

## Basics

### The World of Vice City

The point of this game is escape--escape into a lifestyle that most of us will never experience. That said, Rockstar has done a beautiful job diversifying the ways you can escape into this huge adventure. You can choose to play through the "main game" by completing missions, working your way up the crime world, and ultimately, seeing the entire story play out. But there's so much more to do. You'll marvel at the size and scope of this game the more you play it.

### Extra Missions

All missions, whether part of the main story, or in addition to it, can be found in the [Missions](#) area of this guide. There are certain jobs that are critical to perform to complete the story, and others which are side-quests. The path through the game determines when these will be opened to you. When following our main Mission walkthrough, we'll give you hints as to when these might happen.

Extra Missions include:

- **Assassination Missions:** Early in the game, you'll get a cell phone that will lead to many of the Extra Missions in the game. A mysterious voice will call the cell phone and tell you to get to a payphone somewhere in the city. There, you'll hear the voice detail a deadly mission, and leave you instructions how to perform it.
- **Gang Missions:** The Cubans and Haitians dislike each other intensely. These missions will come via the cell phone. After you are contacted, go to the Cafe (Little Havana-Cubans) or to Auntie Poulet's (Little Haiti-Haitians) to trigger them.
- **Biker Missions:** Mayhem and destruction ensue. These can be done once the biker bar is opened to you downtown (it's indicated by a Spade on the map). Do a good job for Big Mitch and he'll reward you.
- **Love Fist Missions:** The world's scummiest rock band has some jobs for you to do. They'll be available at the V-Rock building, but only after the band initially contacts you.
- **Property Missions:** After purchasing certain businesses, new challenges will be opened up to you. For instance, after you buy the Showroom, there is a car theft mission you can complete to score some brand new rides.
- **Vehicle Missions:** Hopping into certain rides will allow you to trigger missions to make some extra cash and bonuses. Press R3 and you'll be on your way. Vehicles with missions are: Pizza

Boy, Taxi, Fire Truck, Ambulance, Cop Car. You can also find some Checkpoint Races and RC Missions to keep you busy.

### ***Going on Rampages***

When you find a skull icon somewhere, it's time for a Rampage. A Rampage calls on you to kill a specific number of gang members in a required amount of time, using a predetermined weapon. For info on how to complete each of the 35 Rampages in the game, visit the [Rampages](#) section of our guide.

### ***Finding Hidden Packages***

There are 100 Hidden Packages in the game, scattered in various unlikely places on the map. Collecting them yields bonuses that can be added to your safe houses, so it behooves you to start looking early. All 100 packages, and where to find them (including pictures) are explained in our [Hidden Packages](#) section.

### ***Performing Insane and Unique Stunt Jumps***

You can earn money and prestige by completing crazy jumps and stunts located throughout the game. Insane stunts will bring you money and fame (well, at least in the Stats department), but Unique Stunt Jumps are needed to fully complete the game. Of course, we've got a [Stunt Jumps](#) section that will help you do this.

### ***Sticking Up Stores***

Another anti-social activity you can engage in is sticking up various establishments. This is a quick way to get money, and you need to do it to fully complete the game. Check it out in the [Real Estate/Stores](#) section of this guide.

### ***Buying Stuff***

You make a lot of money for pulling jobs, and need stuff to spend it on. GTA: Vice City to the rescue! There is tons of stuff to buy in this game, including real estate property that can be used to make money of its own. In addition, each time you are sent to get new clothes in the game, those same duds will be available for you to wear around. For a more complete description of everything you can buy, and what that does for you, visit the [Real Estate/Stores](#) section of this guide.

In order to 100% the game (as the French say), you'll have to do many of things anyway. In fact, these are the things you'll have to accomplish to earn a 100% ranking. We hope to help you do just that:

- Complete the Main Story
- Complete Extra Missions
- Complete All Rampages
- Buy All Possible Properties
- Perform All 36 Unique Stunt Jumps
- Stick Up All Stores
- Collect All 100 Hidden Packages

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### **Pick-ups**

There are several pick-ups that you can get throughout the course of the game. They are represented by icons during gameplay. Walk into one of these icons to feel its effects. These pick-ups will help you get out of trouble in one way or another:

#### ***Heart***

A Heart pick-up restores your health to full. These are extremely valuable, especially when being dogged by people trying to kill you. Use them when your health is really low... in order not to waste the full charge of life.

### **Body Armor**

This basically relegates you another life. It will appear next to your health meter as another 100. That way, if you're taking damage, it will have to eat into the Body Armor before actually chipping away at your health. Make sure you pick some up before heading into any major mission.

### **Adrenaline**

This will slow the game down Matrix-style and allow you to perform functions in a slowed-down world. Use this when swarmed with enemies in order to be able to more readily deal with each baddie individually. This pick-up also allows you to have super-strength. Any punching you do will send your opponent flying. You can also push heavy cars around quite effortlessly.

### **Bribes**

These star-shaped icons will lower your wanted level one star. These can save your life at a three or four star rating, so memorize their locations and know how to get back there!

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## **Breakin' the Law**

### **Wanted Level**

Since you play the role of criminal in Vice City, your primary opponent is the police. For the most part, you want to keep a low profile in town... it will allow you to go about your business more effectively.

To do this, you'll have to avoid doing several things in front of the police:

- **Jacking cars:** Sure, it's the bread and butter of the game, but if a cop sees you do it, he will come after you.
- **Running pedestrians over:** As in life, this will draw attention, especially from the boys in blue.
- **Shooting people:** Pretty obvious. Shoot all you want when the cops aren't around, but when Johnny Law is in sight, lay off the trigger. If you shoot a cop, then you're in a world of hurt.
- **Damaging property:** This one is tricky. Cops won't nail you if are knocking down light poles, but they might take notice if you're wrecking cars left and right... especially cop cars.
- **Going into restricted areas:** Like the police station. Going through a sign that says "restricted" will cause a minimum Two Star wanted level.

A wanted level occurs when a member of law enforcement sees you do something wrong. There are varying levels of attention you can draw, based on your offenses. If you do something really bad (like running over a cop or going on a killing spree), your wanted level will rise rapidly. If you continue your antisocial behavior, more and more stars will be added to your wanted level, bringing more law enforcement to bear on you. The higher the number of stars, the harder it will be for you to move around and not get caught. In addition, if you're really wanted, the cops will gun you down or run you over to get you to stop. Otherwise, you'll be busted and have to take a trip to the police station. Either way, all of your weapons will be stripped from you, and an arrest will be added to your Stats rap sheet.

Here are the wanted levels and what they mean:

- **One Star:** Any cop in your immediate area will take note. If on foot, any cop who's also hoofing it can catch you. If in a car, a squad might follow you, but not too aggressively. If stopped, you run the risk of a walking cop dragging you from your ride and busting you. The cops don't have much firepower at this level, and they're easy to avoid.
- **Two Stars:** If you're in a vehicle, the coppers will get a little more chippy. Expect to see two of them in your rear view at all times. They'll try to run you off the road and corner you so they can rip you out of your ride. If on foot, they may try to knock you down with their vehicles, or take some shots at you.
- **Three Stars:** Ahhh... the Cheetah is on the prowl. Undercover cops sporting upturned collars and automatic weapons will be added to the chase. These guys are much faster than average cops... and better drivers, too. In addition to the Cheetahs and increased police agitation, minor

roadblocks will appear. They're easy to drive around if you see them in time.

- **Four Stars:** It's starting to get really bad. Instead of roadblocks, the cops pull out the tire strips to blow out your wheels. You'll also see SWAT vans joining the party, in addition to Hunter helicopters. If your level is up to four, definitely get to a Pay N' Spray if possible.
  - **Five Stars:** Now the FBI is in on the action. They don't add all that much to the fun, except more vehicles to get in your way. They drive black trucks. Know that.
  - **Six Stars:** It's pretty tough to get to the rarified heights of six stars... but it is doable. In this case, the army is called into action. Unless you're in a Rhino tank yourself, you're likely screwed. These guys bring assault helis, tanks, trucks and plenty of soldiers. You know you've been a bad man when it's martial law.
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### Getting Out of Trouble

If your wanted level is a mere one star, all you have to do is stay out of the policeman's eyesight for a bit, and the wanted level will go away. Pursuit in motor vehicles is weak at best... so just find a quiet neighborhood to drive around in, or run to a secluded spot and just wait it out.

One easy way to drop your warning level is to change clothes. You can do this at your safehouse or go to a store (like Rafael's). Changing clothes will clear up to a two-star rating. Get used to knowing where clothing changes are located so you can quickly scoot over and clear your rating, then continue with your dastardly business.

If the wanted level is higher, you'll be needing to get your ass to a Pay N' Spray. There are two of them on the map--one as you get off of the Starfish Island bridge (in Little Havana), and one in the southern tip of Ocean Beach. To make it happen, drive into the garage. It will cost \$100 a pop, which is hardly anything when you consider you'll stay out of jail for a night. After you get your car sprayed, you have to be nice for awhile. While your stars are flashing, you'll have to stay completely out of trouble, or your warning level will immediately vault back up to its original glory.

Another way to whittle away at your wanted level is to find Bribe icons and walk over them. Doing this will lower your wanted level by one star, which could be the difference between freedom and the slammer. The final way to drop a wanted level is to finish a mission. Even if you're at six stars, the second you finish, the threat will go away.

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### If You Die or Get Busted...

In the unfortunate circumstance that you die or get busted, you will be taken to the hospital or hospital immediately. That means you'll lose your current mission, be stripped of your weapons, and lose some money as well. What's more frustrating is that you're transported to the nearest place... but that could be a long distance away from where you were.

Luckily, there's been a taxi added to the GTA universe that takes you back to the site of your last mission attempt. Whenever you step outside of the hospital/cop shop, glance across the block. The cab with a lavender arrow over it is what you're looking for. It will cost \$9, but usually, it's well worth that.

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### Lost?

If ever you don't know where you are in the city, there are several ways to quickly determine where you're at. First off, pause the game. The pause screen defaults to a map, and this is easily searchable.

Another way you can get your bearings is by pausing and unpausing quickly. Each time you come back to the game, the name of the area you're in will appear on the screen. You can also use the

small inset map in the bottom left corner of the screen to help find your way. A pink dot will point the way to your next objective.

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### Don't Remember What You're Doing?

Since its so easy to get lost in other activities while playing Vice City, it's easy to forget what you've been up to. To help you remember, a Brief function can be found at the pause menu. The Brief screen will display the last few messages you've received, including Stunt Jump info, and communications with characters.

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### Track Your Progress With Stats

Stats are primarily for fun, although they also help you keep track of where you are in the game. They can be found at the Pause menu. The Stats screen tracks all kinds of statistics--from the wacky to the sadistic. Track how far you are in the game, how many vehicles you've wrecked, what you cost the police department, how many people you've killed, how many missions you've completed and what your favorite radio station has been. There are tons of statistical categories, and they're all found here. If you select this category, you can scroll and stop the list using the D-Pad or Analog stick.

At the top of this screen is your Criminal Rating. You will get both a title and a numerical rank that will reflect your status in the game. It gets better as you complete more missions. You'll start as a complete scrub, then work up to Ex Con or Bag Man, or better. Just keep plugging, and you'll be a criminal mastermind.

[On to Vehicles...](#)

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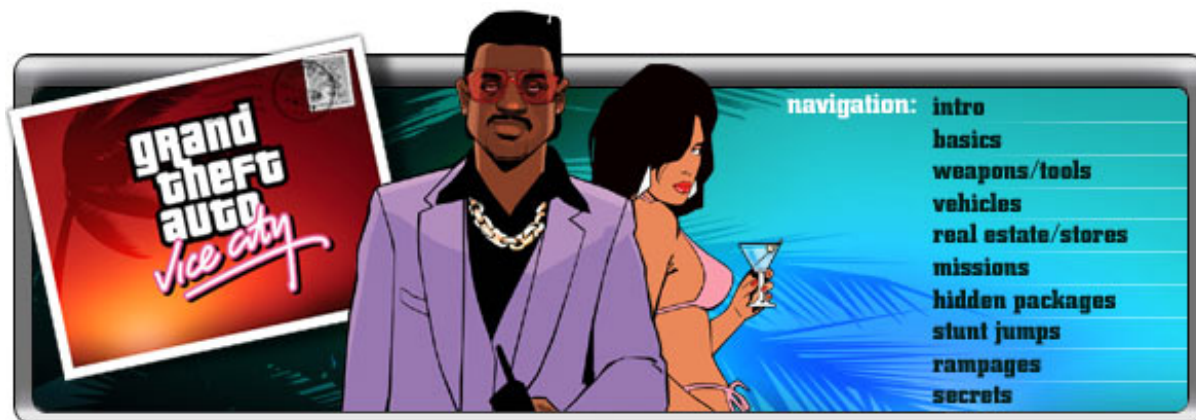
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## Rampages

Rampages are indicated by skull icons found throughout the map. Move over one in order to trigger the deadly assignment. The goal of a Rampage is to kill X number of people in X amount of time. Each time you complete a Rampage, you'll edge closer to 100% and earn a little cash. It's \$50 the first time, then goes up in increments of \$50. By the time you're at 35, you'll be pulling down \$1750 to smoke a bunch of unsavory gangbangers.

### Downtown

Pick up the Rampage behind the Moist Palms Hotel on the main strip. You have 2:00 to kill 30 gang members with an M60 machine gun. Take up a position near the garage and point at the groups of gangs collected near the street. Using R1, point the gun at head level and sweep back and forth across the group. If any ambulances show up, explode those by firing at them to take out large groups at once. Just keep turning around and the gang members will reappear. Kill thirty and collect your reward.

### Downtown

To the south of the VAJ building, you'll see this set of white stairs. Climb them to get the Rampage. This time, you'll have to kill 40 gang members in two minutes with Molotovs. This isn't too tough, as long as you keep your distance. Remember, the longer you hold the throw button, the farther it will go. Aim for groups and not individuals. If vehicles show up, blow those up, too. The resulting explosion can take people down, too.

### Downtown

On the stunt ramp leading toward Ammu-Nation, you'll find an easy Rampage. You'll have two minutes to clean out 25 baddies with a Python. Head down to the street and just use the R1 button to cycle through targets. Pop each one for a one-hit kill.

### Downtown

There's another Rampage in the alley to the south of the pizza restaurant. Grab it, then get in a vehicle... something sturdy. You'll have two minutes to slay 35 gang members with drive-by tactics.



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You'll have an Ingram Mac 10 to do the dirty work. There are plenty of congregations of thugs along the block near the pizza place, so you shouldn't lack for victims.

### **Downtown**

On the east side of the stadium, you'll find the Rampage on the way to the helipad. This time, you'll get a Flamethrower. Get close to the gang members and barbecue away. When the firetruck shows up, use the 'thrower to blow it up, for a dash of irony.

