

9. The Walkthroughs

10. Armored Vehicles

- 10.01 Bulletproof Sanchez
- 10.02 Fireproof Walton
- 10.03 Bulletproof Barracks OL
- 10.04 Fireproof Perennial
- 10.05 Fireproof Bobcat
- 10.06 Fireproof Quad bikes
- 10.07 Explosionproof Vehicles
- 10.08 Fireproof Cuban Hermes
- 10.09 Bulletproof Ventoso
- 10.10 Bulletproof/Fireproof Pony
- 10.11 Fireproof Pony
- 10.12 Fireproof Sentinel XS
- 10.13 Explosionproof/Fireproof Infernus
- 10.14 Comprehensiveproof Yola
- 10.15 Bulletproof/Fireproof Stretch
- 10.16 Bulletproof Stretch
- 10.17 Comprehensiveproof Sentinel XS
- 10.18 Explosionproof/Fireproof PCJ 600
- 10.19 Bulletproof Empire Sites Cars
- 10.20 Bulletproof BF Injection
- 10.21 Fireproof Stinger
- 10.22 Fireproof PCJ 600
- 10.23 Fireproof Washington
- 10.24 Fireproof Greenwood
- 10.25 Fireproof Securicar
- 10.26 Fireproof Moonbeam
- 10.27 Fireproof Oceanic
- 10.28 Fireproof Landstalker
- 10.29 Fireproof Sentinel
- 10.30 Explosionproof/Fireproof Vehicles

11. Exclusively Colored Vehicles

- 11.01 Yellow Green Streetfighter
- 11.02 Chrome Red Quad
- 11.03 Black Stallion
- 11.04 Green Pony
- 11.05 Navy Blue Flatbed
- 11.06 Chrome Red & Yellow Comet
- 11.07 Black and White Boxville
- 11.08 All Black Vehicles
- 11.09 Black Infernus
- 11.10 Black Cheetah

12. Rare Vehicles

- 12.01 Sandking
- 12.02 Splitz 6 ATV
- 12.03 Super Motorbikes
- 12.04 Lightless Taxi

13. Identical Special Vehicles

- 13.01 Fireproof Walton
- 13.02 Fireproof Perennial
- 13.03 Fireproof Bobcat
- 13.04 Fireproof Stinger
- 13.05 Black Sentinel

14. Unobtainable Special Vehicles

- 14.01 Fireproof Barracks OL

fit in. This one though can only be used at a later part of the story once the second island is unlocked already.

The usual safety mechanism is again employed by the garages, allowing for a limited technical capacity of only one vehicle in 101 Bayshore Avenue and The Compound, and three vehicles in The Clymenus Suite. In actual, each garage has an Absolute Capacity of as much as four vehicles. You can still safely stuff them with vehicles to the maximum, and how they can fit in a particular garage will all depend on your clever layout.

1. 101 BAYSHORE AVENUE, Vicepoint, Main Island
Capacity: 4

Samples of what can be stored here are:

- Storage 1: (1)CP Sentinel XS, (1)FP Cuban Hermes, (2)FP Quads
- Storage 2: (1)Rhino, (1)EC Streetfighter, (1)FP Quad, (1)EP/FP PCJ 600
- Storage 3: (1)BP Barracks OL, (1)EC Streetfighter, (1)Quad,
(1)EP/FP Perennial, FP Bobcat, FP Walton or EP Patriot

2. THE COMPOUND, Little Haiti, Main Island
Capacity: 4

Samples of what can be stored here are:

- Storage 1: (1)BP/FP Pony, (1)FP Perennial, (1)Wintergreen, (1)Freeway
- Storage 2: (1)Rhino, (1)EC Streetfighter, (1)EP/FP PCJ 600

3. THE CLYMENUS SUITE, Vice Point, West Island
Capacity: 4

Samples of what can be stored here are:

- Storage 1: (1)Rhino, (1)EP/FP Infernus, (1)BP/FP Stretch, (1)CP Sentinel XS
- Storage 2: (1)Yola boat, (1)EP/FP Infernus, (1)CP Sentinel XS,
(1)BP/FP Stretch
- Storage 3: (1)CP Yola boat, (1)EP/FP Infernus, (1)CP Sentinel XS,
(1)EC Comet or (1)EC VCPD Cheetah
- Storage 4: (1)CP Yola boat, (1)EC White and Black Maverick,
(1)EP/FP Infernus, (1)BP/FP Stretch,

Boarding your vehicles when they are crammed inside the garage is quite manageable this time. From GTA3 to GTA:LCS, jam packing your garages with vehicles have always required that you leave enough space in between them so that you can still open the door of a vehicle you need to drive it out of the garage. Or that you must park it allowing for a small space between it and the back wall of the garage so that you can jump on the vehicle and into that space to be able to push it out.

In GTA: Vice City Stories however, this concern has been simplified. You can magically get in a vehicle, similarly to getting in a boat, by just standing behind it and pressing the enter command. You must however park the vehicle with its rear facing outwards, or if you park it otherwise, you won't be able to get in it. This eliminates a great deal the inconvenience of squeezing and pushing to get a vehicle out.

5.02: New Feature

One rather unexpected feature about the garages on this game is that in both the PS2 and PSP platforms, they do not restore a destroyed vehicle. This is exactly the same case as with the PS2 version of GTA:LCS. Garages in GTA:Vice City Stories can repair a damaged vehicle in the usual way as it was before in the other GTA series, but you certainly can never depend on it to restore a burnt and blown up one. It will disappear inside the garage once you let the door close on it.

It isn't quite clear whether this new feature was designed to lessen the strain of additional informations to be stored in the garages, since this game was originally created for the PSP platform that holds a rather limited memory capacity. It may be that when they eventually ported it to the PS2, Rockstar may have decided not to upgrade the garage feature anymore. It's pure conjecture at best, as we may never know their reason for doing so unless we have primary access to any information concerning this.

It is impossible then to utilize the garages to obtain certain special vehicles, particularly the armored ones, if an aspect of a trick in their acquisition requires that you must destroy them first and then restore them afterwards in the garage, which had been the case before in the previous GTA games.

Therefore, much like in the PS2 version of Liberty City Stories, this will only leave now the option of ditching a vehicle into the water in order to 'destroy" it without blowing it up, should this method is absolutely necessary to obtain it.

5.03: Bugged Mechanism and Solution for the PSP Version

There's a persistent annoying bug in all the garages on this platform, where all stored vehicles disappear on a regular basis. Complaints against this apparently bugged mechanism have been numerous, and the nature of the problem appears to be consistently occurring and the same in all those complaints.

Some cases reported vehicles disappearing after doing one or a couple of missions, although there have been reports from others that the problem occurs after a long while. This can happen even when the garages are not overstuffed, which is what was often seen as the culprit for the disappearances of vehicles in the previous GTA games.

This concern however, is a big deal only for the serious garage users or serious special vehicles collectors, given that a malfunctioning garage can frustratingly dump someone's hard work on his finds.

One solution that have somehow worked consistently was to simply open the garage and check your cars BEFORE you save the game after doing your tasks upon you return to the safe house.

From what has been tested so far, you have to do this every after single task that you have to perform, which can range from doing any missions to doing any free roam stuffs. It can be most tedious when your on Empire Building, given that you have to check on all the garages every time, on at least 30 occasions, for the take over alone. Performing consecutive take-overs of Empire Sites, even for as few as two succeeding take-overs can still result in vanishing cars in at least one of the garages. Getting busted or wasted

getting onboard it. Any previous vehicle you have ridden and have abandoned for a considerable distance inclines to get deleted once you have acquired another ride. Usually, this can occur on the first vehicle that you have obtained among a couple of them.

If you're within a close proximity, the vehicle won't vanish. But if you move further away from it, there's always the risk of it disappearing. That's why you must take careful note not make the mistake of leaving your special vehicle far away from you unattended should you need to take another one. Going on foot back to where you left your first vehicle can always prevent its disappearance from happening.

When saving in a safe house however, it is quite a different case. The first and last vehicle you took, assuming you only rode in one, gets immediately deleted after you go back outside of the safe house again. Win98crash has a simple solution for this fortunately, which is to get a second vehicle BEFORE you save. This will preserve the first one while the game removes the second and last one you got in.

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7. STARTING A NEW GAME
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You don't just begin your game and start looking for the special vehicles without putting into important considerations a few of the non-storyline mission tasks that can provide you with the necessary tools and character upgrades that can help you a lot in your quest for the special vehicles.

These tasks bear some benefits and rewards that are significant in your preparations to ensure that your survival and success in obtaining the special vehicles is somewhat guaranteed when your need to depend on them arises. Many of these can also take some hefty amount of time to accomplish but the fruits will still be all worth it for one purpose or another.

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7.01: Side Objectives
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Various side missions and objectives in the game will reward you with benefits that will substantially prepare you in your tasks ahead. However, only some of them are necessary to perform to obtain the tools and upgrades that are essential for what you must do later.

1. Burst 99 balloons. This is just a variation of the standard hidden packages. 99 red balloons are scattered around Vice City, bursting a certain number of them will reward you with different types of weapon.

- 10 Balloons - Pistol
- 20 Balloons - Scorpion (SMG)
- 30 Balloons - Stubby Shotgun
- 40 Balloons - Molotov Cocktails
- 50 Balloons - AK-47
- 60 Balloons - Body Armour
- 70 Balloons - Flamethrower
- 80 Balloons - Equaliser (Revolver with Scope)
- 99 Balloons - Minigun (M249)

46 balloons can be found on the West Island, 2 in Starfish Island, 4 in Prawn Island, 2 in Leaf Links and finally 45 are scattered in the East

Island.

For more informations how to locate these balloons, check on this site:
<http://www.gtavcs-guide.com/99redballoons.html>

2. Vigilante mission: Complete 15 levels. Earns extended Armor to 150.

What could be more important than having extra strength in your armor to be able to survive the wicked gunfights that you'll inevitably get involved in. You can trigger this mission by pressing R3 when you're riding in any law enforcer vehicle, inclusive of a VCPD Wintergreen, VCPD Cruiser, VCPD Enforcer, VCPD Cheetah, FBI Washington, Rhino and Hunter. These vehicles can be found in most police HQs, or from some driving around the city.

3. Paramedic mission: Complete 15 levels. Earns for you unlimited sprint capability.

This skills upgrade is another necessary ability to survive situations where tactically running away from a fight is the better part of valor. It can significantly save you on many occasions. This can be most convenient too should pushing is required for moving some vehicles. Trigger mission by pressing R3 when in an ambulance.

4. Beach Patrol: Complete 15 levels. Earns for you unlimited swimming capability.

There may be instances when having to take a dip into the waters is unavoidable or can be accidental. Having tireless swimming capability can certainly save you from getting wasted when this happens. Trigger mission by getting in a BF Injection parked by a shack in Washington Beach. This is located at the back of Standing Vice Point hotel.

4. Firefighter mission: Complete 12 levels. Makes the player fireproof. You can never really tell when you will figure in a fiery situation.

There maybe times when resorting to flame-based weapons is your best means for survival, and it's best to be always protected from it if the blast get out of control. Get in any fire truck and trigger mission by pressing R3.

5. Air Rescue: Complete 15 levels. Earns Extended Health. Rescue people from land and sea, and bring them to the nearest hospital.

Getting armor protection is not enough for your survival. Having an augmented health is a must too if you are to get past difficult occasions. Activated in a rescue helicopter located at hospitals.

7.02: Early Access To the Second Island

It has been a standard GTA feature already to always lock or make inaccessible some locations early in the game. Locked locations are

explorable already but only if you can find a way to get there by breaking on any form of barriers established. Now you may ask, so what's the point in going through all the trouble of getting right away to locked locations early on? Why not just do the missions as you would normally do until you unlock them later in the game?

There are those who would like to acquire the rewards and some conveniences before they go further in the game:

- 1) Infinite weapon spawn in the safe houses
- 2) Character skills upgrade
- 3) Get out of the way some tasks required for 100% completion
- 4) Satisfy the curiosity

Particularly in *GTA: Vice City Stories*, some tricks were formulated on how to get over to the second island early, inclusive of the original and most effective means prior to the PS2 port, the taxi super jump. But with the adaptation of the game to the PS2 platform, this trick was modified along with some other game features, so that can't be performed anymore.

But *GTA* gamers have been known for their hardboiled ways and knack for working their way around things, so fortunately, there were still other means that were discovered that can still bring you over to the locked East Island whenever you want to. Herewith are just some of them as shared by Lancet Jades, all of which he credits other people for originally discovering them:

1. This is a slightly different version of the original PSP Taxi Super Jump trick. Get the hydraulics for Taxis, and then jump a Cabbie or Taxi between the east bridge off Starfish Island and the lone tree south of it (on Diaz's property). Jump parallel to the bridge, and bail out. If you're lucky, the game should semi-glitch, and you'll end up in the pedestrian walkway of the bridge. Once you've regained your composure, you can then just walk to the 2nd island. A very hit or miss method, but works.

2. Get a Yankee and back it up to that spot (between the tree and the bridge). Try to get the right-hand wheels right next to the bridge structure. When you get out, it'll sort of glitch and tilt, with the right side pointing up. Get on top of it, and do a running jump. The altitude this tilt gives you is sufficient to barely jump over the invisible wall that stretches up. The tilt is critical. Without it, you just can't make it. Again, hit or miss, because getting the Yankee backed up far enough, and with the tilt, without it falling off the landmass, is difficult.

With 1 and 2, there's a way to rescue yourself if you fail and fall in the water. If it's raining in the game, the swells of the ocean are enough to give you enough height to jump up on the land to the north of the bridge, but ONLY if its stormy. Calm waters make it a graveyard. The alternative is to swim southwest. The border of Diaz's property has lots of right angles, with a sloped stonewall leading down to the ocean. Go to the southern-most eastern corner, and you'll find one part of the wall that you can actually run up. Doing this, you can often find another Taxi or Yankee on the streets of Starfish, allowing for another attempt rather quickly. If you need more stamina, just try and climb any other portion of the stonewall. You'll run along it (but not up), which isn't much, but allows you to recover stamina, enough to make it the rest of the way.

3. This resembles *GTA: Liberty City Stories'* construction site trick, but infinitely less bothersome, and much easier. Lucitanicus also originally discovered this trick after he accidentally stumbled upon it in one of his

playtroughs of the game. This trick however, works only in the PS2, and won't apply in the PSP. In a way this replaces the original taxi super jump in the PSP.

Know that dirt mound with a police bribe at the top pointing west, near Escobar's main terminal building (it's a bit southwest of it)? Beyond that mound, there's a pipe in the ground. The trick is to jump on the pipe; you will then find yourself making a sliding motion sideways as if you're slicing through the pipe. If done right, and it actually works about 95% of the time, you will see the Welcome postcard to the other island appear on your screen indicating that you are entering the East island already. This is then followed by you doing a face plant on the golf course in Leaf Links, and from there you can now explore the second island. It's the easiest method so far that involves fewer attempts.

Snapshots by Win98crash for trick no.3 can also be found here:
<http://www.gtaforums.com/index.php?showtopic=268867&st=20>

7.03: Make Some Money First

You don't need to make millions of dollars or become a virtual millionaire in the game, but boosting your wallet with some cash still has its advantages.

This will come in handy if you need to make some purchases on weapons, some armored vehicles, aircrafts, seacrafts or if you need to buy back your weapons from the hospital or police HQ should you get wasted or busted and can't be bothered to just reload your game.

Storyline missions earn for you certain amount, but there can be more than a dozen other conventional and unconventional ways to make some money in the game. Each of these can yield amounts ranging from a few dollars to thousands of it.

A. Side Mission/Objective-based

1. Empire Building/Empire Sites missions
2. Vigilante
3. Air Rescue
4. Paramedic
5. Beach Patrol
6. Firefighter
7. Fire Heli
8. Taxi Driver
9. Vice Sights
10. Crims On Wings
11. Crims On Water Wings
12. Skywolf
13. Playground On the Town
14. Playground On the Point
15. Playground On the Docks (PS2 Exclusive)
16. Playground on the Park
17. Phil's Shooting Range
18. Crash
19. Rush (PS2 Exclusive)
20. Harbor Hover Race
21. Haiti Hover Race
22. Turismo Races

23. Rampages

B. Free Roam Sources

1. Perform unique jumps, insane jumps or stunts such as wheelie or stoppie.
2. Run over parking meters that will yield cash.
3. Kill pedestrians and pick-up dropped cash.
4. Rob enterable stores.

7.04: Getting A Rhino Before Second Island Opens

GTA: Vice City Stories uses the same game engine as what GTA: Liberty City Stories used, so it's quite expected that there will be similarities too in some tricks and glitches that can be performed in this game, including obtaining a Rhino even before it is officially present in the game.

Although there's a Rhino already in the barracks where you will start off your game, that tank won't be unlocked not until you complete all the storyline missions in the game. It is unusually difficult to obtain as well inclusive of the restrictions imposed upon you especially at the stage where you no longer have access to the military camp. Your easier option will be to steal one from the army if conditions will permit already to raise your wanted level to six stars.

So if you're after this tank for whatever purpose before East Island is accessible, you can obtain one from the army in the mission "Money For Nothing" for Forbes, and this will be possible after you have successfully allowed Lance and Forbes to reach their destination. The six stars wanted level can be triggered only up to that point and not in any other time during the mission. After you're given the instruction to clear your wanted level, continue creating mayhem and messing up with the authorities instead and you will eventually achieve six stars. Once the army appears, just figure out a way to steal the tank. Clear your wanted levels by picking up police bribes or using the Pay N Spray, this will complete your mission, and then you can save the tank in any of your West Island garages.

