

# PS2 Grand Theft Auto San Andreas Cheat Codes

- Weapons (tier 1)

While playing a game, press R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up. If you entered the code correctly, a message will appear. The least powerful weapons in each category and rocket launcher will be unlocked. To get infinite ammunition for this or the other weapons tiers, repeatedly enable the code until no ammunition number appears beneath the gun pictures. **Note:** Enabling this code will cause your street creds to drop in points. You can check your creds in the stats menu at the pause screen. If you are in the negative, you are a Playa-Hater.

- Weapons (tier 2)

While playing a game, press R1, R2, L1, R2, Left, Down, Right, Up, Left, Down(2), Left. If you entered the code correctly, a message will appear. The moderate powered weapons in each category will be unlocked, including the flame thrower and sniper rifle. **Note:** Enabling this code will cause your street creds to drop in points. You can check your creds in the stats menu at the pause screen. If you are in the negative, you are a Playa-Hater.

- Weapons (tier 3)

While playing a game, press R1, R2, L1, R2, Left, Down, Right, Up, Left, Down(3). If you entered the code correctly, a message will appear. The high powered weapons in each category will be unlocked, including the chainsaw and lock-on bazooka. **Note:** Enabling this code will cause your street creds to drop in points. You can check your creds in the stats menu at the pause screen. If you are in the negative, you are a Playa-Hater.

- Armor, health, and money

While playing a game, press R1, R2, L1, X, Left, Down, Right, Up, Left, Down, Right, Up. If you entered the code correctly, a message will appear. **Note:** You must enter this code multiple times to increase your street creds. If this code is enabled when your car is smoking or damaged it will get repaired. During various missions where you are in a car while someone else

drives and you shoot (for example, Reuniting The Families), enabling this code will instead blow the car up, failing the mission.

- Raise wanted level

While playing a game, press R1(2), Circle, R2, Left, Right, Left, Right, Left, Right. If you entered the code correctly, a message will appear.

- Lower wanted level

While playing a game, press R1(2), Circle, R2, Up, Down, Up, Down, Up, Down. If you entered the code correctly, a message will appear.

- Bounty on your head

While playing a game, press Down, Up(2), Up, X, R2, R1, L2(2). If you entered the code correctly, a message will appear. Repeat this code to disable its effect.

- Maximum lung capacity

While playing a game, press Down, Left, L1, Down(2), R2, Down, L2, Down. If you entered the code correctly, a message will appear.

- Maximum muscle

While playing a game, press Triangle, Up(2), Left, Right, Square, Circle, Left. If you entered the code correctly, a message will appear.

- Maximum fat

While playing a game, press Triangle, Up(2), Left, Right, Square, Circle, Down. If you entered the code correctly, a message will appear. **Note:** This will reduce the muscle stat to zero.

- No fat or muscle

While playing a game, press Triangle, Up(2), Left, Right, Square, Circle, Right. If you entered the code correctly, a message will appear.

- Super punches

While playing a game, press Up, Left, X, Triangle, R1, Circle(3), L2. If you entered the code correctly, a message will appear. Punch pedestrians to send them flying further away; however, they can also super punch. Repeat this code to disable its effect.

- CJ jumps higher

While playing a game, press Up(2), Triangle(2), Up(2), Left, Right, Square, R2(2). If you entered the code correctly, a message will appear. Repeat this code to disable its effect.

- Spawn Bloodring Banger

While playing a game, press Down, R1, Circle, L2(2), X, R1, L1, Left(2). If you entered the code correctly, a message will appear.

- Spawn Caddy

While playing a game, press Circle, L1, Up, R1, L2, X, R1, L1, Circle, X. If you entered the code correctly, a message will appear.

- Spawn Dozer

While playing a game, press R2, L1(2), Right(2), Up(2), X, L1, Left. If you entered the code correctly, a message will appear.

- Spawn Jetpack

While playing a game, press L1, L2, R1, R2, Up, Down, Left, Right, L1, L2, R1, R2, Up, Down, Left, Right. If you entered the code correctly, a message will appear. When wearing the Jetpack, press X to accelerate. You can strafe with L2 or R2. To still in mid air in the Jetpack, hold L2 + R2. You will know if you are not moving if the exhaust pipes are circling. To take it off, press Triangle. To put it back on, just walk or run at it. It is also possible for both characters to have Jetpacks in two player mode. Enable the "Spawn Jetpack" code, then press Triangle to leave it. Have player two pick it up, then repeat the code to get a Jetpack for CJ. **Note:** You cannot save, enter, or exit buildings with the Jetpack on.

- Spawn Hotring Racer #1

While playing a game, press R1, Circle, R2, Right, L1, L2, X(2), Square, R1. If you entered the code correctly, a message will appear.

- Spawn Hotring Racer #2

While playing a game, press R2, L1, Circle, Right, L1, R1, Right, Up, Circle, R2. If you entered the code correctly, a message will appear.

- Spawn Hydra

While playing a game, press Triangle(2), Square, Circle, X, L1(2), Down, Up. If you entered the code correctly, a message will appear.

- Spawn Monster Truck

While playing a game, press Right, Up, R1(3), Down, Triangle(2), X, Circle, L1(2). If you entered the code correctly, a message will appear.

- Spawn parachute

While playing a game, press Left, Right, L1, L2, R1, R2(2), Up, Down, Right, L1. If you entered the code correctly, a message will appear.

- Spawn Quadbike

While playing a game, press Left(2), Down(2), Up(2), Square, Circle, Triangle, R1, R2. If you entered the code correctly, a message will appear.

- Spawn Ranger

While playing a game, press Up, Right(2), L1, Right, Up, Square, L2. If you entered the code correctly, a message will appear.

- Spawn Rhino tank

While playing a game, press Circle(2), L1, Circle(3), L1, L2, R1, Triangle, Circle, Triangle. If you entered the code correctly, a message will appear.

- Spawn Romero

While playing a game, press Down, R2, Down, R1, L2, Left, R1, L1, Left, Right. If you entered the code correctly, a message will appear.

- Spawn Stretch

While playing a game, press R2, Up, L2, Left(2), R1, L1, Circle, Right. If you entered the code correctly, a message will appear.

- Spawn Stunt Plane

While playing a game, press Circle, Up, L1, L2, Down, R1, L1(2), Left(2), X, Triangle. If you entered the code correctly, a message will appear.

- Spawn Trashmaster

While playing a game, press Circle, R1, Circle, R1, Left(2), R1, L1, Circle, Right. If you entered the code correctly, a message will appear.

- Spawn Vortex

While playing a game, press Triangle(2), Square, Circle, X, L1, L2, Down(2). If you entered the code correctly, a message will appear.

- Perfect handling

While playing a game, press Triangle, R1(2), Left, R1, L1, R2, L1. If you entered the code correctly, a message will appear. After this code is enabled, press L3 to make your car jump. Repeat this code to disable its effect.

- Deadly vehicle

While playing a game, press L1, L2(2), Up, Down(2), Up, R1, R2(2). If you entered the code correctly, a message will appear. Any vehicle driven will become invincible and has the ability to destroy anything it touches. Repeat this code to disable its effect. To have a stronger car that is much harder to dent and damage, enable the "Deadly vehicle" code, enter a vehicle, then disable the code while you are in the vehicle.

- Manual weapon control drive bys in cars

While playing a game, press Up(2), Square, L2, Right, X, R1, Down, R2, Circle. If you entered the code correctly, a message will appear. You can now aim and shoot at passing pedestrians/vehicles using the Right Analog-stick, just like your homies can do during drive-by shootings. Repeat this code to disable its effect.

- Taxis upgraded

While playing a game, press Up, X, Triangle, X, Triangle, X, Square, R2, Right. If you entered the code correctly, a message will appear. All taxis will have nitrous and can be jumped by pressing L3 without completing the taxi missions. **Note:** This code cannot be disabled.

- Massive bunny hops

While playing a game, press Triangle, Square, Circle, Circle, Square, Circle, Circle, L1, L2(2), R1, R2. If you entered the code correctly, a message will appear. Get a BMX bike and bunny hop to travel massive distances. Repeat this code to disable its effect.

- Drive on water

While playing a game, press Right, R2, Circle, R1, L2, Square, R1, R2. If you entered the code correctly, a message will appear. Repeat this code to disable its effect.

- Flying cars

While playing a game, press Square, Down, L2, Up, L1, Circle, Up, X, Left. If you entered the code correctly, a message will appear. Cars can be flown like a normal plane. Repeat this code to disable its effect.

- Invisible cars

While playing a game, press Triangle, L1, Triangle, R2, Square, L1(2). If you entered the code correctly, a message will appear. Repeat this code to disable its effect.

- Faster cars

While playing a game, press Right, R1, Up, L2(2), Left, R1, L1, R1(2). If you entered the code correctly, a message will appear. Repeat this code to disable its effect.

- Aggressive traffic

While playing a game, press R2, Circle, R1, L2, Left, R1, L1, R2, L2. If you entered the code correctly, a message will appear. Additionally, this code will also increase police activity. Repeat this code to disable its effect.

- Sports car traffic

While playing a game, press Up, L1, R1, Up, Right, Up, X, L2, X, L1. If you entered the code correctly, a message will appear. Fast and rare cars will now appear regularly. Repeat this code to disable its effect.

- Black traffic

While playing a game, press Circle, L2, Up, R1, Left, X, R1, L1, Left, Circle. If you entered the code correctly, a message will appear. Repeat this code to disable its effect.

- Pink traffic

While playing a game, press Circle, L1, Down, L2, Left, X, R1, L1, Right, Circle. If you entered the code correctly, a message will appear. Repeat this code to disable its effect.

- Reduced traffic

While playing a game, press X, Down, Up, R2, Down, Triangle, L1, Triangle, Left. If you entered the code correctly, a message will appear. No pedestrians and only an occasional car will appear on the streets. Parked cars will still spawn. Repeat this code to disable its effect.

- Destroy all cars

While playing a game, press R2, L2, R1, L1, L2, R2, Square, Triangle, Circle, Triangle, L2, L1. If you entered the code correctly, a message will appear.

- Flying boats

While playing a game, press R2, Circle, Up, L1, Right, R1, Right, Up, Square, Triangle. If you entered the code correctly, a message will appear. Repeat this code to disable its effect.

- Gangs only

While playing a game, press L2, Up, R1(2), Left, R1(2), R2, Right, Down. If you entered the code correctly, a message will appear. The streets will be deserted except for gunmen fighting. There are no police, firefighters, paramedics, or regular citizens, and there will be no traffic except in gang territories. Repeat this code to disable its effect.

- Gangs and workers

While playing a game, press Left, Right(3), Left, X, Down, Up, Square, Right. If you entered the code correctly, a message will appear. The streets will only have gang members, police, firefighters, paramedics, and shopkeepers. Repeat this code to disable its effect.

- Pedestrians riot

While playing a game, press Down, Left, Up, Left, X, R2, R1, L2, L1. If you entered the code correctly, a message will appear. Repeat this code to disable its effect.

- Pedestrians have weapons

While playing a game, press R2, R1, X, Triangle, X, Triangle, Up, Down. If you entered the code correctly, a message will appear. Repeat this code to disable its effect.

- Beach party

While playing a game, press Up(2), Down(2), Square, Circle, L1, R1, Triangle, Down. If you entered the code correctly, a message will appear. Pedestrians will turn into girls wearing swimsuits, vehicles will be beach style, and CJ will be dressed in shorts and sandals.

- Carnival

While playing a game, press Triangle(2), L1, Square(2), Circle, Square, Down, Circle. If you entered the code correctly, a message will appear. Pedestrians will turn into clown and food vendors, vehicles will include fun types, and CJ will have a new costume.

- Slow motion

While playing a game, press Triangle, Up, Right, Down, Square, R2, R1. If you entered the code correctly, a message will appear. Repeat this code to disable its effect.

- Fast motion

While playing a game, press Triangle, Up, Right, Down, L2, L1, Square. If you entered the code correctly, a message will appear. Repeat this code to disable its effect.

- Slow down time

While playing a game, press Triangle, Up, Right, Down, Square, R2, R1. If you entered the code correctly, a message will appear. Repeat this code to disable its effect.

- Speed up time

While playing a game, press Circle(2), L1, Square, L1, Square(3), L1, Triangle, Circle, Triangle. If you entered the code correctly, a message will appear. Repeat this code to disable its effect.

- Always 21:00

While playing a game, press Left(2), L2, R1, Right, Square(2), L1, L2, X. If you entered the code correctly, a message will appear. Game time will remain at 21:00, with an orange sunset sky. Repeat this code to disable its effect.

- Sunny weather

While playing a game, press R2, X, L1(2), L2(3), Triangle. If you entered the code correctly, a message will appear. Repeat this code to disable its effect.

- Very sunny weather

While playing a game, press R2, X, L1(2), L2(3), Down. If you entered the code correctly, a message will appear. Repeat this code to disable its effect.

- Foggy weather

While playing a game, press R2, X, L1(2), L2(3), X. If you entered the code correctly, a message will appear. Repeat this code to disable its effect.

- Cloudy weather

While playing a game, press R2, X, L1(2), L2(3), Triangle. If you entered the code correctly, a message will appear. Repeat this code to disable its effect.

- Very cloudy weather

While playing a game, press R2, X, L1(2), L2(3), Square. If you entered the code correctly, a message will appear. Repeat this code to disable its effect.

- Stormy weather

While playing a game, press R2, X, L1(2), L2(3), Circle. If you entered the code correctly, a message will appear. Repeat this code to disable its effect.

- Sandstorm weather

While playing a game, press Up, Down, L1(2), L2(2), L1, L2, R1, R2. If you entered the code correctly, a message will appear. Repeat this code to disable its effect.

- Commit suicide

While playing a game, press Right, L2, Down, R1, Left(2), R1, L1, L2, L1. If you entered the code correctly, a message will appear.

- Two player mode

Successfully complete the Burning Desire mission where you rescue Denise. A red two player free roam icon will now appear on Denise's porch near the

door. The icon will appear there when she is home and will go on a date. Stand on the icon and press Start on controller two to activate the icon. **Note:** If both enter a car, the passenger will have free aim with a machine gun. Do not try to kill Denise, because you will never be able to date her again or play in two player mode at her house. Additionally, once you get your girlfriend, take her on a date. After you drop her off, there will be a rotating icon of two people directly in front of the door. Walk into it. It will tell you to push any button on the controller two. Do so to start two player mode, involving CJ and his girlfriend in a free roam.

For more fun in two player mode, start the two player mission. Then, enable the "Spawn Jetpack" code and press Triangle to remove the Jetpack. Then, have player two get the Jetpack. Enable the Jetpack code again, then have player one get it. Both players can now fly around and do the two player missions this way.

- Two player mode in Los Santos

**Note:** You must have a second controller inserted in port two. In the Ganton area, start from Grove Street where the Johnson house is located. Drive under the first bridge and continue to go straight. Next, you should drive over some railroad tracks. After this, you should drive under a second bridge. Take the first right turn you see. It should be a dead end. Drive until your car hits the grass, then look to your left. You should see an open doorway. Walk through it and you should see a small "2 Player" icon. Press any button on controller two to begin. Additionally, when you are on the missions from Big Smoke go north of his house. You should see some wrecked buildings. Go through them to find a two player free roam icon.

- Two player mode in San Fierro

Not far from the garage you own and beyond the construction area is a large building with a parking lot on either side, on the right side (north according to the map) is a two player icon. Multiple people types can be selected by the second player (three women and three men). Unlike those from the dating missions, this two player location will never go away.

- Two player mode in Bone County

Starting at the abandoned airstrip, go west and north onto the road. There is a blackish-brown building on the south side of the road with a large balcony going all the way around it. Follow the balcony half way around and you will find a two player mode icon.

- Two player mode in Tierra Robada

Start at your safe house in El Quebrados. Get on the street and follow it a short distance south until it turns left around the corner of a building. On the south side of this building will be a two player free roam icon. Stand near it and press Start on controller two to begin.

- Two player mode in Whetstone

Go to the General Store in Dilmore. There is a two player icon there. The second player will be able to change their character.

- Lock two player mode camera view

After two player mode is activated, press Select to lock the view to either player.

- Freight Train missions

After you complete the game, you can roam anywhere. As an added bonus, you can steal a train. If you press R3 while on the train, a freight train mission will start. You must drive to a train stop and deliver the freight. Be careful not to go too fast or you will derail. The easiest way to avoid derailment is go as fast as you can. However, if your controller starts to vibrate, release X.

- Fire truck missions bonus

Steal a fire truck and press R3. Successfully complete level 12 of the fire truck missions to make CJ fireproof.

- Paramedic missions bonus

Steal an ambulance and press R3. Successfully complete level 12 of the paramedic missions to get a health limit of 150.

- Easily complete paramedic missions

Go Angel Pike, which is located in the southeast area of the main map. In the northeast part of Angel Pike is a medical building with an Ambulance next to it. Get in it and start the missions. All the victims will appear in the city, which is very small. The farthest person will only be about ten seconds away from the drop off point. You can complete the missions in less than ten minutes by doing this. Also, the cops do not appear very often, allowing your wanted level to remain low.

- Pimping missions bonus

Steal the pimp convertible in the car wash parking lot near the Pay N' Spray and press R3. Successfully complete level 10 of the pimping missions to get money from prostitutes instead of paying them.

