOU HAVE TO, because trying to otherwise is pretty much suicide. When you get close to Umberto's house, they will back off a bit and you can drive into the marker. With that the mission is done and so is your employ with Umberto Robina. The "cuban Style" outfit is now unlocked in your wardrobe.

Reward: \$1500

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* 4. Lance Vance Part 2 *  
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a. "The Audition"

Lance has a little job you guys can do. It's nothing major and should be real simple. Get used to hearing that kind of thing and expect the polar opposite once the job begins. You're just going to go down and pick up a buddy's car. Grab the Cheetah nearby and drive a short way down the street to the King Knuts donut shop. Go in the store where Lance will get his phone call telling him where the car is. When the phone call is over, three guys walk in and rob the place. (Suddenly you're not holding a weapon any more, so don't be surprised. It's still in your inventory, the game just suddenly decided to make you empty handed.) Of course Lance is an idiot in

this game and he decides to whip out a gun and deliver his own justice to the robbers. Too bad he sucks at it. Pull out your best weapon and kill the three robbers before they kill your poor, stupid brother. When the robbers have been eliminated, the police have been alerted to the attempted robbery and are waiting outside. Of course they don't know any better and they believe that you and Lance are the robbers, so you now have a wanted level and find yourself surrounded. Run the hell away as quick as you can and grab the closest NON POLICE vehicle you can find. (A police vehicle will be no good to you if you want to hit a Pay N Spray on your way to the next marker. You have to get to the Port Authority building at the south end of the island. They will be destroying the car in 6 game hours and you have to get it before it is destroyed. Drive straight east down the road from the donut shop and turn right when you reach the police station. You now have a straight shot all the way to the ports with a Pay N Spray along the way that you can pull into to lose the heat. Once you've lost the police and made it to your destination, you'll find yourself at the bottom of a set of stairs. There is a Sanchez dirt bike parked there, so jump on it. Drive the bike up the stairs to the roof. Head west across the roof at a high rate of speed and hit the ramp at the end of the roof. Hit it fast enough and you will leap across to the roof of the building across the street, and also get credit for completing a Unique Jump. At the north end of the roof, there is a set of stairs that you can drive down into the impound yard. When you reach the impound yard, it will be littered with guards that aren't happy to see you. Shoot them all if you have time and work your way to the other end of the impound yard to collect the target car. Once you've killed everything in your way, get in the car and you'll get a new marker on the radar where there is a ramp that you can jump to get out of the impound yard. Drive over that way, get lined up with the ramp quickly and speed towards it. Ignore the guards at the bottom of the ramp because you'll just run them down on your way over. When the car is over and out of the impound yard, the mission is over and Lance will take the car and leave you standing there without a ride again. You seem to get stuck in that position a lot in this game. After a page from Lance, you will now have a mission marker on your map for Bryan Forbes. Completing this mission also unlocks the "Civil Asset Forfeiture Compound" which you can read more about in the Side Tasks section of this walkthrough.

Reward: \$750

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* 5. Bryan Forbes *  
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a. "Money For Nothing"

Begin this mission by entering Forbes' marker behind the Ammu Nation in downtown. There is a van full of drugs that the DEA is watching and the three of you are going to steal it right out from under their noses. Climb into the nearby Sentinal and Lance and Bryan will climb in with you. Head south to the decoy van parked in a small parking lot across the road from the fire station. Climb in the van and of course, Lance and Bryan will climb in with you. Now head down to the warehouse in Little Haiti and pull in to the marker there. You will get a short cut scene in which the three of you will paint the van to match the one with the drugs. Lance has no balls, so he is going to drive the van with the drugs in it, while you take the decoy van and get all the police to chase you to the south end of the island. You want to leave the building and start heading south as quickly as you can. I got on the main road and made my way to an empty parking lot

behind the trailer park where Marty used to live. You have to KEEP the wanted level until Lance can get the other van safely to its destination. There is a meter on the screen showing you how close Lance is to the lockup with the van. When the meter has filled, Lance has reached the lockup and you can look for the nearest Pay N Spray to lose the wanted level. Finding the hidden parking lot seemed to be an effective method of keeping the cops away from me while maintaining the wanted level. If you are found, just move on and find yourself another alley or something similar to creep into. Just make sure you have an exit so you don't inadvertently get boxed in. Once Lance has reached the lockup and you have lost the wanted level, the mission is complete. Lance's mission icon will now appear at the arena.

Reward: \$1500

* 6. Lance Vance Part 3 *

a. "Caught As An Act"

You head over to meet up with Lance at the arena because he told you that he doesn't trust Forbes. When you arrive, instead of finding Lance, you find Forbes. Lance shows up in just a moment and sticks a gun in Forbes face accusing him of being a cop. Forbes confesses this to be true but that he had no intention of turning you guys in. While you ponder the complete stupidity of this statement, Forbes runs off, grabs Lance's car and beats it out of there. Of course whatever vehicle you drove to this little shindig is gone, so you'll have to run over and grab the Cheetah parked near the arena stairs. Make sure Lance gets in the car with you or you'll leave him behind and fail the mission. Now you have to chase down Forbes and get him out of the car. As an interesting twist, the car is full of your money, and the first time you hit the car, the money will start to blow out of the car. Now you'll have a cash meter appear on the screen, and you want to get this car stopped before the cash is all gone. Just to be a pain in the ass, the pedestrians will start running after the money coming out of the car and will often get in your way. Running over many of them will, of course, increase your wanted level and we just don't want that, now do we? You have to hit the car Forbes is in as many times as possible WITHOUT blowing it up. Forbes is not going to get out of this car on his own power, even if it's on fire, and if Forbes dies, you fail the mission. The more you damage the car the slower it will go, so the object here is to damage it enough that you can get ahead of him and block his path, which will give you time to run after him and yank him from the car. Drag him out of the car before the cash meter runs out, and you have successfully completed the mission and got yourself a hostage. Lance's mission marker will appear back at the hotel and Forbes' marker now appears across the street from the brothel. Let's finish up with Forbes so we can move on with our lives.

Reward: \$750

* 7. Bryan Forbes Part 2 *

a. "Leap And Bound"

Since Forbes seems to have no other option at this point, he going to help you out by giving you some contact info. While you and Lance go check it out, he will be invited to stay in the new digs you guys have set up for him. This is supposed to appear as a one man operation, so Lance will go meet with the dealer and you will watch the transaction from a nearby roof with binoculars. Lance's amazing wit and charm will of course get him knocked unconscious and dragged onto the dealer's boat. Grab your vehicle and head south down the island. You are going to the large boat that is parked on the east side of the island down by the ports. As you approach the entrance to the ports, but before you pass through them, look to your left and you will see a ramp. This is the ONLY way onto the boat, so if your car isn't fast enough, there should be a Comet parked somewhere near the ramp. Angle your car so that it will land aboard the boat. Doing so will give you credit for yet another of your Unique Jumps. There is one guard patrolling on the outside part of the boat, and chances are pretty good that you nailed him with the car when you landed on the boat. On the off chance that you didn't, be aware that he may be around.

Enter the boat through the blue marker and you will encounter 1 guard as soon as you walk through the door. Walk straight ahead and look over the railing and you will see Lance tied up down below with 3 guards. Shoot the guards from up here. Backtrack a little bit and look for a path to the stairs to your right to get to the lower portion of the boat. You will encounter 2 more guards on your way down to Lance. When you arrive at Lance you will get a brief cutscene as you untie him and then Lance will take off to find some transportation while you stay on board and collect the merchandise you came for. Lance always takes the simple shit. The first package you will grab will be up on the balcony where you were standing when you shot the three guys that were guarding Lance. (It really would have saved you a lot of trouble if it had been there to begin with). There will be two guards when you get back to the top, so be sure and take them out before you grab the contraband. Once you have that package, you'll be informed that the rest of the contraband is outside on the ship's deck. Head back out and be prepared to meet up with one guard. Take him down and make your way carefully up the stairs right next to you. Watch for guards as you climb up these catwalks and walk carefully around the corners, ready to shoot if necessary. There are several guards up there and they are all protecting the packages of contraband. There are a total of 3 packages up on these catwalks. When you have made your way to the top and retrieved all 3 of those packages, look to the north end of the ship. The 5th and final package is at the bow of the ship with a few more guards around it. Take out as many of the guards as you can from up here. When you've done all you can, head back down to the deck and run up to the bow. Kill anybody and everybody you find up there and grab the last package. You get off the boat the same way you got on, sort of. There is a Sanchez leaning against a ventilation shaft on the west side of the boat. Grab it, back up a bit and use the ventilation shaft as a ramp to launch over the side and back on dry land somewhere near the ramp you used to get on the ship. Go to the marker to talk to Lance . . . and get left standing there without a ride again.

Reward: \$1500

b. "The Bum Deal"

I suppose that since the last deal Forbes told you about went so well, you decide to take his advice again and follow another lead. This time you're using intel that Lance picked up by searching Forbes' apartment. Let's take another look at the source of where THIS information is coming from and you will see why I have a hard time believing it. You're going to head up to

the "White Stallions" bar which is just west of your current location. It turns out to be a biker bar and there are many bikers standing outside. (I was a little nervous at this point because I had stopped playing the missions a while back and taken over ALL of the empire businesses on this half of the map and the bikers were not pleased with me) For the moment, the guys outside leave you alone, so use this opportunity to use the drive by technique to put them all to permanent sleep. You'll be glad you did this later. When they are all gone, you enter the bar. When you get inside you find out that this is not your ordinary biker bar. When you control again, you'll be attacked by about 9 bar patrons. Defend yourself and Lance and kill everyone that comes after you. When they are all dead, it's time to go back and have a little chat with Forbes. Hopefully you got everyone outside taken care of before you came in, but be alert for any stragglers. Get in a vehicle and head back to where you have Forbes stashed. As you approach, you'll see Forbes escaping on a moped. It's time to do what you should have done all along, kill Forbes. Chase after him in your vehicle, and be careful because he has aquired an SMG and he'll be using it against you. Knock his silly ass off that moped, step out of the car and fill him full of lead. With Forbes dead, you can now take Lance back to his hotel and end the mission.

Reward: You got to kill a guy just to watch him die.