The early six stars wanted level doesn't save though, much like in GTA: Liberty City Stories, but it's a good chance nevertheless to have a Rhino if you're after one about halfway through the missions on the West Island before you unlock the second island.

8. DEFINITION OF TERMS

ARMOR/ARMORED/ARMORING - Protection or defensive covering of a vehicle against certain form of destructive means. They do not necessarily refer to fighting vehicles only such as a tank, but the definition covers broadly the different types of vehicle protection applied in-game, ranging from being fireproof to bulletproof, to comprehensiveproof.

CP - Comprehensiveproof: This is essentially a BP/EP/FP/DP or perhaps one you can say as "indestructible" or "invulnerable". The term refers to the application of all the known in-game armoring, thus, "comprehensive". Most forms of damaging means under NORMAL circumstances cannot destroy this type

of vehicle, be it with whatever type of weapons or physical abuse.

Let's just be a bit clear about this though. There are some ways that can still destroy this type of vehicle:

- 1) Flipping it upside down, the vehicle consequently catching fire and exploding.
- 2) Riding the vehicle while you're on fire consequently setting it ablaze and destroying it when it explodes,
- 3) A bump from a Rhino and
- 4) Using the Destroy All Cars cheat.

A fifth maybe is if it falls into the water and is irretrievable. Otherwise, this is the maximum type of protection your vehicle can have, very ideal for doing punishing and dangerous tasks.

BP - Bulletproof: Complete protection from any form of gunfire. An armored vehicle (though not necessarily a fighting vehicle like a tank) capable of withstanding and stopping 100%, any type of bullet or a direct shot from any bullet-based weapon; ranging from pistols to a minigun.

EP -Explosionproof: Any type of explosive devise/weapon or form of explosion cannot destroy a vehicle that has this quality; be it hand grenades, RPGs, exploding vehicles or even a cannon fire from a Rhino or rocket fire from a Hunter!

FP - Fireproof: Probably the least of all protections. A vehicle that is fire retardant and immune from destruction by any form of blaze or flame-based weapon like a flamethrower. However, this kind of armoring does not protect a vehicle from a molotov blast, which in this game functions more like a grenade than an incendiary weapon.

EC - Exclusive Color: Some vehicles do not have any armoring, but what makes them special in another way is that they have a paintjob(s) that is/are exclusively assigned to them, and is/are unobtainable from any Pay n Spray. The color isn't anything unique by itself, but it's something that can be found only in one or a few of the vehicles belonging to the same class. There are some vehicles that sport an exclusive color and are also armored.

RARE - A vehicle that has a limited presence in the game. It's not just a different version of a regularly spawning vehicle but something that you can only find inside a mission or chance circumstances.

OBTAINABLE/UNOBTAINABLE - The terms refer to the final state of the special property/properties of the vehicle or the vehicle itself, whether it/they can be acquired and saved or not, when a mission is tactically failed intentionally or successfully completed.

ABSOLUTE CAPACITY - Refers to the maximum number of vehicles you can actually save in the garage without the risk of being "eaten" by it.

TECHNICAL CAPACITY - How many vehicles the garages would only open to allow you to store any vehicle. This function is perhaps designed as a safety mechanism, allotting one to two vehicles equivalent of vacant space in the garages to prevent stored vehicles from possibly disappearing. This does not necessarily mean though that you can't store any more than what's allotted to you technically in the game. It'll all boil down to some clever layout of the vehicles inside the garage in relation to their sizes.

the front of your safehouse. Step on that icon to buy the motorbike for the amount required any time you need it.

10.02: FIREPROOF WALTON

Mission : Cholo Victory
Character : Phil Cassidy
Location : Vice Port, Main Island
Availability: Mission exclusive
Difficulty : 1 or 3
Source : GTA_Loco

In your first mission for Phil, you will accompany him find some Cholos business rival that he likes to kill, as a way of getting even with them for taking over much of the business in Vice City that has seriously affected his income.

Basically, this is an orientation also to some of the usual places that you must familiarize yourself with when starting a new game. Phil's search for the Cholos to drive by will take you to the local precinct, a hospital and Pay N Spray along the way.

Upon starting your assignment, you must use Phil's Walton truck, which for some reasons is fireproof. You must never abandon him anytime as he's too drunk to take care of himself and leaving him behind will result in failing the mission. However, whether you fail or pass the mission, the Walton will remain permanently fireproof.

METHOD 1 (Lancet Jade_PSP & PS2)

As soon as you begin the mission, the Walton will instantly become a fireproof truck. If you're not into completing the mission yet at this point for whatever reason, you must destroy Phil's truck by ditching it into the water. You won't be able to snipe Phil, even though the truck isn't bulletproof. After you manage to kill Phil by drowning him, just store this Walton to your garage and save.

METHOD 2 (GTA_Loco_PSP & PS2)

Another way to obtain this involves going through your assignment as required to pass the mission.

Drive Phil first over to the precinct and then to the hospital, after which you and him will chase some Cholos in a car that Phil must kill. You can help him out at this stage by performing the drive by yourself so that you can be done with the task quickly.

The Cholos will return fire also once attacked, so be careful when approaching them, as much as you have to be careful too of not raising your wanted level by bumping into any cops along the way as your target weaves through traffic during the chase.

Once the Cholos are killed, drive to the Pay N Spray to repair the Walton as per Phil's instruction, take him to his place in Viceport to complete the mission, and then just save the Walton in your garage.

10.03: BULLETPROOF BARRACKS OL

Mission : Truck Stop
Character : Phil Cassidy
Location : Viceport, West Island
Availability: Mission exclusive
Difficulty : 3
Source : GTA_Loco

You will find your former superior Sgt. Jerry Martinez hanging out with Phil in his place for the first time since getting booted out of military service. Martinez will oblige you and Phil to run some dirty errands for him, and your target will be a truckload of arms that he's interested in.

The truck carrying the stuffs is a bulletproof Barracks OL. But it will be bulletproof only during the time that Phil hasn't taken control of it yet, so you must prevent this from happening. In order for you to obtain it, your necessary action is to fail this mission by stealing the truck from the gangsters, and then either destroying it using the waters or killing Phil and the guys. Whatever action you take, you must be onboard it to prevent it from vanishing once you fail the mission.

METHOD 1 (GTA_Loco_PSP & PS2)

Before you do this mission, it's a must to have in your arsenal either a molotov or a flamethrower that you need to use to flush the driver out of the truck once you've intercepted it, given that the Barracks OL is not fireproof. A molotov can be found inside a trailer in the CAFI lot, or if you've taken the task already of popping the 99 red balloons, you will have a molotov and a flamethrower spawns in your safehouse after you've popped 40 and 70 balloons respectively.

Assuming you have the necessary weapon already, obtain the mission from Phil's place. Drive first to the hotel to pick up a couple of guys, and after the cut scene, the red blip will now appear in your radar.

Although Phil's Perennial car will importantly serve as a tracer for the truck, you can leave it and just use another vehicle to chase the Barracks OL. This way you can prevent Phil from taking control of the Barracks OL once the gangsters onboard are dead and once the truck comes to a stop.

So as soon as the truck appears on the radar represented by a red blip, get off the Perennial car and get in the Admiral parked nearby. Without using Phil's car, it will be quite tricky to know the whereabouts of your object of interest, but if you've memorized already the programmed route it'll take, this shouldn't be much of a concern.

Quickly intercept the truck, get ahead of it, take out your flamethrower or molotov, and torch the driver out. A quick burst from the flamethrower or just one molotov will do the trick. As soon as the driver gets off, get in the truck; and if you can't because he's blocking the door, just shoot him. The armed passengers at the back will be shooting at you once you're behind the wheels, but don't worry; the bulletproof armor will protect you.

Take note that the Barracks OL will still be programmed to continue on its

route if you didn't kill all the armed passengers at the back. So don't be surprised if somewhere along the way the truck is scripted to take, you'd lose control of the truck and it will drive by itself. You can avoid this however, by breaking the pattern of its path. Drive to the opposite direction or take a different route. This should ensure your total control of the Barracks OL.

Drive to a seaside location near Hyman Stadium, look for a good spot and slowly drive the Barracks OL into the water being careful not to go in too deep. Optionally, you can just push it into the water if you don't want to lose some health. As the scene begins to fade to acknowledge the destruction of the truck and your failure of the mission, you've finally successfully done it then. Drive the Barracks OL out of the water and just save it to your garage.

Now you might wonder, how on earth will this long vehicle fit in your rather small garage? You can either park the Barracks OL a bit diagonally so that the whole of it will fit inside the garage, or park it in the normal way with a small portion of its back sticking out of the garage. If you'll do it in the former manner, you will lose about a couple of space for motorbikes; but if you'll do it in the latter manner, you can still maximize the garage's capacity. To close the garage's door however, considering that a portion of the truck is sticking out of the garage, you need to get in another vehicle that will serve as some sort of a remote control for it.

METHOD 2 (GTA_Loco_PSP & PS2)

Start the mission as normal until the point where you intercept the Barracks OL when Phil and his guys will engage the armed escorts in a fierce gunfight. This can be a more convenient way of eliminating a hindrance in stealing the truck later. However, once the gangsters at the back of the truck are dead, you must avoid using Phil's car or Phil will take control of the truck once it comes to a halt somewhere, however far you are from it. Instead, leave Phil and the guys behind, quickly get in another vehicle, preferably a motorbike if you can manage to steal one, and continue chasing the Barracks OL all by yourself.

Follow the Barracks OL carefully until it eventually stops somewhere in Little Haiti. At this point, torch the driver out using a molotov or a flamethrower, and quickly get in the truck once the driver gets off it. Steal the truck and head over to a seaside location in Downtown, near the Hyman Stadium, and carefully drive or push the truck into the water until you get a mission failure message for destroying it.

When everything goes back to normal, drive or push the truck out of the water and store it in your garage.

METHOD 3 (GTA_Loco_PSP & PS2)

Going for the option of killing Phil will work also in obtaining the bulletproof Barracks OL. You have to blow up Phil's Perennial car by shooting at it or by using explosives, all the while that you're onboard the truck. Same reminder goes here also not to ride Phil's car once the armed escorts are dead and you've stolen the truck already.

So do the mission as normal until your crew has killed all the truck's armed escorts onboard the Barracks OL, and at this point leave Phil and the guys behind, get in another vehicle and intercept the truck. Try to block its path

if that will make it stop, otherwise, just follow it closely and wait until it get stuck or stops somewhere along the way.

When it comes to a halt, get off your vehicle quickly and torch the driver out. Shoot him if he is blocking the truck's door and you can't get in, then steal the Barracks OL and make your way back to where you left Phil and the guys. Get close enough to them so that you can have a good shot at the car, and don't worry about the mission proceeding to the next part where the Barracks OL won't be bulletproof anymore, as long as you don't ride Phil's car.

Back to where Phil is, get off the truck, leave the door hanging open, and start shooting at Phil's car until it goes on fire. Before it explodes, quickly get in the truck and just wait for Phil and the guys to get killed in the explosion.

Do not snipe Phil. If you do so, for some reasons you will always be thrown out of the truck even if you're onboard already, and then it will disappear afterwards. Optionally, you can also use explosives to blow up Phil's car, although this might not be advisable as an instantaneous destruction of the car might not give you enough time to get back in the Barracks OL before the mission officially fails. If that happens, the Barracks OL will disappear.

With Phil dead along with the mission, you will still be in possession of the bulletproof Barracks OL once everything goes back to normal and assuming you did the right way. Drive your precious loot back to your garage and just save it there.

10.04: FIREPROOF PERENNIAL

Mission : Truck Stop
Character : Phil Cassidy
Location : Little Havana, Main Island
Availability: Mission exclusive
Difficulty : 1 or 3
Source : GTA_Loco

In the same mission where you will accompany Phil intercept and steal a Barracks OL, the car owned by Phil and is driven by you will be a fireproof Perennial, as soon as the mission starts. It's a mission-required car, which means it's crucial not to destroy it or you'll fail the mission. However, whatever your option will be, whether you destroy the car and fail the mission or complete the mission, the Perennial's fireproof property will be permanent. Additionally, this car is also flatproof.

You can forget about acquiring this car however, if you fancy a similar type in a better form, an explosionproof and fireproof one, in the firefighter side mission that you can do anytime in the game.

METHOD 1 (GTA_Loco_PSP & PS2)

Easiest way to obtain the fireproof Perennial is to fail the mission by destroying it. You can do so simply by ditching it into the water. You can't botch the job by killing Phil or the hired muscles that will come along with you by shooting anyone of them through the window or the car will vanish.

So once you start the mission, don't bother following the mission instructions but instead, head to a seaside location (as a white patch of land in the map) right away near the Hyman Stadium. You can find a good spot there where the shore gradually slopes down into the water.

Drive the car carefully into the water until it is about one third submerged, then exit the vehicle and slowly push it some more until half of the car goes underwater. Do not drive it up to that point of submersion, or you run the risk of getting wasted. Although you can swim in the game, riding in a vehicle while under the water will drown you quickly. The mission will fail at this point once it considers that you have trashed the car. Swim/push the car out of the water and then just drive it to your garage.

METHOD 2 (GTA_Loco_PSP & PS2)

Completing the mission is another option you can go for. It involves a lot of chasing, crashing and shooting, but fortunately, the Perennial car is designed to withstand enough of the punishing situation until you can be done with your task.

Do the mission as normally required, pick-up a couple of Phil's friends over at the hotel, and then locate where the truck is. Intercept the Barracks OL, and just let your companions do the shooting. At some point in the mission after the armed guards of the truck have been killed, the truck will just stop somewhere. Next scenario is Phil riding in the truck already on his way to his place in Vice Port. You must escort and protect the truck until Phil reaches his place. Do not let him get far away from you or you'll lose him and fail the mission.

The truck will be chased and shot at by retaliating gangsters along the way, so you will be compelled to take out these guys. But you must do so carefully so as not to destroy the fireproof Perennial you are driving. Assuming you successfully escorted Phil to the destination, complete the mission and the car will still be with you, its fireproof property still in place.

10.05: FIREPROOF BOBCAT

Mission : Shakedown
Character : Marty J. Williams
Location : Little Havana, Main Island
Availability: Mission exclusive
Difficulty : 1
Source : GTA_Loco

Marty's first job for you as your new boss is a tutorial on extortion and protection racket. You and Marty will pay a visit to some stores to help him out in demanding some money from storeowners. You are going to drive with him in his Bobcat; another mission assigned vehicle, and which becomes fireproof the moment you begin the mission. Obtaining this pick up truck requires that you fail the mission either by killing Marty or ditching your ride into the water, since Marty will drive this Bobcat with him at the end of a successful mission and you won't be able to see this again afterwards.

METHOD 1 (GTA_Loco_PSP & PS2)

Your easiest option in obtaining the fireproof Bobcat and one without much effort is to execute Marty as soon as you get control of it. But there is a little catch here: do not kill him within the vicinity or immediate area near where he lives or the Bobcat will disappear after Marty is dead. You have to drive away considerably far enough from his place in order for the pick up not to vanish once you fail the mission, and for this purpose, your safehouse location is suitably far enough.

Obtain the mission from Marty's trailer home at Little Havana. After the cut scene, you and him are immediately placed inside the truck. However, instead of driving to the destinations, drive straight to your garage where you have to execute Marty. It's more convenient if you have a sniper rifle already at this point, but just incase you don't have one yet, a pistol will do just fine.

Upon reaching your garage, get off the Bobcat, whip out your gun and shoot Marty through the windshield. He'll fall off the vehicle along with your mission, and all you have to do is to store in your garage your nice fireproof Bobcat.

10.06: FIREPROOF/EXCLUSIVELY COLORED QUAD BIKES

Mission : When Funday Comes
Character : Louise Cassidy-Williams
Location : Little Havana, Main Island
Availability: Mission exclusive
Difficulty : 2
Source : GTA_Loco

This is your first visit to Louise in her cousin's place after she has already separated from Marty. She confides with you her depression about the fact that her whole life had been a big mess. And so to comfort her from what she's going through, you'll invite her to go out and have some fun in a Quad bike race at Marty's place.

Three of the Quad bikes Louise and two other guys will be riding in are fireproof, all of which have an exclusive color as well. The Chrome Red assigned to you isn't fireproof, but it has a special paintjob that's unobtainable from Pay N Spray. Interestingly, these Quad bikes have flatproof tires too.

Incidentally, this mission also opens all the street races in vice City where you can find other fireproof and exclusively colored cars and motorbikes. The races are obtainable from Sunshine Autos in Little Havana and from the Fairground just near your The Clymenus Suite safehouse on the East Island.

METHOD 1 (GTA_Loco_PSP)

Failing the mission by killing one of the racers then stealing his/her ride is required here to be able to get any one of the cool fireproof Quad bikes. Winning or losing the race by not coming first place will only leave the Chrome Red one in your possession and all of the three other bikes will be gone for good.

It's crucial to prevent the Quad bike of your interest from completing one

lap of the race, or it will lose its fireproof property once it manages to cross the start/finish line. Apparently, the fireproof armor of the Quads is toggled off while a racer hasn't completed a lap yet.

Start the mission and drive with Louise to the race marker over at Marty's place, you will then find yourself riding in one of the Quads. Wait for the countdown, and as soon as the race begins, turn around and drive over to a Perennial car parked beside a trailer nearby. Get off your bike and get into the car quickly, and then block the racer's path that runs in between a trailer and a house just behind the start line. The Perennial car is long enough to cover most of the route's width to prevent the Quads from passing through. Keep in mind though that you cannot get off your Quad for more than 30 seconds while the race is ongoing or you will fail the mission.

