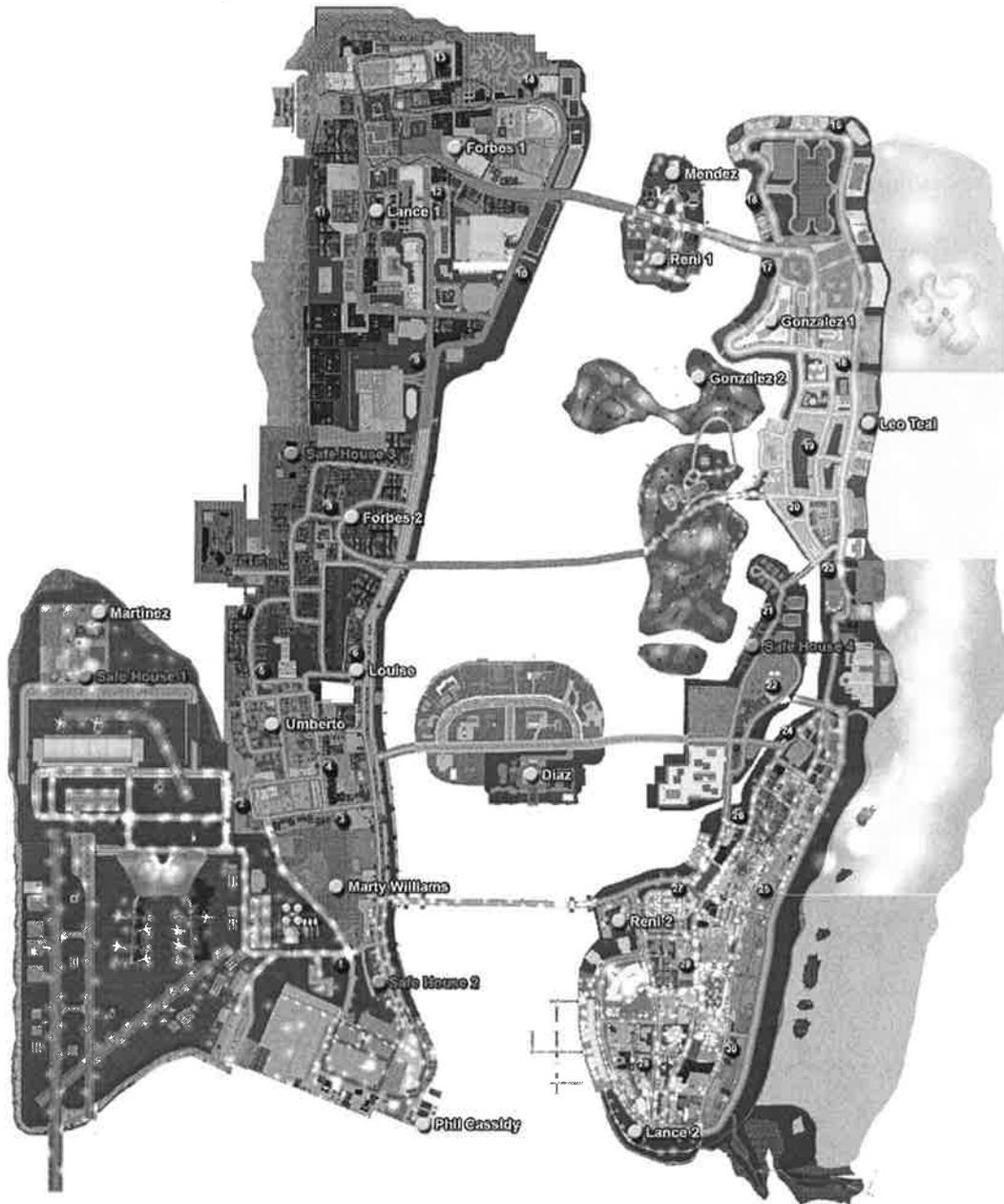


APPENDIX

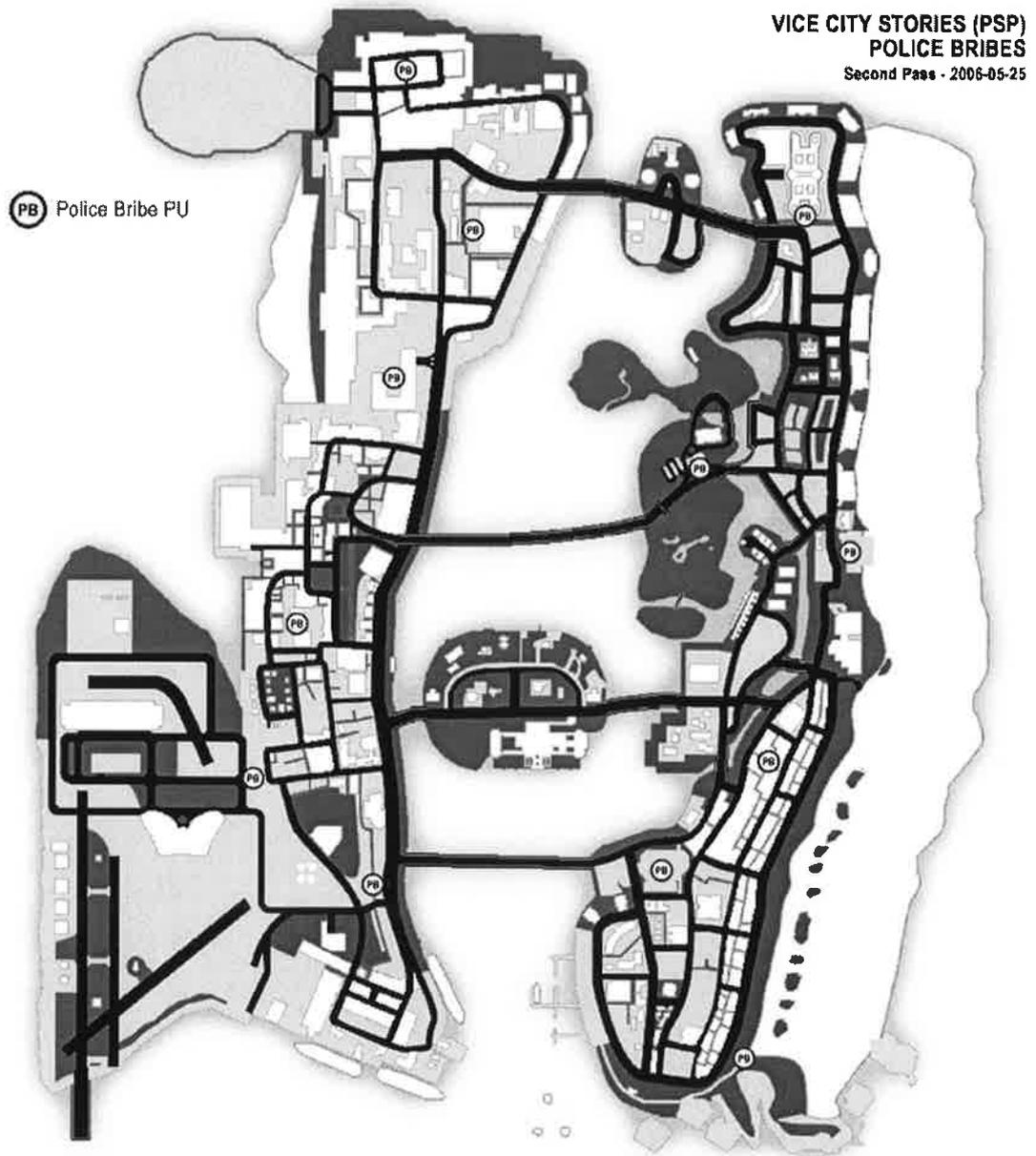
Insert maps and other associated info here.

