

GTA: Online tips for the new and old alike

1. First thing when you start GTAO, sell a car to Los Santos Customs. Preferably one of the following:
 - 1.1. You can sell one car every in game day. 24 hours in GTA = 48 mins real world. From recent updates, these prices have been modified somewhat, but the Baller, Oracle, and Felon GT are all still top choices.
 - 1.1.1. These are “common” cars.

Lampadati Felon GT \$9,500	Lampadati Felon \$9,000	Gallivanter Baller (M) \$9,000	Obey Rocoto \$8,500	Ocelot F620 \$8,000
				
Übermacht Oracle \$8,000	Benefactor Dubsta \$7,000	Albany Cavalcade (M) \$7,000	Albany Cavalcade (C) \$7,000	Übermacht Zion \$6,500
				

- 1.1.2. There are rare gang cars, that have a bunch of mods on them already, making them MUCH more valuable to sell:
 - 1.1.2.1. Tornados - worth ~13k
 - 1.1.2.1.1. Look for three short chrome exhaust coming out of front wheel well.
 - 1.1.2.1.2. Big hood scoop, open end facing windshield
 - 1.1.2.1.3. Spare tire on the back
 - 1.1.2.1.4. Curb guards



- 1.1.2.1.5.
- 1.1.2.2. Mananas - worth ~9k
 - 1.1.2.2.1. Look for a chrome flames on the body of the car right behind the front wheel well.
 - 1.1.2.2.2. Panels over rear tires



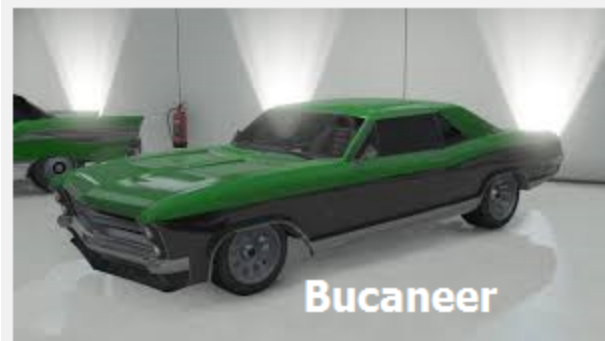
1.1.2.2.3.

1.1.2.3. Bucaneers - worth ~10k.

1.1.2.3.1. Looks like Dodge Challenger, i.e. muscle car-ish

1.1.2.3.2. Usually two tone in color

1.1.2.3.3. Occasionally has puke green sparkle paint, with gold wheels. Worth the same as other Bucs.



1.1.2.3.4.

1.1.2.4. They can be found driving very slowly, or parked on the streets.

1.1.3. If they are driving, the headlights are a noticeably different color.

1.1.4. Usually only spawn during night time hours.

1.1.5. Can cars can come in a variety of colors, just depends on the gang location.

1.1.5.1. Grove Street **(#1 on map)**, in the cul de sac, or parked in driveways sometimes.

1.1.5.1.1. Purple cars here.

1.1.5.2. Drive north on Grove st **(#2 on map)**, to an apartment complex that bends to the right. Driving, parked on the side road, or in a driveway.

1.1.5.2.1. Green Cars here.

1.1.5.3. South of Grove, about 2 streets, there is a road going E-W. There is an apartment complex in the middle, sometimes FULL of cars. **(#3 on map)**

1.1.5.3.1. Yellow cars here

1.1.6. There is a scrapyard by Simeons garage at the docs that sometimes spawn red cars any time of the day. **(#4 on map)**

1.1.6.1. If you are driving a gang car, it's more likely one will appear here., at this location mainly , and others not so much.

1.1.6.1.1. **MIGHT** not work with the next gen version, as it could be related to the car cycles, and loading in general on the last gen versions



1.1.6.2.