You must block any one or all of the racers long enough, to stop them from proceeding with the race. For some reasons, if you delay a racer even for just a few seconds in it's programmed time to complete a lap, he/she will not continue with the race anymore even if he/she eventually manage to get past your blockade. The racer will just stop there in the start/finish line, with a blue arrow floating above indicating that the racer's ride is still in fireproof mode. But if for whatever reasons the blue arrow disappears, the Quad bike has already returned back to just being a normal one.

So once your blockade is in place, get in your Quad again and use your bike also to block whatever gap is remaining in your barrier by parking behind the Perennial car. Now just wait for the racers to pass by. They will struggle to get past the blockade, and just a few seconds of letting them do so is enough to prevent them from racing anymore. Let them pass and they will soon stop at the start/finish line.

Drive near a Quad you like, get off your ride and carefully aim for a good headshot at a rider. After he/she falls off his/her ride, quickly hop on the Quad, press X a little for the vehicle to acknowledge your possession of it so it won't disappear. Once the scene returns back to normal, you will find the Quad still in your possession with its fireproof armor permanently in place. Just store it in your garage and save the game.

METHOD 1 (GTA_Loco_PS2)

In the PS2 platform, the Perennial car that you must use in barricading the racers was removed. But basically following on the PSP method, you can use Marty's Bobcat instead of the Perennial car. Even though its location is farther than the Perennial's in the PSP, the time it will take you in performing the similar steps as in the PSP won't be that much, so this shouldn't affect at all your success rate in obtaining the fireproof Quads.

So at the start of the race, turn around and quickly drive over to the parked Bobcat near Marty's trailer house. Get off your bike and get in the pick up, and then quickly drive over to the spot where you have to block the racer's path. Once the blockade is in place, get off it and sprint as quickly as you can back to your Quad bike before your 30 seconds expires. Drive back to where you left the Bobcat and park behind it, fill up whatever gap remains in your blockade.

Let the racers struggle to get past your barrier for a few seconds, and then allow anyone to get past it. Once they stop in the start/finish line, (but check if there's still a blue arrow floating above the racer) approach any one of the racers, shoot him/her in the head and quickly hop in his/her Quad bike as the rider falls off the bike. Press X a little for the vehicle to

acknowledge your possession of it so it won't disappear while the scene fades out to mission failure. Once everything returns back to normal, you will find the Quad still in your possession with its fireproof armor permanently in place. Just store it in your garage and save the game.

10.07: EXPLOSIONPROOF VEHICLES

Mission : Got Protection?
Character : Marty J. Williams
Location : Little Havana, Main Island
Availability: Mission exclusive
Difficulty : 1,3 OR 4
Source : GTA_Loco

The Cholos will retaliate to Marty by attacking his brothel in Little Haiti, which was previously owned by the gangsters. Determined as they were in messing up with him big time, they will also ambush three of Marty's hookers and it's your job for him to rescue his girls or else you will fail the mission.

Your primary task here is to provide a four-seater ride and rescue three of Marty's girls spread out in different locations in Little Haiti. You must pick them up in one go and deliver them back to the brothel to complete the mission.

There's something rather interesting in this mission, in that any four-seater vehicle that you ride in after you step/drive into the pink marker by the brothel instantly becomes explosionproof. This is perhaps designed to protect you and the girls from any random explosion during the running gun battle that will ensue after you pick them up. It's basically reminiscent of the "Grey Imports" mission in GTA: San Andreas, where any vehicle you drive into the dockyard marker instantly becomes explosionproof and fireproof.

There's one catch here though: the explosionproof armoring you will obtain for a vehicle will replace whatever previous armoring the vehicle had. But given that until that stage in the game you can only obtain just fireproof ones, the replacement may be good in a sense and will be more like an upgrade instead.

To successfully explosionproof a vehicle however, you must fail the mission in order for the armoring to permanently work. If you pass the mission, that special property will be removed.

A list of the four-seater vehicles you can explosionproof in this mission includes:

1. Patriot
2. Washington
3. Admiral
4. Sentinel XS
5. Sentinel
6. Landstalker
7. Perennial
8. Glendale
9. Oceanic
10. Polaris V8
11. Pony

- 12.Rumpo
- 13.Burrito
- 14.Securicar
- 15.VCPD Cruiser
- 16.VCPD Enforcer
- 17.Ambulance

Only the Stretch, FBI Washington and Gang Rancher are the unobtainable ones at this stage in the game.

METHOD 1 (GTA_Loco_PSP & PS2)

The only way to preserve the explosionproof armoring that will be toggled off in a four-seater vehicle that you'll ride, is to dunk the vehicle into the water while you're onboard a few seconds before the girls' life bar is emptied. This can be quite risky and tricky in that you can get wasted or that you won't keep the explosionproof property for a vehicle if your timing is poor. Killing the girls or allowing them to get killed while you're on dry land even when you're onboard the vehicle, or being out of the vehicle, in or out of the water, won't preserve the explosionproof property.

There are at least four mission-assigned cars that you can immediately acquire within the vicinity where the mission will take place, and these are the Polaris V8, Oceanic, Admiral, Perennial and Glendale. The Polaris V8 and Oceanic cars are the easiest to acquire among them. The former is parked behind the brothel, while the latter will be parked right in front of you once the rescue part of the mission starts. You might want to forego the Polaris V8 since you can get another one in a better form, a bulletproof one from a prostitution type of business, once you have owned all the 30 empire sites.

The three others may randomly drive around, but if ever you didn't encounter any of them on the street, then you have to get the ones being used by the girls. As soon as the rescue part begins, where the life bar of the girls has appeared, steal the car of your choice, drive it as quickly as you can to the waters near the bridge going to Escobar International Airport, and dunk the car there at the right time.

It could only be a hassle if you'll go for the cars being used as shields by the girls in that, you will be obliged to pick up the girl once you come near her or you'll fail the mission if you leave her behind. If you do pick her up however, Cholos riding in cars won't stop chasing and attacking you.

For the Oceanic and Polaris V8 you can quite conveniently avoid passing by near any of the girls while on your way to the waters. For the others though, you will have to deal with the messy chase. If ever you have to obtain any of the girls' cars, you must take her with you and prevent her from getting killed along the way. Take note also that you can't kill any of the girls when you dunk the car into the water, even while she's onboard. Only you will get wasted, so this method won't work in failing the mission.

Assuming you survived obtaining any of them and have made it to the waters, just wait for the girls' life bar to get emptied. A few seconds before the bar disappears, drive the car into the water until you see your health bar is slowly reduced. Just keep it like that until the mission fails. Drive out of the water quickly afterwards, or get off and swim/push the vehicle if you're having difficulties driving it out of the water. The explosionproof property at this point will be permanently in place.

METHOD 2 (GTA_Loco_PSP & PS2)

If you want to explosionproof other vehicles that you can't easily obtain, steal one first and then store it in your garage before you do the mission.

Start the mission until you reach the point where you have to rescue the girls, and drive back to your garage as quickly as you can by using any available means. Take the shortest route going back to your safe house, but try not to come too near to a girl if ever you have to pass by one, especially if you're driving in a four-seater vehicle. Actually, you must avoid at all cost to pass very close to the spot where the shootouts are taking place, or you will trigger the Cholos into ganging up on you even if you didn't pick up any of the girls. This can spoil what you need to do along the way.

Now once you've reached your garage, take out the vehicle you want to explosionproof, and make your way to the seaside location near the bridge at Escobar International airport. Wait for the girls' life bar to get emptied; before it disappears and prior to failing the mission, drive the vehicle into the water until your health bar is gradually reduced, which means you're submerged already along with your ride. At this point, the vehicle has already acquired the explosionproof armoring permanently. Just remain in the vehicle while it is underwater until the mission has officially failed. After the failure message appears, quickly drive or swim/push your ride out of the waters and store it in your garage.

10.08: FIREPROOF CUBAN HERMES

Mission : Papi Don't Screech
Character : Umberto Robina
Location : Little Havana, Main Island
Availability: Mission exclusive
Difficulty : 1 or 2
Source : GTA_Loco

After doing a few missions for Umberto, he now trusts you enough to take care of some personal things for him. He needs your big balls to protect his father from some Cholo threat, as they plan to give Umberto a little payback for messing with their affairs. You must fetch Umberto's father Alberto from the Hyman Stadium and be on time for the opening of his cafe in Little Havana, and must be careful as well not to stress him along the way or you'll fail the mission. To make matters delicate, some Cholos are waiting in ambush at certain points along the way.

You are required to drive Umberto's Cuban Hermes car for the task, thus you mustn't destroy it or you'll also fail the mission given that it's another mission-assigned car. Now as soon as you start the mission, the car is converted into a fireproof one, a rather lame upgrade for a rather dangerous assignment. You can choose to either fail the mission first just to conveniently get the car, or you can complete the mission right away.

METHOD 1 (GTA_Loco_PSP & PS2)

For the option of failing the mission, you can just stress Alberto to death. As soon as he's with you, get off the car, walk away from it and just leave

him there. You don't need to go very far though and soon enough Alberto's stress meter will fill quickly. He'll have a heart attack and you'll fail the mission, but the Cuban Hermes won't disappear as long as you don't go very far from it. It will still be fireproof just waiting to be saved in your garage.

METHOD 2 (GTA_Loco_PSP & PS2)

A more stressful option is to pass the mission.

Do the mission as normally required, use Umberto's car and fetch his father Alberto from the Hyman Stadium. On the way back to Alberto's cafe, drive at a moderate speed, avoid bumping into anything or raising your wanted level. These can give Alberto a heart attack that can kill him and your mission.

Along the way you must also avoid some Cholos waiting in ambush, so you must find a route that will take you quickly to Alberto's cafe safely and on time for its opening.

Check out some routes via the Downtown shoreline passing through your safe house and around Little Havana far away from where the Cholos are randomly appearing. You will end up just a short distance drive away from your destination. Don't be complacent though, always check your radar for the random appearance of red blips representing the Cholos, and look for routes that can avoid them. Once you manage to make it to the cafe without any hassle to pass the mission, you will still be behind the wheels of Umberto's fireproof Cuban Hermes, yours to keep for good.

10.09: BULLETPROOF VENTOSO

Mission : After the mission To Victor, The Spoils
Character : Louise Cassidy-Williams
Location : King Knuts, Downtown, West Island
Availability: Infinitely purchasable for \$2,500

This will be your second and last bulletproof motorbike in the game that will be infinitely purchasable in a downtown food store after you successfully complete a mission for Louise. Incidentally, the mission will also open the empire sites business building, that's probably one reason why you will be offered an additional armored ride. The reward may be rather lame, but at least this motorbike is armored and can still be useful somehow for some tasks. At this point in the game also you probably have the sufficient money already to purchase the motorbike in case you need it.

You can find the padlock icon where you can buy this bulletproof Ventoso to the left side of the King Knuts building in its Downtown branch. There will be no notification message that this armored motorbike will be available for purchase after you finish the Louise mission, unlike the others.

10.10: BULLETPROOF/FIREPROOF PONY

Mission : Money for Nothing
Character : Bryan Forbes

Location : Downtown, West Island
Availability: Mission exclusive
Difficulty : 2
Source : GTA_Loco

If you've played GTA3 before, this mission is quite similar to "Decoy".

You, Forbes and Lance are going to plan out a way to sneak out a Pony van full of drugs from a warehouse in Little Haiti. You have to pull this off right under the noses of the DEA and cops by using a decoy van that you have to drive to lure the cops far away from the real one that has the stuffs.

This bulletproof/fireproof Pony isn't the decoy van, but it's the other Pony that has the drugs Lance and Bryan are driving. You will see this van only after you drive into the warehouse marker. You need to fail the mission by killing Lance or Forbes, since passing it requires that you drive far away from the bulletproof/fireproof Pony and you won't see it anymore afterwards.

METHOD 1 (GTA_Loco_PSP & PS2)

Drive Forbes and Lance to the location of the decoy Pony van in a parking lot near Forbes' place. Get in the decoy van with the guys, head down to the warehouse in Little Haiti and drive into the red marker. Be careful not to destroy the decoy van en route as it is a mission-assigned vehicle or you'll fail the mission and will lose the opportunity to get the BP/FP Pony.

After the cut scene where it shows the decoy van gets repainted, you will find Lance and Forbes riding the BP/FP Pony parked just beside the decoy van. Don't bother stealing it from Lance as its doors are locked, that's why Lance has to be shot through the windshield, so that you can get in it.

You must push the BP/FP Pony first out of the warehouse before you have to kill Lance. The reason for this is that once you fail the mission, the warehouse doors will be shut off while the vehicles are still inside. You will be thrown outside with no means to get the BP/FP Pony again. But if you fail the mission when the BP/FP Pony is outside of the warehouse already, it will remain there where you left it. Don't worry about the cops too at this point if you must push the BP/FP Pony out. Your wanted level will be raised only once you get on the road riding in the decoy van.

Use the decoy van to push the BP/FP Pony until it is safely outside of the warehouse. However, be careful not to destroy either of the vans when doing so considering that they're not damageproof. If you accidentally destroy your van when the BP/FP Pony is outside already, you won't lose the latter but the doors will be locked. You'll have a difficult time pushing this all the way to your garage then.

Now once the BP/FP Pony is on warehouse parking lot already, get off your vehicle, take out your sniper rifle or any gun, get a good aim at Lance or Forbes and pull the trigger. Your victim will fall off the van, mission will fail, but the BP/FP Pony will still be there. Its door will remain open, and all you have to do at this point is get in it, drive it to your garage and save it there.

10.11: FIREPROOF PONY

Mission : Money for Nothing
Character : Bryan Forbes
Location : Downtown, West Island
Availability: Mission exclusive
Difficulty : 1
Source : GTA_Loco

In the same mission where you can get a BP/FP Pony, the decoy van you're supposed to use as a bait to lure the cops away from Lance and Forbes is fireproof before it gets repainted in the warehouse. It's almost pointless to obtain this one considering that you can get a BP/FP one.

METHOD 1 (GTA_Loco_PSP & PS2)

Do the mission normally up to the point where you must head down to the parking lot to pick up this van. As soon as you're beside it, take out your gun and shoot any of the two guys to fail the mission. Just drive this van to your garage and save it.

10.12: FIREPROOF SENTINEL XS

Mission : From Zero to Hero
Character : Lance Vance
Location : Downtown, West Island
Availability: Mission exclusive
Difficulty : 1
Source : GTA_Loco

Your last mission for Lance on the West Island has you helping him out intercept a large shipment of Martinez's drugs over at the docks. You have to seize two Barracks OL trucks full of stuffs, and then drive over to Lance's safe house on the other island.

At the start of the mission, you and the others will be immediately onboard a Sentinel XS that is fireproof. You're supposed to drive your crew in this car to the destination, but if you're interested in obtaining this, you definitely have to fail the mission. This will be nowhere in sight once the gunfight at the docks is over, when you and Lance are to drive the trucks to the Lance's safe house.

You might want to ignore this one if you need to use your limited garage space for other special vehicles, since you can obtain another Sentinel XS in a much better form later in a Reni mission. It's your choice in the end, if you'll still be interested to collect this in any case.

METHOD 1 (GTA_Loco_PSP & PS2)

You must kill Lance and fail the mission to successfully obtain this car. You can't kill him however, by shooting him through the windshield, even though the car isn't bulletproof. You will just destroy the Sentinel XS and fail the mission in the wrong way. Instead, you have to dump the Sentinel XS into the water on a Downtown seaside spot near the Hyman Stadium just behind Lance's hotel.

So once you get control of the car, proceed right away to the seaside

location, slowly drive the car into the water being careful not to go too deep. You might find it difficult to retrieve the car later if you accidentally went into the waters too deep. Just submerge the car deep enough until you get the message that you have killed Lance, apparently from drowning, and your mission will fail. Funny though how you will see Lance and the two other guys casually get off the car and walk aimlessly, when Lance is supposed to have died. But who cares about that when what's important is, you're now in possession of a cool fireproof Sentinel XS.

10.13: EXPLOSIONPROOF/FIREPROOF INFERNUS

Mission : Accidents Will Happen
Character : Reni Wassulmaier
Location : Film Studio, Prawn Island
Availability: Mission exclusive
Difficulty : 3
Source : GTA_Loco

Reni's stunt driver in an action movie he's filming has quit, and while you try to sell him some stuff since you thought he needed some when he called upon you, you'll realize that he'll want to hire you as a replacement driver instead.

Your task then is to drive a nice looking Infernus sports car in a high-speed sequence, keep the action meter filled, and pass through several checkpoints to add time to your timer until you complete the whole course required. The stunt will also require bumping into stunt cars that will explode upon contact, probably why the Infernus car assigned to you will be explosionproof and fireproof to protect it from getting damaged. Incidentally, this car also has an attractive exclusive Chrome Red color paintjob.

To obtain this sports car however, it is necessary to fail the mission. It will be gone after you have driven it inside a building in a successful conclusion of your stunt.

METHOD 1 (GTA_Loco_PSP & PS2)

The Infernus car must be dunked into the water in order to fail the mission. It's the only way that will work in terms of preserving its special properties in a post mission failure scenario. But there is a subtle catch in this that if overlooked can still lead to not being able to keep the armorings of the special car, and that is, YOU MUSTN'T RIDE THE CAR or you will disable them.

The crippling effect though won't manifest itself not until AFTER you fail the mission. If you get in the Infernus at any point during the mission, the explosionproof and fireproof armorings will still be in full effect, but these will be deleted once you have dunked the car into the water, and the Infernus will revert back to a normal car. This is also one reason why you can't fail the mission in other ways that involve riding in the car.

To get around this, you must instead carefully push the Infernus to the waters by using a fire truck. This way you avoid any direct contact with it that can delete the special properties. The car is unusually heavy, so using any other smaller vehicle for pushing it might not work conveniently at all.