### **Downtown**

Near the abstract statue of the VAJ building, you'll find a rampage. It will give you a Mini-gun and tell you to slay 30 gang members in two minutes. This is the easiest Rampage in the game. The Mini-gun is so powerful that it will cut down anything in your path. Run out near the street and just oscillate back and forth until the killing is done. If you run out of gang members, just head down the street a smidge and continue the bloodbath.

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### **Escobar International**

Atop the terminal building, there is a Rampage. Step on it and you'll have two minutes to destroy 12 vehicles with a Rocket Launcher. Pick on cabs and other vehicles first, then let the cops come. As they arrive, just waste their vehicles. Make sure you're a good distance away, though... you don't want to be anywhere near a car when it explodes. Take down some helicopters for variety. You don't even have to move much. Just camp out in front of the terminal and rain fire.

### **Escobar International**

In the northwest corner of Little Haiti, near the border of Escobar International, you will find a docks area. Cross over into Escobar and check near the red bridge to get this Rampage. You have two minutes to slay 35 people with a Spaz Shotgun. Since this sucker is automated, it's easy just to stand and spray. Go back out to the road and find a crowd to shoot into. There are plenty of guys around, so this shouldn't be too hard. Just keep pressing R1 to switch to a new target, and hold down Circle. You'll kill 35 in now time.

### **Escobar International**

Behind the Hooker Hotel, you'll locate another Rampage. This one calls for death by Grenade. You have two minutes to explode 35 guys. The key here is maintaining distance from the gangsters. If you get too close, they could shoot you, or your Grenade blast can damage yourself! Stay on the outskirts and lob grenades in each posse. When vehicles start to show up, you can use them for extra explosion power.

### **Escobar International**

On the way to the air base, you'll find another Rampage. It's in the grassy patch of grass and it asks you to destroy 20 vehicles in two minutes with a Minigun. This can be difficult, mainly because this is a sparsely populated stretch of road. You can help yourself out by trying this one during the day. Anyway, just grab the Minigun and blast whatever drives by. The more law enforcement you draw, the easier this is, as you can take down whatever cop vehicles show up.

### **Escobar International**

In the main terminal, you'll find a Rampage on the ground floor behind the west wall. This Rampage will give you two minutes to kill 25 gang members with a Spaz Shotgun. It's not all that easy, due to the fact that the gang members are pretty sparse. That is, until you go upstairs. Waste everyone you see on the ground floor, then cruise up the escalator and continue the spree. When the upstairs is cleaned out, head back downstairs. Rinse and repeat.

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### **Little Haiti**

East of the Printworks, you'll find a rampage near a bunch of small adobe houses. You'll have to kill 30 gang members in two minutes with a Tec-9. This machine gun will make quick work of this challenge. Just run out to the street, pivot and spray. You'll net thirty bodies in no time.

### Little Havana

In northwest Little Havana, you'll find a Rampage in a basketball court circled by homes. At center court is a Rampage. As always, you'll have two minutes. This time, you just need to wax 25 guys... with a Chromed Shotgun. Just run out to the nearest street and start popping. It helps to crouch, but when the guys start running for you, stand up so you're mobile. You can target cars and explode them near gang members, but you should be able to get this one done by just quickly aiming and firing.

### Little Havana

Go into the alley across from Screw This and find the loading bay of the tall bank building. On that ramp is a Rampage. You must kill 10 gang members in two minutes with a Katana, of all things. Press and hold Circle to wind up, then step next to a dude and swing (release the button). You can usually decapitate the first three guys like this, then the rest of the guys in the area get hip to your blade. Go for the ones with guns first... they're the only thing that can really stop you. Ten guys don't take all that long. Just run in and be quick about it... like a samurai!

### Little Havana

A couple doors north of the Ice Cream Factory is the West Haven Community Health Care Center. The easiest way to get up there is by helicopter. You have to use a sniper rifle to kill 20 gang members in two minutes. Stand at the very edge of the rooftop and aim at the street below. You'll find several clusters of 3-4 gang members. Start shooting them quickly, because when they catch on to what's happening, they'll start to run. Try to hit the running ones, but once they get out of range, go back to the stationary groups. Looking away and then coming back to a particular spot seems to help with regeneration of more goons. If you don't succeed, just stay up here and keep trying. You're in no danger.

### Little Havana

On the same rooftop where you find a Hidden Package in west Little Havana (it has a red awning and its at the corner of the road leading to the dealership), you'll find a Rampage. You'll get a Ruger and two minutes to kill 20 gang members. Use R1 to target, then just fire away. Stay up on the roof and just mow these guys down. They all like to collect on the corner, making them easy targets. When the shooting starts, some may run, but it's easy enough just to concentrate on the ones still standing in groups to pass this challenge.

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### Ocean Beach

Go to the Ocean View Medical Research and Development Building, on the west side of the island. Next to the west building, you'll see a Rampage. It calls for you to smoke 25 gang members in two minutes with an M4. This one should be easy. Press R1 to target, then stay on the knoll and kill anyone in sight. When this is done, head down to the street and finish the job.

### Ocean Beach

On one of the wooden huts off the southwest tip of the beach (in the water), you'll find a Rampage (it's also where you get the Hidden Package). Use a helicopter to easily get over to it. Grab the Rampage and you'll have two minutes to destroy ten vehicles? with a Rocket Launcher. Grab the launcher and head down the staircase, and look for boats to sink. The best place to aim is just where the hull meets the water. Stay on the pier and just scope craft to blow up. Once in awhile, a medi-chopper will come in and offer itself for sacrifice. Make sure it isn't too close when you unleash your blast. If you get desperate near the end, you can always blow up the vehicle you rode in on.

### Ocean Beach

There's a Rampage on the sandy beach north of the lighthouse. Grab a car and drive over there. Get out of the car and grab the Rampage. You'll have to kill 30 gang members in to minutes via vehicular homicide. This is fairly easy, as there are a lot of victims waiting for you. Drive out to the path that runs along the low beach wall and just start driving over people. The only thing you really have to avoid is getting ripped out of your car. Once you run a few guys over, the rest of them won't be very receptive



to your efforts. Make sure you drive into the pile with enough speed to wipe everyone out.

### **Ocean Beach**

Near the lighthouse path, you'll find a Rampage. For this one, you have to kill 30 gang members in two minutes with Molotov Cocktails. There are plenty of baddies who automatically appear on the paths, so that's no concern. It will be a concern if they start coming after you, though. Make sure you back up some distance and rain fire from afar. Hold down the throw button for more distance, then release! Plenty of guys will respawn, so don't worry about that. Just stay aware of where everyone is, and don't walk into the fire!

### **Ocean Beach**

Climb to the top of the parking ramp in Ocean Beach. Drop off the edge to the building below to find the Rampage at the corner of the lower building. Step on it and you'll have to wax 25 gang members in two minutes with a Sniper Rifle. Hang out on this lofty perch and zoom in and out to adjust your shot. Target anyone in a blue shirt and white hat. There will be plenty of fodder for you, but make sure you're close enough to the edge of the rooftop that you can see what's under the awning.

### **Ocean Beach**

Near that same parking ramp, you'll see a block of light green and beige houses. Search in the inner area to find a Rampage. You get a katana and must use it to slay 10 gang members in two minutes. Go out to the street to find several groups of meandering hooligans. As you approach, press and hold the Circle button, then release for a devastating decapitation move. Keep using the fully prepped blade to carve these turkeys. Beware of cops coming up behind you? you may be so enthralled in the sword-swinging melee that you forget about a police presence!

### **Ocean Beach**

Also near the ramp is a pink apartment building next to a gas station (about eight stories). On the east side of the building is an opening. Go through to grab the Rampage. This time, you gotta kill 20 gang members with a chainsaw in the two minutes allotted. What makes this difficult is that once you start hacking up a bunch, they'll start running. Focus on the stationary dudes. Just hold down Circle and run into a crowd. As long as Circle is held, all will be copacetic. Don't chase people down? go after the standers, and this will be cake.

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### **Starfish Island**

The sole Rampage on Starfish Island can be found at the last house on the right just east of the bridge to Little Havana. Leap over the hedge and grab it, then get in the nearby Sentinel. Hop it over the ramp ahead, then peel out of this driveway and get to work. You have to kill 35 people in your car before two minutes is up. Build up some speed and try to hit groups of people with a head of steam for best results. Watch out that you don't slow down too much, or someone will rip you out of your car and beat you senseless.

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### **Vice Point**

Go to Mercedes' house near the bridge to Leaf Links. On the wooden walkway here is a Rampage. It's a Chainsaw Rampage! You'll have two minutes to hack up 20 gang members? and it's not too easy. Head up to the bridge and start the carnage. Hold down Circle and charge into a crowd. Stay on the move, though. A lot of these goons have guns, and they aren't afraid to unload into you. Make sure you move around a lot, and seek only the groups of thugs who are standing around. It ain't easy to run with a chainsaw, and you'll do better with groups, anyway.

### **Vice Point**

Head over to the western peninsula that overlooks Leaf Links. There, you'll find a Rampage in the turnaround. Jack a sturdy car and get to work. You have to mow down 35 gangbangers with drive-by tactics. You have unlimited ammo and an uzi, so it won't be too hard. Try not to go too slow, though, as you can attract the attention of police, and they're liable to rip you out of your motor vehicle.

### Vice Point

Inside the Vice Point Mall, there is a Rampage on the second floor near Vinyl Countdown. You'll get a Rocket Launcher to kill 35 guys in two minutes. Scope out a gang, make sure you're at a safe distance, and let fly with a missile. You should be able to get five at a time this way. Just make sure no one walks in front of the cannon while you're blasting.

### Vice Point

Across from the Vice Point car ramp to the north is a series of apartment buildings. Look behind them to score the Rampage. You'll get an Uzi and two minutes to waste 30 thugs on a drive-by. There is a car nearby if you need something to jack. Once you get in, you'll find a lot of dudes collected on the sidewalks around here? plenty of fodder for your weapon.

### Vice Point

Behind the hotel on the north end of the beach, you'll snag a Rampage. You have to smoke 25 gang members in two minutes with the Python. This is really easy. Run to the street in front of the mall, aim, and fire. Just keep cycling through baddies and dropping them with one-hit kills.

### Vice Point

There's a Rampage right across the street, near the mall entrance. Grab it to trigger a death spree that asks you to waste 35 gang members in two minutes with the M4. The idea here is to get behind the low wall and target the thugs' heads. If you head out into the street, there will be too much fire to deal with. Camp out behind the wall and pivot, then just shoot whatever head gets in your way.

### Vice Point

Head to the hotel with the high dive. Atop this diving platform is a Rampage. Use it to kill 30 gang members in two minutes. The Spaz Shotgun is the weapon of choice, and it deals one-hit kills quickly and efficiently. This challenge will take no time at all.

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### Viceport

Aboard the big ship at the entrance to the shipyard, you'll find a Rampage near the second gangplank. It calls for the destruction of 15 vehicles with a Rocket Launcher in two minutes. Stand on the ramp and blow up as many vehicles as you can, because the second you get down to ground level, you'll be attacked by gang members. Make sure no one is standing in front of you when you unleash the Rocket Launcher, or you'll be sunk.

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### Washington Beach

Head to the top of the ramp attached to the Washington Mall (the one with the corkscrew ramp). You'll have two minutes to waste 25 gang members with a Shotgun. The tough part about this challenge is that the Shotgun will knock people down, but not necessarily kill them. Therefore, you have to be sure to pump the bodies on the ground after they've fallen. Another problem is that the cops will swarm and draw a lot of your targeting. To combat this, move in close to the gang packs and fire at point blank range. Not only will this increase the lethality of your blasts, it will ensure you're only targeting those who deserve it.

### Washington Beach

Head over to the hotel across from Bunch of Tools on the peninsula. Near the peach-colored building (neon at night), you'll find another Rampage. This one calls for you to waste 25 goons in two minutes with an MP5 (uzi). This is pretty simple, mainly because the MP5 is easy to aim. Find a group of dudes, then lock on to them one by one and spray. You'll cut through 25 in no time.

### Washington Beach

Right at the border of Washington Beach and Vice Point is a large hotel that brushes against the beach. Behind this hotel is a Rampage. You'll get a Spaz and two minutes to kill 30. This is cake. There are lots of guys on the path leading to the street, and the Spaz drops guys with one shot. You do the math.

[On to Hidden Packages...](#)

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## Vehicles

There are a plethora of new vehicles available in Vice City, including motorcycles and helicopters. These two vehicles add a lot to the experience, as do the speedboats, scooters, golf carts, baggage handlers and other odd additions to the catalog of rides. What's cool is that virtually any vehicle you see in the game is able to be stolen, then driven or flown.

### Jacking a Car

This is the bread and butter of the game. To steal someone's ride, run up next to the car and press Triangle. As long as the car is going slowly enough, you'll dig the person out of the passenger side and take the ride over. If there is a second passenger, it's possible to take off while they're still inside. They will scream and carry on so much that you'll have to pull over and stop just to make the insanity stop.



Jacking a car is most effectively done from the front. Stand directly in front of the vehicle (most don't run you over) and press Triangle and Tommy will move around the car and take it over. Simple. It isn't as easy to jack a car while running alongside it, although that can be done. Most cars will speed up and try to avoid you, but remember-- the rest of the traffic obeys the law... so you can camp out at intersections and steal from there.

### Using the Car as a Weapon

Once you get inside a car, the fun begins. You can use it however you want. We prefer to use it like a deadly weapon. If you're going to do this, make sure whoever you take on is of equal size or smaller. The idea behind ramming another car effectively is to get up a huge head of steam and plow into it. If you can T-bone it, all the better. The more things you can get another car to hit into, the better. Pinning a car against a wall is also effective. Just keep backing up and slamming it into the building.



## Using Weapons in Your Car

When you go riding, it's a good idea to have an Uzi along. That way, if need be, you can stick that sucker out the window and spray whoever is hassling you. To do this, press R or L and you will see your car from the side. Fire as you're passing someone, or pin them in the corner and just blaze. When they catch fire, peel out or you'll be barbecue.

---

## A Word on Motorcycles

Motorcycles are new to this year's game. They allow you to go places you never could before... up stair sets, in narrow alleys, etc. There are a wide variety of bikes in the game, but they all share a few common traits.

First off, riding a motorcycle allows you to pop wheelies. To do this, pull back on the Left Analog. Tweak the wheelie as you go to maintain the front tire in the air as long as possible. It's a good idea to "pump" the gas to stay in the air. Lightly tapping the A button will help in this regard. You can earn money for doing long enough wheelies.

The opposite of a wheelie is a stoppie. The motorcycle will come to a stop and momentarily balance on its front wheel. The longer you can hold it, the better. You can earn money for this maneuver as well.