EMPIRE SITES & SAFE HOUSES

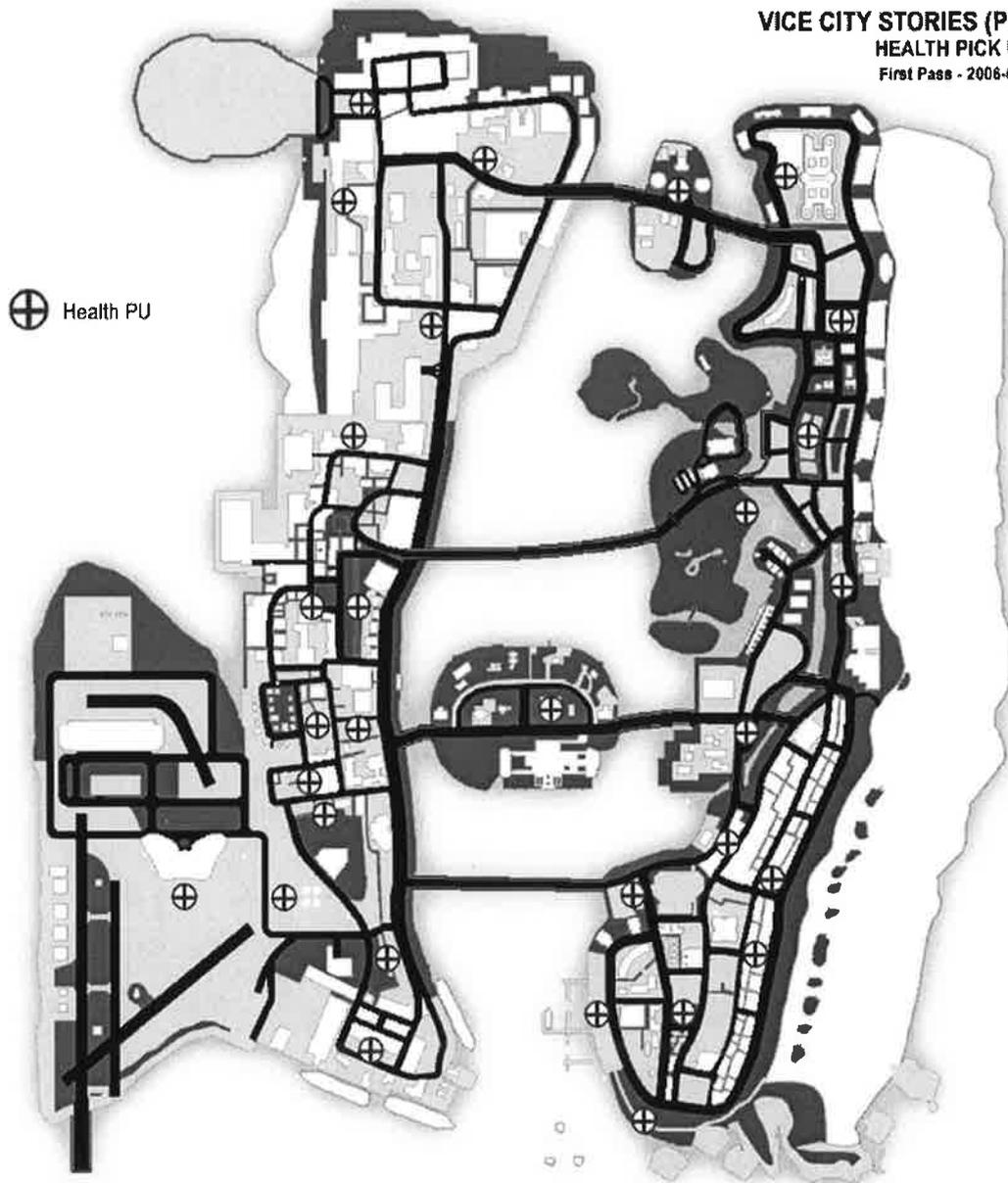


POWER UPS (FIRST PASS)