- Taxi missions bonus

Steal a taxi and press R3. After a total of 50 successful fares, you will unlock hydraulics and nitrous on all taxi-class vehicles. Press L3 to jump whenever needed. Press the L1 or Circle while driving normally to use nitrous. After using nitrous, you must wait awhile between shots. However, that time decreases as your driving skill increases.

- Truck missions bonus

Steal a truck and press R3. Successfully complete level 8 of the trucking missions to unlock RS Haul as a property.

- Vigilante missions bonus

Steal any police vehicle and press R3. Successfully complete level 12 of the vigilante missions to get an armor limit of 150.

- Easily complete vigilante missions

Use the Rhino to complete the vigilante missions easier. Additionally, start the mission, put the vehicle in your garage, and exit so that the door closes. Enable the "Destroy all cars" code. The criminals will be killed. Run back to the garage, hop in the car, and repeat. This is also a good way to quickly gain more money and status points.

Steal any law enforcement vehicle and enable the "Deadly vehicle" code. If you enter the cheat code in the vehicle, you must get out of the car then get back in or the car will not resist damage, but will blow up anything it touches, and result in your car eventually exploding. After this, press R3 and go at a slow speed (about 5 to 15 mph) and enable the "Destroy all cars" code. **Note:** If you go too slow or too fast, CJ will exit the car, making your vehicle blow up as well when you complete code entry. The enemy should blow up no matter where he is and result in a "Threat Eliminated" message and give you the reward money. **Note:** After level 26 is reached, your car becomes more explosion prone, as the "Deadly vehicle" code eventually wears off.

Get an FBI Rancher and drive onto the Julius Thruway in Las Venturas. Start Vigilante mode and begin driving around the highway. Just stay on the highway, and you will notice that the criminals start dying for no apparent reason. Just drive for about twenty minutes to get the 150 armor award easily.

- Horseshoe bonus

Collect all fifty horseshoes in Las Venturas to get a M4, MP5, combat shotgun, and satchel charges to appear at the Four Dragons Casino.

- Oyster bonus

Collect all fifty oysters to increase your sex appeal and lung capacity. **Note:** To find the oysters faster, get a Sea Sparrow (which can land on water). You can find one by the Sherman Dam.

- Tag bonus

Spray all one hundred hidden tags in Los Santos to get an AK-47, Tec-9, Sawn-off shotgun, and Molotov cocktails to appear inside your house on Grove Street.

- Snapshot bonus

Take all fifty snapshots in San Fierro to get a sniper rifle, Micro SMG, shotgun, and grenades to appear at your San Fierro garage.

- Mike Toreno mission bonus

Successfully complete all missions assigned by Mike Toreno to get a flamethrower, minigun, rocket launcher, and homing rocket launcher to appear at his cabin in Tierra Robada.

- Increase muscle or stamina

At about 22:00, go to a gym and work out, maxing yourself. After you have worked out enough for the day, wait another minute until the time is 0:00. Max yourself out for that day then go home. Save two or three times and you can repeat this process.

To get your character maxed out in the muscle and stamina attributes, do the following. Go the gym near the Johnson house. Work out until you are told that it is enough for one day. Go home (right down the block), save the game to advance to the next day. Return to the gym and you can work out again. You can now max out your muscle and stamina in less than a half hour.

- Increase weapon skill

Achieve a high wanted level and go into a restaurant. Shoot everyone with the weapon that you want to raise in rank. If you walk around and wait, police will spawn, but will not shoot you. Police can raise your weapon skill faster than pedestrians. This works best in Burger Shot because of the wide area that you can walk around in. Continue until you reach Hitman status.

Use the following trick in front of any safe house. Use the gun you want to get up to Hitman status to repeatedly shoot a car until it explodes. Then, go to the next car. Repeat this until you reach Hitman status for that weapon. Watch out for the police. You can shoot them, then keep shooting the cars. When you are almost dead, enter your safe house and save the game. Your health will be restored and wanted level removed.

Get lots of bullets for the guns that you want Hitman or Gangster status for. Go to Tierra Robada. Look around at the north of the island to find a little house. Stay in there and enable the "Increase wanted level" code three times. Stay in the cabin and wait for the police to approach. When they enter the house, kill them.

To attain Hitman level quicker, select your desired weapon and go to a Pay 'N' Spray. Park your vehicle directly next to the Pay 'N' Spray. Exit the vehicle and repeatedly shoot people, cars, and cops. When your wanted level

is raised to two stars or above, run to your vehicle and drive into the Pay 'N' Spray to cancel it. If your vehicle is not damaged, the respray is free. Wait for the wanted stars to stop flashing, then start shooting people again.

Go into a police station and find a room with one entry point, and something that you can hide behind (like a desk). Take out your weapon. You should now have a two star wanted level. Shoot any cop who comes through the door. Every cop you shoot makes your gun skill go up by about five. Do this until you either die, run out of bullets, or enable the "Lower wanted level" code.

- Increase driving skill

Go to San Fierro and pass the tests at the driving school.

- Increase bike skill

Enable the "Massive bunny hops" code. Keep jumping very high by holding L1 for a long time. As you jump, do some flips (backwards or any funny stunt) and land perfectly. You will then receive a unique stunt award or an insane stunt award and your skill will increase. To do this perfectly without falling while doing the stunts, use the "Never fall off your bike" glitch. Get some speed, jump as high as possible, do stunts, and do not fall. This will increase CJ's bike skill.

- Increase underwater skill

Repeatedly swim underwater to increase your lung capacity and your underwater skill.

- Easily max Lung Capacity

Dive underwater, and once your breath is out, you will start losing health. If you want to stay underwater, keep enabling the "Armor, health, money, and street creds" code when your health is low. You will be able to remain underwater, and max your Lung Capacity attribute easily.

- Restore breath faster

When you are swimming and are about to run out of breath, return to the surface. Keep jumping up and down with Square. Your breath meter will refill faster.

- Run faster

To run faster, enable the "Spawn Jetpack" code. Then, hold X while pressing the Left Analog-stick Forward. If done correctly, CJ will run faster than any car.

- Infinite running boost

Enable the "Spawn Jetpack" code. When you have the Jetpack on, take it off. Then, get about thirty feet behind it so you have running distance. Run into it by using the running boost (hold Left Analog-stick Up and keep tapping X). Just before you run into the Jetpack, release X and keep the Left Analog-stick in running position. This will give you unlimited running boost until the Left Analog-stick is released.

- Revealing territories

Get a plane and fly all the way to either the southeast, southwest, northeast, or northwest of the map where the ocean is found. Keep flying for thirty minutes in that direction, then jump out of the plane. Do not open the parachute and intentionally drown. When you arrive at the hospital, check your map. You will see that there are enormous amounts of new territories in San Fierro, Las Venturas, and some in Las Santos. You can take over these territories, and they only have one wave.

- Quick map fill in Los Santos

To get all of the map showing in the starting area of the game, get on the freeway and continue going until you cannot go further. Then, pause the game and the entire bottom right half of the map should be marked as explored.

- Gain respect

To gain respect, stay in your neighborhood and get a wanted star, then kill all the police that arrives. Once you reach a four star wanted level (and if you killed enough police), you will gain some respect. Additionally,

completing missions is not the only way to earn respect. By spraying other gang's tags, you will also earn a bit, and by taking over another gang's area you will earn a lot. **Note:** You must have completed some missions before you can take over areas. You can see on the radar which areas you have taken over, and which areas the enemy gangs own. Your own territory is marked with green, and your enemies are yellow or purple.

- Respect status

Your respect is made up of the following factors:

Running Respect (see below): 40%  
Mission Progress: 36%  
Territory Under Control: 6%  
Money: 6%  
Fitness: 4%  
Clothes: 4%  
Girlfriend Progress: 4%

Your Running Respect is changed by the following factors:

Territory gained: +30%  
Killing a gang member: +.5%  
Killing a dealer: +.005%  
Killing a member of your gang: -.005%  
A member of your gang is killed: -2%  
Territory lost: -3%

- Easy money

In order to waste time to allow money to accumulate without dealing with CJs eating needs, simply press Triangle in front of the television in your hideout. His health will remain constant, without him needing to eat. You can leave the PlayStation 2 idling in this state to accumulate money easily.

Walk into a bar and beat up all the customers with a bat, nightstick, or pool cue. More customers spawn and your wanted level will not rise. No one pulls out a gun, and your maximum health will increase after a number of fights. Beating up the person next to the pool tables gets you a pool cue, and every once in awhile a customer will spill a few hundred dollars.

Find a save point that is close to a betting shop. The one in the Montgomery area is ideal because it is near to the save point where you have to do the four missions for Catalina. Save your game, then go to the betting shop and bet all your money on a horse. It takes awhile to enter the numbers, but is worth it because you can make a huge amount of cash (especially if you bet on horses with odds of 10/1, 11/1, 12/1, etc.). It takes roughly three to four minutes to bet the maximum amount of money, which is \$9,999,995. You will not win every time. When you lose, reload your last saved game. It is possible to get \$250,000,000 by betting your winnings of \$30,000 to \$700,000 to \$2,000,000 to the maximum bet.

Enable the "Flying cars" code. Fly around for a few seconds, then touch the ground. You will get money for insane stunts.

- Easy money in Los Santos

From the Johnson house in the Ganton area, go straight until you are in the front yard of the house opposite of yours. Turn right, and go behind it by going between that house and the one next to it. Go in the backyard until you are in the corner. You should see a pistol. Take it, then get back to Grove Street. If you see man, usually in black, that is standing there with his arms crossed, shoot him. He usually carries about \$2,000 or more and a pistol, because he is a drug dealer. Repeat this to get easy money. Kill him quickly before he shoots you. It is possible to get \$50,000 in one day by doing this.

Upon exiting the Johnson house in Grove Street, walk straight toward the house opposite of yours, which is the one that sometimes has the BMX bike in the front yard, until you are in the grass. Go to your right between that house and the one next to it. Walk toward the corner and get the pistol. Go back to Grove Street and find a drug dealer. He is dressed in black with his hands crossed down at his hips. You will know he is a drug dealer because if you face him, he will try to do business. You will get a pop-up display in the top-right part of your screen on how to respond to him, even though you cannot actually buy anything. If you shoot and kill him, he drops \$2,000 dollars or more, and a gun just like that one you picked up. Note: He will shoot back -- try to get a headshot. There is another drug dealer that is wearing a white hooded sweatshirt that does the same thing. He can usually be found up in the northeast part of Los Santos. You can find these dealers all over Los Santos in the areas littered with gangs.

Go to the building with the parachute. When you get to the top, spawn a Caddy. Get in and drive slowly towards the edge of the building, then just fall off. You will begin to flip slowly. However, if you nudge the edge of the building, the Caddy will spin and flip like crazy. When you hit the ground, you will get a very large insane stunt bonus.

Find the Inside Track Betting building in the Downtown area. Bet the maximum amount on the horse with the worst odds. If you lose, reload the game and try again. When you win, it will be a substantial amount.

Go to the Pig Pen Strip Club. You can jump on the big stage with the stripper. Stand directly in front of her, and people will throw \$100 to her each time, which you can collect. Be very careful not to touch her, or the guards will start shooting at you. **Note:** This cheat takes awhile -- eat before you go.

Get a weapon, then stand outside your house in the Ganton area. Shoot your homies (wearing green). Some of them will drop a lot of money. Pick it up, and if you have a wanted level go inside and save the game. Repeat this to get a large amount of money.

This trick requires maximum bike skill for both motorcycles and a regular bike. Go to the highest building in Los Santos, the circular one, and jump off using either the motorcycle or bike. While you are in mid-air, you can spin for a little bit or try to do a back flip. Stay on the bikes until you land and you will receive an insane stunt bonus for over \$200.

- Easy Stamina upgrade in Los Santos

Go to the Ganton Gym in Los Santos. Go to the bicycle and start at level 1. Work your way up to level 10. After awhile it will say that you have worked to your limit and to return. Keep pedaling and your stamina will start to increase.

Use the following trick to get a lot of weapons, increase your muscle, increase your stamina, and get a "Hitman" rating with any weapon. After the initial mission, go to the Verona beach area (on the south part of the map near the ocean). There is a free open gym here. Use it to increase your muscle and stamina. When you need to eat, there is a free hot dog stand down the path east of the gym, or just save the game at your house. To get "Hitman" status with any gun, find the weapon of your choice and shoot

people or cars. Try going to any parking lot and shooting cars. It is easier and they respawn if you ride a short distance away and return. You can get as much money as desired doing the fire truck missions, then going to the off track betting after getting at least \$10,000. Bet 10% of your money on the last horse until you win. If you lose too much money, reload your game and return. Repeat this process until you have a good amount of money.

- Easy weapons in Los Santos

Drive around and hit Ballas. When they are dead, pick up their guns then get back in your car and find more. This will get you a lot of weapons very fast.

- Easy Hitman rating in Los Santos

This trick requires a controller in port two. To get an easy Hitman rating for either the 9 mm pistol or shotgun, go to the Los Santos Police Department. Note the two player icon across the street. Quickly enter the Police Department. Run and ignore any cops shooting at you and get the armor in the locker room. It is the first room on your right. There is an available pistol in the room on the right, at the far end of the hall. Proceed to dispose of the police using your pistol. If you need ammunition, the cops will drop a gun after you kill them. Your weapon skill will quickly raise as you kill the swarms of police that come after you. Continue shooting until your armor level becomes low or is gone. Then, run to the far end of the police station hall, down the stairs, and into the holding cells. In the middle cell is more armor. Use it and continue your massacre until your armor is once again depleted. Next, quickly run out of the door and across the street to the two player icon. Press R3 on controller two to enter two player mode. Simply kill the second player and your wanted level will be gone and your health will be refilled. Repeat this to gain Hitman status or simply gain ammunition. **Note:** Hitman status with the pistols will allow duel wielding, faster firing, improved accuracy, lock-on range increased and faster strafing. There is also a shotgun hidden in the police station in the room on your left as you enter, then to the room at the right at the end of that one. The shotgun may not respawn as soon as you enter, but in at least 60 seconds one should appear. You can use this available shotgun to reach Hitman status with. **Note:** Hitman status with the shotgun only gives you improved accuracy, move while firing, faster firing rate and lock-on range increased -- not duel wielding. Duel wielding can only be achieved with the sawed-off shotgun.

To raise your weapon skills quickly, enter a dance club, such as the "Alhambra" in the Idlewood area. Begin shooting people with the weapon of your choice. Doing so during the afternoon or night hours (12:00 to 04:00) greatly increases the amount of people that respawn in the club. Since so many people spawn, you have a virtually limitless amount of people to "train" with. Doing so however, raises your wanted level greatly. Enable the "Lower wanted level" code or know where the police bribes are, as you will need them.

Go to the actual beach part of the Verona Beach area. Start shooting with the desired gun. The cops will arrive after awhile, but you can make them go away or just kill them for more. Keep doing this until the desired gun is at Hitman level. It is possible to get four weapons up to Hitman level in about an hour.

Walk out from CJ's house and make sure there a car in his garage. Use any weapon to shoot the car in the garage until it catches on fire. Walk away and let the garage close Then, open it and repeat the steps. You can do this with any weapon to get an easy Hitman level.

Go into the bar near CJ's house in the Ganton area. Kill everyone there and try to get a two or three star wanted level. Start killing the police that come through the door. When no one remains, turn around and look. They should be there.

Drive to the Burger restaurant where OG Loc is working. Mark the location of the Pay 'N' Spray near the beach closest to this spot on your map. Go into the restaurant with a two or three star wanted level. Order food if needed, then hold the place up. Everyone will crouch down into a fetal position. You may kill them if desired, as they have some money. The police will morph into the building but they will be in the same position as the customers. They will not shoot you, never stop coming in (usually seven at a time). You have all the time needed to reach Hitman status on any gun. Make sure you have at least 400 bullets or more. You may also go back out and immediately return if you get hungry, but you must hurry to the counter. Sometimes the police will be eating there and they will shoot at you immediately. However, as soon as you aim your gun, they will stop, but the food will not be available if this is done. When you are finished, make sure all seven officers are alive in the building (this seems to cause less police shooting at you on the outside), then hold X + Left Analog-stick Right to run around to the back

of the building. There are always two vehicles parked here. Take one and make two rights then a left to the Pay 'N' Spray. Wait inside until the flashing stars disappear. Do this for two weapons and you will have over half your reputation easily.

- Easy races

Before a race, enable the "Pedestrians riot" code. The racers will start fighting with fans and you can finish in first without even trying.

- Saving money

Buy lots of ammunition for the Tec-9 which costs about \$300. When you have enough, buy one SMG. The game will transfer all your Tec-9 ammunition into your SMG, saving you thousands of dollars. **Note:** This does not work for the pistols, rifles, or thrown weapons.

- Descend quickly

When stuck at the top of a cliff or mountain and you need to go to the bottom, do not bother going the long way around to get down safely. Instead, edge yourself to the end of the cliff/mountain and slowly but surely you will slide down the side and land safely at the bottom.

- Lose weight quickly

If you want to lose weight quickly, enable the "Speed up time" code.

- Basketball Challenge mini-game

Go to one of the basketball courts that have full courts and a chain link fence round them. One of the hoops will have a basketball. Walk up to the basketball and press Triangle to start playing. While playing basketball, press R3 to start the Basketball Challenge mini-game. A red marker will appear on the court. Run to the red marker and shoot the ball. If you make the shot, the red marker will move to a new spot on the court. The goal of the mini-game is to sink as many shots as you can before time runs out. Each shot you make adds a few seconds on to the clock. When time runs out, CJ will automatically resume playing basketball. Your highest score will be recorded and shown the next time you play the Basketball Challenge mini-game.