* 8. Lance Vance Part 4 *

a. "Snitch Hitch"

You get quick view of Lance and Vic's mom. Good thing she's not around too often and explains a lot why Lance is such an idiot. At any rate, you need to get lance to the airport to get some files related to the shipment that Lance read about in Forbes' apartment. It also gets you away from that conversation that was most uncomfortable. At least you got mom to stay with Lance. You've got 3 game hours to get to the airport, and you'll not experience any interference along the way, so as long as you don't screw yourself over, you should make it in plenty of time. When you get there, the marker you need to get to will be inside the airport terminal. As you enter the terminal, the metal detector will strip you of all your weapons and line them up outside the door. Go in to the marker and you'll find that someone has beat you to the files, and they are about to take off in a jet that is currently parked on the flight line just to the north of the terminal. Head back out of the terminal. IMPORTANT!! DON'T FORGET TO PICK UP YOUR WEAPONS OR YOU WILL BE SCREWED FROM THIS POINT FORWARD! Now head on over to the marker on the far north side of the airport. It's the part inside the wall right across from the Army base. Use the diagonal access road that runs over the top of the recessed roads to get to it. You can see from a pretty good distance the red arrows over the heads of the enemies. If by some chance you have a sniper rifle, take this opportunity to make short work of all these guards without ever getting a scratch. If not, just walk forward close enough so you can start targeting the guards with whatever high powered automatic rifle I know you are carrying on a regular basis by now. The other option is just to speed on down there and mow as many of them over with a car as you can before they blow it up, then get out and wipe out the stragglers with your weapon of choice. When all the guards are dead, Lance will get in the plane to retrieve the papers and leave you outside to deal with the 4 bikers that have arrives to try to get the papers as well. As long as you've got that high powered weapon still, or a shotgun

works real well here too, it shouldn't be too much of a problem to take out all 4 of these guys. When all the bikers are dead, Lance will conveniently have found the papers and exit the plane, thus ending the mission.

Reward: \$1000

b. "From Zero To Hero"

Lance has some good intel from the paperwork you just obtained. You're going to intercept a large shipment of Martinez's drugs. Ah, sweet sweet revenge! Climb in a vehicle and head over to the marker at the docks in Little Haiti. Once again, you have to protect Lance, who talks a lot of shit, but is about as useful as a grease fitting on a bowling ball. Work your way down the docks and take out all the guards down here. Some are hiding behind crates and stuff, and they don't really come out, so you'll have to reposition yourself to get a shot at them. When all the guards are gone, Lance will get in one of the 5 ton trucks and you will get in the other. Martinez does a flyby in a Hunter helicopter overhead, so you know this little trip is going to get interesting. Stay as close to Lance as you can. He is going to be heading for the south bridge over to the other island. That's right, it's time to unlock more real estate! You will be pursued during this trip by a couple of Sentinals that will be doing their best to stop you. The trucks are pretty tough though, so just focus on following Lance. Trying to drive by the attacking cars will just cause more trouble than it will alleviate. When you reach the bridge, the cars will back off and now you will have Martinez overhead in the Hunter. Pay attention to what he is doing and you'll never take a shot from him. Stay in one lane and Martinez will get over top of you. As soon as he starts blasting away, quickly switch over to the other lane. Repeat this all the way across the bridge and he'll never touch you. Get to the other side of the bridge and there will be a large gathering of police waiting for your arrival. This will cause Martinez to back off and go away, but now you have this 4 star wanted level to deal with. Keep following Lance and dodge the police vehicles as best you can. Obviously a Pay N Spray is out of the question, so just keep forging forward. Your final destination is the large house on the southern tip of this island that has the helipad next to it. When you arrive there, you'll pull into the garage and the mission will be over. Completing this mission unlocks a whole bunch of stuff, not the least of which is access to everything on the map, and the ability to find and utilize helicopters and planes -- the world of flight has been opened up for you. Also unlocked is a new save house on this side of the map. It's called the Clymenus Suite and is found about halfway up the island. You have also unlocked the ability to purchase the Splitz-6 ATV at the Compound save house over on the other island. Get the most out of all the save houses you now have because it's all your going to get for the rest of the game. I generally used the save markers in my empire businesses anyway.

Reward: \$3000

*** C. CHAPTER 3 ***

* 1. Lance Vance Part 5 *

a. "Brown Of The Dead"

Lance has a buyer for the drugs, but you've got to get moving because he won't be there for long. You have 6 game hours to drive up to Vice Point Mall at the north end of your newly opened island. There aren't any obstacles along the way, so you should have no problem making it. When you arrive you find that Spitz, the movie director is your buyer and he will go discuss the deal with Lance but he needs a stunt man for his movie so he can finish before the mall opens. Lance will be talking with Spitz and making the deal, and you will get stuck with the shit work of being the stunt man. In your first task (yes, there are two) you are in a kiosk with an actress. You both have shotguns with unlimited ammo and zombies are closing in on all sides. (reminded me of Dead Rising, which I HATED! Waste of a perfectly good blank DVD.) A gore meter will appear on the screen and you must keep it filled. Shoot any and all zombies as they approach the kiosk. The closer they get, the more the gore meter will drop, so don't let them get too close. Keep shooting and keep taking down zombies and if you make it through the time without emptying the gore meter, the task will be complete. In the next part of the task, you will be upstairs standing outside of the record store. You will be alone this time and armed with a Katana sword. Zombies will try to enter the store, but you have to keep them out with the sword. Continue killing zombies without letting any of them enter the store until the timer runs out and you have completed the task. The only thing left to do is drive Lance back to his house. (Did you happen to notice that you're doing all the work and Lance gets the nice house while you got stuck with that fucking hotel room?) You arrive to find that your mom has split with all the drugs. This is not good news. The "Pastel Suit" is now unlocked in your wardrobe and a new mission marker appears on the map for Reni Wassulmaier.

Reward: \$850

b. "Blitzkrieg"

In order for you to do this mission, you must have control of at LEAST five businesses. If you are like me, you went and took over all of the empire businesses as soon as the island became available, so at this point I had but one of them and that one is unavailable for reasons that will become apparent later on. If you don't have enough businesses when you enter the marker for this mission, you will get a cut scene where Lance tells you to get busy working on your empire.

If you are ready for this mission, the task is pretty simple. Lance will head off to defend one of your businesses that is under attack. As a rule, it always seems to be the business that is closest to Lance's house, so if you are thinking ahead, you will have aquired the business just up the road from Lance's house just past the Ammu Nation. (Since all businesses also have save points, this is a good one to have so you can save just before doing a Lance mission.) Hopefully you have a lot of ammo in a high powered weapon. When you arrive, Lance's health meter will appear on the screen and you must protect him and your business from what seems like never ending waves of attackers. They will come at you from all sides, so keep an eye on your radar for red markers that may (and will) appear behind you. Use

caution not to shoot Lance or any of your gang members. Lance has to stay alive in order for you to pass the mission, your gang members do not but they are at least proving themselves useful. Near the end of the attack, carloads of attackers will start to arrive and you will have to kill each carload. When 4 or 5 carloads have attacked and you have killed them all, the attackers will soon stop coming and the business will be saved. You will get a page when all is done and the Armando and Diego Mendez mission strand will become available on your map.

Reward: \$500

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* 2. Reni Wassulmaier *  
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a. "Accidents Will Happen"

Reni is without question, the most colorful character you have ever met in ANY GTA game, both in appearance and in personality. I would enjoy watching him (and yes, at the moment, it is a "him") on a movie screen or television show, but I couldn't be in the same room with him for more than five minutes without wanting to kill him. Reni's stunt driver has quit, and he needs someone to drive for him. Get in the Cheetah that is provided for you and head for the new marker on the map indicating the starting line. When you begin, Reni will be following overhead filming from a helicopter. You must speed through the markers that will appear in front of you in very short intervals. Each of these checkpoints will add a little bit of time to the timer that is running for this task. You will also have an action meter on the screen that you will try to keep full by hitting cars and going over jumps. After you have passed through the second checkpoint, you will come upon the first car that is available to hit. They will always be coming right at you and will always have a red arrow over them. Hitting them does not damage your car, but they will instantly burst into a fireball. Follow this course as quickly as you can and hit every car you can to keep the meter full. Keep an eye on the radar to watch where the next checkpoint will be so you don't get too far off course. When you near the southern end of the island, the course will take a sharp right turn into an narrow alley. As soon as you turn into the alley, hit the gas as hard as you can so you can hit the ramp at the other end at top speed. Doing so will give you a cut scene showing your car going through the window of the building and landing in someones apartment. When you see this, the mission is complete.

Reward: \$850

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* 3. Armando and Diego Mendez *  
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a. "The Mugshot Longshot"

Since Lance has put you in such a deeply bad position with the Mendez Brothers, you are now going to have to convince them somehow that the Vance Brothers are not the ones to be angry at. You need to convince them that

Jerry Martinez is working for the DEA, true or not. Grab one of the Sentinal XS parked outside the mansion and head to the marker near the police station in Washington Beach. When you get there, get out of the car but stay close to it. The camera is automatically chosen from your inventory. Use the R button to look through the viewfinder, then the X and square buttons to zoom in and out. When Martinez gets in the car with the agent, zoom in tight on the two of them through the windshield. If you have not zoomed in close enough when you snap the picture, you will get a message telling you that you need to try again. When you have a good picture, jump back in your car and get ready to follow the agent and Martinez to their next destination. Don't lose the car or let it get too far away and don't get too close to them or you will spook them and fail the mission. They are headed to the Marina. When they get there, pull up outside the pier and get out and walk to the next marker just on the pier. Use the same procedure to snap another picture of Martinez and the agent. When the picture is successful Martinez will see you taking pictures and they will take off. You will now have a 4 star wanted level for interfering with the DEA. Run off the pier and grab a vehicle. The PCJ is perfect if it is sitting there in its usual spawn point, just be careful NOT to grab the DEA Cheetah since it will not work in a Pay N Spray. Grab the PCJ and take the path right behind you up to the main road in front of the Marina and check your map to quickly make it to the Pay N Spray that is just one block to the east of you to lose the wanted level. When all is clear, head down to Lance's house to grab Forbes' DEA ID badge. When you have everything you need, head back over to the other island and take everything to the Print Works now marked on your map. If you played the original Vice City, you'll remember that the Print Works is the site you took over to make counterfeit money. When you arrive at the Print Works, the mission is complete.