The last thing motorcycles and scooters allow you to do is shoot forward. If you're ever on a mission where you need to chase someone down, grab an Uzi and a PCJ and go to town. Just press Circle to fire and the spray will issue forth from the front of the bike. This is an effective tool that can be utilized in tons of creative ways. Are you an artist?

---

## Driving Tips

- It's more important to drive under control than it is to drive fast. You'll avoid getting spun around and banged up, which becomes very crucial in certain missions.
  - When you're going fast, avoid sudden movements. These will cause your car to spin out, flip, roll, etc.
  - If your car is banged up and smoking, get another one. If the mission requires you to stay in the same car... hurry up and get it to a Pay N' Spray! If a car starts flaming, get out fast, then run... it's about to blow. You won't survive if you're anywhere in the explosion halo.
  - Use the R1 button on turns. It's there for a reason. You'll be able to keep some of your speed by sliding through a turn, rather than braking sharply and then turning.
  - Know the limitations of your vehicle. For instance, don't take an Infernus to a demolition derby... it's called an Infernus for a reason. Likewise, if a mission calls for a fast car, don't grab a heiffer like Mr. Whoopee to do the job.
  - Be alert. This sounds stupid, but it isn't. There is so much going on in the city that it is sometimes difficult to see where everything is coming from. Focus on driving when you're driving and you'll avoid a lot of heartache.
  - Vice City allows you to get a bonus for driving on two wheels. Get into a tipsy car (like a Kaufman Cab) and hit the curb edge, then try to balance it as long as possible to rack up points.
- 

## Cars

- Admiral
- Banshee
- Blista Compact
- Bloodring Banger
- Cheetah
- Comet



- Cuban Hermes
- Deluxo
- Esperanto
- FBI Washington
- Glendale
- Greenwood
- Hermes
- Hotring Racer
- Idaho
- Infernus
- Love Fist Limo
- Manana
- Oceanic
- Perennial
- Phoenix
- Police Car
- Regina
- Romero's Hearse
- Sabre
- Sabre Turbo
- Sentinel
- Sentinel XS
- Stallion
- Stinger
- Stretch
- Virgo
- Voodoo
- Washington

## Motorcycles

- Angel
- Faggio
- Freeway
- PCJ 600
- Pizza Boy
- Sanchez

## Cabs

- Cabbie
- Kaufman Cab
- Taxi
- Zebra Cab

## Trucks, Vans, Buses, SUVs and Whatnot

- Ambulance
- Barracks Oil
- Benson
- BF Injection
- Bobcat
- Boxville
- Burrito
- Bus
- Coach
- Enforcer
- Fire Truck
- Flatbed
- Gang Burrito

- Landstalker
- Linerunner
- Mesa Grande
- Moonbeam
- Mr. Whoopee
- Mule
- Packer
- Patriot
- Pony
- Rancher
- Rumpo
- Sandking
- Securicar
- SpandExpress
- TopFun
- Trashmaster
- Walton
- Yankee

## Boats

- Coast Guard
- Cuban Jetmax
- Dinghy
- Marquis
- Predator
- Reefer
- Rio
- Speeder
- Squallo
- Tropic

## Planes and Helicopters

- Hunter
- Maverick
- Police Maverick
- Sea Sparrow
- Skimmer
- Sparrow
- VCN Maverick

## Oddities and RC Vehicles

- Baggage Handler
- Caddy
- RC Bandit
- RC Baron
- RC Raider
- Rhino

[On to Weapons/Tools...](#)

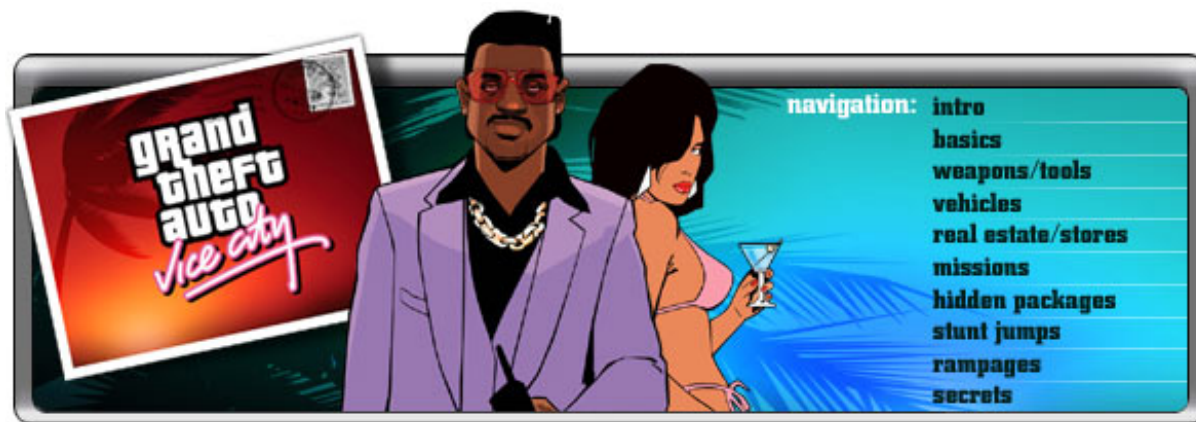
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## Weapons/Tools

Walking through a weapon will pick it up and make it available for your use. Use the R and L buttons to cycle through your weapon selections.

You can only carry one weapon of each type at a time. Nine different types of weapons and a camera is the maximum loadout. If you move over a weapon whose type is already in your arsenal, you'll have to make a decision. Below, you'll find a description of each weapon in the game. Visit the [Real Estate/Stores](#) section of this guide to see where you can buy these fine items.

### Hand-to-Hand Weapons

- **Brass Knuckles:** These are really it for hand-to-hand weapons. Slightly better than fists, the Brass Knuckles help you

### Melee Weapons

- **Screw Driver:** Think about how a screwdriver would feel going into your abdomen.
- **Golf Club:** Whenever you get into a golf cart, you'll get a Club as long as you have no other melee weapon. Or just beat someone silly on the course and take theirs. This weapon has a cool factor of 10 when used in the city... especially when sporting the Jocksport threads.
- **Hammer:** Yeah, it's a claw hammer.
- **Nightstick:** Whenever you take down a cop, you get one of these. It's as effective a melee weapon as any, and has that added cache of being taken off of law enforcement.
- **Baseball Bat:** Now we're talking. Go Barry Bonds on someone's face with this polished piece of cherry. Good for knocking people on their asses. Can be found at most neighborhood hardware stores.
- **Knife:** "That's the last time you stick a knife in me, Pagoda." This blade is good for those who want to feel like they're fighting in *West Side Story*. A real man will pick up a real weapon and go to work. Still, this is better than bare hands.
- **Cleaver:** As in meat cleaver. As in "buh-bye Mr. Arm." Up close, this puppy will make man into Manwich.
- **Machete:** Good for hacking through jungles... and people (just ask Mr. Voorhees). The Machete is a pretty lethal weapon when used in close quarters.
- **Katana:** Alright. Somebody saw *Pulp Fiction*. This rad Japanese blade deals slicing damage, and let's face it, just looks cool. Find one in the back office of the Tarbrush Cafe in the North



Point Mall.

- **Chainsaw:** If you've got a little Leatherface in you (God forbid), this should be your weapon of choice. Just get up close and carve away. This weapon is a little cumbersome, but it earns style points. You can earn this beast for your hideout when you collect a mere 20 packages.

## Explosives

- **Grenades:** These are especially effective in stairwells or to throw into a mess of cars to create big, big explosions. Buy them at Ammu-Nation in the mall.
- **Teargas:** Get these at the VCPD. They're not much use, unless you like crying people.
- **Molotov:** These, on the other hand, are very nice. Hold the throw button (Circle) longer to throw further. These are good for destroying storefronts and torching villages.
- **Bomb/Detonator:** Get this at 8-Ball's near the docks. He will rig your ride with a bomb, and you hold the button. Park it next to something you hate and click!

## Pistols

- **Colt 45:** The standard weapon. Get this off of cop corpses. It has a good pop to it... three shots or so should take a grown man down.
- **Colt Python:** Much more like a Magnum, this guy packs a serious wallop. One shot and a victim is dead. Two and he's just messy.

## Shotguns

- **Chromed Shotgun:** C'mon... who chrome-plates a shotgun? I mean, honestly.
- **Spaz Shotgun:** Spazzy people will pay. This is a fast-loading, death-dealing dynamo of the first order. Also a one shot killa.
- **Stubby Shotgun:** Sawed off, like your mom. I don't even know what that means. This gun is cooler than most, and it works like most. Point and kill.

## Uzis

- **Tec-9:** "You wanna make noise, make noise. I make a phone call..." You fill in the blanks. Dre rapped about this weapon for a reason. It puts a lot of holes in something in a short amount of time. While it doesn't get the job done as tight as an MP5, it's still quite lovely. Plus, like the June Jones Atlanta Falcons, you can Run N' Shoot.
- **Ingram Mac 10:** This sucker spits lead at an unprecedented rate, allowing you to do damage in a hurry.
- **Uzi 9mm:** Across the street from the movie studio, you can find one of these bobbing in the breeze. It's a tight little automatic that can be fired while in motion. A great drive-by weapon as well.
- **MP5:** This baby can eventually be purchased at the Ammu-Nation Downtown for a cozy sum of \$3000. It's worth it, though. This is the super-accurate weapon the FBI is using when they drop you bloody and worthless on the cold pavement.

## Assault Rifles

- **Ruger:** The trusty Ruger will allow you to target and dish out head shots left and right. This sucker is powerful.
- **Colt M4:** A peachy assault rifle, this one has both power and class. It'll drop a gang faster than you can say "Insane Clown Posse."

## The Heavy Sh\*t

- **Rocket Launcher:** The creme de la creme. Use this on cars, people, goats. It's great for taking out big targets quickly, and intimidating smaller targets to the point of urination.
- **Flame Thrower:** Although gun-like, this is a close quarters weapon. It's best used to get vehicles cooking... in order to explode them. Make sure you don't run into the flame. Unless



you passed the Fire Truck mission at Level 12, that will hurt.

- **M60:** This is one bad-ass machine gun. Heavier than most, it packs a lot of power in its massive muzzle. Wield it with reckless abandon and watch the suckers fall.
- **Minigun:** If you've never shot one of these, you're missing out. This powerhouse discharges bullets at the rate of about a billion/second. It's not uncommon to saw a target in half with the stream of lead.

## Sniper Rifles

- **Sniper Rifle:** This one's a little slow on the reload (kinda like grandpa), but if you only have a couple of targets, this is the one for you.
- **PSG-1:** A good weapon, simply because it can fire multiple times quickly in sniper mode. If you're a crappy shot, look into this gun.

[On to Songs...](#)

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## Songs

The music of Vice City is perhaps as important as anything in the game. It provides the personality and backdrop to the action. To hear the wide variety of music that GTA: VC has to offer, get into a vehicle and flip stations. This will take you through everything Vice City has to offer, including two talk channels: KCHAT and VCPR.

If you want to groove out to the tunes you hear in the game while you're at work or in your own real car, you can snag a boxed-set of most of the tracks [here](#). Just like in the game, they're split up into stations. The soundtrack for each disc/station is listed here (there are some games that appear in the game that aren't on the discs):

### V-Rock



#### CD:

Judas Priest: You've Got Another Thing Coming  
 Motley Crue: Too Young to Fall in Love  
 Megadeth: Peace Sells  
 Rockstar's Lovefist: Dangerous Bastard  
 Autograph: Turn Up the Radio  
 Twisted Sister: I Wanna Rock  
 Ozzy Osbourne: Bark At The Moon  
 Anthrax: Madhouse  
 Iron Maiden: 2 Minutes to Midnight  
 Slayer: Raining Blood  
 Tesla: Comin' Atcha Live  
 David Lee Rose: Yankee Rose

## Wave 103



**CD:**

Frankie Goes to Hollywood: Two Tribes  
Tears For Fears: Pale Shelter  
Kim Wilde: Kids in America  
Blondie: Atomic  
A Flock of Seagulls: I Ran (So Far Away)  
The Human League: (Keep Feeling) Fascination  
Nena: 99 Luftballons  
The Psychedelic Furs: Love My Way  
Spandau Ballet: Gold  
Thomas Dolby: Hyperactive!  
Romeo Void: Never Say Never  
Corey Hart: Sunglasses at Night

## Emotion 98.3



**CD:**

Toto: Africa  
Jan Hammer: Crockett's Theme  
Cutting Crew: (I Just) Died in Your Arms  
Foreigner: Waiting For a Girl Like You  
Mr. Mister: Broken Wings  
Roxy Music: More Than This  
Squeeze: Tempted  
REO Speedwagon: Keep on Loving You  
Night Ranger: Sister Christian  
Luther Vandross: Never Too Much  
Kate Bush: Wow

## Flash



**CD:**

Hall & Oates: Out of Touch  
Electric Light Orchestra: Four Little Diamonds  
Michael Jackson: Billie Jean  
The Outfield: Your Love  
Talk Talk: Life's What You Make It  
Bryan Adams: Run to You  
Wang Chung: Dance Hall Days  
Go West: Call Me  
Lionel Richie: Running With the Night  
Laura Branigan: Self Control  
INXS: Kiss the Dirt (Falling Down the Mountain)  
Yes: Owner of a Lonely Heart

**Wildstyle Pirate Radio**



**CD:**

Herbie Hancock: Rockit  
Grandmaster Flash-The Furious Five: The Message  
Zapp + Roger: More Bounce to the Ounce  
Davy DMX: One For the Treble  
Mantronix: Bassline  
Man Parrish: Hip Hop Be Bop (Don't Stop)  
Hashim: Al-Naafiysh (The Soul)  
Cybotron: Clear  
Afrika Bambaataa + The Soulsonic Force: Looking For the Perfect Beat  
Run DMC: Rock Box  
Kurtis Blow: The Breaks  
Whodini: Magic's Wand

**Fever 105**

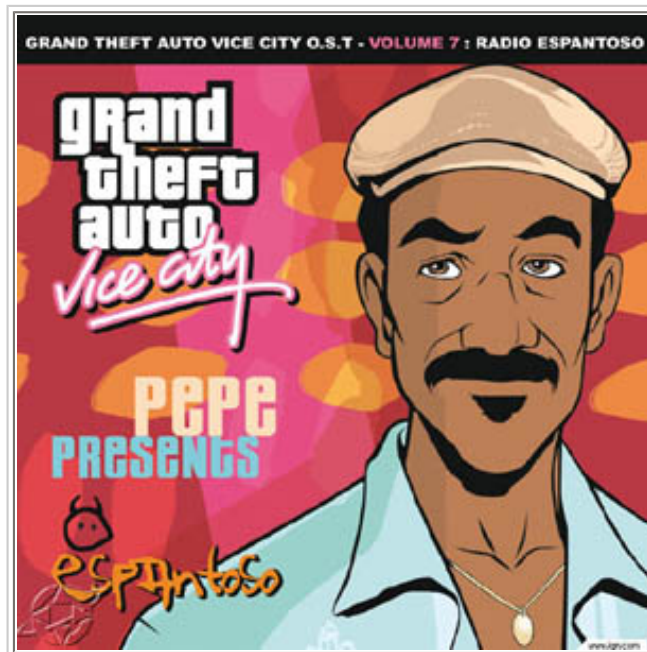




**CD:**

Michael Jackson: Wanna Be Starting Something  
Hall & Oates: Out Of Touch  
Electric Light Orchestra: Four Little Diamonds  
Michael Jackson: Billie Jean  
The Outfield: Your Love  
Talk Talk: Life's What You Make It  
Bryan Adams: Run To You  
Wang Chung: Dance Hall Days  
Go West: Call Me  
Lionel Richie: Running With The Night  
Laura Branigan: Self Control  
INXS: Kiss The Dirt (Falling Down The Mountain)  
Yes: Owner Of A Lonely Heart

**Radio Espantoso**



**CD:**

Deodato: Super Strut  
Cachao: A Gozar Con Mi Combo  
Mongo Santamaria: Me And You Baby (Picao Y Tostao)  
Machito And His Afro-Cuban Orchestra: Mambo Mucho Mambo  
Xavier Cugat And His Orchestra: Jamay  
Mongo Santamaria: Mama Papa Tu  
Unresta: La Vida Es Una Lenteja  
Lonnie Liston Smith: Expansions  
Irakere: Aguanile  
Beny More: Maracaibo Oriental  
Deodato: Latin Flute  
Tito Puente: Mambo Gozon

[On to Real Estate...](#)

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## Missions

This section is intended to get you all the way through the myriad missions of GTA: Vice City. Since there are so many possible routes and different courses of action in this game, our approach to a mission may differ from yours. The beauty of this game is that many, many different approaches work to complete certain objectives.