- Basketball tricks

While playing basketball, press Circle to spin the ball on your finger. Press Square to roll the ball along your shoulders.

- Play basketball in Los Santos

After completing the Taggin Up Turf mission, you can go beside Sweet's house. There will be a basketball court with a basketball in the middle. Walk up to it and press Triangle to play basketball. **Note:** You can only play by yourself.

- Play pool and arcade games in Los Santos

Go out of CJ's neighborhood in Ganton. At night, you will see a bar with beer bottles flashing on top of it. It is next to the bridge. Go inside the bar, and there will be a man next to the pool table. Walk up to him and press Triangle to play a game of pool. You can also bet money on the game. There are also arcade games you can play in the bar.

- Play video game in Los Santos

Go in CJ's living room and walk up to the television. Press Triangle to play "They Came From Uranus".

- Practice dance moves in Los Santos

In the Idlewood area (between the three way highway section and the red line where the train is passing on your map) is the Alhambra Club. You can find it easily by the four torches at the entrance. Once there, you can practice your dance by pressing the corresponding buttons (X, Circle, Triangle, and Square) as shown on the screen). You can also play some video games at the arcade machine or buy some food or drinks at the vending machines.

- Bet on horses

Near the Downtown and Mulholland Intersection areas (under the highway, next to the big parking lot), is a building called Inside Track Betting (with red/pink/blue posters). The entrance is just in front of it, and you can play a horse race game. You first bet on one of the horse to win, then the amount of money. Afterwards you can see the race.

- Play pool for free

First, enter a bar, such as "The Green Bottle" in the Ganton area of Los Santos. Find a pool table and wager whatever desired. If you lose the game, just use the cue stick to hit the person who just took your money to death. Then, pick the money he drops, which may be slightly more than your bet. Additionally, when you walk in the bar, either play a game of pool or just kill the man standing there and take his pool stick. Square up with the pool table and start pressing Circle. The pool balls should move.

- Free pool shots

When playing pool you can get a free shot by pressing Triangle as you take your shot and hit the ball. If done correctly, you should hit the ball and your cue should follow your white ball like if you had never taken your shot. If you pot the white ball by doing this, it freezes your game. Simply press Triangle as you press the Right Analog-stick Forward and you will get an extra shot every time.

- Vending machines

When you find a vending machine that serves chips, zoom in on it with a pistol or rifle. It is blurry, but you can tell that the chips inside the machine are real-life brands. Some chips that can be easily identified are Doritos, Lay's Potato Chips, and Munchos, to name a few.

- Vending machine in Los Santos

Go to the bar near Ganton but do not go in. Instead, look around the bar and close to the bridge will be a drink machine. Go up to it and press Triangle to pay \$1 for a drink.

- Breaking fences

Walk up to a fence and either punch it or cut it with a chainsaw.

- Stop climbing fence or ledge

To stop climbing a fence or ledge, tap Triangle while CJ is trying to get over.

- Climbing trees

To climb a tree, find a ledge that will allow you to jump to the branches at the top of a tree. If you hit them correctly, CJ should grab onto the branches and allow you to pull him up. There is an easily accessible one just outside of Glen Park Hospital to practice with.

- Destroying cars quickly

To quickly blow up cars, shoot the gas tank. This is useful when killing a lot of people at once.

- Lock on enemies

When fighting someone (not with gun), press R1 to lock on to them.

- Expand and shrink moon

Use a sniper rifle to shoot the moon to make it expand, then shrink in size.

- Eating too much

If you eat too much in a restaurant you will vomit on the floor and the cashier will laugh at you. After this happens, you cannot eat again for a while.

- Take a photo of yourself

Have the camera active as your current weapon, then target a member of your own gang. Press L1 to give them the camera and they will snap a picture of CJ. Alternately, have the camera and recruit a gang member. Switch to the camera and get close to the gang member you just recruited. There will be a menu pop up on the top left, telling you to press L1. After you press L1, get into place and take the picture.

- Screensaver

Allow the game to idle for a few minutes. The HUD will disappear and the game will zoom in on other nearby people instead of CJ.

- Recruiting gang members

Press R1 to target a gang member, then press D-pad Up.

- Saving gang members

To save a gang member or bodyguard when you turn off the game, go to your safe house. Go to your garage, run in the garage with your bodyguards. Run out without your bodyguards, and then save the game.

- Gang member drive-by

Once you have a level one Respect upgrade, go to Grove street and walk up to a gang member (dressed in green). Without a gun equipped, hold R1 on a gang member and press D-pad Up. You have now recruited him into your own personal mini-gang. If you get into a car, they will follow you. If you get three gang members and get in a four-door car, you can drive through Balla territory and your homies will lean out of the car and shoot at the Ballas who are driving by or standing around. They will also attack anyone who could be a threat to you (for example, the police). You can get only one gang member on the back of a PCJ-600, and no gang members on a Rhino.

**Note:** To tell your members to stay, hold R1 and press D-pad Down. To tell them to follow you, hold R1 and press D-pad Up.

- Taking over gang territories easily

An easy way to take over territories is to find a high place like a roof top. First, kill a few gang members to start the war, then get onto a roof. When you are up there, they will still shoot at you, but will not have accurate aim and will miss frequently.

- Keep gang territory easily

If your gang turf is under attack, go to a save point and save the game. When it is done saving, your turf will no longer be under attack and it will still be yours. Additionally, when your hood is under attack, find a police car or motorcycle, fire truck, ambulance, or taxi. Get in and press R3 to start the vehicle's missions. Then, press R3 again to exit and your hood will be safe.

- Unlock more gang territories in Los Santos

Get in a Rustler from the abandoned airport and fly southeast. Once you pass Los Santos International Airport, fly to the top of the second altitude bar and

release X to allow the plane fly in autopilot. About every three minutes, look at your stats and examine the Gang section to find that the Vagos or the Ballas have gained a territory. Sometimes the Grove Street also takes more territories. To get the entire map filled with gang territories, let the plane autopilot for over two hours. Check you plane periodically so that it does not crash in the ocean. Once you die, the territories will be visible on the map.

- Gang member race

You can do this trick in any race mission with the checkered flag on your map. Bring a gang member with you. You can even bring three if the race is with a four door car. Walk into the red mission circle. Select a race and when it starts and counts down, you will see your gang member spawn to the street and walk towards your car. The races will start, and you must wait a moment before he gets in your car.

- Gang member poses

Get a camera and recruit one of your Grove Street members. Hold R1 to look through the lens, and your gang member will go in front of it and give a thumbs up or wave.

- Stealth kills

With a knife, target a person and sneak up behind them. Press Circle, and if they do not notice you, you will perform an instant kill silently.

- Hit pedestrian with the front of your shotgun

**Note:** This cannot be done with more than two weapons. Get a melee weapon (baseball bat, dildo, or a police nightstick) and an ordinary shotgun. If you have more than those two weapons this trick cannot be done. Switch to your melee weapon. Walk up to a pedestrian and hit them, then immediately press Circle to switch to your shotgun. If done correctly, CJ should hit the pedestrian with the shotgun as if he were using it as a melee weapon.

- Roboi's Food Mart asset in Los Santos

Go to the 24-7 store located near the Conference Center area. Outside the front parking lot will be a bike. Get on the bike and you will automatically

begin the courier missions, which require you to deliver packages throughout Los Santos by throwing them through rings at the destination. After completing three levels you will acquire the 24-7 store. Use the bike that was in front of to collect up to \$2,000.

- Spray paint as a weapon

The spray paint is not only meant for spraying tags. It also can be used as a weapon. Aim the spray paint in the direction of a pedestrian and they will lean forward, coughing.

- Spray paint in Los Santos

There is a spray can located in the upstairs bedroom of CJ's house in the Ganton area.

Go in back of CJ's house. Climb onto the wall and walk over to the his house. Jump onto it then climb to the raised part of his house. Walk towards the back of it, and you will see that there is a building connected to it. Walk onto that building and you will see a can of paint.

- Dildo and nightstick weapons in Los Santos

Enter the police station in the Pershing Square area of Los Santos. Walk around inside the police station to find the shower/bathroom. In there you will find a large purple dildo that can be used to hit people. There is also a PR-24 (nightstick) in the police station as well. You can pick up the dildo and the PR-24 without anything happening, but when you take the shotgun you will get two stars on your wanted meter.

Go to the small town of Dillimore near Red County. Find the police station with the garage opened up outside. Unequip your weapon and enter the police station by walking over the entrance marker. Once inside, proceed into the hallway ahead of you and take the first right into a locker room. In this locker room will be body armor and a night stick. Keep walking behind the locker room, and there will be an opening in the wall with a large walk-in shower. Proceed into the shower and take an immediate right. You will see a pink dildo spinning. You can pick this up as your melee weapon and begin dildo-bashing people.

- Cane in Los Santos

Go behind to the Vinewood sign. Search behind the "V" to find a cane that can be used as a melee weapon.

- Chainsaw in Los Santos

Follow the train tracks south towards the Ocean Docks area. Along the way you should see some tire piles. Look around the stacks and you will find a chainsaw.

- Brass knuckles in Los Santos

When you first start the game, go to the underpass two doors from your house in the Ganton area. There are brass knuckles in the grass.

- Shovel in Los Santos

Go into Ryder's back yard (to the right of your house) in the Ganton area. There is a shovel next to the back of the house.

- Katana in Los Santos

Find the 8-Ball shop near where you did the mission where you met Ceaser. Directly behind the 8-Ball shop is a fence. Climb over it and you will find the katana.

- Handgun in Los Santos

Go behind Big Smoke's house. In the corner will be a gun.

Walk to the street from CJ's house. Walk between the house across from CJ's and go to the right. You will see a hand gun.

- Shotgun in Los Santos

When you rob the pizzeria with Ryder in the beginning of the game, instead of running to the car as soon as you get out of there, punch out the clerk for the shotgun. **Note:** This works better if you get the brass knuckles found underneath the over pass near your hood.

- Machine gun in Los Santos

Jump on top of Big Smoke's house, then jump on roofs towards CJ's house. On top of one will be a machine gun.

Go in back of CJ's house. Climb onto the wall and walk over to the his house. Jump onto it then climb to the raised part of his house. When you are on his roof, jump onto the house next to his then jump onto Sweet's house to obtain a machine gun.

- Uzi in Los Santos

There is an Uzi under the bridge in the waterway to the right of your house in the Ganton area when you exit it.

- Weapons storage warehouse in Los Santos

Go to the Ocean Docks area in Los Santos. Look for railroad tracks and follow them south until they lead to a building with boxcars. The complex can only be entered by jumping the wall, going through the boxcar warehouse, or by an opening to the right of the warehouse. The boxcar warehouse has a sawed-off shotgun (you will need a car to get it) in one of the cars, a plank bridge that leads to body armor, and gas grenades located at the back exit. A short distance away from the back exit, you will see an entrance to another warehouse. This one is full of crates. Go through the crates to find stairs. Behind the stairs is an AK-47. Go up the stairs to find more body armor.

- Dual weapons

Reach the "Hitman" rank in a weapon skill to be able to wield two of that weapon at once. To increase your weapon skill, practice at the shooting range or use that weapon frequently. You can dual wield pistols, the sawed off shotgun, Uzi, and Tek.

- Double SMG ammunition

Go into an Ammu-Nation and enter the shooting range. Press Triangle as soon as it starts to exit the shooting range. If you were carrying an SMG at the time, your ammunition will have doubled. Repeat this trick to get as much as needed.

- Get automatic fire with any weapon

In two player mode, enable any weapon code one time. Waste all the ammunition in your SMG gun. Then, hold the weapon you want to have automatic fire (Desert Eagle recommended). Get in the passenger side of a car while the other player drives. While holding the Desert Eagle in the car, enable the same weapon code again. You can now shoot the gun automatically.

- Fire while out of ammunition

If you fire a gun out of a car in two player mode with no ammunition, it will still fire but no bullets will actually be shot out.

- Suicide bomber

Enable the "Weapons (tier 3)" code, then select the bombs which are blown up by a detonator. Throw one of them at someone, and it should stick to them. You can now blow them up like a suicide bomber.

- Boxing moves in Los Santos

Go inside the gym and defeat its owner to learn boxing style attacks.

- Kick boxing moves in Las Venturas

Go inside the gym and defeat its owner to learn kick boxing style attacks.

- Martial arts moves in San Fierro

Go inside the gym and defeat its owner to learn martial arts style attacks.

- Escape police in Los Santos

Walk behind the Mullholland safe house to the pool. Face the side that has five windows. Walk into the one closest to the corner. Go to the area of that window that is away from the corner. Slowly go in there and lean to the right. Unless you go too slow and lead an officer in there, you will be safe. The police can see you, but cannot hurt you, even when you have the maximum amount of stars on your wanted meter.

- Devoted bodyguard

Start two player mode and get on a skyscraper. Have one player on the edge of the building and the other player directly behind him. Have the player on the edge jump off, and immediately afterwards have the other in the same spot jump off. As soon as one player lands, the second one will follow and land on him. You will now notice that the second player will have almost full health, using the first player as a cushion.

- Scared cops

Go into a Burger Shot restaurant and kill everyone. Then, leave and immediately go back in. Kill everyone until you have four stars on your wanted meter. Cops will enter the shop. If you start shooting, all the cops will act like the people in the shop, and curl up scared. The cops will not shoot you. If you kill them, more will just keep appearing in the same locations.

- Cops spawn in club

Get a three star level level while in a club. Three or four cops will appear and start shooting.

- Hack into casinos for free in Las Venturas

In order to hack inside and win free money, meet "C" (Kendl's girlfriend) and complete one mission. As they have the casinos ready for you, kill all guards and be done.

- Very large stunt bonus in Los Santos

Get a BMX and ride it to the most northern safe house in the Mulholland area near the Vinewood sign. **Note:** If you are interested in buying it, the cost is \$120,000. Notice that the building is in a "L" shape. Go to the inner corner of the "L", next to the pool. Ride into the walls and you will fall through one of them. You will go into a glitched area. Perform lots of rotations before you land back near the safe house to get an extreme stunt bonus.

- Make the moon bigger and smaller

Using the sniper rifle, shoot the moon at night. It will begin to shrink. After it gets to a certain size, it will begin to grow again.

- Survive high falls

Repeatedly tap Square as CJ is falling to take less damage when he hits the ground. Additionally, max out your health bar and get full armor. Go to a high building, such as the one in the Downtown area of Los Santos. Get on the roof and jump off without a parachute in your inventory. When you hit the ground, you will lose most of your life, but still have a small amount remaining. **Note:** If you have a parachute in your inventory, you will die when you hit the ground.

Take a Shamal or Hydra into the second meter of altitude. With a parachute, jump out of the plane and press Circle to open it. Then, immediately press Triangle. You will fall to the ground, and if you have full health you will survive with just a little remaining.

If you accidentally fall off a very high building, enable the "Spawn parachute" code. Press Circle to open the parachute and you will drift safely down to the ground.

- Drive around with parachute

Go to the top of Mt. Chiliad with a parachute. If you cannot find one, there is one on top of the mountain near a Camper and a Journey. Equip your parachute and jump on the mountain bike. You should trigger the downhill race. Then, jump off the edge with the bike, but before you jump off and deploy your parachute. You should spawn back on top with the bike, but with your parachute still deployed.

- Helicopter in garage in San Fierro

Occasionally at the helipad that is guarded with a police garage not far from it, if you go into the garage when the helicopter is present, you will find another helicopter at the bottom floor of the garage.

- Use other weapon on motorcycle

Have an Uzi of any kind and another weapon. Get a motorcycle and stand next to it. Select the Uzi. If you have more weapons, select one next to the one you want to hold on the bike. Then, press Triangle to get on the motorcycle. Just before the radio station starts, quickly press L2 or R2 to switch weapons. If done correctly, you should have the weapon equipped

and be holding on the bike. You cannot fire the weapon while on the bike. This may require a few attempts. The best weapons to use are the AK47, M4, and the shotgun.

- Backflipping Packer

Get a Monster truck and drive down by the docks in Los Santos until you see a Packer. Line up the Monster with the back end of the Packer and drive up the ramp. This should send the Packer up in the air and do backflips.

- Somersaulting Rhino

Go to Los Santos International Airport, and use the "Spawn Jetpack" code to reach the top of the communications tower. Once on the top, there is a small circular platform with a thin platform around it, with just enough room to stand on. Stand on it, and make sure it is the border around the very top platform. Enable the "Spawn Rhino tank" code. If done correctly, the tank will spawn and immediately ricochet off the top and do multiple spins and somersaults in the air before finally hitting the ground below. This can be very funny if done correctly.

- Gang members in house

Make a gang, with however many members as desired. Then, go inside your house and press Up to call for your gang to follow. They cannot go inside the house. Save the game. When you are done, they will be standing in the kitchen. You can shoot them, punch them, or walk through them with nothing happening to them. They will talk to you, but they do not move and nothing hurts them.