2. Pay attention to text messages from Simeon about cars he wants. These cars are not to be sold at Los Santos Customs, and are not subject to the “one car a day” rule.
 - 2.1. These text messages are unique to your game. My text from Simeon will be different from your text from Simeon. Each text will have a list of about 4 cars for you to grab and deliver.
 - 2.1.1. Usually one vehicle is worth way more than the others. Motorcycles are worth nothing (~2k), muscle cars are ok (~5k), Suvs better (~6~8K), and the sports cars are obviously the best.
3. Pay attention to High Priority Vehicles Simeon wants. These appear as green car icons on your map.
 - 3.1. Very similar to your personal vehicle, only they are green. Everyone can see these.
 - 3.1.1. Usually worth 8-20k, very worth your while to pursue these cars.
 - 3.1.2. These are also different from the text message cars. You can sell a car to Los Santos Customs, then deliver a text message car, then deliver a High Priority Vehicle for some super quick cash gain.
 - 3.1.3. A glitch I have noticed is that delivering a High Priority vehicle BEFORE you deliver a text message car, Simeon will count the High Priority as both, and will no longer need the text message car. If possible, go in order of Los Santos car, Text Message car, High Priority (if there is time)
4. Rob convenience stores. Get a mask first, but then go on a robbing spree. Each store gives 1-2k, couple that with easily losing 1 star (**See #6 for EASY 1 star removal**), and

then Lester's wanted removal, and you can make about 20k in less than 10 minutes, easy. Buy some goodies before you rob it, though.

- 4.1. When robbing stores, keep your gun pointed at the clerk. This will intimidate him.
- 4.2. Shooting AROUND the clerk will intimidate him more
- 4.3. Telling him to "move it" in the microphone will make him move faster (talking in general think works too, but it's fun to yell at the poor sap)
- 4.4. If there are two registers, shoot the other register to force it open, and collect the money that pops out. Usually \$70-\$150. Not much, but every bit helps.
- 4.5. On your 2nd or 3rd consecutive robbery, you will start getting three stars
 - 4.5.1. Also on your 3rd robbery (I think a recent update makes this happen sooner, be on your guard), keep your gun pointed at the clerk at all times. Once you have the money, if you lower your gun for a second, the clerk WILL pull out a gun and WILL start shooting you.
 - 4.5.2. Shooting the clerk when you have 2 stars gives you 3 stars, and then you have to manually take the money out of the register.
- 4.6. On your 4th or 5th robbery, you will get 4 stars
- 4.7. Dying at any point during this resets the "counter" for consecutive robberies.
- 4.8. Fairly good to do, takes next to no time at all, and every little bit helps towards that next purchase.
5. Gang Attacks can provide you with plentiful ammo and decent cash. Plus they can test your shooting abilities pretty well. Once you clear one, look around for the goods.
 - 5.1. Sometimes, a Gang Attack is owned ran by Merryweather (only known if you do research online, sometimes you might find clues laying around). Completing these Gang Attacks will make them not provide their services to you for a while.
(See #30)
6. Lowering wanted level by one star – When wearing a mask, while being pursued by the fuzz, once you are out of their line of sight, (radar shows police "cones of vision" and wanted stars flash gray to white), remove your mask. You will lose one star, for each different time you are wanted.
7. USE THE QUICK MENU – Seriously. Hold select, back, or whatever brings it up.
 - 7.1. Quick GPS selections, quick mask removal, change hats/sunglasses, eating health recovery items, armor, setting vehicle/chat preferences, highlighting players, changing personal actions, changing spawn locations.
 - 7.2. You can even have your currently selected personal vehicle delivered to you easily without calling your mechanic.
8. Use food items – they recover your health over the 50% auto regenerate. True they take a while to eat. Workaround?? **Go in to cover, then eats your P&Q's, drink your eCola's, and more.** Your health will regenerate as fast as you can tap the X (A) button. I believe the other food items work this way as well. Stay away from the Pisswassers for health :D
9. If you want to buy ammo without going to Ammunition, pull up your phone, and choose a job that a computer controlled character sent you (Martin, Lester, Lamar, Ron, Trevor,

etc). Once you get to the first mission menu, buy all the ammo you need (it's slightly more expensive than in store – that convenience comes at a price), then press O to back out, quit the mission, and you will be back where you were in no time flat, with all the ammo you just bought.

