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featured guide



Grand Theft Auto: Vice City

PC, Playstation 2, X-Box

Developer: **DMA Design**

Publisher: **Rockstar Games, Inc.**

Rated: "**M**" for Mature

Location Guides, Walkthrough & Maps

made by **Nevermore**

INTRODUCTION

Welcome to my **Featured Guide** for *Grand Theft Auto: Vice City*.

Here you will find guides to all the hidden package locations, rampages, unique jumps & bonus missions, including screenshots of all the areas. You will also find maps covering both islands. I've included checklists in pdf format, to help you keep track of your progress in the game. You can find those in the download section.

Since there are a lot of different ways to solve the main missions, I won't give an in-depth description on how to do so, just what needs to be done and a simple description of the solution. Some of the mission tasks that characters give you can not be completed all at once, but you will notice when a character is available while you play. This also goes for some of the bonus missions.

You might want to find as many hidden packages as you can before you start on the main missions since the gangs will get hostile after some missions, which will make it harder too look for the packages. You will also unlock weapon pickups when you find enough packages which can help you complete some of the missions.

ASSETS - INTRODUCTION

Asset Properties:

There are 8 different property assets you can buy during the game. All assets wont be available for purchase at the beginning of the game, but you will get a notice whenever an asset can be bought. Once you have bought an asset and completed all its missions, you will get a money icon outside the building where you can pickup a certain amount of cash every day depending on the asset. You can find their locations on the Locations Map.

Hideout Properties:

You can buy new safehouses all over town, they are marked with a house icon outside of them. The different properties will be available throughout the game. Some of them have garages where you can park your car and you can save your game on all of them.

ASSETS - THE MALIBU CLUB

Mission 1: No Escape

Reward: \$1.000

Objective: Free Cam Jones from jail.

Get a fast car and drive to the Washington Beach Police Station. Make sure you park your car so you can make a fast getaway, trust me...you'll need it. Walk inside the police station and stop in the pink circle to change to a police uniform. Walk upstairs and into one of the offices and pick up the key card. Walk down to the cells and stop in the pink circle. Once you've opened the door to Cam's cell you have to make your way out of the police station and into your getaway car. Make sure Cam gets into the car as well. Drive to the nearest Pay'n'spray to get the police off your backs. Then drop off Cam by his house to complete the mission.

Mission 2: The Shootist

Reward: \$2.000

Objective: Get a good score at the shooting range to convince Phil Cassidy to join the crew.

Drive to the Ammu-Nation in Downtown. Walk into the back room to start the shooting challenge. It is divided into three steps, one shooting range with three lines of moving targets (you'll get the most points for the back row) and two different street levels with cardboard targets in the windows. Get a total of 60 points or more to complete the mission.

Mission 3: The Driver

Reward: \$3.000

Objective: Beat Hilary in a car race.

All you have to do to finish this mission is to beat Hilary in a one lap car race. Easy huh? The problem is you will start the race with two wanted stars so you will have the police after you as well. All you can do is try and memorize the track and hope you wont run into something on the way.

Mission 4: The Job

Reward: \$30.000

Objective: Rob the Bank

Get into the cab outside the Malibu marked with a pink arrow. Drive to the bank on the West Island and stop in the pink circle. Get out of the car and walk over to the bank and stop in the pink circle to change your clothes. Now go inside the bank and go upstairs to the vault. Phil says he cant open the safe so you will have to find the manager who has the key. Get back down the stairs and get the manager. Once he has unlocked the safe you will get a three stars wanted level and the bank will be full of SWAT police. Shoot them all and get out of the bank. Get into the getaway car and drive to the pink dot on the map.

Now you have completed the Malibu Missions and can pick up \$10.000 per day from the money icon outside the buidling.

BONUS MISSIONS - VIGILANTE

If you steal or hijack a police car you can press **Num +** or **Caps Lock (R3** for the PS2 and **X** for the X-Box) to activate bonus Vigilante missions. It allows you to chase criminals. You will get a certain amount of time to get the criminal. Just crash into his car until it blows up and if he gets out of the car you can run over him.

You can use 8 different vehicles when you do the vigilante missions. You can get them from the Police/FBI/Military depending on how many wanted stars you get. The vehicles are:

Regular Police Car (1-2 wanted stars)

Undercover Cheetah (3 wanted stars)

SWAT Enforcer (4 wanted stars)

FBI Rancher (5 wanted stars)

FBI Washington (5 wanted stars, there is also one parked in the alley behind Rock City on East Island)

Barracks OL (6 wanted stars)

Rhino (Tank) (6 wanted stars, there will also be one at Fort Baxter if you collect 90 hidden packages)

Hunter (Apache Helicopter) (6 wanted stars, there will also be one at Fort Baxter if you collect 100 hidden packages)

Reward: If you get to level 12 your maximum armor will increase to 150.

MISSIONS - KEN ROSENBERG

Mission 1: The Party

Reward: \$100

Objective: Get a new outfit then go to the Colonel's boat. After that you have to take Mercedes to the Pole Position Club.

Get a car and drive to the shirt icon on your radar. Walk into the pink marker to change your clothes. Get on the bike and drive to the pink dot on the radar. Stop in the pink marker to start a cut-scene. After that you have to drive Mercedes to the Pole Position Club. Just follow the pink dot on the radar.

Mission 2: Back Alley Brawl

Reward: \$200

Objective: Meet Kent Paul at the Malibu Club. Then find the chef and kill him.

Drive to the pink dot on the radar. Walk into the marker to start the cut-scene. After that, get to the yellow dot on your radar. This marks the chef you have to kill. When you have killed the chef, pick up his cell-phone. Lance will show up and after him a couple more chefs will show off. Get into Lance's car, it is marked by a yellow dot on the radar. Drive to an Ammu-Nation to pick up a gun. After that, drive back to your hotel which is marked by a pink dot on your radar.

Mission 3: Jury Fury

Reward: \$400

Objective: Convince two jury members to change their mind.

You will see a car running over someone. Pick up the hammer the victim drops. Get into a car and you will see two yellow dots on your radar. Both these missions involves you having to you smash the jury members car. Just keep hitting the car all over until its all smashed up.

Mission 4: Riot

Reward: \$1,000

Objective: Get a change of clothes then go start a riot at the Spand Ex company. Then destroy their trucks.

First drive to the shirt icon where you will change into work clothes. Then drive to the Spand Ex company. Walk into the crowd and hit four people to start a riot. The inner gate will open. Get in there and destroy the trucks. You can shoot the barrels beside them, or you can steal them and crash them, but then you'll have to go back after each van.

CREDITS

Locations Guides, Walkthrough & Maps made by Nevermore.

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Some material used for researching and writing this guide were obtained from the Rockstar Games website for *Grand Theft Auto: Vice City*.

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