- Moving fire

Notice that when you use your flamethrower and are aimed at the floor, you create a small flame or a few that expire in awhile. When they begin to arise, the fire truck arrives and extinguishes the fire. To do this glitch, eat something beforehand to prevent hunger. This may take some time. Do a fire line with your flamethrower of at least four flames horizontally with no cops nearby (or they begin to chase you). Keep watching the fire, centering by using the R3 camera view, trying not to move CJ only if necessary. If the fire truck arrives to extinguish the fire, repeat this until you get a whirlwind of fire of a decent size. When you get it, it cannot be extinguished. If you

keep it centered with the R3 camera view and watch, after awhile the fire truck leaves the fire alone. The fire physics are strange, but if you move the Right Analog-stick slowly and walk just a little bit, you can aim the fire. Keep doing this and you can move it in a certain direction. Do not worry if the flames are close to you, they do not cause damage until you move CJ to the flames. If there are pedestrians walking to the flames ,they will not suffer any damage, even though they do not runaway .However, vehicles can take damage. To make them explode they must be stopped for a certain period of time. Try it on traffic lights or when another vehicle is blocking the path. This is particularly useful on highways where cars travel at high speed. There are multiple wrecks and you can wait to watch them all explode . You will not get a wanted level for doing this.

- Wear night vision goggles without their effect

Activate the night vision goggles and play any type of arcade game (They Came From Uranus, etc.). When you exit the arcade game, CJ will still be wearing the goggles, but their effect is not there.

- Invisible spray paint in Los Santos

When in CJ's home, get the spray paint can from his bedroom. Go to his lobby and spray in front off his mirror at a certain distance. You will not see the spray in the mirror when spraying.

- Missing gun in Los Santos

Have a gun capable of doing drive-bys and go on a date with Denise riding in a motorcycle. If she asks if you want some "coffee", say "Yes". When you are done and get back on your bike, you will not have the gun out. This will fix itself when you get off the bike.

- Fall through ground in Los Santos

There is a property to buy directly above Madd Dogg's mansion in the Mullholland area. You do not have to have buy it; just go there. In the back is a waterless pool and a wall on the east side. Walk up against it and you will fall through an invisible wall and continue falling until you reappear back on the ground. You can use the Jetpack to fly around in blue hell.

Go to the building where the mission "End Of The Line" took place, where you killed Big Smoke. Note: This will not work after you complete the mission -- you should be playing a new file to do this. Get a car and ram the wall in the front. You should either break the wall and go through or break the wall and get pushed back from the impact. Then, drive in and you will fall through the ground and end up back on the street. Sometimes your car will disappear when you get put back on the street. If you walk in, you will fall but when you are put back on the street you will not lose any health.

Go to the Ganton gym and park a car in the doorway, with the hood touching the door. Get out, jump on the hood, and walk inside. Once inside, walk back out again. You will appear in a hallway. Walk towards the wall, and you will fall through the world.

Walk behind the Mullholland safe house to the pool. Face the side that has five windows. Walk into the one closest to the corner. If you do not automatically fall, walk to where the iron support beams end. You will start falling. In a few seconds you will land around the billboard that is in front of the Vinewood sign.

- Fly under city in Los Santos

Go to the Ganton gym and park a car in the doorway, with the hood touching the door. Get out, jump on the hood, and walk inside. Once inside, you will appear in a hallway. Enable the "Spawn Jetpack" code and wear it. Walk towards the wall, and you will fall a short distance, then be able to fly under the city.

- Remote explosives go through door

Buy some remote explosives at Ammu-Nation, then steal a car. Get out of the car and throw one at the drivers door, then open the door. The explosive will stay in the same place, and the door will go through it.

- Fall through map in Red County

Get a police bike, and go to the section of the tracks that leads to Red County if you keep driving. Keep moving your bike against the right side so that it sparks severely, but does not crash. After about 30 seconds, you should fall through the map. The bike will fall and disappear, and CJ will appear somewhere on the map randomly.

- Walk through wall in Red County

When you are by your house on the hills directly behind the "Vinewood" sign, go behind the house where the pool is located. Walk over to the wall and go straight, where another wall meets that wall. You will be able to walk through the wall, and if you walk in the correct location, you will fall and the "Loading" message will appear. The game will place you on a road below the "Vinewood" sign.

- Hospital underworld gateway in San Fierro

Go to San Fierro's hospital. There are two different buildings that are connected by a walkway that is over the road. Go towards the western building (hospital) where the cane is located. (where you get dropped off when you visit the hospital). To your left should be an ambulance. Go towards the ambulance, and face the east building "across the road". As you look across the road, you will see doors and a part of the building (hospital) that sticks out. Fly between the doors and the part of the building that is sticking out to reach the gateway to get in the hospital underworld. To get back to the real world, sink down to the endless pit. CJ will respawn at the closest street. You can also fly through the opening of the hospital where you first entered the underworld.

- Walk on air

When in a helicopter, fly above the giant bridge and try to land in the middle. The helicopter will land in mid air, and you can get out and walk around in the air.

- Run underwater

Start two player mode and get in a Leviathan helicopter. Land in the ocean. Have the player in the passenger side hijack the driver. He will fall straight into the ocean and be able to just walk around and shoot instead of swim.

- Underwater player

Start two player mode, then go in a speedboat but do not drive it. Press L1 to kiss, You will notice that one of the player are missing. Press Select to get a close up view of the character that is missing.

- Swim in first person view

Get a rocket launcher or sniper rifle and go near a body of water. Jump in, and before you hit the water, aim and hold it. You should be in the aiming mode of that gun. This also works with other guns.

- Stab someone with your fist

While stabbing a downed or dead person with the knife, tap L2 to put away your knife and just have a fist. It will sound and appear as if you are still stabbing the person only with a bare fist.

- Fight with cell phone

Wait until Cesar calls on your cell phone and tells you that the Yay or courier is leaving San Fierro and that they are on bikes. To fight with a cell phone in your hand, press Triangle to hang up while he is talking to you. Then, immediately aim at a pedestrian with your fists as a weapon. Your cell phone should still be in your hand. You will be able to hit people with the cell phone. If you change weapons, it will disable this effect.

- Floating breasts

Start two player mode and choose the prostitute. Enable the "Spawn Jetpack" code and turn the camera towards her.

- Change song on radio

While in any vehicle except for anything involving the law (police, army or ambulance), set it on any radio station you desire. Then, enable the "Spawn Jetpack" code. If done correctly, the last song that was playing on that radio station should be different. CJ will also be wearing a Jetpack inside the car, and his legs will be going through the bottom.

- Dancing Packer

Find a Packer. Move the Right Analog-stick Down so that the railing moves up. Then, get out and walk up the ramp. You will either do one of two things. You will stop but remain walking (if this happens, jump); or you will walk straight. As soon as you get under the top ramp, the packer will do

some crazy things, such as tilt so that only one side of tires is touching the ground.

- Invincible flaming car

Enable the "Deadly vehicle" code. Get in a car then get out and have a few vehicles hit it. The car should start smoking and erupt into flames. Get in the car and it will remain flaming, but will not explode.

- Tree through car

This is best done when at a location with a tree that can be knocked down and a store you can enter. Get a car and drive it into the tree. This should knock it down. Park the car directly over where the tree once stood. Enter the store by using the yellow upside down triangle, then exit. The tree will now be sticking out of your car.

- Fall to death in blackness

Go into a Cluck N' Bell and jump behind the counter. Then, jump on the counter so that if you move you cannot get off of it. Keep jumping up into the ceiling by pressing Square. If done correctly, you should find yourself on a black screen, falling to your death.

- Decapitated CJ

After obtaining a katana, find a two player icon and activate multi-player mode. Have player two decapitate CJ. Exit out of two player mode, and CJ will have no head. Additionally, play in two player mode with Denise and have the other player cut off your head. You will lose the mission, but then can continue playing without a head and bleed forever.

- Stretched CJ

Get on a mountain bike and press Square to back up. While still pressing Square, tap X. CJ will stretch out of proportion and spin around like crazy.

- Stuck playing basketball

While in the Jetpack, if you play basketball you will get stuck and have to re-load the game.

- Sub Urban turns into Ammu-Nation

While at any Sub Urban store, take out a camera and zoom in on the mirror that is close to the changing area. The mirror will disappear, and you can see the interior of an Ammu-Nation.

- Late death in Los Santos

Go to the police station (where there is a toll gate with a policeman standing next to it). Hijack any police vehicle. **Note:** If you hijack a car or do a crime in that area, this will not work. Then, go in front of the gate and wait for him to open it. Once he does, go inside and go straight. Stay in your vehicle. Park next to the garage door then get out of your vehicle. Once out, go next to the building and you will see another booth next to the building. Go inside and kill the guard. Then, kill the booth man next to the gate. Once this is done, go in the garage through the fire exit. Then, go next to a policeman so that he points his gun at you. He should say that he needs backup into his radio. Kill him with a gun. If done correctly, he should be dead, but still standing. Once he gets off the radio, he should fall down and die.

- Late cashier death

When at a fast food restaurant (such as Cluckin' Bell or Well Stacked Pizza), have a gun with you (preferably a pistol), Go into a corner and aim. Walk up to the counter and put the cross-hairs on the cashier's head. Shoot the cashier, and wait. The cashier should back up with their hands raised, say something, then fall to the floor. **Note:** This best done at Cluckin' Bell.

- T Bone in two places at once in Mike Toreno mission

Drive the car into the water and swim away. T Bone will be still in the car, but will not die. Get another car, ignoring the "You left T Bone behind" message. Drive to the airport. While going there, you can still hear T Bone talking. As you arrive, shoot at the targets and watch the intermission sequence featuring T Bone getting Mike Toreno out.

- Floating guns in Wrong Side Of The Tracks mission

There are four Latino gang members on top of the train that you have must catch and kill. They have guns that they will shoot you with. Fail the mission intentionally, then find the train that they were on. Instead of gang

members, you will see instead see floating guns that move and fire at you; they are invincible.

- Flying fish

Get a rocket or grenade launcher and go near a river or beach with fish. Shoot the fish with a rocket or grenade. The fish will fly out of the water and swim around in mid air.

Go to any beach area. Swim a little bit underwater to find a school of fish, dolphin, or turtle in the shallow parts. Get back to the beach where you are neck deep in the water, but still able to use a weapon. Aim the rocket launcher in the part of water where you last saw the aforementioned aquatic life. Fire off a few rockets. If all goes well, you should see a splash on the surface of the water and whatever you shot will come out and start flying around in the air.

- Pose for the camera

This trick can be done at any time in the game. First, make sure your camera is in your hand. While running, quickly tap R1 to aim, but do not release the Left Analog-stick. If done correctly, CJ will be in a running stance, but will be completely still. You can rotate the Left Analog-stick during this time, and he will pivot on one foot.

- Flying Tanker

Steal a Tractor, and grab onto a Tanker (tractor-trailer truck/18 wheeler). Back up to the front of the Tanker and latch on to it. Drive forward, then turn sharply into circles. The Tanker should go flying through the air. This may require several attempts.

- Misspelling in Los Santos

In Downtown Los Santos, there is an Atrium. (you fight inside it in Big Smoke's mission, Just Business). There are two entrances; a front and a side. When you enter the front door, the corner display correctly shows "Atrium". However, if you enter the side door, the corner display shows that you entered the "Attrium".

- Misspelling in San Fierro

In San Fierro, the gym is called "Cobra Marital Arts" instead of "Cobra Martial Arts".

- Jump through window in Las Venturas

Near the safehouse where your girlfriend Millie lives (directly east from the Abandoned AC Tower; costs \$50,000) are windows that you can jump through. Climb the wall beside the house and jump on the roof. You can go through the windows. You can see your garage, shoot people through the window, and if you get a wanted level of 2 or more, can get policemen trapped in your garage. Be careful; when you jump through the window and want to get out you must step back from the window and jump until you can cling onto it, then climb back up.

- Wrong casino name in Las Venturas

Check the map that was included with the game. Look in Las Venturas near the casino entitled "The Clown's Pocket." This casino cannot be found, because it is named "The Ringmaster" on this map. However, in the game it is called "The Clown's Pocket."

- CJ spontaneously combusts in Whetstone

Go to the level area of ground at the peak of Mt. Chiliad, where the mountain bike race is located. Take out a rocket launcher. Aim at the Mountain Bike. The green reticule will home in on the bike. Fire at the bike and blow it up. Then, aim at the bike again, manually. **Note:** The second time around, the reticule will not automatically aim on the "wreckage" of the bike. When you fire a second missile at the bike, CJ will catch fire. You can be 30 feet away and still catch fire. Also, the same effect has occurs when firing a missile at the bike to "blow it up", then shooting it with a sniper rifle. However when using the rifle it will usually require two or three rounds before CJ catches on fire.

- Feet appear through bottom of car

Enter a car and enable the "Spawn Jetpack" code. Your feet will appear through the bottom of the car. This also works with planes and helicopters. With bikes, CJ will appear to be standing up on the bike.

- Bicycle catches on fire

If a bicycle is upside down, it will catch on fire. However, it is very difficult to get bicycle to stay upside down.

- Lowrider remains in position

Get a lowrider with hydraulics. Put the car in any hydraulic position desired. While holding the car in that direction, press Triangle to get out. You can see the car remain that way. For example, have the back of the car raised in the air.

- Lowrider lights

When in a lowrider at night, look at the headlights and bounce the car up and down. Notice that the lights on the ground stay in one location while the lights on the car move up and down.

- Buy hotdogs from dead vendor in Los Santos

Go to the end of the pier with a Ferris wheel. Enable the "Weapons" code and obtain a rocket launcher. Find the hot dog stand at the far end. Shoot it with a rocket launcher. Jump in the water under the pier, and you should see the stand floating in the water. You can still buy hotdogs, even the vendor is dead.

- Wrong restaurant name

Go to the Cluckin' Bell. Take out a sniper rifle and look at the cups hanging on the wall. They say "Burger Shot".

- Wrong dialogue in Los Santos

During the Reuniting The Families mission, the police helicopter announces that they are the "Los Angeles Police Department" instead of the "Los Santos Police Department".

- Camera in Los Santos

Go in CJ's bedroom. There will be a camera beside the bed. Also, once you complete a certain mission, there will also be a can of spray paint in there.

- Reaching other cities early

Hijack the train. The easiest way to do this is when it is at one of the stations. Then, drive it full speed to the bridges to the other islands. You may need to use the entire city to pick up enough speed. Also, you must be careful around sharp turns. The train will de-rail. Note: This was done with the freight train. When you approach the bridge at the edge of the city, you will slow down, even if you are going very fast. The train will pass through the barricade, as if it were a ghost. You will get a four star wanted level. There is a police bribe on the train tracks in the second city that you will pick up if you pass by it on the train, but your wanted level will immediately jump back to four stars. Also, the train is bullet proof. You cannot die from bullets when inside the train.

When in Los Santos, you will find that all bridges to the other two regions will be blocked by blockades. Sometimes if you try to go through the blockade at high speed with a fast vehicle, it will go through and glitch, along with the AI vehicles that are following.

Enable the "Drive on water" code or swim across the ocean to where you want to go. You will automatically get a four star wanted level when coming ashore in Las Ventruas and a five star wanted level for coming ashore in San Fierro. These stars will not go away with the "Lower wanted level" code, but will disappear when you leave the city.

The following is a multi-step process which may take some time to get correct. Get the parachute located on top of the very tall building a few blocks from the police station in downtown Los Santos. The building is shaped circular inside and "L" shaped on your map. Walk around to the northeast corner of the circular building and step into the yellow triangle to get the parachute that is on the roof. Take it, and keep it (do not switch to a weapon). Go back down and get armor from the police station. It is nearby and has two sets. Do not draw a weapon in the station or you will get a two star wanted level. Next, get the jet at LSX, the airport at Los Santos. Drive up to the gate, climb up on your car, and onto the guard booth, and climb over into the airport. Walk back around to the gate. It will open, and you can get your car and drive back in. Then, find the jet. It is called the Shamal and is located at the end of the runway. Take off and get some practice flying, diving, climbing, rolling, etc. Next, choose a location on your map that you want to go. You can press Circle on the map screen to pin that location on the radar. For example, choose the Binco store in Las Venturas. It is next to the Las Venturas airport and the highway. Once you pass the city line, you

will get four stars on your wanted meter. Because you are in the air, they will try to shoot you down with missiles. Notice the two red blips on your radar that are fast approaching. Dive, climb, and roll and the missiles will miss. Do not forget to keep your eye on your target. Once you are over your target and are very high, press Triangle to exit the plane. You will drop straight down. You must be high enough for your parachute to open or you die when you hit the ground. When you are safely on the ground, start running. If you chose to go to Binco or another store, notice that you can go inside and buy clothes. If you buy clothes, you will get rid of the four stars wanted level, as long as you remain in the store. Once you step outside, the four stars will return to your wanted meter.

- Reach other cities early in Los Santos

Use the following trick to get to the other cities before their freeway entrances are actually open. Go to any bridge that connects the start of city of Los Santos to any of the closed cities. Jump into the water that is under that bridge and swim across. When you get far enough, you will have a four star wanted rating. Once you get on land, get a vehicle as soon as possible. **Note:** You cannot use bribe icons or the Pay N' Spray to decrease this wanted rating.

- Reach Las Venturas early in San Fierro

When you get to San Fierro, go to the shore and travel until you see the Golden Gate Bridge. Enable the "Drive on water" and "Spawn Rhino" codes. Get in the tank and find a way off of the shore. Drive until you get to Las Venturas, and drive onto land. When you get there, you will have a four star wanted meter. Explore the city, and when the police cars hit you, they should explode. Once you are done exploring, drive back into the water or swim back. The area you just explored should be on your map. **Note:** You cannot buy any property while invading the city. This trick can also be done to explore San Fierro early from Los Santos.