Reward: You didn't have to deal with Lance during this mission.

b. "Hostile Takeover"

The Mendez Brothers aren't happy with the amount of money one of their businesses has been bringing in. They want you to go down and take it over so it will make some more money. If you have tried to take over all the businesses before getting to this mission, this is the ONE site it would not let you take over, and now you know why. Head over to this business just south of Vice Point Mall. Approach cautiously because as you get near you will see the many red arrows appear in the distance, and you know this is never a good sign. You need to kill all the bikers that are protecting this site, and for a medium sized business, there are quite a few of them. If you have a high powered assault weapon like the AK-47 or the M-16, you shouldn't have too much of a problem taking people out, but your antics are sure to attract police attention and they WILL show up at this very visible location. Be careful not to shoot them unless you have to when they just wont leave you alone. If you need it, there is some armor behind the nearby hotel. If you really need to, before all the bikers are dead, you CAN leave the scene and lose a wanted level or grab some health and armor without any penalty, and return to the scene to finish them off. When all the bikers appear to be dead, a small pack of them will take off on bikes. Grab one of the bikes belonging to one of the dead guys and give chase. A bike is best here because you can shoot forward, making your killing much safer. Work your way through the pack of bikers killing them all as you go. When the last biker is down and out, you own the business and the mission is complete.

Reward: \$1000

c. "Unfriendly Competition"

Mendez tells you that some unwanted competition has moved in to Vice City and he would very much like it if you would eliminate that competition. Grab one of the cars in front of the mansion and head toward the first mark that appears on your radar. This mission starts off fairly easy, and quickly turns in to a nightmare before its over, so make sure your health and armor is full and you have PLENTY of assault rifle ammo. As you get close to the first marker, look to see where all of your marks are located. If you are quick enough not to get the car blown to bits, you can get most, if not all of these targets by sweeping past in a single drive by. If you don't get them all, just get out of the car and take out the stragglers from a distance with an assault rifle. When those guys are out, you'll get a new marker over at the hotel to take out the second dealer. This is where it's going to get hairy, so be sure you are loaded up and protected before going in to the marker there. When you enter, you'll be treated to a view of all the lovely ladies in bikinis sunning themselves by the pool. You will confront the dealer and he will run away leaving you with all the lovely ladies who are now heavily armed and ready to make hamburger out of you. AS SOON AS YOU HAVE CONTROL run and jump into the drained pool that you are standing in the midst of. Don't do this and the ladies will saw you in half before you can pull a trigger. You are severely outnumbered here, so it's no place to screw around. Once you are in the pool and behind the relative safety of the pool wall, you have a little breathing room. The girls don't really run after you to hunt you down much. They mostly stand in one place and splatter your general vicinity with bullets, so stay out of view. Your first order of business should be the girl high up on the diving board. You have time to take out the sniper rifle and take her out if you have one, but once she is down, switch back to the assault rifle. Now take out any girls that are in the drained pool with you and any that pop up behind you. Keep an eye on your radar because as more spawn (and they will) they often pop up behind you and these are the most dangerous to you. Once you are in relative safety, then you can walk around the pool to a more shallow area and begin picking off the rest of the girls. Use the pool wall to slip back behind and take a breath if you need to and always always always watch the radar to make sure you get anyone that sneaks up behind you. It will seem like the girls will never stop spawning, but I promise you they will. Eventually you will see that the number of girls has trickled down to 3 or 4 and you'll know you are close. After all that mayhem is over, you are sadly not done with the mission yet. The dealer takes off across the beach on a quad and you have to chase after him and kill him. There is another quad for you to grab. Hop on it and take off after him. There are more girls in a helicopter chasing after you, but they never really catch up to you so they aren't really an issue. Focus on the dealer and the guard he has riding on the back. The guard is shooting at you, so use your ability to shoot forward to quickly remove him from the scene. The dealer has a health meter that appears on the screen. Drain it as quickly as possible because in addition to everything else you've had to deal with during this mission, he is also lobbing grenades over his shoulder as you chase him. He is making his way toward a boat on the north end of the beach, but if you have the ammunition and the persistence, he won't even come close to making it. Shoot him until his health meter drains (and I had it drained so fast I didn't even see it fall) and he'll fall off the bike dead. When he does, this nightmare is finally over. In addition to your monetary reward, you unlock a purchasable quad at the same spot you picked up the one you are on behind the hotel.

Reward: \$1500

d. "High Wire"

If you are good at piloting a helicopter in GTA, then this mission is going to be a welcome relief after the last one. Head over to the marker in Little Haiti to meet up with Diego and receive your instructions. If you are a little lost, the marker is just inside the entrance to the junk yard that you had to rush to in the original Vice City to save Lance. (Seems to be a theme, saving Lance's ass, huh?) You will be given a helicopter fitted with a large magnet. Climb in the chopper and take off headed toward the marker down south in the ports. This first pick up is pretty uneventful, just lower the helo down over the container and when the magnet is close enough the container will latch on. When it does, pull up and fly away. Take the container to the cargo bay now marked on the map. To release the container, simply lower it into the yellow marker and it will detach when you are close enough to the ground. The second container is going to be a little more challenging as it is on the back of a moving vehicle. You have to snag this container before the truck reaches the police station in Little Havana, and by the time you fly to it, it's not going to be far from it. The truck frequently pauses which gives you a good opportunity to grab the container, and this game seems to be much more forgiving about rotor blades going through tree limbs and power lines. Unless you actually hit the tree trunk itself or the light pole itself, it seems to let you get away with flying through everything else. Catch up with the truck as quick as you can so you have some time. (When I caught up to it, it was going east down the hill coming from the hotel by the airport and came to a stop at the intersection to turn left onto the main road. I snagged it while it was waiting to turn). Try to get the magnet as flat as you can on the container and it will soon pick it up. As soon as you have it latched on, pull up and out of the area to avoid colliding with further obstacles and destroying your helo. Take this container to the same place you took the first one and drop it off.

There is one last pickup to make, only this time it's not a container, it is Diego Mendez and his car. He is being persued by angry bikers and he needs you to come and pull him out before he gets killed. A damage meter appears on the screen to indicate the health of Diego's car. It is already starting to get beat up and he is way over on the other side of the map, so fly your brains out straight east. He is on a set route, so your best bet to pick him up is going to be on the wide road that runs along the beach on the east side of the east island. The road is wide and has few obstacles, so it should make it easy to get him picked up. If you fly fast and straight, you will more than likely make it to this road before he does and knowing that he will be coming from the north end heading south will help too so you don't start at the wrong end of the road. When he appears with his bikers in tow, make sure you are facing south along with him and get lined up over his car. Lower the magnet onto his roof and as soon as he is latched on, lift quickly up and out to get him away from the bikers. The damage meter will remain on the screen, so I recommend you don't slam the car into buildings on your way over to the parking deck you are going to place him on. The yellow marker for the drop off point will be on the top level of a parking deck located not far from where you picked him up, very close to the Pole Position strip club (although I don't think it has a name on it in this game). Drop him off in the same way you dropped off the containers, and the mission will be over.

Reward: \$1500

* 4. Lance Vance Part 6 *

a. "Turn On, Tune In, Bug Out"

It would seem that the DEA is on to you guys and they have you and Lance bugged. There is a way to put a stop to it and all it takes is a little firepower. Head to the Ammu Nation right up the street and grab yourself a rocket launcher. I had enough money at this point that grabbing 4 or 5 loads of ammo wasn't a problem either, but it was a "just in case" as you probably won't need the extra. Plus it's just fun to have. Once you are armed with the launcher, get back in your car and head to the back of the police station in Washington Beach. You have an evidence meter that is slowly filling and you need to get the antennas knocked out before the meter fills. Each antenna you take down will slow the meter down a bit. Get up on the platform where they park the police cars and take the stairs up to the roof. There are two towers up here, so whip out that rocket launcher and blow them up. You have a helicopter up here, and you could use that, so be careful not to blow it up in the process. When the towers are down, you have a two star wanted level, so grab the helo and take off out of there and police units on the ground will be of no concern. Fly over to the other island and land on the roof of the police station in Little Havana. Blow up the two antennas on this roof as well and your wanted level will go up to four stars. You have a couple of options here . . .if you know where some police bribes are that you can either fly through or access quickly, do so to drop your wanted level a bit to make the last part a little easier, but keep in mind that you probably don't have much time left at this point, so get back in the helo and head for the roof of the police station in downtown. If you didn't drop your wanted level, find a clear spot and land and land quickly before the SWAT team shoots you out of the sky. Get on the roof, get out of the helo and arm yourself with an assault rifle. Take down any SWAT agents you can find. They do not respawn, so once they are down, they are gone. When the area is clear and you are able, switch to the rocket launcher and take down the last two towers. You are all done now but the escape, as your wanted level is now maxed out. In order to complete the mission you have to lose the wanted level and there are a few ways you can do it. There should be a new unused helo parked on the helipad of this police station if the one you flew in is too badly damaged. Grab it and take off, high above the ground to avoid the fire from below. Once again, if you know where a few police bribes are that you can access quickly without getting shot down or killed, by all means do so. The other option is to do what I did, which takes a little more balls but is much quicker. Fly over to the marina on the eastern island and land on the northern end of the marina where the PCJ spawns. The cops tend to stick to the roads when they are after you unless they actually chase you into an offroad situation, so if you approach the marina from the water, there won't be any police around the PCJ. Get out of the helo quickly and hop on the PCJ. Take the path that is behind you up to the street and check your map to quickly dash over to the Pay N Spray that is just around the block. Most of the time you'll be in the Pay N Spray before the police ever figure out where you are. Wanted level gone, mission over. You get a page from your good friend Reni.

Reward: A miserable \$300

a. "The Colonel's Coke"

Gonzales wants to move his stash, and he's going to need a little help to get it moved because Diaz doesn't want to see it happen. Go over to the marker near the pier in downtown where Lance was kidnapped earlier. You'll be given a Sea Sparrow helicopter and a couple of gunners to ride with you. Your job is to follow Gonzales' boat as he travels south to the new hiding spot. It's going to be a fairly long trip, so keep a couple of things in mind. There will always be Diaz boats chasing Gonzales, so constantly keep an eye on his health meter that will be on the screen. The gunners riding with you are AWESOME and will do a large majority of the work for you, even though you have very powerful guns mounted on the helo (press circle to fire them, but they only shoot straight forward). Keep low enough so that the gunners can take out the pursuing boats and keep moving from side to side so that your helo is harder to hit from below. The gunners take out the pursuing boats pretty quickly, but you can help by using your guns to take out any enemies that may have camped out on bridges on the way south. As I said, this will seem to be a pretty long flight, but as you near the bottom of the island and get ready to turn west, a helicopter will appear and Gonzales will stop the boat. Get slightly above and to the side of the helo to avoid its powerful guns. The enemy helo will now have a damage meter on the screen and you simply have to wear it down in order to move on. The gunners do a pretty good job of eliminating the helo, but if you can get into a position where you are to the side of the other helo, lower yourself level with it and lay into it with your own cannons. The helo will soon go down in a ball of fire and Gonzales will carry on. Continue to follow Gonzales as before and very soon, he will pull in to his destination and the cut scene will play ending the mission.

