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SuperCheats.com's Unofficial Guide to**Grand Theft Auto: San Andreas****by Michael Monette**

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SuperCheats.com Unofficial Guide to GTA: San Andreas



Grand Theft Auto: San Andreas is the third title in the GTA III trilogy. First released on the PlayStation 2 in October 2004, and later ported to the Xbox and Windows, San Andreas was a marked success across all platforms. Unlike Liberty City that players explored in GTA III, and the Vice City of the eponymous sequel, San Andreas is an entire state, comprised of three cities: Los Santos, which is based on Los Angeles; San Fierro, which is based on San Francisco; and Las Venturas, which is based on Las Vegas. Aside from the three cities there is also the expansive backlands of San Andreas, making for a tremendously large mass of land to explore.

Set in the early 90s, you take on the role of Carl "CJ" Johnson. After a long stay in Liberty City, CJ returns to his home in Los Santos, San Andreas after learning of his mother's murder. The streets of Los Santos are rampant with gang violence, corruption, and drug trafficking, and CJ's friends and family are in turmoil. It's up to CJ to investigate his mother's murder, reunite the family, and take back the streets of Los Santos.

This guide contains strategies for each and every mission in the game. There are also maps showing the locations of the Tags in Los Santos, the Photo Ops in San Fierro, the Horseshoes in Las Venturas and the Oysters in the waters of San Andreas. You'll also find a list of what is needed to attain 100% completion.

Note -- This walkthrough was written based on the PS2 version of San Andreas, but the strategies contained within still apply to the other versions of the game. In an effort to make this guide apply to all versions of the game, the

controls are referred to by their function. Refer to the instruction manual that came with your copy of the game for the buttons that these labels refer to.

Grand Theft Auto: San Andreas - PS2 Controls

On Foot Controls

L1 Button - Center Camera/View Stats/Fire Weapon

L2 Button - Cycle/Weapon Left

R1 Button - Target

R2 Button - Cycle/Weapon Right

Left Analog Stick - Move Character

Right Analog Stick - Move Camera

L3 Button - Crouch

R3 Button - Look Behind

Triangle Button - Enter Vehicle/Activate Mini Game/Secondary Attack/Pick Up Object

Circle Button - Attack/Fire Weapon

X Button - Run (Hold)/Sprint (Tap)

Square Button - Jump/Climb/Block

D-pad UP - Gang Active Mode

D-pad RIGHT - Talk Positive Response

D-pad DOWN - Gang Passive Mode

D-pad LEFT - Talk Negative Response

Select Button - Switch Camera Mode

Start Button - Pause Menu

In Vehicle Controls

L1 Button - Car Weapon/Activate Nitro (Modded Vehicle)

L2 Button - Look Left

R1 Button - Hand Brake

R2 Button - Look Right

L2 Button R2 Button - Look Behind

Left Analog Stick - Car Steering/Camera

Right Analog Stick - Manual Camera/Change Cinematic Camera/Turret Control

L3 Button - Hover

R3 Button - Trigger Sub-Mission

Triangle Button - Exit Vehicle

Circle Button - Car Weapon/Activate Nitro (Modded Vehicle)

X Button - Accelerate

Square Button - Brake/Reverse

D-pad UP - Cycle Radio Stations

D-pad RIGHT - Trip Skip (When Prompted)

D-pad DOWN - Cycle Radio Stations

Select Button - Switch Camera Mode

Start Button - Pause Menu

Grand Theft Auto: San Andreas - Xbox Controls

On Foot Controls

L Button - Center Camera/View Stats/Fire Weapon

White Button - Cycle/Weapon Left

R Button - Target

Black button - Cycle/Weapon Right

Left Thumbstick - Move Character

Right Thumbstick - Move Camera

Left Thumbstick Button - Crouch

Right Thumbstick Button - Look Behind

Y Button - Enter Vehicle/Activate Mini Game/Secondary Attack/Pick Up Object

B Button - Attack/Fire Weapon

A Button - Run (Hold)/Sprint (Tap)

X Button - Jump/Climb/Block

D-pad UP - Gang Active Mode

D-pad RIGHT - Talk Positive Response

D-pad DOWN - Gang Passive Mode

D-pad LEFT - Talk Negative Response

Back Button - Switch Camera Mode

Start Button - Pause Menu

In Vehicle Controls

L1 Button - Car Weapon/Activate Nitro (Modded Vehicle)

White Button - Look Left

X Button - Hand Brake

Black Button - Look Right

White Button Black Button - Look Behind

Left Thumbstick - Car Steering/Camera

Right Thumbstick - Manual Camera/Change Cinematic Camera/Turret Control

Left Thumbstick Button - Hover

Right Thumbstick Button - Trigger Sub-Mission

Y Button - Exit Vehicle

A Button - Car Weapon/Activate Nitro (Modded Vehicle)

R Button - Accelerate

L Button - Brake/Reverse

D-pad UP - Cycle Radio Stations

D-pad RIGHT - Trip Skip (When Prompted)

D-pad DOWN - Cycle Radio Stations

Back Button - Switch Camera Mode

Start Button - Pause Menu

Grand Theft Auto: San Andreas - PC Controls

On Foot Controls

Fire Weapon - Number Pad 0/Left Control/Left Mouse Button
Next Weapon/Target - E/Enter/Mouse Wheel Down
Previous Weapon/Target - Q/Number Pad ./ Mouse Wheel Up
Aim Weapon - Del/Caps Lock/Right Mouse Button

Zoom In - X/Page Up/Mouse Wheel Up
Zoom Out - Z/ Page Down/Mouse Wheel Down

Move Forward - W/Up
Move Backward - S/Down
Move Left - A/Left
Move Right - D/Right

Enter Vehicle - F/Return
Walk - Left Alt
Sprint - Space
Crouch - C
Jump/Climb/Block - Left Shift/Right Control

Gang Active Mode - G
Talk Positive Response - Y
Gang Passive Mode - H
Talk Negative Response - N

Switch Camera Mode - V/Home
Look Behind - Number Pad 1/Middle Mouse Button

In Vehicle Controls

Fire - Right Control/Left Alt/Left Mouse Button
Secondary Fire - Left Control/Number Pad 0
Exit Vehicle - F/Return

Accelerate - W
Brake/Reverse - S
Move Left - A/Left
Move Right - D/Right

Steer Forward / Down - Up
Steer Back / Up - Down
Handbrake - Space/Right Control

Next Radio Station - Insert/4/Mouse Wheel Up
Previous Radio Station - Del/R/Mouse Wheel Down
User Track Skip - FS
Trip Skip (When Prompted) - Y
Sub-Mission - 2/Number Pad

Horn - Caps Lock/H

Switch Camera Mode - V/Home

Look Left - Q

Look Right - E

Look Behind - Q E/Middle Mouse Button

Mouse Look - Right Mouse Button

Grand Theft Auto: San Andreas - PS2 Cheats

Health and Stats

\$250,000, full health and armor -

R1, R2, L1, X, Left, Down, Right, Up, Left, Down, Right, Up

Infinite Health (no damage from bullets, melee attacks, and fire) -

Down, X, Right, Left, Right, R1, Right, Down, Up, Triangle

Commit Suicide -

Right, L2, Down, R1, Left, Left, R1, L1, L2, L1

Hitman Rank and Perks in All Weapons -

Down, Square, X, Left, R1, R2, Left, Down, Down, L1, L1, L1

Infinite Ammo -

L1, R1, Square, R1, Left, R2, R1, Left, Square, Down, L1, L1

Infinite Lung Capacity -

Down, Left, L1, Down, Down, R2, Down, L2, Down

Jump Higher -

Up, Up, Triangle, Triangle, Up, Up, Left, Right, Square, R2, R2

Jump Higher on BMX -

Triangle, Square, Circle, Circle, Square, Circle, Circle, L1, L2, L2, R1, R2.

Lower Muscle Stat -

Triangle, Up, Up, Left, Right, Square, Circle, Right

Max Fat Stat -

Triangle, Up, Up, Left, Right, Square, Circle, Down

Video showing the max fat cheat

Max Muscle Stat -

Triangle, Up, Up, Left, Right, Square, Circle, Left

Max Respect Stat -

L1, R1, Triangle, Down, R2, X, L1, Up, L2, L2, L1, L1

Max Sex Appeal Stat -

Circle, Triangle, Triangle, Up, Circle, R1, L2, Up, Triangle, L1, L1, L1

Max Vehicle Stats -

Square, L2, X, R1, L2, L2, Left, R1, Right, L1, L1, L1

Never Hungry -

Square, L2, R1, Triangle, Up, Square, L2, Up, X

Weapons

Weapons 1

(Brass Knuckles, Bat, 9mm, Shotgun, Micro MP5, AK-47, Rifle, Rocket Launcher, Molotovs, Spray Can) -
R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up

Weapons 2

(Combat Knife, Desert Eagle, Sawed-Off Shotgun, Tec-9, M4, Sniper Rifle, Flame Thrower, Grenades, Fire Extinguisher) -
R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Left

Weapons 3

(Chainsaw, Silenced 9mm, Spaz Shotgun, MP5, M4, Sniper Rifle, Rocket Launcher, Satchel Charges) -
R1, R2, L1, R2, Left, Down, Right, Up, Left, Down, Down, Down

Vehicle Spawns

Spawn Bloodring Banger -

Down, R1, Circle, L2, L2, X, R1, L1, Left, Left

Spawn Caddy -

Circle, L1, Up, R1, L2, X, R1, L1, Circle, X

Spawn Dozer -

R2, L1, L1, Right, Right, Up, Up, X, L1, Left

Spawn Hotring Racer #1 -

R1, Circle, R2, Right, L1, L2, X, X, Square, R1

Spawn Hotring Racer #2 -

R2, L1, Circle, Right, L1, R1, Right, Up, Circle, R2

Spawn Hunter -

Circle, X, L1, Circle, Circle, L1, Circle, R1, R2, L2, L1, L1

Spawn Hydra -

Triangle, Triangle, Square, Circle, X, L1, L1, Down, Up

Spawn Jetpack -

Left, Right, L1, L2, R1, R2, Up, Down, Left, Right

Spawn Monster -

Right, Up, R1, R1, R1, Down, Triangle, Triangle, X, Circle, L1, L1

Spawn Parachute -

Left, Right, L1, L2, R1, R2, R2, Up, Down, Right, L1

Spawn Quadbike -

Left, Left, Down, Down, Up, Up, Square, Circle, Triangle, R1, R2

Spawn Rancher -

Up, Right, Right, L1, Right, Up, Square, L2

Spawn Rhino -

Circle, Circle, L1, Circle, Circle, Circle, L1, L2, R1, Triangle, Circle, Triangle

Spawn Romero -

Down, R2, Down, R1, L2, Left, R1, L1, Left, Right

Spawn Stretch -

R2, Up, L2, Left, Left, R1, L1, Circle, Right

Spawn Stuntplane -

Circle, Up, L1, L2, Down, R1, L1, L1, Left, Left, X, Triangle

Spawn Tanker -

R1, Up, Left, Right, R2, Up, Right, Square, Right, L2, L1, L1

Spawn Trashmaster -

Circle, R1, Circle, R1, Left, Left, R1, L1, Circle, Right

Spawn Vortex -

Triangle, Triangle, Square, Circle, X, L1, L2, Down, Down

Vehicle Effects**Aggressive Drivers -**

Right, R2, Up, Up, R2, Circle, Square, R2, L1, Right, Down, L1

Aggressive Traffic -

R2, Circle, R1, L2, Left R1, L1, R2, L2

All Black Cars -

Circle, L2, Up, R1, Left, X, R1, L1, Left, Circle

All Cars are Country Vehicles -

L1, L1, R1, R1, L2, L1, R2, Down, Left, Up

All Cars Equipped With Nitro -

Left, Triangle, R1, L1, Up, Square, Triangle, Down, Circle, L2, L1, L1

All Junk Cars -

L2, Right, L1, Up, X, L1, L2, R2, R1, L1, L1, L1

All Pink Cars -

Circle, L1, Down, L2, Left, X, R1, L1, Right, Circle

All Taxis Equipped With Nitro, Jump with L3 -

Up, X, Triangle, X, Triangle, X, Square, R2, Right

Cars on Water -

Right, R2, Circle, R1, L2, Square, R1, R2

Destroy All Cars Onscreen -

R2, L2, R1, L1, L2, R2, Square, Triangle, Circle, Triangle, L2, L1

Floating Car After Collision -

Square, R2, Down, Down, Left, Down, Left, Left, L2, X

Flying Boats -

R2, Circle, Up, L1, Right, R1, Right, Up, Square, Triangle

Flying Cars -

Square, Down, L2, Up, L1, Circle, Up, X, Left

Full Weapon Aiming in Vehicles -

Up, Up, Square, L2, Right, X, R1, Down, R2, Circle

Improve Car Suspension -

Square, Square, R2, Left, Up, Square, R2, X, X, X

Increase Car Speed -

Up, L1, R1, Up, Right, Up, X, L2, X, L1

Perfect Handling -

Triangle, R1, R1, Left, R1, L1, R2, L1

Invisible Vehicles -

Triangle, L1, Triangle, R2, Square, L1, L1

Spawn Faster Cars -

Right, R1, Up, L2, L2, Left, R1, L1, R1, R1

Traffic Lights Always Green -

Right, R1, Up, L2, L2, Left, R1, L1, R1, R1

Turn Vehicle Into Tank -

L1, L2, L2, Up, Down, Down, Up, R1, R2, R2

Wanted Level**Lock Current Wanted Level -**

Circle, Right, Circle, Right, Left, Square, Triangle, Up

Lower Wanted Level -

R1, R1, Circle, R2, Up, Down, Up, Down, Up, Down

Six-star Wanted Level -

Circle, Right, Circle, Right, Left, Square, X Down

Weather/Time**Cloudy -**

L2, Down, Down, Left, Square, Left, R2, Square, X, R1, L1, L1

Faster Clock -

Circle, Circle, L1, Square, L1, Square, Square, Square, L1, Triangle, Circle, Triangle

Faster Gameplay -

Triangle, Up, Right, Down, L2, L1, Square

Fog -

R2, X, L1, L1, L2, L2, L2, X

Freeze Time at 00:00 -

Square, L1, R1, Right, X, Up, L1, Left, Left

Morning -

R2, X, L1, L1, L2, L2, L2, Square

Night -

R2, X, L1, L1, L2, L2, L2, Triangle

Noon -

R2, X, L1, L1, L2, L2, L2, Down

Orange Sky -

Left, Left, L2, R1, Right, Square, Square, L1, L2, X

Overcast -

R2, X, L1, L1, L2, L2, L2, Square

Sandstorm -

Up, Down, L1, L1, L2, L2, L1, L2, R1, R2

Slower Gameplay -

Triangle, Up, Right, Down, Square, R2, R1

Storm -

R2, X, L1, L1, L2, L2, L2, Circle

Pedestrians**All Elvis Pedestrians -**

L1, Circle, Triangle, L1, L1, Square, L2, Up, Down, Left

Video showing the All Elvis Pedestrians cheat

CJ Beach Clothes, Pedestrians Bikinis, Change Traffic -

Up, Up, Down, Down, Square, Circle, L1, R1, Triangle, Down.

CJ Clown, Pedestrians Workers, Change Traffic -

Triangle, Triangle, L1, Square, Square, Circle, Square, Down, Circle

Pedestrians are Gang Members -

Left, Right, Right, Right, Left, X, Down, Up, Square, Right, Down

CJ Gimp Suit, Pedestrians Prostitutes -

Square, Right, Square, Square, L2, X, Triangle, X, Triangle

Katana-wielding Pedestrians and Black Traffic -

X, X, Down, R2, L2, Circle, R1, Circle, Square

No Pedestrians, and Sparse Traffic -

X, Down, Up, R2, Down, Triangle, L1, Triangle, Left

Only Gang Members on Streets -

L2, Up, R1, R1, Left, R1, R1, R2, Right, Down

Pedestrians Attack (cannot be disabled, do not save game) -

Down, Up, Up, Up, X, R2, R1, L2, L2

Pedestrians Attack with Weapons (cannot be disabled, do not save game) -

X, L1, Up, Square, Down, X, L2, Triangle, Down, R1, L1, L1

Pedestrians Carry Weapons -

R2, R1, X, Triangle, X, Triangle, Up, Down

Pedestrians Riot (cannot be disabled, do not save game) -

Down, Left, Up, Left, X, R2, R1, L2, L1

Prostitutes Pay CJ -

Right, L2, L2, Down, L2, Up, Up, L2, R2

Recruit Anyone (with 9mm) -

Down, Square, Up, R2, R2, Up, Right, Right, Up

Recruit Anyone (with Rockets) -

R2, R2, R2, X, L2, L1, R2, L1, Down, X

Miscellaneous**Adrenaline Mode -**

X, X, Square, R1, L1, X, Down, Left, X

Chaos Mode -

L2, Right, L1, Triangle, Right, Right, R1, L1, Right, L1, L1, L1

Super Punch -

Up, Left, X, Triangle, R1, Circle, Circle, Circle, L2

Video showing the Super Punch cheat

Grand Theft Auto: San Andreas - Xbox Cheats

Health and Stats

\$250,000, full health and armor -

R Trigger, Black, L Trigger, A, Left, Down, Right, Up, Left, Down, Right, Up

Infinite Health (no damage from bullets, melee attacks, and fire) -

Down, A, Right, Left, Right, R Trigger, Right, Down, Up, Y

Commit Suicide -

Down, A, Right, Left, Right, R Trigger, Right, Down, Up, Y

Hitman Rank and Perks in All Weapons -

Down, X, A, Left, R Trigger, Black, Left, Down, Down, L Trigger, L Trigger, L Trigger

Infinite Ammo -

L Trigger, R Trigger, X, R Trigger, Left, Black, R Trigger, Left, X, Down, L Trigger, L Trigger

Infinite Lung Capacity -

Down, Left, L Trigger, Down, Down, Black, Down, White, Down

Jump Higher -

Up, Up, Y, Y, Up, Up, Left, Right, X, Black, Black

Jump Higher on BMX -

Y, X, B, B, X, B, B, L Trigger, White, White, R Trigger, Black

Lower Muscle/Fat Stat -

Y, Up, Up, Left, Right, X, B, Right

Max Fat Stat -

R Trigger, R Trigger, B, Black, Up, Down, Up, Down, Up, Down

Max Muscle Stat -

Y, Up, Up, Left, Right, X, B, Left

Max Respect Stat -

L Trigger, R Trigger, Y, Down, Black, A, L Trigger, Up, White, White, L Trigger, L Trigger

Max Sex Appeal Stat -

B, Y, Y, Up, B, R Trigger, White, Up, Y, L Trigger, L Trigger, L Trigger

Max Vehicle Stats -

B, Y, Y, Up, B, R Trigger, White, Up, Y, L Trigger, L Trigger, L Trigger

Never Hungry -

X, White, R Trigger, Y, Up, X, White, Up, A

Weapons**Weapons 1 (Brass Knuckles, Bat, 9mm, Shotgun, Micro MP5, AK-47, Rifle, Rocket Launcher, Molotovs, Spray Can) -**

R Trigger, Black, L Trigger, Black, Left, Down, Right, Up, Left, Down, Right, Up

Entering the Weapons #1 cheat

Weapons 2 (Combat Knife, Desert Eagle, Sawed-Off Shotgun, Tec-9, M4, Sniper Rifle, Flame Thrower, Grenades, Fire Extinguisher) -