Since there are many paths through the game, we didn't lay the guide out in chronological order. Depending how you do things, missions will be offered at slightly different times. However, most missions are triggered by another event. We've listed what triggers what in those walkthrough sections where it applies.

To see a mission walkthrough, click on the name of the person who offered it. If you do not see it listed, check the [Tommy Vercetti](#) page, as this is a catch-all for missions related to your criminal empire. Certain missions will only become available once you've purchased property. To see those, click on the business name in the Property Missions chart below.

### Story Missions

<a href="#">Ken Rosenberg</a>	<a href="#">Colonel Cortez</a>	<a href="#">Ricardo Diaz</a>
<a href="#">Avery Carrington</a>	<a href="#">Kent Paul</a>	<a href="#">Tommy Vercetti</a>

### Side Missions

<a href="#">Love Fist</a>	<a href="#">Bikers</a>	<a href="#">Assassination</a>
<a href="#">Cuban</a>	<a href="#">Haitian</a>	

### Property Missions

<a href="#">Movie Studio</a>	<a href="#">Boatyard</a>	<a href="#">Kaufman Cab</a>	<a href="#">Malibu</a>
------------------------------	--------------------------	-----------------------------	------------------------

[Print Works](#)[Ice Cream Factory](#)[Car Showroom](#)[Phil's Place](#)

## Vehicle Missions

- [Ambulance](#)
- [Taxi](#)
- [Vigilante](#)
- [Fire Truck](#)
- [Chopper Checkpoint](#)
- [PCJ Playground](#)
- [Test Track](#)
- [RC Missions](#)
- [Arena Missions](#)

Whenever possible, we've indicated different courses of action to complete a mission. However, if just one possible solution for completing a mission is listed, you can be sure it's battle-tested and mutha-approved. With that, let's start at the beginning.

---

### In the Beginning...

Once the opening cinema concludes, and you escape with Ken, he'll drive you to a safe part of town and drop you off, telling you to meet him in the morning. After Ken leaves, the first thing you must do is get to the Ocean View Hotel. Commandeer the nearest car (Triangle) and navigate through the city streets until you reach the pink dot. The hotel will serve as your save point and a safe house of sorts. Once you arrive, get out of the car and go through the front door. Walk over to the pink tape icon and the game will ask you if you want to save. Unless you'd like to sit through the opening cinema again, it's wise to save at this point. There are eight save slots total. For the time being, you can just keep saving over the same file. Down the road, we'll suggest when it would be beneficial to save in a different slot.

In the lobby of the hotel, go to the glowing pink light. This will trigger a cutscene with Sonny, in which you detail what went down (or didn't) with the deal.

[Continue Missions...](#)

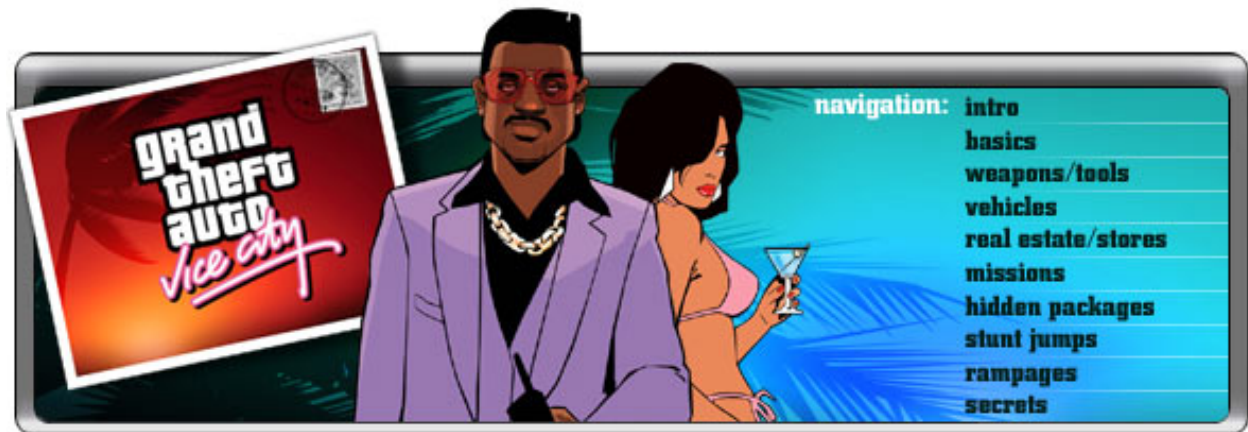
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## Hidden Packages

There are 100 total packages, separated into various sections of the islands that make up the map. Collecting them will yield rewards. Every time you collect 10, something sweet shows up near or in your save house. Keep working on the list... collecting the Packages early will make some of the tough later missions a lot easier. Here's what you get for collecting:

Number of Packages	Reward	Where It Shows Up
10	Body Armor	Ocean View Hotel/Starfish Island Mansion
20	Chainsaw	Ocean View Hotel/Starfish Island Mansion
30	Python	Ocean View Hotel/Starfish Island Mansion
40	Flame-thrower	Ocean View Hotel/Starfish Island Mansion
50	Laser Scope Sniper Rifle	Ocean View Hotel/Starfish Island Mansion
60	Minigun	Ocean View Hotel/Starfish Island Mansion
70	Rocket Launcher	Ocean View Hotel/Starfish Island Mansion
80	Sea Sparrow	Starfish Island Mansion Helipad
90	Rhino	Fort Baxter Air Base
100	Hunter + \$100,000	Fort Baxter Air Base

And here's how to find every Package in the game. The areas are listed alphabetically. Remember, certain areas will only be available when the west island is unlocked after the Diaz: Phnom Penh '86 mission.

## Downtown



1. Head to the VAJ Finance building and search the modern art to find the package.



2. Where the bridge from Prawn Island crosses into downtown, there is a building to the north. Between this building and the water is a package.



3. You'll find one statue in the western parking lot of the stadium.



4. On your way to the Hyman condo roof access, you will see another grassy alley further to the right. Go back there to get your loot.





5. Search the parking garage below the ambulance at the Schuman Health Care Center to find a package.



6. Go into the VCN building south of VAJ Finance. There is an entrance in the front which will take you to the helipad. You'll see the hidden package on the edge of rooftop below the ramp up.



7. Follow the steps on the right side of this building up to a mezzanine level. Enter the office here and search the desks to the right to get the package.

## Escobar International



1. At the southwest end of the airfield, you'll see a Rockstar plane that has two packages near it... one on top and one below. To get on top, use a Packer ramp trunk to jump atop the jetway that's connected to the plane. Then hop on top and grab your package.





2. See above.



3. Use a Packer ramp truck to pull up next to the loading dock (where all the jets are lined up with jetways). Pull up next to a jetway, then climb the ramp. Follow the loading dock all the way to the end to find another package.



4. Behind the air traffic control center, you'll snag another pack.



5. In the northwest corner inside the terminal, you'll get a package.



6. Behind this row of billboards, you'll locate another package.



7. Inside the terminal, go down the second floor jetway at Gate 1-8 to find a package.



8. There's another smaller airport to the northeast. There, you'll find a statue under the north plane.



9. Behind the sign, you'll find a package.



10. Atop the saddle-shaped roof of the terminal, you'll get another package.



11. In a western hangar, you'll see another Rockstar plane. Search under it to find the package.



12. On the south green hangar (labelled McAdams) is another. Use a helicopter to get up there.



13. On a helipad near at the southern end of the airport, you'll find another package.



14. There's a package on top of the building next to the seaplane hangar where you found a Viceport package. Use a helicopter to get it.

## Leaf Links



1. At the last stall of the driving range, you'll see this package.



2. At the end of the twisting road, you'll see a sand trap. The package is in it.



3. Under the bridge you came in on, you'll find a package.



4. On the island in this water hazard, you'll snag another one.



5. You'll get the last one on the southernmost bridge on the course.

## Little Haiti



1. A couple buildings north of Kaufman Cabs, head into the alley. There's an inset staircase where you'll find the package.



2. East of Kaufman cabs, you'll find a package on the stairs of a home.





3. Inside the red barn in Phil's Place, you'll grab a statue.



4. Go out the back of Phil's place and near the water (at the corner, looking toward the stadium) you'll find one.



5. In the southwest corner of the lot behind the Moist Palms Hotel, you'll find this ramp. Nearby is the package.



6. Use the ramps on the rooftops of the Print Works to jump over to the building just north of it. Or, find the hidden staircase on this building to take you to the rooftop. On the corner of the roof, by some AC units is another package.



7. There's a tiny area behind Funeria Romero. Follow it back to fina shallow grave, and a package.



8. On the roof of the building across from the Jack Hammer Hall billboard, there's a statue in the lower portion. Use the helicopter to get it, or the ramp leading up to the bribe one building over.

## Little Havana



1. Go behind the fence below the Life's a Beach sign to find a package in the shrubbery.



2. You'll find one package at the 24-7 doughnut shop.



3. You'll find one package inside the laundromat.



4. Near the laundromat is a light green house for sale. On the ramp is a hidden package.



5. Use the staircase behind the bakery to climb the building near the Kaufman Cabs billboard (near the Cuban mission cafe). Hop over to the next building and climb its ladder, then use this to leap over to the walkway in front of the sign. Package acquired.



6. Across from the Cuban cafe, there is a package hidden behind the low concrete wall.



7. Go upstairs at the car dealership to find another package.



8. The final package in Little Havana can be found on top of the building with the red awning just down the street from Pizza Place. Use the stairs in back to get roof access.

## Ocean Beach



Next to the helipad near the southernmost house in Ocean Beach.



2. Go to the lighthouse on the southeast point of Ocean Beach. You'll fight the package on the steps.





3. In the carpark next to Cortez's boat, drive to the bottom level. You'll find the package in the corner near the exit door.



4. Off the southwest tip of Ocean Beach, you'll see a bunch of pole buildings in the water. On a rock formation nearby, you'll find the package (it's on the steepest slope).



5. On the wooden pole building with the rampage (in the same stretch of water), you'll find the last package. Use the nearby ramp to vault up on to the structure.



6. Underneath the southernmost bridge on the map. Go around the right support, and find the package under the bridge on a narrow ledge.





7. On top of this building (to the right). Stunt jump over to it, or land on it with a chopper.



8. Behind the Ocean View Medical Foundation Research and Development building near the western coast. You'll have to go all the way around the front of the building, then backtrack along the water to find it.

## Prawn Island



1. Once you own the Movie Studio, head inside and explore C Stage to find a package.



2. Also in the Movie Studio, there's a package atop the blue building next to D Stage. Use a flying device to get up there.



3. At the end of this cul de sac is another package (on the east edge of the island).



4. Go across the street to the large, rundown mansion to the west (nearest Downtown). On the porch near the water is another statue.



5. Inside the dilapidated yellow mansion on the northeast corner. Go inside and look for a room on the first floor with a missing wall. Climb up the right staircase and edge off of the broken balcony to drop into this room.

## Starfish Island



1. Diaz/Vercetti mansion. Go all the way to the west end of your (or Diaz's) property (there's a low wall there). Follow it back toward the water to find a package in this narrow corridor.



2. Diaz/Vercetti mansion. When facing the house, go left all the way around the pool. On the stairs near the water, is a package.



3. At the front entryway of the gated house with the American flag out front, you'll snag a package.



4. In the pool area of the house directly across the street from the Vercetti/Diaz mansion.



5. Find the house with the Rockstar pool. Go around back and climb the stairs to a raised patio. There, you'll find a package.

## Vice Point



1. Across from the Malibu, on the roof (the one with the pool) you'll find a package. Use the helicopter to get it.



2. Inside the Pizza Place is a package.



3. Right next to the Pizza Place is an apartment building. Wedged behind the staircase is a package.



4. At the construction site, climb up two levels of planks and look for a long I-Beam jutting toward Leaf Links. Walk to the end of it to collect the package.





5. Go to the alley behind the Spandex store near the construction site to find another.



6. Inside the Jewelry store, you'll find a package. Stick it up while you're there.



7. On a dock that looks toward Leaf Links (on the peninsula near the construction site), there is a statue spinning lazily in the breeze.



8. In the lot adjacent to where you find the Sparrow Chopper, in the corner of a wooden fence.





9. You'll find another package behind the Jocksport sign nearest the water on the RC Bandit track (on the beach).



10. East of the North Point Mall, you'll see an apartment building. Go around the right side of the building and search to find the package.



11. Between the two north entrances of the North Point Mall, you'll find another package.



12. On the second floor of the North Point Mall, you'll find a package on a ledge overlooking the escalator.



13. On the second floor of the mall, on the east wing, you'll see a package between the two Sale signs.



14. In the parking ramp attached to the mall, you'll find a package in a corner on the ground floor.



15. In this area under the bridge leading to Prawn Island, you'll find one.



16. You'll find another package in the parking lot to the right of the Malibu.



17. In the pool area behind the hotel northeast of the Malibu you'll find another statue.



18. You know the sharp turn that curls around the high rise hotel on the westernmost point of Vice Point? Go to the tip of it (inside the wall) to collect another package.