When you start the mission and as soon as you see the car in front of you, drive over to the fire station and get the fire truck. Go back to the film studio and carefully push the Infernus towards the seaside location in Downtown, near Hyman Stadium, West Island. Do not go anywhere in the East Island beach, given that the fire truck can't travel properly in the sand. It'll take you one hell of a time pushing the car and you might just eventually destroy it even before you can reach the waters.

It might also take you a couple or more fire trucks to successfully push the Infernus, but whatever it takes, you can have your own sweet time in obtaining a fire truck every time you need to, given that you aren't constrained in your actions in terms of time, if you haven't driven yet into the start line, or proximity to your mission location including the mission-assigned Infernus car. So if the fire truck you're using eventually gets damaged, just get another one and continue what you were doing.

Once you've reached the location for dunking the car, push it carefully into the water until the game acknowledges that you have destroyed it. Avoid getting it stuck along the way or you will never obtain its special properties if you're left with no other course of action but to ride in it to get it unstuck.

So after the fade out followed by mission failure, you will still find the car where you ditched it. At this point, it's already safe to ride in it. Just drive or swim/push it out of the water, store it in your garage and save. You now own a nice explosionproof/fireproof Infernus car.

10.14: COMPREHENSIVEPROOF YOLA

Mission : Unfriendly Competition
Character : Diego and Armando Mendez
Location : Mendez Mansion, Prawn Island
Availability: Mission exclusive
Difficulty : 5
Source : GTA_Loco

It's an armored boat in this case, although not necessarily a good-looking one, it's a cool fully armored vehicle nevertheless.

This will serve as the get away vehicle of the second drug dealer that you have to kill for Armando. Armando is worried that some competition has moved into the city, that's why he will ask for your help to eliminate this threat for him.

It's probably the most difficult armored vehicle to obtain in the game, borne by the fact that you must go through a nightmarish shootout with LOTS of heavily armed women, at the second and third phase of the mission, before you can reach the comprehensiveproof Yola boat moored at the northernmost part of the East Island beach. And you can't get far away from the dealer when it's time for you to kill him or you will fail the mission. So there's no point in trying to avoid the chase part and just proceeding to the location of the boat.

You must follow your target closely, but whatever happens, do not kill him yet, not until you reach the location where the boat is. If you kill him right away and passed the mission, the boat will disappear if you didn't have a close visual on it yet. Do not attempt as well to run away with the boat

without killing the drug dealer. You will get wasted without given any reason why. But this is probably for failing the mission for not accomplishing the required task, so that the game will delete the boat and you as well. This therefore requires that you have to pass the mission to be able to obtain the comprehensiveproof Yola successfully.

It's an essential preparation for your survival to arm yourself to the teeth when you do this mission. It won't be a walk in the park task and you will be put in an extremely gritty situation that you have to overcome for your successful quest of an armored boat.

METHOD 1 (GTA_Loco_PSP & PS2)

Do the mission until you reach the part where you have to go after a second drug dealer billeted in Standing Vice Point hotel. Once you're there, prepare yourself for some wicked fireworks.

Kill all the attacking women in the poolside area until the last one of them falls. Use your most lethal weapons to eliminate the threats, and try to save as much of your armor and health as you can since you will need these badly all throughout the mission.

Once you've taken out all the poolside enemies, the following cut scene will show the dealer escaping in a Quad bike along with an armed escort. Trigger the chase, get in the other Quad bike, and follow your target closely. Take note not to use a molotov prior to the chase, if ever you suddenly felt the urge of doing so, in the thought of softening him up first and as well as quickly eliminating his armed lady bodyguard. The dealer will get off his ride, and strangely, he will just aimlessly wander around the beach. If this happens, you've screwed up already your quest for the CP Yola given that there will be no way at this point to make him proceed to his supposed destination, and given that you can't distance yourself far away from him either or the mission will fail without the boat.

During the chase, quickly kill his armed lady escort, and once she's down, get on the left side of your target while you continue to follow him. Avoid getting behind him, as he will be tossing grenades at you. At some point along the way, a helicopter with a couple more armed ladies will appear and will try to nail you down. Take down the airborne threats as well, but be careful not to lose your primary target if you have to get off your bike.

With everyone dead and all that remains is the dealer, just follow him until you reach the northernmost part of the beach where you will see the CP Yola boat moored on the shore. At this point, the dealer will get off his ride and will unload some rounds at you, waste him in return to finish off your task. With the dealer finally dead and the mission successfully completed, get in the boat and sail towards your Clymenus Suite safe house to stash your nice reward.

Drive it on a grassy area by the parking lot near your safe house, and from there you can just push it towards your garage. The boat is lightweight and can be very easily push; don't worry too about destroying the boat if you crash it too much while pushing it to your garage considering that it is damageproof. The boat might also look too long to fit in the garage, but don't worry, as it will fit in there just fine. Store it lengthwise, a little portion of it will be sticking out of the garage but it won't disappear when you close the door. You just need to get in another vehicle that will serve as your remote control to close the garage's door to save your exotic collection.

10.15: BULLETPROOF/FIREPROOF STRETCH

Mission : Kill Phil
Character : Reni Wassulmaier
Location : Film Studio, Prawn Island
Availability: Mission exclusive
Difficulty : 1 or 3

Reni's director Barry is in big trouble with some people he owes some money to, and they're threatening to kill his good friend Phil who is arriving in Vice City for a concert. Phil happens to be the 80's pop music super celebrity Phil Collins, who made a surprising appearance in the game.

Barry will need your services to protect his good friend from getting harmed, so you must fetch Phil from a secret place where he will arrive, and then you must escort him to safety until he reaches his hotel. As an added security, Barry has purchased for the occasion a bulletproof/fireproof Stretch that you will drive to transport your special guest. This car also has an exclusive Black paintjob that is unobtainable from Pay N Spray. A normal Stretch limo only has Red, White and Gray colors you can have from Pay N Spray.

You can choose either to fail the mission first and save the limo, or you can complete your assignment right away and then keep it afterwards. Either way, the armoring of the car won't be affected at all, so it's your choice which option to go for.

METHOD 1 (GTA_Loco_PSP & PS2)

Failing the mission first is an easier option. You need not go through any hassle with the gangsters who will try to kill Phil, or the cops whom you might accidentally alert as a result of your confrontation with your adversaries. For this option though, you must kill Barry by any means while you're onboard the Stretch. Do not allow him to ride in the limo or you will be forced to use the waters. And if you kill Phil by sniping him when he's in the limo, it will disappear after the fade out. So preferably, he has to die while he's off the limo and you're in it.

At the start of the mission, accompany Barry to a hotel parking lot where you have to pick up the bulletproof/fireproof Stretch. Get in the BP/FP Stretch quickly and drive away from Barry as quickly as well. Kill him in any way while you're riding in the Stretch, either you drive by him or just run him over. Once the mission fails, there will be no fade out and the Stretch will still be with you, still bulletproof and fireproof. Drive it to your garage and save. It's as easy as a pie.

METHOD 2 (GTA_Loco_PSP & PS2)

Your normal option would be to complete the mission as required and just save in your garage your cool reward afterwards for keeping Phil alive.

Pick up the Stretch from a hotel parking lot, and then drive over to the location where Phil will be arriving. After the cut scene, you will find yourself in the middle of an attack by a group of about six assailants. Take them out quickly and then get in the Stretch. Drive Phil and Barry as quickly

to the hotel as you can, and be wary of more attackers that will come at you. But since you're riding in a bulletproof car, you shouldn't worry much about this.

However, along the way you still have to be careful with figuring in crashes and random explosions around you, considering that the car you're driving isn't damageproof or explosionproof. The attackers are aggressive, who will bump hard into your car repeatedly as they open fire. Any collateral victim around the place might trigger an unexpected explosion your car might get caught into. That can spell doom for your mission and the bulletproof/fireproof Stretch. Besides, you also wouldn't want your music idol to die in such a disgraceful manner would you?

Once you've reached the hotel, drive into the marker to complete the mission, drive home the Stretch, and save it in your Clymenus Suite.

10.16: BULLETPROOF STRETCH

Mission : After the mission Kill Phil
Character : Reni Wassulmaier
Location : Sunshine Autos, Little Havana, West Island
Availability: Infinitely purchasable for \$5,000

If for some reasons you've missed getting Phil's bulletproof/fireproof Stretch in the mission "Kill Phil", or if one of your garages unfortunately ate the car, you can always just buy one again in the Sunshine Autos showroom in Little Havana after you complete the aforementioned Reni mission. It's bulletproof only though, sans the fireproof armoring, one special property less than Phil's limo but useful nevertheless.

You will receive a message immediately after you complete the mission "Kill Phil", informing you of a new purchasable item at the Sunshine Autos showroom. That's the bulletproof Stretch that you can buy for \$5,000. It's infinitely purchasable from the showroom any time you need it. If you're facing the two garages located to the left of the showroom's main building, it's the left icon that is the BP Stretch. Just like the BP/FP Stretch in the Reni mission, the BP Stretch also sports an exclusive Black color.

10.17: COMPREHENSIVEPROOF SENTINEL XS

Mission : So Long Schlong
Character : Reni Wassulmaier
Location : Film Studio, Prawn Island
Availability: Mission exclusive
Difficulty : 2
Source : GTA_Loco

Reni has upset Diego Mendez for putting you in contact with Ricardo Diaz, so Diego has sent out some of his men to eliminate Reni as a consequence. Reni will ask for your help to prevent Diego's men from searching the film studio premises, while he tries to make good his escape. You can't leave the studio when you're supposed to be covering for Reni's escape or else you'll fail the mission even before the CP Sentinel XS cars will appear. They will appear

only once Diego's men will have found Reni in a compound near the Malibu Club. It's from these groups of Armando's goons that you can obtain any one or both of the comprehensiveproof Sentinel XS cars, so you'll have to wait in the film studio until Reni will page you.

METHOD 1 (GTA_Loco_PSP & PS2)

Do the mission as normal, kill all the goons that will enter the compound to search the premises for Reni's whereabouts. Continue doing this until you receive a pager from Reni asking you to rescue him from Armando's goons who discovered where he is hiding. At this point, the comprehensiveproof Sentinel XS cars will also appear being used as shields by the goons, in the same location where Reni is.

Now instead of helping Reni, you must fail the mission to be able to preserve and obtain the special properties of the comprehensiveproof Sentinel XS. The armoring of the cars is toggled off only while Reni's life bar is on screen and you haven't entered the part yet where you must save him. Once you have formally entered the rescue part of the mission, (and where Reni's life bar has disappeared already), after the fade out and a cut scene, the Sentinel XS cars will revert back to being normal ones.

This part in the mission that you must avoid from happening can be triggered if you approach the location where the shootout is going on ON FOOT, or if you enter the compound in any manner. There is a "trigger zone" within the vicinity of the compound that covers the area from the partially opened gate extending to the empire site located just across the road. If you go on foot within this area, you will trigger the next stage in the mission where the Sentinel XS cars won't be comprehensiveproof anymore.

You can avoid this however, by simply not getting off your vehicle or entering the compound while you wait for Reni to die. So get in any vehicle once Reni has paged you, head over to the compound and park by the gate to get a good visual on Reni, and then just wait for his life bar to get emptied. Upon failing the mission, go inside the compound and just drive any one of the two or both of the unlocked comprehensiveproof Sentinel XS cars to your garage and save it.

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10.18: EXPLOSIONPROOF/FIREPROOF PCJ 600
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Mission      : Burning Bridges
Character    : Armando & Diego Mendez
Location     : Prawn Island
Availability : Mission exclusive
Difficulty   : 4
Source       : GTA_Loco
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The time has come for you and Lance to sever your employ from the Mendez brothers. But Armando and Diego's terms are not that favorable to you, and you'd be double-crossed by them instead of coming into any acceptable terms.

You and Lance will be clobbered and dumped in an oil depot by the airport where both of you were supposed to be executed by Mendez's goons. Their plan will fail however, as they'll accidentally shoot at the fuel pipes instead that will start a tremendous fire in the place.

Your crucial task at this point is to save Lance who is trapped between the fires that you have put out by shooting at three valves. But concealed also from view, located beside the third valve, is the get away PCJ 600 that you and Lance must use to escape from the fiery place. Naturally, the motorbike is explosionproof and fireproof armored to withstand the blaze so that you and Lance can safely get away from the exploding place.

If you successfully conclude the mission, the armored motorbike will be gone, that's why it is necessary that you fail your assignment in order to obtain it. However, whatever you do, you mustn't leave the place without killing Lance, or just allowing the pressure meter to fill in or you'll still get wasted however you're far away already from the place.

METHOD 1 (GTA_Loco_PSP & PS2)

You must kill Lance right away by shooting him. As soon as the place starts burning and the pressure meter appears, use any of your guns to shoot Lance who will be moving to and from where he is trapped. Don't use a flamethrower, molotov, rocket launcher or grenades as Lance is explosionproof and fireproof at this point, so you have to rely on your bullet-based weapons instead. Once he dies, the flames will all be instantly extinguished. Look dead straight ahead of you, on a distance you will still find the motorbike where it is parked, just get over where it is and drive it to your garage and save it.

Alternatively, you can also use the Sentinel XS car parked by the wall. Get in the car and gain speed, bail out before you enter into the burning valves. If your timing is right, this will run over Lance and will kill him immediately. If this won't work however, you might just have to resort to shooting Lance to death.

Do not attempt to get past the fires even if you're fireproof already, or you'll still get wasted, as the script obviously didn't want it to be that easy for you to just shortcut your way through your tasks.

METHOD 2 (GTA_Loco_PSP & PS2)

If for some reasons you can't kill Lance using your guns or the car, you have to work your way around the place then until you reach where he is trapped. Shoot your way past Mendez's goons who will confront you along the way, shoot at the first and second valves, while taking out any of the goons that will try to stop you on your way. When you're done with the two valves, head over to the third valve near where Lance is. Once you've got a visual on him, shoot him instead of shooting at the last valve. This will fail the mission for killing Lance instead of saving him, but on the brighter side the motorbike will still be there just waiting for you to save it in your garage.

10.19: BULLETPROOF EMPIRE SITES CARS

Mission : Empire Building
Availability: Infinitely spawned at Empire Sites, after taking over all of 30 Empire Sites in Vice City
Location : Vice City
Difficulty : 5
Source : Archaon, Lord of End Times

For the first time in a GTA game, bulletproof cars are now regularly spawned in designated locations even on free roam! Thanks to Archaon, Lord of End Times for contributing this information.

This is another new feature in a GTA game. In the past, all types of armored vehicles can only be found and obtained inside storyline missions and some side missions. GTA: Liberty City Stories offered a rather novel feature by rewarding you with a couple of free roam BP/FP vehicle at the end of a couple of side missions. The only catch in those bonus vehicles was, they were one-time free-roam spawn only. Failure to save them in your garage once they appear can lead to their loss for good.

GTA: Vice City Stories however tweaked this feature a bit by providing you with an unlimited supply of six types of bulletproof cars outside of any mission, although you still need to perform certain tasks that are essentially part of a mission, in order for them to appear and become bulletproof. Your reward will always be outside of your property anytime you need it. No purchases or any more missions necessary.

METHOD 1 (PSP & PS2)

The bottom line in obtaining the bulletproof cars is to take over ALL OF THE 30 EMPIRE SITES around Vice City. Once you have accomplished this, a message will appear on your screen telling you that all the cars outside of your empire sites have been upgraded, meaning, they are now bulletproof.

However, you won't be able to own all the 30 empire sites not until quite late in the game. You can take over only the 29 empire sites out of the 30; the 30th empire site owned by the bikers gang can't be taken over not until you do the mission "Hostile Takeover" for the Mendez brothers which about halfway through the second island missions.

There are six different types of bulletproof cars you can have in your Empire Sites, depending on what particular type of business exists:

1. Bulletproof Idaho - Protection Racket
2. Bulletproof Admiral - Loan Shark
3. Bulletproof Polaris V8 - Prostitution
4. Bulletproof Stallion - Drug
5. Bulletproof Sabre Turbo - Smuggling
6. Bulletproof Landstalker - Robbery

If you change a particular business to another type of business, the type of bulletproof car will change likewise.

Methodology on Empire Site building and management of them will not be outlined here anymore, since those are pretty much covered already in other walkthroughs. This mission can be somewhat time-consuming and rather difficult as it isn't a simple walk in the park of just grabbing an Empire Site from a gang and then keeping it without any hassle. You also have to constantly protect your acquisition from regular attacks by business rivals, both from whom you grabbed an empire site and from another gang that will take an interest in your property. Expect random attacks on any of your business sites as your acquisition expands. Failure to protect your Empire Site can lead to its acquisition by a rival gang, which can significantly affect your quest for the bulletproof cars longer than it should, not to mention the annoying experience.

One trick that can work here is to save and reload your game for every few empire sites that you took over. This somehow clears off any repercussions from your previous actions. When taking over empire sites successively, it may be a good idea also to ride in an R3 mission vehicle that you can toggle a mission from to prevent attacks from occurring, en route to another empire site that you have to take over. Doing R3 missions hold off and cancel attacks from rival gangs, so this little trick can be a clever way. You can then just cancel the R3 mission once you're at the empire site already to initiate your attack. Get in a different vehicle first, then get in your R3 mission vehicle again, park it substantially away from the perimeter of the empire site, and then start your attack on the empire site. The purpose of doing this is to prevent your R3 mission vehicle from vanishing once you've successfully concluded your take over.

On the PSP version, apart from the time required taking over and protecting an Empire site, another consideration that can be time-consuming as well in your quest for the bulletproof cars are the glitched garages. Garages on the PSP version eat stored vehicles on a regular basis if not managed carefully. In relation to Empire Building, it appears that you can take over and develop only one Empire Site at a time, or for some reasons your stored vehicles in at least one garage will vanish if you do more take overs consecutively. That means, if you plan on seizing a large number of sites in one go, you must check on your garages first every time before you proceed. This is an important requirement if you have other acquired special vehicles from earlier missions that you will like to keep for good in your garages.