R Trigger, Black, L Trigger, Black, Left, Down, Right, Up, Left, Down, Down, Left

Weapons 3 (Chainsaw, Silenced 9mm, Spaz Shotgun, MP5, M4, Sniper Rifle, Rocket Launcher, Satchel Charges) -

R Trigger, Black, L Trigger, Black, Left, Down, Right, Up, Left, Down, Down, Down

Vehicle Spawns**Spawn Bloodring Banger -**

Down, R Trigger, B, White, White, A, R Trigger, L Trigger, Left, Left

Spawn Caddy -

Down, R Trigger, B, White, White, A, R Trigger, L Trigger, Left, Left

Spawn Dozer -

Black, L Trigger, L Trigger, Right, Right, Up, Up, A, L Trigger, Left

Spawn Hotring Racer #1 -

R Trigger, B, Black, Right, L Trigger, White, A, A, X, R Trigger

Spawn Hotring Racer #2 -

Black, L Trigger, B, Right, L Trigger, R Trigger, Right, Up, B, Black

Spawn Hunter -

Black, L Trigger, B, Right, L Trigger, R Trigger, Right, Up, B, Black

Spawn Hydra -

Y, Y, X, B, A, L Trigger, L Trigger, Down, Up

Spawn Jetpack -

Left, Right, L Trigger, White, R Trigger, Black, Up, Down, Left, Right

Spawn Monster -

Right, Up, R Trigger, R Trigger, R Trigger, Down, Y, Y, A, B, L Trigger, L Trigger

Spawn Parachute -

Left, Right, L Trigger, White, R Trigger, Black, Black, Up, Down, Right, L Trigger

Spawn Quadbike -

Left, Left, Down, Down, Up, Up, X, B, Y, R Trigger, Black

Spawn Rancher -

Up, Right, Right, L Trigger, Right, Up, X, White

Spawn Rhino -

B, B, L Trigger, B, B, B, L Trigger, White, R Trigger, Y, B, Y

Spawn Romero -

Down, Black, Down, R Trigger, White, Left, R Trigger, L Trigger, Left, Right

Spawn Stretch -

Black, Up, White, Left, Left, R Trigger, L Trigger, B, Right

Spawn Stuntplane -

B, Up, L Trigger, White, Down, R Trigger, L Trigger, L Trigger, Left, Left, A, Y

Spawn Tanker -

R Trigger, Up, Left, Right, Black, Up, Right, X, Right, White, L Trigger, L Trigger

Spawn Trashmaster -

B, R Trigger, B, R Trigger, Left, Left, R Trigger, L Trigger, B, Right

Spawn Vortex -

Y, Y, X, B, A, L Trigger, White, Down, Down

Vehicle Effects**Aggressive Drivers -**

Right, Black, Up, Up, Black, B, X, Black, L Trigger, Right, Down, L Trigger

Aggressive Traffic -

Black, B, R Trigger, White, Left, R Trigger, L Trigger, Black, White

All Black Cars -

B, White, Up, R Trigger, Left, A, R Trigger, L Trigger, Left, B

All Cars are Country Vehicles -

L Trigger, L Trigger, R Trigger, R Trigger White, L Trigger, Black, Down, Left, Up

All Cars Equipped With Nitro -

Left, Y, R Trigger, L Trigger, Up, X, Y, Down, B, White, L Trigger, L Trigger

All Junk Cars -

White, Right, L Trigger, Up, A, L Trigger, White, Black, R Trigger, L Trigger, L Trigger, L Trigger

All Pink Cars -

B, L Trigger, Down, White, Left, A, R Trigger, L Trigger, Right, B

All Taxis Equipped With Nitro, Jump with L3 -

Up, A, Y, A, Y, A, X, Black, Right

Cars on Water -

Right, Black, B, R Trigger, White, X, R Trigger, Black

Destroy All Cars Onscreen -

Black, White, R Trigger, L Trigger, White, Black, X, Y, B, Y, White, L Trigger

Floating Car After Collision -

X, Black, Down, Down, Left, Down, Left, White, A

Flying Boats -

Black, B, Up, L Trigger, Right, R Trigger, Right, Up, X, Y

Flying Cars -

X, Down, White, Up, L Trigger, B, Up, A, Left

Full Weapon Aiming in Vehicles -

Up, Up, X, White, Right, A, R Trigger, Down, Black, B

Improve Car Suspension -

X, X, Black, Left, Up, X, Black, A, A, A

Increase Car Speed -

Up, L Trigger, R Trigger, Up, Right, Up, A, White, A, L Trigger

Perfect Handling -

Y, R Trigger, R Trigger, Left, R Trigger, L Trigger, Black, L Trigger

Invisible Vehicles -

Y, L Trigger, Y, Black, X, L Trigger, L Trigger

Spawn Faster Cars -

Right, R Trigger, Up, White, White, Left, R Trigger, L Trigger, R Trigger, R Trigger

Traffic Lights Always Green -

Right, R Trigger, Up, White, White, Left, R Trigger, L Trigger, R Trigger, R Trigger

Turn Vehicle into Tank -

L Trigger, White, White, Up, Down, Down, Up, R Trigger, Black, Black

Wanted Level**Lock Current Wanted Level -**

B, Right, B, Right, Left, X, Y, Up

Lower Wanted Level -

R Trigger, R Trigger, B, Black, Up, Down, Up, Down, Up, Down

Six-star Wanted Level -

B, Right, B, Right, Left, X, A, Down

Weather/Time**Cloudy -**

White, Down, Down, Left, X, Left, Black, X, A, R Trigger, L Trigger, L Trigger

Faster Clock -

B, B, L Trigger, X, L Trigger, X, X, X, L Trigger, Y, B, Y

Faster Gameplay -

Y, Up, Right, Down, White, L Trigger, X

Fog -

Black, A, L Trigger, L Trigger, White, White, White, A

Freeze Time at Midnight -

X, L Trigger, R Trigger, Right, A, Up, L Trigger, Left, Left

Morning -

Black, A, L Trigger, L Trigger, White, White, White, X

Night -

Black, A, L Trigger, L Trigger, White, White, White, Y

Noon -

Black, A, L Trigger, L Trigger, White, White, White, Down

Orange Sky -

Left, Left, White, R Trigger, Right, X, X, L Trigger, White, A

Overcast -

Black, A, L Trigger, L Trigger, White, White, White, X

Sandstorm -

Up, Down, L Trigger, L Trigger, White, White, L Trigger, White, R Trigger, Black

Slower Gameplay -

Y, Up, Right, Down, X, Black, R Trigger

Storm -

Black, A, L Trigger, L Trigger, White, White, White, B

Pedestrians**All Elvis Pedestrians -**

L Trigger, B, Y, L Trigger, L Trigger, X, White, Up, Down, Left

Video showing the All Elvis Pedestrians cheat

CJ Beach Clothes, Pedestrians Bikinis, Change Traffic -

Up, Up, Down, Down, X, B, L Trigger, R Trigger, Y, Down

CJ Clown, Pedestrians Workers, Change Traffic -

Y, Y, L Trigger, X, X, B, X, Down, B

Pedestrians are Gang Members -

Left, Right, Right, Right, Left, A, Down, Up, X, Right, Down

CJ Gimp Suit, Pedestrians Prostitutes -

X, Right, X, X, White, A, Y, A, Y

Katana-wielding Pedestrians and Black Traffic -

A, A, Down, Black, White, B, R Trigger, B, X

No Pedestrians, and Sparse Traffic -

A, Down, Up, Black, Down, Y, L Trigger, Y, Left

Only Gang Members on Streets -

White, Up, R Trigger, R Trigger, Left, R Trigger, R Trigger, Black, Right, Down

Pedestrians Attack (cannot be disabled, do not save game) -

Down, Up, Up, Up, A, Black, R Trigger, White, White

Pedestrians Attack with Weapons (cannot be disabled, do not save game) -

A, L Trigger, Up, X, Down, A, White, Y, Down, R Trigger, L Trigger, L Trigger

Pedestrians Carry Weapons -

Black, R Trigger, A, Y, A, Y, Up, Down

Pedestrians Riot (cannot be disabled, do not save game) -

Down, Left, Up, Left, A, Black, R Trigger, White, L Trigger

Prostitutes Pay CJ -

Right, White, White, Down, White, Up, Up, White, Black

Recruit Anyone (with 9mm) -

Down, X, Up, Black, Black, Up, Right, Right, Up

Recruit Anyone (with Rockets) -

Black, Black, Black, A, White, L Trigger, Black, L Trigger, Down, A

Miscellaneous**Adrenaline Mode -**

A, A, X, R Trigger, L Trigger, A, Down, Left, A

Chaos Mode -

White, Right, L Trigger, Y, Right, Right, R Trigger, L Trigger, Right, L Trigger, L Trigger, L Trigger

Super Punch -

Up, Left, A, Y, R Trigger, B, B, B, White

Video showing the Super Punch cheat

Grand Theft Auto: San Andreas - PC Cheats

Health and Stats

\$250,000, full health and armor - HESOYAM

Infinite Health (no damage from bullets, melee attacks, and fire) - BAGUVIX

Commit Suicide - GOODBYECRUELWORLD

Hitman Rank and Perks in All Weapons - PROFESSIONALKILLER

Infinite Ammo - FULLCLIP

Infinite Lung Capacity - CVWKXAM

Jump Higher - KANGAROO

Jump Higher on BMX - CJPHONEHOME

Lower Muscle/Fat Stat - KVGYZQK

Max Fat Stat - BTCDDBC

Max Muscle Stat - BUFFMEUP

Max Respect Stat - WORSHIPME

Max Sex Appeal Stat - HELLOLADIES

Max Stamina - VKYPQCF

Max Vehicle Stats - NATURALTALENT

Weapons

Weapons 1

(Brass Knuckles, Bat, 9mm, Shotgun, Micro MP5, AK-47, Rifle, Rocket Launcher, Molotovs, Spray Can) - LXGIWYL

Weapons 2

(Combat Knife, Desert Eagle, Sawed-Off Shotgun, Tec-9, M4, Sniper Rifle, Flame Thrower, Grenades, Fire Extinguisher) -

PROFESSIONALSKIT

Weapons 3

(Chainsaw, Silenced 9mm, Spaz Shotgun, MP5, M4, Sniper Rifle, Rocket Launcher, Satchel Charges) - UZUMYMW

Vehicle Spawns

Spawn Bloodring Banger - OLDSPEEDDEMON

Spawn Caddy - RZHSUEW

Spawn Dozer - ITSALLBULL

Spawn Hotring Racer #1 - VROCKPOKEY

Spawn Hotring Racer #2 - VPJTQWV

Spawn Hunter - OHDUDE

Spawn Hydra - JUMPJET

Spawn Jetpack - ROCKETMAN

Spawn Monster - MONSTERMASH

Spawn Parachute - AIYPWZQP

Spawn Quadbike - FOURWHEELFUN

Spawn Rancher - JQNTDMH

Spawn Rhino - AIWPRTON
Spawn Romero - WHERESTHEFUNERAL
Spawn Stretch - CELEBRITYSTATUS
Spawn Stuntplane - FLYINGTOSTUNT
Spawn Tanker - AMOMHRER
Spawn Trashmaster - TRUEGRIME
Spawn Vortex - KGGGDKP

Vehicle Effects

Aggressive Drivers - YLTEICZ
All Black Cars - IOWDLAC
All Cars are Country Vehicles - FVTMNBZ
All Cars Equipped With Nitro - SPEEDFREAK
All Junk Cars - EVERYONEISPOOR
All Pink Cars - LLQPFBN
Destroy All Cars Onscreen - CPKTNWT
Floating Car After Collision - BUBBLECARS
Flying Boats - FLYINGFISH
Flying Cars - CHITTYCHITTYBANGBANG
Full Weapon Aiming in Vehicles - OUIQDMW
Perfect Handling - STICKLIKEGLUE
Invisible Vehicles - WHEELSONLYPLEASE
Spawn Faster Cars - EVERYONEISRICH
Traffic Lights Always Green - ZEIIVG
Turn Vehicle into Tank - JCNRUAD

Wanted Level

Lock Current Wanted Level - AEZAKMI
Lower Wanted Level - TURNDOWNTHEHEAT
Raise Wanted Level - TURNUPTHEHEAT
Six-star Wanted Level - BRINGITON

Weather/Time

Cloudy - AUFRVQS
Faster Clock - YSOHNUL
Faster Gameplay - SPEEDITUP
Fog - CFVFGMJ
Freeze Time at Midnight - NIGHTPROWLER
Sunny 2 - TOODAMNHOT
Sunny - PLEASANTLYWARM
Orange Sky - OFVIAC
Overcast - ALNSFMZO
Sandstorm - CWJXUOC
Slower Gameplay - SLOWITDOWN
Storm - SCOTTISHSUMMER

Pedestrians

All Elvis Pedestrians - BLUESUEDESHOES
CJ Beach Clothes, Pedestrians Bikinis, Change Traffic - LIFESA BEACH

CJ Clown, Pedestrians Workers, Change Traffic - CRAZYTOWN

Pedestrians are Gang Members - ONLYHOMIESALLOWED

CJ Gimp Suit, Pedestrians Prostitutes - BEKKNQV

Katana-wielding Pedestrians and Black Traffic - NINJATOWN

No Pedestrians, and Sparse Traffic - GHOSTTOWN

Only Gang Members on Streets - BIFBUZZ

Pedestrians Attack (cannot be disabled, do not save game) - BAGOWPG

Pedestrians Attack with Weapons (cannot be disabled, do not save game) - BGLUAWML

Pedestrians Carry Weapons - FOOOXFT

Pedestrians Riot (cannot be disabled, do not save game) - AJLOJYQY

Recruit Anyone (with 9mm) - SJMAHPE

Recruit Anyone (with Rockets) - ROCKETMAYHEM

Miscellaneous

Adrenaline Mode - ANOSEONGLASS

Chaos Mode - STATEOFEMERGENCY

Grand Theft Auto: San Andreas - Ryder's Missions

This mission line becomes available after completing the first mission in CJ's mission line. After completing "Big Smoke/Sweet and Kendel," enter CJ's house and touch the floating diskette in the kitchen to enter the Save Game menu. After saving your game, head back outside to continue. Ryder's house is just across the street from CJ's; follow the 'R' on your radar and step into the red marker to start.



Save File



Ryder's House

Mission 1: Ryder

This mission serves as an introduction to a couple of the outlets in the city of San Andreas. Get into the driver's seat of Ryder's car and start towards the yellow square that appears on your radar. The barbers is the first stop; drive into the red marker that the yellow square points to, then step out of the car and enter the shop. Once inside, step into the red marker to enter the selection menu. The hairstyle you select for CJ has absolutely no effect on the core gameplay, so it all comes down to your preference. If you're just starting out, then chances are your funds are limited, so pick something cheap and exit the menu.



Barber Shop



Barber's

Back outside, walk across the street to the Restaurant and head inside. Step into the red marker at the front counter and buy a pizza. Afterwards, Ryder attempts to hold up the place, which causes the man behind the counter to take out a shotgun. Once you're back outside, get into Ryder's car. You can simply drive away or run over the shotgun-wielding cashier and take the weapon for yourself. Follow the yellow square to Ryder's home and drive into the red marker outside to complete the mission.



Restaurant



Shotgun

Mission 2: Home Invasion

This mission is available following “Drive-by” in Sweet’s mission line, and can only be undertaken between 12:00 and 20:00. Ryder knows the location of a retired military officer’s home who supposedly possesses a large amount of high-power weapons. Ryder wants to go to the officer’s home before dawn to steal the weapons. You’re in an armored truck for this one, which is incredibly slow but unmatched in durability. There’s a time limit, too, so waste no time. Drive to the yellow icon on the radar and hit the red marker to start the robbery.



Armored Truck

Move very slowly once inside, as you don’t want to wake the house’s occupant. Keep an eye on the Noise meter in the top right corner of the screen as you move around the house and cease movement if it’s close to being full. To move quietly around the colonel’s house, gently push on the control stick to move forward and do not brush up against anything. There are three crates of weapons in the house that must be picked up and brought back to the truck outside. One crate sits behind the cannon in the living room, another can be found at the very top of the stairs, and the third at the end of the upstairs hallway. CJ can only carry one crate at a time, so you’ll have to carry one to the front door, put it into the truck and then head back inside to retrieve another.



Colonel's House



Crate

Once you've placed the three crates of weapons in the back of the truck, travel to the yellow icon on the radar to reach the lockup. Park the truck in the lockup to complete the mission.

Mission 3: Catalyst

Ryder's accompanying you again for this one. Get in the truck and start towards the yellow icon on the radar. When you reach the train, you discover that the two officers set you up for a shootout, as two rival gangs were also informed about the shipment. Step out of your vehicle and fight off the gang members already in the process of robbing the train. Crouch to increase your accuracy, and wait for the Ballas to exit their vehicle. Take out the Ballas and then step into the red marker to investigate the shipment.



Train



Rival Gang

The train starts to move once you step on. Now you must toss ten of the crates to Ryder within the time limit. Hold down on the button as instructed to power up, then release it to launch the crate towards the truck. Don't hold down the button for too long, though, as the crate will bounce with too much power or you'll overshoot the truck. The amount of power required depends on the truck's distance, so it's hard to know exactly when to release the button. Essentially you want to aim for the truck's hood or roof so the crate bounces or slides into Ryder's open arms. Wait until Ryder sets down the crate before throwing another one.



Crates



Getaway

The train ride ends once Ryder has ten crates. You're given a three-star wanted level, so follow the yellow icon on the radar to reach a spray shop. The police will pursue you aggressively with a three-star wanted level, but luckily you can stay on the train tracks most of the way, only turning into the street to travel a short distance to the spray shop. Drive into the spray shop for a paint job. Wait until the wanted stars stop flashing before pursuing the yellow icon on the radar. Hit the red marker to complete the mission.

Mission 4: Robbing Uncle Sam

This is another theft mission; you're stealing weapons directly from the army this time. Make sure you have weapons of your own before attempting this. The warehouse is located in the Ocean Docks, which you'll have to cross a bridge to get to. Drive into the red marker outside of the base to get started. Face the wall and jump up to grab hold of it. Pull yourself up and drop down to the opposite side of the gate. Kill any soldiers standing nearby, then take aim and shoot the switch next to the gate to open it.



Van



Switch

Once the gate is open, take out the soldiers outside of the warehouse. Take aim and shoot the switch next to the warehouse door and kill the two soldiers inside. Quickly board the forklift at the back of the warehouse. You need to use the forklift to load a total of six boxes onto the back of the van. Picking up a box with the forklift is delicate work, as the fork must be lowered completely and then placed into the skid that the box sits on. With the fork placed correctly, raise the box up about three-fourths of the way. Turn back towards the van and push the box into the back of the van to automatically load it.