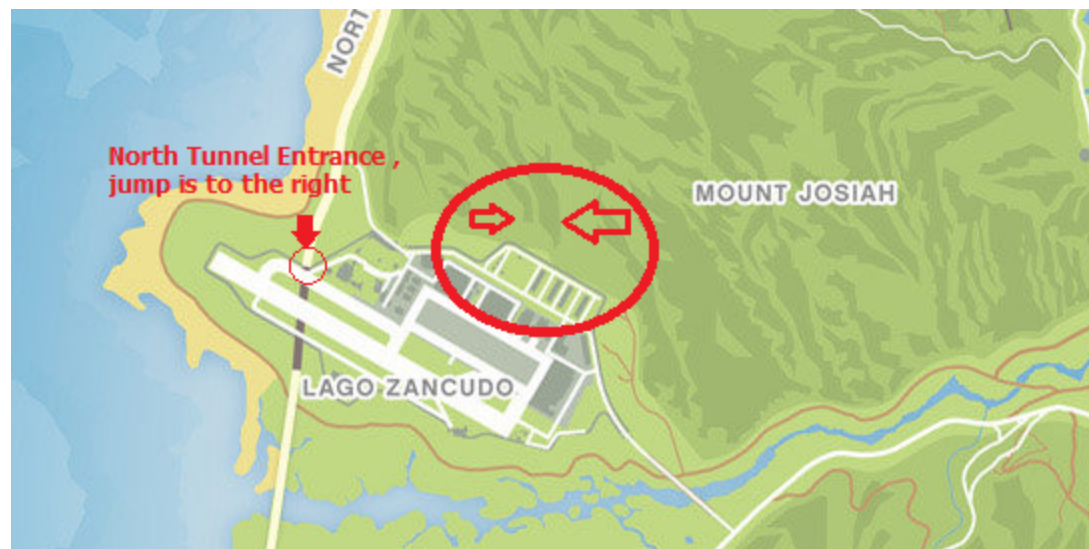
10. The above trick sometimes works for vehicles as well. You can call your mechanic to deliver your car once every 5 minutes. If during that 5 minutes you need your car, and are far away from it (have to be far away from it, can't be close), start a mission (do not launch it), get to the first mission menu where you buy your ammo, then back out. Very often (but not always) your car will be near you, at the closest available road.
 - 10.1. The Quick Launch/Quick Join job function might make this work better
 - 10.2. Manually starting a job from the pause menu might also allow this to happen easier.
11. If you recently called your mechanic within the past 5 minutes, but you need a car again and your mechanic won't deliver your car yet, as long as you are on some resemblance of a road, pull up your phone and call for a taxi. Either kill the driver and steal the cab, or get in and ge ready for a looong ride. Because you can't skip taxi rides online.
 - 11.1. Alternate option for this is to dial 911, and request for an emergency vehicle to come to you. Main problem with this is that you are far more likely to get some stars.
12. Shooting windows out of parked cars makes for faster stealing, as you do not look around and break the window with your elbow to get in. Tapping R2 when hot wiring the car makes it start faster, too.
 - 12.1. Shooting ANY window makes this work.
13. To unlock MODS for cars much, *much* faster, do the race "Criminal Records" (it's by the prison), 1-2 laps (2 laps takes 1 minute, but 1 is the obvious quick way), and set the vehicles to Motorcycles. Winning races with motorcycles unlocks Mods for ALL car classes, not just the bikes.
 - 13.1. You can keep doing this for money & RP, but the payouts for both are incredibly and painfully low, making other means of getting cash much better.
 - 13.2. You have to have two players for this, solo races do not count.
14. Pressing triangle gets in the closest available vehicle. Duh. BUT – *Holding* triangle near a car driven by another human player will let you throw the driver out of the car, then you get in the drivers seat. GTFO!
15. You can destroy other players personal vehicles two ways without incurring any penalty –
 - 15.1. Get a Cargobob helicopter, pick up the victims' car, then toss that puppy in the ocean! Or lake, or whatever!
 - 15.1.1. Protip! If you see someone in a tank being an ass hat, get a Cargobob, go off the radar somewhat close, and approach from behind. More than likely they will have over 3 stars anyway, so your heli noise will blend in with the coppers. Grab that tank and fly away! You gotta be quick and accurate, but seeing them try to shoot you is priceless. Either destroy it, or my favorite, if they jump out, take it somewhere and use it on them! Or

put it somewhere so it's a royal pain in the buns to destroy, making calling another one a major chore.