But like what's mentioned in the section about the garages, when this game was transported on the PS2 platform, this bug was significantly corrected. It won't be much of a concern anymore about your vehicles vanishing in your garages when doing the Empire Site building for an extended time.

10.20: BULLETPROOF BF INJECTION

Mission : After 15 levels of Beach Patrol side mission
Location : Washington Beach, West Island.
Availability: Infinitely purchasable for \$5,000 at Sunshine Autos showroom,
Little Havana, West Island
Difficulty : 3 or 4
Source : Archaon, Lord of End Times

This is another bulletproof vehicle that will serve as a reward after you've completed 15 levels of the side mission "Beach Patrol". You will be notified about its availability at the Sunshine Autos showroom immediately upon completing the side mission, and it will be infinitely purchasable from there for \$5,000.

The side mission can be obtained by riding in a BF Injection parked by a lifeguard house in the beach, at the back of Standing Point Vice hotel, East Island. There are three random sets of missions you can expect to do in Beach Patrol and they involve: 1) Driving a paramedic to patients spread out in the beach 2) Saving drowning swimmers in the sea by throwing lifesavers and 2)Knocking off Sanchez-riding gangsters who are creating havoc in the beach.

These three types of mission are basically patterned after the normal side missions Paramedic and Vigilante, except that the number of people involved does not go up in numbers as you go further up the levels.

You can cycle through the missions by starting and canceling it, to choose which one you think you can accomplish more easily. Just like the other side missions, you can complete the 15 levels on a 5 level checkpoints basis at your convenient time.

10.21: FIREPROOF STINGER

Mission : Turismo Race - Unlocked after the mission When Funday Comes
Race no.4 : Rum & Salsa Sting
Location : Sunshine Autos/Little Havana, West Island
Start Line : Little Havana, West Island
Availability: Infinitely obtainable from the race
Difficulty : 2
Source : GTA_Loco

The fireproof cars are in the game again! Ever since GTA:Vice City, all the racing cars in street races have been fireproof. Most of them are nice to have, but unfortunately you don't have enough garages or garage space to store all of them. Sadly however, this time around, only the Stinger is obtainable among the fireproof racing cars that also include a Cheetah and an Infernus.

There is another fireproof Stinger in the mission "Caught as an Act", so if you've missed obtaining this from that mission or garage space didn't permit early on, don't worry as you will have an infinite chance of obtaining it anytime you do race no.4 of the "Turismo Race" after it is unlocked. It might be preferable to obtain the FP Stinger in the "Turismo Race", particularly the black and light blue one, given that they have an additional special property in terms of an exclusive paintjob.

The trick in obtaining this and preserving its fireproof property involves not starting the race, killing the driver by sniping him, and then getting in his car once he fall off his ride and before the scene fades out followed by mission failure. If you do not get in his car quickly, it will disappear after the fade out.

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WARNING: Never use any of your armored vehicles when doing this mission. For some reasons, the mission will PERMANENTLY DISABLE the vehicle's special properties as soon as you ride in it after you started the race, as well as while it is ongoing. Everything will return back to normal only once the race is over, whether you failed or completed it, and you can safely ride again your armored vehicle without crippling its special properties.
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METHOD1 (GTA_Loco_PSP & PS2)

Step into the race menu marker where it is located. One is in Sunshine Autos in Little Havana where you can enter race nos. 1 to 5, and the other is in a carnival stall in Vice Point just behind your Clymenus Suite safe house where you can enter race nos. 6 to 9.

Choose which race is the fireproof car to your liking. Head down to the start line in any vehicle, but do not drive into the red marker, or do anything else that would trigger the race. If you accidentally triggered the race,

either by bumping into your racing opponents or hitting any of them, it will be difficult to prevent them from completing the race laps. Allowing them to do so will turn them again into normal cars sans Fireproofing. The special property is toggled off only before and during the race while your opponents haven't completed the laps yet.

Much like how you can get the Fireproof Quads in Louise's mission When Funday Comes, you have to fail the race by killing the driver of the car then seizing his ride before the scene fades out. Prior to the race, the car doors are locked, so there's no chance at all in stealing it. The cars will be unlocked only after they have returned again to the start/finish line, but that is precisely what you don't want to happen because by that time, the cars will no longer be Fireproof. And if you fail the mission without getting in the car, it will disappear after the fade out.

So once you arrive at the start line, whip out your sniper rifle or any machine gun, and then stand very close beside the car you like. Make a careful aim at the head of the driver then pull the trigger. If you do it right, the driver will fall off the car and the door will open. You have a very brief window of time to get in the car before the mission fails. If you manage to get in just in time, once the scenario returns back to normal, you will still find the car in your control, and its fireproof property will still be in place.

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10.22: FIREPROOF PCJ 600
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Mission : Turismo Races

Location : Sunshine Autos
Little Havana, Main Island

a. Race no.1 : Escobar Run-way
Start Line : Escobar International Airport, Main Island

b. Race no.3 : Port Sports
Start Line : Vice Point, Main Island

c. Race no.5 : Cuban Wheels
Start Line : Little Haiti, Main Island

Location : Carnival
Beach, West Island

a. Race no.7 : High Stakes Highway
Start Line : Vice Point, West Island

b. Race no.8 : Asphalt Assault
Start Line : Ocean Beach, West Island

Availability : Infinitely obtainable from any the races.

Dufficulty : 1

Source : GTA_Loco

Ever since GTA: San Andreas, all the PCJ 600s in the street races have been designated fireproof motorbikes, and now it's back again in this game. In fact, only a PCJ 600 is used as a motorbike for all the races this time, under the motorbike category. Note that the Black PCJ 600 has an exclusive paintjob also.

As an alternative, you can also obtain a special PCJ 600 from a storyline mission in a better armoring, an EP/FP one, so you might want to ignore this in the end.

.....
WARNING: Never use any of your armored vehicles when doing this mission. For some reasons, the mission will PERMANENTLY DISABLE the vehicle's special properties as soon as you ride in it after you started the race, as well as while it is ongoing. Everything will return back to normal only once the race is over, whether you failed or completed it, and you can safely ride again your armored vehicle without crippling its special properties.
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METHOD1 (GTA_Loco_PSP & PS2)

Step into the race menu marker where it is located. One is in Sunshine Autos showroom in Little Havana and the other is in the Fairground in Vice Point just behind your Clymenus Suite safe house.

Choose in the race menu any race on the motorbike category where it is available. Head down to the start line in any vehicle, but do not drive into the red marker, or do anything else that will trigger the race. Don't bother attempting to steal the motorbike by slapping on the racer, as your character won't respond to your command. Instead, whip out your sniper rifle or any gun, and then stand very close beside the PCJ 600 you like. Aim carefully at the head of the racer, and then pull the trigger. As the racer falls off the motorbike, quickly hop in it, press X a little just for the motorbike to acknowledge your possession of it so it won't disappear after the fade out. Once the scenario returns back to normal, you will still find yourself riding on the PCJ 600, fireproof still and just waiting for you to keep it in your garage.

10.23: FIREPROOF WASHINGTON

Mission : Courier Briefcase
Robbery Mission nos.1 & 6
Location : Robbery Empire Sites
Availability: Infinitely obtainable from Empire mission
Difficulty : 1 or 3
Source : GTA_Loco

It's not only bulletproof cars that your Empire Sites provide, but you can also find some additional fireproof vehicles in missions for your ROBBERY business. If you're doing the missions for the first time, your target in the first and sixth robbery missions will be driving a fireproof Washington car. This is perhaps to prevent you from conveniently just torching the courier out of his car so that you can easily steal the briefcase from him, which is your main objective here. You are then supposed to bring back the stolen briefcase to you empire site to complete the mission.

This has to be accomplished also before the courier can reach his destination or you will fail your task. The mission will instruct you to damage his car in any manner to force him out of the car and leave the briefcase, but whatever you do, you mustn't destroy the car or you'll fail the mission. You need to scare him away or kill him if it's possible, so that you can steal

the briefcase and bring it back to the robbery business site where you started the mission. The car is optional for the job, but assuming you want to keep the fireproof car as an additional bonus as well, then it is important that you have to figure out a way to steal it.

Take note that starting from this fireproof Washington car, all the other fireproof vehicles you can find in the robbery mission can be "created" in a better form in the mission "Got Protection?" for Marty J. Williams, where you can explosionproof any four-seater vehicle, an armoring a tad better than just fireproof. Except for the boats, all the vehicles involved in all the levels of this empire business mission are four-seaters.

METHOD 1 (GTA_Loco_PSP & PS2)

Start the mission as normal, trace the car on the map and head over to its location. Most of the time the car will start moving as soon as you get on the road, but there are also occasions when it won't move right away not until you get too close to it. If it didn't drive away immediately, you get a better chance of stealing the car from the courier by sniping at him so that he'll fall off his ride and leave the door hanging open. You need to do this given that the car will be locked and you won't be able to just yank the courier out.

Once you have a good visual on the stationary car, position yourself in front it, approach it carefully, and get close enough to get a good headshot at the driver using a sniper rifle. Aim carefully, and then shoot. The driver as well as the briefcase will fall off the car, so all you have to do at this point is sprint towards your fallen target and grab the briefcase. Get in the car quickly and use it to drive back to your empire site to complete the mission. The car will still be with you afterwards.

Along the way you will be chased and shot at by a couple of your target's back up security, plus at least a couple of wanted stars from the cops, so try to lose the heat first by using the nearest Pay N Spray. If at this point the armed backups are still harassing you, try to take them out any way you can while being careful not to lose your fireproof Washington car.

METHOD 2 (GTA_Loco_PSP & PS2)

If you're not into completing the mission yet or have completed it already and you're just after the car, one hassle-free way to get it is to just fail the mission.

Start the mission, trace the location of the car. Whether it starts to drive to its destination or remains parked there where it spawned, once you have a clear visual on it, cancel the mission by pressing R3 twice consecutively. The car will just sit there where it spawned or where it was along the way, with the driver still onboard. If there happens to be some occupants in the car, they will just get off and leave the driver alone. But whatever happens, do not attempt to open the door since it will be locked, and by doing so will only prompt the driver to get off and close the door. This will leave you the inconvenient option of pushing it to your garage.

Whip out your sniper rifle instead, aim carefully at the driver's head and fire. He will fall off the car leaving the door hanging open, just get in the car and save it to your garage.

METHOD 3 (GTA_Loco_PSP & PS2)

Another way to fail the mission is to just wait for the car at its destination point. As soon as your target appears on the radar, get in a helicopter and fly quickly ahead to the courier's destination marked as a dark red blip on the map. Do not get too close however when following it, or fly over it if you're in an aircraft, or you'll raise some wanted levels as well as you'll alert a couple of car-riding armed back-ups. Take note that as you go higher up the levels of the mission, your wanted level is increased also.

Once you've reached the destination ahead of your target, just wait for the car to arrive at the location to fail the mission. The car will just stop on the spot, but the driver will stay in the car. You can now safely approach the car without getting any heat from both the cops and the armed escorts. Get in front of the car, shoot the driver through the windshield and he'll fall off his ride. Hop on it and drive it away to your garage and save.

10.25: FIREPROOF GREENWOOD

Mission : Courier Briefcase
Robbery Mission no.1
Location : Robbery Empire Sites
Availability: Infinitely obtainable from Empire mission
Difficulty : 1 or 3
Source : GTA_Loco

In the same robbery mission where you have to grab a briefcase from a courier in a Washington car, the armed back ups of your target ride in a couple of Greenwood cars that are fireproof as well. Getting any of these FP Greenwoods requires that you fail the mission for a trouble free way. It will be quite difficult to steal any of them from the driver since they will be moving and shooting a lot.

METHOD 1 (GTA_Loco_PSP & PS2)

Start the mission, trace the location of the courier in a Washington car. If your target drives away immediately and its escort Greenwood shows right away following the courier behind, then you're good to go. There are times when it's only the Washington car that is visible, so if this happens, chances are you have to provoke the situation for the Greenwood cars to appear. If you prefer not to engage in a confrontation however, reload the mission until you get the one where the FP Greenwoods will spawn immediately following the Washington car close by.

Assuming the Greenwood cars appeared immediately as escorts, trace their location and head over there right away. As soon as you get a good visual on the group, cancel the mission. Some of the armed men aboard the Greenwood car will alight, but the driver will remain in the car. At this point, it's now safe to approach the car and steal it. Do not attempt to open the door as it is locked, if you do that, the driver will get off and lock the car's door. This will require you then to push the car all the way to your garage, which isn't convenient at all.

Instead, whip out your sniper rifle, and take a good headshot at the driver. He'll fall off the car leaving the door hanging open, just get in the car and

drive it away to your garage.

METHOD 2 (GTA_Loco_PSP & PS2)

If you have provoked the situation where the armed escorts in Greenwood cars will open fire at you and raised your wanted level with the cops, lose the heat from the cops first by using the Pay N Spray, then attend next to the Greenwood cars. Look for a good place to trap any of them, like in a fenced location, since they will be chasing and attacking you throughout the mission, while the courier hasn't reached his destination yet. If you managed to get them stuck somewhere, like against a wall or any structure, quickly get off your car, take out your sniper rifle or any machine gun, take a very careful aim at the driver, and then shoot his head off through the car's windshield. He'll fall off the car leaving the door open, hop in it and drive away. His armed occupants will also attack you once you have killed their driver, so just take them out if you have to before you steal the car. Just wait for the mission to fail by allowing your target to reach its destination, and save your fireproof Greenwood in the garage.

10.26: FIREPROOF SECURICAR

Mission : Money Truck
 : Robbery Mission nos.2 & 4
Location : Robbery Empire Sites
Availability: Infinitely obtainable from Empire mission
Difficulty : 1
Source : GTA_Loco

Your target in the second and fourth robbery mission is to steal a fireproof Securicar along with the money it is carrying. If you pass the mission successfully, the mission will delete the truck. So this means that you have to fail your task to be able to get the fireproof Securicar.

METHOD 1 (GTA_Loco_PSP & PS2)

Obtain the mission from your empire site, and locate the whereabouts of the van. If it starts moving right away, try to get ahead of the van and wait for it anywhere along the route it will take. You can approximate this by checking on the pause map regularly, to give you an idea on the path the Securicar van will pass through.

When you've found a good spot already, just wait for the van to show up, and as soon as you have a visual on it as it comes close to where you are, cancel the mission quickly. That will stop the Securicar on its track; its driver however will remain inside as if just waiting for you to steal his ride. Approach it, position yourself in front of the van, use a sniper rifle and shoot the driver out. He'll fall off the Securicar van leaving the door hanging open, just hop in the van and save it in your garage.

10.27: FIREPROOF MOONBEAM

Mission : Money Truck

Robbery Mission no.2

Location : Robbery Empire Sites
Availability: Infinitely obtainable from Empire mission
Difficulty : 1 or 3
Source : GTA_Loco

This is just one of the several fireproof vehicles that will be used by the armed escorts of your mission's primary target. In particular, this fireproof Moonbeam will always appear as the vehicle carrying the armed back-ups of the Securicar van in at least one of the levels for the "Money Truck" robbery mission. The method to obtain this is essentially similar most of the fireproof vehicles on the different robbery missions.

METHOD 1 (GTA_Loco_PSP & PS2)

Start the mission, trace the location of the Securicar van, and if a couple of these Moonbeams shows right away following the Securicar behind, then you're good to go. As soon as you get a good visual on the group, cancel the mission. As is the routine, some of the armed men aboard the Moonbeams will alight, but the drivers will remain behind the wheels. At this point, it's now safe to approach any of the vans and steal it. Do not attempt to open the door as it is locked, and if you do that, the driver will get off and lock the door, which will force you then to push the van all the way to your garage. That's why you must avoid this from happening.

Instead, whip out your sniper rifle, and take a good headshot at the driver. He'll fall off the van leaving the door hanging open, just get in it and drive it away to your garage.

METHOD 2 (GTA_Loco_PSP & PS2)

If you have provoked the situation where the armed escorts will attack you and you've raised your wanted level with the cops as well, lose the heat from the cops first by using the Pay N Spray. Now once you're clear, look for a good place to trap any of the Moonbeams, like a fenced location, since they will be chasing and attacking you throughout the time, while the courier hasn't reached his destination yet. If you managed to get any one of them stuck somewhere, quickly get off your vehicle, take out your sniper rifle or any gun, take a careful aim at the driver, and then shoot his head off through the car's windshield. He'll fall off the van leaving the door open, hop in it and just drive it away. Wait for the mission to fail by allowing your target to reach its destination, so that you can finally save your fireproof Moonbeam in the garage.

10.25: FIREPROOF OCEANIC

Mission : Money Truck
Robbery Mission nos.4
Location : Robbery Empire Sites
Availability: Infinitely obtainable from Empire mission
Difficulty : 1 or 3
Source : GTA_Loco

On the fourth robbery mission you will find this fireproof vintage car as your target's armed escort. This will also appear again randomly after you

have completed all 6 robbery missions required for your robbery business. Failing the mission again is the best way to obtain this special trouble free.

METHOD 1 (GTA_Loco_PSP & PS2)

Start the mission, trace the location of the Securicar van. If a couple of these Oceanic cars show right away escorting the Securicar, then you're good to go. As soon as you get a good visual on the group, cancel the mission quickly. Some of the armed men aboard the Oceanic will alight, but the drivers will remain behind the wheels. At this point, approach any of the cars to do your thing. As noted previously with the others, do not attempt to open the door as it is locked, as doing so will only prompt the driver to get off and lock the door, which will force you then to inconveniently push the car all the way to your garage.