Forklift



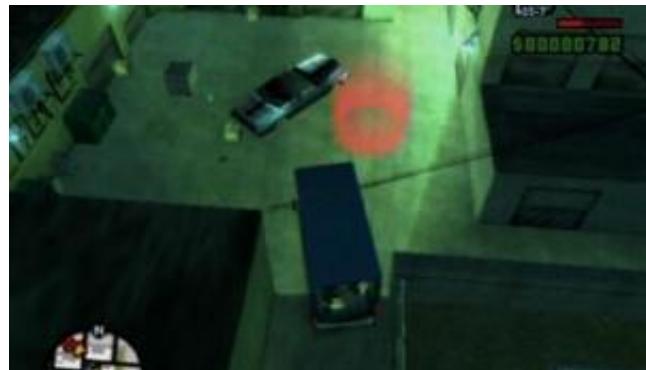
Box

While Ryder will try to keep the angry soldiers at bay, he can't take them all, so you'll have to stop what you're doing and help him out. It's mission failure if his health bar reaches zero, so get out of the forklift when you hear gunfire and kill the soldiers. Once the four boxes at the back of the warehouse have been placed onto the back of the van, move the forklift outside and start moving the boxes near the warehouse. The soldiers may shoot and destroy a box you are carrying, so in that case you'll have to venture a bit further from the van to get another box.

Once six boxes have been placed onto the van, hop into the driver's seat and start towards the yellow icon on the radar. Army vehicles are in hot pursuit; you can signal Ryder to toss one of the boxes at the oncoming vehicles by sounding the van's horn. Wait until a vehicle is directly behind the van before honking the horn. If the box hits, the vehicle will veer off the road and eventually explode. The enemy vehicles will try to tip your van over, so avoid making sharp turns because it's all over if your van falls on its side. Drive to Emmet's and into the red marker to complete the mission.



Getaway



Red Marker

Grand Theft Auto: San Andreas - Sweet's Missions

This mission line begins after completing the "Ryder" mission in Ryder's mission line. These missions are denoted by an 'S' on the radar. Travel to Ganton and step into the red marker to begin.

Mission 1: Tagging Up Turf

There are a total of 100 rival gang tags in Los Santos, and you'll spray paint over six of them during this mission. Get into Sweet's Car and follow the yellow square on the radar to reach the first tag. A short cutscene clears the first one for you. There are two more tags to spray over, and both are nearby. The two tags are denoted by green squares on the radar. After finding the first tag, equip the spray can, lock-on and hold the Shoot button until the Grove Family gang tag covers the rival tag. If a police officer observes the action, you'll earn one wanted star, so scan the area before you begin. Any rival gang members in the area that see this will attack, so be careful.

Grand Theft Auto: San Andreas - Big Smoke's Missions

You can start taking missions from Big Smoke after completing the "Nines and AK's" mission in Sweet's mission line. The starting point of each of these missions is denoted by with a 'BS' on the radar.

Mission 1: OG Loc

A member of the gang, Jeffery, has been locked up in prison; he's on parole now, so it's time to pick him up. Follow the yellow icon on the radar to reach the prison and drive into the red marker. After the cutscene, drive to Freddy's house, marked on the radar by the yellow icon, hit the red marker, then get out of the car and ring the doorbell. Jeffery's first deed out of prison? Killing this Freddy. Jeffery's target slips out the back door, hops onto a motorcycle and takes off. What ensues is a potentially lengthy motorcycle chase through the streets of Los Santos.

Jeffery is armed with a Micro SMG, and if you have one of your own, you can also fire at Freddy while on the motorcycle. This doesn't seem to do much good, though, as it is quite hard to actually hit Freddy as he speeds by. It would be best to simply concentrate on following Freddy, because eventually he will park his motorcycle next to a group of gang members and step off, allowing Jeffery and yourself to gun him down. You could probably end this one quickly in the streets, but simply keeping up with the target is work enough, let alone getting close enough to take him out. If you're content with seeing the chase through to the end, just follow Freddy's path exactly. Otherwise you can try to cut him off as he emerges from an alleyway.

Afterwards, head towards the yellow icon on the radar and drive into the red marker in the Burger Shot parking lot to complete the mission.

Mission 2: Running Dog

You're going with Big Smoke to pick up his "cousin." Get in the car and start towards the yellow icon on the radar; you'd better pick up a weapon from Emmet's while you're at it. When you reach the meeting place, drive into the red marker to trigger a cutscene. All you have to do here is catch up with the dealer and kill him. This is enough, as your target does not run exceptionally fast. While CJ can't sprint forever, the distance between you and your target can be closed quickly by simply tapping the Sprint button. When you're close enough to the target, gun him down to complete the mission.

Grand Theft Auto: San Andreas - OG Loc's Missions

You can start taking missions from OG Loc after completing the "OG Loc" mission in Big Smoke's mission line. The starting point of each of these missions is in the Burger Shot parking lot where you dropped him off, denoted by an 'OG' on the radar.

Mission 1: Life's a Beach

This mission can only be attempted between 22:00 and 6:00. Make your way to the yellow icon on the radar. Step into the red marker and reply to the DJ in a positive manner. This is another rhythm mini-game, but significantly more difficult than the last. You need to score at least 4000 points to gain access to the sound van so it can be brought back to Jeffery.

Grand Theft Auto: San Andreas - C.R.A.S.H. Missions (Los Santos)

As you complete missions in Los Santos, you will eventually receive a phone call from Officer Tenpenny. After receiving the call, you can then take missions from the two officers. This mission line begins at the donut shop in the market, marked on the radar by a 'C.'

Mission 1: Burning Desire

Follow the green marker on the radar to reach the stashed Molotovs in an alleyway and pick them up. Make sure you have a weapon of some sort before moving on to the gang house, as you'll have to defend yourself against the gang members outside. With the Molotovs in hand, make your way to the gang house, which is denoted on the radar by a yellow marker. Try to run down the gang members located at the front of the house, then step out of your vehicle. There will likely be more gang members around the side of the house, so scout the perimeter and gun down any you see.



Molotovs



Gang House

Now you must lob five of the Molotov cocktails through the five windows to set the place ablaze. You're holding a dangerous weapon in your hand; you'll have to throw the Molotov just right to avoid getting caught in the blast yourself. In the unfortunate circumstance that CJ is set alit, sprint around like mad until the flames dissipate. The flames can eat away more than half of CJ's health bar if you aren't careful so make sure you're a good distance away from a window before throwing the Molotov. You don't have to hit the windows directly, but the glass won't shatter if the Molotov is thrown too high. As the game instructs, do not just simply tap the Attack button when using Molotovs; hold the button down for a second or two to avoid having it land right at CJ's feet.



Window

Be ready to switch to your handgun, as hostiles will periodically spawn while you carry out the deed. Once you've

managed to shatter all five of the windows with Molotovs, it is revealed that you inadvertently trapped an innocent girl in the burning house. Well, you're not a monster, are you? Run in there and save her! Tread carefully inside, as touching the flames will set CJ ablaze. The girl is on the second level of the house, but you'll need to grab the fire extinguisher from the kitchen before heading up there. The kitchen is the room on the right upon entering the house. With the extinguisher in hand, make your way up the stairs at the very back of the house.



Extinguisher



Fire

To put out a fire with the extinguisher, hold down the lock-on button and aim into the base of the fire. Steam will emit when you're hitting the right spot. Keep the extinguisher trained on the fire until it dissipates. Follow the blue marker on the radar to locate the girl. Once you've found her, start back towards the stairs. Stick with her at all times, because she'll quickly become lost without your guidance. Clear away the flames along the way and exit through the front door. Drive the girl home to complete the mission. She's your girlfriend now, so you can take her on dates by stepping into the red marker outside of her house.

Mission 2: Gray Imports

According to Tenpenny, the Ballas are set to meet with some Russian importers to acquire some powerful weaponry. This meeting will take place at the docks warehouse, and it's in your best interest to intervene. Follow the yellow icon on the radar to reach the docks and drive into the red marker. Start by running over the two workers up ahead. If you lack a Micro SMG, try to get your hands on an enemy SMG. While quite powerful and fairly well suited for this mission, the downside to this weapon is that you can't run and gun with it, so stick with the Micro SMG if you're carrying one already.

The two forklifts outside of the warehouse will try to run you down, but they're rather slow, so just sprint away. One of the two forklifts is carrying a couple of explosive barrels; manually aim and shoot the explosives to destroy the vehicle. A protective vest can be found atop the containers to the right of the warehouse door, so be sure to grab it before continuing. Shoot the switch to the left of the door when you're ready to face the enemies inside.



Body Armor

The warehouse's interior is packed with enemies, so take it slow here. Some helpful pop-ups explain a few combat maneuvers as you make your way through the warehouse. Aiming manually rather than locking-on to your targets is effective during close quarter combat situations such as this, as you'll need to be able to strafe to avoid gunfire, and possibly shoot conveniently placed explosives to take out dimwitted enemies. More body armor can be found as you make your way through the maze, so keep an eye out for it if yours is falling apart.

A large number of enemies occupy the very back of the warehouse, so crouch when you emerge from the maze and start picking them off. When the enemies have been dealt with, climb up the stairs at the far end of the room and chase after the arms dealer. A group of Ballas occupy the office at the top of the stairs; take them out, then grab the body armor before following the arms dealer through the door and down the fire escape.



Warehouse Shootout

If you have a Micro SMG with you, taking out the arms dealer is as simple as running after him and gunning him down. However if running and gunning is not an option, sprint a bit ahead of him and fire as he approaches. There are Ballas and Russian importers along the dealer's path, but it would be best to just sprint past them because the arms dealer is actually making a break for his car. If the car you used to storm the place hasn't disappeared and is still in one piece, you can hop in and run the arms dealer down before he gets to his ride. Whichever way you choose to take him out, the mission is complete when the arms dealer is dead.



Arms Dealer

Grand Theft Auto: San Andreas - Badlands Walkthrough

C.R.A.S.H.

Right after the "The Green Sabre" mission in Sweet's mission line, you are brought to Flint County by officers Tenpenny and Pulaski. Before you can move on to San Fierro, you'll have to complete some missions in Flint County, Whetstone and Red County. You've been stripped of all weapons, but luckily there is a small Ammu-nation in Angel Pine.



Ammu-nation

Mission 1: Badlands

Step into the red marker that the 'CJ' symbol on the radar is pointing to when you're ready to get started. Drive into the red marker at the foot of Mt. Chiliad and start up the mountain trail. The witness' log cabin is partway up the trail, its surrounding area patrolled by FBI officers. Make your way up the mountain and take a left when you reach the fork (the right path is blocked).

When you spot the cabin, crouch down and move behind the trees around back. You'll have to sneak in through the cabin's back door, so wait until there are no officers walking along the back of the cabin, then head for the door and slip in. Kill the suspect, photograph the body and hightail it out of there. There's a motorbike by the front door; hop on for a quick escape. Return to Angel Pine and drop off the camera to complete the mission.

Grand Theft Auto: San Andreas - Catalina's Missions

You'll receive a call from Cesar after completing the "Badlands" mission for C.R.A.S.H. Cesar tells you to meet up with a cousin of his at a diner in Red County. This mission line begins outside of the diner, and is initially marked with a '?' symbol on the radar. You'll have to complete all of these missions in one go.



Mission Start

Mission 1: First Date

Cesar's cousin, Catalina, demands that you help hold up five different outlets in Red County. Find some mode of transport and make your way to the gas station in Dillimore (though you can complete these missions in any order you wish). Each robbery location is marked on the radar by a dollar sign.

Dillimore Target: Tanker Commander

Drive into the red marker outside of the Dillimore gas station to trigger a cutscene. Afterwards, get in the cab with Catalina and back it directly into the trailer to attach it to the cab. Catalina knows of a buyer in Flint County, which is quite a ways away from Dillimore. You have to be very careful when driving the tanker, because too sharp of a turn will detach the trailer which results in a mission failure. The two gas station attendants will pursue you and try to destroy the tanker; the trailer will explode if the health bar in the top-right quarter of the screen reaches zero.



Cab



Tanker

For an easy trip, step out of the tanker and hit the attendants' car with gunfire until it explodes, killing them both. Catalina will help you damage the car, and she wields a shotgun so it should be quick work. You may want to at least drive the tanker out of Dillimore to avoid attracting attention from nearby police officers. If you took care of the attendants, it's just a matter of getting to the buyer with the trailer still attached. There is no need to drive too fast;

keep to a slow pace here, and release the Accelerate button when traveling downhill. Drive the tanker into the red marker to complete the mission and earn a nice amount of cash.



Getaway



Attendants

Mission 2: First Base

You can attempt another robbery with Catalina by accepting "King in Exile" from Cesar. You'll receive a call from Catalina after the cutscene. You have to help Catalina carry out another robbery to complete this mission, which means another long trip to Red County. You won't find her at the diner in Dillimore this time around though; she can be found at her place in Fern Ridge. Make your way to the 'C' symbol on your radar and drive into the red marker. Take Catalina to one of the targets and hit the red marker there to get started.

Montgomery Target: Against All Odds

Catalina's target in Montgomery is an off-track betting shop. Step inside and throw a satchel charge on the door once you regain control over CJ. Stand away from the door, equip the detonator and press the Attack button to set off the charge. Enter the room, throw a charge onto the safe, step out of the room and use the detonator to open the safe. This deed has earned you a four-star wanted level, so the police will pursue you quite aggressively. Back outside, immediately get in your car if it hasn't disappeared, otherwise take off down the alleyway located next to the betting shop in order to avoid the police.



Target



Door

Drive to the Pay 'n' Spray in Dillimore and use it to lower your wanted level. Be careful on your way there because with a four-star wanted level, the SWAT team will be pursuing you as well. Wait until your wanted level stops flashing, then drive Catalina back home to receive some cash and complete the mission.



Spray Shop

Mission 3: Gone Courting

This mission is available immediately after you've helped Catalina with a second robbery.

Blueberry Target: Local Liquor Store

Make your way to the town of Blueberry and drive into the red marker outside of the liquor store. It appears that a group of likeminded individuals got to the liquor store before you, and are in the process of making off with the money. This doesn't sit well with Catalina, however, so you'll have to chase after them and claim the cash for yourself. While you start off on a quadbike, you are free to use a different vehicle to take the robbers down. The rancher is a vehicle well-suited for this mission; acquire one before triggering the mission and you can then ditch the quadbike and hop into the nearby rancher immediately after the cutscene.



Liquor Store



Robbers

The quadbike is rather difficult to control, but it is an all-terrain vehicle so you aren't limited to streets and dirt roads. Each of the robbers holds a briefcase full of money, so your job on the quadbike is to get Catalina close enough to gun them down. You can use your own SMG if you're carrying one, otherwise you're limited to driving. If the robbers get too far ahead the mission is a failure, so try your best to keep up. With the rancher, all you must do is collide with the robbers' quadbikes to send them flying off. You'll have to be especially careful on dirt roads though, because if the rancher tips over, it will be nearly impossible to catch up with the bandits.



Chase



Briefcase

When one of the robbers has been killed, leave the briefcase alone and continue pursuing the others. The briefcases are marked on the radar, so you'll have no problem tracking them down. Once the final robber has fallen, backtrack to collect the briefcases and then drive Catalina back to the hideout to complete the mission.

Mission 4: Made In Heaven

This mission is available immediately after you've helped Catalina with a third robbery.

Palomino Creek Target: Small Town Bank

Travel to Palomino Creek in Red County and drive into the red marker outside of the bank. After the cutscene, lock-on to one of the bank employees and cycle through the group with the shoulder buttons to keep them from making any sudden movements. If one of the employees lowers their arms, they'll pull the alarm, earning you a three-star wanted level. You won't be able to keep the employees at bay for long, so just get it over with by killing the security officer (the man on the far right), as he's the only one in the group with a weapon.



Bank



Bank Staff

Destroy the three ATM machines in the bank, collect the money from them, then follow Catalina out the back door. The back alleyway is littered with cops; gun them down and follow Catalina to the end of the alley to trigger a brief cutscene. One of the two officers is wielding a shotgun, so quickly kill them with your own to avoid taking damage. Afterwards, hop onto one of their motorcycles and trail after Catalina. The cops will surround you in Montgomery; fight them off, get into one of their vehicles and drive Catalina back to the hideout to complete the mission and earn a nice sum of money.



ATM



Escape

Grand Theft Auto: San Andreas - Cesar's Missions

After completing the "Body Harvest" mission in The Truth's mission line, Cesar will phone you. You can then accept missions from him by stepping into the red marker outside of his trailer in Angel Pine, which is marked on the radar with a 'CV' symbol.

Mission 1: King in Exile

You'll receive a call from Catalina after the cutscene. You have to help Catalina carry out another robbery, which means another long trip to Red County. You won't find her at the diner in Dillimore this time around though; instead she can be found at her place in Fern Ridge. Make your way to the 'C' symbol on your radar and drive into the red marker to get started. Refer to the "Catalina" section for more info.



Catalina's Cabin

Mission 2: Wu Zi Mu

This is another waypoint race, similar to the "High Stakes, Low-rider" mission in Los Santos. You must hit the final waypoint while at the head of the pack to complete this mission. The track here is lengthier than the last, and mostly consists of dirt road, but this time you can use whatever type of car you wish. The Rancher seems to be the best suited for this race, as it controls very well off-road and is also fast enough to surpass the other cars in the race. There isn't a great selection of vehicles in the badlands, so definitely choose the Rancher over a Tahoma or Virgo, as those two are prone to spinouts.



Waypoint

Similar to the race in Los Santos, each waypoint here is marked with a directional arrow which signifies where you'll need to turn to reach the next one. You are against three other racers here; fortunately their cars aren't anything

spectacular, and they usually keep to a slow pace, making them easy to get ahead of. There's really no need to go too fast once you're in first place, just concentrate on following the trail and hitting the next waypoint without spinning out or tipping your vehicle over. Remember, slow and steady wins the race. A spinout can knock you back to last place, so you'll have to speed up and take more chances to make up for lost ground in the event of one.



Final Waypoint

Mission 3: Farewell, My Love...

This race takes place right after "Wi Zi Mu." You can't choose your car for this one, but luckily the one you're automatically strapped into is a pretty sweet ride. This track is a reverse of the track in the last race, and the three cars participating seem to be a bit quicker than your former opponents. Though more prone to spinouts, the ZR-250 is fast, so in some instances you can simply make a beeline for the next waypoint if the road is surrounded by field. Again, if you're ahead of the pack, there's no need to try to break any records; keep to a steady pace to ensure that you hit each waypoint without losing control.



Race

Grand Theft Auto: San Andreas - The Truth's Missions

You'll eventually receive a call from The Truth once you've completed one of Catalina's missions. He wants you to meet him at his motel room in Angel Pine. Travel there by following the 'TT' symbol on the radar and drive into the red marker to accept a mission from him.

Mission 1: Body Harvest

The Truth wants you to procure a combine harvester for him. Follow the yellow icon on the radar to reach the farm where the harvester is located and drive into the red marker. Take out the survivalists near the farmhouse and make your way to the field where the harvester is working. Kill any survivalists you can spot in the field—avoiding those driving tractors—and then sprint to the harvester. Steal the harvester and drive it away from the field. Now all you must do is get it to the drop point, which is marked on your radar. Run over the survivalists on your way out of the farm for interesting results.



Survivalists



Combine Harvester

A trailer truck carrying a shotgun-wielding farmer will tail you at first, but the combine harvester is extremely durable, if not indestructible, so pursuers are nothing to worry about. Drive the harvester into the red marker at The Truth's drop point to complete the mission.

Mission 2: Are You Going to San Fierro?