Reward: \$850

b. "Kill Phil"

Reni's director Barry has found himself in a bit of debt. 3 million dollars in debt actually, and the people he owes the money to are threatening to kill Barry's good friend who is arriving shortly. Drive Barry over to the hotel on the east side of Vice Point and pick up the bulletproof limosene. Drive the limo down to the meeting point in the grassy area on the north side of the road just as you approach the bridge onto Starfish Island. Keep the limo in good shape on the trip there. When you arrive, Barry's friend climbs out of a helicopter and you are suddenly ambushed. You are now standing outside the limo and coming under fire. Switch to an assault rifle if you don't already have it. There are only 5 or 6 of them so make quick work of them and don't let Phil's health meter empty. When they are gone, climb in the limo and head south toward the new marker at the hotel by the marina. More attackers will come at you in vehicles, and they are pretty vicious, but don't waste any time trying to drive by shoot them. Rely on the bulletproof abilities of the limo to get you through and just keep in mind that the limo is NOT crash proof, so you will still be taking damage. Focus on getting to the marker and you should get there just fine. When you arrive, enjoy the cut scene indicating the end of the mission, and congratulate yourself because you've just saved the life of famous 80's pop artist, Phil Collins! (Now I feel old! I remember buying his albums, on vinyl!)

Reward: \$1000

c. "Say Cheese"

Reni needs a stunt driver again and this one is annoying. You're going to start off (yes, I did say "start off") on a jetski at the pier just behind the movie studio. Climb on to begin the mission and hit the first marker to begin the countdown. Reni will be hovering overhead in a helo being an annoying pain in the ass, so do your best to ignore him and hit each marker to extend your time. At the fourth marker you'll get to your first jump. The thing about the jumps is that they tend to be well hidden by the markers you are supposed to drive through and sometimes it's hard to tell when they are coming. If you have enough time and are lined up on the ramp, lean over the handlebars of the jetski as you would on a motorcycle to get a little extra speed. The jumps tend to be over land masses that you will get stuck on if you aren't going fast enough. At one point during the course, you will jump into a landlocked narrow body of water in the middle of the golf course and you will have to quickly get yourself lined up and leaned over to get over the ramp at the other end of this strip of water. If you manage to clear over to the other side, you'll zoom across open water through a couple more markers and hit a final ramp that will land you on the street.

Hop off of the jetski and climb on to the PCJ with the arrow over it parked nearby. You now have to wind through the streets on the PCJ, hitting more markers as you go to keep your time up. There aren't any jumps to go over or vehicles to hit on this course, so just pay attention to your radar so you know where the next marker will pop up. When you get relatively close to Lance's house, you'll hit a green marker that will indicate the end of this course. At least they put the easy part at the end of the mission. Let's go have a relaxing game of golf with Gonzales. . .

Reward: \$850

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*      6. Gonzales      *  
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a. "Home's On The Range"

You head over to the golf course to hit a few balls with Gonzales. You can find a helo and fly in if you don't feel like leaving your weapons at the gate, but you won't need them here so it doesn't really matter. Gonzales has strapped a disloyal friend to a bouy out in the water off the driving range. The bouy is rigged with explosives that will go off when the bouy is struck with a golf ball. With you going first, you and Gonzales are going to take turns hitting golf balls out over the water in an attempt to hit the bouy. If you've played any kind of golf video game before, they all pretty much work this way or in a similar style. You will get a red bar at the bottom of the screen with a green zone near the right side of it. This is your strength bar. To start the swing, press X and the indicator will move across the bar, press X again to stop the indicator in the green area for an optimal strength swing, the green marker will automatically move to the left side of the bar and the indicator will also automatically start to move back to the left as well. This is your accuracy bar and again, you must hit X to

stop the indicator in the green area for optimal aim. At this point you will cut scene to the ball flying towards its destination. If your aim was true, the ball will hit the bouy, the bouy will explode and Jesus will die, ending the mission in your favor. If your aim is off, you will watch your ball splash into the water and it will be Gonzales' turn to try. You can watch his swing or hit X to skip watching his turn. If you keep missing, eventually Gonzales is going to hit the bouy and win and you will fail the mission and have to start over. Keep in mind that the better your shots get, the better Gonzales' get, so if your shot misses, but is only slightly off, there is a pretty good chance that Gonzales' next shot will win the contest. Hit the bouy first and you win the contest. Mission complete. Lance will page you at this point to let you know that Martinez has bailed out on his DEA protection and is on the loose alone. Lance's mission marker returns on your map.

Reward: \$1000

b. "Purple Haze"

Gonzales' mission marker has moved onto the island, so check your map to find it. Gonzales' has managed to cut Diaz's coke so that he has a bit of a stash to sell on his own. He wants you to drive it over to meet with some potential buyers. Drive to the marker that now appears in Ocean Beach outside the lockup where the van is store. Get in the van and drive to the new marker for the meet. In the cut scene that follows, you get plowed over by a semi that comes from out of nowhere. You are knocked out and the coke that hasn't been spread all over the pavement is stolen. When you wake up, you find that you have been lying in a pile of spilled coke and you seem to be heavily under the influence of it. Run through the alley to the marker that indicates the phone. Your controls at this point are ok on foot, but it's about to get interesting. When you enter the marker, you call Gonzales and let him know about the robbery. He wants you to hunt down the thieves and get his stash back. You have about 4 game hours to complete this task. You have a couple of options here. There is a Sanchez parked right in front of you that you can take and drive the new marker on Starfish Island, however the effect the coke is having on your control can make the Sanchez a difficult vehicle to drive as you have to constantly sway your steering back and forth to keep up with the swimming motion effect the coke is having on you. You could alternately jack a car as it goes by, which isn't any easier to steer, but you're not going to fall off of a car. You could also run just up the street and grab the helo off the roof of the police station. The coke seems to have very little effect on the control of the helicopter. (scary thought, isn't it?) Whatever you choose, head to the marker on the east side of Starfish Island. When you arrive at the party, there will be a swarm of partygoers that don't appreciate your presence. Pull out your assault rifle and take all of them down. Thankfully, the coke doesn't effect your auto aim abilities and you should be able to take them all out pretty quickly. Be sure to check your radar for stragglers, then head over to the van that was so recently stolen from you. You have another challenge ahead of you now. You must drive the van through your coked out haze back to the lockup and as if that isn't enough, you also have a two star wanted level. You don't have enough time to get to a Pay N Spray, and as long as you match the sway of the camera as you drive, you should get to the lockup without too much trouble. Just get the van into the marker before time runs out and the mission will come to a close. Gonzales lets you know that he is unhappy with your performance and that your business relationship with him is over. Don't worry. This isn't the last you'll see of Gonzales. Once again, Reni needs your help and his marker appears on your map.

Reward: \$1000

* 7. Lance Vance Part 7 *

a. "Taking The Fall"

Lance's sixth sense is telling him that the bikers are responsible for coke that has come up missing. Unfortunately for all of us, Lance's sixth sense isn't worth six cents, but we're gonna go along with his little tirade anyway. Climb in the helo on the helipad next to Lance's house. Lance will get in armed with an assault rifle. Take off and head toward Starfish Island. You will notice a balance meter on the screen, and as you tilt the helicopter it will empty and fill. The higher the tilt meter is, the better Lance's aim will be. If the meter is empty, Lance has no balance and he will not fire at all. The first set of bikers will be found crossing Starfish Island. Get low behind them and pull up on their left side. Keep the helo as steady as possible while still maintaining some forward speed. Lance (for a change) isn't too bad at taking the bikers out, so you should have most of them down before they get off Starfish Island or shortly after. The next set of bikers is on the ground around the large hotel being constructed just up the road towards downtown. Fly down near the bikers here and maneuver the helo so that it is in a slow drift hover with Lance facing the bikers. He should take them out pretty quickly, and then move on to the next set around the other side of the building. When all the bikers on the ground are dead, you will be informed that there are more on the roof. Fly back up and use the same methods to allow Lance to kill these guys as well. When it seems that all of them are dead, one more will pop out and blast the helo out of the sky. You and Lance fall and miraculously survive, but Lance is up in the building surrounded by bikers and you landed on the ground in front of the hotel. So now once again, you have to save Lance's ass from a situation that nobody should have been in in the first place.

Watch the red markers around the hotel, and take out the 6 or 7 bikers that are there with you on ground level. Use an assault rifle to cap them from a distance and you shouldn't take too much damage from them. When the ground level guys are all gone, run up the scaffolding on the back of the hotel, taking out the one guard that is standing on it on the way up. When you get up to the next floor, you will be in a big open room with a couple of pillars here and there, about 4 bikes and several bikers. As we would expect, Lance's marker is in the opposite corner of the room from you, and you're going to have to eliminate all the bikers between you and him. Use the pillars for cover if you need them, but if you've got plenty of ammo in that assault rifle of yours (which you ALWAYS should), you should be able to kill them all pretty quick. Lance is hidden behind a pillar, so you should not have to worry about accidentally killing him. When all those bikers are gone, approach Lance's marker and the cut scene ending the mission will play. You just saved him again, and now he grabs a bike and takes off out of the building, leaving you behind once again.