Instead, whip out your sniper rifle, and take a good headshot at the driver. He'll fall off the Oceanic car leaving the door hanging open, just get in it and drive it away to your garage.

METHOD 2 (GTA_Loco_PSP & PS2)

In a situation where you have provoked the armed escorts and have raised your wanted level with the cops, lose the heat from the cops first by using the Pay N Spray to minimize your trouble. Now once you're clear, look for a good place to get stuck any of the Oceanic cars where you can have a better chance of grabbing any one of them later. They won't stop chasing and attacking you while the mission hasn't failed yet. Assuming you managed to get any one of them stuck somewhere, quickly get off your vehicle, take out your sniper rifle or any gun, take a careful aim at the driver, and then shoot his head off through the car's windshield. He'll fall off the car leaving the door open, hop in it and just drive it away. Wait for the mission to fail by allowing your target to reach its destination, so that you can finally save your fireproof Oceanic in your garage.

10.26: FIREPROOF LANDSTALKER

Mission : Courier Briefcase
Robbery Mission nos.6
Location : Robbery Empire Sites
Availability: Infinitely obtainable from Empire mission
Difficulty : 1 or 3
Source : GTA_Loco

This is the vehicle used by your target's escort, an alternate vehicle that will appear in this last level required for 100% completion of the robbery mission. Failing the mission as well in this case is the best way to obtain the fireproof Landstalker hassle free.

METHOD 1 (GTA_Loco_PSP & PS2)

Start the mission, head over to the location of the Washington car. If this Landstalker shows up immediately escorting the Washington car, then you're good to go. As soon as you get a good visual on the convoy, cancel the

mission quickly. The rest of the armed men aboard the Landstalker except the driver will alight, at this point, approach any of the SUVs to do your thing. As always, do not attempt to open the door as it is locked, as doing so will only prompt the driver to get off and lock the door, which will force you then to inconveniently push the Landstalker all the way to your garage.

Instead, whip out your sniper rifle, and take a good headshot at the driver. He'll fall off the Oceanic car leaving the door hanging open, just get in it and drive it away to your garage.

METHOD 2 (GTA_Loco_PSP & PS2)

If you have provoked the armed escorts in Landstalkers and have raised your wanted level with the cops, lose the heat from the cops first by using the Pay N Spray to minimize your trouble. Now once you're clear, look for a good place to get stuck any of the Landstalkers where you can have a good opportunity of stealing any one of them later. They will chase and attack you while the mission hasn't failed yet. Now if you managed to get any one of them stuck somewhere, quickly get off your vehicle, take out your sniper rifle or any gun, take a careful aim at the driver, and then shoot his head off through the vehicle's windshield. He'll fall off the vehicle leaving the door open, hop in it and just drive it away. Wait for the mission to fail by allowing your target to reach its destination, so that you can finally save your fireproof Landstalker in your garage.

10.27: FIREPROOF SENTINEL

Mission : Courier Briefcase
 After Robbery Mission no.6
Location : Robbery Empire Sites
Availability: Infinitely obtainable from Empire mission
Difficulty : 3
Source : GTA_Loco

This car will appear as an alternate ride of the armed escorts of the Washington car in the same level of the robbery mission, but this can be seen only after you have completed already the 6 missions required to max out your reputation for the business. Failing the mission as usual is the best way to obtain the car.

You don't need to complete the mission anyway, so if you just want to have a fireproof Sentinel for whatever reasons, just fail the mission and obtain the car. Besides, at this point, your wanted level will be instantly at four stars given that you've maxed out your reputation already. So it's pointless at all in going through all the trouble of completing this mission if you're only after the fireproof car.

METHOD 1 (GTA_Loco_PSP & PS2)

Start the mission and get to the location of your target. Normally you will find the fireproof Sentinel cars tailing the Washington car behind it. Be careful not to approach it too close or it's not only its armed escorts that you will have trouble with, but your wanted level will be raised immediately to four stars also and that can certainly complicate matters to you.

Instead, keep a good distance from them, and as soon as you get a good visual on the convoy, cancel the mission quickly. The rest of the armed men aboard the Sentinel cars except the drivers will alight. Approach any of the Sentinel cars, and as before, do not attempt to open the door as it is locked, as doing so will only prompt the driver to get off and lock the door, which will force you then to inconveniently push the car all the way to your garage.

Instead, whip out your sniper rifle, and take a good headshot at the driver. He'll fall off the Sentinel car leaving the door hanging open, just get in it and drive it away to your garage.

METHOD 2 (GTA_Loco_PSP & PS2)

Sometimes both the Washington and Sentinel cars won't move at all from where they will spawn upon starting the mission. This can be the best opportunity to steal the fireproof Sentinel.

So if the convoy didn't move, cancel the mission immediately as soon as you get a good visual on them. Most of the armed men will get off the Sentinel cars but the drivers will stay. Approach any of the cars, take out your sniper rifle or any gun, carefully aim at the driver and then shoot him. If you do it just right, the driver will fall off the car once you hit him in the head, leaving the car's door hanging open; just get in the fireproof Sentinel car and drive it away to your garage.

10.28: EXPLOSIONPROOF/FIREPROOF VEHICLES

Mission : Fire Fighter
Location : Vice City
Availability: Infinitely obtainable from the side mission
Difficulty : 1
Source : GTA_Loco

It's quite interesting to note that all the burning vehicles you have to extinguish in this side mission are actually explosionproof and fireproof ones! Strange how they are supposedly fireproof and yet they are on fire.

This is the second time in a GTA game that the vehicles you can find in this side mission are armored ones. The first time was in GTA: San Andreas although they were fireproof only.

There are five types of vehicles that will appear as the subject of your rescue in this mission, namely, a Glendale, Perennial, Rumpo, Landstalker and an Admiral. Among these, it might be worth it to obtain only the Glendale, Perennial and Rumpo, given that the two others can be obtained in a better form, as bulletproof, from your empire sites once you have acquired all of them already.

You can get any of them from the very start of the game, but preferably once you have all the garages already.

METHOD 1 (GTA_Loco_PSP & PS2)

Get in a fire truck anywhere you can obtain one. Start the side mission and

Location : Fort Baxter, West Island
Availability: Regularly spawned beside Sgt. Martinez's barracks, prior to completing Conduct Unbecoming
Difficulty : 1
Source : GTA_Loco

You start off the game as an enlisted soldier stationed in Fort Baxter, and your first three missions while inside the camp will be for your immediate superior Sgt. Jerry Martinez.

Martinez will own a Streetfighter motorbike that has a nice yellow green color, something that isn't available in its normal color palette, and you can always find this parked beside his barracks. This motorbike however, will only be always there while you haven't been kicked out of the camp yet. On the other hand, you won't be able to keep this in a garage given that you haven't unlocked yet any safe house at this point, and that won't happen until you're done already with any mission for Martinez.

Your last chance to see this nice motorbike and in which you mustn't miss obtaining it is when you conclude your obligations to Martinez by doing the mission "Conduct Unbecoming". Consequently then, you have to pass only this mission if you're getting the motorbike.

METHOD 1 (GTA_Loco_PSP & PS2)

In the mission "Conduct Unbecoming" Martinez will set you up with women and drugs that will result in your getting booted out of the military camp and no longer having access to it. Your particular assignment for Martinez on this occasion is to pick up Mary, his favorite hooker, and bring her to him in the camp since he is in a mood for getting laid. Naturally, you will need a ride to fetch Mary, although Phil will provide one for you, ignore that ride and use Martinez's Streetfighter instead. You must take the motorbike with you throughout your assignment so that you won't miss obtaining it in the end or it will disappear for good.

Hop in the yellow green Streetfighter as soon as you find yourself outside of Martinez's barracks. Head over to the docks, fetch a hooker who will take you to a place where Mary is attending a party. Waste a few of the rival customers who will try to prevent you from taking away Mary, and then hop in the motorbike again with Mary this time when you're instructed to bring her back to the camp.

Once you're near the camp, do not drive near the gate. There is a trigger zone within the area that will prompt you to the cut scene showing you and Mary entering the camp. This will delete the vehicle you are using afterwards once you find yourself outside of the camp. The motorbike won't be gone for good yet though, not until you have completed the mission. If for some reasons you accidentally lost the motorbike when you went near the gate, it will spawn again near Martinez's barracks for a final chance for you to get it.

The only problem here is you will have to go through the hassle of breaking into the camp to obtain it, and since you're restricted already from entering the camp, the soldiers will most certainly attack you if you're not careful in sneaking back inside. So for that reason you mustn't trigger the cut scene while you're on the Streetfighter.

Park instead on the center divider of the road, get off your ride and just walk with Mary towards the gate. After the cut scene, when you're in civilian

clothes already and have been kicked out of the camp, you will still find the Streetfighter motorbike where you left it. At this point you will also receive a message from Phill telling you to use his house in Bayshore Avenue that will officially open your first safe house with a garage where you can finally store your vehicles.

Head over to the safe house and drive into the marker, this will complete your mission and then just save the exclusively colored Streetfighter in the garage.

11.02: CHROME RED QUAD

Mission : When Funday Comes
Character : Louise Cassidy Williams
Location : Little Havana, West Island
Availability: Mission exclusive
Difficulty : 2
Source : GTA_Loco

This will be your ride in a Quad race Louise will invite you to, when you're supposed to console her about her depressions. It's the only one among the four Quad bikes that isn't fireproof, but it has a nice bright red color that's exclusive to this type of vehicle. All Quad bikes have a regular two-color scheme, and this one is painted with an all-over red color.

METHOD 1 (GTA_Loco_PSP & PS2)

If you really can't resist getting also this four-wheeler even just for its exclusive color, along with the fireproof ones, then you must obtain this last after you already have any one or all of the fireproof Quads.

Do the race as normal, finish first place and you will still keep the bike with you after you've won. Just save it in your garage and enjoy off-roading with it.

11.03: BLACK STALLION

Mission : Marked Men
Character : Phil Cassidy
Location : Little Havana, Main Island
Availability: Mission exclusive
Difficulty : 2
Source : GTA_Loco

In this mission, you and Phil are supposed to run an errand for Martinez to check on some merchandise in a warehouse in Little Haiti. Little did the two of you know that the errand is actually an ambush set-up by Martinez as a reprisal for you and Phil's distrust on him.

When you drive into the warehouse marker however, you will be attacked by a group of men, some on foot but all the others will be riding in Black Stallions. This color is exclusive for the car, since you can't obtain a

black color for a Stallion from Pay N Spray.

METHOD 1 (GTA_Loco_PSP & PS2)

Alternatively, you can miss getting this early in the game, as there will be another chance to do so later. But if you really must get this car during this mission, then you certainly have to fail your assignment by allowing Phil to get killed or by killing him yourself. It's the most convenient way to obtain any one of the Black Stallions.

In this mission you will be strictly required to drive Phil back to his place and any of these cars won't be around anymore if you have successfully completed your task. You can't leave Phil behind, and by the time you've reach Phil's place, all the Stallions chasing you would have been destroyed by Phil.

Do the mission up to the point where you drive into the warehouse marker. Waste the attackers on foot, then turn your attention to the two black Stallions blocking the alleyway with more attacking goons. Kill the goons if you have to, but instead of getting out of the alley, destroy Phil's truck by any means. You will immediately fail the mission, but the Stallions will still be there. Drive any one of them to your garage then save.

11.04: GREEN PONY

Mission : Havana Good Time
Character : Umberto Robina
Location : Little Havana, Main Island
Availability: Mission exclusive
Difficulty : 4
Source : GTA_Loco

The finale of Umberto's friendly missions for you will put you face-to-face once more with a group of Cholos that have lucratively struck an arms deal with Sgt. Jerry Martinez. And since the Cholos are Umberto's sworn enemies, he is gravely worried by this and will ask your help for the last time to deal with his rivals.

Your task is to help out Umberto's men steal some crates of arms from the Cholos' warehouse and bring them over to Umberto's place. His men will drive to the location in a couple of exclusively colored Green Pony vans, one of which you will have to drive back to Umberto's after his men have completed hauling off all the crates.

Now the deal here is, these vans will be gone for good once you've successfully completed your task, and so for that matter you must fail the mission to be able to obtain the van that will be assigned to you. If you kill any of Umberto's men or allow any of them to get killed, both of the Pony vans will vanish even if you're onboard it, apparently getting locked inside the warehouse while you're thrown outside. So the solution here is to ditch into the water the Pony you will be driving to fail the mission.

METHOD 1 (GTA_Loco/Lancet Jade_PS2)

Make your way to the warehouse and kill all the Cholos guarding the place to

clear the way for Umberto's men. After the cut scene, there will be about 20 more Cholos who will come in small groups and coming from different directions that will attack your crew. Protect Umberto's men until the last of the crates has been hauled off into the vans, and then kill the last of the attacking Cholos. You won't be able to push any of the Pony vans at the stage where Umberto's men are still loading the crates, and while you haven't killed all the attacking Cholos. The vans will be immovable and stuck on the ground solidly.

Now once you're in control of one of the Pony vans, drive quickly to a seaside location near Hyman Stadium, taking the shortest route via your The Compound safe house and around the vicinity until you reach the place. Look for a good spot in the shore where the angle leading to the waters isn't too steep; drive the van into the water until the vehicle is partially submerged. But be careful not to drive in too deep in a lengthwise position, or if you do so you'll fail the mission and get wasted.

For some reasons, you must ditch the van SIDEWAYS until it is substantially underwater and the mission acknowledges it as "destroyed". The part where you have to drive it partially underwater before you must push it some more in a sideways manner is important too, given that if you didn't do this, the van will still vanish.

If you do the dunking properly, the mission will eventually fail for destroying the vehicle, but on the plus side, the van won't disappear. Swim/push the Pony out of the water if driving it will be somewhat difficult, once it's on dry land just drive the exclusively colored Green Pony to your garage and save it.

11.06: NAVY BLUE FLATBED

Mission : The Exchange
Character : Ricardo Diaz
Location : Diaz Mansion, Starfish Island
Availability: Mission exclusive
Difficulty : 4
Source : GTA_Loco

Ricardo Diaz has made a deal with the DEA to trade some of his drugs for some weapons he needs. He will send you to make the swap in a location Downtown at the back of the hotel where Lance stayed in when he first got into town.

Unknown to everyone, Gonzales has set up snipers all around the place with the intention of ruining the deal. Your task that will follow is to take out all the snipers before the DEA arrives and before all of Diaz's men are wiped out. Once you have successfully defended Diaz's men from certain death, the DEA will arrive with the weapons, but if you fail in saving the men however, you will never find this exclusively colored truck. The Flatbed truck the DEA will use to transport the arms has a special Navy Blue color, which has a brighter shade compared to the blue you can obtain from Pay N Spray, which is darker.

You must fail the mission once you have control of the truck already, as completing it will require that you store this inside Diaz's garage in the his mansion after which you won't get in anymore.

METHOD 1 (GTA_Loco_PSP & PS2)

Work your way through the mission until you reach the point where you have to take out the snipers. Use a rocket launcher for most of your attackers so that you can conveniently eliminate the threat before your deadline is up.

After you have successfully saved Diaz's men from Gonzales's snipers and the cut scene showing the swap, the Flatbed truck will now appear in front of you waiting to be driven to Diaz's mansion in Starfish Island. Since you must fail the mission, do not attempt at shooting Diaz's man who will ride along with you or the truck will vanish. The only way to do it is to dunk the truck into the water in Downtown, on a seaside location near Hyman Stadium.

But before you drive the truck out of the parking lot, you must take out first a few more of Gonzales's car-riding men who will try to stop you once you've hit the road. To spawn these attackers so you can eliminate them, drive the truck halfway through the hotel driveway going up to the front side. A couple of Sentinel cars will eventually show up, shooting and driving around the road just waiting for you. Get off the truck and kill these threats any way you deem necessary. But whatever you do, avoid raising a wanted level or at least try to keep it at one star only if it's unavoidable. If you've raised a wanted level, just stay there in the place and wait for it to clear before you drive off.

Once everything's clear, get in the truck again and head over to the seaside located in the opposite direction, take a short cut via the bomb shop route going to an empire site, but that's assuming you didn't built a high-roller robbery site in there, or your route would be blocked. If you can pass through there, you're better off. But if it's blocked already, then you have to take the route going to the Hyman Stadium and then make a left once you're there to reach the seaside location where you must dunk the Flatbed.

If you've reached the spot already, carefully drive the truck into the water deep enough so that the game will acknowledge it that it's been destroyed, and this consequently fail the mission. When the scene returns to free roam, the truck will still be there just waiting for you to stash it in your garage. Drive or swim/push it out of the waters and store it in your Clymenus Suite safe house and save your game.

11.08: CHROME RED AND YELLOW COMET

Mission : So Long Schlong
Character : Reni Wassulmaier
Location : Vice Point, West Island
Availability: Mission exclusive
Difficulty : 3
Source : GTA_Loco

In the same mission where Reni has to hide away from Diego Mendez's goons who are out to kill him, the car he will use as a get away is a nice-looking Chrome Red Comet with a yellow rear window. The only red color you can obtain from Pay N Spray for the Comet is a darker red, and Reni's car has a brighter shade of red color. All Comet cars also have a white rear window, and Reni's car sports a yellow color.

It might be a better option to just fail the mission first by killing Reni when you're supposed to rescue him from a pin down inside a compound, since

proceeding with the mission and driving in his exclusively colored Comet might only spell doom for the car, given that it will already be partially damaged after you have saved him. More armed men will still attack you on the way to the hospital where you have to bring Reni, that's why you will only run the risk of losing the car if you try to take along his car in completing the mission.