You'll receive a call from The Truth after completing "Farewell, My Love" in Cesar's mission line. Follow the 'TT' on the radar and drive into the red marker there to get started. The cops are on their way; you have five minutes to burn the marijuana fields behind The Truth's house. Each field has several clusters of plants, and each cluster is marked on the radar with a red icon. Use your flamethrower and walk along each field until the mark on the radar disappears.

Make sure that each of the clusters has been burned down before moving on to the next field. Don't touch any of the plants once they're alight because doing so will do a number on your health bar. When all of the plants have been burned down, The Truth hands you an RPG. Your next task is to shoot the police helicopter out of the sky; follow the helicopter and wait until it stalls, then take aim and fire.



Field



Helicopter

With the helicopter out of the sky, get into The Truth's van and make your way back onto the road. Once you're back on the road, follow the yellow marker on the radar to reach a rundown garage in San Fierro. Drive into the red marker there to complete the mission.

Grand Theft Auto: San Andreas - San Fierro

Grand Theft Auto: San Andreas - CJ's Missions (San Fierro)

In San Fierro, your base of operations is the rundown garage in Doherty. You can save your game there and use one of the lockups to store vehicles. Step into the red marker outside to get started.

Mission 1: Wear Flowers in your Hair

This mission will seem quite pointless, but it's actually a good way to familiarize yourself with the streets of San Fierro. Get in the car with Truth and follow the yellow marker on the radar to a nearby gas station. Drive into the red marker and sound the horn to recruit the mechanic there. Afterwards, The Truth wants you to drive him to the hospital in Santa Flora; follow the red cross on the radar and drive into the red marker when you reach the hospital. Next, drive to the hotdog vendor marked on your radar, drive into the red marker and sound the horn to recruit another worker. The next stop is the police station in downtown San Fierro. The last stop is an electronics store; drive into the red marker and sound the horn, then make your way back to the garage in Doherty to pass the mission.



Zero RC

Mission 2: 555 We Tip

Officer Tenpenny wants you to help him frame a troublesome D.A. He's on his way to the Vank Hoff Hotel in downtown San Fierro, so get some wheels and head over there. Follow the valet into the car park, then step out of your vehicle and kill him. Pick up the valet uniform once the deed has been done. Sprint back to the hotel and step into the red marker there to get started.



Car Park



Valet

The D.A. is driving a blue Merit, which is the second car to arrive. As soon as the car pulls up, move towards it and hop in. If the other valet gets to it before you, sprint after him and steal the car. Quickly make your way to the garage

in Doherty and drive into the red marker so the drugs can be planted. Now you must make it back to the hotel with the car in perfect condition or the D.A. will know something's up. If you hit anything, you'll have to drive to a nearby auto-repair to cover up the damage, so take it slow here.



D.A.'s Car



Garage

Drive the car back to the car park and into the red marker. Sprint outside to the red marker across from the hotel and step into it to trigger a cutscene. Mission complete!

Mission 3: Deconstruction

Make your way to the construction site above the garage and get into the bulldozer; careful though, as the construction workers will attack on sight. Your task is to destroy the six portables on the site with the bulldozer and then take care of the foreman. You have three minutes to do so, so waste no time. When smashing the portables, be sure not to ram into any explosive barrels to avoid damaging—and possibly destroying—the bulldozer.



Bulldozer



Portables

Once all six of the portables are destroyed, use the bulldozer to push the foreman's porta-potty into the nearby ditch. With that done, step out of the bulldozer and grab one of the cement trucks on the site. Back up over the red marker to fill the ditch with cement. Mission complete!

S: Back to School

You'll receive a call from Jethro following the "Deconstruction" mission. There's a driving school in Doherty, marked with a red 'S' on the radar, where you can take lessons. You need to score at least 70% on a test to move on to the next, so there's little room for error. Each pylon knocked down will set you back by 20%, and time is a factor in some tests as well. There are 12 tests in all; a couple can be tough, but you can retry as many times as needed so

you're bound to pass them eventually. Instructions appear at the bottom of the screen at the start of each test, so there's no need to state them here.



Driving School



Test

Here are some tips for the trickier ones:

Wheelie Weave: Don't hug the wall on your way to the ramp; drive towards the ramp without coming into contact with the wall, but in such a way that the car's two left tires will run up the ramp. When you've hit the ramp correctly, let your car slide—using the control stick to direct it towards the red marker—then just before the end of the track, hit the brakes and move the control stick to set the car back down on four wheels. It won't count as a pass if the car overshoots the red marker.

City Slicking: Make it to the checkpoint across town and then right back to the school in less than two minutes without severely damaging your car to pass this one. Time is of the essence here, so you can't waste any being overly cautious. Basically drive along the tramlines whenever you can, and if not, keep to the middle of the road and squeeze your way between traffic. You have to keep moving, so don't slam on the brakes or anything. Don't worry if you happen to ding or just clip another car because the damage is actually a percentage, so a small impact will have little effect on your score. You can press Triangle (on the PS2 version) at any time to end the test if it's clear that you won't make the grade. If you don't hit the first checkpoint in under a minute, end the test and try again.

Mission 4: Photo Opportunity

Get some wheels and travel all the way to the blue marker in Red County. When you've reached the spot, get in Cesar's car and start another long journey to Angel Pine in Flint County. Drive into the red marker in Angel Pine, step out of the car and take the stairs on the nearby building up to the roof. Stand in the red marker to get started. Zoom in and take a picture of the men that arrive at the outlet across the street. Be sure to zoom back out after snapping a picture so you'll be able to spot the next to arrive. Capture the faces of all four men to complete the mission. Time for a long trip back to San Fierro...



Cesar



Angel Pine

Mission 5: Jizzy

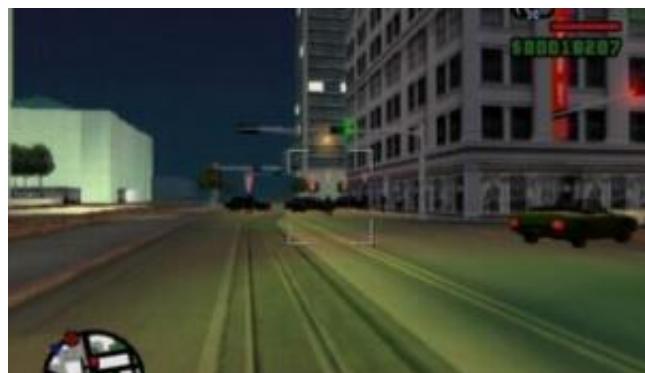
You'll need to accept and complete a couple of missions from Jizzy before you can attempt the next mission in CJ's mission line. Travel to Jizzy's club, which is under the Gant Bridge in the northwestern part of the city, and step into the red marker there to get started.

Mission 6: Outrider

Return to your garage after completing Jizzy's missions and step into the red marker to accept a mission. You'll get a phone call; it's Jizzy, he wants you to meet T-Bone at the gas station in Easter Basin. Make your way to the gas station to meet with T-Bone and Toreno. Head for the van, which is just a short ways away from the gas station, pick up the Rocket Launcher and Sniper Rifle then hop onto the escort bike. It's your job to drive up ahead of the van and clear out the roadblocks so it can pass through unchallenged. Zip towards the red marker on the radar and take out the parked cars and goons with your Rocket Launcher.



Weapons

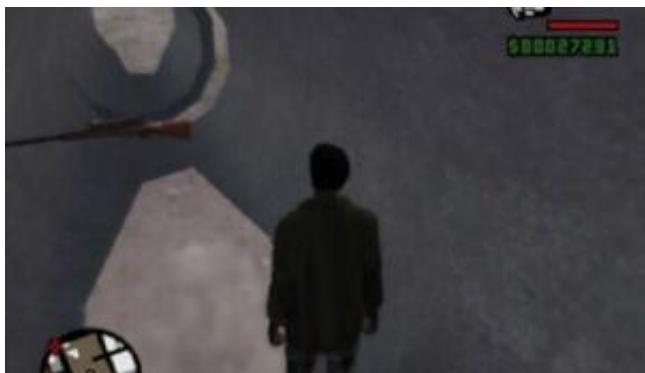


Road Block

Get back on the bike and continue to the second road block. There are men in the windows of the building on the left side of the street, so after destroying the parked cars with your Rocket Launcher, lock-on and gun them down. There are two more roadblocks to deal with; clear the way and then follow the van to its destination to complete the mission. Quickly return to your garage and save the game to lose the three-star wanted level.

Mission 7: Snail Trail

Officers Tenpenny and Pulaski want you to take out a pesky journalist for them. They have hidden a Sniper Rifle somewhere in the construction site behind your garage, so make your way to the green marker on the radar and pick it up. With the Sniper Rifle in hand, walk down to the nearby train station. The reporter will board the train to Los Santos as soon as you reach the station. Hop onto the motorbike near the tracks and take off after that train. All you must do now is either keep up with or beat the train to the Market Station in Los Santos. Follow the tracks and eventually you will reach the train's stop. Be careful though, as you will likely encounter other trains on these tracks and getting hit by one can really set you off course.



Sniper Rifle



Motorbike

When the train reaches the Market Station, wait for the reporter to step out. The now visible "Spook-O-Meter" serves as an indication as to whether you are too close to the reporter. If you are following him too closely, the meter will begin to fill. If the meter fills up completely, the reporter will abandon the interview with the journalist and the mission will be a failure. Follow the reporter up the stairs and out of the station. Keep an eye on the Spook-O-Meter all the while; if it begins to fill up, immediately back off. The reporter will make his way to the sidewalk where he will then search for a cab. Move away from the reporter and get into a vehicle (anything other than the approaching cab!) and wait for your target to enter the cab.



Reporter



Cab

Your task now is to follow the cab to where the interview is to be held. The Spook-O-Meter is still in effect here, so you'll have to trail a good distance behind him to avoid having him call off the interview. If the meter begins to fill, quickly reverse until it begins to fall. When the cab stops at a light, immediately come to a complete halt until it starts moving again. The cab will eventually lead you to the pier. Once the reporter meets with the target, start moving towards them. You don't want to get too close, just close enough that you can clearly make out their heads. When you're in position, zoom in, train your gun on one of the targets and fire.



Meeting



Targets

Once you've downed one of them, the other will flee. You'll have to quickly shift your aim over to the second target and take him out before he can react. A missed shot will spook them both, but luckily they have nowhere to flee to, so you can simply sprint down to the end of the pier and take them out with a close-range weapon. You're more likely to attract attention from the law this way, but it's an option if you happen to botch the assassination.

Mission 8: Ice Cold Killa

Step into the red marker outside of the garage in Doherty between 20:00 and 6:00 to get started. For an easier time, make sure you have a Micro SMG with plenty of ammo, you can stop by the Ammu-nation in Ocean Flats if you need one. Pick up some Body Armor while you're at it.

After the cutscene, make your way to Jizzy's club under the Gant Bridge and step into the red marker outside. The two guards out front won't grant you entry, so you'll have to find some other way to get in. Luckily there is an open skylight on the roof which you can drop through. To get up onto the club's roof, first make your way onto Gant Bridge and then walk along—past the danger sign—until you are above the club. Climb down from the bridge to the wooden walkway running alongside it. Careful not to fall; it's easy to completely miss the walkway and plummet to the pavement below. Move along the walkway until you are right above the skylight before dropping down. Use the open skylight to enter the club.



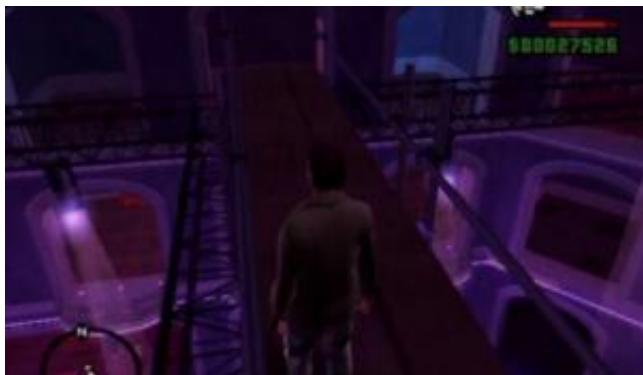
Jizzy's Club



Skylight

Jizzy is directly below the walkway you land on, so drop down from it to trigger a cutscene. Every one of Jizzy's goons will have their guns trained on you following the cutscene, so immediately turn around and head for the door. Cap the two guards standing by the exit, get in the limo outside and trail after Jizzy. If you're packing an SMG, your next task is a simple one; chase after Jizzy and hit his getaway car with bullets until it catches fire. If you don't have an SMG, you'll just have to chase after him and wear away the car by ramming into it. Jizzy will likely bail once the

car catches fire, so run him over or gun him down. When Jizzy is dead, pick up his phone to complete the mission.



Club



Jizzy

Mission 9: Pier 69

Travel to the red marker in Esplanade North and step into it to get started. When Cesar motions to you, move down the sidewalk and head through the doorway to your left. Climb up the stairs here to reach the vantage point. First you must help Wu Zi's men eliminate the guards on the rooftops of the two buildings surrounding the pier. You've been given a Sniper Rifle for the task, so use it to take out the three guards on the building to the right and the three on the building to the left. Afterwards, T-Bone Mendez and his associates enter the scene. T-Bone is your target now, but first you must take down the droves of Ballas on the pier.



Targets



Pier 69

Take out as many Ballas as you can from your current position on the roof using the Sniper Rifle. Once you are unable to spot any enemies, take the stairs back down to the street and try to get a view of the pier from across the street. Kill as many enemies as you can from a safe distance, but be sure to save some Sniper Rifle ammo for the final encounter with T-Bone. Be sure to pick up the SMG or Machine Pistol ammo dropped by your enemies. Make your way to the pier once the first part of it is relatively clear. There are Ballas up and down the walkway that runs along the pier so proceed with caution. Get yourself up onto the walkway and start making your way towards the end. When you reach the end of the walkway, you should be able to spot T-Bone Mendez in the sitting area below. Use your Sniper Rifle to quickly kill him off with a shot to the head. After the cutscene, jump into the water and swim towards the boat marked on your radar.



T-Bone



Boats

Ryder is your final target. Getting the job done is simple enough; all you must do is get close enough to him to perform a drive-by on his boat. Hit the boat with gunfire until it catches fire and subsequently explodes, killing him and completing the mission.



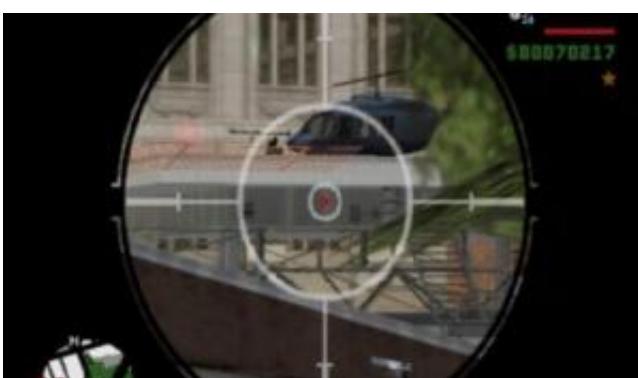
Ryder



Drive-by

Mission 10: Toreno's Last Flight

It's time to take out the mastermind of this whole operation. Get yourself a vehicle and make your way to the helipad, denoted on the radar by a yellow icon. If you still have a Sniper Rifle from the previous mission, you may want to kill the guys on the helipad from a safe distance, as they are heavily armed. When the way is relatively clear, approach the steps that lead up to the helipad to trigger a brief cutscene. Toreno's helicopter takes off, so you're going to have to blast it out of the sky. The Rocket Launcher is somewhere on the helipad, so pick it up, head back down the stairs and get into a vehicle.



Helipad



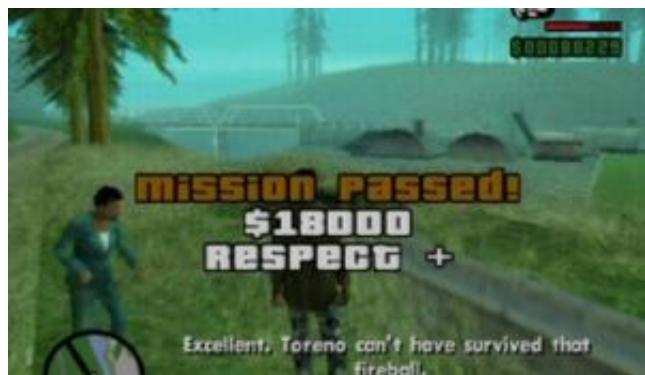
Rocket Launcher

Destroying Toreno's helicopter is a decidedly difficult task; besides the fact that hitting a moving target with a rocket is not easy, there are two goons onboard who will open fire on your vehicle if you get too close which can quickly set it on fire. The helicopter seems to follow a predetermined path; it will first fly south down the highway that runs through San Fierro, then it will take a long route through the Badlands to Leafy Hollow in Flint County. The best chance you have to complete this mission is to get to the southern end of the highway before the helicopter arrives there.

When you reach the bottom of the helipad steps, get into the blue van that's there and drive through the nearby parking lot. Once you are on the road, drive south until you reach the highway on-ramp in Foster Valley. If you were able to travel from the helipad without issue, the helicopter should still have quite a ways to go before it reaches the end of the highway. Drive to the end of the highway, get out of the car and plant yourself somewhere along the dirt road. When Toreno's helicopter reaches this point it should stall for a moment, presumably to gun you down, but this is actually the perfect opportunity to end this. Quickly hit the helicopter with one or two rockets to destroy it.



Helicopter



Whetstone

If you missed this opportunity, the helicopter will go on to fly through Flint County. You can continue the pursuit if you wish, but it would probably be best to restart the mission and attempt the above method again, as downing the helicopter in the Badlands is much more difficult and a potential timewaster if you reach the end without completing the objective.

Mission 11: Yay Ka-Boom-Boom

According to Wu Zi, your former friends have a factory in San Fierro; blowing up the place is the next logical course of action. Wu Zi has prepared a wired car to do the job, so make your way to the bomb shop in the Financial district to pick it up. Next, travel to the crack factory in Doherty, just a couple of blocks from your garage. Run over the two guards standing by the gate and kill them to trigger a brief cutscene. More enemies will appear and try to stop you so run over them or step out of your vehicle and gun them down.



Bomb Shop



Crack Factory

Afterwards, follow the yellow marker on the radar to a ramp. Drive up the ramp to reach the lab, then drive to the other end of this area and park in the red marker. Activate the bomb by pressing and holding the button that appears in the top-left corner of the screen. When the bomb is set to blow, you have 40 seconds to escape the warehouse. A group of goons has been deployed to hinder your escape, so run-and-gun to the exit before the timer reaches zero. Outside you will encounter yet more enemies; kill them off and make your way to the gate.



Ramp



Red Marker

The gate will close when you reach it, but there is a large ramp that you can use to escape. Get in the car near the gate and start towards the yellow marker on your radar. You'll encounter more guys along the way but pay them no heed, just continue towards the ramp. Hit the ramp to reach the stacked cargo containers and from there, drive down over the wall. Drive into the red marker at your garage in Doherty to complete the mission and earn a sizeable cash reward.

Grand Theft Auto: San Andreas - Jizzy's Missions

Mission 1: Jizzy

Travel to Jizzy's club which is beneath the Gant Bridge in the northwestern part of the city and step into the red marker. After the cutscene, hop into Jizzy's car and drive his girl to downtown San Fierro. With that done, your next task is to take out his competition; a pimp operating in Hashbury. You have two hours (San Andreas time) to make the hit, so waste no time. Try to take him out with a quick drive-by when you first roll up; that, or you can just run him over. If he manages to take off down the alleyway, step out of your vehicle and chase after him. Gun him down before he can get to his car, because if he does manage to, you'll need to return to your own car to chase him through the streets.