Police Bribes



VICE CITY STORIES (PSP)
HEALTH PICK UPS
First Pass - 2006-08-01



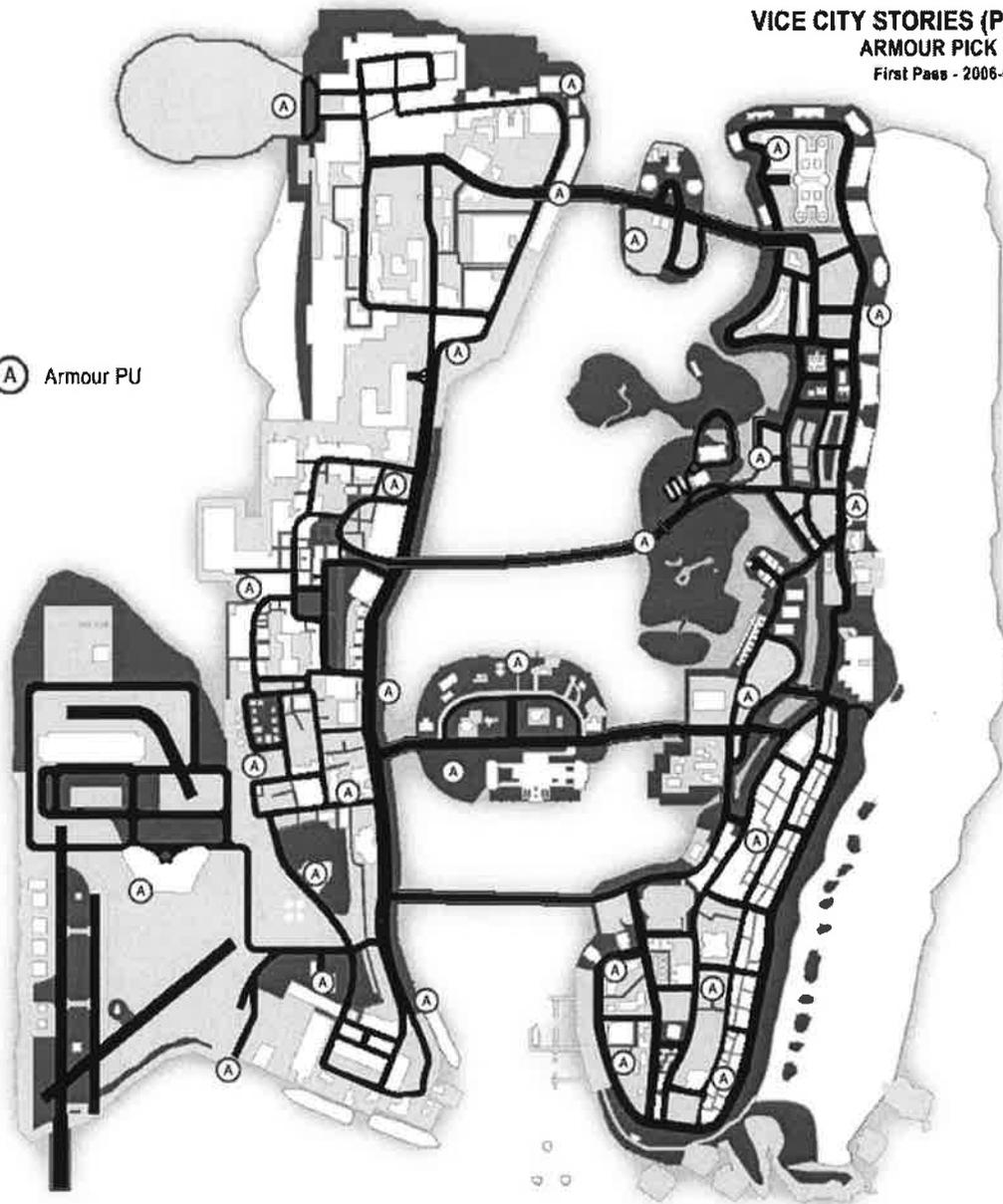
Armour

VICE CITY STORIES (PSP)

ARMOUR PICK UPS

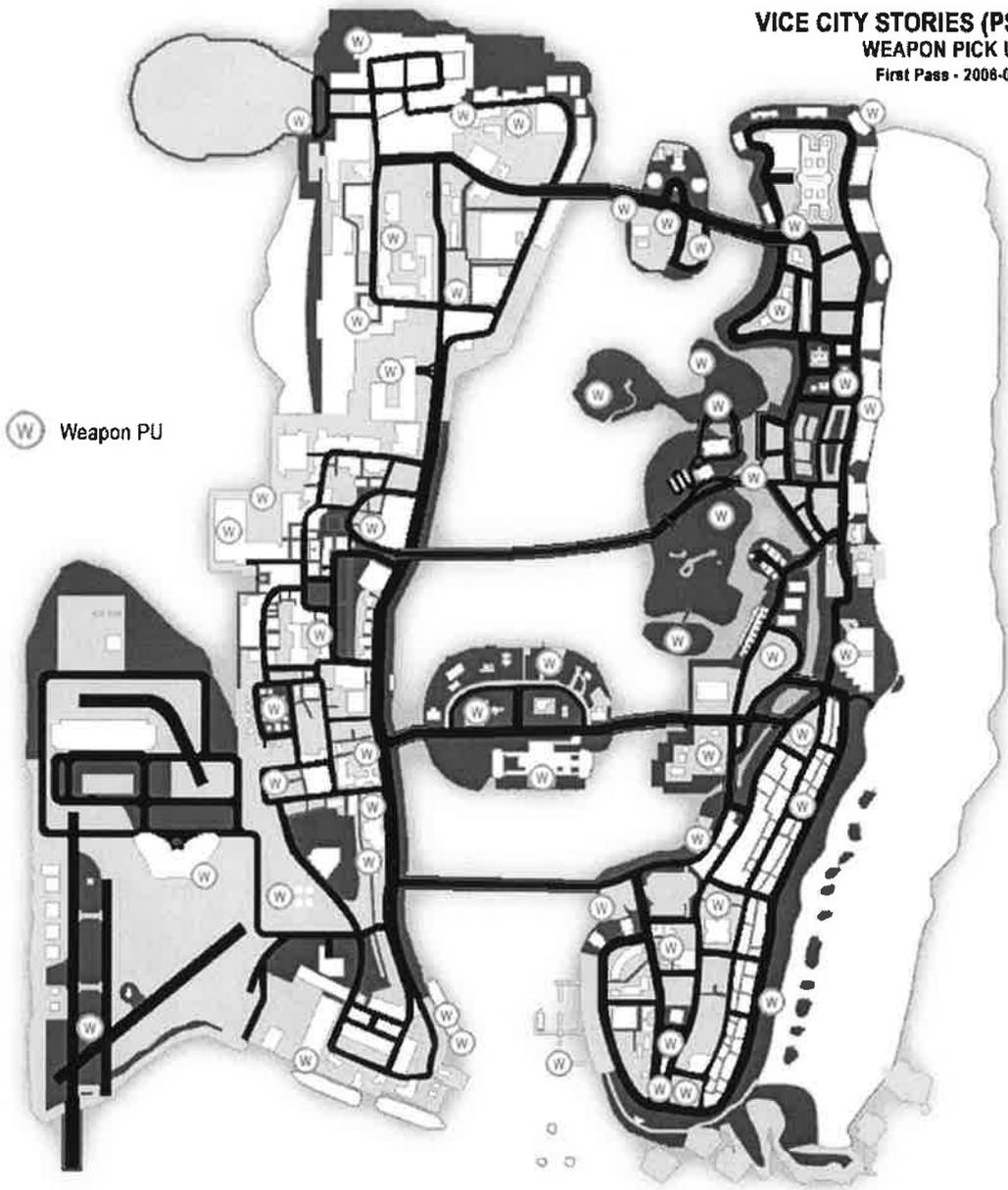
First Pass - 2006-05-01

Ⓐ Armour PU



Weapons

VICE CITY STORIES (PSP)
WEAPON PICK UPS
First Pass - 2006-06-01



- After reaching the airport, the player must defend the two airport entrances.
- Finally the player must defend Gonzalez's plane as it taxis down the runway to take off.
- If the mission is failed, the player is dropped off at the mission start point.
- If the player's helicopter is destroyed, the player is killed and dropped from the helicopter.
- Mission Fails :
 - Gonzalez dies.

Reni Wassulmaier

REN_C1 – “ACCIDENTS WILL HAPPEN”

- Background.

To complete:

- Steps to complete mission.

REN_C2 – “THE COLONEL’S COKE”

- Gonzalez is not amused by the way his drugs have been treated by Reni. He wants them moved to his safe house in Vice Port. Colonel Diaz has also learned of this and wants the boat sunk.