- Fly plane without pilot license

Go to either Los Santos or Las Vatos airport. Go to the place that you would enter if you had a pilot license. If you try to get in the gate, it will say you cannot unless you have the license. Next to the gate is a small building. You will need a small car or any type of bike (BMX, bike, motorcycles, etc.).

Stand on top of it and jump on top of the building. Jump off and you should see a fence (at Los Santos Airport). Climb the fence and you will see a Dodo plane. Also, if you follow the runway east, you will see a small jet that is unlocked. At Las Vatos, follow the same procedure. After you jump off of the building, just walk around and look for a plane. **Note:** All but one of the aircraft at San Fereno's airport are locked.

After using the "Fly plane without pilot license" trick at the Los Santos airport, go forward you should see a Dodo airplane. Get in and take a right when inside the plane. Go straight, then take a right at the runway. Go down it until you see a jet on the right. It is not on the runway. You can get out of the Dodo and get in the jet. You can now fly the jet wherever desired. However, be careful -- if you go out of your territory you will get four stars and jets will shoot missiles at you. Try to dodge them if possible.

Go to the Los Santos airport and get to the place that you would enter if you had a pilot license. If you try to get in the gate, it will say you cannot unless you have the license. Next to the gate is a small building. You will need a small car or any type of bike (BMX, bike, motorcycles, etc.). Stand on top of it and jump on top of the building. After you jump off of the building, just walk around and look for a plane.

To get into the Los Santos airport without a pilots license go all the way south until you reach a tunnel. On the south side of the tunnel, look along the fence line of the airport. Notice how the sidewalk has an incline. Walk up the incline and climb up the ledge where the bottom of the fence starts. Turn towards the ramp sign and jump across. You should grab onto the sign. Then, climb up on top of it, turn towards the fence, and jump. You should jump across and grab the fence. CJ will pull himself up and over, and you will be in the airport.

To access Los Santos International airport early, get a large van and hop over the fence where the guard tells you that you need a pilots license. You can also get any car and hop over the fence around the corner from the guard. Once inside, you will have to hop another fence, then you will find a Dodo. If you go a little further inside near the runway, you will find a jet.

Go to either the Los Santos airport and get to the place that you would enter if you had a pilot license. If you try to get in the gate, it will say you cannot unless you have the license. Next to the gate is a small building. You will

need a small car or any type of bike (BMX, bike, motorcycles, etc.). Stand on top of it and jump on top of the building. After you jump off of the building, just walk around and look for a plane.

Walk up to the airport gate in San Fierro, touching it. Then, walk along the side of the gate into the corner where the fence bends (keeping in contact with the gate) and walk back into the middle of the gate. It will slide open. You must start in the middle and walk to whichever side the gate will slide open to. For example, if the gates on the left, walk to the left. If it does not work at first, keep trying.

- Parachute in Los Santos

In the Downtown area (near the three way highway section and the red line where the train is passing on your map), you will see a tall circular building with blue/white glass windows. The entrance (with the yellow triangle) is just in the front of it. Enter it, and you will go to the roof of the building where you can find a parachute. Take it, jump down from the roof, and press Circle to open the parachute. Use the Left Analog-stick to control it. **Note:** You must wait a short time until the parachute respawns back on the roof.

In the Downtown area, there is a skyscraper near the overpass with three triangular columns in front of the corner entrance. Across the street is a building with circular structures around the windows and facing west at the end of the street, a building with a yellow "gems" billboard on top. Enter the skyscraper and go up the stairs. You will see the parachute. If you want to try it, jump off the building and press Circle. **Note:** Each parachute is good for one jump only.

Go to the police station in the Downtown area. At the doors, you will see a yellow upside down triangle. When you walk in it, you will see a flight of stairs. Go up them and look to the left. You will see a parachute backpack. Walk to it and make sure your weapon display shows the backpack. When you confirm that it is there, jump off and press Circle. The parachute will open. Use the Left Analog-stick to steer yourself left or right or slow down. You can wait until you are lower before opening it. If you wait too long, the parachute will not open in time and you will die.

- Parachute in San Fierro

Go to the Downtown area. Find the very big building. Out front, there a sign that reads "No base jumping". Go to the yellow triangle and you will go to the top. You will automatically get a parachute. This jump lets you fall a long way before opening the parachute. **Note:** You can only jump once, unless you die.

After you unlock Mt. Chiliad in the Whetstone area, take a Sanchez to the top of the mountain. Once at the very top, look for a mobile home, and a van. Behind them is a parachute. Pick it up, then look for the ramp by the flag. Drive very fast and jump off. After a few seconds in the air, jump off the bike, then press Circle to deploy your parachute, or you can wait to do some free falling. You can also jump off of some high buildings, and out of airplanes.

There is another parachute on the top of the mountain (by the two vehicles). You can fly the Dodo up there, take off, and jump out of the plane whenever you desire. Just press Circle and the parachute will open. By the time you get back to the mountain, another parachute will have respawned. **Note:** Sometimes when you jump out of the plane, it will not explode, even from that altitude.

Unless you have a license, do the "Fly plane without pilot license" trick to get a plane or helicopter early. Fly to the top of Mt. Chiliad. On the east side where campers are parked, there will be rocks. There should be a parachute on those rocks.

If you ride to the top of Mt. Chiliad, you will find yet another parachute location as well as a Bmx bike race marathon as well as a speed ramp which you can use to fly of the mountain if desired.

Use the Jetpack to reach the very top of the northernmost tower of the bridge leading from San Fierro to Tierra Robada to find a parachute to skydive with.

- Skydiving

Go to any airport. Look for a yellow arrow at the entrances of the airport where you can buy a ticket to another city. Buy the ticket and start the flight. Do not press X and skip the flight. Wait for the airplane to take off and get high in the air. Press Triangle and CJ will jump out of the airplane with a parachute and begin skydiving. When you want to open the parachute, press

Circle and float down. There are also other places you can skydive, such as the tall building in the Downtown area of Los Santos, and off the top of Mt. Chiliad. Additionally, to get a parachute very easily, get into any type of flying vehicle, except the Jetpack. You will instantly receive a parachute. If you fly high into the air, then jump out of your plane or helicopter, the parachute will automatically be switched into your weapon inventory.

- Easy money in San Fierro

Do the valet side-quest missions. You will be awarded a \$ spot, where periodically you can claim free money.

- Hippy Shopper asset in San Fierro

Get on the Freeway bike in front of the Hippy Shopper store near the Ammu-Nation. Complete level 4 of deliveries to get the store as an asset, where you can collect money.

- Valet Parking asset in San Fierro

After the 555 We Tip mission, you can do valet parking missions at the parking garage. You will be awarded a \$ spot after level 5 of valet parking, where periodically you can claim free money.

- Zero's RC Shop asset in San Fierro

After recruiting Zero, stop at his shop and complete all his missions. You will be awarded with a \$ spot where you can periodically claim free money. **Note:** You can also make more money at Zero's place by doing an extra mission (after you have already completed all the missions to get the shop as an asset). Go to the back room in the shop and step into the red marker to trigger a mission where you use the RC Baron to destroy Berkely's shipping vans. For each van you destroy, you will get money. There is a time limit for each time you play the mission. You can replay this mission as many times as desired.

- Military vehicles in San Fierro

Near the port in San Fierro there will be a naval base. If you quickly enter the compound and drive around, you will eventually find a military truck

and Patriot vehicle. **Note:** Once you enter the compound of the naval base, you will get a five star wanted level.

- Baseball bat in San Fierro

You can find a baseball bat at the baseball diamond in San Fierro at home plate, across the street from Zero's RC Shop.

- Chain gun in San Fierro

There is a chain gun on Point Kinclad (big red train tracks in San Fierro). Take a helicopter or the Jetpack and fly onto the first arch leaving San Fierro to go to Las Venturas to find it.

- Flamethrower and pool stick in San Fierro

In the Doherty area, go behind your garage to find a construction area (marked brown on the map). Go to the building just left of the road on the brown area. Under a broken ramp is a flamethrower and pool stick.

- Guided rocket launcher in San Fierro

Go to the airport and from where the two helicopters spawn, go to the left. There will be two little buildings near the water. To the right of one of them will be propane tanks. In between two of them will be a lock on rocket launcher.

- Fling Bulldozer around in San Fierro

Go to the construction yard near San Fierro. Go past the crane and turn left after the first hangar. Behind that, you will see a towtruck, Get in and drive towards the Bulldozer. Hook up the Bull Dozer. Drive up the hill to where there is an open area. Then, turn very sharp to either the left or the right. The Bulldozer will fling around, pulling the tow truck with it. For even more fun, get three or more tow trucks and hook them all up into a line. With three or more, the Bulldozer acts like a ball and chain flailing around.

- Fall off building and live in San Fierro

Go to the Big Pointy Building (the one with a parachute) in the Downtown area and jump off. Open your parachute and land. Go back up to the top.

This time, you will not get a parachute. Jump off. Before you hit the ground, you will hit the side of the building and slide down. When you are close to the ground, you should hit one of the many slanted poles that hold up the building. This will slow you down enough so that you only lose about one sixth of your health. **Note:** Sometimes you will not hit a slanted pole and lose more health or die.

- Gant Bridge message in San Fierro

**Note:** This works best if you unlocked the Jet Pack or an expert at landing helicopters. Go to the Gant Bridge and fly up to the very top. Go the very top cable line piece that is horizontal, is south on the Gant Bridge, and is the closest to San Fierro. Fly up to the very top and look at the cable that is vertical to see a sign that reads "There are no Easter Eggs up here. Go Away".

- Burger Shot asset in Las Venturas

Some of the Burger Shots have a timed delivery mission where you must send packages on a Faggio. Complete them to gain that restaurant as an asset.

- Secret government agency base in Las Venturas

Get in any land or air vehicle and drive or fly to the abandoned air field in the region of Las Venturas. To the south from here, there is a little area that is a "no fly zone". If flown over, a mysterious five star wanted level will appear. This is because the area is a government agency secret base that holds several heavy and speedy army vehicles. You can also find this area in the middle part of the region of Las Venturas on the map included with the game.

- Suicidal pedestrians in Las Venturas

Find the gym in the Redsands East area. It is parallel to a bomb shop called "Weddings & Weldings". There is an alley next to the shop. Go into it and stand on the eastern wall of the bomb shop. Look in the northeastern direction to see a tall white building. If you stand in the correct location, you can see pedestrians spawning on the lower roof and falling off. You can run up to a pedestrian after they have fallen, but you cannot stand underneath the

roof and wait for them to fall on you; they only spawn from a certain distance.

- Hunter Quarry asset in Bone County

Successfully complete all seven quarry missions to get it as an asset, where you can collect money.

- Extra car storage space in Bone County

Once you have purchased the abandoned airfield in the Verdant Meadows area, locate the massive garage directly opposite the house that is there. It may not look like a garage as it is a hanger for airplanes, but it is a perfect location to store a large number of cars.

- Area 69 in Bone County

Get in any land or air vehicle and drive or fly to the abandoned air field in the region of Las Venturas. To the south from here, there is a little area that is a "no fly zone". If flown over, a mysterious five star wanted level will appear. This is because the area is a government agency secret base that holds several heavy and speedy army vehicles. You can also find this area in the middle part of the region of Las Venturas on the map included with the game.

Use the following trick to enter Area 69 without the law on you. Find Barbara (a girl you can date) in a town north of San Fierro and Tierra Robada. Start dating her. After you get your dating percent up to 100%, you will receive a police uniform. Go to a safe house and put it on. Get in a police car or Ranger police SUV (recommended). You can now drive into the base and get several things, such as different types of guns. You can also get a chopper called the Cargobob. You can also get Patriots, Rhinos, and Hydra fighter jets.

- Go underground in Area 69 in Bone County

Do the underworld glitch (at the Vinewood safehouse head north from Madd Dogg's) and fly to Area 69. Find the underground complex. Find the area where you get the Black Project, and you should see an empty long hollow room next to it. It should have red boxes at the top of the "silo". Fly underneath the empty silo then fly to the top of the silo. You should see a

"cage" where the room is of the red boxes. Try to take off your Jetpack. When you do, you should land in the Black Project area or the rooms around there. **Note:** To do the underworld glitch, find the safe house pool. Fly the Jetpack into the corner of the safe house. Then, fly to Area 69. Also, bring weapons and armor because the SAPD officers spawn down there.

- Walk through ground in Bone County

Go to your aircraft field in the Verdant Meadows area. Find the southern hangar with the Shamal in it. Let the door open, then stand in between the two doors that close. They will begin to close on you. If done correctly, you should appear under the ground, with half of your body aboveground and half below ground. To get out, tap Square.

- Huge air in Bone County

Go to the Arco De Oste area with a fast car. Go up the mountain until you see either a mine shaft or a wooden track. Follow the track back to the mine shaft then turn around and follow the wood track until you go off a jump. If done correctly, you should be able to clear the Sherman Reservoir.

- Easy money in Whetstone

Go to the top of Mt. Chiliad and go behind the RVs. Pick up the parachute and get on the mountain bike, which will start a challenge. Go off the ramp to the right and get off of your bike in mid-air. Pull the parachute and you will not hit the ground, but instead be put back on the bike with the chute still open. You can keep going off the ramp repeatedly to get as much money as desired.

Go to the top of Mt. Chiliad. There should be cars, a bike, and a parachute. Get on the mountain bike and it will start a mission. Instead of doing the mission, go forward and you should see a flag with a ramp next to it. Get on the bike, go very fast, and jump off the ramp. Once you are going down, the screen should blur. Do not jump off the bike; just keep going and you should respawn back on the mountain. You will get an insane jump bonus for about \$300. Repeat this to get as much money as desired.

- Climb Mt. Chiliad faster in Whetstone

Get a BMX bike and go to Mt. Chiliad. Ride up the mountain (not on the road). Tap as hard as you can with the BMX bike, and you will be able to climb the mountain faster.

- Never fall off your bike in Whetstone

Go to the top of Mt. Chiliad. Get the parachute and get on the mountain bike at the correct time for the bicycle race challenge. Make sure that the parachute is your current weapon before the race starts. When the race begins, do not go through the checkpoints. There will be a ramp on the left side with a flag beside it. Cycle there and jump off the mountain with your bike as soon as the race starts. When CJ is in the air with the mountain bike, press Triangle to jump off the bike. Then while in the air, press Circle to open your parachute. You must do this quickly before CJ is put to the race track again. However, once you open the parachute in the air, CJ will be put on the race track again, with him riding a bike. However, this time you will have a parachute opened while riding your BMX, and CJ will not be holding the bike's handlebars. He will instead be holding the parachute. You can now go downhill at any angle and at any speed without falling off the bike. **Note:** You must end the race to take your bike elsewhere. If you try to jump off the cliff again while you have the parachute, you will appear on the track without any parachute. Once you finish the race with your parachute on you, you can go anywhere with it. You can enable the "Massive bunny hops" code and jump as high as desired and land at any angle without falling. **Note:** Make sure you do this before you get on the bike. Getting off your bike will release the parachute; if you try to do any awkward stunts you might fall. You will not fall unless you release the parachute. Get off the bike to release the parachute.

- Infinite nitrous

Activate the nitrous in a car and put it inside your garage. While the nitrous is still activated, shoot the car until it explodes, then allow the garage door to close. When the door opens again, the nitrous will always remain activated in that car.

- Quick nitrous refill

Leave your car, then immediately re-enter it. Your nitrous will be back at full.

- Exceed garage limit

When you want to park a car in a garage but the game states that you cannot store another vehicle, you drive the car near the garage and get out. Then, hop in the car and drive in.

- Finding your car after getting busted

If you been arrested, go down to the police parking lot. Walk around without a weapon. Eventually, you will find your car.

- Stealing locked cars

Some cars have locked doors so you cannot steal them (such as cop cars and your first girlfriend's Hustler). However, getting them into a garage will unlock the doors. You can either push a car into the garage or get a Tow Truck or a Tractor to tow them. Additionally, to get in a locked vehicle with someone inside (for example, a Combine Harvester), shoot the person in the head and the door will fling open, allowing you drive it away.

Find a Tow Truck (for example, at the dump in Mt. Chiliad) and drive to where the locked car is located. Hook the locked car onto the Tow Truck and tow it into your garage. Let the garage close. When you open the garage again, the locked car should be unlocked. This is easier then pushing it into your garage.

If you try to open a car and it is locked, go far from it, then return. The color of the car should be different and the doors should be unlocked.

If someone has locked their car doors, and you shoot them out, be careful not to get out before you reach your garage. Otherwise, the doors will stay locked.

- Keep aircraft from races

Enter the races at the Las Venturas Airport. Select the race with the airplane you desire, then ignore the race and instead take it back to your airstrip and park it in your own big hangar. You will fail the mission, but can re-do it. Once you get back to your airstrip and look in your hanger, your airplane will be there. Save the game to keep it.

- License plates

Some people that have their own cars have special things on their license plates:

Ryder: Sherm

Sweet: Grove4L (Grove for life)

- AT-400

Find the large single hanger at the end of the main runway at the Las Venturas airport. Approach it and it will open. The AT-400 jumbo jet will be inside at certain times. It can climb to the highest altitude possible in the game.

Go to the northeastern part of the Las Venturas airport, where a huge hanger with a green door is located. When you walk up to it, the door will open downward to reveal an AT-400 airliner. When you see it, there will be a platform to the left of the plane that you can go on. When you get onto the platform, go to the plane and press Triangle to enter it and fly around.