Target

Next, Jizzy wants you to save one of his girls; she's being pummeled by a couple of punters beneath the overpass in Foster Valley. Make your way to the spot and take out the two punters before the victim's health bar is depleted. The last job is the toughest; you have to chase after the preacher and destroy his limo and the escort. You aren't able to drive them off the road so you'll have to use your Machine Pistol; drive right next to a target vehicle and fire away until it catches fire. Keep your distance from the flaming vehicle to avoid taking damage from the subsequent explosion. The mission is complete when both vehicles have been destroyed. You'll have a two-star wanted level afterwards, so make your way to a spray shop to lose the cops.



Punters



Preacher

Mission 2: T-Bone Mendez

You will be automatically placed onto a motorbike when you reach the ambushed van. You must retrieve the packages from the four bikers before they reach their rendezvous point. Use your radar to track down the thieves,

then get close enough behind one to snatch the package from the back of their motorbike when the prompt appears (L1 on the PS2 version). These guys can be hard to tail as they'll occasionally do a 180 and head the other way, or take a sharp turn onto a different street. Just don't let up and eventually you'll close in on them.



Biker



Package

The bikers can also be killed with a Micro SMG, but doing so is a bit tougher than just snatching the packages. If you happen to find yourself beside one though, use your SMG to knock him off his bike. When your target has fallen, get off your bike and retrieve the package from the fallen biker's motorcycle. Each biker is carrying a Micro SMG so be sure to pick up the weapon after downing one. Regardless of how you carry this out, bring the four packages to Jizzy's club in order to complete the mission.

Mission 3: Mike Toreno

One of T-Bone's associates, Mike Toreno, has been kidnapped. It's your job to rescue him, but unfortunately he is trapped in the back of a van and can't tell you where he is. To make matters worse, his cell phone battery is low, so you'll have to locate him in under six minutes. The van is actually at the Easter Bay Airport at the other end of the city. Rather than wasting your time putting around town, open up your map and put a target at the airport entrance and head over there.



Airport

You'll start to receive a signal from Mike's tracking tag when you reach the airport gate. The van is located somewhere in the airfield behind the terminal building, so make your way onto the airfield and head in the direction that fills the Signal bar in the top-right quarter of the screen. When you've found the van, chase after it—knocking the two goons off of their motorbikes—until it stops. In order to save Mike, you will have to kill the goons that emerge from the van. After the cutscene, help the others destroy the van (one shot to its fuel tank should do it), then quickly hop back in the car and drive to the airport gate.



Van



Goons

Head to the nearest spray shop to lose the three-star wanted level, then return to Jizzy's club to complete the mission and receive a sizable cash reward.

Grand Theft Auto: San Andreas - Wu Zi Mu's Missions (San Fierro)

Wu Zi will phone you sometime after the completion of "Jizzy" in Jizzy's mission line. Follow the 'W' symbol on the radar and step into the red marker to accept a mission from him. There is a buyable safe house right around the block which you can purchase for the benefit of a nearby save point, granted you have the cash.

Mission 1: Mountain Cloud Boys

You'll want a powerful weapon (SMG, AK47), and perhaps some Body Armor, before attempting this mission. Wu Zi Mu, who reveals himself to be leader of the Mountain Cloud Triads, asks you to accompany him to confront a local Triad who was a no-show at the last group meeting. When you gain control over CJ, walk across the street and get into the car that's parked there. Drive around the block and into the red marker outside of the Tong meeting area. The crowd gathered there quickly funnels out into the street, so something must be amiss. Approach the gate at the end of the way to trigger a brief cutscene.

It immediately becomes apparent what caused the others to flee; several Triad gang members lie dead, their cars trashed. A couple of cars packed with rival gang members roll up; crouch down and take them out as they exit. There are more of them down the alleyway, a whole mess of them, so proceed with caution. There is a dumpster that you can crouch behind when facing the gang members at the last stretch. Once they have been dealt with, you'll have to take out the cars pursuing you. Ideally you have an SMG of your own, otherwise you will have to allow Wu Zi to take them out himself. Once the rival gang's cars have been destroyed, drive Wu Zi back to his place to complete the mission and receive a cash reward.



Gang



Shootout

Mission 2: Ran Fa Li

Wu Zi introduces you to one Shuk Foo Ran Fa Li, leader of the Red Gecko Tong group. The Shuk Foo would like you to retrieve a package for him, which has been dropped off at the Easter Bay airport in San Fierro. Get into a vehicle (the ZR-350 parked across the street will do) and drive to the red marker outside of the airport car park. Make your way to the blue marker on your radar and get into the car that it points to. Upon entering the vehicle you are ambushed by the Da Nang Boys. Your task now is to get this vehicle to the docks at the north end of the city in one piece.



Package



Getaway

The Da Nang will cover the car park exits with trucks, but you should be able to squeeze through them with minimal effort. Drive out of the car park and out of the airport. Be careful though, as there are Da Nang road blocks along the way. Once you're out of the airport you will be pursued by two motorbikes. They're fairly easy to avoid, however, because, luckily, the way to the garage in Esplanade North is a single road that stems out from the airport, leaving you without the added concern of having to tackle any sharp turns. If happen to be packing an SMG or Machine Pistol, you can just take out the two pursuing motorbikes for a much easier time. There will be one last Da Nang vehicle waiting for you right outside of the garage, so swerve out of the way to avoid being hit and drive into the red marker to complete the mission.



Da Nang



Garage

Mission 3: Lure

Your task now is to lure the Da Nang Boys away from Wu Zi's place so Fa Li can make it out safely. Get into the decoy car parked outside of Wu Zi's place and start towards the yellow icon on the radar. The red marker is way out in Angel Pine, so you've got quite a ways to go. You must remain in the decoy car at all times, as the Da Nang Boys are under the impression that Fa Li is traveling in the vehicle. When you reach the spot, drive into the red marker to get started.



Decoy Car



Red Marker

After the cutscene, your job is to drive the decoy car through a series of waypoints in the countryside to lead the pursuing motorbikes to the endpoint in Whetstone. The “Damage” meter in the top-right quarter of the screen represents the condition of the vehicle’s doors. If the Damage meter reaches zero, your pursuers will be able to see into the car and thus realize that it is a decoy. They will then give up the chase, resulting in a mission failure. Your task is not an easy one under normal circumstances, so it is almost obligatory that you have an SMG or Machine Pistol with you to fight off the pursuers. They are relentless, and the track is of considerable length, so you’ll have to gun them down while they’re riding next to your vehicle. Once all of the motorbikes have been decommissioned it’s smooth sailing. Hit the final waypoint in Whetstone to complete the mission.



Waypoint



Final Waypoint

Mission 4: Amphibious Assault

This mission can only be attempted if CJ’s “Lung Capacity” skill has been upgraded a couple of times. It doesn’t take very long to attain the necessary skill level, even if you have yet to swim underwater. If your skill isn’t high enough, spend some time underwater—coming up for air as necessary—until your Lung Capacity skill has reached the level shown in the image below. When the skill level is adequate, step into the red marker outside of Wu Zi’s place between 20:00 and 6:00 to get started.



Lung Capacity

Make your way to the docks once you're all suited up and step into the red marker. You'll first have to follow a series of checkpoints out into the open waters. A couple of the checkpoints are underwater rings which you must swim through an underwater tunnel to get to. The bare minimum Lung Capacity needed to start this mission is enough to get past these tunnels without any trouble, just swim through as quickly as possible and resurface for air as soon as you're through.

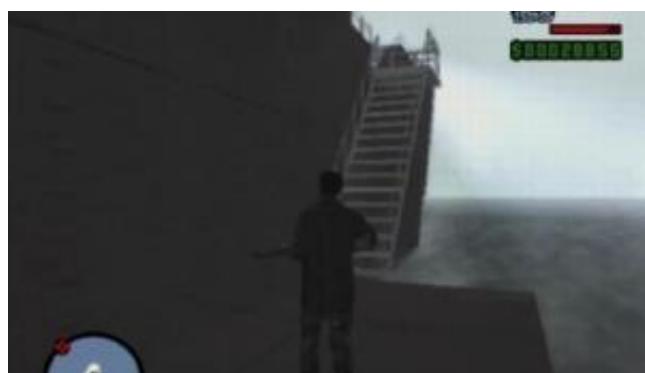


Docks



Patrol

Your target is the tanker out at sea. You need to swim over to the tanker, get onboard and plant the bug somewhere. Unfortunately the waters surrounding the tanker are being patrolled by Da Nang Boys, so this will not be a walk in the park. If you are spotted by one of the boats, immediately dive under the water and wait there until they forget about you. You have to swim around the tanker to get to the stairs that lead up onto the deck, all the while avoiding the searchlights that are scanning the waters. When you reach the stairs, climb out of the water and head up the stairs.



Tanker

Stairs

Once onboard, your task is to plant the bug at the back of the tanker. There is a knife at the top of the stairs which you can pick up. This knife can be used to quietly remove any hostiles in your path. To stealth-kill an enemy, sneak up behind him with the knife equipped, lock-on and press the Attack button when CJ raises the knife. Avoid firefights if at all possible, but you can go guns blazing if you have the means to. If you want to play it stealthy, crouch down and start moving forward. The cargo containers on the deck provide some nice cover, allowing you to peek around corners to see if there is anyone waiting for you there. All of the men on the deck are marked on your radar with red icons, so refer to that to avoid being spotted.



Knife



Stealth-kill

When you reach the back of the tanker, head through the doorway and climb down the steps until you reach the spot to be bugged. Step into the red marker and plant the bug when the prompt appears. Afterwards, make your way back to the deck and jump ship. You have to swim over to the red marker below the docks; the Da Nang Boys patrolling the waters are still keeping an eye out for would-be-intruders, so follow the same routine as you did when approaching the ship. Step into the red marker across from the tanker to complete the mission and receive a nice cash reward.



Bug Spot



Docks

Mission 5: The Da Nang Thang

You'll want some Body Armor for this one, so take the time to stop by the Ammu-nation in Ocean Flats if you need a suit before stepping into the red marker. For the first part of this mission you are strapped into a helicopter for a short on-rails sequence. Your job here is to use the mounted Mini-gun to kill off the Da Nang Boys on the ship as the helicopter flies by it. You can miss every single one of them and still pass this bit, but it would be beneficial to you to

take some of them out before you have to step onboard. The helicopter will be hit by an RPG as it winds around the ship, causing it to crash into the water. CJ miraculously survives the crash, though you are now without your weapons, save for a knife. Swim over to the freighter and into the red marker.



Ship

As you are without a ranged-weapon, you'll have to stealthily take out an armed enemy to get your hands on one. The enemy nearby fits the bill; to stealth-kill him, sneak up (moving while crouching) behind him with the knife equipped, lock-on and press the Attack button when CJ raises the knife. Pick up the guy's weapon, though you will probably want to keep things low-key for as long as possible. Climb up onto the cargo containers and try your best to quietly take out the hostiles in the vicinity. Once you've got your hands on a Machine Pistol, use that to kill your enemies instead.

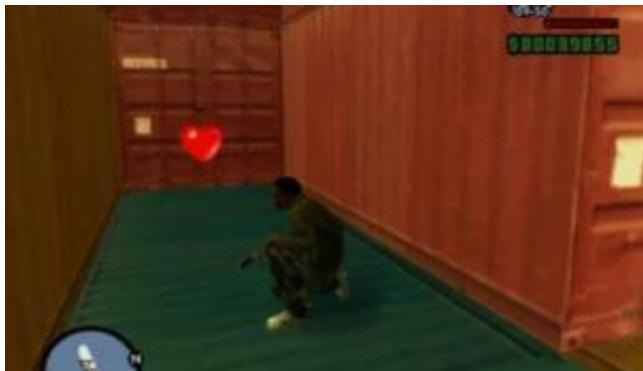


Stealth-kill



Containers

You must make your way down into the hull of the ship, the way there being located at the other end of the deck. You'll have to traverse a couple of cargo container stacks to make it there. The enemies onboard are not marked on your radar so you'll have to move slowly and check those corners. There is a health pack on board which can be used to refill your health bar if need be, so keep an eye out for it. Drop down into the hull when you reach it and hit the red marker to get started.



Health



Hull

There is Body Armor in the enclosed space off to the right which you can pick up for some added protection. The way from here to where the refugees are being held is littered with Da Nang Boys, so tread carefully. Kill off the guard at the end of this area and then approach the marked cargo container. Take aim and blast the padlock to free the refugees inside. Once they have been released, your next task is to kill the katana-wielding man on the bridge. Make your way to the other end of the hull and climb back up the stack of cargo containers to reach the deck.



Bridge

Climb up the containers to get a clear view of the bridge. Gun down the enemy standing by the door, then hop down onto the walkway. Head through the open door and take out the enemies at the top of the stairs. Head up the stairs until a brief cutscene is triggered. The Da Nang leader will throw you a katana with the intention of facing you in a duel. Forget honor; whip out a gun and blast him before he gets too close! Once he has been dealt with, meet the refugees on the deck to complete the mission.



Leader



Refugees

Grand Theft Auto: San Andreas - Zero's Missions

Once you've completed the "Wear Flowers in Your Hair" mission in CJ's mission line, Zero will phone you; his landlord is reclaiming his electronics store in Garcia, Zero RC. If you purchase the lot, you can then accept a couple of missions from Zero. At \$30,000, the place comes with a hefty price tag. These missions are completely optional though, so you can move through San Fierro without completing them.

Mission 1: Air Raid

Berkley, Zero's arch-nemesis, has deployed a flight of RC Barons and is dead-set on shutting down the transmitters on the roof of Zero RC. Using the gun emplacement, you are to shoot down the Barons before they destroy the transmitters. The meter in the top-right quarter of the screen represents the transmitters' joint signal strength. The meter will fall if a transmitter is destroyed, and if the meter empties completely, its mission failed. You must fight off the planes for two minutes with at least one of the transmitters still standing. It's best to attempt this mission during the day because it can be hard to spot the RC Barons in the night sky. Keep an eye on your radar for incoming planes, set the mini-gun in their path and fire away. It doesn't take much to bring one down, but as time goes by the planes will start coming in groups.

This mission can be a bit tough, but it's nothing compared to the mission that follows...

Mission 2: Supply Lines...

This is a difficult one, considered by many to be the toughest mission in the game. Luckily it's optional, so you can skip it if proves to be too much of a bother. Apparently the difficulty of this mission was toned down for the Greatest Hits version of San Andreas, so count yourself lucky if you're playing that one. Using the RC Baron, you must eliminate all five of Berkley's couriers before they complete their deliveries, or before the RC plane runs out of fuel. Three of the couriers are in vans, one is on a bicycle and the other is on a motorbike. The fuel meter in the top-right quarter of the screen will decrease as time goes by, so you must eliminate all of the couriers and return to the rooftop of Zero RC before it's depleted. Completing this mission will require practice, a bit of luck, and plenty of patience.

The key to success here is practice. You must be able to pilot the RC Baron, which may take a few runs through the mission. If you wish, ignore the couriers and instead practice controlling the Baron, putting particular emphasis on swooping down and perhaps targeting pedestrian vehicles with the plane's machine gun. Luckily, since your life is not in immediate danger during this mission, in the event of a mission failure you can simply step back into the red marker outside of Zero RC without having to travel back there.

Once you feel you have the controls down pat, attempt the mission with the intent of completing it. There are two couriers nearby at the start; one in a van and the other on a bicycle. While the absence of a target marker suggests no auto-aim, the machine gun seems to target the couriers as long as the RC Baron is facing towards them. Target the van first; swoop down and hit it with gunfire, this driver should get out once the van has been hit, allowing you to gun him down. Afterwards, swoop around and go for the courier on the bicycle. He is easy enough to take out; just swoop towards him and fire away.

That's two down, three to go. That leaves two vans and the motorbike. The order in which you go for the remaining targets is up to you, but be aware that you will have to actually destroy the other vans, as the drivers won't flee from them. The final three targets are particularly difficult to take down in that they will fire at the RC Baron, which cannot sustain very much damage at all. For this reason, when targeting one of the vans, avoid flying near the passenger's side. The machine gun can destroy the vans fairly easily, so fly off as soon as you spot the van on fire. The motorbike courier will shoot at you also, so fly high for the approach and swoop in for a quick kill. When all five of Berkley's couriers have been dealt with, make a beeline for the Zero RC building. Land on the red marker to complete the mission.

Mission 3: New Model Army

Help Zero's RC Bandit reach Berkley's encampment before the time runs out to complete this mission. You are controlling the RC Goblin helicopter; using the magnet attached to it, you'll have to move steel barrels out of Zero's path, place planks over gaps, and destroy Berkley's RC Tigers. Berkley's own RC Goblin will be drop steel barrels along the route to his encampment to impede the Bandit's progress, so scan the path ahead and clear the way as soon as possible. You'll have to return to Zero's base to fetch planks when the Bandit reaches a river. Just carry the plank over to the gap and drop it down. Don't fuss too much over the placement, as it will automatically set itself in place.

Grand Theft Auto: San Andreas - Cesar's Missions

After completing CJ's mission line in San Fierro, Jethro will call to tell you that Cesar has scoped out a car showroom for sale in Downtown San Fierro. The property, "Wang Cars," is just across the street from your garage in Doherty; purchase it for \$50,000 and you will be able to accept missions from Cesar. Step into the red marker, denoted by the 'CV' symbol on the radar, to get started.

Mission 1: Zeroing In

Zero's gadget allows you to track the target vehicle's location with the use of cell-phone signals. However the marker that appears on your radar is not the target's actual position, but rather where the signal was picked up. You have to keep up with the markers that appear on the radar to keep the trail from going cold. So, follow the blips on your radar until you can spot the target. Once you do have the car in your sight, all you must do is perform the P.I.T. technique you learned in Driving School to cause the target vehicle to spinout. To do this, turn into the backend of the target car with the front of your car. If done correctly, the driver will get out and flee, allowing you to steal the car. Drive the car back to your garage in Doherty to complete the mission.



Target



Car

Mission 2: Test Drive

There are two more cars to steal, and they can both be found inside the car showroom in Esplande East. Get some wheels and make your way over there. Drive into the red marker outside of the showroom to get started. All you must do here is keep up with Cesar as he speeds through the streets of San Fierro. You'll soon attract attention from the authorities in the form of a two-star wanted level, though they won't be hard to outrun in your NOS-equipped car. Stay close to Cesar and keep your car in one piece until you reach the garage in Doherty. Drive into the red marker there to complete the mission.



Showroom



Nitro

Mission 3: Customs Fast Track

One of the cars you need is currently in a freight counter down by the docks, just east of Doherty. Make your way over there and step into the red marker near the large crane and press the Enter Vehicle button to use it. Using the crane, pick up one of the containers and move it over to the red marker nearby. When the crane is in place, be sure to lower the magnet down so that the crate is touching the ground before releasing it, because the car inside of the crate will be destroyed if the crate is dropped from too great a height. The car that you are after is always in the last crate you pull off of the ship, so you're going to have to haul all three of them.