To complete:

- Meet Gonzalez at the bay. A jet ski will be provided at the Jetty outside the Inter Global Film Studios. Once at that location a brief cut scene will play. The player will get control on a Sea Sparrow Helicopter and have 2 gunners mounted to it.
- Protect Gonzalez. Destroy any threats to Gonzalez's boat whilst it is on its journey. These threats will be boats with mounted gunners and troops mounted on the coastline where possible.
- Once Gonzalez reaches the bridge connecting Starfish Island to the mainland. A brief cut scene will play revealing the existence of sea mines.
- Gonzalez's will wait behind for a limited amount of time. In this 1st person section the player will have to destroy as many sea mines as possible and hope that Gonzalez doesn't hit them while trying to navigate through the ones the player failed to destroy.
- It's back to protecting Gonzalez from any threats. Except now the threats also include assault choppers.
- Once Gonzalez makes it to the safe house an outro cut scene will play. Mission Complete

To Fail:

- If Gonzalez's Boat is destroyed. Mission Failed
- If Gonzalez is killed. Mission Failed

Note: If the player gets too far away from Gonzalez's boat. They will get several warnings and the amount of damage taken by Gonzalez's boat will increase by a percentage. It's in the player's interest to maintain a close distance to Gonzalez at all times.

REN_C3 – "KILL PHIL"

- Background.

To complete:

- Steps to complete mission.

REN_C4 – "SAY CHEESE"

- The studio is filming an advert for chocolates. Vic will be their stunt driver.

To complete:

- Checkpoint collection against a time limit.
- Halfway through the route the player must switch from using a jetski to using a motorbike.

REN_C5 – "KILL PHIL 2"

- Phil Collins has to go to the arena to perform a sound check for his coming concert, but he's worried someone will try and kill him. Vic is sent to check on security.

To complete:

- The entire mission is against the clock; Phil Collins will arrive at a certain time for his sound check and the player must have dealt with the security threat by that time.
- Go to the stadium.
- A nearby pedal bike is the only vehicle inside the stadium, and can be used to greatly speed up the time it takes to travel around the large stadium interior.
- Inside the stadium, the player is told to investigate 6 yellow-blipped locations to ensure there are no security threats.
- As the player approaches a blipped location, at 4 of the 6 locations a number of suspicious guys are revealed, each having a red blip and different behaviour (some run, some fight, etc.) At the remaining 2 locations is a pickup.
- All the suspicious guys at the 4 locations must be killed. Once the last one has been killed, he drops a keycard which opens a door to the basement.
- The player receives an objective to investigate what they were doing in the basement.
- At the basement, the player finds 10 assassins in the middle of planting a bomb. Once all are killed the mission is completed.

REN_C6 – "SO LONG SCHLONG"

- Diego Mendez has gotten angry at Reni and wants him killed. Reni knows that Mendez men are coming and has decided to get plastic surgery – a new face is his only chance of avoiding his assassins

To complete:

- Reni flees the studio by boat. Mendez men arrive and start looking for him. You must kill them before they get to the jettie and discover that Reni has gone. Don't leave the studio or they will discover that Reni isn't there.

- Once all of Mendez men are dead, you get a page from Reni saying that he has been cornered by more of Mendez men.
- Get to Reni (on radar) and kill his attackers before he is killed.
- After this attack you must bring Reni to the hospital.
- When you are close to the hospital, some car loads of Mendez men try to attack you.
- Kill these by what ever means necessary.
- Once they are all dead, bring Reni to the hospital. Mission complete.

REN_C7 – “IN THE AIR TONIGHT”

- Background.

To complete:

- Steps to complete mission.

Diaz

DIA_C1 – “STEAL THE DEAL”

- Diaz want the drugs which Gonzales has recently smuggled into vice, but he doesn't know where the valuable shipment is being kept.
- One of Gonzalez's men, (a courier or driver) is in the Pole Position strip club.
- The player must follow this guy and find out where the shipment is being kept, steal it and take it back to Diaz.

To complete:

- Follow the yellow blip to the stakeout location.
- After the Courier drives off, follow him keeping your distance. Warning messages will be shown if the player get too close or too far away from the courier, and the mission will fail if the player gets much too close, or much too far away.
- The Courier heads north and switches to a Jetski. The player must keep following as before.
- The Courier heads south on the Jetski to the “Holiday Home Huts” at the southern-most point of the map. This is where the shipment is being kept and is heavily guarded by men patrolling the huts and boats encircling the area.
- If the player is spotted, the guards will give chase and try to kill the player. If the player leaves the area after being spotted, the guards will go back to their patrolling duties.
- Once the player has stolen the boat containing the drugs, the guards will call in reinforcements and hunt the player down until he is either dead, or has made it back to Diaz jetty at the rear of his mansion. Mission is completed after arriving with the drug boat at this location.

DIA_C2 – “THE EXCHANGE”

- Diaz wants to secure a deal with the DEA to get hold of weapons. He sets up a meeting with them and sends Vic together with a bunch of his other guys to secure the deal. Gonzales got news of the deal and wants to ensure it doesn't go through. He sends his men to take position as snipers around the meeting area to take out Diaz's men.

To complete:

- Enter the van and drive it to the meeting point, which is blipped.
- Upon arrival, a cut-scene will trigger. A car full of Diaz's men is waiting for Vic and Diaz's dealer.
- When they get out, a shot is heard a one of the guys dies. The rest of the men take cover.
- The player must pick up the sniper rifle which the dead guy dropped and kill all the snipers before Diaz's men die.
- After all the snipers are dead, a cut-scene will trigger.
- The DEA arrive at the meeting point - first by a group of bodyguards who secure the area, followed by a big truck carrying the weapons.
- The exchange takes place and the DEA leave the area.
- Diaz's dealer enters the truck. The player needs to enter the truck and drive it back to Diaz's mansion. There is a blip on the map showing the mansion's location.
- On the way to Diaz's, Gonzales' men attack the truck and Diaz's dealer will act as a drive-by buddy to try and get rid of the cars following them.
- The mission is complete when they reach the halo at Diaz's mansion.

DIA_C3 – “DOMO ARIGATO DOMESTOBOTO”

- Background.

To complete:

- Steps to complete mission.

DIA_C4 – “OVER THE TOP”

- Vic wants to take out the Mendez operation completely. Since it's in his best interest Diaz helps – he provides information and weapons. He knows the Mendez brothers ran their business from the top floors of a high rise downtown. The only way to get to them is using a helicopter gunship – like the one at the army base. Vic is going to need help to break into the base - Phil

To complete:

- Get to Phil's (on radar)
- If you drive, you will be ambushed by a car load of Mendez men along the way. Kill them if you are.
- Once at Phil's he says he knows how to get onto the base, but it will have to be at night (time limit to complete) and you will need a Linerunner.
- Drive Phil's truck to the airport car park and steal a Linerunner (on radar).
- Once you have the Linerunner, meet Phil outside the army base (on radar).