19. Behind this same hotel is a diving board. Climb up it to get the booty.



20. Mercedes' house is near the bridge that leads to Leaf Links. It's all lit up in neon at night. Near the north exit, you'll find a package.



21. Right next to the Malibu is another building with a rooftop pool. Up here, you can also find a package. The way to get up here is via helicopter. Try to land in the pool.



22. Across from Mercedes house is the building you were on top of on "The Chase." Climb the stairs up there and go to the second roof to find the package in a corner.

## Viceport



1. Get on the cargo ship parked near the entrance to the Boatyard and search the side near the water to locate a package.



2. Under the Port Authority sign, you'll find another.





3. Use the helicopter to land on the Chartered Liberty Lines ship on the southern tip of Viceport. There, you'll find another package.



4. Across from the dealership, you'll see a bunch of large cylinders. You'll have to go around the fence in order to get in. Drive past the Hooker Inn and bust down the gate, then use the ramp here to vault over the chain link fence. The package can be found between the cylinders, under a bent pipe.



5. In the lot where you jumped to get to the tanks, you'll find a package between a blue and yellow tractor trailer near the gates.



6. In the apartment buildings near the entrance to the shipyard, you'll see a package in a concrete courtyard between buildings.





7. Head to the end of the docks, where you'll find 8-Ball's garage. From here, go north to find the package in a distant doorway.



8. Drive past the Hooker Inn, headed toward the airport. Go into the left hangar and search the office (it's that long, gray room that looks like a boxcar on the same level you're on). You'll find the package in a corner.

## Washington Beach



1. On the back walkway of 1102 Washington St. (one of your save houses). Walk left and around from your save point and you'll find the package.



2. Go behind the multistory pink apartment building near the Washington Mall. Near the pool is a package and body armor.



3. On the steps of this lifeguard shack.



4. Go inside the cop shop (in the triangular shaped segment at the north end of Wash Beach). Brave a warning level and charge into the second floor office to get the package. It's best to wear body armor during this excursion.



5. Drop under the bridge that takes you to Starfish Island. The package is stashed on the path directly underneath.



6. Very close to where you got the last one, you'll see a package in the stalls near the hotel. It's in the first stall.



7. Also nearby is a low-lying building with neon trim. Walk through the water here to a small porch area. Stashed in a corner is another package.



8. Insane jump up to this package. There's a ramp behind this building. Get a head start down the alley (where you chased the Haitians on dirt bikes) and vault off of the metal staircase to land on the building ahead. The package is on that building.



9. Near the bridge that leads to the construction site (on the Washington Beach side).



10. On top of the tall blue and white building near the construction site. Get it with the helicopter.

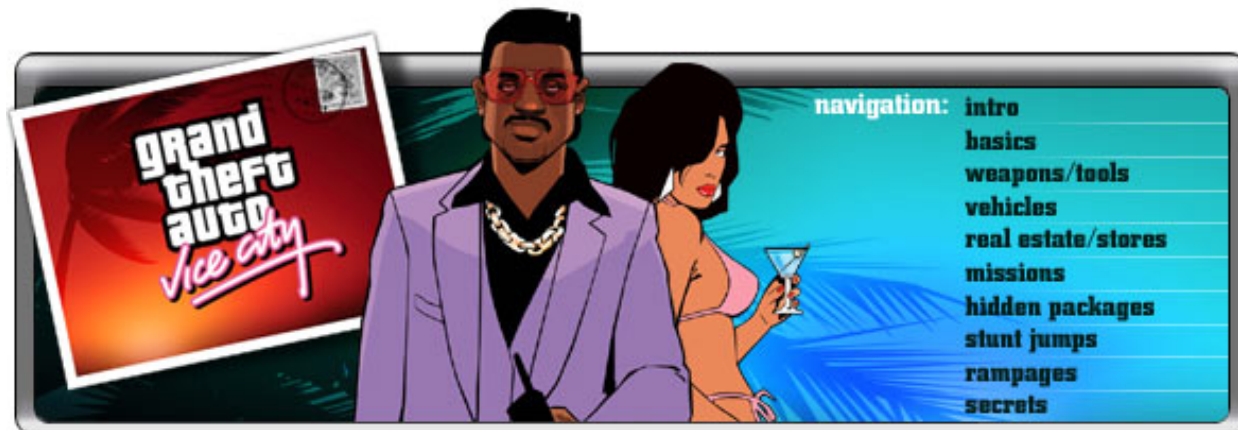
**On to Stunt Jumps...**

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## Stunt Jumps

Yet another thing you can do with this excellent game is perform magnificent stunt jumps for money, notoriety and, ultimately, percentage points toward acing the game. There are two types of stunt jumps: insane and unique. Insane Jumps can occur anywhere. As long as your jump goes big or includes enough spins, you'll get money (and prestige) from it.

Unique Stunt Jumps are what you're after. These occur at certain pre-appointed places on the map. In order to complete one of these jumps, you'll have to take off from a specific point and land at another. In the sections below, we'll discuss just how to complete each of the 36 Unique Stunt Jumps in the game.

Note: We recommend that you approach the Unique Stunt Jumps as the final leg of your gaming journey. Many of them can be completed during the course of the walkthrough. If a specific walkthrough section is listed in the description of the jump, refer to that section to read how to do it.

Also, it's always wise to do these jumps with a PCJ-600. It allows for the most speed in the shortest distance and is easy to land, to boot.

### Downtown

1-3. Three of the Downtown jumps occur on the "G-Spotlight" Movie Studio mission. Complete this mission to score the jumps.

4. The fourth occurs during the "Hog-Tied" Biker mission. Get a head of steam cruising down the street directly at the Downtown Ammu-Nation. Vault off of the stairs on the right side of the street and land atop Ammu-Nation to earn the jump and the street cred.

---

### Escobar International

1. In front of the terminal is a surfing billboard. Back up into the next terminal parking lot to get the



speed? then floor it toward the billboard. Hit the ramp section and fly to the rooftop. Land the jump and you'll score.

2. On the east side of the parking lot is a set of mobile stairs. Speed into it to launch over the fence and come down in the parking lot across the street.

3. Southwest of this jump is a ramp that leads up to a jetway. Gain some momentum and vault off the ramp to go over this suspended tunnel and land on the other side.

4. Southeast of the last jump, you'll see two tilted ramps. Back up to gain speed and hit the higher of the two to launch over the fence and land in the street.

5. There is a similar jump to that of #3 just south of the terminal. Sky over the jetway to the west to get the jump.

6. There is yet another jetway jump on the other side of the loading tunnel. Head east and jump over the ramp to score it.

7. Near the angled intersection in the southern part of the runway area, you'll see a rotating radar dish. Sky off of the yellow ST85 sign to gain this jump challenge.

8. Also near the dish is another movable staircase. Gain a huge head of steam and vault off of it to score the jump (It's predicated on how high you get).

---

### Little Haiti

1. Find the school bus on the western side of town. Use the long grassy alley south of the bus to gain speed, then ramp off the planks over the bus and the first building behind it to grab the jump.

2. You've seen this one countless times. Know the ditch that runs parallel to the main street? From the Little Haiti side, hit the ramp next to the ditch at high speed to launch in the air, through the bribe and land in the parking lot of El Nuevo Supermarket.

3. Remember the Chopper Checkpoint challenge in Little Haiti? Behind the rooftop with the chopper is a ramp of planks leaning on some storage containers. Speed up it and jump to the roof with the 'copter to collect the Jump.

---

### Little Havana

1. Use the various ramps south of the cafeteria to get atop this building. Line up a jump from the Calle Cafeteria building to the 1-HR Photo building. Land safely and there you be.

---

### Ocean Beach

1. Use the ramp to jump from the top of the Washington Mall carpark and land on the Beach Scooter store to grab the jump bonus.

2. Remember Cone Crazy? Get on this carpark's top level and jump from the corner ramp to the south and land on Collars and Cuffs to score the jump.

3-4. Head over to the area near where you got the Colonel's missions. Go to Pier 1 and supercharge your bike, launching off of the wooden ramps here to get the jumps? two of them in a row.

5. Headed the opposite way as described in Jump #7 of Washington Beach, hit the pallettes and launch high and far to pass.

6. Near the Pay N Spray is a raised white building (at the end of PCJ Playground). Back up down the alley across the street and hit the stairs below at high speed to vault on to the distant pink rooftop. Land and keep going.

7. Continue forward and blaze off the ramp ahead. You'll net yet another jump.

8. Head to the low white building with vent ramps. Sky off of these and land on the eastern building to net the final Ocean Beach jump.

---

### **Prawn Island**

1. Head up the ramp on the building just left of the bridge (when coming from Vice Point). It's on the southwest corner of the island. Use the ramps to get to the highest point of these rooftops, then back up all the way to the edge of the longest one and speed toward the ramp that overlooks the movie studio. If you hit it at a good enough speed, you'll vault into the studio lot and grab the jump.

---

### **Starfish Island**

1. There is only one jump on the Starfish Island. It's on the south side of the brown house near the north part of the island (on the semi-circle road). You'll need to hit the stairs on the south side of the house with enough velocity to land in the neighbor's yard after clearing both hedges.

---

### **Vice Point**

1. Just south of the Malibu, you'll see a ramp heading across the river. Get some speed up, zip over the ramp and land on the other side to grab the jump.

2. Just south of this is another ramp jump. This time, though, you want to rip it in the grass heading toward the southern bridge. Use the ramp at its base to sky over the bridge perpendicular-wise.

3. Head across the bridge to the building with orange girders. Drive your bike up until you see a long girder that's angled slightly up. Drive off the end of this sucker to net the jump.

---

### **Washington Beach**

1. Use the concrete bank south of the little bridge across the river to sky up and over the river and over the concrete ramp on the other side.

2. The opposite jump from the last one. Find the concrete ramp near the river wall, then back up and

let 'er rip. Come down on the other side to score the jump.

3. The PCJ's playground first jump (near the last one). Use the wooden ramp to launch up over the next ramp and on to the building beyond it.

4. Near the same ramp is an alley (to the left while facing the ramp). Gain speed down the alley, then hit the ramp on the right side, sky off it and land on the building beyond to score the jump.

5. In this same alley is another stairway jump. It's at the corner of the opposite building. Start from the east and shoot between the pole to hit the corner stairs. Sky over the building and land near the police station to grab the jump.

6. Further south, you'll find another set of stairs on the right side of this long alley. It's the same jump you use to get to the hidden package. The building is the one you visit on the second Assassination mission. Land on it to finish.

7. Keep heading south (you'll do this anyway on the PCJ Playground mission). Sky off of the tilted pallettes on the right side of the alley to land on the building ahead.

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[On to Secrets...](#)

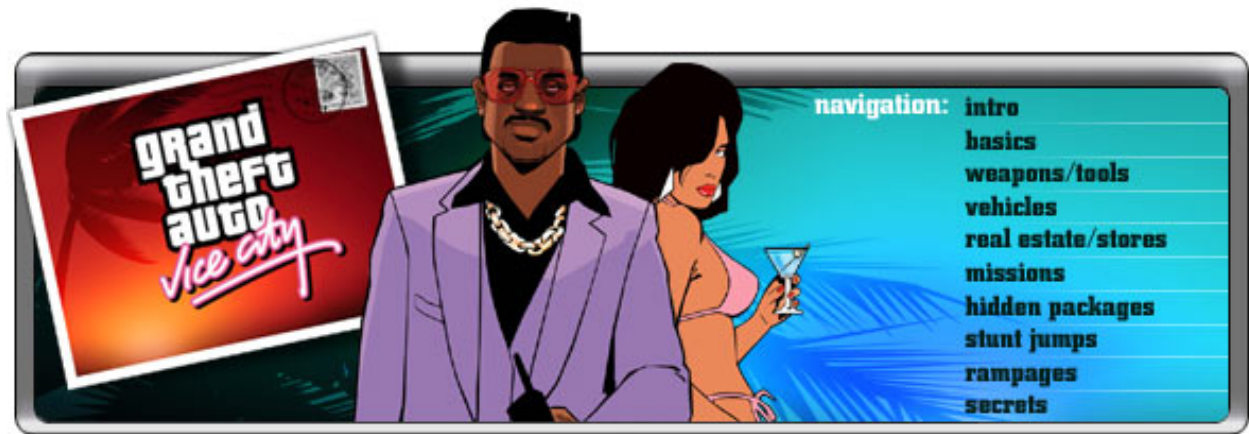
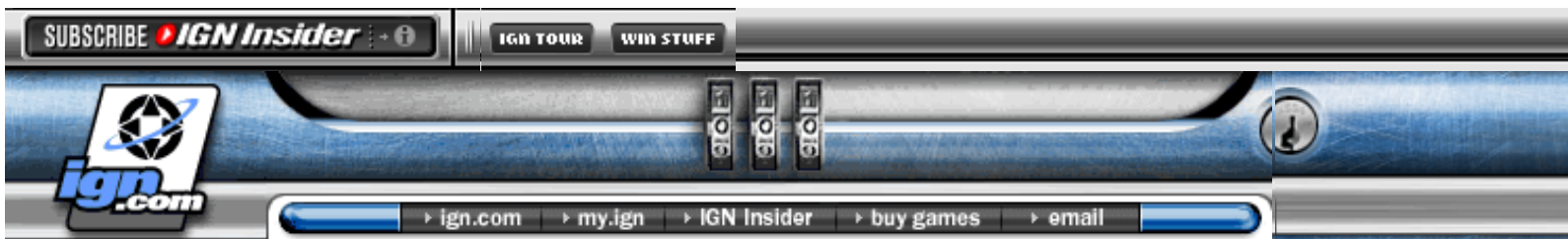
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## Secrets

Check out **IGN Codes** for the latest cheats and hints for *Vice City*.

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Also, there's a shark.