Reward: A piddly \$300

b. "White Lies"

As though Lance hasn't frustrated you enough yet, then there is this mission. Lance and Louise have been getting coked up together, behind your back. You get mad and yell at all of them. Lance gets mad, because he's coked up and getting yelled at makes him mad, so it's high time he goes out and does something incredibly stupid since he is in the mindset. Lance will run out and jump in the helo outside and start to fly away. You are left on the ground with a hovercraft to chase after him, because Lance is taking all of your product and tossing it out of the helo. The hovercraft will take you on both water and land, which you need because Lance is dropping the stuff in both places. The packages appear with green arrows over them and you need to drive through them to pick them up, however . . . there is a minor problem here and a major one. The minor problem is that the packages don't stay there for long and you need to reach them before they disappear or you won't have picked up enough to fill the meter on the screen and fail the mission, so you need to stay as close to Lance as possible. The major problem is that steering this damndable vehicle with any accuracy at all is about like trying to dam the Mississippi river with a popsicle stick . . . in either case, you're just going to end up wet and looking stupid. When you have managed on your 27th attempt of the mission, to get enough packages picked up to fill the meter, you can be satisfied that the mission is done. You will have unlocked one of these lovely vehicles for purchase at the pier behind the Clymenus Suite, which you will go buy immediately because you enjoyed driving it so much. Believe it or not, this is NOT the most frustrated with Lance you will be before the end of the game. Play on.

Reward: \$1500 (Should be \$15,000,000)

c. "Where It Hurts Most"

Louise calls you, disturbed by recent events in your lives. She tells you that she will try to handle Martinez's boys on her own since Martinez is still under the impression that he can get to you by getting her. He is correct for having that impression. I showed up before this mission flying a Little Willie I grabbed at my Clymenus Suite save point and landed it on the helipad next to the house. After I started the mission and went back out of the house, it was surprisingly still there, so I grabbed it and flew on over to the King Knuts in Little Haiti where Louise was supposed to be waiting for me. Upon your arrival, you see and hear Louise screaming out the window of a passing car for help and suddenly you are attacked by some rednecks. There only seems to be three of them, so kill them quickly, as their only purpose is to slow you down from your real objective, which is to get Louise back from Martinez's goons. You now have 3 blue markers on your map indicating three possible locations that they may have taken Louise. There is also a health meter on the screen showing you Louise's health. You have to find her before this runs out, and give yourself some extra time as this meter will continue to run after you find her and you have to take her to the hospital.

Which of the three locations Louise will be kept at is completely random. So random that at this moment, the game doesn't even know where she is because it is waiting on you to do something. The reason for that is that the one thing that is not random, is that she will NEVER be at the first location you look. After you have looked at the first location, THEN the game will place Louise at one of the other locations, which will then be totally random once again. Your best bet is to choose the nearest location first. If you can manage it, grab a motorcycle and enter the southernmost location which is an alley. You don't need to get off and look around for

her, you only need to get the car within visual range to know that she isn't in it. So enter this alley, ignore the goons and just keep on driving through before they can hurt you. Location 1 checked. Move on to the next location just down the street and beside the fire department. I got lucky and found her here. If she isn't here, she'll have no choice but to be at the last location in the alleys just north of the hospital. In either case, when you reach her, you need to kill the goons that are guarding her. When you do, you'll see that she is badly injured and needs to get to the hospital. Jump in the car she is in and get her to the marker in front of the hospital in downtown as quickly as you can. Make it before her health meter runs out and the mission will be successfully completed.

Reward: \$500

* 8. Reni Wassulmaier Part 3 *

a. "Kill Phil: Part 2"

Phil Collins is going to arrive at the arena for a sound check at 1730, and there are concerns that there may be security issues at the arena before he gets there. You need to complete this task before 1730, so grab the car outside and get the hell over to the arena. Enter the marker at the front door and inside you'll see a goon kill a security guard and run off. 5 yellow markers appear on the radar, and you must quickly check and clear all of these locations before Phil arrives. Grab the bike leaning against the wall and pedal off down the hall to the first location at the top of a small set of stairs. There are 4 goons up there to take care of, so whip out an assault rifle, or if you're feeling brave, just lay them all out with an SMG without ever getting off the bike. When they are down, continue down the hall until you get to the next, very similar, location. Repeat as you did with the first set of 4. Move on to the third location, which will bring you up a sharp set of stairs to the stage. Once again, 4 goons, lay them out and move on further. The fourth location brings a break as there is nobody there to cause any trouble, so keep moving on to the fifth location. As prescribed, there are also 4 goons here as well, but one of them has a keycard to the basement that you need. Kill all of these guys and go to the one that had the keycard, which will be indicated by the green arrow. Grab the keycard and go back the way you came to the marker for the elevator to the basement. When you reach the basement, you'll be in a hall outside a large room with 10 goons in it. There is a bomb in there set to blow up the arena with Phil in it. Cautiously approach the door and take out as many goons as you can from the hallway so that you don't leave yourself too exposed. When you've laid to rest as many as possible from the hall, step into the room and quickly eliminate whatever goons remain. When they are all dead, you have stopped the bomb crew and Phil is safe to perform his sound check. Reni pages you when the mission is complete to let you know that he has told Ricardo Diaz good things about you. Diaz's mission marker now appears on your map.

Reward: \$1500

a. "Steal The Deal"

You find out quickly that your punk ass brother is also getting into business with Diaz, so now you're going to be stuck helping him just as you were about to announce your retirement from the drug running career. Diaz knows Gonzales has been skimming drugs off the top and has them stashed somewhere that he can't find. He wants you and Lance (Quentin?!) to find out where it is hidden. In a rare display of clarity, Lance actually figures out how to locate one of Gonzales' men and the two of you head down to the Pole Position strip club to wait out your target. When he leaves and gets in his car, follow him. As would be standard procedure, don't get too close, and don't let him get too far away. When you get up near the amusement park, you'll get a cut scene of the guy getting out of his car and hopping on a jetski. Quickly pull up to the pier and jump on the jetski that is left there for you. For once you are leaving Lance behind, only you had the decency to leave the jackass a car. Continue to follow the guy on the jetski. Stay far enough behind not to spook him. A pretty good way to judge a good distance to follow is to pull up behind him until you just see the wake of his jetski. That is the perfect distance to follow. You will follow him south until you reach a set of docks out in the middle of the water. When you have followed him far enough, your radar will show all the guards that are patrolling this area.

If you feel so inclined, and you are properly armed, you can take out all the guards around here. Zoom up to the docks with the jetski and climb out onto the little maze of piers. Your presence is unwanted, and you will be fired upon from guards on foot spread around the pier. Your biggest concern are the ones up in the towers, as they can hit you wherever you are. With them out of the way, pull out an assault rifle and take care of anyone left walking around the piers. Now to clear out your exit. If you've got one with you, and you may very well if you followed my suggestion at the beginning of "Turn On, Tune In, Bug Out", you've probably got a few RPG's left. Pull it out and take aim at the boats circling the docks. Just pick a good spot out in the water and hold still. Don't use the reticle to chase the boat, let the boat come to the reticle. Give the boat a little bit of a lead time and fire. Each boat is only going to take one RPG, so you're not going to need many. When everyone is gone, you're free to grab the boat with the stolen drugs and drive it back to Diaz's mansion. Be careful when pulling out of here because there is a pier that sticks out in your path on the way out that you can easily get stuck on, and it would be a terrible shame to fail the mission with nothing left to do but drive north.

Your other option for retrieving this boat is just to blast in there, jump in the boat and drive like hell out of there. It is possible to do it this way, but if you're not good at steering the boat, it won't take long for you to go up in smoke. It's not a very sturdy boat and the guards high powered weapons will quickly destroy it. Get the boat back to the yellow marker at the dock at Diaz's mansion, and the mission is complete.

Reward: \$1500

b. "The Exchange"

It's not necessary, but it does help if you already have a sniper rifle in your inventory before you begin this mission. Diaz has made a deal with the

DEA to trade some drugs for some weapons. He's sending you to make the swap so jump into the van parked in front of the house. Drive up to the meet in downtown behind the hotel Lance stayed in when he first got to town.

(Remember way back then, when angry rednecks was the worst thing you had to worry about?) When you arrive and step out of the van, you realize that Gonzales has set up snipers all around the meeting place. There is a laser scoped sniper rifle there for your use if you don't already have one and have it selected. You are now in a timed mission to eliminate the 8 snipers before the DEA arrives to make the swap. Use your radar to determine the approximate location of the snipers, scope in with the R button, zoom in with the square and start popping skulls. You can usually take out about 3 snipers without coming out of the scope, after that, just release the R button, reposition yourself and go back in to the scope again. Do this until you've hit all 8 snipers and you should have finished in plenty of time before the DEA arrives. When they do arrive, you make the switch and climb in to the truck full of weapons. As you leave the meeting area, you will be met by more of Gonzales' men attacking in vehicles. The guy you have with you will make a feeble attempt to protect you, but he won't have much of an effect on them. Trying to drive by the attackers will just slow you down and end up getting you killed. The best thing you can do here is just get the truck down to the main road by way of the shortest, quickest route possible. When you reach it, get on the grass all the way to the east against the sea wall (the same way you did when you were trying to get Umberto's dad back to the deli). There is something about driving this way that makes you invisible to the attackers. Come out of the grass just before you get to the bridge to Starfish Island and hit the road straight down to Diaz's place. Turn the truck into the driveway and park it in the garage that you know so well from the first Vice City game. You'll get a page from Gonzales telling you he needs "one more favor" from you. I found this to be a little intimidating considering what we had just gone through.

Reward: \$1750

* 10. Gonzales Part 2 *

a. "Farewell To Arms"

In what seems to be an odd turn of events, you find Gonzales at Diaz's mansion. The two seem to have struck some twisted agreement that pretty much makes Gonzales Diaz's bitch. Gonzales is going to take the recently aquired weapons back to his Colonel and you are going to protect him as he hauls them to the airport. This time someone will be flying the helo while you sit on the skid with the mini gun. You'll fly over Gonzales' truck which will be indicated by a blue arrow. He'll be attacked by members of the Shark gang as he tries to make his way to the airport. Their trucks will be clearly marked with red arrows. Take them out as quickly as you can so that Gonzales' health meter doesn't run out. The Sharks aren't going to run out of attackers, so don't plan on them easing up at any point, and much to your chagrin, you'll also find that at one point the truck will stall, and you'll have to aggressively protect Gonzales while he tries to get it started again. He soon will and carry on to the airport. Just keep the Sharks off of him all the way up to the back gate (near the hotel) of the airport, and once he is in, the guards will block the gates so the Sharks can't enter.