Hidden Packages (Delete/Update Accordingly)

- Mainland - x packages
- Prawn Island - x packages
- Leaf Links - x packages
- Starfish Island - x packages
- Beach - x packages
- \$250 awarded per package found.
- Collect 10 =
- Collect 20 =
- Collect 30 =
- Collect 40 =
- Collect 50 =
- Collect 60 =
- Collect 70 =
- Collect 80 =
- Collect 90 =
- Collect 100 =

100% Complete (Delete/Update Accordingly)

- Complete all story missions.
 - Rewarded with X
- Complete all Odd jobs, get 1st place in all races.
- Find all X cars for export.
- Collect all 100 hidden packages complete all X unique stunt jumps, and all X rampages.
- Win empire building:
 - Own all empire building sites.
 - Have full respect in each business.
- Getting 100% will unlock X

MULTIPLAYER SCENARIOS (DELETE/UPDATE ACCORDINGLY)

“The Wedding List” (Car Collection)

This is a “Free for All” game type only

Objective (Free For All)

- This is free-for-all game where players must collect cars scattered around the city and deliver them to shipping crates.

Rules (Free for all)

- Only players in the vehicles to be collected will know the destinations of the shipping crates.
- Cash is rewarded based on the condition of the cars when they are delivered.
- The player who reaches the cash target first, wins this game mode.

“Liberty City Survivor” (Death Match)

This is a “Free for All” and “Gang/Team” game

Objective (Free For All)

- Every man for themselves - Kill the other players

Rules (Free for all)

- The first player to reach the Kill Limit or has the most kills when the Time Limit has been reached, wins the game
- Killing another player gains you 1 point
- Dying loses you a point

Objective (Gangs/Teams)

- Kill the opposing gang members

Rules (Gangs/Teams)

- The first Gang to reach the Kill Limit or has the most kills when the Time Limit has been reached, wins the game
-

“Protection Racket” (Defend the Base)

This is a “Gang/Team” game only

Objective (Attacking Team)

- Infiltrate and destroy four limos at the opposing Gang's base

Objective (Defending Team)

- Defend the four limos at your base from incoming Attackers

Rules

- The game is played in two rounds.
- Each Gang will automatically be assigned in the “Defending” & “Attacking” roles.
- A timer displayed onscreen will be measuring the time it takes for the “Attacking” gang to destroy the base in the first round.
- Once all four cars contained in the Defender's base have been destroyed, the roles of the “Attacking” & “Defending” gangs will switched and the second round will be started
- The time it took for the base to be destroyed the first round will now be displayed onscreen and will be counting down.
- The new “Attacking” gang must now destroy the base within this time limit to win or the other gang wins the game.

“Get Stretch” (Capture the Flag)

This is a “Gang/Team” game only

Objective

- Each gang must steal their opposing gang's car and return it to their own base while protecting their own gang car from being stolen.

Rules

- You can return your own gang car by driving it back to base or by destroying it
- Your gang car will automatically be returned to your base after a short period of time if it is unattended by any of the opposing gang.
- You must have both gang cars in your own base to enable a successful capture
- The first gang to reach the Capture Limit or has made the most captures within the Time Limit wins the game.

“Tanks for the Memories” (Turned Based Tank Survival)

This is a “Free for All” game type only

Objective

- Players must try to survive as long as possible while they are inside the tank to try and reach the target Time Limit
- Other players who are not in the tank must try to destroy the tank as quickly as possible
- The player outside of the tank who make the most damage to the tank will be spawned inside the tank in the next round

Rules

- There is only one tank per a round.
- In the first round, all players will have the same chance to get to the Tank for the first time
- Once the tank is occupied, the player who causes the most damage to the tank will be placed in the tank for the next round
- The first player to reach the target Time Limit of being inside a tank wins the game
- The Tank cannot pickup power-ups

“The Hit List” (Turned Based Survival)

This is a “Free for All” game type only

Objective

- Kill the Marked player as quickly as possible
- Survive as long as possible when you are the Mark

Rules

- In the first round, one player will be chosen randomly as the “Mark”, all other players must try to kill the marked player as quickly as possible.
- Once a marked player has been killed, a different player will be randomly chosen to be the mark.
- Making a successful kill on a Marked player will give award you with extra time that is added to your survival time at the end of the game
- Once all players has been marked and killed, the player with the longest survival time wins
- The 'marked' player's vehicle will gain damage overtime.

“Street Rage” (Checkpoint Race)

This is a “Free for All” game type only

Objective

- Players must drive through the checkpoints to get to the finish line first

Rules

- Players are allowed to change vehicles and shoot other players to win the race
- Players will be automatically re-spotted in a vehicle on the track after a short period of time if they do not have a vehicle or when they have been killed
- The first Player that finishes the race wins

NEW MULTIPLAYER GAME MODES

The following outlines the details of 3 new multiplayer modes to be included in PSP Vice City.

Hunter Attack - (Free for all)

This is a "Free for All" game type only

Basic Rules

- At the start of the game all players will be spawned roughly the same distance away from the Hunter helicopter
- Player's must race to get to the Hunter
- Player who is flying the Hunter will score kills/points by killing the other players
- Players not in the Hunter can only score kills/points killing the player flying the Hunter – this could be done by destroying the Hunter itself or by sniping the player flying it. - Only the player who makes the kill gets the point
- Players not flying the Hunter will lose 1 kill/point for killing any other players who are not flying the Hunter
- The player flying the Hunter cannot get out
- If the player flying the Hunter is killed by a sniper, the Hunter should fall to the ground and explode.
- When the Hunter is destroyed, another one is spawned on the map where everyone has to race to get to it again.

VIP (Team)

This is a "Team" game type only

Basic Rules

- VIP and his Defenders are spawned together
- Attackers are spawned together elsewhere
- VIP has to collect 5 randomly spawned briefcases – each briefcase is spawned one at a time i.e. a new briefcase is spawned and its location revealed to the VIP once the previous one has been collected
- Once all briefcases have been collected, an escape location is revealed to the VIP
- VIP must get to the escape location – The escape location will have a waiting helicopter or boat that the VIP has to get into
- Attacking team must attempt to kill the VIP before they escape by getting into the escape vehicle
- Game is won by either the VIP collecting all packages and escaping or if the Attacking team manages to kill the VIP

Empire Take Down – (Team)

This is a “Team” game type only

Basic Rules

- Teams are initially spawned at their own empire site at the start of the game
- Both empire sites have a timer associated with them
- Some plastic explosives are also spawned on the map at a mid-point between the two sites
- Both teams have to try and take the explosives to their opposing team’s building by simply running into the explosives to pick them up and planted at the oppositions building by running into a halo found there.
- Once the explosives have been planted at the oppositions building, the buildings timer will start to countdown
- As long as the explosives are planted at a building, the building timer will count down – otherwise the timer will suspend
- The main objective for the team who has just planted the explosives is to prevent the opposing team from getting to the explosives. Meanwhile the opposing team must try to stop the countdown by picking up the explosives from their building and then plant it at their oppositions building.
- If the explosives are removed from a building, the buildings timer will suspend and will only continue to countdown when the explosives are planted
- The explosives will be instantly dropped by the player carrying them if they are killed
- When the explosives have been dropped from a player dying, a ‘time-out’ timer for the explosives will begin to countdown – If nobody picks up the explosives before the countdown reaches zero, the explosives will be destroyed and re-spawned – This countdown will reset if the explosives are picked up within the ‘time-out’ limit by either team
- If a building timer reaches zero with the explosives planted – the building will explode and be destroyed – The team who planted the explosives will win the game
- Teams can only plant the explosives at their oppositions building – i.e. they only see the halo at the opposing building where the explosives have to be planted.