- 15.2. Pour gas all over the car, and make a trail leading to your cars exhaust. Get in your car, hold brake, hit the gas to do a quick burnout, then release the gas to cause the engine to backfire. The resulting fireball that comes out of the exhaust will ignite the gas, and the destroy the car, no penalty to you!
 - 15.2.1. This way takes a little time, but is badass.
 - 15.2.2. Haven't tested this method for a while, so use at your own risk!
16. There is a way to save your personal vehicle if it is on fire, but you have to be **FAST**. Once you see it ablaze, get in any car but your own, drive as far away as fast as you can, while holding select to pull the quick menu up. Put the cursor on "request personal vehicle", spam X (or A on X-bow-X, I think?) and watch. It will say "you are too close to your vehicle" up to right when you can order it. Once that message goes away, hit x, and it will disappear and be delivered to you, brand spankin new. This only works if you haven't called your mechanic lately, and can react to the fire quickly enough. It's saved me 10k several times though.
17. When modding cars, even though the stats bar may be maxed (ex. max acceleration), still purchase the highest upgrades you can. This means that buying the level 4 engine upgrade, the turbo, the full transmission upgrade, etc. This will drfinitely make it faster, despite no improvement on "the chart"
 - 17.1. You don't have to buy each level of upgrade (1, then 2, then 3, then 4), just the highest.
18. Delivering a car to Simeon at the docks with passengers in the car will split the money somewhat evenly between all occupants, with more going to the driver.
19. Money can be shared, only from last jobs/missions. Robbing stores, completing missions, killing bounties qualify for this, but robbing armored trucks do not.
20. Higher ranked missions pay well, level 65-70 missions were paying out 13-17k for me.
DISCLAIMER - This was a while ago. Some of the following points still apply, however mission balancing has changed a lot of how the payout system works. Some of it is still relevant information though.
 - 20.1. Dying on a mission generally reduces your payout.
 - 20.2. Playing missions for the first time gives increased payouts
 - 20.3. Playing missions on hard greatly increases payouts
 - 20.3.1. Some of the high ranking missions was paying me 35k for completing it the first time, then about 15k each time after that
 - 20.3.2. There are modifiers to missions that give out more money & RP
 - 20.3.2.1. Having your aiming settings set to "free aim" (NO lock on at all) will give you more cash & RP when completing missions
 - 20.3.2.2. This makes the game STUPID hard, as most everyone uses the lock on, and the CPU has pinpoint accuracy from a mile away.
 - 20.3.2.3. Changing difficulty to "hard" also nets more cash & RP when you complete it.
 - 20.3.2.4. Don't die!