Crane



Enemies

When you have found the right car, some guys will show up to try and stop you from driving off with it. You could use the crane to kill them with the cars they pile out of, but it would probably be easiest to simply get out of the crane and gun them down. Once they have been dealt with, hop in the car and drive it to the garage in Doherty to complete the mission. You can now participate in car exports and imports at the Easter Basin docks. Check the list of wanted cars outside of Wangs Cars and bring one of the cars on the list to the freight ship to earn some cash. Cars will also be imported on certain days, so you can use the crane to move the container off of the ship and take the car for yourself.

Mission 3: Puncture Wounds

You're after a particularly fast car this time. So fast, in fact, that you'll have to pop its tires in order to steal it for the garage business. The car outside of the garage has been modded to deploy stingers, which you will use to puncture the target car's tires. The target car can be found up around Whetstone, and will only pick up speed when you start the pursuit. All you must do is get in front of the car and deploy a stinger behind you to pop its tires. There is a small window of opportunity to catch the target car in this fashion, so try your best to get ahead of it at the start of the chase. With any luck the driver will run into some traffic or a wall, giving you a chance to get ahead. Once you have succeeded in popping the car's tires, approach it to trigger a brief cutscene; luckily you don't have to drive back on four flat tires. Drive the car to your garage in Doherty to complete the mission.



Target



Car

Grand Theft Auto: San Andreas - Bone County

Once you have completed all of the missions in CJ's San Fierro mission line, you'll get a call from a mysterious stranger who asks to meet with you at a ranch in Tierra Robada. You can reach Tierra Robada by taking the now-accessible Garver Bridge out of San Fierro. Make your way to the '?' icon on the map to reach the ranch. Step into the red marker outside of the ranch to get started.

Mission 1: Monster

The objective here is to run through a series of checkmarks in under 6 minutes and 30 seconds, otherwise the mission is a failure. There are 35 such checkmarks, and you must hit them all using the Monster Truck that is parked outside. Each checkmark contains a directional arrow that points in the direction where the next checkmark will appear, so pay attention and follow the arrows. If you leave the truck at any time you'll have 10 seconds to return to it before the mission ends. Furthermore, if the truck is destroyed, the mission is a failure.

Grand Theft Auto: San Andreas - Toreno's Missions

Once you have completed "Monster," step into the red marker outside of the ranch in Tierra Robada to get started. After the first mission, the starting point for this mission line will be marked by a "T" on the radar.

Mission 1: Highjack

The voice-masked man who contacted you reveals himself to be Toreno, evidently still alive and well. He wants you to hijack a truck for him, and since it is a two-man job Cesar will be accompanying you. Hop on the motorcycle parked outside and get onto Garver Bridge. Once on the bridge to San Fierro, move towards the red icon on the radar to catch up with the truck as it barrels down the freeway. You have to get close enough to the truck's left door so Cesar can jump over to it and pull out the driver. Once you are in the correct position, keep the motorcycle level until Cesar makes the jump. To keep the bike level, first get a bit ahead of the truck and then release the accelerate button. As the motorcycle decelerates, Cesar should then be able to jump over to the door and pull the driver out.

Grand Theft Auto: San Andreas - The Truth's Missions (Bone Country)

Step into the red marker in the Verdant Meadows airstrip—denoted on the radar by a plane icon—after completing the “Stowaway” mission to accept a mission from The Truth.

Mission 1: Black Project

The Truth, an old acquaintance of yours, wants you to break into Area 69—the restricted area due south of the Verdant Meadows airstrip—and retrieve the “Black Project” that is being developed there. The place is crawling with heavily-armed military personnel, so getting in and out alive will not be the easiest of tasks. The key to success here is to avoid detection. There are several searchlights sweeping the grounds around the research lab. You can shoot these searchlights out, but only two of them as the doors will go on lockdown and you will have to find another way in.

There is a vest of Body Armor near the entrance so be sure to pick that up as it will prove useful in the event that you're spotted. If you climb to the top of the searchlight tower on your right as soon as you enter Area 69, you can use this as a vantage point and snipe the guards patrolling the area around the control tower; just be ready for the guard that you will meet posted there about midway up. The control tower that houses the blast door switch is at the far end of the area, but making a beeline for it is a big mistake as the searchlights will certainly spot you. Instead, move along the fence, starting from the west end of the area, until you make it all the way around to the control tower.

Grand Theft Auto: San Andreas - Las Venturas

Grand Theft Auto: San Andreas - Wu Zi Mu's Missions (Las Venturas)

After the completion of "Learning to Fly" in Toreno's mission line, Wu Zi will call and ask you to meet with him at the Four Dragons Casino in Las Venturas. Make your way to the yellow and black icon on your radar to reach the Four Dragons Casino. Enter through the main entrance and make your way to the red marker off to the left. Step into the red marker to accept a mission from Wu Zi.



Four Dragons



Mission Start

Mission 1: Fender Ketchup

Wu Zi needs some help getting the new casino up and running. The first order of business is to find out who has been trying to sabotage the whole process. One of the vandals has been captured, and now it's your job to make him talk. With the goon strapped to the hood of your car, you must put enough of a scare into him to completely fill the "Scare-O-Meter" in the top-right quarter of the screen. Driving fast, driving into oncoming traffic, hand-brake turns (R1 on the PS2), and stunts will fill the meter. You, however, must avoid head-on collisions or he will die, resulting in a mission failure. You'll also want to avoid driving on the freeway because you'll earn a three-star wanted level if the authorities spot you. For this reason, stick to driving around the casino. Once you have gotten the information out of him, drive back to the casino to complete the mission.



Goon



Scare

Mission 2: Explosive Situation

If you want to pull a heist, you'll need explosives to blow stuff up. Explosives can be found at the quarry just southwest of Las Venturas. Make your way to the yellow icon on the radar and step into the red marker. The dynamite at the bottom of the quarry is to be used by the workers. You have less than three hours (San Andreas time)

to reach the dynamite and retrieve it before it is detonated. Carefully climb down to the dump truck quarry in the pit and hop in. Use the truck to run over a crate to break it open. There are four sticks of dynamite in the four crates around the quarry (which are marked on your radar with green icons). Break all of the crates first, then sprint around collecting sticks of dynamite before the timer runs out.



Quarry



Dynamite

Once you have the dynamite in your possession, you then must return to the casino. Quarry security is determined to make your escape as tough as possible, however, as they quickly show up and block the exit. There is a dirt bike nearby which you can use to make your escape. Be sure to get on the marked dirt bike, otherwise the waypoints will not appear on your radar. Follow the arrows to get out of the pit. You don't need to speed through the arrows by any means, just go fast enough to make the jumps. Once you are out, drive to the drop point that is just a short way from the quarry and step into the red marker to complete the mission.



Arrows



Drop Point

Mission 3: You've Had Your Chips

It seems someone has been manufacturing counterfeit chips for use at the Four Dragons Casino. It turns out that the Sindacco Family owns a plastic factory in Las Venturas so you're going to have to put a stop to their operation. Make sure you have a powerful weapon and some Body Armor before attempting this mission. When you're all suited up, make your way to the Sindacco Family's factory on the other side of town. There are a couple of mobsters in the car right outside the factory's main entrance. You can sneak past the guards out front by walking all the way around the factory so that you are behind their car, but the other mobsters inside the factory will spot you as soon as you enter.



Plastic Factory



Guards

The place is crawling with heavily armed mobsters, so quickly turn around and head back outside to avoid getting killed. If you have a Sniper Rifle, use it to pick off as many mobsters in the factory as you can, especially the ones wielding shotguns. Do not get too close to these guys as they can cut you down in an instant if you aren't careful. Hopefully you're wearing Body Armor to help absorb some of the bullets fired your way. There are mobsters on the walkway and a couple on top of the shelves, so make sure that the factory is completely clear before you start breaking things. Destroy each one of the marked machines in the factory and then safely return to the Four Dragons Casino to complete the mission.



Machine

Mission 4: Architectural Espionage

Meet Wu Zi in the casino's maintenance room to get started. You'll need to obtain a copy of the casino blueprints in order for the heist to be a success. Get a camera by killing the tourist who is taking pictures on The Strip, then get a vehicle and start making your way toward the planning department building. Enter the building and walk up to the reception desk. Reply positively to the receptionist's questions in order to gain access to the stairwell. Head through the door to the stairwell and climb the stairs all the way up to the top floor. The Caligula Casino blueprints are in the room at the far end of the hall, but you won't be able to snap a picture with the guard nearby.



Camera



Receptionist

You're going to have to find some way to divert the guard's attention. Return to the stairwell and climb down the stairs one floor. Make your way to the yellow icon on the radar to find an old air conditioner. Punch the air conditioner to break it, starting a fire which will set off the fire alarms in the building. Afterwards, return to the top level and enter the room with the Caligula Casino blueprints. Snap a picture of the blueprints and then return to the stairwell. You'll have to gun your way down the stairwell and out of the building, so once you've taken the picture feel free to start using your guns. Return to the Four Dragons Casino with the film to complete the mission.



Air Conditioner



Blueprints

Mission 5: Don Peyote

Step into the red marker outside of the Four Dragons Casino to get started. CJ gets a call from The Truth; he wants you to find his friends Paul and Maccer whom he last saw at Arco del Oeste far west of Las Venturas. Make the journey to Arco del Oeste by following the blue marker on the radar and step into the red marker. You have to take Paul and Maccer to find the rest of the band, so you'll need a vehicle that can hold two passengers. There is a road north of Acro Del Oeste, so make your way down the path and jack a suitable vehicle when it passes by. Afterwards, drive back to Paul and Maccer's location and have them get inside. Next, take Paul and Maccer to the snake farm east of your current location.



Paul and Maccer



Snake Farm

After the cutscene, quickly draw your weapon and gun down the attackers, then get back in the car with the other. Drive Paul and Maccer to Caligula's Palace in Las Venturas to complete the mission.



Caligula's

Mission 6: Fish in a Barrel

Just a cutscene.

Mission 7: Key to Her Heart

This mission becomes available following the "The Meat Business" mission in Rosenberg's mission line. Step into the red marker outside of the maintenance room in the Four Dragons Casino to get started. After the cutscene, make your way to Caligula's Palace and drive into the red marker outside. One of the casino employee is shown leaving the casino; she knows the code and holds the keycard you need, so you're going to have to follow her. The "Spook-O-Meter" returns in this mission. The meter serves as an indication to whether you are too close to the target. If you are following behind her too closely, the meter will begin to fill. If the meter fills up completely, the mission will be a failure. Keep an eye on the Spook-O-Meter while following her; if it begins to fill up, back off until it empties.



Caligula's Palace



Croupier

Your task now is to follow the woman. Don't forget about the Spook-O-Meter; you'll have to trail a good distance behind her to avoid scaring her, but not far enough to lose sight of her, because that would also result in a mission failure. If the meter starts to fill, quickly reverse until it begins to fall. When she stops at a light, immediately come to a halt until she starts moving again. She'll eventually lead you to a sex shop in Redsands East. Follow her inside. Step into the red marker at the other end of the store to spot the croupier. It appears that she will be meeting someone tonight, so you're going to have to take that person's place to get close to her. Enter the changing room that the croupier came out of and use the shirt icon to put on the gimp suit.



Gimp Suit

Once back outside immediately get back in your car and continue following her. This time she will lead you to her home on Prickle Pine. Drive into the red marker across from her home. The real gimp will be arriving shortly, so wait on the sidewalk in front of the croupier's house and kill him before he can reach the door. His appearance is unique to the other pedestrians in the game, so he's hard to miss. Once the gimp has been taken out, step into the red marker outside of the croupier's door for a... bizarre scene.



Gimp



Croupier's House

It's not over yet; you need to take her out on a few dates before she will hand over the keycard. Pick her up at around 15:00 and make sure that CJ is fit, otherwise she will turn you down. Take her to the Steakhouse in Redsands West a few times (denoted by the knife and fork icon on your map) in order to raise your progress with her. Eventually she will call and tell you that the keycard and door code have been left in her bedroom where you can then pick it up.



Keycard

Mission 8: Dam and Blast

Make your way to the Las Venturas airport, which is just a short ways from the Four Dragons Casino. Once at the airport, get on the plane that's marked on your radar. You will use this plane to parachute into the dam at the west end of Bone County. You should already be familiar with the takeoff procedure from the lessons you took at the abandoned airstrip in Verdant Meadows. Once in the air, turn the plane towards the dam and continue ascending until the yellow icon on your radar is an arrow pointing downwards. If the arrow is pointing up, you will need to get the plane higher.

There is a red corona above the dam that must be flown into before you can make the jump. If the corona is still above you by the time you reach it, fly past it and continue ascending. Once the yellow icon on your radar has changed to an arrow pointing downwards, turn back around and fly towards the corona. Fly into the corona and press the Exit Vehicle button to abandon the plane.



Plane



Corona

You must guide CJ towards the red marker as he falls through the air. Don't let CJ freefall for too long, otherwise you won't have time to guide him down. After you have deployed the chute, pull back on the control stick to move towards the red marker. When you're over the marker, release the control stick and wait until CJ gets to the ground.

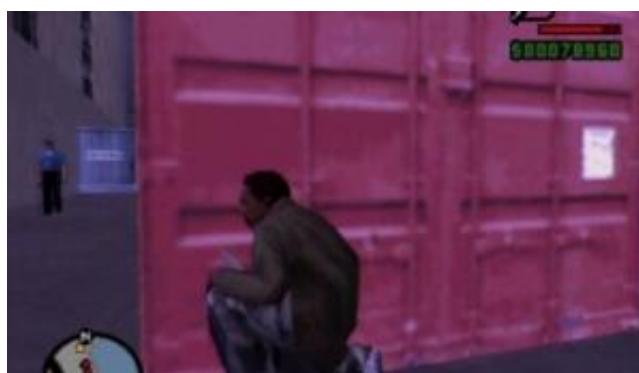


Parachute



Red Marker

Your weapons are missing, so you can't run-and-gun your way to the other side of the quay. There is, however, a knife behind the red cargo container partway down. With this knife you can stealthily take care of the guards along the quay. To perform a stealth-kill, crouch down (preferably) and approach a guard with his back turned, then lock-on to the guard and press the Attack button when CJ raises the knife. Each guard is marked on the radar by a red icon and you can determine which way the guard is facing by looking at the arrow at the end of the icon. Take care of the two guards, then step into the red marker at the end of the way.



Knife

Once you've made it inside, your task is to plant a charge on each of the five generators. Start by removing the two patrolling guards on the bottom level. Both guards walk back and forth in a straight line; wait until the guard is walking away from you, then sneak up behind him and use the knife to stealth-kill him. With both guards out of the way, move to the far end of the room and take the stairs up to the walkway. There are two patrolling guards up here too, as well as some workers, so kill them in the same fashion to avoid trouble. When the way is clear, approach the first generator and plant a charge. Move down the walkway and plant a charge on each of the five generators.



Stealth-kill



Generator

Head for the exit once the explosives have been planted to complete the mission.

Mission 9: Cop Wheels

Your task now is to acquire four police bikes to be used in the heist. One of Wu Zi's men is driving a Packer on the Julius Thruway. There are four stationary police bikes marked on your radar; you have to jacked each of these and drive them onto the Packer truck. There is a time limit, though it is quite generous so time shouldn't be too much of an issue. While the bikes are stationary at first, an officer will likely hop on when you reach one and drive off. Follow the bike and backend it to knock the officer off, then hop onto it yourself and start toward the truck.



Police Bike



Packer Truck

Once you have one of the bikes, drive it to the Packer truck and slowly up the ramp until it is attached. Afterwards, step off the Packer truck, get yourself a ride and start toward the next closest police bike. Open up your map to determine which bike is closest and place a target on it if that helps. Your actions, of course, are not without consequence; the authorities won't like you stealing their vehicles so you may have a two-star wanted level for the duration of the mission. Just try your best not to actually kill any officers or cause any trouble once you have a bike

and you should be able to shake off a one-star wanted level. Get all four police bikes onto the Parker truck to complete the mission.

Mission 10: Up, Up and Away!

Step into the red marker outside of the Four Dragons' maintenance room between 20:00 and 6:00 to get started. You're going to need a van now, and a helicopter must be used to safely airlift it away. Take the time to pick up a powerful weapon and some Body Armor from Ammu-nation, as this is a gun-heavy mission. Make your way to the yellow marker to reach a military fuel dump. The gates will only open for a military vehicle, so you'll have to wait until one arrives and passes through the gates.



Fuel Dump

The gate will open when the military vehicle reaches it; at this point, speed through the gate and get yourself to the back of the parking lot. Here you must exit your vehicle and stand your ground. Pick off the soldiers as they approach. There is also a soldier stationed on the roof of the building, so be careful. Be sure to pick up the fallen soldiers' M4s, as the M4 is a powerful, long-range weapon that will come in handy.



Soldiers



Warehouse

Once the parking lot is clear, head into the warehouse at the northern end of the dump. The place is crawling with MP4-wielding soldiers, so quickly find some cover. There is a health pack and Body Armor in the middle of the warehouse, but make sure that the area is clear before going to pick them up. When the warehouse is clear, pick up the health items and exit through the door at the back. Kill the two soldiers outside and head for the stairs. You will encounter more soldiers as you progress, so remain vigilant. When you reach the top of the first set of steps, a pair of gunships will appear to intercept you. Sprint towards the gun emplacement and use it to shoot them down.



Gun Emplacement

Afterwards, take the last set of stairs up to the helipad, get into the helicopter and start toward the depot. At the depot, lower the winch attached to the helicopter onto the van to pick it up. Drop the van off at the abandoned airstrip in Verdant Meadows to complete the mission.



Helicopter



Van

Mission 11: Breaking the Bank at Caligula's

If you don't yet have the keycard and door code from Millie, you'll have to get them before this mission can be attempted. Be sure to complete this mission before "A Home in the Hills," because that mission will bring you back to Los Santos.

When you have the required materials, step into the red marker outside of the maintenance room in order to get started. Get yourself a ride and make your way to Caligula's Palace. Put away your weapon and step inside. Once inside you have four minutes to get the team in. Do not \sprint or draw a weapon while in the casino, otherwise your cover will be blown. Make your way to the staff room door and use the keycard to gain entry. Head down one set of stairs, enter the backup generator room and throw a gas grenade down the vent at the back of the room.



Staff Room



Vent

Next, make your way to the second swipecard door and use Millie's keycard to open it. When the lights go out, select the night-vision goggles from your inventory and equip them. Follow your radar to the roller door. The door is unlocked, but you will need something to lift it. There is a forklift in the adjacent room; get in the forklift, drive it up to the roller door and lift it open.



Forklift



Rollup Door

You now have seven minutes to get the money and get out. The corridors are packed with security, so slowly move forward and start clearing the way. When you've reached the end of the corridor, follow the others down to the safe. You'll receive word from Zero that someone is trying to reset the generators. Pick up the satchel charge that is next to the downed security guard and head back up the stairs to the backup generator room. Kill both of the security guards in the room, place a satchel charge on both of the generators, then leave the room and use the detonator to destroy them.



Security

Generators

Return to the team at the safe. When the door is blown, step inside and pick up the Body Armor. Leave the safe and fight off the mafia when they arrive. Once the team has the money, start towards the van. The corridors are crawling with enemies so stay ahead of the others and clear the way. When you reach the van and the others have escaped, follow your radar to the elevator. Step into the red marker in front of the elevator and make your way up to the roof.