MULTIPLAYER POWER-UPS (DELETE/UPDATE ACCORDINGLY)

Multiplayer has a selection of Power-ups that the players can pickup. Not all Power-ups are available in each multiplayer game mode.

GENERIC POWER-UPS

- **MEGA DAMAGE** - Gives quad damage for limited time
- **HEALTH BOOST** - Regenerates Health for limited time
- **INVISIBILITY** - makes you invisible on the radar for limited time
- **FRENZY** - Gives you unlimited rocket launcher for limited time

STREET RAGE POWER-UPS

- **STICKY TIRES** - Improves vehicle handling for limited time
- **INSTANT REPAIR** - Instantly repairs vehicle

“Heli Tours”

- The game must be at high empire for air vehicles to spawn as car gens. At these coordinates -1313.28 -539.042 14.2 (High empire onwards)
- the player will see a Maverick helicopter. Once inside the player must travel to each sight marked on the radar, hovering at each sight but keeping his speed up between to prevent boredom. 4 full runs must be completed in order for the Tour to be complete.

“BMX Mall”

- Player has to get on the bmx that is spawned inside the mall (384.545, 1226.215, -199.825)
- the checkpoints can be collected in any order and the players best time is recorded. Different coloured check points need to be collected in certain ways – red (any way you like) Green (collected by wheelie) Blue (Collect by stoppies)
- If the player falls off the bike they get 30 seconds to get back on this bike or get another of the same model type.

“Beach Patrol” (Needs updating)

- Get into the beach buggy that spawns half way up the beach next to a beach hut (753.25 -230.94 11.0)
- It automatically starts one of three possible missions.
 - Paramedic. The player must collect the paramedic and then drive the paramedic to patients on the beach within the time limit.
 - Gang Bikers. The player must chase down gang members racing bikes around the beach and knock them off their bikes within the time limit.
 - Drowning swimmers. The player must drive the buggy along the beach till they are close to the drowning swimmers and then swim out to them within the time limit.
- All missions run for three levels with one event occurring on level one, then two, then three. (i.e at lvl 2 there are two bikers).

“Mall Security” (Needs updating)

- Triggered from Mall at coordinates: (415.21, 1121.43, -199.816)
- Player has to stop thieves escaping the mall with the goods they have stolen. A maximum of 4 thieves can be active at once.
- Player has a shift time on 4 minutes and has not to lose more than \$100 worth of goods within this period.

“Fire Heli” (Needs updating)

- Triggered from heil at coordinates: (-783.38, 923.28, 11.09) – available from High empire onwards.
- Player has to enter a “HUEY” helicopter at the fire station – the huey is equipped with a water bucket.
- Fires are designated on the radar and the player must fly to each, pressing circle to deposit water from his bucket.

- Direct hits from the water bucket cause fires to be extinguished.
- Four fire phases each made up of many individual fires with a time limit for each phase.
- Player must return to “base” between each phase.
- If the player runs out of water, he can hover his heli low over any body of water to replenish his bucket.

“Gyro Copter” (Needs updating)

- Triggered from gyro at coordinates: (-1645.32 -224.64 14.66) – available from High empire onwards.
- Player enters Hunter helicopter and must fly through each circular checkpoint.
- At certain checkpoints the player will be instructed to shoot several targets using the vehicle’s weapon.
- After destroying all targets in that phase the player is instructed to fly to another checkpoint.
- There are three target shooting phases, the number of targets increasing per phase.

“Air race” (Needs updating)

- Triggered from stunt plane at coordinates: (-1368.79 -1256.26 18.64) – available from High empire onwards.
- Player must fly through the centre of circular checkpoints dotted throughout the Vice City airspace as quickly as possible.
- Used a gyro in the last build.

“Multi vehicle race” (Needs updating)

- Triggered from sanchez at coordinates: (488.4949 -1725.0143 8.8010) – available from High empire onwards.
- The player must complete a time trial course as quickly as possible use a combination of three vehicles types – land - “sanchez”, sea - “Jetski” and air – “Sparrow chopper”.
- At certain checkpoints the player will be instructed to change from his current ride into a new blipped vehicle. Once the changeover has been made the time trial continues.

“PCJ Playground” (Needs updating)

- Triggered from PCJ at coordinates: (-594.7617 764.0422 11.1099)
- The player then has to collect the checkpoints while on the PCJ 600 within the time limit.

“Hover Craft race” (Needs updating)

- Triggered from hovercraft at coordinates: (-634.76 -1487.60 13.53)
- Player has to use a hover craft to pass through the checkpoints in order and obtain their best time possible.

“Fire Fighter” (Needs updating)

- Steal a fire truck vehicle and press UP BUTTON.
- Player must put out randomly generated car and ped fires around city.
- Level 1 has just a car, 2 has a car and driver, etc. cars are all placed in a rough line.
- Once a cars fire has been extinguished, the occupants get out and will slowly stagger around. They must also be put out. The player receives a 5 second bonus for extinguishing the car.
- If an occupant is extinguished before dying, the player gets a 10 second bonus. If an occupant dies before being extinguished, the player gets a 15 second penalty.
- For the player to have a perfect round, they must extinguish all occupants in all cars. The bonus for a perfect round is 5 seconds for the first five levels, 10 seconds for the next 5, 15 seconds for all levels after that. The first round does not receive a perfect bonus.
- If the player completes level 5, next time they will start from level 6. If the player completes level 10, next time they will start from level 11. If the player completes level 15 they become fire proof.
- Rewards: cash – fires extinguished x \$20. Complete level 15 and player is made fire proof.

“Driver”

- Complete story mission GON_C2.
- Enter the halo at the driving range (co-ords: 76, 592), and press UP BUTTON.
- The player has 5 balls to get the best total score they can.
- Shot score is based on distance achieved, bonus points are awarded for hitting the target buoy.
- See description for story mission GON_C2 for details on the golf driving controls.