METHOD 1 (GTA_Loco_PSP & PS2)

Begin the mission as normal, kill all of Mendez's men who will storm the studio in search of Reni. As you gun down the last few of them, Reni will page you and his life bar will then appear. Rush to the location where Reni is before he gets killed or you'll lose the exclusively colored car. You will find him in the compound outnumbered by Mendez's men while he's taking cover behind his Comet. After the cut scene, as you enter the rescue part of the mission, approach Reni and shoot him quickly until he's dead. You will fail the mission but the Comet will still remain where it was, so all you have to do at this point is to drive the car to your garage and save it.

11.09: BLACK AND WHITE BOXVILLE

Mission : Domo Arigato Domestoboto
Character : Ricardo Diaz
Location : Mendez Mansion, Prawn Island
Availability: Mission exclusive
Difficulty : 2
Source : GTA_Loco

You have to save Lance's ass again, this time from Ricardo Diaz whom he owes some debt. The deal Lance and Diaz have struck is for Lance to find a way to destroy Mendez's bearer bonds, that is being kept inside his mansion in Prawn Island. The Mendez brothers are Ricardo Diaz's business rivals.

But since Lance is too wasted to do the task, naturally you are going to have to do the task by yourself. The task is to hack into the control of Mendez's newly purchased robot household help, the Domestoboto, and this can be done by using some hacking instruments supposedly inside a Boxville van that will be parked outside of Mendez's mansion. This Boxville has a special paintjob of Black and White, something that you won't get for it from Pay N Spray.

You have to pass the mission so that you can drive this van away to your garage afterwards. Failing in your attempts in whatever way will always spawn you back in Diaz's mansion without the Boxville. The primary objective of your task here is to crack the security code of the vault where the important papers are, and then you must burn the documents once you have accessed them.

You won't be able to also push the Boxville to your garage before you pass the mission, by doing so you will only destroy it. It is unusually heavy, and the mission script won't allow you to force the situation by pushing the van or you won't get far when it will catch fire and explode.

METHOD 1 (GTA_Loco_PSP & PS2)

Begin the mission and head over to Prawn Island where the Boxville is parked. Get in the van; you will then be transported to the view of Domestoboto after

hacking on the robot's controls. Go to where the vault is, which is down at the basement, and while not being ordered by Mendez to do certain tasks, crack the security code of the vault. Mendez will occasionally interrupt you by ordering you to do certain household chores. These chores are timed, so don't delay or you will fail the mission, without the Boxville also.

Cracking the security code can really take some effort the first time you do the mission or if you didn't consult any game guides, aside from the fact that you also have limited attempts to do so. But once you know the code already, it will be just a walk in the park. The working code is 8423.

When you have successfully opened the vault, switch Domestoboto's arm to the one with a lighter and burn the documents to complete the mission. After you have succeeded in your assignment, you will find yourself back again behind the wheels of the Boxville, the van is movable already at this point. The van is yours to keep now, just store it in your garage and save.

Sometimes there's a very rare glitch that can occur where you'll fall into grey hell when you go down the basement ahead of Armando's first errand for you. You will spin into space and Domestoboto will eventually catch fire and explode, and this will fail your task without the mission stating why. What's strange here however, is the fact that when everything returns back to free roam, you will find yourself behind the Boxville van instead of being transported back to Diaz's mansion. If ever this occurs, just save the van first in your garage and then redo the mission.

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11.10: ALL BLACK VEHICLES
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Mission : In the Air Tonight
Character : Reni Wassulmaier
Location : Vice Point, West Island
Availability: Mission exclusive
Difficulty : 3
Source : GTA_Loco

It's goodbye to Vice City for Reni, as she's done already with the advertising business in the city. She just had a successful sex change in the hospital, and that she must escape Diego's wrath for good so it will be Europe for her next destination.

Your assignment is to pick her up from the hospital and drive her to the airport, and then head over to Phil Collin's concert at Hyman Stadium where you have to do more assignments. Along the way to the airport, expect to be chased and shot at by more of Diego's men riding in black Sentinel cars. Those black Sentinels are exclusively colored, but there's actually something more here than meets the eyes. And now here's the part that is rather interesting in the mission: any of the goons that will chase you will have the ability to colorize black, any vehicle that they will attempt to jack or will ride in.

It's kind of amusing really how any of the vehicles driving down the road will turn all black once any of those goons try to make direct physical contact with them. So if at some point during the chase if you didn't short cut your way to the airport you made those goons get off their cars, expect to see quite an unusual presence of all black vehicles, either the ones they will be using to chase you or any other that will be just passing by. If you have some other special vehicles that doesn't have black in its color set and

that you'd like to colorize black, then this is a good chance to finally do so. Fortunately, this does not affect at all the special properties of the armored ones.

Keep in mind that Diego's goons will be around only while Reni is still with you. Once she has left already, they will be gone too. So if you're into converting a particular vehicle into an all black one, you must take that opportunity while you haven't brought Reni to the airport yet.

It's best to fail the mission if you plan to color black several vehicles, and considering also that the goons will constantly shoot you at, so you run the risk of destroying your ride.

Except for a few types of vehicles, all the others can practically be colored black in this mission. Some of the vehicles that aren't affected by this are:

- VCPD Cruiser
- VCPD Enforcer
- Ambulance
- Polaris V8 (goons won't ride the car)
- Forklift (goons won't ride the vehicle)
- Cabbie
- Patriot

METHOD 1 (GTA_Loco_PSP & PS2)

Start the mission, pick up Reni from the hospital. Once you see Reni following you wherever you go, get the type of vehicle that you'd like to have a black color. If you already have one in the garage, take it out from there and use that to drive Reni to the airport. If you have some other vehicle in mind, it might be a good idea to save that first in your garage before you do the mission.

Now drive Reni in the vehicle that you want to become all black. You must go by land if you have to encounter the goons. They will start appearing once you have crossed the bridge and you're in the West Island already. You'll see them speed down the road and intercept you and shoot at you, but don't panic as they won't mercilessly gun you down that can spoil your objective. You will have enough opportunity to still carry out your off-mission objective.

You have to force them out of their ride and lure them into stealing your ride so that it will turn black. Stop anywhere its convenient, and just wait for the goons to drive close to you. At this point, get off your vehicle and go on foot. They goons will get off their cars also and will chase you while shooting at you as well. Switch the camera view so that you can see what's happening behind you. Continue walking away from your car, and just wait for them to steal your ride. Sometimes they will try to randomly steal another vehicle passing by, and if this happens, just repeatedly lure them again into coming near your abandoned vehicle. Eventually, they will get your vehicle and it will finally be colorized black.

Take note that Reni will also be following you all the time; so if you haven't achieved your objective yet, make sure that she doesn't get killed beforehand. Another reason for failing the mission is the fact that once any of the goons has ridden the vehicle, it will instantly billows black smoke indicating that it is seriously damaged. This can only happen though for special vehicles that are not damageproof. In the case of the CP Sentinel XS, there's absolutely no reason to worry about. But for the other non-damageproof vehicles, there's always the risk that they won't survive the

constant attacks.

So if you finally succeeded in getting your vehicle turn into all black, as soon as you see the goons drive near you, shoot at Reni until she dies. Mission failed, the goons will stop attacking you, and your all black vehicle will be just sitting there waiting for you to save it in a garage.

11.11: BLACK INFERNUS

Mission : Turismo Race - Unlocked after the mission When Funday Comes
Race nos.2 : Downtown Showdown
Location : Sunshine Autos showroom, Little Havana, West Island
Start Line : Downtown West, West Island

Race nos.9 : Downtown Showdown
Location : Fairground, Beach, East Island
Start Line : Ocean Beach, East Island

Availability: Infinitely obtainable from races
Difficulty : 2
Source : GTA_Loco

As usual, the street races provide some cool racing cars. There are three types of sporty cars that can be found in the street races once they are unlocked, including this black Infernus. All of them are fireproof, but unfortunately, not all of them are obtainable with their special armoring. This black Infernus for one can only be obtained for its exclusive black color, but not its fireproof property.

If you will still be interested in obtaining this, assuming you didn't bother "colorizing" one in the mission "In the Air Tonight", you can infinitely get it in the street races. You have to fail the mission though by stealing the car before killing the driver, given that this sports car will always vanish once you won, or if you completed the race but didn't come in first place.

.....
WARNING: Never use any of your armored vehicles when doing this mission. For some reasons, the mission will PERMANENTLY DISABLE the vehicle's special properties as soon as you ride in it after you started the race, as well as while it is ongoing. Everything will return back to normal only once the race is over, whether you failed or completed it, and you can safely ride again your armored vehicle without crippling its special properties.
.....

METHOD 1 (GTA_Loco_PSP & PS2)

Step into the race menu marker where it is located; choose which between the two races you like, and head over to the start line in any car when instructed to. Drive into the red marker, or just bump into any of the Infernus cars to trigger the race. You don't need to race though, and instead, just wait for them to come back to the start line, which happens to be the finish line also.

Once the racers have returned and stopped at the start/finish line, whip out your flamethrower and torch the driver out. You have 30 seconds only to be out of a car or you will disqualify yourself and lose the Infernus if you

haven't stolen it yet by that time. Remember also that although the racing cars are fireproof, once they have completed one lap, the fireproof property will be removed from them. So at that point, the black Infernus will no longer be protected from your flamethrower.

Give the Infernus a short burst of flames; get in the car once the driver gets off. When you're in control of it already, just run over the driver to kill him and fail the mission. Never kill the driver while your not in control of the car, or while you're not onboard, or it will vanish. Steal it first from the driver so that the game acknowledges your possession of it before you do anything to fail the mission.

If you did the right thing, the Infernus will still be with you afterwards, just drive it to your garage and save.

11.12: BLACK CHEETAH

Mission : Turismo Race - Unlocked after the mission When Funday Comes
Race no.6 : Fools Rush
Location : Fairground, Beach, East Island
Start Line : Vice Point, East Island
Availability: Infinitely obtainable from race
Difficulty : 2
Source : GTA_Loco

This is the other type of racing car that can be found in the street races once you unlocked them, and much like the Infernus, it is unfortunately an unobtainable fireproof car. You can only get the black paintjob in its special property.

Obtaining this from race no. 6 will just be an option, incase you'd like to have a Cheetah with an exclusive paintjob or you didn't bother converting one into black in the mission "In the Air Tonight". You can infinitely get it as well in the street races. You have to fail the mission too by stealing the car before killing the driver, given that this will vanish once you won, or if you completed the race but didn't come in first place.

.....
WARNING: Never use any of your armored vehicles when doing this mission. For some reasons, the mission will PERMANENTLY DISABLE the vehicle's special properties as soon as you ride in it after you started the race, as well as while it is ongoing. Everything will return back to normal only once the race is over, whether you failed or completed it, and you can safely ride again your armored vehicle without crippling its special properties.
.....

METHOD 1 (GTA_Loco_PSP & PS2)

Step into the race menu marker where it is located; choose race no.6 from the menu, and head over to the start line in any car. Drive into the red marker, or just bump into any of the Cheetah cars to trigger the race. You don't need to race though, and instead, just wait for them to return to the finish line.

Once the racers have returned and stopped at the start/finish line, whip out your flamethrower and torch the driver out. You have 30 seconds only to be

12.03: SUPER MOTORBIKES

Mission : Bum Deal
Character : Bryan Forbes
Location : Downtown, West Island
Availability: Mission exclusive
Difficulty : 3
Source : Lancet Jade

In a previous mission, you made a nice haul on some important packages after Forbes has given you reliable informations about them. So in this mission you will be following again on another lead he will give you, that will turn out to be a bummer in the end. You will end up being ganged up by a group of gay bikers inside a bar, for which you must defend yourself. You must then chase Forbes and teach him a lesson for fooling with you.

Outside the bar, you will find three additional motorbikes parked there aside from the two regularly spawned Freeways. These are the VENTOSO, a FREEWAY with a biker riding in it, and a WINTERGREEN. These three motorbikes have higher-than-normal features like handling, acceleration, speed, etc., that's why they are labeled here as "super". Normally, any of these motorbikes are rather crappy, but the ones you can find in this mission have some noticeable improvements in their regular features. Obviously, these upgrades are meant for the chase sequence in the mission.

You can choose to pass the mission or fail it, whether you'll be obtaining all three of them or just some of them.

METHOD 1 (GTA_Loco_PSP & PS2)

Obtain the mission from the safe house where Forbes is being kept. Head over with Lance to the Stallionz bar in Little Haiti, where you will find some bikers chatting outside. Kill those bikers first before you go inside the bar so that you will eliminate some threats when you arrive at the chase part of the mission.

After you've wasted them, go inside the bar where you will figure in more trouble with more bikers. Kill them all as well, and then go outside when the time comes that you must chase Forbes.

If you're obtaining all three of the motorbikes and completing the mission, you must first store any two of them in your garage, and then use the last one to chase Forbes, but you must do this before you drive into the marker by the safe house to trigger the chase part. If you try storing the motorbikes before you enter the bar, they will spawn again in the same location where you got them once you go outside of the bar after the brawl inside. They will disappear in your garage, so that's why you must store them only after you're done with the task inside the bar.

So once you've come to the chase part, drive the one or two of the motorbikes first to your garage, and then come back for the third one and proceed to the marker by the safe house. Trigger the chase, kill Forbes as quickly as you can, and then drive Lance to his hotel to complete the mission.

Before you save however, you must first go back to the garage where you kept the other motorbike(s), open and close its doors for it to acknowledge their existence. You can now save your game, as well as your super motorbikes.

METHOD 2 (GTA_Loco_PSP & PS2)

Optionally, you can also just fail the mission. After you're done with killing all the bikers inside the Stallionz bar, go out side and get in any of the super motorbikes of your choice. Proceed to the marker by the safe house to trigger the chase, and then just let Forbes escape.

You will fail the mission, and you can just keep in your garage your super motorbike afterwards.

12.04: LIGHTLESS TAXI

Location : Liberty City
Difficulty : 5
Source : GTA_Loco

It's here also, the lightless Taxi from GTA: Vice City and GTA: Liberty City Stories. Considering that all these three games used basically the same game engine, it is expected for this rare vehicle to appear also in this game. Its appearance is random and can't be just triggered by a fixed method. Driving around in a Taxi might work, so that when several of them appears on the road, chances are, one won't load its light on the roof properly and you can obtain this glitched car.

13. IDENTICAL SPECIAL VEHICLES

Some of the special vehicles will appear for another time around in another mission at a later time, but they are exact duplicates of the ones that appeared from a previous mission. Their special properties are exactly the same as their counterpart in the final state that they were obtainable.

13.01: FIREPROOF WALTON

Mission : Boomshine Blowout
Location : Vice Port, Main Island
Character : Phil Cassidy
Availability: Mission exclusive
Difficulty : 1
Source : GTA_Loco

The Cholos have made good their threat to blow up Phil's boomshine stash in his warehouse down in Little Haiti. You have to help Phil load the remaining boomshines at the back of his Walton truck amidst flames and debris before the whole place blow up.

Phil's Walton will once again be transformed into a fireproof truck as soon as you begin the mission. This is perhaps to protect it from the literally fiery situation down at the warehouse. If you've missed getting this

fireproof Walton when you did "Cholo Victory", this will be your second chance to have it. The only catch here is you have to kill Phil again to get the truck, since Phil will drive this away at the end of a successful mission, where you won't find it anymore.

METHOD 1 (GTA_Loco_PSP & PS2)

Start the mission at Phil's place. After the cut scene, you'll find yourself behind the wheels of the Walton, as Phil is too wasted to drive again. Instead of proceeding to your destination, get off the truck, take out any of your gun, and then shoot Phil through the windshield. You'll kill him and your mission, and the Walton will just remain there, permanently fireproof already. Just store it in your garage and then save.

13.02: FIREPROOF PERENNIAL

Mission : Robbing the Cradle
Location : Little Havana, Main Island
Character : Louise Cassidy Williams
Availability: Mission exclusive
Difficulty : 3
Source : GTA_Loco

Louise miscalculated her move on this occasion, by sending out a few goons to take out a social worker that has threatened to take away her baby. She realized afterwards though, that what she did wasn't really a good idea, so she'll call on you again for some help.

You must take out the goons Louise has hired, and you have to intercept them on the road while they are firing upon the Perennial car of the poor social worker. And after you take out the hired goons, you must also scare away the social worker into giving up his plans of taking away Louise's baby. This will involve any means necessary to convince the social worker enough into submission, but whatever you do, you mustn't kill him.

The car he's driving is a fireproof Perennial so that you can't just conveniently smoke him out of the car. The only trouble here is that, at the end of a successful mission, the social worker will leave the car and lock it.

METHOD 1 (GTA_Loco_PSP & PS2)

Trace the location of the social worker in the map as soon as you start the mission. Once you have a visual on him, you will find that he's being chased by a couple of goons riding in a Bobcat and firing at his car. Do a drive-by on the Bobcat until it catches fire and force the goons to alight. If you can grab a motorbike once you start the rescue, you will be better off as at least you can shoot forward. Now kill the goons first before you must attend to the social worker. After the goons are wasted, it's the social worker's turn to be chased.

Shoot at his car once you have caught up with him, but be careful not to overdo it or you run the risk of destroying the car. If everything just goes well, the social worker will get off his car after you have considerably

damaged it. He will get off his car and will promise to leave Louise in peace. Along with that promise he will also leave his fireproof Perennial car that only waits for you to push it to your garage. Be careful however when pushing it, as it will be seriously damaged already at this point.

In any case, if this will prove difficult for you to accomplish, don't despair as you can always get another armored Perennial car in a much better form, an EP/FP one from the fire fighter side mission.