The fun isn't over yet, as now the Sharks are going to try to get in to the airport. You now have to protect the guards from the incoming wash of Sharks. Keep blowing up the trucks until they eventually stop hammering at one gate, at which point you'll be alerted to the attack at the other gate and you'll fly over there and do the same thing again. Once that one is cleaned up, you'll fly back to the first gate and do it again. After the third attack, despite your best efforts, about 5 trucks manage to get in the gate. They drive in in a straight line, so try to take out as many as you can before they get to the runway. Once they get to the runway, they follow behind Gonzales' plane as it builds up speed for takeoff. One truck has this nasty habit of getting on the other side of the plane where you can't shoot at it without hitting the plane. Leave him alone and concentrate on the vehicles behind. Blow them up as best you can and when the plane gets far enough down the runway without getting destroyed, it will lift off and fly away to safety. Your mission is now complete. For getting through this, you have unlocked the mini gun at the Ammu Nation in Vice Point Mall.

Reward: \$2500

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* 11. Armando and Diego Mendez Part 2 *  
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a. "Burning Bridges"

You meet up with the Mendez Brothers one more time to discuss the terms of your severance from their employ. Their terms are that you give them everything you own and get out of town. That sounds like some shit that Lance would come up with and you don't find that acceptable. You state your protests about such a deal and quickly find yourself clobbered over the head. You wind up in front of a firing squad at the oil depot by the airport. In a last attempt to save your life, you dodge the bullets, which rupture the fuel lines and start a tremendous fire. Your executioners are, uh, executed, but now you find yourself outside the depot with Lance trapped within the flames inside. If you knew what was coming a few missions from now, you'd leave his ass in there, but since you have to save him to continue the story, you're going to have to go in and get him. When you regain control, you'll quickly find out that you have no weapons at all. Near the wall behind you, next to a Sentinal XS (which for some reason takes a few seconds to pop up) you'll find several useful items, to include an SMG. Grab them, then head up onto the platform. Grab the armor here if you need it, then jump up into the pink marker. As soon as you get up there, a couple of Mendez's goons will come running around the large oil tank. Quickly put them to permanent sleep and grab their ammo. Keep in mind that this mission is timed and you must move quickly in order to finish before the pressure meter fills on the screen and the whole place blows with you in it.

Continue around the tank where you will run into a few more goons. Take them out and forge ahead. Your goal is to reach the nearest green marker. Run to the right side of the oil tank you are facing and under the pipe that is coming out the side of it. You'll be met by a few more goons in here and should see the first valve nearby. Auto aim at the valve and shoot it until you are told that you have closed the valve. Now turn and run around the outside of the next oil tank. (starting from the first large oil tank when you came down the stairs, you are basically going to weave in and out of

these large tanks.) More goons as you round the tank. When you get to the other side, there is one goon with a shotgun off to your left as you run toward the next valve. He is a good distance away and a lousy shot, so as long as you keep running until you get to the valve, you can pretty much ignore him. Shoot this second valve as you did the first. When that valve is done, keep running past it toward a ramp that goes up onto a slightly raised area. There is a goon at the top of this ramp, so take him out from as far back as possible and run on up. Go straight across this raised area and down the other side where you will be standing at the last valve and a PCJ. Shoot the last valve until it is closed as well and climb on the PCJ. Pick up Lance and keep driving in the direction he came from toward the pink marker at the end. When you reach it, you will see the final cut scene and have completed the mission.

Reward: You're not dead.

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* 12. Lance Vance Part 8 *  
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a. "Blitzkrieg Strikes Again"

The Mendez Brothers are a wee bit peeved at your survival. Lance has gathered all of your good buddies you have picked up during the course of your adventure. Phil is there, and Umberto and they are all there to help you protect your businesses from the attacks the Mendez Brothers are sending out. If you want to have some fun, go into this mission with the newly aquired mini gun. This mission is just like the first "Blitzkrieg", only this time you are going to defend 3 businesses and you have only 7 and a half minutes to do it in. At least you will be defending the three closest ones.

Get to the first location and in addition to the timer, you'll have Lance's health meter on the screen. Pull out your mini gun if you brought it and simply spray down the attackers. Make sure that Lance doesn't run between you and your targets or you'll end your own mission in a heartbeat. If you don't have the mini gun, pull out an assault rifle and go to town, auto target your brains out and lay everyone down. When a carload of attackers show up, you know this round is about to end. Kill the carload and you'll be prompted to move on to the next business. Quickly shoot on over to the next site that appears on your map and repeat as you did with the first site. Again, it will end with a carload of attackers. When it does, move on to the third location and repeat exactly as before. Stop all three attacks in the allotted time (you should have more than enough) and with Lance's health intact (if you used the mini gun he'll barely have a scratch on him) and you will have successfully complete this mission. Reni will give you a rather strange page, and his missions will again appear on your map. Diaz's missions will also be there, but for now let's finish up with Lance and then we'll get Reni's final (thank GOD) missions out of the way.

Reward: \$700

b. "Lost And Found"

Louise is due to be released from the hospital, but Lance isn't interested

in taking part in the reunion claiming that he has business to attend to. You need to head to the marker at the hospital over in downtown to pick up Louise. If you want to see something kind of funny, run up to the police station in Washington Beach and grab the helo off the roof to go pick her up. When you hover down over the marker to get her, you will switch to the cut scene of you and Louise making amends and the helo you flew over here will be hovering above you with no pilot, sticking half in and half out of the hospital building. When the cutscene is over, run into the hospital alcove and enter the marker to get up on the roof. (As you enter the marker you will probably see the helo you brought come crashing to the ground behind you finally) Lance paged you during the cinematic to tell you that he is trapped in a burning building and *SIGH* he needs you to save him. When you reach the roof of the hospital, climb into the Air Rescue helo and take off to the east toward the marker for Lance's position. When you reach the building, you will see your marker on the roof and Lance standing near it. Quickly land the helo without hitting Lance with it, so he can get in before the roof collapses. Take off as soon as you have him.

You find that the whole idea of picking up Louise and trapping Lance was nothing more than a diversionary tactic by your good buddy Martinez. Now he's got all your money and he is headed out to sea with it. Fly out to the east over the water and follow the 3 red markers indicating Martinez's boats. Keep an eye on the damage meter for your helo and get down low and to the left of the boats so Lance can shoot the occupants. Once again you have to keep the helo from tilting too much, or else Lance will be off balance and won't shoot, or will shoot with minimal accuracy. Start with the boat furthest back and work your way forward until all the occupants have been eliminated. When they have, hover Lance over the largest of the three boats and he will drop down and drive the boat, and your money, back home. With Lance out of the way, head back to the west and drop Louise off at her sisters apartment. They were even kind enough to leave you a large enough spot in the middle of the road to land the helo. When Louise is home, the mission is done.

Reward: \$1500

* 13. Reni Wassulmaier Part 4 *

a. "So Long Schlong"

Mendez is just a tad upset with Reni for having put you in contact with Ricardo Diaz, so he's sent some goons out to kill Reni. Reni has decided that the only way out is to once again have a sex change operation. Yes, I said again. Talk about confused. Anyway, Mendez's men are on their way to the studio. Reni will leave and leave you to create a diversion while he tries to get to the hospital near the south bridge. You wait in the movie lot and Mendez's men will start to enter the compound through the front gate and through another opening in the corner of the lot. Stand between the two hangers near the golf cart, and you will be able to see all of them coming no matter what point of entry they choose. You must not allow any of them to get to the hangers and discover that Reni is not there. Just keep back and forth and spraying the attackers with an assault rifle. Before long, Reni will page you and let you know that he has been trapped by a group of Mendez's men. He is in an alley near the Malibu Club. Climb in the Deluxo parked on the lot and notice that Reni's health meter has

appeared on the screen. Quickly drive to the new marker on your map to meet up with Reni before he is killed. When you arrive, you find Reni cornered by four assassins. Barge in there, assault rifle in hand, and lay all of them down. Now you need to get Reni the rest of the way to the hospital. Grab a car that is in good shape (the one Reni was driving is probably not a good idea), and begin the trek to to the south to get to the hospital. Don't be afraid to pause and check your map for the best route, because more of Mendez's men are going to come after you in vehicles, and they will be relentless. An option that you have to make this a little easier is to get back on the main road that runs in front of the Malibu Club and head south. The Washington Beach Police station is right in front of you as you approach the Y intersection, and what does any good police station have on its roof? Why a helicopter of course. Get around behind the building and up onto the platform where they park the patrol cars and run your little asses up the stairs to get to the helicopter. Make it in there and you've got it made. Rise up and away from your attackers and just cruise on over to the hospital. When Reni is safely at the hospital, you have completed the mission.

Reward: \$1000

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* 14. Ricardo Diaz Part 2 *  
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a. "Domo Arigato Domestoboto"

Lance needs to clear up a debt with Diaz, and in order to do so, he needs to destroy Mendez's bearer bonds. Lance can't do this, of course, because he seems to be wasted, so you are going to have to. (It sincerely PAINS me to know we can't kill this son of a bitch during this game!) Except for the fact that you are saving Lance's ass again, this mission is nothing short of a riot! I had more fun on this mission than any other in the game. Drive out to Mendez's mansion and climb into the Boxville truck that is parked out in front. You have now hacked in to Mendez's new toy, the Domestoboto. You are in control of this device and you have a camera view of what the robot sees as you drive it around Mendez's house. The robot has several different arms that perform different functions which you will learn how to use shortly.

The object here is to find Mendez's safe which you will do by using the robots Comms arm (or by reading this walkthrough since I'm about to tell you where it is). Periodically you will have to stop your mission to perform a task that Mendez will bark out to you. When he does, you will have a time limit to finish the task. If you don't complete the task within the time limit, Mendez will destroy the robot and the mission will be failed. When you are not performing a task, you should have the Comms arm selected. The closer you are to the safe, the faster it will beep. To make the search less frustrating than it was for me, you have to enter the store room on the first floor and then go through the door on the right. Enter the blue marker that you will find there to go to the basement. When you appear in the basement, go straight ahead and a little to the right. You won't be able to miss the safe since it looks like an industrial freezer.

When you have to stop to perform tasks for Mendez, he will randomly ask you to do a few certain tasks. He may ask you to clean a room, in which case you must select the cleaning arm, go to the specified room and simply drive over the piles of dirt marked with green arrows. (You can tell if a task is

on the first or second floor by looking at the markers on your radar after the task has been assigned. Go to the second floor by entering the blue marker at the bottom of the stairs at the end of the hall.) Mendez may also ask you to light his cigar, in which case you switch to the lighter arm and pull up to the marker beside Mendez. After each task, you will again have some more time to work on the safe.