“Shooting Range”

- Complete story mission X
- NOTE: This mission is being re-written, and isn't currently working.
- Enter the halo at the shooting range (co-ords: -1611.0, -110.0, 14.86)
- Player must play through five rounds:
 - 1) Pistol
 - 2) SMG
 - 3) Shotgun
 - 4) Assault Rifle
 - 5) Sniper Rifle
- Player must beat the minimum score for each round to qualify for the next round.

“Paramedic”

- Steal an ambulance, press UP BUTTON.
- Player must pick up patients and deliver them to the hospital within a time limit.
- Level 1 has 1 ped, level 2 has 2, etc. Generated randomly. Picking up peds gives time bonuses, as does every 3rd dropped at the hospital.
- Every 5th level saves progress, so subsequent attempts will restart from this point.
- Rewards: Cash –level number x \$100. Complete level 15 and infinite run is awarded.

“Airlift Rescue”

- Steal an air ambulance, press UP BUTTON.
- Player must pick up patients via the winch and deliver them to the hospital within a time limit.
- Number of patients = (level + 1) / 2. Up to a maximum of 6 patients.
- Level 1 has 1 ped, level 2 has 2, etc. Generated randomly. Picking up peds gives time bonuses, as does every 3rd dropped at the hospital.
- Every 5th level saves progress, so subsequent attempts will restart from this point.
- Rewards: Cash – level number x patients rescued that level x \$100. Complete level 15 and X reward.

“Vigilante”

- Steal a police vehicle (car, fbi, hunter heli, tank) and press UP BUTTON.
- Player must kill randomly created criminals in a set time.
- Level 1 has 1 criminal and 1 car, level 2 has 2 criminals and 2 cars, etc. They drive sensibly in convoy until the player attacks, then split up driving fast. When the car is damaged sufficiently, the driver makes a run for it, stealing nearby cars while passengers attack the player. The players progression is saved every 5 levels upto level 15.
- There is also an alternate biker scenario where the player must take out the criminals on bikes.
- There is also an alternate on foot scenario where the player must take out loitering criminals.
- Rewards:
 - Player is awarded a bonus of 40 seconds per wave of criminals taken out
 - Player is rewarded the following cash bonus per criminal ‘arrested’:
 - Level < 5 \$10
 - Level < 10 \$30
 - Level < 15 \$50

“Armed Robbery”

- Becomes available: High Empire.
- The player has to either, hijack a money truck and return it to his empire building, or hijack a vehicle, kill a courier & steal the briefcase he was carrying, and then bring it to his empire building. This has to be done before the target vehicle arrives at a specific destination (whereupon the target vehicle has escaped and the mission is failed.)
- There are many variables; how many convoy cars protect the target vehicle, how many enemies are inside each vehicle, what weapons they have, how fast the vehicles travel, how much health the vehicles have, whether it is a land or water based mission, which locations the target vehicle starts and ends at, etc.
- The first six missions have preset variables, but from there onwards the missions are totally random.
- The amount of cash awarded for successfully completing a mission is dependant on how difficult the mission was (ie, a mission with two convoy escort vehicles will award more cash than a mission with just one convoy escort vehicle, and so on.)

ODD JOBS

“Taxi Driver” (Needs updating)

- Steal a taxi, press UP BUTTON.
- Player must pick up peds and take them to the given destination within a time limit.
- A “Tip bar” ticks down during the journey, and drops when the player crashes – if this is above zero on arrival, the player’s reward will be increased depending on how full the bar is.
- Peds are generated randomly, destinations are randomly picked from pre-scripted locations.
- Rewards: Cash depending on distance travelled and tip bar. Complete X missions (not consecutively) and X reward.
- The mission can be completed by either completing 100 fares or by accumulating a cash sum of \$5000
- There are four different types of taxi missions:
 - Classic - Pick up fare and take them to a destination.
 - Shopping - Pick up fare, take them to a shop. Wait for them then take them to another destination.
 - Robbery - Pick up fare, take them to a shop. Wait while they rob the shop and take them to another destination. A wanted rating will be given after the robbery.
 - Follow the car - Pick up fare, a random nearby car will be blipped and the player is required to follow it. Colliding or getting too close to the car for too long will result in a mission fail.

- Hostile targets will pop-up or slide into view. Each hostile target shot is worth 100 points.
- Occasionally friendly targets pop-up or slide into view. Each friendly target shot incurs a 200 point penalty.
- Stats for hi-score, best time and best accuracy are recorded.
- Leaving the shooting range area quits the mission.
- Rewards:
 - \$1000 every time you complete the range
 - \$500 for beating the high-score
 - \$500 for beating the best time
 - \$500 for beating the best accuracy

“Rampages”

- Player must kill a set number of peds/vehicles with a specific weapon within a time limit.
- Rewards: \$50 * number of rampages completed.
- See Appendix X for location map.
- Mainland:
 - 1.
- Prawn Island:
 - 2.
- Starfish Island:
 - 3.
- Beach:
 - 4.

“Crash”

- Enter the barrack truck created in the army base (available from mission 2 onwards)
- Player is rewarded for each car/ped they hit.
- Score \$4000 (or your last highest) or more within the time limit.
- Rewards:
 - Knock-on (multi-car pileup)
 - Multi-Ped splat (within time)
 - Spin Car
 - Flip car
 - Sink car
 - Destroy car
 - Dismount bike rider
 - Knock car into air

- When the player leaves the empire site, they are told to either get in the drugs vehicle, or to collect the money.
- The player must then reach the meeting point by a specified time.
- Upon arriving at the meeting point, a cut-scene shows the deal. The player must then complete a number of objectives depending on the deal type and outcome as described below.
- The possible scenarios for the drugs empire missions are: Buying drugs in a car or van, selling drugs in a car, van or boat.
- The possible outcomes for the drugs empire missions are:
 - “Deal goes smoothly” :
The drugs are bought or sold without a problem. The player must then take the money or drugs back to the drugs warehouse.
 - “Fake / Steal”
The player is given an empty briefcase / fake drugs and has to get his drugs / money back. The player must then return the drugs / money to the drugs warehouse.
 - “Rival gang attacks”
A rival gang attacks the player and the dealers. The player must then grab the money and drugs [or just the drugs if it is a buying mission] and get back to the drugs warehouse.
 - “Dealers attack”
The deal is a set up, the dealers are just trying to steal the player’s drugs / money by force. They attack the player. The player must kill the dealers and take his drugs / money back to the drugs warehouse.
- The missions in boats are handled slightly differently and are only selling missions.
 - “Boat: Deal goes smoothly” :
The drugs are sold without a problem. The player must then take the money that is in the jet-ski back to the jetty.
 - “Boat: Fake / Steal”
The jet-ski that should contain the money, is empty. The player must get his drugs back. The player must then return the drugs to the jetty.
 - “Boat: Rival gang attacks”
A rival gang attacks the player and the dealers. The player must then get his drugs back to the jetty.
 - “Boat: Dealers attack”
The deal is a set up, the dealers are just trying to steal the player’s drugs by force. They attack the player. The player must take his drugs back to the jetty.
- The deals also have a difficulty rating which effects how harsh the time limit is, how accurate the enemies are etc.
- The 1st six missions that the player must complete are non-randomly set up. After the player has completed these six missions, all other drugs empire missions he plays are randomly set up.