- Bandito

Go to the small sandy beach in San Fierro. When on the beach, you should see a small pier or dock. Go on the left side of the pier look around the corner to find a Bandito. Additionally, the Bandito spawns on the very west side of the map, at the Ocean Flats area of San Fierro. Go to where there is a pier. On the left side of the pier will be a Bandito. This is a buggy-type vehicle that is very good off-road.

- Banshee

Go to Las Ventura and look on The Strip to find the Banshee. Additionally, a Banshee can always be found parked by the Gym in the Garcia area of San Fierro.

- Beagle

This airplane can be found at the airports at San Fierro and Las Venturas.

- Backflip with BMX Bicycle

Enable the "Massive bunny hops" code. Press L1 to do the bunny hop, then while in the air press Circle + Left Analog-stick Back. CJ will do a massive bunny hop BMX backflip.

- Big jump with Bicycle

While on a bike, pedal at full speed at an oncoming car. Bunny hop onto the hood and you will launch yourself in the air.

- Bunny hop very high with Bicycle

Use the following trick to jump as high as a telephone pole on a bicycle (bunny hop). A few or more tries may be required to learn the correct timing of the buttons. First, make sure you have a machine gun. Hold L1 to set up for a bunny hop. Then, release L1 and immediately press Circle to fire your machine gun. If done correctly, the bike hops many times higher into the air than normal. It is possible to jump over a two story building from flat ground by doing this.

- Create ball and chain with Bulldozer

Go to the construction yard near San Fierro. Go past the crane and turn left after the first hangar. Behind that, you will see a towtruck, Get in and drive towards the Bulldozer. Hook up the Bull Dozer. Drive up the hill to where there is an open area. Then, turn very sharp to either the left or the right. The Bulldozer will fling around, pulling the tow truck with it. For even more fun, get three or more tow trucks and hook them all up into a line. With three or more, the Bulldozer acts like a ball and chain flailing around.

- Bullet

Successfully complete driving school with at least all silver awards to unlock the Bullet. Alternately, look for the burger shop in the Juniper Hollow area in the north part of San Fierro, west of the church. The Bullet is located in the parking lot right across from the entrance.

Successfully complete the Import/Export missions. The Bullet will be available for import after you have delivered all cars to the Green Basin Harbor.

A Bullet can always be found parked by the D. Flour Bakery in the Doherty area of San Fierro.

- Keep Taxi light on

Use the following trick to keep the "Taxi" light on and not have to pick up passengers. Steal a taxi and press R3 to toggle the missions. Then, immediately press R3 again. The light will stay on. For a better effect, try this at night.

- Cargobob Helicopter

Go to the restricted area in Bone County. Inside you will find a Cargobob helicopter, Rhino tanks and a Patriot. If you go to the center of base you will find a steel vent on the ground. Destroy it, and you can go inside and turn off the SAM sites surrounding the base. You should now be able to fly out in the chopper. Alternately, go to KACC Military Fuels at the top of Las Venturas. **Note:** You need a Patriot to do this trick. If you have done the mission for the Heist strand called Up, Up, and Away, this is the location of KACC Military Fuels. Once there, take your Patriot and drive through the front gates. No one is there, and you will not get shot. Note: If it does not let you through, take a ramp truck and put it near the gate. Then, run up it and jump the fence. Once you are inside, get out of your vehicle, go to your left, and go inside the hangar (round building) and walk through to the other end. You will end up back outside. Once you are outside in the back of the Military Fuels area, make a right and run towards the stairs that you see. Walk up those stairs, and when you get to the top, the Cargobob will be on the heli-pad. Get in it without any stars or police after you. To make this easier, just take a plane there and parachute out. However, make sure to land on the helipad.

The Cargobob Helicopter can also be found where you found the Levitation in the mission for Woozie, at the military fueling area. It not too far from the Twin Dragon Casino. You will probably need another flying vehicle to get into the fueling area.

- Cheetah

Go to Las Ventura and look on The Strip to find the Cheetah.

- Combine

In Los Santos, when you get the trucking missions unlocked for the gas station, across from that in a lot of high grass is a combine and a lawn mower; or tractor in the field with a combine. The combine is usually locked.

- Comet

You can find a Comet behind the tennis courts in a car park in San Fierro.

- Cropduster

This plane will spawn in Bone County. Start at the entrance of the Hunter quarry, then walk over the dirt road into Bone County. On your right side will be a shack. Behind this shack is the Cropduster. Press R3 to get fertilizer for the crops (white smoke) out of it.

- Dodo

Go to any airport except the Abandoned Airstrip to find the Dodo airplane.

- FCR-900

Successfully complete bike school with at least all silver awards to unlock the FCR-900.

- Fire Truck

While in San Fierro, go to the Fire Dept. and get in the Fire Truck with a ladder on top. When you get in that Fire Truck, notice you will not get the prompt to press R3 to do the fire missions. This is because there are two different Fire Trucks. You can only do those missions with the truck that does not have a ladder on top.

- Freeway

Successfully complete bike school with at least all bronze awards to unlock the Freeway.

- Ghost car in Glendale

Look on your map and move the pointer over to Back O' Beyond. Find two upside-down "U"s that resemble horseshoes. Mark the left one and drive there. Once you are at the highway near it, drive and find a little dirt road that has an over turned tree next to it. Drive down the road toward the marker. You should see two Glendales. One should be on the top of the cliff closest to the highway. This is the one you need to take. Take it and drive around the horseshoe. Drive back to where you found that Glendale to see a Glendale drive down the hill and over trees. There is no driver in that car.

- Go-Kart

Get a helicopter and fly towards the dam in the desert. Then, fly northeast and find the location with a couple of shacks on top of a tall rock. In one of the shacks is a Go-Kart. The other one has a parachute. Additionally, go to Tierra Robada in the desert. You can find a Go-Kart in one of the two-story brick buildings. It is north of the city, and there is a stair set in the front of the building with an open door. Go inside and you will find a Go-Kart in the back of the building when you walk in. Drive it out of the window and take it for a spin.

After you complete Madd Dogg's Strand mission, a Go-Kart will appear on the east side of the house.

- HotKnife

Successfully complete driving school with all gold awards to unlock the HotKnife.

- Hotring Racer

Finish in first place in the 8-Track. Just remember to not give up, and keep trying again until you get it right, or they do not spin you out. It is useful to never use the brake or the handbrake -- just know when you need to let off the gas and when you can floor it.

- Hunter

Successfully complete pilot school with all gold awards to unlock the Hunter. The helicopter will be available at the abandoned airstrip. You can also get it by entering the races at Las Venturas Airport. Take the race called Heli Hell, then use the "Keep aircraft from races" trick.

- Hustler

Successfully complete the Burning Desire mission to get Denise as your girlfriend. Keep going out with her, and eventually she will give you the keys to the blue car parked at her house.

- Hydra

Successfully complete the Madd Dogg's mission "Vertical Bird" to gain access to the Hydra fighter jet located at the abandoned airstrip in the hanger. Alternately, to get the Hydra earlier in the game, when you are able to enter the Las Venturas airport, after you have passed the flying school, just ahead the entrance (inside the airport) to your right is a red circle where you can race with different airships and choppers. In one of this races you can play with the Hydra. Put it inside the hangar at the abandoned airstrip, get out of the plane, and wait until the timer is over. When done, the Hydra will still be inside the hangar. **Note:** This can be done with any of the vehicles of those races.

The Hydra also spawns at the army ship where you have to get it in this mission down at Easter Basin. You can also get it by entering the races in Las Venturas airport, then using the "Keep aircraft from races" trick. **Note:** Press Circle while in it to fire the rockets.

Check the very bottom/end of the underground police garage in San Fierro to find a Hydra. You will need a police vehicle to get the guard to let you in (and avoid a three star wanted level).

After completing the Vertical Bird mission, the Hydra will appear at the abandoned airstrip.

- Infernus

Go to Las Ventura and look on The Strip to find the Infernus.

- JetMax

Successfully complete boat school with all gold awards to unlock the JetMax.

- Jetpack

Successfully complete the Aircraft Boneyard asset and the Jetpack will be available near the entrance to the save area. Alternately, successfully complete the airstrip mission Green Goo for the Truth to gain access to a Jetpack located next to the abandoned airstrip AC tower (the building where you save). When wearing the Jetpack, press X to accelerate. You can strafe with L2 or R2. To still in mid air in the Jetpack, hold L2 + R2. You will know if you are not moving if the exhaust pipes are circling. To take it off, press Triangle. To put it back on, just walk or run at it. **Note:** You cannot save, enter or exit buildings, or shoot with the Jetpack on.

- Jet-powered bicycle

While on any bicycle, enable the "Spawn Jetpack" code. Then, tap X until at full speed then hold the button. You now have a jet powered bicycle that rides fast, until you release X. To repeat the process, tap X again until at full speed and hold X again.

- Lawn Mower

Go to your Vinewood safe house. Once there, go east and look for a house that has a winding driveway. Once there, go to the top to find the Lawn Mower.

- Leviathan

Go to Easter Bay Airport in San Fierro. Go to its parking garage. Find a sign that reads "Keep Clear" and follow it to reach a pilot entrance and find a Leviathan. Alternately, after you finish the mission for Woozie where you have to get a special Leviathan, a normal Leviathan will spawn at your airport.

- Land on water with Leviathan

Go to Easter Bay Airport or the abandoned airfield. Take a Leviathan (the large gray helicopter) to any body of water in the area and press Square. You will begin to descend. Continue until you are on the surface of the water and press Triangle. Your helicopter will have landed on the surface of the water and you can swim around. **Note:** Do not let the helicopter go out of your vision range or it will disappear and spawn back to the airport.

- Marquis

Successfully complete boat school with at least all bronze awards to unlock the Marquis.

- Maverick

Go to Easter Bay International Airport at San Fierro. Go to the security booth and jump on top of it. Get any kind of vehicle and take it all of the way in the back in the northwest corner. After you are there, go all the way south. You will not make it all of the way because you will see a red Maverick that is unlocked. Also, if you go to the most northwestern city, where the boating school is located, there is a helipad with one on it. The building it is next to is blue. Additionally, this standard helicopter spawns on the helipad at the police station in San Fierro. Also, look at the airports. You can also get it by entering the races at Las Venturas Airport, then using the "Keep aircraft from races" trick.

Go to the hospital in the Santa Rosa area of San Fierro. Fly up to the roof and there will be a Maverick.

- Monster Truck

Finish in first place in the 8-Track. Just remember to not give up, and keep trying again until you get it right, or they do not spin you out. It is useful to never use the brake or the handbrake -- just know when you need to let off the gas and when you can floor it.

Go to Flint Intersection. There is an area that looks like a small impound yard with an entrance that you can just walk through. Inside is a Monster Truck that you can just drive away in. When you drive the Monster Truck, press R1 to make all four wheels move (quadra-steer), just like a real monster truck.

Go to the Santa Marina Beach area at the bottom of Los Santos. Go to the lighthouse and stand on the right side of it. Jump over the fence and swim west to the first road you reach. You should be in the Los Santos Inlet area if you look on the map. Once you get there, get a car and drive north up the road until you get to Flint County. From there, you should see a trailer park with a wall around it on the left side of the road. The Monster Truck is located in that trailer park, along with a motorcycle and a truck. It is in the back of the trailer park near a trailer. **Note:** The road it is next to looks like a

pretzel (freeway). If the Monster Truck is not there, then drive away and come back. It should now have respawned.

- News Chopper

You can get this helicopter from San News by entering the races at the Las Venturas Airport. Take the second race, then use the "Keep aircraft from races" trick.

- Nevada

Go to the Easter Bay Airport. Go to a wall where a utility truck and sometimes a baggage handler is located. A Nevada is a cargo plane. **Note:** You must first complete pilot school. Additionally, this large plane also spawns at all airports.

- NRG-500

Successfully complete bike school with all gold awards to unlock the NRG-500. Alternately, go to the docks at the Easter Basin area in San Fierro. Go to the yellow crane near the ship (you will have a mission here). On the other side of the yellow crane is a ship dock that is not filled with any water, and has a hanger-type shelter covering it. Inside the shelter near the far wall is an NRG 500. When you get on it, a mission will start. Just ignore the icons, and after a few seconds the mission will fail but you can keep driving the NRG-500. You can return here after some time to get more NRG-500s because they continue respawning.

In Los Santos, go into the yellow territory on the right side of the map. There is a L shape building, and inside is a parking garage. There is an NRG-500 on the second and top floors. The one on the second floor has two tail pipes, and the one on the top has one. Also, there is a Uzi at the top floor.

- Packer

Go to the Ocean Docks in Los Santos and look around. The Packer looks like a truck with a ramp on the back. Get any car and park it on the back. If you run out of room, use the Right-Analog stick and pull back. The ramp on which all of the cars you just positioned will rise, and you can park more cars. **Note:** If you load cars on the end too far on the edge, they will fall off. Then, you can put it on the bottom.

- Phoenix

In San Fierro, go across the street where CJ's garage is located. There is also a checkered flag on the map that shows where you can race. Enter the race called San Fierro Hills. In that race, you will race in a Phoenix. Just park it in a garage to keep it.

- Police Maverick

This helicopter spawns on the roof of the police station in the Pershing Square area of Los Santos.

- Quadbike

Look at the sides of the houses at the Blueberry Acres area in Red County. The Quadbike will be at the side of a building. Alternately, go to the town nearest the northeast of the airport in the desert. The ATV is at backyard of the closest house towards the bridge in the southeast corner of the town.

Go to the hilltop farm in the Red County area of Los Santos. There are two barns with lofts on them. On the barn to the right, if you jump at the correct moment, you can climb up and get a Quadbike. They respawn there every hour.

- Flipping Quadbike without falling off

Spawn or find a Quadbike, then go to a straight and long road. When you are going fast, quickly use the brakes. **Note:** Sometimes you will not make it.

- Raindance

Go to Easter Bay Airport at San Fierro. Go to its parking garage. Find a sign that reads "Keep Clear" and follow it to reach a pilot entrance. The Raindance resembles a Coast Guard helicopter. Additionally, go to the hospital in the Santa Rosa area at San Fierro. Fly up to the roof and there will be a Raindance.

- Eyes on Remington

While in San Fierro, steal a Remington. While in the car, turn on your tail lights. In certain lighting you will notice two eyes staring at you (eye brows, eye lashes, and eyes).

- Rhino

The Rhino Tank has twelve wheel drive. In a way it is like the Monster Truck -- you can hold R1 and it will drive easier in turns. Additionally, go to Area 69 and look in the garages to find Rhino tanks.

Get an aircraft of any kind and fly into Area 69 (Restricted Area). Your aircraft will catch on fire quickly because of high security shooting you down. Try to land as quickly as possible and bail from the aircraft as close to the ground as possible by pressing Triangle. When on foot, run to a garage with a Rhino. Drive the Rhino to Fort Carson, which is just across the highway where you have a Safe House with a garage. Park the Rhino in the garage and save the game.

Get six stars on your wanted meter and Rhinos will appear.

- Faster Rhino

When you get a Rhino tank, look back until the gun is completely facing the rear. Then drive and fire. You will gain speed quickly.

- Romero's Hearse

Go to the hospital in Angel Pine and stand outside of the hospital facing the street. Turn left and go into the other building. You will find Romero's Hearse, ready to drive.

- Rustler

Successfully complete pilot school with at least all bronze awards to unlock the Rustler. The Rustler is airplane based on the P-51 Mustang. Press L1 to fire the wing machine guns. Additionally, the Rustler can be found at several locations. If you finish the pilot school at your airstrip, it will spawn in the first hanger. It also spawns at the airport in Los Santos and San Fierro; look in the hangers there. You can get also it by entering the races at the Las Venturas Airport. Select the race with the Rustler, then ignore the race and instead take it back to your airstrip and park it in your own big hangar. You

will fail the mission, but can re-do it. Once you get back to your airstrip and look in your hanger, your Rustler will be there. Save the game to keep it. This trick can also be used for other aircraft.

- Bulletproof Sabre

Buy the house in Dillimore and make sure that the garage is empty. In the mission Tanker Commander mission that you get from Catalina, there is a completely armored Sabre available. Instead of getting in the truck, go turn around and go around the side of the gas station. The Sabre that is used to try to disconnect the trailer is sitting there, locked. You can either push it by running into it or push it with the truck. Push it down the street you are on to your garage and kill Catalina. Then, push it into your garage and let it close. When you go back to it, you will find that it is fireproof, bulletproof, and dent-proof.

- Sand King

Go near the big satellite dish out in the desert near the abandoned airstrip. **Note:** This vehicle sometimes has hydraulic springs.

- Bulletproof Savanna

After completing the High Stakes, Low Rider mission, Cesar and his Savanna will remain at the finish line, but the doors will be locked. Use another vehicle to push the car to your garage. The doors will now be unlocked and the car will remain bulletproof.

- Sea Sparrow

Go to the bottom of the Sherman Dam where the water is lower. It is on your left if you are facing towards the dam, at the end of the short pier-looking structure. You will see both a Sea Sparrow and Skimmer. If you press R1, the guns shoot from the Sea Sparrow. The Sea Sparrow also can be found parked on the helipad near the Boat School.

- Shamal

Go to any airport except the Abandoned Airstrip to find the Shamal business jet.