Mendez NEVER asked me to do any tasks with the very funny "pleasure arm", but if you want to see some funny stuff, take the time to go upstairs and approach each of the girls lying on the beds with the pleasure arm selected. They give you some pretty good comments.

When you are in front of the safe, you must have the Comms arm selected to work on the combination. As you scroll through the numbers, there is a color coded indicator near the top of the screen which will give you hints as to how close you are. A light blue indicator means that you have a correct number, but it is in the wrong position, a green indicator means that you have a correct number in the correct spot, and if the indicator is gray, it means you have the wrong number altogether. You have 20 attempts to get the correct code. If you don't get it after 20 attempts, Mendez will destroy the robot. Keep in mind that while you are trying to crack the code, you will frequently be interrupted to do tasks for Mendez, so you will have to keep coming back and forth.

The other option is that you can just read this walkthrough and put in the code 8423 and be done with it. when the correct code is entered and the door of the safe swings open, switch to the robots lighter arm and roll on up to the bearer bonds. They will be set ablaze, the mission will be complete and Mendez will destroy the robot anyway. It really doesn't matter anymore. When the mission is over, if you haven't already, you might be reminded that you are sitting in a vehicle needed at the Civil Asset Forfeiture compound, and if you are like me, I looked everywhere for this damn thing, so take it on down and turn it in. There is one final Reni mission to do that only qualifies as a Reni mission because SHE briefly appears in it, so let's get it done and clear up another issue while we're at it.

Reward: \$2000

* 15. Reni Wassulmaier Part 5 *

a. "In The Air Tonight"

Reni needs to be picked up from the hospital. HER operation was a success and she's decided to head to Europe to start her career in the porn industry. You need to take her to the airport.

****NOTE: I would very much like to have you readers write to me and tell me how this next part went for them, because what happened to me and what is supposed to happen are apparently two very different things. I've been told that you are attacked by Mendez's goons on the way to the airport, and if it is at all possible, it is best to take the helicopter behind the hospital. When I did this part of the mission, I just hopped in the car that was

sitting in the parking lot and drove her across the south bridge and then up to the airport. I never saw an angry soul at any point during the trip. It was peaceful the whole way over.

When Reni is at the airport and safely on her way to Europe and out of your life, you can head to the Phil Collins concert at the arena. You're at the airport, so if you didn't already show up in one, grab a helicopter and fly on over to the arena. Head to the marker at the ground level entrance and walk inside. You are relieved of your weapons once you are inside the concert and all you will have for the remainder of this mission is your hands. Barry is a little bit ticked off that you are late because he is worried about further attempts on Phil's life. On cue, you see some suspicious activity on the light rigging above the stage. You are transported up there as the concert begins and have a birds eye view of the rigging which is a little uncomfortable at first. Red markers will pop up on your radar indicating goons that are trying to cut the cables of the light rigging. You really don't want them to do that. There are two meters that appear on the screen now. One is for the light rig stress and the other is for cable damage. You need to keep those meters from filling. When the red marks appear on the radar, run quickly to that spot and beat the crap out of the guy that is trying to cut the cable. Succeed and he will go down and you'll be left to look for more thugs. Sometimes two thugs will appear on the rigging, one will start to cut through a cable and the other will come after you. Don't fall for the ruse if you can help it, get to the guy cutting the cable FIRST. While you are up here dealing with these guys, Phil Collins is down below performing his ever famous "In The Air Tonight". This mission will be interrupted frequently while you are allowed to view the show (which, I might add, was VERY well done Rockstar!). When the scene cuts back to you, look out for more goons and do your best to stop them before they drop the lighting rig. If they manage to cut 5 cables, the rig will collapse on to the stage, kill Phil and the mission will be failed. Keep the goons from cutting all the cables until Phil finishes his song, and the mission is a success. Completing the mission unlocks the "Phil Collins Concert" that you can buy right outside the door of the arena for \$6000. Now I know my memory can be a little fuzzy sometimes, but last I remember, the most I ever paid for a concert ticket in the early 80's was about \$32, and that was for a Pink Floyd concert. If you want to save your money, buying the ticket will do nothing more than show you the concert you just watched without the interruptions of fighting the bad guys.

Reward: \$3000

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* 16. Lance Vance Part 9 *  
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a. "Light My Pyre"

Ok readers, this is it. This is the one that convinced me that Lance has NO RIGHT TO BE ALIVE! This is the mission that almost caused the demise of my PSP.

Very important note here. . . .before you even begin this mission, make sure you have a well stocked mini gun in your inventory. You will thank me for this advice later.

You arrive at Lance's house looking for Louise, but instead you find her sister there in a panic because your old friend Mendez has once again kidnapped her. You've had enough of this crap and you are now highly motivated to put an end to the situation. Lance seems entirely disinterested until you get outside and the Mendez Brothers send a message to you both by blowing up Lance's car. Apparently this is what it takes to get Lance mad, so he grabs the Freeway he stole from the bikers back in the mission "Taking The Fall". Lance is getting himself in way over his head, so you need to take off after him and at least take a shot at keeping him safe. As soon as you have control, run east up the sidewalk in the direction Lance went, and you should see a PCJ sitting by the palm tree in front of you. Jump on the PCJ and prepare for the most frustrating ride of your life. On your radar ahead of you, you will see a red marker and a blue marker. The blue marker is Lance, and his health meter is also on the screen. You can't let Lance die or the mission is failed, and therein lies the biggest problem you will face in this mission. As soon as you take off on the PCJ, you will most likely pass a car with a red marker over it stuck sideways up against a tree in the median. I don't know what kind of glitch this is, but it is persistent and it happened EVERY time I tried this mission (and that was a considerable number of times). If you feel the need you can shoot this car until it is on fire and then carry on. He generally never gets the car unstuck so he can follow. Now catch up to Lance and the next car. Lance is driving that bike like a complete idiot. He's is all over the road and the car full of Mendez goons are shooting at him, and soon you, as you approach the car. Now, the Mendez car does hold a steady enough course, frequently enough that you can put quite a bit of damage into it by firing forward from your PCJ, the problem you have here is that Lance's enraged driving is so erratic, it almost seems as though he is TRYING to get killed. If anyone or anything is going to hit you and knock you off course so you can't shoot at the car, it's going to be Lance. If anyone is going to knock you off the PCJ, it's going to be Lance. If anyone is going to shoot Lance to death, it's going to be YOU because it seems to be a mission for him to dart in between you and the car when you finally have a good bead on it and can get some lead into it. He's there and you've taken a considerable chunk of his health before you even have a chance to pull your finger off the trigger. In doing this mission over and over again, Lance was killed more times by ME than the Mendez goons.

You will have to deal with this car in the beach area, there will be another on the short stretch of road from the police station to the Malibu Club, another as you head north past the Malibu club and sometimes one more as you dart through town to get to the bridge over to the Mendez mansion. It is possible on occasion to destroy one car and get to the next one well ahead of Lance, in which case, put as many bullets into it as you can before Lance comes up behind you and knocks you into oblivion. The goal here is for Lance to get to the bridge over to the Mendez mansion.

If by some stroke of luck or Divine Intervention or whatever the hell it takes you manage to get to this point, the rest of this mission will seem easy in comparison. Before you go to the Mendez mansion, make sure your armor and health is at max. If you need it (and with Lance's behavior, you most likely will), there is armor on the movie studio lot back in the corner near the outer space set. There is health nearby as you enter the circle that leads up to the Mendez home. It may look a little daunting with all the guards and vehicles blocking the driveway, but truth be told, you're going to ignore every single one of them and go straight into the house. Prepare yourself from a distance before you take off. You are going to aim your bike into a small space by a car that will allow you to enter the right (east) entrance to the circular driveway. As soon as you are past it, you will head around the left (west) side of the house so you are going in

a straight line across the front yard. Keep going around the house as quick as you can and turn in behind the house between the house and the pool. You should be right by the door with the blue marker to enter the house, and you should have taken very little damage from the guards on the way by. Arm your mini gun before you go in, and enter the marker when you are ready.

You will be face to face in what is obviously your final showdown with Armando Mendez. He lets you know that Lance and Louise are upstairs and hints that they are already dead. (We should be so lucky that Lance is dead) Armando is sporting a lovely flamethrower and this thing can do a hell of a lot of damage to you in a big hurry if you haven't followed my advice. There is health and armor in the room if you need it, but you most likely won't be in here long enough to even figure out where it is. When the camera angle changes so that you are looking down on the showdown, you have control back. Make sure you are pointed straight at Armando and lay on the trigger for that mini gun in your hand. Armando's health meter will drop in less than two seconds and he'll hit the floor dead before he ever gets to show you what his flamethrower can do. You will now watch the final cut scene. Louise will die after the two of you say your good byes, and Lance will stumble out of the house behind you. The mission is complete.

****GAME GLITCH!!** It is a common glitch that the final cut scene for this mission will have no audio. There isn't anything that can be done about it, but know that sound will be restored as soon as you are placed back outside and get the reward screen. If you really need to know what they said, go into the pause menu and read it in the Brief.**

Reward: \$3000

* 17. Ricardo Diaz Part 3 *

a. "Over The Top"

There is only one Mendez Brother left and Diaz is ready to take him out as well and be done with the whole mess. Diego Mendez is hiding out at his penthouse apartment in downtown and Diaz has a plan to take him out. He needs you to break into the Army base and steal an attack helicopter. Diaz trusts you to pick the partner of your choice to pull off this operation and who would be more appropriate than Phil Cassidy. Head down to Phil's place in the ports and enter the marker.

On your way to Phil's you will encounter a single Mendez vehicle parked in the middle of the road waiting for your arrival. He will give chase and try to stop you, but I found the best way to deal with him and not have to worry about damage was to drive to the back side of the police station in Little Havana and take the stairs up to the roof. If there is a helo there, take it, if not, just stand up there and wait and the car below will continue to ram the police building until it blows itself up. When it does, crawl back down and drive on over to Phil's.

Wouldn't we be disappointed if Phil wasn't drunk? Glad we aren't disappointed. convince Phil of the merits of this plan and you take off in Phil's truck to a marker just down the road from the Army Base entrance. When you arrive there, you will get out of the truck and Phil will slide in

to the drivers seat. He tells you to get ready while he creates a diversion. There isn't a better piece of dialogue in the whole game than right here:

Vic: "I just don't want you to do anything stupid."