- Motorbike
 - Van
 - Car
- Each of these can either be:
 - Parked up
 - Being driven around
- A parked up vehicle will have the owners wandering nearby. These guys will not be happy that you're reclaiming their wheels and will attempt to come after you.
- Vehicles being driven around fall into two categories;
 - Cowards – These guys will give up their motor at the first sign of trouble. Just bash the car to let them know you're for real, and they'll give it up and run away.
 - Nutters – These guys really don't want to give the car back. Damage the vehicle heavily in order to get them out of the car so that you can reclaim it. After they're out, they'll do anything they can to get revenge. Watch out for being run over.
- Occasionally, the player will be required to repo a van. It's the merchandise in the back as well as the truck you are reclaiming here. The back doors are mission and if you lose the goods, its mission over. Any kind of damage to the car will cause the stock to fall out.
- Once a vehicle is successfully repossessed, the player is rewarded with \$100 and a time extension.
- If a repossessed car becomes too damaged, the player will have to repair it, losing their financial reward.
- Mission fails:
 - Running out of time
 - Destroying the target vehicle.
 - Destroying all the cargo in a truck.

“Extortion”

- Becomes available: Low Empire.
- Description of mission.

“Smuggling”

- Becomes available: High Empire.
- Description of mission.

“Drug Dealing”

- Becomes available: High Empire.
- The mission is triggered in an empire site, with the player being told to go outside.

NON-STORY MISSIONS

EMPIRE BUILDING

“Protecting Your Empire”

- Becomes available: Low Empire.
- Description of mission.

“Attacking An Enemy Empire”

- Becomes available: Low Empire.
- Description of mission.

“Prostitution”

- Becomes available: Low Empire.
- The mission is triggered by getting into the pimp car at a brothel.
- Pick up a prostitute at the brothel.
- Once she's in the car, a blip will appear to indicate the location of the customer.
- Drive the girl to the customer.
- After she has been "delivered" to the customer, the player will need to pick up another girl from the brothel and deliver her to another customer.
- Once the second girl has been "delivered", the player will need to pick the first girl.
- Four different scenarios can happen whenever a girl is picked up from a customer:
 - The girl gets back in the car and pays the player his share for the trip
 - The customer runs away without paying. The player will need to chase him to get the money.
 - The customer kidnaps the girl in a car and drives away. Chase the car, kill the customer and take his money.
 - The next customer requires 2 girls. Go to the brothel and pick up another girl, who is waiting, to deliver both girls to the client.

“Repo-man”

- Becomes available: Low Empire.
 - After being triggered, the player can earn money by repossessing blipped vehicles from around the city.
 - There are 3 kinds of vehicle:
-

- You are told to park your truck beside the wall of the army base, near some rubble (on radar).
- Using the rubble as a step jump onto your Linerunner and then over the wall into the base.
- Once on the base, you have to get into the admin building (on radar) to open the helicopter compound.
- Avoid being spotted by any patrolling guards or the spotlights or they will attack you. If it gets to daylight before you make it to the base, the searchlights get turned off, but the guards will spot you much easier.
- Once inside the admin building, find the control room (on radar) and open the helicopter compound
- The opening of the base alerts the guards that something is up so they will try to find and attack you.
- Get out of the admin building and into the helicopter.
- Steal the helicopter and bring it back to Diaz mansion (on radar) to complete the mission

DIA_C5 – “LAST STAND”

- Background.

To complete:

- Steps to complete mission.

OTHER STUFF

Vehicles (Delete/Update Accordingly)

- Landstalker

Weapons

- Camera

Stunt Jumps

- Player performs a stunt with enough distance, height, rotation, and / or flips, or performs a wheelie or stoppie for sufficient time on a bike, or drives on 2 wheels for sufficient time in a car, or is dismounted from a bike and flies sufficient distance.
- Statistics for the stunts are displayed, and saved.
- Money awarded for prowess of the stunt. (Dismount "face plant" awards no cash).

Unique Stunt Jumps

- Player must take off in a given place, and pass through another set area (neither are highlighted for the player).
- Enters slow motion and special camera views during the jump.
- Money awarded: \$250 for first jump, increments by \$250 per jump. \$10,000 bonus awarded for completing all jumps.

Export garage (Delete/Update Accordingly)

- Deliver X listed makes of vehicle to X.
- Each vehicle awards the player with an amount of money depending on the model. Collecting all X rewards the player with X.
- Vehicles are:

99 Red Balloons

- Around both islands are hidden 99 red balloons – the player must shoot them.
- Rewards:
- Locations:

- > Running to the centre to spin either clockwise or counter clockwise in a circle while burning the flamethrower. Before using this attack he will say "Burn!!"
- > NOTE: Whilst Mendez is running to the upper platform or towards the centre, several of his goons armed with an assortment of weapons will pop out of the doors take a few shots at you and run back in. These goons will only take one or two shots to kill.
- Kill Mendez. A cut scene will play. Mission Complete.

Gonzalez

GON_C2 – "HOME'S ON THE RANGE"

- Gonzalez is letting off some steam at the same time as punishing one of his men. He challenges Vic to a contest on the driving range.

To complete:

- Hit the guy tied to a buoy, using a golf ball.
- Hitting the golf ball uses a 3 tap system. Press 'X' once to start the bar moving right. Press 'X' again – try to do this while it's in the sweet spot for a better shot. This will start the bar moving left. Press 'X' a final time, again aiming for the sweet spot.
- The player and Gonzales take shots in turn.
- The better the player's shots, the better Gonzalez gets
- The Driving Range oddjob is unlocked after completing this mission.

GON_C3 – "PURPLE HAZE"

- Background.

To complete:

- Steps to complete mission.

GON_C4 – "FAREWELL TO ARMS"

- The Sharks have found out that Gonzalez has the arms that Diaz gave him, Gonzalez is trying to get the arms out of the country before the sharks kill him for them.

To complete:

- Gonzalez is driving his truck carrying the arms, to the airport. The player is attached to a helicopter that follows Gonzalez. The player must defend Gonzalez's truck from the Sharks, until he reaches his hanger.
- At various points during this stage, enemies with rocket launchers are spawned. The guided rockets that these enemies fire, can be shot out of the sky. The player is warned when a rocket is fired at them.
- At one point in the mission, Gonzalez's truck stalls. The player's helicopter circles the truck and the player must kill all of the sharks that attack Gonzalez to continue.
- The player then flies ahead to a nearby roadblock which they must destroy. When the roadblock is destroyed, Gonzalez catches up with the helicopter and continues on his route to the airport.