- Skimmer

Go to the Arco Del Deste area, then go north. Look for a forked road that points to the water. Go out a little, and you will see the Skimmer plane, which is a Dodo with pontoons. Alternately, go to the bottom of the Sherman Dam where the water is lower. It is on your left if you are facing towards the dam, at the end of the short pier-looking structure. You will see both a Sea Sparrow and Skimmer. **Note:** The Skimmer is the only airplane that can allow two players to occupy it.

- Sparrow

This helicopter spawns on the roof of Madd Dogg's Crib.

- Squallo

Successfully complete boat school with at least all silver awards to unlock the Squallo.

- Stunt Plane

Successfully complete pilot school with at least all silver awards to unlock the Stunt Plane. Alternately, you can get the Stunt Plane by entering the races in Las Venturas airport, then using the "Keep aircraft from races" trick.

- Super GT

Successfully complete driving school with at least all bronze awards to unlock the Super GT. Alternately, in San Fierro, go to the Easter Bay Airport. There will be a small building next to the entrance near the helipad area. Below that building, you may find an orange Super GT. It does not usually appear as soon as CJ goes there, but should spawn after awhile. It may take some time for it to spawn. It will be locked, but you can open it by towing it to your garage with a tow truck.

- Sweeper

From the Xoomer Gas Station in Spinybed, go east on the road until you have to turn right. Instead of turning right, keeping going straight. You will notice there is an entrance to some sort of warehouse parking lot. The Sweeper can be seen right when you enter the lot.

- Bulletproof Tahoma

In the House Party mission, your hood gets attacked by the Ballas. They will arrive in two Tahoma. Successfully complete the mission without getting too far away from the cars. Then, push either or both Tahomas into the garage of the Johnson house.

- Tow Truck

Enter the dump at Mt. Chiliad to find a Tow Truck. You can steal cars with it by using the Right Analog-stick to lower the hitch, then back up to a car. Raise the car with the Right Analog-stick and drive away. This can be done while the driver and passenger of the other car are still inside.

- Tractor

As done with the Tow Truck, you can also tow cars with a tractor. Steal one from a farmer, back into another car, then press the Right Analog-stick Back to lift the winch.

- Turismo

In the Breaking the Bank at Caligula's mission, after you have the parachute intentionally miss the helipad and instead aim for the ground. On the ground, almost everyone will be driving a Turismo (the fastest car in the game). Steal one and go to the airstrip. Park the Turismo in the garage and finish the mission.

- Vortex

Look in one of the buildings at the Panopticon area in Red County. On your map, it will show a brown square with a group of white dots in it. The white dot that is farthest north on the map is the building with the Vortex in it.

- Jetpack powered Vortex

Jump into any body of water and enable the "Spawn Jetpack" code. Then, enable the "Spawn Vortex" code. Get into the Vortex and it will be jet powered. **Note:** Once you leave the Vortex this effect will end.

- Finding Barbara in Dating missions

You can find Barbara at the El Quebrados Sheriff parking lot between 16:00 and 06:00.

- Barbara bonuses in Dating missions

Reach 50% progress with Barbara. After getting busted, you will still have your weapons and not lose money. Reach 100% progress with Barbara. The police uniform will now appear in your wardrobe and you will get the keys to her Ranger.

- Finding Denise in Dating missions

Denise is available for dating after saving her in the Burning Desire mission. She appears at her house between 16:00 to 06:00.

- Denise bonuses in Dating missions

Reach 50% progress with Denise. You will get the keys to the Hustler car in her yard. Reach 100% progress with Denise. The pimp outfit will now appear in your wardrobe.

- Faster progress with Denise in Dating missions

Enable the "Speed up time" code, then wait outside her house. The red circle will appear quicker, and your bar goes up faster. Additionally, after you play the mission to get Denise, wait until you can go on a date with her. From 60% to 100% sometimes you will have difficult dates (when you dance). Make sure you have already saved the game. If you are not skilled with the dancing, reload the game until you go on the date where all you do is drive. You should get at least 10% for going on the date, because the game gives you an extra 5% for her inviting you in for coffee.

- Finding Helena in Dating missions

You can find Helena in the Blueberry area of Red County, taking shooting practice on top of the Ammu-Nation store from 08:00 to 12:00 and 14:00 to 02:00.

- Helena bonus in Dating missions

Reach 50% progress with Helena to get a flamethrower, 9 mm pistol, chainsaw, and Molotov cocktails at her house.

- Finding Katie in Dating missions

You can find Katie at the Avispa Country Club in San Fierro practicing T'ai Chi at the edge of the course behind some bushes. She can be seen between 12:00 and 00:00.

- Katie bonuses in Dating missions

Reach 50% progress with Katie. After getting wasted, you will still have your weapons and not lose money. Reach 100% progress with Katie. The paramedic uniform will now appear in your wardrobe and you will get the keys to her Romero.

- Finding Michelle in Dating missions

You can find Michelle at the San Fierro Driving School from 00:01 to 12:00.

- Michelle bonuses in Dating missions

Reach 50% progress with Michelle. She will mod your car for free. Reach 100% progress with Michelle. The racing outfit will now appear in your wardrobe and you will get the keys to her Monster Truck.

- Finding Millie in Dating missions

Successfully complete the Key To Her Heart mission to unlock Millie for dating from 02:00 to 10:00 and 14:00 to 18:00.

- Faster progress with Millie in Dating missions

Go on a date in your Gimp Suit. You will go directly inside and will not have to go to any dating destinations.

- Raising fun meter in Dating missions

To get your girlfriend's fun meter full quickly and easily, find a street with a long strait away. Drive on it at full speed. This will get your fun meter

completely full. You can then drive her home and gain a lot more stats with her.

- Gifts in Dating missions

The purple dildo found in the police station can also be used as a gift for a girlfriend. It takes the place of the flowers. Flowers can be found at almost any gas station. They are always accepted from girlfriends, unlike the dildo which sometimes may be rejected.

- Girls' tastes in Dating missions

The girls you date have different tastes in you. They will comment on your looks. For example, one girl likes you to be about 50% fat.

- 8-Track mission

Enable the "Slow motion" code and you will be able to easily take first place. This is helpful if you are trying to get the Monster Truck.

- Air Raid mission

Enable the "Slow motion" code to get a better shot at the RC planes. Enable the "Destroy all cars" code repeatedly to pass the mission.

- Are You Going To San Fierro? mission

Instead of burning the weed with the flamethrower, use the rocket launcher and shoot the crops; it will destroy them much easier.

- Badlands mission

Get to the mountain top and blow up the snitch's car. He will jump off the side of the mountain, committing suicide. Enable the "Spawn Jetpack" code and go down there. Take a picture of him. Take the picture back to the drop point. By doing this, you will not have to chase him back down the mountain on the dirtbike.

- Beat The Cock mission

This is a triathlon. Go to Santa Maria beach in Los Santos and wait until the weekend (press L1 to see the current day). Then, go to the lighthouse. You will see a little red marker which will start the mission. **Note:** You must be in very good shape to win. The reward is \$10,000. Also, next to Palomino Creek is a beach that is part of Fisher's Lagoon. The one attached to that is part of Palomino Creek (if you are looking on a map it is the second largest of them all, and has a dock). Go to it. On there will be a red circle. Enter it to start the mission. You should have full muscle and stamina because it is a swimming race. If you have good stats, you will complete the mission.

- Big Smoke mission

Instead of holding X to pedal your bike to get away from the red Ballas car, tap X rapidly. CJ will stand and pump on the pedals, allowing you to ride faster, and keep up with Sweet on the uphill areas.

- Black Project mission

This mission starts after a number of Torino missions. Truth is upset with you working with Torino. He abandons you on a road. You are getting into Area 69 and must bring back the Black Project. You must go to the control tower and open the blast doors. You have to avoid the searchlights, but not shoot out more than two of them. You have thermal goggles to see the guards. You must get in before 5:30 a.m. You will begin near body armor if you do not have any. There are guards at mid-level on all of the light towers, plus many that are walking around. Try sniping everybody so that you are not spotted. If you do get spotted, you are told to use a vent to get into the building. In any case, there is armor up on the control tower to replenish with, and a red spot to use to open up the blast doors. The blast doors are in the center of the mound. The vent is marked nearby and you can shoot your way in through the grates. There is a health waiting for you inside that room (with the blast doors on the other wall). Go through the hallway and shoot the guards at the other end. There is armor up and to the right in here. There is also a minigun there. This area has bulletproof glass, so you are safe. Go downstairs to the little opening (not the red path to the left). Shoot out more guards in here. At the end of the path is armor. Then, take a right and another right and you can see a radar room. Disable the SAM site. Then, go downstairs and over to the yellow striped area. There is a grate below you. Go to the end where the grate is up and go in for the health and armor that is down there. Move along, as there are more enemies to kill. Then move left --

they say that there is a keycard. Get the armor then touch the scientist to get his keycard. Follow him down the path to the left and you will be in a giant cylinder building. Work your way down all of the stairs, shooting as you go. Get the Jetpack and fly out, heading for the triangle. You can fire a weapon while flying, but you really do not have to. Truth takes it from you, takes off, and abandons you there.

- Body Harvest mission

Take a bike to the farm and ride to the back of the farm using an indirect route, bypassing the survivalists in the fields and tractors. Quickly steal the harvester, then run over the survivalists that are on foot between you and the road back. Try to overturn the pickups that are in your way. If they are still following you on the road, do a drive by when one is next to you to kill the gunman on the truck bed. The Harvester can take quite a bit of damage. Hit the pickup until it catches on fire, then get away.

- Burglary missions

In the Ganton area of Los Santos, go towards the gym that is just a block south of the Binco store and the bar. Across the street from the gym and to the south, you should see a van parked next to a house. It is a boxcar. After 20:00, jump in and you can go on burglary missions until sunrise.

Go to CJ's garage in San Fierro. Look behind it, and there should be a construction site. Behind the structures of broken down buildings in front of you, there should be an abandoned building with a lop-sided sign that reads "Harry Plumbs" just north of the "Turning Tricks Advanced Driving School". Look to the right of that building to find an alleyway. Walk into the alleyway and look to the right. There should be a black van parked there. Get in sometime before 20:00 and find a nice house you think will make a nice profit. Wait until 20:00, then press R3. You can now do burglary missions until 06:00. **Note:** When dropping off the cargo, you will return to the garage next to the alleyway that you found the van at.

Steal any burglary van you know of, and travel to any city of your choice. Proceed as usual, and after you have stolen the goods, a yellow blip will appear on your map. Pause game play and look at the map. You will see that the blip has jumped from the city you stole the van in, to the city you are currently at. For example, if you steal the van in Los Santos and go to Las

Venturas and trigger the burglary missions, the yellow blip will appear in Las Venturas, close behind "The Camel's Toe" Casino.

To commit burglaries in San Fierro, go to the Doherty area. Go to the building that has a big sign board, reading "Hairy Plumbs". It is opposite the driving school. Go around the back of the building to find the van.

- Catalyst mission

When you reach the train, do not bother getting out of your car. Drive around the pinned down Groves and run into the Vagos. Drive into the train tunnel to turn around if needed. After all the ones on the ground are killed, exit the car and shoot the one on the train. Then, get back into your car and run over the arriving Ballas. If your car begins smoking, park it next to the Ballas car to create an explosion that should kill them all. Then, get on the train as instructed. Quickly toss the ammo crates to Ryder. There is an unlimited number of them onboard so you do not have to waste time getting a perfect target. You may want to change the "Invert Look Controls" setting to make this less confusing. Remember to change the setting back after all the crates are tossed.

- Cleaning The Hood mission

Do not bother using fighting moves on the crack dealer outside. A single shot from your pistol will bring him down. Once inside the crack den, use the pistol again to take down the targets quickly. **Note:** Shoot the man with the bat first.

- Da Nang Thang mission

When the helicopter gets shot down and you are in the water, do not swim to the ship. Instead, swim to shore, steal a car, and drive to Ammu-Nation to buy weapons and armor. Then, go to the ship. The mission is a lot easier with an AK-47 in your inventory.

- Drive-By mission

After approaching each group of targets, just continue to drive around the block normally. There is no reason to damage your car trying to reverse or spin back around. The targets do not run far. Simply drive normally around the block until your partners can start shooting them again. With the last

group of Balla's, drive your car down the path and through the tunnel to run them over. Turn around and repeat until they are all dead. **Note:** Since this mission is not timed, you can drive carefully to a Pay N' Spray between drive-bys to get your car's health bar restored. You will eventually have to go to the Pay N' Spray anyway at the end of the mission to lower your wanted level. **Note:** That visit will be complimentary, but any others will be charged.

- Drive Thru mission

Try to get in front of the Ballas car and trap it into a wall or building. Your partners will shoot it until it catches on fire. Get your car away from it before it explodes.

- Explosive Situation mission

Go into the quarry and shoot the two workers that are featured the opening sequence at the detonation controls. This will stop the countdown and you can take your time getting the dynamite. Run over the dynamite crates with the giant dump truck to break them open and get the explosives.

- Farewell My Love mission

As the race begins, instead of going forward, turn around and go straight. You will be jumping off a cliff, but if you can land your car successfully you will be on your way. Keep driving straight into the town. Take a right turn at the first right you see. If you have already done the race you should know where to go. Follow the road and take another right. You will then be driving across a small bridge. Turn left on the small dirt road and park your car at the end of the bridge. Since you are allowed only 25 seconds out of your car, you must do this quickly. Once out of your car, run to the middle of the bridge. Enable the "Spawn Rhino" code, which should block the bridge. Do this as many times as desired, but be aware that the other cars will show up sometime around three minutes. When the cars appear, make sure to have the rocket launcher out before getting in your car. When the cars show up, they will drive into the creek/river. Quickly get out of your car and fire multiple rockets at them. Do this very quickly. You can then complete the race with no competitors. Additionally, before the race starts, enable the "Flying cars" code. Go to the race. Immediately at the start of the race, all cars will floor it and will fly off the cliff. This gives you as much

time as needed to complete the race. Make sure you go drive slow so that you also do not fly off. About six minutes are required to complete the race.

- Fender Ketchup mission

To easily complete this mission, find a large empty area and just keep going fast back and forth doing a lot of 180 degree turns to get the scare-o-meter full. Watch out for cops -- once they spot you, you will have more than one star and they will try to hit you head on. Remember to make sure that you do not get in a head on collision, or the man on the hood will die. Additionally, do not drive on the freeway, as this will attract the police. Instead, drive to the airport and perform a few insane jumps. This will have him terrified quickly. Also, the airport is not too far from Woozie's casino. Pull to the side of Woozie's casino and drive back and forth doing 180s until the Scare-O-Meter is full.

- High Stakes, Low Rider mission

Instead of using the first lowrider that was given you by Cesar, drive any vehicle to Cesar's house. Look across the street from the mission starting circle to find a light colored Voodoo in a driveway. Get in it, and use it to start the mission. This car is considered a low rider, but does not have hydraulics making it less likely that you will accidentally activate them. It also controls better in turns when compared to your original lowrider. Get to the starting position of the race. When the race begins, try to maneuver around the inevitable initial crash of most of the other drivers. Note that the waypoint markers for races now are visible on the horizon, unlike the "bubble" markers of previous Grand Theft Auto games. Also, imbedded in the waypoint marker is an arrow that will indicate the direction that you need to follow for the next marker. It may be easier to slip into second place and watch the first place cars for cues on where to turn. Otherwise, just pay attention to the directions and take your turns carefully when in first place. By the time you reach the final waypoint markers, slip into first place, or use the final straight away to take the lead. Do not slow down at the end, even though the road stops. Hit the finish line at full speed. Additionally, when you get in the low rider, enable the "Deadly vehicle" code. During the race, tap the rear bumper of each car in front of you. By the end of the race, you will have as much time as needed to finish in first place without any competition.

- Bulletproof Savanna in High Stakes, Low Rider mission

After completing the mission, Cesar and his Savanna will remain at the finish line, but the doors will be locked. Use another vehicle to push the car to your garage. The doors will now be unlocked and the car remains bulletproof.

- Home Invasion mission

Try to get to the target house with as much time remaining. The required three ammunition boxes can be found in the following locations. In the first room that you enter, look to your right near the cannon next to the front window. Go up the stairs and look on the landing. Go all the way up the stairs and go to the end of the hallway. If desired, you can get three more boxes in the house, but they do not seem to give anything extra.

- Ice Cold Killa mission

Take a gun and shoot out the tires of the pimpmobile. Then, shoot the car until the smoke turns black. Next, get a gun that you can do drive by with. If you do not have one, go behind the building and by a pole for the bridge to find one. When you get into the club through the windows, meet Jizzy and just run out of the club after him. When you are out there, the pimpmobile should be in the same condition that you left it. It is easier to blow up his car. Additionally, before you go into the club, shoot out the tires of his Pimpmobile. Get in the club, chase him out, and he will get into the car even with blown tires. You just run after him, and pull him out of the car.

Outside the club are two limos along with Jizzy's car. Before entering the club through the skylight, park one limo in front of his car and the other behind his car, blocking it in. It will remain this way when Jizzy exits the club and tries to escape, making it easy to run up and pull him out of the car before he can drive off. Also, "high center" Jizzy's car on the grassy median along the boardwalk prior to entering the club. He will not be able to drive off it before you reach the car to pull him out. Additionally, before entering the club, blow up Jizzy's car rather than just shooting off the tires or decreasing its health. Then when Jizzy tries to escape, he will be forced to do so in a Pizzaboy scooter. Just knock him off his bike and kill him with an M4 or any other gun.