Mafia



Parachute

There is an escape copter waiting for you atop a nearby building; you have to grab the parachute at the other end of the roof and use it to glide over to your disguised allies. As soon as you have the parachute, equip it and leap off the building. Deploy the chute as soon as you are in the air, then pull back on the control stick and move toward the helicopter. If you don't make it, however, you will then have to get to the Verdant Meadows safe house. Step into the red marker at the safe house to complete the mission and earn a substantial cash reward.

Mission 12: A Home in the Hills

This mission will take you back to Los Santos, so make sure you have tied up any loose ends in Las Venturas before accepting it. Buy yourself some Body Armor and a powerful weapon, such as the M4; it's pricey, but you should be doing well financially with the earnings from "Breaking the Bank at Caligula's." You'll also need an SMG with plenty of ammo, so pick up one of those as well. Big Poppa, a drug dealer, has seized Madd Dogg's mansion; you and a few of Wu Zi's men are going to take it back. When CJ jumps out of the plane, immediately deploy the chute and guide him down to the mansion roof. Stand your ground on the helipad and gun down the droves of gangsters that appear. When the Triads arrive, lead them down into the mansion once the roof is clear.



Mansion



Enemies

The interior is crawling with enemies, so proceed with caution. When you reach the corridor, take out the enemies that appear at the other end while the Triads empty the rooms. There is a vest of Body Armor in the second room on your left, but make sure that the way is clear before going to pick it up. When the corridor is clear, make your way downstairs to confront Big Poppa. When you encounter him, Big Poppa will run to the exit. Follow him to the other end of the mansion and step outside. He gets in a car and takes off; there is a second car there, so hop in and start the pursuit.



Body Armor



Corridor

Drive up next to Big Poppa's car and hit it with gunfire until it explodes. His car is fast, but not very durable, so it shouldn't require much to take him down. The mission is complete once Big Poppa has been dealt with.

Grand Theft Auto: San Andreas - Ken Rosenberg's Missions

Once you have completed the “Don Peyote” mission in Wu Zi Mu’s mission line, you will receive a call from Kent Paul. You can now accept missions from Rosenberg by stepping into the red marker at the back of Caligula’s Casino.

Mission 1: Intensive Care

All is not well between the families in Las Venturas; Rosenberg needs you to sort things out. Johnny, a member of the Sindaccos family, is currently in a shock-induced coma in the hospital across town. Rosenberg is afraid that the Forellis will use this as an opportunity to take him out. If the Forellis succeed, Rosenberg will be killed, so you have to go to the hospital and move the body somewhere safe. You’ll need an SMG to complete this mission so make sure you have one before you get going. Once you’re all suited up, travel to the hospital outside of the Las Venturas Airport and drive into the red marker. You discover that an ambulance already arrived to pick Johnny up. That can’t be good. There are currently three ambulances cruising around the city, and one of them must have Johnny.

You will have to track one of the ambulances down and ram into it to see how the driver reacts. If two paramedics step out, it is a genuine ambulance, so leave it be. Furthermore, ramming the wrong ambulance will cause the paramedics to send a distress call to the other ambulances in the city, effectively alerting the Forellis that you are after them. You then must find the Forellis before they can flee the city with Johnny in tow. When you do find the ambulance that is transporting Johnny, you then have to damage the ambulance until the driver stops. Use your SMG to accomplish this task; you don’t have to worry about blowing up the ambulance and killing Johnny, because the ambulance is indestructible at this point.

Always drive on the left side of the ambulance, because driving on the passenger’s side will allow the second mobster to fire at your vehicle. Once you have hit the ambulance with enough gunfire, waste the two gangsters that step out, get in the ambulance and start towards the meat factory (denoted on your radar by a yellow icon). Be careful now as the ambulance can be destroyed while you’re driving it; if the ambulance is destroyed the mission is a failure, so don’t get careless. Some backup will show up to stop you, but you should still be able to get Johnny to the meat factory with little difficulty because, with the ambulance’s sirens blaring, the other cars on the road will clear the way. Drive into the red marker outside of the meat factory to complete the mission.

Grand Theft Auto: San Andreas - Madd Dogg

A 'D' symbol will appear on your radar following the completion of the "The Meat Business" mission in Rosenberg's mission line. Make your way to the red marker outside of the Royal Casino on the Strip and step into it to get started.

Mission 1: Madd Dogg

Madd Dogg's rapping career is down in the dumps, which is mostly your doing. Madd Dogg is threatening to leap from the roof of the Royal Casino and into the streets below to end his life. You must quickly find some way to save him. Jack the pickup truck that's parked nearby and drive into the red marker in the middle of the crowd that has gathered. Now you must catch Madd Dogg in the back of the pickup after he jumps. This is a simple enough task, just try your best to keep the back of the pickup aligned with Madd Dogg's position on the roof, adjusting accordingly as he falls in order to catch him.

Grand Theft Auto: San Andreas - C.R.A.S.H. Missions (Las Venturas)

A 'C' symbol will appear on your radar following the completion of the "The Meat Business" mission in Rosenberg's mission line. You can then stop by Prickle Pine in north Las Venturas and accept a mission from officers Tenpenny and Pulaski.

Mission 1: Misappropriation

Your mission is to take out an DEA agent in Aldea Malvada and bring the evidence dossier he is carrying back to Tenpenny. Aldea Malvada is quite a ways out, but hopefully you're up for the journey. You'll want to pick up a Sniper Rifle for this mission, and perhaps Body Armor. It might be a good idea to stop by the abandoned airstrip in Verdant Meadows and pick up the jetpack by the control tower to make the trip a bit shorter.

When you reach Aldea Malvada, if you are spotted by an FBI agent the DEA agent will flee in a helicopter. There is another helicopter on the site for you to use to chase after him, but it would be much easier to simply kill him outright and avoid all the hassle. Approach the site from the hill in Tierra Robada and use your Sniper Rifle's scope to scan the perimeter. As you can see, the target is in an enclosed area, while the two escape helicopters are nearby.

Grand Theft Auto: San Andreas - Return to Los Santos

Grand Theft Auto: San Andreas - CJ's Missions (Return to Los Santos)

The starting point of these missions is outside the door to Madd Dogg's mansion, marked on your radar by the 'CJ' symbol. Step into the red marker to get started.

Mission 1: Vertical Bird

Toreno's back and he has another job for you. This time you'll be stealing a military jet from an amphibious assault ship in order to sink some spy ships. Sounds easy enough. Hop in the speedboat that's docked up ahead and start toward the ship. Make your way to the backend of the ship, then abandon your speedboat and swim on in. Wait until the two men at the top of the ramp disperse before heading up.

You can play it stealthily if you wish, but you can just as easily get the job done going in with guns blazing. Creep up behind the mechanic in the forklift and manually aim with your Silenced Pistol to headshot him. A message will appear stating that you have been detected by the mechanic, but he has been dealt with. Head through the doorway at the other end of the room and climb up the steps. Go through the doorway to the left of the second set of steps. Peek through the doorway up ahead and use your Silenced Pistol to off the soldier sitting on the couch.

Afterwards, head through the door across the way. There is a patrolling soldier in this area, so wait until he is facing away, then sneak up behind him and perform a stealth-kill with your knife. Enter the control room at the far end of this area and step into the red marker to disable the SAM site. Now make your way to the group of jets at the other end of the hold and get into one of them. Follow the instructions that appear onscreen in order to take off.

Grand Theft Auto: San Andreas - Sweet's Missions (Return to Los Santos)

A red marker will appear outside of Sweet's house once "Home Coming" has been completed. Step into the red marker to accept a mission from Sweet.

Mission 1: Beat Down on B Dup

Get yourself a ride and start toward the notorious B Dup's house just a couple of blocks away. Drive into the red marker to trigger a brief cutscene. B Dup isn't in, but a resident tells you that he's at Glen Park. Recruit a couple of gang members, pile into a four-seater and make your way to Glen Park for a gang war. When you arrive, gun down Ballas until a gang war is provoked. Survive three waves of Ballas to take Glen Park. B Dup can be found in the house across the street, though it is initially guarded by a group of Ballas. Kill all of the marked Ballas outside of B Dup's place and then step into the red marker that appears to trigger a cutscene and complete the mission.

Grand Theft Auto: San Andreas - Finale

Step into the red marker outside of Madd Dogg's mansion once you have completed both of Sweet's missions and the first three missions in CJ's mission line to get started.

Mission 1: Riot

This is the beginning of the end. All you must do here is drive Sweet to the red marker outside of his home in Ganton. Sweet will not leave his car at any time so keep it in good shape. Rioting has broken out all over the city so watch for exploding cars as you make your way to Ganton. If you see someone step out of their car, hang back and wait for it to explode before moving on.

Mission 2: Los Desperados

Step into the red marker outside of Sweet's house to trigger this mission. Here you will help Cesar reclaim his home. The city is still in riot mode so remain vigilant. Recruit a couple of Grove Street Families gang members and pile in a four-seater. Make your way to El Corona and drive into the red marker to meet with Cesar's allies. El Corona is swarming with armed Vagos, all of whom must be eliminated. Each Vagos is marked on your radar so there won't be any surprises. Just stay close to your buddies and you'll be fine.

Grand Theft Auto: San Andreas - Side Missions

Vigilante

So you've grown tired of being a sociopath and want to try your hand at fighting crime? Well you can... sort of. Jack any police vehicle (cruiser, Enforcer, FBI Truck, Rhino, etc) and press the button indicated in the pop-up box that appears in the top-left corner of the screen to begin the vigilante missions. These missions pit you against one or more delinquents on the lam; it's up to you to take them down using any means necessary. Each criminal is denoted on your radar with a red marker, so you won't have difficulty tracking them down. There is a time limit to beat though, but it increases with each successive level. The real police officers will not recognize you as a sworn defender of all things good and righteous, so you will have them to contend to as well, making the vigilante missions decidedly difficult.

Grand Theft Auto: San Andreas - Asset Missions

Trucking

Following the completion of the “Tanker Commander” mission in Catalina’s mission line, you can then attempt special trucking missions by stepping into the red marker at the station in Flint County. The mission start point is marked on your map by a truck icon. Upon stepping into the red marker, your mission will either be to deliver a load to a predetermined destination by a certain time, to deliver a fragile load without overly damaging the truck, to deliver illegal goods to a certain location (no time limit, but you’ll have a wanted level), or a mix of the aforementioned factors. In timed missions, failure to meet the set time halves the money you’ll receive upon making the delivery. In the other modes, the amount of damage that the truck sustains will negatively affect the payment. The only way to fail these missions is to lose the trailer for more than a minute, being arrested, or if the truck is destroyed.

Grand Theft Auto: San Andreas - 100% Completion Requirements

Listed below is every factor that contributes towards the 100% completion stat.

- Complete all 96 missions (that includes optional mission lines such as Zero's).
- Purchase all available property in Los Santos (6), San Fierro (8), Las Venturas (9), the Badlands (5), and Bone County (4). All purchasable properties appear on the pause screen map, denoted by green house icons.
- Spray all 100 Tags in Los Santos.
- Take all 50 Snapshots in San Fierro.
- Collect all 50 Horseshoes in Las Venturas.
- Find and collect all 50 Oysters in the waters of San Andreas.
- Complete side missions: Reach and complete level 12 of the Paramedic, Firefighter, and Vigilante missions; reach and complete level 10 of the Pimping missions; complete at least 2 levels of the Freight missions; complete at least 50 Taxi missions; complete at least 8 levels of Trucker missions; reach and complete level 5 of the Valet missions; reach and complete level 7 of the Quarry missions.
- Complete all courier missions in Los Santos (Roboi's Food Mart), San Fierro (Hippy Shopper), and Las Venturas (Burger Shot).
- Compete in and win the BMX challenge in Los Santos.
- Compete in and win the NRG-500 challenge in San Fierro.
- Compete in and win all three Mt. Chiliad challenges.
- Compete in and win the Blood Bowl, Dirt Track, Kick Start, and 8-Track events at the stadium.
- Compete in and win all 22 street races.
- Complete the Pistol, Micro SMG, Shotgun, and Ak-47 challenges held at Ammu-Nation.
- Earn fighting styles from the Los Santos, San Fierro, and Las Venturas gyms.
- Pass every test at the Driving, Flight, Boat, and Bike schools.
- Deliver every car on all three import lists (San Fierro).

Grand Theft Auto: San Andreas - Tag Locations Map

There are 100 Tags to be found in San Andreas, the map below gives you an overview of where they are found, the next two guide pages will give you a description of the locations of each one.

Grand Theft Auto: San Andreas - Tag Locations (1-50)

Please use this tag location guide in conjunction with the [Tag Locations Map here](#).

Instructions:

There are 100 gang tags to be found in Los Santos. When all Tags have been sprayed over you will earn some cash and a respawning weapon cache will then appear outside of CJ's Mom's house. The map will guide you to the general location of the Tag, but you can also refer to the text descriptions and screenshots for clarification. The text descriptions alone are useless, so be sure to use the map too. You'll need a spray can to spray over each tag; one can be found in the upstairs bedroom of the Johnson house.

Tag (1/100): On the wall left of the tall building's entrance.



Tag (2/100): On the brick segment of wall on the south-most house.



Tag (3/100): At the end of the high ridge that runs along the east side of the building.



Tag (4/100): On the roof midway down the “East Pacific” 915 residence building. You can get up there by climbing up onto the garage at the north end of the building.



Tag (5/100): On the walkway along the front of the 2025 building.



Tag (6/100): Enter the parking garage and turn right. If you're spraying the tags in order, go for #99 next, as it is nearby but poorly labeled on the map; it is in the parking lot north of the u-shaped building.



Tag (7/100): Along the west side of the curving street, across from the strip mall.



Tag (8/100): To the right of the stadium entrance.



Tag (9/100): On the north wall of the northwest-most residence building.



Tag (10/100): Along the boardwalk.



Tag (11/100): On the low wall in front of a short passage.



Tag (12/100): On the building at the east end of the basketball court.



Tag (13/100): At the start of the low wall that encloses the power generators.



Tag (14/100): On the wall at the corner of the sidewalk.



Tag (15/100): On the support structure below the bridge.



Tag (16/100): Near the entrance of the 98 cent store.



Tag (17/100): On the upper portion of one of the green bridge support columns.



Tag (18/100): At the southeast end of the blue railway station building.



Tag (19/100): On the cargo containers by the water.



Tag (20/100): Above the underpass.



Tag (21/100): On the building across from the airport terminal.



Tag (22/100): Along the fence behind the slums.



Tag (23/100): On the white house at the southeast end of the street.



Tag (24/100): On the south side of the sex shop.



Tag (25/100): On the east side of the bar.



Tag (26/100): On one of the residence buildings at the north end of the park.



Tag (27/100): On the east side of the north-most rectangular building.



Tag (28/100): In the corner of the underpass mouth.



Tag (29/100): On the wall between the Sushi Man and Hong Kong Deli signs.



Tag (30/100): On the south side of the Cluckin' Bell.



Tag (31/100): At the southeast end of the bridge arch.



Tag (32/100): Between the two buildings; at the end of the north-most building where the fence starts.



Tag (33/100): On the east side of the “Mexican Food” building. Sprayed during the “Tagging Up Turf” mission.



Tag (34/100): On the roof of the "Sign" building. Sprayed during the "Tagging Up Turf" mission.



Tag (35/100): On the wall north of the Cluckin' Bell parking lot. Sprayed during the "Tagging Up Turf" mission.



Tag (36/100): On the building at the north end of the parking lot.



Tag (37/100): At the north end of the arched tunnel.



Tag (38/100): In the corner of the area between the two buildings.



Tag (39/100): On the wall at the south end of the bumpy alleyway.



Tag (40/100): Just a bit further down the alley from #39's location.



Tag (41/100): Across the street from the north end of the alleyway.



Tag (42/100): At the north end of the second west-most residence building.



Tag (43/100): Along the stairway wall.



Tag (44/100): Between two houses (beige and bluish gray).



Tag (45/100): In the underground parking garage below the row of blue residence buildings. The garage entrance is at the southeast end of the lot. If you're spraying the tags in order, go for #100 next, as it is nearby but poorly labeled on the map; it is on the south side of the beige-colored strip mall.





Tag (46/100): On the west side of the train track tunnel mouth.



Tag (47/100): Behind the northeast-most building.



Tag (48/100): Between the two buildings at the west end of the strip.



Tag (49/100): Down the visible alley between the red and baby-blue buildings.



Tag (50/100): On the side of some steps that lead up to a walkway; across from a shed.



Grand Theft Auto: San Andreas - Tag Locations 51-100

This document is continued from: [Tag Locations 1-50](#)

Please use this tag location guide in conjunction with the [Tag Locations Map here](#).

Tag (51/100): Between two residences (second west-most pair), between the two archways.



Tag (52/100): Underneath the bridge at its north end.



Tag (53/100): On the wall in the paved area behind the houses.



Tag (54/100): Beneath the stores on the south side of the beige building.



Tag (55/100): On the fence in the alley that runs between the houses.



Tag (56/100): Behind the church.



Tag (57/100): In the garage of the small, blue, one-story home.



Tag (58/100): Along the east side of the building, behind some bushes.



Tag (59/100): Between the south-most group of houses in the slums.



Tag (60/100): Along the north side of the south-most building.



Tag (61/100): Along the low brick wall that runs between the houses on the lot. Sprayed during the “Tagging Up Turf” mission.



Tag (62/100): On the small, blue house in the southeast corner of the lot. Sprayed during the "Tagging Up Turf" mission.



Tag (63/100): Along the side of the south end of the bridge. Sprayed during the “Tagging Up Turf” mission.



Tag (64/100): On the south side of the north-most building in the motel parking lot.



Tag (65/100): In the parking lot near the “Sprunk” machine. It’s a bit hard to spot during the day due to its color.



Tag (66/100): On one of the windows along the north side of the street.



Tag (67/100): Behind the carwash sign. To get up onto the gas station roof, jump up and grab hold of the awning around the front of the station.



Tag (68/100): On the south side of the liquor store next to 8-ball's bomb shop.



Tag (69/100): On the north side of the divider at the mouth of the underpass.



Tag (70/100): On the building southwest from the “Alhambra.” Look for the stone wall.



Tag (71/100): In the northwest corner of the “Alhambra” building.



Tag (72/100): Along the north side of the circular building.



Tag (73/100): On the north side of the smaller building on the lot.



Tag (74/100): Along the south side of the police building.



Tag (75/100): Along the north side of the large civic building.



Tag (76/100): On the south side of the brick building.



Tag (77/100): At the north end of the walkway along the second floor of the gray building.



Tag (78/100): Along the lower walkway that runs along the north side of the building.



Tag (79/100): In the courtyard between the three buildings; on the west-most building.



Tag (80/100): In the northeast corner of the fence around the halfpipe.



Tag (81/100): In the narrow gap between L-shaped and square-shaped buildings on the lot.



Tag (82/100): Along the east side of the south-most building on the lot.



Tag (83/100): To the left of the entrance of the northwest-most building on the lot. Along the east side of said building.



Tag (84/100): On the base segment beneath the lower highroad.



Tag (85/100): At the east end, east side of the curved building.



Tag (86/100): On the east side of the rectangular building.



Tag (87/100): At the east end of the window ledge along the second story of the multi-colored building. CJ can jump high enough to grab the ledge from the sidewalk.



Tag (88/100): Along the east side of the mustard-colored building.