Phil: "We're breaking into a military base, and I'm drunk. What could be more stupid?"

After Phil smashes his truck into the main gate, head to the new marker nearby and crawl up onto the structures to get over the wall of the base. There are guards all over the place and spotlights slowly roaming the base. If you want to do this quietly, you're going to have to avoid the spotlights and the guards all the way across the base to the admin building on the other side. Unless you want to spend the rest of your life playing this mission, you're not going to do that. The admin building is straight in front of you on the opposite side of the base, but you are going to have to run around the fenced area between you and it. Going to the right (north) seems to be the quickest path, so head over that way and around the fence and take out the first two guards you see coming at you. Keep running toward the admin building, stopping only to take out guards that are close to you. You need to get to that blue marker at the door as quick as you can. You should reach the door with only armor damage, but this won't be a concern for you for long. As soon as you pop up inside, auto aim at the two guards that come running down the hall toward you and blow them both away. When they are dead, you have free reign of the building. No guards will chase you in, and there are no other guards in here besides the two you just dropped in the hallway. Check in one of the rooms on the right and you'll find some armor to get yourself set back up. Go to the room with the marker at the back of the building and step into it to open the gate to the Hunter helicopter. You now have 2 and a half minutes to get to the helo before the guards take off with it to keep it away from you. Run to the front door, take a deep breath and get ready to step out into the mayhem. Step out and the guards will be running for you. Turn immediately to your left and you'll see a jeep. Run to it and climb in before the guards can get to you. As soon as you're in the jeep, gun it straight ahead, running over guards as you go. Go all the way to the opposite side of the base, turn right around the fence, go to the next corner and go right around the fence again and stop right in front of what used to be your barracks. The blue marker is still outside the door, and in fact there is still health in there as well as armor back in the showers, but at this point, you shouldn't need it. When you climb out of the jeep, you should be right there at the gate that you dropped to get to the Hunter. Run up to the Hunter quickly, press triangle to yank the guard that is in it out and get in the Hunter. DON'T PLAY AROUND HERE! As soon as you can get that thing to lift off the ground, pick a direction, any direction and get the hell out of there. There are guards in the towers that can bring down the Hunter, and sticking around to play gunfight with the Army base is just going to get you killed no matter how fun you think it's going to be. Once you are away from there and flying in safe bullet-free air, turn and head toward Diaz's mansion. Land the Hunter on the helipad on the roof and you have completed the mission. You get a page from Martinez . . .it's time to end this.

Reward: \$3000

b. "Last Stand"

This, ladies and gentleman, is the last mission of the story. Before you even enter the marker to start it, make sure you have an assault rifle with

lots of ammo and an RPG with several rounds of ammo as well. THE RPG IS VERY IMPORTANT TO YOU!! Being of full health and armor doesn't hurt as well.

You begin this mission on your way to go take out the remaining Mendez brother. You are in the Hunter helicopter and Diaz is giving you your words of encouragement before you lift off. When the discussion is done, lift off from the helipad and head toward Mendez's penthouse over near the arena. As you approach the marker, you will see the marker turn into many red markers. These guys are all on the two exposed floors of the building that you see in front of you. If you are pretty good with the helo, you should not have much of a problem here. Keep your distance from the building, but get level with the two exposed floors. There are guards on both floors, so you will have to adjust up and down a bit to make sure you can get all of them. Rain rocket hell on those two floors by hitting the circle button. Just keep blasting away. Creep sideways all the way around all 4 sides of the building and just keep dumping rockets into those open floors and watch the red marks just disappear from your radar. Some of the guards will respawn and you will have to circle the building about two times until eventually there are no more. (At some point while you are hammering away at this building, you will pop one of the 99 Red Balloons). When all the guards on those floors are gone, you will get shot down by someone on the roof with an RPG. You can't avoid it, it's part of the mission, so just watch the cutscene as Vic barely drops the Hunter onto the roof and walks away before it explodes.

You're now standing on the roof near a doorway and some treats that have been left there for you. You can take the treats if you wish, but if you followed my advice at the beginning, you won't need them. Take the extra RPG's just because they're free. When you're ready to proceed, enter the blue marker at the door. You come out onto an office floor with Mendez goons all over the place. Stand where you are for one moment and one will walk out right in front of you. Auto aim him and take him down. Now creep a little bit at a time around the wall, looking to your left. As each goon comes into your view, auto aim him and take him down. Sometimes you'll have more than one come into view at a time and you'll have to be quick with your aim and fire routine. When the goons on your left are gone, you can turn your attention to the right. There are a couple more goons in this room with you, so take them down. There are a few in the next room you can get from here without entering the doorway. Kill as many as you can before you enter the next area. When you've done so, rush in and quickly shoot down anyone that is left. Goons do not respawn in these areas, so once the floor is empty, it will stay that way. If you need it, look around, there is armor nearby. When you are again ready, enter the next marker to go down to yet another floor. Once again, you are met by many goons waiting for your entry. You can run straight out and to your right to get behind some file cabinets so you can once again do your creep and auto aim technique. Once you've cleared everyone from this room, you can move forward and start picking off the goons in the next room before you enter the door. You can get all but two of the goons in the other room without passing through the door, and one of those two you can get with the sniper rifle if you have it because you can just see the top of his head over a copy machine. If you manage that, you need only rush the room and kill the remaining goon.

Now you get a cut scene and a helicopter is landing on the roof. Your buddy Martinez has shown up to join in the fight. Looks like it's going to be a two for the price of one mission for you today! Head for the new marker at the end of the hall so you can climb back up to a higher floor. When you arrive at the next floor, you are automatically met with some armor, so you know it's not about to get fun. Enter this next area and clear out any

goons you see on the radar, usually only two. Quickly look for an area where you can hide behind some file cabinets out of view of a helicopter that will appear outside the windows to fire at you. Things will now get a little bit mechanical now which will help you get through this part of the mission. When the helo is done firing, it will pause briefly and stare through the window at you, then it will rise up out of sight. When it is out of view, two goons will enter the floor from whatever half of the building you are NOT on. Be ready for them when they approach and take them down with your assault rifle before they even get close. As soon as they are dead, run back behind the file cabinets, because the helo comes back and sprays the room with more bullets. When it's done, it will again briefly pause and stare through the windows. Take this opportunity to dash out from behind the cabinets, pull up your RPG, quickly aim and fire a round into the helo. Once you've hit it, or missed it for that matter, it will rise back up out of view. Once again, two goons enter the floor from whatever half of the building you are NOT on. Take them out as before. This pattern will repeat over and over again until you run out of ammo or you manage to put two RPG's into the helo. To save yourself some time and make that a little easier, switch to the RPG while you are hiding behind the cabinets waiting for the helo to stop firing. Then just run out, aim, you should only need a quick adjustment and fire. It shouldn't take you long at all to take down the helo. When it's gone, it's time to move on to the final showdown of the game.

If you need it, some of the goons you killed during this goon/helo rotation scene will drop armor. You should also find some health as well on your way to the next marker which will put you back on the roof. When you pop up on the roof, you'll get a cut scene. Diego Mendez and Martinez are both there waiting for you. Martinez will throw around some insults, at pretty much everyone present, and then it will be time to begin the final battle. If you are looking for a big challenging battle here, prepare to be very disappointed, because this is surprisingly over very quickly. When you have control again, turn around and run up onto the slanted roof above the door you just came out of. When you get up top, you look down and Mendez and Martinez are standing right next to each other. Auto aim with your assault rifle and hold the trigger until the first one dies. Switch over and auto aim on whoever is left and do the same. You won't get hit by more than a couple of rounds and you'll never have to move from your spot. You don't even get time to talk shit. Boom, Boom, they're dead. Final cut scene, mission over, game over, roll credits.

If this is all you have done in the game so far, congratulations on having completed less than 40% of the game!

Now that I've got this done and posted, I can go work on the other 60% so you guys don't send me nasty e mails . . . keep checking back!!

--Eric

***** III. Contact Information *****

My name is Eric Waechter. If you have any questions, comments, submissions or anything else constructive to say, please send me an e mail to:

(E mail address has been moved to bottom of this section. You need to read ALL of this before you send me an e mail!)

I will answer you as quickly as possible unless you are sending flaming e mails, in which case I will be ignoring you, telling your mom and sending your e mail address to gay and bisexual porn sites.

****BEFORE YOU WRITE TO ME!!!****

I do not mind answering questions, in fact I have enjoyed hearing from folks all over the world already and have met some really great people, but I would ask this: Please don't write with a question until you have CAREFULLY checked the walkthrough to be sure the answer isn't there. I have been receiving a LOT of e mail and I'm the type of person who has to answer EVERY SINGLE ONE (it is just the kinda guy I am and I wouldn't sleep if I didn't answer one - not that I sleep anyway). Far too many of the questions have been things that were answered in the walkthrough, and either because the individual read too quickly or they had not read far enough, they didn't find the answer they needed. Please help me by making absolutely sure the answer isn't in the walkthrough already. Due to the overwhelming number of repetitive questions I have received from previous walkthroughs, I am no longer answering your e mail if the answer to your question is in the walkthrough. If you don't get an answer from me, read more carefully.

I am a writer. I write in English and I appreciate those that respond to me in English, do it correctly. I do not respond to "internet shorthand". Do not write "r" instead of "are". Do not write "4" instead of "for". Do not write "2" instead of "to" and for God's sake, don't write "knoe" instead of "know". I take the time to write using proper English, you will take the time to respond to me in proper English. I believe "internet shorthand" is an abomination of the language and simply goes to demonstrate INCREDIBLE laziness. I also use capital letters, punctuation and sentence structure. I expect you to do so as well. The idea here is that if you can read it correctly, then you ought to be able to write it correctly too. This is a major pet peeve of mine and I will not bend on it. Any e mail sent to me like this will simply get this paragraph, copied and pasted, in return.

DO NOT write to me and ask for game saves! Let me repeat, DO NOT write to me and ask me for game saves! I have spent a lot of time playing the game, writing the walkthrough, answering e mails, and updating the walkthrough. I have done everything but take the controller from your hands and played the game FOR you, and I am not going to do that too by sending you game saves. If you don't actually want to PLAY the game, don't rent or buy it. That's just dumb. If you want to waste \$50 that way, send it to me instead. I have PayPal.

candiedskull (at) gmail (dot) com