Instead of trying to get out and get in jizzy's car, just follow him for awhile. He will get out of the car, and you can shoot him.

- Just Business mission

On the first part, let Sweet do all the shooting. When on the motorcycle unleash your guns on the people on motorcycles going for the person driving. If he dies they both do. You can also try to pop their tires. They will spin out. Do not worry about the big truck you see -- it is indestructible. You will see the action play out of you going off the car. You will jump off the big truck from the trailer.

- Key To Her Heart mission

In the Key To Her Heart mission for Woozie in Las Venturas, when you go to the courtier's house and kill the gimp, you can take his purple dildo to use as a melee weapon. Additionally, when you get Millie as a girlfriend, instead of dating her, kill her. Wait awhile and Woozie will call. CJ will say that Millie is dead. Woozie will tell you to go to her house and take the pass key.

- Strange T-Bone behavior in Mike Toreno mission

In the mission, when instructed to get into the car and doing so, you can choose any car desired. Get out and choose a faster vehicle with T-Bone following you. T-Bone's following actions for entering and exiting vehicles are scripted strangely. For example, if you crash and get thrown off a motorcycle with T-Bone on it with you, he will get up and walk to any nearby vehicle door, and then follow you.

- Noon mission

You must keep ramming him and do the "PIT" maneuver as taught in driving school. His car will come next to you. When it does, shoot him with a drive by. His car will catch on fire and he will get out. He will shoot at you. You must shoot at him first and he will die.

- OG Loc mission

After getting the PCJ and beginning the chase, it is not necessary to shoot at or try to knock Freddy off his bike. You simply need to follow him. If you lose sight of him, just keeping him in the zoomed version of the mini-map is

enough to keep the mission going. Try to follow his path, but if he gets out of sight, you can use parallel streets and paths to continue. Pay attention to whether his position is above or below you (a triangle instead of a square) on the mini-map, and choose the appropriate course. At the end, he will stop at a park in Vagos territory. Ride your PCJ up the stairs past the gang to the top of the structure, then mow them down as they clear the top of the steps. Additionally, if you failed this mission the first time and try it again, you will be prompted to trip skip. This makes you automatically get OG Loc, and end up at the house where you ring the door bell.

- **Billboard message In Reuniting The Families mission**

Along the highway in Los Santos is an advertisement on a billboard. It has a woman on it with a can of pop on the side of her labeled Sprunk. Under that, it reads "A taste of things to come". At the end of the Reuniting The Families mission, your car will go through that billboard, changing the writing at the bottom to read "A taste of come".

- **Riot mission**

This mission is quite long and requires a lot of ammunition and body armor. You must take over all of the gang territories in the hood areas. Try driving concentric to the Johnson house going outward in one big circle. Once you have established your territory, the mission is complete and you can celebrate with Big Smoke and continue with the other missions.

- **Robbing Uncle Sam mission**

Before you climb over the gate, get a gun or Uzi and shoot the two soldiers from outside . When you climb over the gate, shoot the guard standing behind two crates . When you enter the warehouse, use the forklift and carry two boxes at a time. Do this by sliding the arms directly into the middle of two boxes. You can now carry both of them at the same time. However, you cannot put two boxes into the truck at the same time . By the time you carry the two boxes behind the truck , one army guard will appear and Ryder will try to kill him. Do not let him kill the guard by himself, as he takes a long time and could lose a lot of health. After you have carried the four boxes to the truck , there will be two boxes outside the warehouse . They can be found at the left hand side of the warehouse, and the other can be found at the place where you killed the third soldier before you entered the

warehouse. After when you escape , two army vehicles will start to chase you. If you are lucky, both of them can keep crashing and they will end up exploding.

Before starting the mission, find the TV Studios in the northwest part of Los Santos. At the top of the stairs (in the car park), you will find a sniper rifle. When you start the mission, do not shoot the guard at the gate. Instead, run behind the building that is on your left. Go up the stairs, walk along the pathway, and drop down at the end. Run and climb up the container boxes that are in front of you. You may get shot a few times, but if you are fast, you will survive. Use the sniper rifle to shoot all the guards (do not open the gate yet). After you have opened the warehouse door by shooting the switch on the right and have killed the two guards inside, move the boxes close to the door by using the forklift. Also, move the two boxes outside (which one of the guards was previously using for cover). You can now open the front gate. If you use the sniper rifle, you will not have to keep running around. You should be able to load the boxes quickly while Sweet covers you. Note: Keep an eye on Sweet's health. You may need to stop loading and shoot a few guards if he starts to lose too much health.

Driving and using the forklift can be difficult, especially under fire. Try doing the mission this way. When CJ and Ryder arrive at the Army National Guard weapons depot, you will be told to shoot the gate switch so that Ryder can enter. Do not do that. Instead, jump the wall and kill all the National Guard soldiers (one near the Jeep, and the other that is near the gate switch). Then, shoot the keypad that is on the warehouse, not the front gate. Kill the guardsmen hiding inside the warehouse, then prepare the area for loading. You will only be able to load six crates into the truck before Ryder jumps in the back and tells you to make your getaway. Do not be tempted to bring the other six crates that are scattered around the warehouse to your staging area. Bring the four crates that area in the back of the warehouse to the front and place them closer to the warehouse door opening, on either side. Bring the two crates that are outside the warehouse to the area where you have staged the other four, but leave the last crate you brought on the forklift, and keep it elevated so you can quickly insert it into the truck. The trick to using the forklift is to make sure that the forks are fully lowered. Line yourself up with the crate, drive forward until you hear a rattling noise, then immediately press Right Analog-stick Up. The reason for doing this so quickly is that if you are not perfectly lined up with a crate, it may begin to slip off the forks. Pressing Right Analog-stick Up quickly may prevent the crate from falling

off. While you are staging the crates, you may be visited by a guardsman or two. The guardsmen who were at the gate and Jeep will respawn after awhile. While the one near the Jeep will come to give you trouble, the one at the gate usually will not bother you. It is important to not be driving the forklift when a guardsman appears. If he pulls you from the forklift, you will not be busted. However just as soon as you begin to get up he will shoot you. Press L2 + R2 every so often to look behind you. Because you have as much time as needed to stage your crates, try sneaking behind the gate guard and practice your stealth kills. Once you have five crates staged, position the forklift (with the last crate still on it) inside the warehouse, facing the door opening. Then, shoot the gate switch. While Ryder brings the truck in, get back into the forklift to be ready to insert the first crate. While you are loading the truck, Ryder will come under fire. Jump out and help Ryder, as his death will end the mission in failure. When you have loaded six crates into the truck, Ryder will jump in the back and tell you to make your getaway. Finish off any remaining guardsmen, then jump in the truck and drive to the gate. As you near the exit, two Patriots will appear and aggressively intercept you. If you continue to leave the depot, Ryder will (at your command by honking the horn), dump crates at the Patriots in an attempt to thwart the National Guard from stopping you. However, if these explosions kill a cop walking along the way to Emmett's, you will have more attention than needed, as the truck you are driving can be easily tipped over by obstacles you come in contact with. Instead use the following trick and you will have no one bothering you on the way to Emmett's. When the two Patriots appear as you make your way to the gate opening, stop the truck and get out. While the truck is stopped, the Patriots will no longer drive aggressively, and the guards will not leave their vehicles. Use manual aim and shoot the guardsmen in the head while they are seated. Once both Patriots are disabled (drivers and passengers dead), make your way to Emmett's. There is also a glitch in this mission. While you are driving to Emmett's, press L2 + R2 to look behind you. You may see a Patriot that is stopped in the middle of the road. Release the buttons, drive a short distance, and press L2 + R2 again. You will see the same thing, as if the Patriot is following you when you are not looking.

When you pull up to the gate, hop the wall and shoot the guard at the gate. Go and shoot the two other guards by the warehouse, then shoot the keypad next to the door. Kill the men inside the warehouse. Turn back around and another guard will be running towards you. Shoot him, then hop on the forklift and put the crates by the warehouse door where the truck backs up

to. Then, get the two crates that are outside and put them by the other ones. Keep one elevated on the forklift. Shoot the keypad on the gate. Get back on the forklift. Put the first crate inside the truck, then get off and kill the soldier attacking Ryder. Then, get another crate and do the same thing. Every time you load one crate, another soldier will appear. Keep getting off the forklift and kill them. This takes some time, but you and Ryder will not get killed. Get back in the truck when Ryder tells you to and leave. The two Patriots that follow you will be easy to get rid of.

After loading the six crates in the truck, before you jump into the van to drive away, run to the stairs where the soldiers were coming from. Take out the rocket launcher. The two Patriots will follow you to the stairs and you can destroy them with the rocket launcher. After taking them out, you will be able to get back safely with out the nuisance of the Patriots chasing after you.

- Stowaway mission

To easily complete this mission, wheelie in a straight line to the right of the plane, getting next to the ramp. When the plane has offloaded the last of its barrels, turn sharply left and go up the ramp. When aboard, it is critical not to use any firearms at all. Even one shot is usually enough to blow you out of the sky. Also, do not plant more than five charges, as they may self-detonate once you pass that amount. Do not detonate the satchel charges until you are standing on the end of the ramp, or you may not get out in time.

- Supply Line mission

First, go after the man on the bike to your left when you take off. Next, swing around and take out the man in the van. Then, head west and take out the other van. This is the easy part. Instead of flying across town to kill the motorbike and the last van, land on a building close to where you started and just remain there. You will not lose any fuel after your model airplane has landed. For some reason, the other two couriers will make their way toward you. Sit patiently until you can get behind the bike (it will reach you first), then land again on a nearby building. The last van may end up on the freeway. You will have a clear shot at him by flying only a few blocks, and you will be close to Zero's shop. Additionally, enable the "Fast motion" code repeatedly (about five times) before entering the red marker to start the

mission. Your plane will fly faster, but your fuel will deplete the same rate as if you were in normal time.

- Sweet's Girl mission

Make sure you have a fast and reliable car in your garage before starting the mission. Quickly drive to the yellow objective marker. Drive your car on the sidewalk to mow down the Ballas. Keep going into the basketball court at the end of the street to turn around and make another pass. If your car starts smoking, quickly park it next to any survivors and bail. The explosion should kill them. Get behind some cover and shoot anyone remaining.

- Tagging Up Turf mission

To spray over the last tag on the upper part of the building, walk to the nearby small fenced in alley. You will be instructed to hold Square to climb it. Do so, cross to the other higher fence and also climb that. Then, climb the short wall, then climb again to the ledge that you can use to walk to the tag.

- Tanker Commander mission

After hooking up the trailer, jump out of the truck. The gas station attendant and a friend will be in a car nearby. It will repeatedly crash into the stationary truck and trailer and become damaged. Stay out of the way and shoot the car when it is in a safe position until it catches on fire. The gas station attendant will bail. Shoot him, then get back in the truck and carefully drive it to the destination marker.

- Up, Up, And Away mission

Instead of going directly into the military compound and fighting the soldiers, steal a Leviathan from the Las Venturas airport. Land it outside of Woozie's casino. After the mission briefing, fly above the destination marker. You should see a helipad with a Leviathan in the distance. Try to land near the helipad and watch out for two soldiers armed with rocket launchers. Bail out if needed near the helipad. Kill the armed soldiers, shoot down the other helicopters, then finish the mission. Instead of fighting all the soldiers downstairs, all you had to do is kill two men and destroy two helicopters.

- Vertical Bird mission

Your mission is to board the aircraft carrier by jumping off your boat and swimming inside. If you drive your boat into the back of the loading docks of the aircraft carrier, your cover is blown. Run and gun to the radar room and take out the SAM launcher. Afterwards, run to the back of the carrier, and before you take off with the Hydra, blow up two of the three Hydras. Do not destroy the one on the loading elevator, as this is the one you want. Then, take off and you will only have one other Hydra to shoot down with instead of three. After you have taken out the enemy Hydra, sink the three spy boats by hovering your jet instead of flying.

- Notre Dame parody in Las Venturas

Enter the bar called The Craw Bar in Las Venturas. As soon as you enter, you will see a small Notre Dame sign that instead reads "Notre Lame" on the wall directly ahead.

- DRIV3R reference in Madd Dogg's Rhymes mission

Just before you sneak past Madd Dogg, he will say "Tanner you suck! damn you, Refractions, how could you mess up so bad?!" This is a reference to *DRIV3R*, only they changed "Reflections" to "Refractions".

- Grand Theft Auto 3 reference in Farewell My Love mission

The man who Catalina is with is the main character from *Grand Theft Auto 3*. At the end of the mission, she gives a pink slip but it is not to her car. She says that she needs her car because they are going to Liberty City.

- Grand Theft Auto 3 reference in Wu Zi Mu mission

In the opening sequence to the mission, look in the car in the background to see your character from *Grand Theft Auto 3* sitting inside.

- Grand Theft Auto: Vice City reference in 555 We Tip mission

While going to the destination marker, you will see police cars chase a car and a man firing at them. If you look closely, you can see it is Tommy Vercetti from *Grand Theft Auto: Vice City*. Be careful -- the police will sometimes crash into you, giving you one star on your wanted meter.

- Tommy Vercetti appearance in Farewell My Love mission

The man who Catalina is with is Tommy Vercetti from *Grand Theft Auto: Vice City*. At the end of the mission, she gives a pink slip but it is not to her car. She says that she needs her car because they are going to Liberty City.

- Xbox reference in Madd Dogg's Rhymes mission

When stealing the lyrics from Madd Dogg for Og Loc, you must sneak around in the mansion. When passing Madd Dogg playing his video game, look closely to see that it strongly resembles an Xbox system.

- Candy Suxxx reference

Some of the safe houses you can purchase have a familiar picture of adult film star Candy Suxxx on the wall, who originally appeared in *Grand Theft Auto: Vice City*.

- Grand Theft Auto 3 reference

Pay close attention to the shows that are heard on WFTC while cruising around San Andreas. Notice that one of the shows is called "Gardening With Maurice". If listened to Chatterbox in *Grand Theft Auto 3*, you may remember Lazlow (the host) talking to a caller who said "Gardening With Maurice" got taken off the air. Obviously this game takes place further in the past, so "Gardening With Maurice" is still on.

- Grand Theft Auto 3 reference in Las Venturas

Go to any casino in Las Venturas and play video poker. Notice that there are various characters from *Grand Theft Auto 3* on the faces of the cards. Additionally, go to any casino in Las Venturas. Find a blackjack vendor and play blackjack. If a King, Queen, or Joker appears, you can see some characters from the *Grand Theft Auto 3* and *Vice City*. Some of them are Ricardo Diaz, Candy Suxxx, a man trying to look up wearing sunglasses, Asuka Kasen, Steve Scott, Donald Love, Marty Chonks, Misty, Don Salvatore Leone, and Lance Vance. **Note:** If you cannot see the characters clearly, use the video poker instead.

- Grand Theft Auto: Vice City references

In the mission when you have to rescue Truth's friends, one of them is Kent Paul from *Grand Theft Auto: Vice City*. The old man who runs the casino

that you later meet in the mission is Ken Rosenberg, Tommy Vercetti's lawyer in *Grand Theft Auto: Vice City*, and mentions Tommy and the "good old days" in an intermission sequence.

- Grand Theft Auto: Vice City references in Las Venturas

In the intermission sequence for Wuzi's casino mission entitled "Key To Her Heart", the board that CJ reveals is none other than the band Love Fist from *Grand Theft Auto: Vice City*. Additionally, one of the safe houses in Las Venturas is a casino in the northern part. Behind it is a sign of Candy Suxx moving her leg.

On the Old Venturas Strip, the cowboy on a casino is *Grand Theft Auto: Vice City's* southern real estate tycoon Avery Carrington.

- Grand Theft Auto: Vice City references in San Fierro

Go inside the Zero RC toy shop. Behind the cashier is a game being sold. That game is *Grand Theft Auto: Vice City*. Additionally, go to the counter inside the Zero RC toy shop. You will see a rack of action figures that includes Tommy Vercetti from *Grand Theft Auto: Vice City*.

Buy the house in the Carlton Heights area (near the Go Kart Track). Go inside and look to your left. There should be a hallway. To your left should be your wardrobe. Look to your right and walk through the first door. After it opens, look at the picture above the bed to see the Diaz/Vercetti mansion from *Grand Theft Auto: Vice City*.

- Manhunt reference in Los Santos

Enter the bar near CJ's house. Along with various other paintings on the inside walls, there will be the red-eyed elite guardsmen that worked for the Director in *Manhunt*.

- Manhunt reference in Red County

In Fisherman's Lagoon, there is a circle wire holder. On it is a company name and Carcer, which was the city in *Manhunt*.

- Manhunt reference in San Fierro

When you first start the Zero RC toy shop's missions, watch the intermission sequence. Look closely in the background to see action figures of the main character from Manhunt, James Earl Cash.

- Manhunt reference in Whetstone

There is a junkyard in the Mt. Chiliad/Shady Creek area that is exactly like the junkyard level in Manhunt. You can also find a Dozer here to drive.

- Radio comments

After doing some Grove Street missions and seizing territory, one of the DJs on the radio will say "Have you heard Grove Streets making a comeback? That's great news. hope they don't take me out just for playing this music."

After the 555 We Tip mission, another DJ says "Did you hear about that D.A. with the trunk full of drugs? I can't believe that. Keeping it all for his own personal stash."

You can also listen to the talk radio to hear Lazlo host the entertainment section, where he interviews OG LOC (the rapper you help during the Grove Street missions) OG LOC's manager is now Big Smoke.