[Back to Intro...](#)

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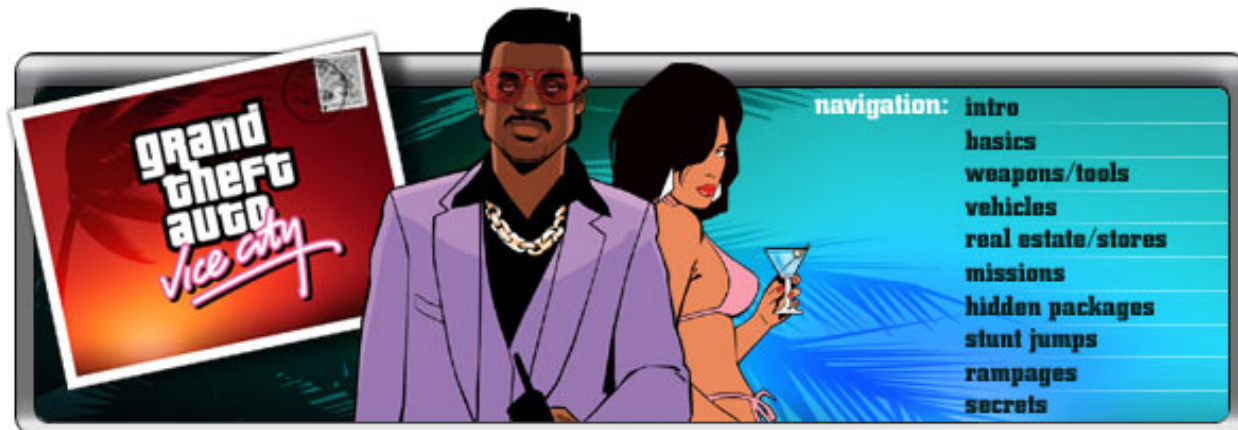
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## Introduction

The Eighties brought us many things: hot pink, legwarmers, cheesy synth pop, big hair and crime. Drug crime. Lots and lots of drug crime. Of course, we don't mind. All the coke lords and shootouts and vendettas make for a lot of quality entertainment. Without 80's crime we wouldn't have had *Miami Vice*, *Scarface*, *Tango & Cash*, and now... Grand Theft Auto: Vice City.

Set firmly in the Reagan Era, Vice City is a continuation of everything you learned from the first game. If you think that by now you're a smooth criminal, think again. Vice City packs a lot of new stuff into the experience: new missions, new weapons, new music, new cars, tons of secret jumps and hidden packages, and, of course, lots and lots of cops to avoid.



The game has added some cool features as well. Now you can buy up pieces of the city, ride motorcycles and scooters, aim, ghost ride cars, go inside buildings, and much more. It's an even fuller experience than the last game was... and that's saying a lot.

Here's the story. You, Tommy Vercetti, have been sent south from Liberty City to Vice City, Florida to do some business; some drug business, with some unsavory cats who just might have it in for you. But the deal goes sour and you have to figure out what went wrong and survive the streets of Vice City. Who knows? Maybe there will be some opportunities for expansion...

Our guide will help you in all aspects of your conquest. We've got a detailed walkthrough with multiple solutions to each mission, a full secrets section, Unique Stunt Jump tips, Rampage info, locations of all 100 Hidden Packages and more. Now grab a bat and let's get to work...

**We also have a full guide for Grand Theft Auto III available. Click on [this link](#) to go there now.**

**Another Quality Guide by:** Chris Carle

**Note:** This guide was originally written for the PS2. While every effort has been made to update it for the Xbox, some controls in the walkthrough may have slipped through.

[On to Basics...](#)

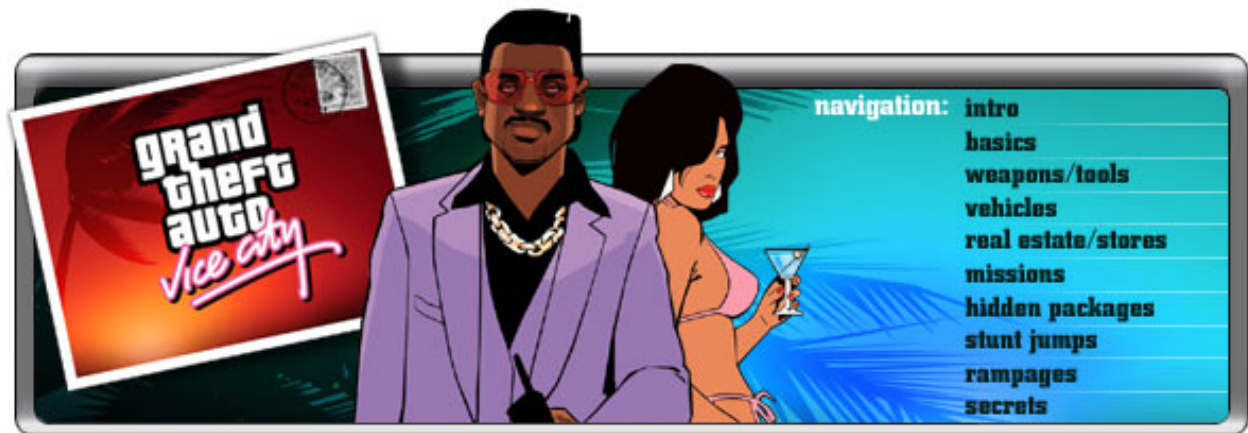
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## Missions: Tommy Vercetti

### Shakedown

Now that you're the boss of this town, you'll determine your own missions. You can find the pink marker right in front of your office. Just step on it to trigger the first phase of city cleanup under your reign. Lance, Avery and Ken are present for the meeting. They agree they need to take a strong position with local businesses, in order to send a message that there's a new king.

Grab some Body Armor (near the steps near the car) and make sure you take the Uzi. Get in the Stinger and head over to North Point mall. You have five minutes to smash up all of the storefronts and convince people they need protection from you. Good scam, huh?

Start on the lower level. Just work your way clockwise around the mall, shooting out the windows that appear as purple blips on the display. Make sure you have all of the windows before moving on, because there won't be time to come back.

There are plenty of cops in the mall, so your antics are bound to get noticed. Just keep moving and they shouldn't be able to touch you. The body armor will absorb any bullets that actually get to you... but these cops are lousy shots. Once you're done with the lower level, take the escalator upstairs and do the same thing... clockwise until you finish.

Once this is done, you'll get \$2000 and be able to buy properties all over town. It's much like buying up save houses, except that these buildings have the potential to make money for you, which will lead to further city dominance!

**Hint:** It may seem crude, but now that you have your own place, a lot of thugs will hang around the premises. If you ever need a cheap gun, just kill one of these guys who's holding, and voila! Instant firearm. They'll also cough up money.

### Bar Brawl

Some bar's security force is moving in on your turf. Take a couple of goons to the bar to go rough them up. Drive to the bar (it's the yellow blip). You'll find two security guards out front. Either drive

them over or dispatch them with a little Uzi fire, then talk to management by stepping on the pink marker.

He'll tell you that the security is from DBP, and that you should work it out with them. Get back in the car and head over to DBP before they take off. Drive over there and park your car directly in front of the alley they're holed up in. This will prevent them from taking off. Spray them with Uzi fire until they go away. It's pretty likely that cops will show up, so watch your back. Try to make the work go as quickly as possible. Explode the car to speed things up. Or, if you brought grenades to the party, chuck a couple of those in the enclosed area to clean things up.

When this cordon of men goes down, two more escape on motorcycles. Get into a fast car and chase them. You can use the drive-by method to kill them, but it's a lot easier just to run them over. Just make sure they're dead (you'll know when the yellow dot disappears). For your trouble, you'll gain \$4000.

**Cell Phone:** Around this time, Lance will call, and he's upset. He feels like you've been cutting him out of the business, and he doesn't like it one bit. Although you tell him to calm down, he still sounds unsettled at the end of the conversation. Looks like there might be trouble ahead.

---

### Cop Land

This time, the mission marker appears outside the mansion near the left staircase. One of your guys screwed up bombing a place and now you've got to do it yourself. But the place you're going to hit is crawling with cops. You're going to have to disguise yourself as Johnny Law in order to get in.

You'll have to get a wanted level and make the cops chase you to a garage in Vice Point. The easiest way to get a cop irked is to rear end him. You can also run over pedestrians or a cop in front of a car. Whatever's clever. Two wanted stars are better than one, though, since you're more likely to get heavy pursuit, which will speed the mission up.

Once the cops are following, drive to the pink blip on the map. Get a cop car or two foot cops to follow you into the building. The garage door will close and there will be a struggle. When the door opens, you'll emerge dressed in cop gear.

Now get into the cop car parked next to the garage and head into North Point Mall. Go to the Tarbrush Cafe (the pink blip) and plant the bomb. Get out of there fast... you don't want to be around when the bomb goes off, and you definitely don't want to get caught by the cops when your wanted level goes to five stars. Because that's where it's headed.

Make sure Lance is following and get the hell out of the mall. Remember where you parked your ride, then get out that exit. It's imperative you get into a vehicle as soon as possible once you step outside, or you'll be run down and swarmed by the cops.

With five wanted stars, you're going to need some fancy driving to evade everything that's coming your way. Remember... keeping your vehicle under control is more important than going fast. You don't want to flip or get turned around, or that will be the end of you. Try to take the shortest route possible back to Vercetti Estate.

On the way, you can pick up some Bribes to lessen the police threat. There's one in an alley near the garage where you jacked the cops, and another one between some hedges near the pizza joint.

I'm not going to lie to you, this one is difficult, and it may take a few tries to finish. But the reward is sweet. Now your mansion will generate \$5000 worth of income per day, in addition to the \$5000 you picked up for completion of this job. You'll also have a Stretch limo at your property. Nice.

**Note:** There are a few Vercetti missions left, but you'll have to do some other stuff before they will be

triggered. In the mean time, buy up all of the property you can in the area. The Pole Position Club and Car Showroom are two good places to start with. make sure you buy up all of the save houses as well, especially the Hyman Condos in Downtown. This building has access to a helicopter as well.

The Malibu, Movie Studio and Printworks will have to be acquired before you can access the rest of the Vercetti stuff, which is effectively the end of the main story. Concentrate on finishing all of the Property missions and building your empire...

**Cell Phone:** You'll know it's time to wrap things up when you get a call saying there's a situation at Printworks. That's how you'll know you've done enough to trigger the final missions. Head over there to get the party started.

---

### Cap the Collector

Sonny Forelli has been by the Printworks and beaten up the old guy. It's time to set things straight with that a\*\*hole and show him what's what.

It appears that several Mafia guys are taxing the businesses you own. Pricks. The first one they hit is the Car Showroom. Get in a fast car, like an Infernus, and get over there. Catch them in the act and run them over. Or get out of the car and take them down with a weapon. Gentleman's choice. When they drop, take a look at the next dot on the map and follow that. Try to predict what business they're after and camp out there. As they drive up, mow them down with your car. Then get out and finish the scraps.

Once you polish off the second crew, reinforcements will be close behind. Track their purple dot on the map and go to it. Do the same with these stooges... run them over when they get close. Or, just haul out the Rocket Launcher and wait, and when they enter your field of vision... BOOM! There are six collectors total... two per bike. Kill them all and the mission will end. \$30,000 will be yours.

**Cell Phone:** Lance will call on the cell, saying he's got big problems. Head to the mansion right away.

---

### Keep Your Friends Close...

When you get to Vercetti Estates, beef up on health and weapons before triggering the mission at the top of the stairs. Once you're armed to the teeth, go to the pink marker to see how this mess is going to play out.

Ken is freaking out and Lance... well, Lance is an ass. When Sonny shows up, it turns out that your new "friend" is no friend at all. The tension is thick during your conversation with the big man. Turns out Lance sold you out and ratted on you about the counterfeit you tried to give Sonny. Looks like it's mattresses up.

When the cutscene ends, you'll be in your office. The idea is to protect the safe from the goons who are coming to collect. Just stand in the center of your office and aim at the door. Use a powerful weapon like a Shotgun or Colt (there's a Colt reload by the door) to kill the mobsters one at a time as they run up. Soon, a message will appear to go kill Lance.

The game will tell you that thieves are robbing your safe. Let them, as long as you have enough to burn. Your only concern is Lance. If you have the Minigun (from collecting packages), now is the time to pull that sucker out. You can save yourself a lot of hassle by handing it to him quickly and scooting back to your office to kill the thieves.

If you don't, it's a chase to the rooftops. There are a lot of extra bodies there, so it's a tough little fight. One thing you can do to make it a little easier on yourself is run down to the first floor. In the side office, you can grab another Body Armor and some health. From down here, you can pick off Tommy's



helper thugs as well, while staying on the move.

When you've cleared out Lance's helpers, make your way up to the rooftop. Once there, duck behind the barrels and only come up to target and shoot. When all of the other thugs drop, it's you vs. Lance. Use your most reliable weapon to take him down. Once he drops, get to the heli-pad and grab the health, then head back inside.

Go quickly back to your office. Forelli will show up with a contingent of fresh blood and a Ruger. Defend your office for awhile, ducking behind the chair and popping up to wax guys Remember... there is a health right behind this chair, so grab that if you need it. When the coast is clear for a second, make a dash for the side stairwell (go for the right one if facing out of the office). Fight through thugs all the way to the ground floor. There, in a small room, is more health, another Body Armor and some weapons. Grab what you need and head up one floor, then follow the hallways to the main foyer.

Forelli is hanging out by the front door. You can't see him from this angle, but if you step into the room, you should have a shot. Use the pillar nearby as cover. Wait for him to shoot, then pop out and pump some lead into him, then quickly get back behind the pillar. If he lights you up, run back down to the room you were just in to refill on health. Then come upstairs and repeat the process. Forelli is one tough SOB, and he won't go down easily. Just be patient and don't get greedy. If you're disciplined, the whole thing will go a lot faster.

When you kill Forelli, the main story will end. Congratulations! This is a pretty tough game and you came through with flying colors... mostly red. There's a whole lot more to do, though. Go find all the [Hidden Packages](#), go on a few [Rampages](#), do some [Vehicle Missions](#), or finish up the extra [Missions](#) you haven't yet gotten to. There's so much left to do... get cracking!

[Back to Missions...](#)

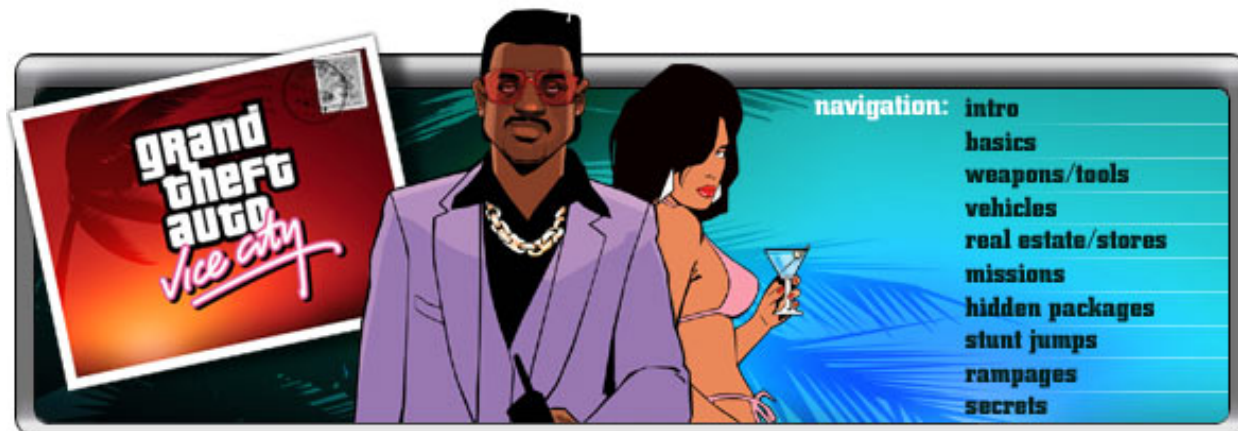
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## Missions: Vehicle Missions

### Extra Missions

Certain vehicles in Vice City have double uses. Sure, they can be used for transportation, but they can also be used to make some money and have a little fun as well.