13.03: FIREPROOF BOBCAT

Mission : D.I.V.O.R.C.E.
Location : Little Havana, Main Island
Character : Louise Cassidy Williams
Availability: Mission exclusive
Difficulty : 3
Source : GTA_Loco

Marty will show his ugly self again towards Louise when he kidnaps her from her cousin's place and brings her to his brothel, apparently to force her to work again as his whore. You must beat Marty in reaching the brothel first, or at least you shouldn't take long in catching up with him once he's reached the brothel already, or you will fail your mission if you didn't save Louise.

To protect him from getting easily smoked out, he is riding in a fireproof Bobcat once more on this occasion. If you've missed getting this the first time in the mission "Shakedown", this is another chance given to you to obtain it. However, you must fail the mission in order to keep the fireproof Bobcat, since Louise will drive away this pick up at the end of the mission, after she drops you off to your new safe house in Little Haiti.

METHOD 1 (GTA_Loco_PSP & PS2)

You must kill poor Louise so that you can obtain the fireproof Bobcat if you want to. As if the maltreatment she's been receiving from Marty wasn't enough, you'll make it even crueler for her by wasting her just for the sake of keeping a fireproof Bobcat.

Proceed to the pink marker over at Marty's trailer as soon as you obtain the mission from Mary Jo's place. Over at Marty's place, ignore the rednecks once the confrontation with them begins, and instead, get in your vehicle quickly and head over to where Marty's brothel in Little Haiti. Now just wait for Marty to arrive at the place, but not after you have to taken out first his goons who will attack you. Upon arriving at the brothel, Marty will come charging at you brandishing a stubby shotgun, kill him first to eliminate the risk of you getting wasted, and then turn your attention to his fireproof Bobcat where Louise is. This is the point where you have to execute Louise to obtain the Bobcat. Using any of your guns, aim for Louise's head, and then shoot her through the truck's windshield. The mission will fail after she dies, just get in the Bobcat and drive it back to your garage and save the game. Its fireproof property will remain with it permanently.

13.04: FIREPROOF STINGER

Mission : Caught As an Act
Character : Bryan Forbes
Location : Hyman Stadium, Main Island
Availability: Mission exclusive
Difficulty : 1 or 3
Source : GTA_Loco

Lance has suspected all along that Forbes is actually an undercover cop. He sets a meet with you and Forbes at the Hyman Stadium, where Lance tries to force Forbes into confessing who he really is and what he really wants from them. Forbes will try to escape by grabbing Lance's Stinger car, so you must chase him, pin him down along the way and yank him out of his ride to pass the mission.

No matter what you'll do, whether you shoot at the car or bump it hard, Forbes will not just get out of it. The car is fireproof too that's why you won't be able to torch him out as well. Yanking him out will lead to a successful completion of the mission without the fireproof Stinger car in the end. That's why you must fail the mission yet again if you're interested in obtaining this car.

METHOD 1 (GTA_Loco_PSP & PS2)

Meet with Forbes and Lance at the parking lot of Hyman Stadium, after the cut scene, Forbes will try to escape by driving away in Lance's Stinger. Nearby around you are three vehicles you can choose from that you can use to chase Forbes: a Cheetah, a Pony and a Biker Angel. The Biker Angel is the nearest from your location, so as quickly as you can, sprint towards the motorbike and speed away before Lance can hop in. Almost immediately after you leave Lance behind, the mission will fail and Forbes will just disappear from the Stinger leaving the car abandoned on the road. It is not locked so you can just get in it and drive the cool fireproof sports car away to your garage.

13.05: BLACK SENTINEL XS

Mission : Light My Pyre
Character : Diego and Armando Mendez
Location : Mendez Mansion, Prawn Island
Availability: Mission exclusive
Difficulty : 3
Source : GTA_Loco

Armando Mendez will send a very strong message to you and Lance to get out of town, by kidnapping Louise and hitting at Lance's place with a rocket launcher. The attack will result in the destruction of Lance's car, which was more than enough to provoke him to attack Mendez's mansion in retaliation. Armando's goons will be driving in several Black Sentinels, no doubt cars with an exclusive color. Again, if you've missed having one from a previous Reni mission, this will be your last chance to obtain it.

You must fail the mission however, given that there won't be any one around anymore after you successfully accomplished your task. You are also timed by Lance's life bar during the critical part of the mission, that's why there

Character : Reni Wassulmaier
Source : GTA_Loco

In the same mission where you have to perform stunt driving for Reni's action film, the helicopter Reni is using is immune from bullets and explosions. But this is only in the PSP version. You can't steal it though if ever it can be done so as it is beyond your reach since it will be hovering high above you all the time. You won't have enough time either to do so as your movement is timed while the cameras are rolling. If you fail the mission for whatever reason, the helicopter will be nowhere in sight. On the PS2 however, the helicopter is only fireproof. But aside from the armoring, it also has an exclusive color Gray and Pink.

14.03: EXPLOSIONPROOF SEASPARROW

Mission : The Colonel's Coke
Character : Reni Wassulmaier
Source : GTA_Loco

Too bad it's an unobtainable armored aircraft. This can fit in your Clymenus Suite garage, so if only there's a way to preserve its explosionproof property, it's all worth the trouble collecting this.

This is the helicopter you're assigned to fly to escort Gonzalez's boat on the way south to a new hiding place for his stash. The helicopter is explosionproof so that it will survive the exploding attacking boats in case it gets too close to them, once the shootout starts along the way.

Unfortunately, the armoring isn't long lasting. It is capable of withstanding explosions to a limited degree, and only while the mission is ongoing.

14.04: EXPLOSIONPROOF/FIREPROOF JETMAX

Mission : The Colonel's Coke
Character : Reni Wassulmaier
Source : GTA_Loco

This is the boat Gonzales will be using in the same mission where you can find the unobtainable explosionproof Seasparrow. You can snatch this boat from Gonzales by killing him before you're supposed to trigger the part where you must escort him.

However, just like the Seasparrow, the special properties of this boat do not last for long. It can withstand explosions and fires for a limited degree only and will eventually succumb after repeatedly subjected to them.

14.05: BULLETPROOF SENTINEL

Mission : The Exchange
Character : Ricardo Diaz
Source : GTA_Loco

The Sentinel car driven by Diaz's men in the meeting point is bulletproof, but there will be no way you can get it. Although it is supposedly immune from bullets, strangely, it can easily blow up with just a single shotgun blast. All other types of gun though, including the minigun won't destroy it.

The problem with trying to obtain this is, it will always be deleted in the mission whether you complete your task or fail it. You won't be able to drive away far also from the location or you'll get the same results. If you try driving it while you let the mission fail, you will just get wasted. Even if you try to shield Diaz's men from the snipers, that won't work either. The life bar of Diaz's men will continue to get emptied for as long as there's one enemy sniper alive. But once you've taken out all the snipers, the mission will proceed to the next stage where the car is gone already.

14.06: BULLETPROOF RUMPO

Mission : The Exchange
Character : Ricardo Diaz
Source : GTA_Loco

This is the Rumpo van containing the drugs for the DEA that you will drive to the meet. It will be transformed into a bulletproof van once the ambush takes place, but will be gone after you've taken out the attackers. Just like the Sentinel car in the same mission, it is immune to bullets but strangely, not from a shotgun blast. Although you won't get wasted if you try failing the mission by letting Diaz's men get killed by the snipers while you drive away in the van, the Rumpo will still lose its bulletproof property afterwards. Similarly, you won't be able to drive far away from the location or you'll fail the mission and still lose the bulletproof property of the van.

14.07: BLACK AND YELLOW MAVERICK

Mission : Last Stand
Character : Ricardo Diaz
Source : Lancet Jade

You can only see this in the last mission cut scene flown by Lance following your execution of Martinez and Diego Mendez. It's the last mission specific exclusively colored aircraft in the game, but sadly unobtainable.

A black Maverick only have a white bottom part and there's even no yellow color applied to any color scheme for a Maverick.

14.08: BULLETPROOF VEHICLES

Mission : Fire Fighter
Location : Vice City
Source : GTA_Loco

All the vehicles you have to extinguish in this side mission are bulletproof,

but that's only while they're on fire. Once the fire has been put out, they're no longer immune from bullets. Anything that you do that will douse the flames will always remove the bulletproof property from them. And if you didn't extinguish the flame when you fail the mission in any manner, the vehicles will just explode and therefore no longer restorable. You can only obtain their explosionproof and fireproof properties.

14.09: FIREPROOF RACING CARS

- Mission : Turismo Races
1. Location : Sunshine Autos
Little Havana, Main Island
- a. Car Type : Infernus
Race no.2 : Downtown Showdown
Start Line : Downtown West, Main Island
2. Location : Fairground
Beach, West Island
- a. Car Type : Cheetah
Race no.6 : Fools Rush
Start Line : Vice Point, Main Island
- b. Car Type : Infernus
Race no.9 :
Start Line : Ocean Beach, West Island
- Source : GTA_Loco

The couple of types of racing cars you can find in the street races under the car category would have been nice additions in your special vehicles collection if only they can be obtained in such a way that will preserve their fireproof property.

The method for obtaining these as fireproof cars would have been exactly the same as for the fireproof Stinger, but the only problem here is that you can't always get in the car quickly enough so that the it won't vanish. Pressing enter command will always make you sort of just "moonwalk" by the door of the car while the driver that you headshot will take a rather slow time to fall off his ride. As a result, this won't give you enough time to board the car in order to obtain it as fireproof. You can only obtain it as fireproof if you didn't allow them to cross the first lap of the race, and not after.

14.10: BLACK FBI WASHINGTON

Source : Khadgar

It's kind of strange how the color of this law enforcer car behaves in such a quirky manner. Its original color is white, but at some point when it is

1. Sanchez
After completion of Conduct Unbecoming Mission
2. Barracks OL
Truck Stop Mission
3. Ventoso
After completion of To Victor, the Spoils Mission
4. Idaho
Empire Site Protection Racket Mission
5. Admiral
Empire Site Loan Shark Mission
6. Polaris V8
Empire Site Prostitution Mission
7. Stallion
Empire Site Drug Mission
8. Sabre Turbo
Empire Site Smuggling Mission
9. Landstalker
Empire Site Robbery Mission
10. Stretch
After completion of Kill Phil Mission
11. BF Injection
After completion of 15 levels of Beach Patrol Mission

e. EXPLOSIONPROOF = 17

1. Patriot
2. Washington
3. Admiral
4. Sentinel XS
5. Sentinel
6. Landstalker
7. Perennial
8. Glendale
9. Oceanic
10. Polaris V8
11. Pony
12. Rumpo
13. Burrito
14. Securicar
15. VCPD Cruiser
16. VCPD Enforcer
17. Ambulance
Got Protection? Mission

f. FIREPROOF

= 22

1. Walton (1 of 2)
Accidents Will Happen Mission
2. Walton (2 of 2)
Boomshine Blowout Mission
3. Perennial (1 of 2)
Truck Stop Mission
4. Perennial (2 of 2)
Robbing the Cradle Mission
5. Bobcat (1 of 2)
Shakedown Mission
6. Bobcat (2 of 2)
D.I.V.O.R.C.E.
7. Quad bikes (3)
When Funday Comes Mission
8. Cuban Hermes
Papi Don't Screech Mission
9. Pony
Money for Nothing Mission
10. Sentinel XS
From Zero to Hero Mission
11. Stinger (1 of 2)
Turismo Race
12. Stinger (2 of 2)
Caught As An Act Mission
13. PCJ 600
Turismo Race
14. Washington
15. Greenwood
16. Securicar
17. Moonbeam
18. Oceanic
19. Landstalker
20. Sentinel
Empire Site Robbery Mission

g. EXCLUSIVELY COLORED

= 10*

1. Yellow Green Streetfighter
Soldier/Cleaning House/Conduct Unbecoming Missions

- 2. Chrome Red Quad
When Funday Comes Mission
- 3. Black Stallion
Boomshine Blowout Mission
- 4. Green Pony
Havana Good Time
- 5. Navy Blue Flatbed
The Exchange Mission
- 6. Chrome Red & Yellow Comet
So Long Schlong Mission
- 7. Black and White Boxville
Domo Arigato Domestobot Mission
- 9. All Black Vehicles
In the Air Tonight Mission
- 10. Black Sentinel
Light My Pyre Mission
- 11. Black Infernus
- 12. Black Cheetah
Turismo Race

* Excluding vehicles in "In the Air Tonight" mission.

i. RARE = 6

- 1. Sandking
Washington Beach/Free roam
- 2. Splitz 6 ATV
Purchasable after the mission "From Zero To Hero"
- 3. Super Wintergreen
- 4. Super Freeway
- 5. Super Ventoso
Bum Deal Mission
- 6. Lightless Taxi
Random/Free roam

16. MISSION AND SPECIAL VEHICLES LIST

In roughly storyline order, below is a list of all the missions and which among them have the special vehicles.

- 1. Soldier - Sgt. Jerry Martinez

- Yellow Green Streetfighter
- 2. Cleaning House - Sgt. Jerry Martinez
 - Yellow Green Streetfighter
- 3. Conduct Unbecoming - Sgt. Jerry Martinez
 - Last chance for Yellow Green Streetfighter
- 4. Cholo Victory - Phil Cassidy
 - Fireproof Walton (1st of 2)
- 5. Boomshine Blowout - Phil Cassidy
 - Fireproof Walton (2nd of 2)
- 6. Truck Stop - Phil Cassidy
 - Fireproof Perennial (1st of 2)
 - Bulletproof Barracks OL
- 7. Shakedown - Marty Williams
 - Fireproof Bobcat (1st of 2)
- 8. Fear the Repo - Marty Williams
 - None
- 9. Waking up the Neighbors - Marty Williams
 - None
- 10. O Brothel, Where Art Thou? - Marty Williams
 - None
- 11. Got Protection? - Marty Williams
 - Explosionproof 4-seater Vehicles
- 12. Marked Men - Phil Cassidy
 - Black Stallion
- 13. When Funday Comes - Louise Cassidy-Williams
 - Fireproof Black Quadbike
 - Fireproof Sky Blue Quadbike
 - Fireproof White Quadbike
 - Chrome Red Quadbike
- 14. Takin' Out the White Trash - Louise Cassidy-Williams
 - None
- 15. D.I.V.O.R.C.E. - Louise Cassidy-Williams
 - Fireproof Bobcat (2nd of 2)
- 16. To Victor, the Spoils - Louise Cassidy-Williams
 - Bulletproof Ventoso
- 17. Jive Drive - Lance Vance
 - Unobtainable Chrome Red Stinger
- 18. Hose the Hoes - Louise Cassidy-Williams
 - None
- 19. Robbing the Cradle - Louise Cassidy-Williams
 - Fireproof Perennial (2nd of 2)

20. Nice Package - Umberto Robina
None
21. Balls - Umberto Robina
None
22. Papi Don't Screech - Umberto Robina
- Fireproof Cuban Hermes
23. Havana Good Time - Umberto Robina
- Green Pony
24. The Audition - Lance Vance
None
25. Money for Nothing - Bryan Forbes
- Bulletproof/Fireproof Pony
- Fireproof Pony
26. Caught as an Act - Lance Vance
- Fireproof Stinger
27. Leap and Bound - Bryan Forbes
None
28. The Bum Deal- Bryan Forbes
- Super Ventoso
- Super Freeway
- Super WinterGreen
29. Snitch Hitch - Lance Vance
None
30. From Zero to Hero - Lance Vance
- Fireproof Sentinel XS
- Unobtainable Fireproof Barracks OL
31. Brawn of the Dead - Lance Vance
None
32. Blitzkrieg - Lance Vance
None
33. Accidents Will Happen - Reni Wassulmaier
- Explosionproof/Fireproof Infernus
- Unobtainable Gray and Pink Maverick
34. The Mugshot Longshot - Armando and Diego Mendez
None
35. Hostile Takeover - Armando and Diego Mendez
None
36. Unfriendly Competition - Armando and Diego Mendez
- Comprehensiveproof Yola
37. High Wire - Armando and Diego Mendez
None

38. Turn On, Tune In, Bug Out - Lance Vance
None
39. The Colonel's Coke - Reni Wassulmaier
 - Unobtainable Explosionproof Seasparrow
 - Unobtainable Explosionproof/Fireproof Jetmax
40. Kill Phil - Reni Wassulmaier)
 - Bulletproof/Fireproof Stretch
41. Say Cheese - Reni Wassulmaier
None
42. Home's on the Range - Gonzalez
None
43. Purple Haze - Gonzalez
None
44. Taking the Fall - Lance Vance
None
45. White Lies - Lance Vance
None
46. Where it Hurts Most - Lance Vance
None
47. Kill Phil: Part 2 - Reni Wassulmaier
None
48. Steal the Deal - Ricardo Diaz
None
49. The Exchange - Ricardo Diaz
 - Navy Blue Flatbed
 - Unobtainable Bulletproof Rumpo
 - Unobtainable Bulletproof Sentinel
50. Farewell to Arms - Gonzalez
None
51. Burning Bridges - Armando and Diego Mendez
 - Explosionproof/Fireproof PCJ-600
52. Blitzkrieg Strikes Again - Lance Vance
None
53. Lost and Found - Lance Vance
None
54. So Long Schlong - Reni Wassulmaier
 - Comprehensiveproof Sentinel XS
 - Chrome Red & Yellow Comet
55. Domo Arigato Domestoboto - Ricardo Diaz
 - Black and White Boxville
56. In the Air Tonight - Reni Wassulmaier

****reuben van beek****

For a different location of a Little Willie.

****Rockstar****

For creating GTA: Vice City Stories, again, another great game in true GTA tradition!

****Warp3****

For providing an image for the PSP taxi super jump location.

****Win98crash****

For providing some nice snapshots of the pipe trick to Leaf Links and as well as for a trick how to keep your vehicle from disappearing when saving a game.

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