21. Armored trucks – these can provide countless bags of money, when the game glitches out. **As of recent patches, armored trucks are very rare. However, in mid September to Late October 2014, I remember seeing the trucks glitch out again.**
 - 21.1. Best way to do this, start a closed crew/friend session. Invite one or two other people. Once you see an armored truck, go for it, and be ready. Sometimes another will immediately spawn after you hit the first one. If this happens, GET READY. They *might* spawn continuously, for 30 minutes, up to two hours. I have followed trucks, blowing doors off for at least an hour and a half straight before. Doing this you can easily make 100k in less than an hour, likely in less than 30 minutes. Each truck drops 6-13k.
 - 21.2. A Green High Priority Vehicle delivery from Simeon **will stop all trucks from spawning**, so when you see one of those cars, go deliver it real fast (or blow it up, but that's free money!)
 - 21.3. Crate Drops also interrupt the constant Armored Truck respawning, so go get them too
 - 21.3.1. Always go after these if you can, as they almost always have some good stuff. Either a ton of RP, 5-10 k, a rocket launcher, or special in game clothing.
 - 21.3.2. Helicopters are some of the best ways of getting to a crate drop, so as soon as you see a notification of a crate drop incoming, you have time to nab a heli and book it to the drop off point usually.
 - 21.3.3. Both High Priority Vehicle and Crate Drops are universal, so if anyone in the room has one on their screen, it stops armored trucks for everyone
 - 21.3.4. I believe Lester's Assassin target's are separate from the trucks.
22. Once unlocked, you can call Lester to "go under the radar". This removes your blip from the map for one minute. Perfect for setting up traps on people hunting you, or the people you are hunting.
- 22.1. An on screen notification will now appear letting everyone know, though.
23. If someone has a tank, and is being a general jerk, one way to counterattack them is to send a mugger after them. While not always successful, muggers can throw the target out of whatever vehicle they are in, and the target can not get up for several seconds. Someone driving a tank being an a-hole will likely have 4-5 stars, and if they get thrown out, they will die from police gunfire before they can get back up. Hey, free tank!
 - 23.1. This almost **never** works, but I've seen it happen once!
 - 23.2. Note that it costs 1k to send a mugger, and they are not always successful.
 - 23.3. Second best anti-tank method is to blow it up from underneath, using sticky bombs, grenades, or the grenade launcher. It's underbelly is it's weakspot.
24. You can find a tank, a cargobob, a titan, and a Lazer attack Jet at the army base. There are always Lasers, but tanks aren't always there, you will see them driving around the perimeter of the base right inside the fences. The cargobob is usually in the southeast helipad, Lasers are in the middle of the base, in fenced in areas, and titans can be found in hangars or out in the open as well. There are a few ways to get in to the base, all of which promise a 4 star treatment upon you entering:

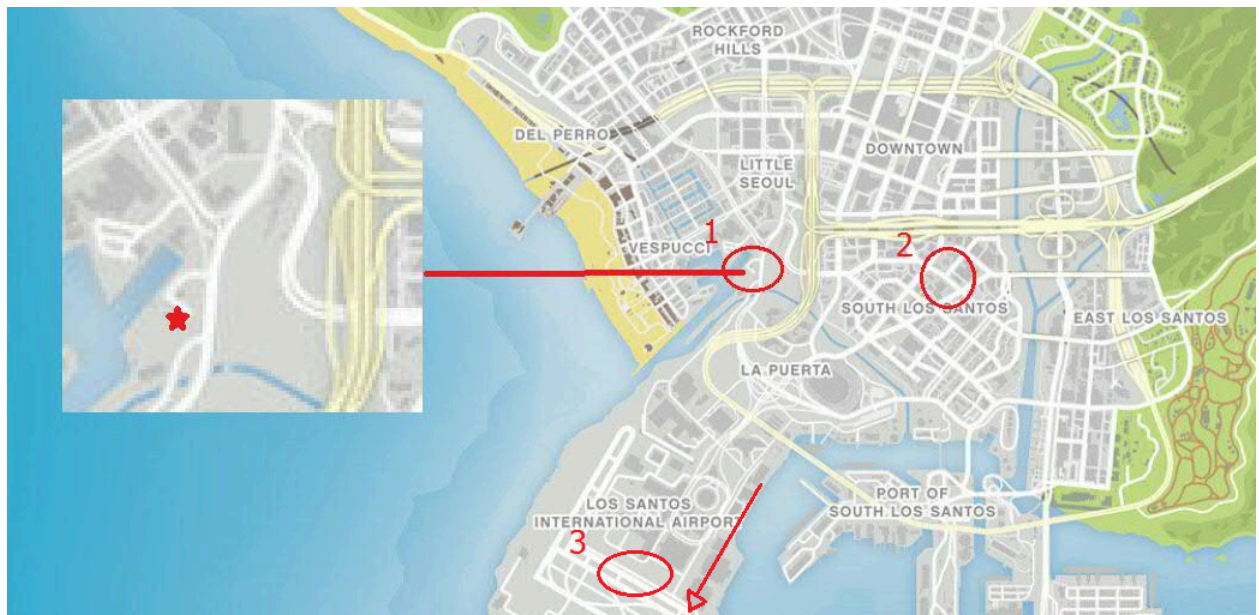
- 24.1. The easiest, but most costly way is to call Lester and have the cops turn a blind eye to you. 5 grand for whatever you want, make it count.
- 24.2. Parachute in. The hardest way, but damned it's the coolest. Unless you can plan your landing to be perfect you will have some serious trouble getting what you want.
- 24.3. Using a helicopter to land in the base. This works well, but it all depends on your altitude. Fly too high and you'll get 4 stars. You have to fly literally "under the radar", and then once you land you will get the 4 stars. One of the best ways to get in the base.
- 24.4. You can use a tall vehicle to jump the cement walls of the base at certain points.
- 24.5. There are one or two points in the hills to the north of the Base that you can use to jump in. My favorite place lands you near a larger open area, allowing you to land, correct yourself, and then drive to a close by hanger. It's around the arrows in the - image below. Easiest if you use the road that is connected to the highway on the west.
- 24.6. To the right of the northern entrance to the tunnel by the base, on the west side of the map, there is a hill that can be ramped over, landing you on the runway.