#### Taxi: Taxi Driver

The idea here is to pick people up and take them to their destinations, a la *Crazy Taxi*. For once, you'll actually have to drive somewhat sane and avoid collisions. Try not to kill anyone in your car, while you're at it.

Maneuver the cab near one of the yellow blips, which is called a Fare. Like picking up a hooker, just brake and wait for the person to get into the cab. Then a pink blip will appear, indicating where the person needs to be dropped off. You usually have about one minute to get from one point to the other, and usually, this requires some vicious driving. These areas are huge, and often the Fare wants to go quite a long distance.

The idea behind being a Taxi Driver is making money, so it behooves you to go after the long distance Fares, simply because they pay the best. Once you rack up 100 Fares delivered, you'll get Boost, which allows you to "jump" in cabs by clicking the analog stick once you're going fast enough.

#### Pizza Boy: Pizza Delivery

Grab the Pizza Boy bike at one of the pizza joints. As soon as you get on the bike, you will have six pizzas in your satchel, ready for delivery. You'll have five minutes to deliver them all. The first level only requires you to deliver one pizza of six. The next time, it's two, then three, etc.

Follow the map to the yellow dots. As you get near the person who wants the pizza, go into drive-by mode (R2 or L2 depending which side the pizza wanters is on), then press Circle to chuck the pizza. Stop if you can to make sure that the throw is lined up right. When all the pizzas in an individual run are delivered properly, head back to the restaurant. Also, if ever you run out of pies, you'll have to return to the shop to get more.

Lucky for you, most of the time, you just have to memorize one pattern. Pizza patrons always seem to show up in the same places, so make sure you strategize accordingly. Always save the ones nearest

the shop for last, in case you have to come back to get more pizzas.

You will be paid for all of your trouble, of course. You get \$10 per pizza, and \$5000 if you finish the whole run. In addition, if you get to Level 10 of this challenge, your maximum health will increase to 150. Each time you refill your health, that will be your starting number. That comes in handy in some of the later missions.

### **Ambulance: Paramedic**

The easiest way to get an ambulance to arrive is to beat down somebody on the golf course. When the paramedics show up, steal their ride. Then drive into town and click the analog. These are a lot like the taxi missions, except that the destination is always the same... the hospital. The ambulance entrance is hard to get to, so make sure you get in the vicinity of the hospital as quickly as possible, so you have adequate time to steer the patient into the right hands.

After you drop off one patient, more will appear. Choose the easiest one to pick up and get there fast. As with other missions, the more patients you deliver safely, the more money you get. In addition, if you get to Level 12, you'll be able to sprint infinitely. This is definitely a handy thing, so try really hard for that Level 12.

### **Law Enforcement Vehicles: Vigilante**

The Vigilante missions can be performed in law enforcement vehicles. You can do one in a police car, but also in a Rhino (when that's unlocked by collecting packages) or a Cheetah (provided you steal it from one of the undercover coppers).

No matter what vehicle you choose to use to complete the mission, the principle is the same: track down and kill whoever appears on your radar. You'll want to be loaded up on drive-by weapons before you choose to do the mission, as they will be crucial to your success. Make sure to brush up on your car-ramming skills as well.

Each time you complete a Level, you'll be given more time. Run out of time and you're done. Kill, and you'll be good. Reach Level 12 of these missions and you'll unlock 150 Body Armor. Now when you pick up a vest, it'll take more damage and shield your precious bod.

### **Fire Truck**

The fire truck was available in GTA III as well. You can easily find one downtown near the police station. Get in and click the analog stick and you'll be alerted to a fire in the area. Drive over to it quickly and put it out using the Circle button. It's not all that easy due to the ungainliness of the Truck. You can use your siren to clear some traffic, but for the most part, what drivers do will be as unpredictable as ever. If you finish Level 12 of this mission, you will be Fireproof. That doesn't mean you can sit in an exploding car... but you can run through fire with no problem!

---

## **RC Missions**

There are several radio-controlled vehicles stashed throughout Vice City. Whenever you see a Toyfun van sitting alone, that's your cue to get inside and have a little miniature fun. Check out the RC challenges that await, and where you can find them:

### **RC Bandit**

The RC Bandit Race can be found on the Northern stretch of beach in Vice Point. Look for the Top Fun van and get in to trigger it.

This vehicle is a little smaller than you're used to dealing with, but that doesn't mean it's any less difficult. The idea here is to race around the dirt and hit all the checkpoints for three laps straight. Oh, and finish in first place. This is like any other checkpoint race, and the same ideas apply. What's most critical to getting good laps times is using the R trigger. Tap it slightly as you turn corners to pick up an ever-so-slight advantage over your competition.

If you know your race is over and want to begin a new one, drive your car off the track and into the ocean (kind of like Kate Chopin's *The Awakening*). It will explode, and you can do the challenge again. Or, just press Circle to self-destruct.

When you win, you'll be awarded \$100 (and move ever-closer to that 100%). If you play again and beat your previous best time, you'll get \$100 more.

### **RC Baron**

You'll find the Topfun van on top of the parking garage north of the North Point Mall. Get in to trigger another RC checkpoint race. This is similar to other checkpoint races. Fly through all the markers before everyone else and you'll win.

This mission can be challenging simply because you are not used to controlling this little plane. The most important part of the race is the beginning. Press A as the timer counts down, then pull back (down on the stick) immediately to take off. Then just navigate through the markers. Use the little map to see where the next one is, and maintain roughly the same altitude as the other planes. You don't want to fly over a marker!

If you need to turn, use the triggers, and don't lay off the A button for any reason. If you get outdistanced, press Circle to self-destruct. If you take first place, you'll earn an amazing \$100 (and inch closer to that 100%).

### **RC Raider**

You'll find the final van near the airport entrance to the south (it's where the road forks slightly at the southern end of the map). Get in the van to trigger the RC helicopter challenge. Time isn't an issue with this one... but sensitive controls are. You haven't piloted this little bird since the Avery Carrington missions, and it's quite delicate. The thing you'll most have to avoid is banging this sucker into every surface in sight. Take a moment to flutter and get used to the controls as soon as the challenge begins. After all, the time it takes does not matter.

Make sure you have a light touch with the Analog Stick. Pushing it forward slightly will cause the copter to fly forward. A, of course, causes the mini-chopper to rise, and Square forces it to lose altitude. The best way to stay a steady course is to lightly tap the A button while ever-so-slightly pushing forward on the stick. Use this method to navigate the course. If you need to turn, use the R and L buttons to swivel.

Take it slow and line up what you're going to do before you go full steam ahead. In this mission, finishing is more important than finishing fast. Once you get all 20 checkpoints, you'll get that sweet \$100 that makes it all worthwhile.

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## **Arena Missions**

At Hyman Memorial Stadium in the northwest corner of Downtown, you can take part in some large-scale arena sports. The events differ depending on the night. Just take a look at the billboard outside the stadium to see which one's on tap. You'll have to come back three consecutive nights (after 20:00) to do them all.

### **Hotring**

This event is like a short track NASCAR race. You are in a huge pack of cars driving in a ring, and the only way to go is left. The object here is to finish in the top three after twelve laps. If you finish first, you'll earn \$5000 for first, \$1500 for second and \$500 for third place. But finishing is only part of the challenge. You'll have to keep your car healthy in order to win.

To this end, you'll find a pitstop midway around the track. Stop your car within the large pink marker of the pits and your car's health will slowly climb. Fill your meter to the brim before continuing with the



race.

As you keep racing, more and more cars will get damaged and explode. Make sure you avoid the explosions, or you could be looking at an early exit. If your car is destroyed, your night is over.

Apart from generally good driving, make sure you tap your handbrake around turns and avoid large groups of piled-up racers. Pit whenever your car is smoking, or you likely won't finish the race. You can use weapons if you want... so if you feel you can gain an advantage by gunning someone down, by all means do it. If you get disqualified, you can race again the same night by reentering the arena.

### **Dirtring**

The Dirtring challenge is a checkpoint mission, but not one like you're used to. This one is not timed... it's purely a test of skill. There are 32 checkpoints scattered around the arena, and you have to touch 'em all. The problem is, many of them are in some pretty precarious positions.

A lot of them are on top of thin, uneven brick walls, and you must ride along the spine in order to collect them. Most of these can be completed by carefully lining up your tires, then backing up a stretch, then gunning it straight forward over the thin span. There are several similar challenges with narrow planks leaning on buses and wrecked cars. The same rules apply: take the time to line up your path, then speed forward!

There are a couple loop-de-loops here as well. The important thing here is speed. Back up a good distance, then blaze. If you're going fast enough, you'll make the full revolution without wiping out.

Everything else is a breeze. There are a couple hoops to jump through and a dirt course to navigate, but these things are simple. The first time through, just take your time and make your jumps. When you get all 32 checkpoints, you'll pass the mission and gain \$5000.

### **Blooding**

The Blooding event is basically a demolition derby... with checkpoints. The idea is to get to a checkpoint to add time to your meter. Get above 1:00 and you win. It's that simple. Well, at least you wish it was.

The whole time you're trying to get to the checkpoint, you'll be ganged up on by several other automobiles. They'll slam you, tip you, flip you and otherwise ram you. Track your car's health with the handy meter. If it drops to zero, you're screwed. Your car will explode, you'll die, and you'll lose. Staying away from other vehicles is just as important as getting the checkpoints. If another car is flaming, hightail it out of there. You'll take a serious hit to car health if you're anywhere close when the boom drops.

Every time you hit a checkpoint, your time will increase. String a lot of them together quickly to reach your goal. When you reach 1:00, you'll collect \$1000. For every other car destroyed during that time period, you'll get an added \$100.

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## **Chopper Checkpoint Missions**

There are several helicopters stashed on rooftops around the city, and many of them trigger Chopper Checkpoint races. The Chopper Checkpoint races are timed, but you only have to beat your own last best time in order to succeed. All of the Choppers in these missions are highly maneuverable Sparrows, which have the most intuitive aircraft controls in the game.

### **Ocean Beach Chopper Checkpoint**

Use the steps described in the PCJ Playground walkthrough to get atop the rooftop with the Sparrow (it's how you get the final checkpoint in that mission). Once on the rooftop, get into the helicopter to trigger the challenge.

You'll have to fly through several checkpoints in order to complete this mission. The first time you complete it, you will be given \$100. Most of the checkpoints in this challenge are low, so you'll be doing a lot of climbing and diving in order to ace it. The key to this mission is avoiding damage. There is a lot of stuff to go around, and the game makes it hard on you by throwing up a lot of obstacles. One thing that works is to fly high, then drop into your checkpoint target below by pressing Square. Once you touch all of the checkpoints, the mission will end.

### **Vice Point Chopper Checkpoint**

You may stumble on to this chopper by accident early in the game. It's stuffed in a hedged backyard west of Mercedes' house. The first part of this mission is the toughest. You'll have to navigate between a lot of palm trees and light poles, and it's easy to get tangled up. But near El Swanko Casa, it starts to open up and get easier. A lot of the targets are still close to the ground, but they aren't as hemmed in. When you hit the final checkpoint, you get some cash... and edge closer to that 100%.

### **Downtown Chopper Checkpoint**

After you complete the G-Spotlight Movie Studio mission, head up the steps of that same office building. You'll find a Sparrow parked to the right of the entrance. Compared to some of the tight checkpoint challenges on other parts of the island, this one starts pretty wide-open. It gets narrow at times, but the biggest things to look out for are power lines. As long as you can negotiate around them, this mission will be a breeze.

### **Little Haiti Chopper Checkpoint**

This mission can be found atop the building you sniped Haitians from in one of Auntie Poulet's missions (it's to the left of the Life's a Beach sign). Use the ramp over the cargo bins in back or land on it with a chopper of your own. Of the Chopper Checkpoint missions, this one is the easiest. While the targets are still low, there are relatively few tall buildings, wires and trees to get in your way. Therefore, this is also the checkpoint race you stand the best chance to get a good time on. Once you finish, you'll collect \$100, as always.

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## **Miscellaneous Vehicle Missions**

These challenges take place on vehicles as well, but don't fit conveniently into any of the groups listed above.

### **Test Track/Trial By Dirt**

In the northeast corner of the Downtown, you'll find a dirt track with two vehicles parked at the starting line... a Sanchez (dirt bike) and Landstalker (SUV). The challenges are called different things, but it's essentially the same idea: maneuver through the checkpoints and try to beat your previous score. The more you beat your score, the higher the money goes. If you fail to set a new record, the mission will fail.

Like all checkpoint races, the key to this one is staying under control, tapping the handbrake around corners and maintaining balance. If your SUV flips, or you bail on your bike, you'll lose precious time and probably the race.

Making this challenge even harder are the explosive barrels placed in the path. You'll also find gang members hanging out on the track quite often. They don't hesitate to take pot shots at you as you pass, so you have to watch out for that as well.

Set your first score really high (like 15:00), and then each subsequent time, beat it only slightly. The dollars will flow!

### **Cone Crazy**

Go to the Washington Mall ramp (enter near Collars and Cuffs), and head to the top. In addition to a Rampage, you'll find a Stallion. Once you get in, Cone Crazy will begin. The object of this mission is to hit the five roof checkpoints without hitting a single cone. If you do, the mission will fail and you'll have

to completely exit the garage before you can try again.

The trick to this challenge is to hit the checkpoint in the far right corner of the roof first. Head up one side of the ramp, cut the corner, and come back down to collect two checkpoints and immediately extend your time by 24 seconds. Then you can go about getting the other checkpoints at your leisure. Get the nearest one by pulling into the small cone opening, then backing out. Then head to the one in the far corner. Approach from the right and swing in, then back out. Finally, touch the checkpoint at the center of the circle in the middle of the roof. You'll get \$200 for your efforts.

### **PCJ Playground**

South of the Malibu club, you'll find a building (right across from the bridge) with a PCJ motorcycle leaning up against the wall. Get on it to trigger the challenge. You'll have two minutes to hit 24 checkpoints, which is not as easy as it sounds. Take a look at the cut scene to see where the first few will be.