Tag (89/100): On the north side of the square-shaped building.



Tag (90/100): On the one-story portion at the south end of the west-most building on the lot. To get up there, jump over to the ledge from the dirt around the large palm tree south of the spot.



Tag (91/100): At west end of the long, narrow building.



Tag (92/100): On the structure at the north end of the roof. There is a ramp on the north side of the mansion.



Tag (93/100): On the east side of the small building at the northwest end of the pier.



Tag (94/100): At the bottom of the stairs that lead down to the dock behind the building.



Tag (95/100): At the end of the parking lot between the two rectangular buildings on the lot.



Tag (96/100): At the west end of the record store; can be difficult to spot during the day due to its color.



Tag (97/100): Below the walkway that runs along the south side of the building.



Tag (98/100): On the platform at the south end of the pier.



Tag (99/100): In the parking lot north of the u-shaped building.

Tag (100/100): On the south side of the beige-colored strip mall.



Grand Theft Auto: San Andreas - Snapshot Locations Map

Below is the map showing all 50 Snapshot locations in GTA San Andreas. Use this map as a reference for our snapshot locations guide page which is on the [next page](#).



Grand Theft Auto: San Andreas - Snapshot Locations

Please use this Guide page in conjunction with our [Snapshot Locations Map here](#).

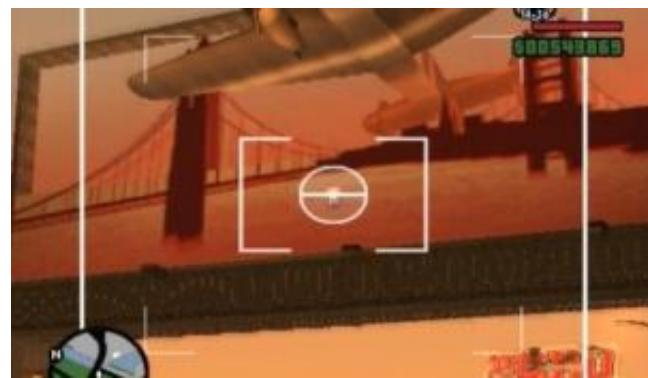
Instructions:

There are 50 Snapshot locations in San Fierro. When all snapshots have been taken you will earn some cash and a respawning weapon cache will then appear outside of the garage in Doherty. The map will guide you to the general location of the Snapshot, but you can also refer to the text descriptions and screenshots for clarification. The text descriptions alone are useless, so be sure to use the map too. The snapshot icon is only visible when looking through the lens of a camera; you can find a camera in the upstairs bedroom of CJ's Mom's house in Los Santos, or near Snapshot #2's or #39's location. After spotting the snapshot icon, simply zoom in, center the shot and snap the picture.

Snapshot (1/50): From about midway down the bridge, facing north, look up in front of the pine trees visible in the distance.



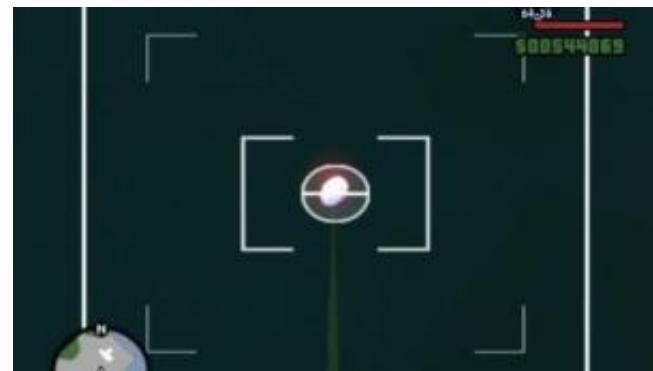
Snapshot (2/50): Below the airplane on the airport billboard.



Snapshot (3/50): Between the two tanks east of the hangars at the north end of the airport.



Snapshot (4/50): On the tip of the radio tower at the northwest end of the airport.



Snapshot (5/50): Through the skylight at the north end of the terminal.



Snapshot (6/50): Above the second north-most circular tower. You'll have to stand along the ridge west of the towers to spot it. If you are too far away, such as on the road, the snapshot icon will not appear.



Snapshot (7/50): This one is near the top of the white and orange tower. Stand in the parking lot and scan around the tower to spot the icon.



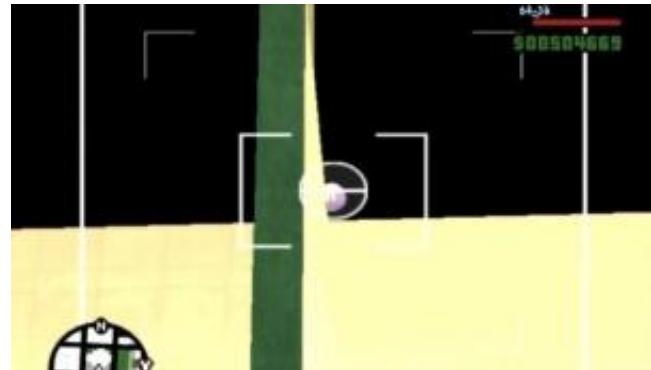
Snapshot (8/50): In the clock tower on the north side of the building.



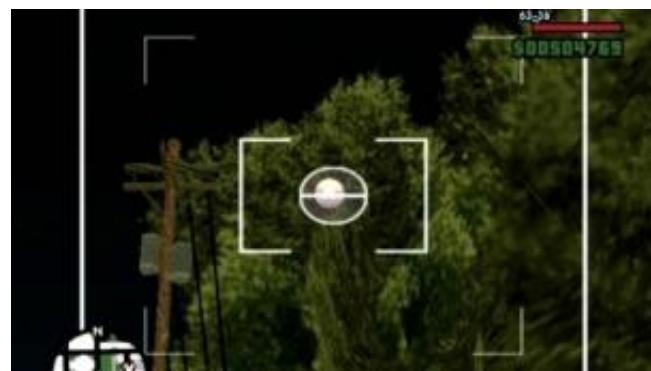
Snapshot (9/50): Above the top-right tennis court.



Snapshot (10/50): Above the white building just east of the pole. Stand in the parking lot south of the building.



Snapshot (11/50): Among the low row of trees that lines the grounds.



Snapshot (12/50): On the west side of the “Hippy Shopper;” by the streetlight.



Snapshot (13/50): Above the movie theatre awning.



Snapshot (14/50): Above the white festival banner.



Snapshot (15/50): In front of the “Final Build Construction” sign along the white fence.



Snapshot (16/50): Between the two water towers.



Snapshot (17/50): High above the blue hangar (be sure to zoom in before taking the shot to ensure it counts).



Snapshot (18/50): Floating below the middle of the Cranberry Station roof.



Snapshot (19/50): Above the tower crane.



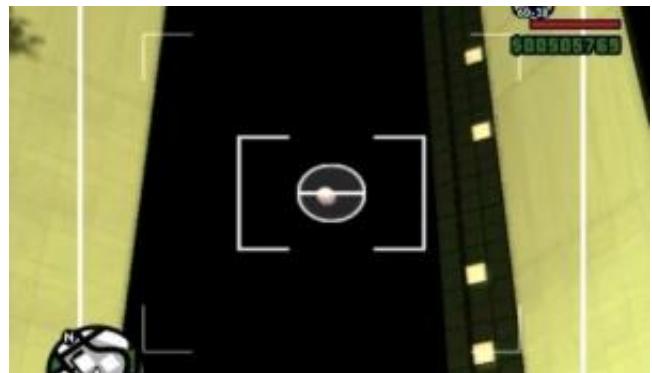
Snapshot (20/50): On the east side of the building; at its highest point.



Snapshot (21/50): Above the pipes on the east side of the tall, concave building. You'll have to stand far back in order to aim up that high.



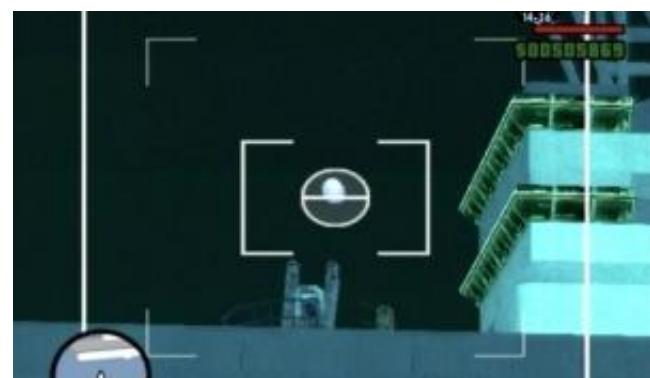
Snapshot (22/50): In the space between the north and west buildings on the lot.



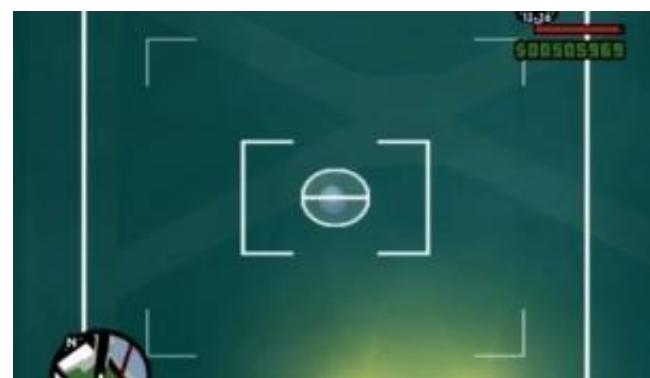
Snapshot (23/50): Near the rotating 'X' on the gas station sign.



Snapshot (24/50): This one is a bit of a pain to get to. First get a boat; there is a warship docked at the base on the northeast end of San Fierro, and stepping foot past the barrier will result in an automatic five-star wanted level. Drive the boat to the north side of the ship and look for the snapshot icon near the ship bridge.



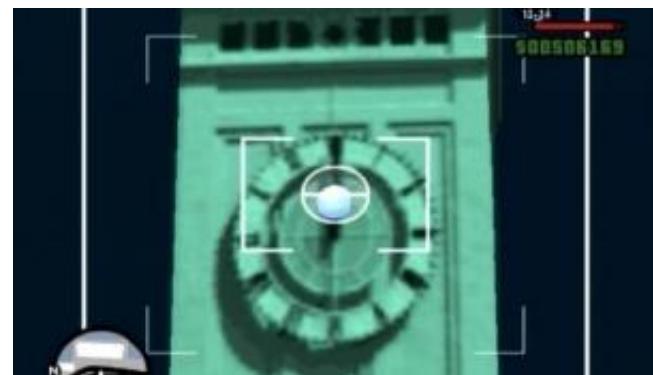
Snapshot (25/50): Near the start of the bridge.



Snapshot (26/50): Atop the support tower about midway down the bridge.



Snapshot (27/50): In front of the clock on the east side of the building.



Snapshot (28/50): In front of the Pier 69 sign.



Snapshot (29/50): Above the tallest rock on the rocky island next to the dock.



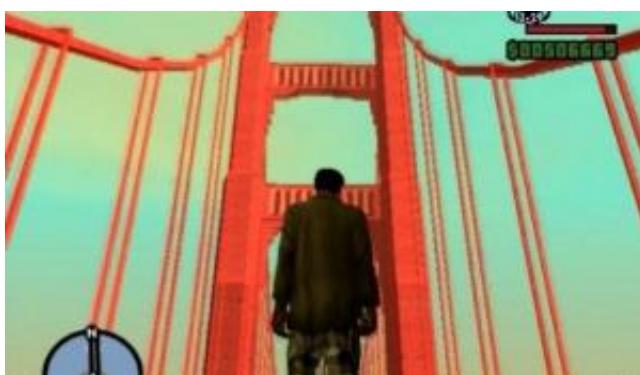
Snapshot (30/50): Above the docked submarine.



Snapshot (31/50): On the cargo ship; above the ship's bridge.



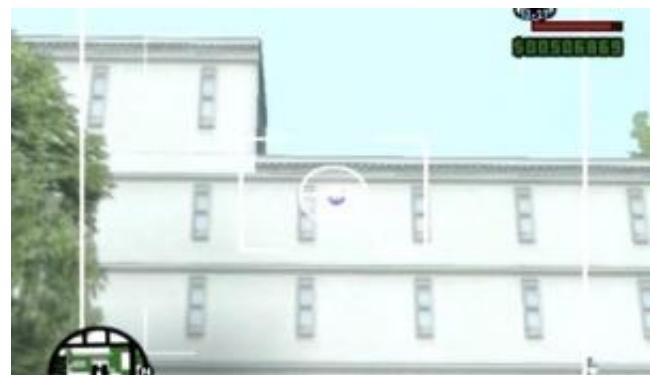
Snapshot (32/50): In front of one of the girders on the south-most support structure of the bridge.



Snapshot (33/50): In front of the Burger Shot rotating burger sign.



Snapshot (34/50): Above the tunnel.



Snapshot (35/50): About midway up the north side of the building; you'll have to angle yourself in order to aim up high enough.



Snapshot (36/50): Above the antenna atop the tall building with the valet out front. You'll have to stand quite a ways back in order to aim up high enough. Head east down the street from the building until you reach the decline and snap the picture from there.



Snapshot (37/50): Next to the tall statue in the middle of the park.



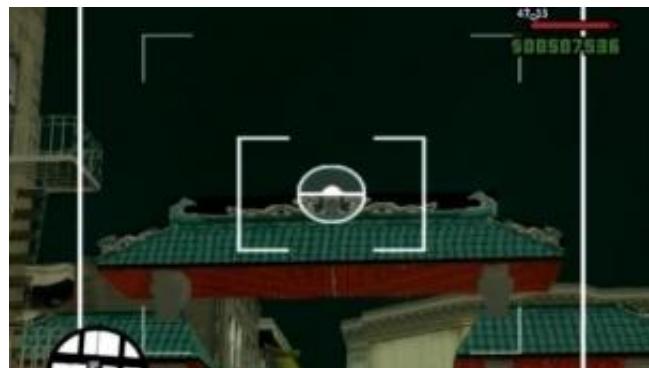
Snapshot (38/50): At the top of the winding park walkway.



Snapshot (39/50): About midway up the abstract art piece.



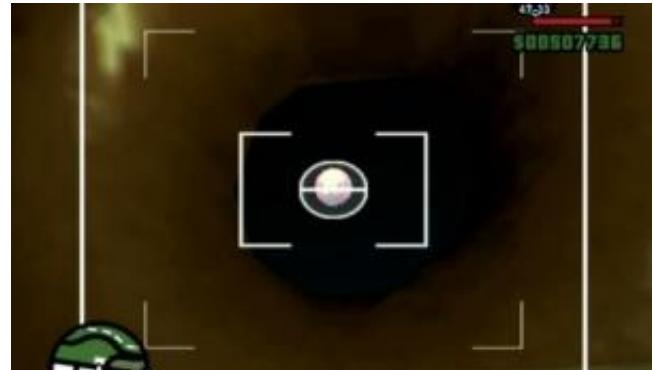
Snapshot (40/50): On top of the oriental-style square archway at the end of the street.



Snapshot (41/50): Above the mall "Supa Save" sign.



Snapshot (42/50): In the center of the giant donut on top of the donut shop.



Snapshot (43/50): On the west side of the building; in front of the circular top.



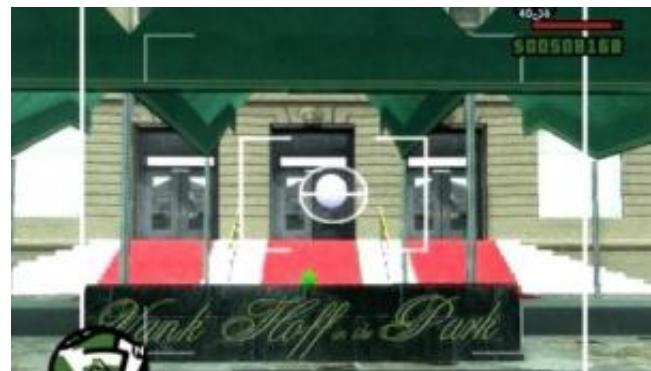
Snapshot (44/50): On the east side of the building; in the center, above the middle doorway.



Snapshot (45/50): Along the west side of the building.



Snapshot (46/50): Below the middle awning in front of the hotel.



Snapshot (47/50): Above the home base of the baseball diamond.



Snapshot (48/50): Above the smokestack attached to the small, square building.



Snapshot (49/50): In front of the oriental-style tower.



Snapshot (50/50): Up in the sky just before the start of the bridge.



Grand Theft Auto: San Andreas - Horseshoe Locations Map

Below is the map showing all 50 Horseshoe locations in GTA San Andreas. Use this map as a reference for our snapshot locations guide page which is on the next page.

Grand Theft Auto: San Andreas - Horseshoe Locations

Please use this horseshoe location guide in conjunction with the map on [this page](#).

Instructions:

There are 50 Horseshoes to be found in Las Venturas. When all have been collected you will earn some cash and a respawning weapon cache will appear outside of the Four Dragons Casino. The map will guide you to the general location of the Horseshoe, but you can also refer to the text descriptions and screenshots for clarification. The text descriptions alone are useless, so be sure to use the map too.

Note: The jetpack or an aircraft is required to reach a number of these. A jetpack can be found at the Verdant Meadows airstrip (near the tower) following the "Black Project" mission in The Truth's mission line.

Horseshoe (1/50): Above the dumpster in the parking lot behind the south-most building.

Horseshoe (2/50): Next to the turret on the west side of the church. To get up there, do a running jump to grab on to the section of roof to the left of the turret.

Horseshoe (3/50): Behind the east-most house on the lot.

Horseshoe (4/50): Between the two houses in the middle of the lot.

Horseshoe (5/50): On the support column beneath the bridge.

Horseshoe (6/50): At the east end of the chapel's roof. The roof is slanted, so you can just sprint up to reach it.

Horseshoe (7/50): In front of the bay door at the east end of the south-most building on the lot.

Horseshoe (8/50): On the south side of the small, rectangular building northwest of #7. (The horseshoe does not appear in the image below, but it's there).

Horseshoe (9/50): In the middle of the college grounds.

Horseshoe (10/50): Above the shrubbery at the north end of the building.

Horseshoe (11/50): Along the west side of the south-most building on the lot.

Horseshoe (12/50): Between the posts of the "Welcome to Las Venturas" sign.

Horseshoe (13/50): In one of the house doorways.

Horseshoe (14/50): In the window box at the north end of the building. To get up to it, perform a running jump to grab on to the low shingles on the north side of the building.

Horseshoe (15/50): Floating above the north end of the pool.

Horseshoe (16/50): In the bottom-right tennis court, behind the door. (The horseshoe does not appear in the image below, but it's there).

Horseshoe (17/50): In the narrow space between the two warehouses.

Horseshoe (18/50): In the upper corner on the east side of the building.

Horseshoe (19/50): In the pool at the north end of the hotel. (If you collect the oyster there too, be sure to make note of it).

Horseshoe (20/50): This one is underground. It can be reached by traveling down the train tunnel a short distance north of where the horseshoe appears to be underground (the tunnel mouth is at the end of the red route). Watch out for trains!

Grand Theft Auto: San Andreas - Oyster Locations Map

There are 50 Oysters to be found in the waters of San Andreas. Use the map to find each oyster; in most cases you must dive down to find the oyster. Finding all 50 oysters increases CJ's Sex Appeal and Lung Capacity stats.