From the starting point, rev forward and vault off of the ramp ahead to get to the rooftop. Collect the first two checkpoints by using the ramps provided. Then jump off into the alley below, back up to get some space, and gun it toward the ramp on the right side of the alley. Don't go too fast... it's easy to overshoot this checkpoint. When you land, rocket forward to collect the next two in the alley below, then hug the right wall and use the metal staircase to loft up to the next rooftop, gaining another checkpoint. Drive forward on this same roof to snag checkpoint #7. Then fall into the alley below and drive forward to collect three more. Towards the end of this alley, get to the right side and launch off of the makeshift pallette ramp to hit #11.

Continue forward, weaving through the alley to collect the next three. At the end of this section, take a slight left, then weave right into the next alley to grab #15. Follow the dots on the map as you weave through this next alley. Take a sharp turn and emerge, then plunge down into the mall area, grabbing a checkpoint on your way down. Use the stairs on the other side to get the checkpoint in the air. Then turn right down the street to grab the next. Round the next corner left and snag the checkpoint here. See the next one? Grab it, then turn right into the dead-end alley. Go to the end of it and turn around, then go full-throttle down the length of the alley toward the white staircase. Launching off it will yield one checkpoint. Slam on the brakes to land on the far rooftop, where you'll collect the final checkpoint. \$1000 is yours.

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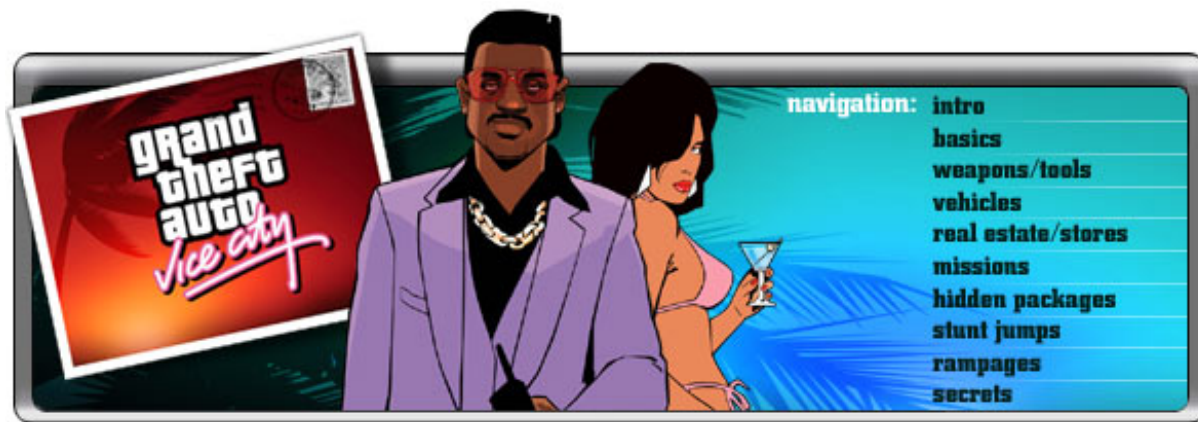
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## Real Estate

### Businesses

Once you complete the "Shakedown" mission, immediately after taking over, several businesses will become available for you to buy. This will help make your organization seem legit, when clearly it is not.

The businesses are costly upfront, but they provide still more save points. In addition, once certain conditions are met, these places will begin to make you money. Often, these conditions involve completing the missions for that specific property. Once a property is making cash, stop by and touch the \$ outside in order to collect what's yours. For more information on how to start making money, peruse the list of properties below.



### **The Boatyard: Viceport (\$10,000)**

The Boatyard affords you some interesting options... including access to your own endless supply of high-speed boats. It's run by a pair of stoned-out surfer dudes, and they won't give you any problems. Once you complete the single **Boatyard** mission, "Checkpoint Charlie," the place will garner a good bit of loot.

### **Cherry Popper Ice Cream Factory (\$20,000)**

Purchase this crooked establishment--which is really a front for a drug business--and you'll be well on your way to being even sleazier. You'll have to complete the Ice Cream Factory **Property Mission**, but once you do that, the place will generate \$2000.

### **The Pole Position Club: Ocean Beach (\$30,000)**

Upon purchasing this business, the Mr. Vercetti Outfit will become available at Collar and Cuffs. The Pole Position Club is a good first business to acquire. It's a strip club, and can start yielding instant dividends for you.

In order to make the place profitable, go to the back of the club. Enter the hallway here and go in the first door on the left. Sit for a private dance until about \$500-600 of your money is ticked away. Go



have a snack, this could be awhile. However, once you've spent the cash, the club will start yielding daily dividends--up to \$4000 per day.

### ***Kaufman Cabs (\$40,000)***

This little gem in the heart of Little Haiti will give you access to some of the more enjoyable side-missions in the game. Once you complete all of its missions, keep coming back daily to collect the \$5000.

### ***Car Showroom (\$50,000)***

The Showroom is good to own for a number of reasons. First, it gives you access to all of the checkpoint race missions. Second, it provides another save point. Third, it allows you to store a number of vehicles in its spacious basement garage. There's also a Spray N' Go down there, in case you need to beat the heat. In addition, if you steal cars and fill up the garage (with certain specific vehicles), you will unlock some swank new rides. All in all, it's a good bargain for the price.

### ***Movie Studio (\$60,000)***

The only good thing on Prawn Island, the Studio will give you access to the Steve Scott missions, which you'll need to do to complete the story arch. It also provides a save point and plenty of nifty exploring opportunities. Check out those sets!

### ***Printworks (\$70,000)***

Every crime family needs a good counterfeit money operation, and this is where yours exists. Once you do all the missions associated with it, you'll be in good shape, collecting up to \$8000 a day from this place. If you need Body Armor, there's some on the roof.

### ***The Malibu Club: Vice Point (\$120,000)***

You're used to coming to this place to chat with Kent Paul. Now you can own it. However, the only way it will make any money is if you complete its **Property Missions**. Do these and the club could be quite lucrative, indeed... well worth the price tag. You'll also need to own this club in order to finish the main story. Read the **Mission** section of this guide to understand why.

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## **Safe Houses**

Not all of these safe houses are crucial. In fact, you can get by without a lot of them. However, since you need to own all properties to 100% the game, you'll likely end up acquiring them anyway. Key properties include the Hyman Condo (it has a helicopter), Skumole Shack in Downtown and El Swanko Casa in Vice Point.

### ***Ocean View Hotel: Ocean Beach***

This is your safe house from the beginning, and you don't have to buy it. Save in the lobby. Your clothes and other goodies will be located on the second floor.

### ***Vercetti Estate: Starfish Island***

After you take over Ricardo Diaz's mansion, this serves as a save point, as well as the base for your operations. The clothes and save function can be found up in the office. Power-ups that you've unlocked can be found around the estate. Also, after you complete the "Cop Land" mission, \$5000 will be available in front of your mansion every day.

### ***El Swanko Casa: Vice Point***

At \$8000, this is a luscious buy. Not only does it have a sweet pool and great view, but the location is good (near the police station), and this property sports a garage in the front yard. This will allow you to store sweet vehicles you've jacked for use after you save. Buy this place first, and you won't be sorry.

### ***3321 Vice Point: Vice Point***

Located near the North Point Mall, this is the cheapest property on the right beach, at \$2000. Its location is good for when you open the second island, because it's a pretty quick jaunt over the Prawn Island bridge.



### **1102 Washington Street: Washington Beach**

Not all that useful, simply because it's close to the Ocean View. But what the hell, you've got the money, right? This building is across from Ken's offices and costs a paltry \$3000.

### **Skumole Shack: Downtown**

Remember the biker bar? Down the street a bit is a metal staircase leading up to a rooftop. The Skumole Shack is up there. A save-only spot, this is a good place for one, considering all of the mission action in the Downtown area. Only \$1000, too.

### **Links View Apartments**

In Washington Beach across from Leaf Links. That's why it's got the name it does. This property is useful if you want to 100% the game or save another car (there's a garage on site), but isn't all that crucial. This building costs \$6000.

### **Ocean Heights: Ocean Beach**

At the south tip of Ocean Beach, the location of this property leaves something to be desired, but at least it has a garage, which is key if you have a rare ride to store. The price? A cozy \$7000.

### **Hyman Condo: Downtown**

This is a sweet chunk of real estate, if you can afford it. It costs \$14,000, but gives you access to a roof helicopter and two garages. To get to the helicopter, go in the Building Access door next to the garages. It also allows you to save. Conveniently located next to the stadium, this is by far the best safe house property in the game. There's also a Bribe located nearby. This condo has everything!

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## **Changing Clothes**

There are several smashing new fashions to be had at various Vice City boutiques. Often, these new clothes are unlocked by beating specific missions. In the Mission section of this guide, we explain when the various costumes are unlocked. However, here's a quick primer as to which threads you can get where:

- **Street Outfit:** Your normal clothes. This is unlocked after "An Old Friend." Find it at Ocean View Hotel and (later) Vercetti Estates.
- **Soiree Outfit:** A totally 80's suit. Gag me. It will be unlocked when you finish "The Party" mission (Ken). You'll find it at Rafael's.
- **Coveralls:** After you rough up some construction workers during the "Riot" mission (Ken), find these duds inside Tooled Up (North Point Mall).
- **Country Club Outfit:** You'll get this snappy ensemble when you complete Carrington's "Four Iron" mission. It'll be waiting for you outside Leaf Links' clubhouse.
- **Havana Outfit:** Once you complete Carrington's "Two Bit Hit," this article of clothing will become available in Little Havana, at Little Havana Streetwear... except that you can't get in the store to get to it. Glitchy, but true.
- **Mr. Vercetti Outfit:** Once you purchase the Pole Position, this nice suit will arrive at Collars & Cuffs (it's got a double meaning in the criminal world... you figure it out).
- **Tracksuit:** After you do Diaz's "Supply and Demand" job, you'll find this suit at the Jocksport Downtown.
- **Cop Outfit:** Finish "Cop Land" to unlock the pig duds. Go into the Washington Beach police department and check out the locker room to find it.
- **Bank Job Outfit:** Finish "The Job" (Malibu), and this will be unlocked at the aforementioned club.

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## **Ammu-Nation & Hardware Stores**

There are several hardware stores sprinkled throughout the Vice City area. In the hardware stores, you can buy pretty much only buy melee weapons: anything from a hammer to a katana. Hardware stores are represented by a hammer icon on the maps. Here are the stores and what they offer:

***Tooled Up (North Point Mall):***

Screwdriver: \$10  
Hammer: \$20  
Meat Cleaver: \$50  
Knife: \$90  
Katana: \$300

***Screw This (Little Havana):***

Screwdriver: \$10  
Hammer: \$20  
Meat Cleaver: \$50  
Machete: \$100  
Chainsaw: \$500

***Bunch of Tools (Washington Beach):***

Screwdriver: \$10  
Hammer: \$20  
Meat Cleaver: \$50  
Baseball Bat: \$80  
Machete: \$100

In Ammu-Nation, you can buy a whole lot more. There are three total Ammu-Nation stores--one in the Downtown, one in Vice Point and one in Ocean Beach. Here's what they offer:

***Ocean Beach***

Colt 45: \$100  
Ingram Mac 10: \$300  
Shotgun: \$500  
Ruger: \$1000  
Body Armor: \$200

***Vice Point (North Point Mall)***

Colt 45: \$100  
Uzi 9mm: \$400  
Stubby shotgun: \$600  
Sniper rifle: \$1500  
Grenades: \$300  
Body Armor: \$200

***Downtown***

Colt Python: \$2000  
MP5: \$3000  
Spaz shotgun: \$4000  
M4: \$5000  
PSG1: \$6000  
Body Armor: \$200

***Shooting Range***

In addition to weaponry, the Downtown location of Ammu-Nation offers a Shooting Range mission after you complete the Malibu mission "The Shootist." Head back to the range and step on the pink marker to compete in the same kind of competition you did against Phil Cassidy. The rules are a bit different. This time, you must reach a score of 30 in a one-round tourney. Get more than 30, and you'll score \$500. If you get a score of over 45, you'll unlock Fast Load, which allows you to shoot without the hassle of waiting for another clip.

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**Knocking Off Stores**

In order to 100% the game, you'll have to knock over fifteen reputable establishments. They're

scattered all over the map, and are distinguished by the fact that, well, you can actually walk into them. Unless it's a pizza place or Ammu-nation, a business that you can walk into (indicated by dull glass panes outside) is a potential target.

To hold a place up, walk inside and aim at the cashier. The longer you aim, the more money is given over. Eventually, every single held up employee will go for the alarm. You can shoot them before they do, or just hightail it out of there.

The trick to knocking off stores is having a getaway plan, because the second you rob a store, your wanted level will go up. Scope the area to know where the good Bribes are, or if you can quickly get to your save house. Always plan your escape before you go in, or you could end up getting busted or wasted.

There are fifteen total stick-uppable shops. Check the Stats under "Stores Knocked Off" to determine how many you've held up.

**1. Jewelry Store: North Point Mall (First floor)**

Note: Don't go above two stars on your Wanted Level and you can just run to the Gash to get out of danger.

**2. Tooled Up (Hardware Store--next to Ammu-Nation on the first floor): North Point Mall**

Note: Don't go above two stars on your Wanted Level and you can just run to the Gash to get out of danger.

**3. Gash: North Point Mall (Second floor)**

Note: Don't go above two stars on your Wanted Level and you can change clothes out front to get out of danger.

**4. Music Store: North Point Mall (Second floor)**

Note: Don't go above two stars on your Wanted Level and you can just run to the Gash to get out of danger.

**5. Pharmacy: Downtown (Near Rock City)**

Note: There's a Jocksport nearby for a quick change of clothes after the robbery.

**6. Jewelry Store: Downtown (Across the street kitty corner from the Love Fist Studio)**

Note: There's a Jocksport nearby for a quick change of clothes after the robbery.

**7. 24/7: Little Havana (Donut Shop--Down the street from Cherry Popper Factory, under the Exploder sign)**

Note: It's a quick jaunt across the bridge to the mansion to clear your Wanted Level.

**8. Screw This: Little Havana (Hardware store--Right across from the Rockstar building)**

Note: Again, Vercetti Estates is easily drivable to drop your Wanted Level.

**9. Laundromat: Little Havana (Behind the Print Works)**

Note: Rob the place, then go back inside to change clothes. Beautiful.

**10. Ryton Aide Pharmacy: Little Haiti (Next to Pay N' Spray)**

Note: A short trip to Vercetti Estates will clear your good name.

**11. Jewelry Store: Vice Point (Near the bridge to Leaf Links)**

**12. Bunch of Tools: Washington Beach (Hardware store--across the bridge from the Washington Beach police station).**

**13. Dispensary: Vice Point (Near the Vice Point hospital)**

**14.** Corner Store: Vice Point (One block east of the Dispensary)

**15.** Robina's Cafe: Little Havana (West Side)

Note: Once you've finished the Cuban missions (or before), go to Robina's Cafe and stick it up.

[On to Missions...](#)

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