- 24.7.
- 25. When piloting the attack heli (Buzzard), using the missiles, going in first person view mode does make targeting a little easier.
 - 25.1. This was the old FPV on PS3, not the new badass one in PS4/XBone versions. Likely still about the same, perhaps?
- 26. Sniper rifles are GREAT for dealing with people, I really recommend getting good with them. You can easily pick off a bounty driving in a car providing you can see the car; easy money. Or so you can snipe that a-hole flying the attack helicopter raining missiles down on your location.
 - 26.1. The new rifle allows you to move around while aiming. It's pretty powerful, and is fairly accurate. Zoom distance is lacking, though.
- 27. Buzzard Helicopters (the black attack copters) can float on water, you just have to land very gently on the surface of the water. Once there, do not try to go "lower" with the heli,

as you will go under water, but otherwise you will float! Sadly people swimming can not enter the copter, though.

- 27.1. Cargobobs can do this too!
28. Learn locations of Helicopters and Planes, ASIDE from the typical airport.
- 28.1. #1 is the main, easiest helicopter location in Online mode only. It's a helicopter tour spot. You can find them there occasionally in single player, but they are almost always there online.
- 28.2. #2 is a hospital; there are 2 helipads on the roof. There is a ladder on one side (southeast, I think?) of the building, and stairs right around the corner from the ladder.
- 28.3. #3 is located at Los Santos Airport, and has three helipads, directly to the right after you go in to the main entrance (via stunt jump). Main entrance is accessible by driving on the road next to the arrow (s / sw). To the right of the entrance, before the fences, there is a dumpster that has a ramp in it, use this to enter the Airport. Once you are in, take a right after the large building. You can also use a heli from location 1 to easily get to location 2. That's what I do usually. The airplanes & helicopters that spawn are based on your character level. For me, police/news helicopters spawn at #1, then I fly to #2 to get military attack helicopters. #3 always has attack heli's, 1-3 of them each time I go.
- 28.4. #4 (**NOT listed on the map**) There is a helipad very close to the docks where Simeon's garage is. As you are leaving the Docks area, before the "long" drive over the bridge back to the city, look for a small road on your left that leads to that Factory yard with the construction. it is on your map. A big factory/shipyard building will be on your left. Go to the entrance (follow the road), through the fenced in gate, all the way to the end. There is a helipad there, guarded by Merryweather. Usually you can steal whatever spawns there no problem, but watch out if you piss the guys off, they will swarm in from all over.



29. If you are not near a helipad, there is an alternative, but it costs slightly more money. If you call **Merryweather**, and request a "Helicopter Pickup". It costs \$1000, and you have to be near an open area to allow the pilot to land.
 - 29.1. If you get in the heli, the pilot will take you wherever you want, and you can repel down to your destination. Pretty cool looking, but slow.
 - 29.2. If you **want** the heli, shoot the pilot when he lands, and take the chooper
 - 29.2.1. Be wary of these choppers if you steal it, they are very weak. Will likely start smoking immediately.
 - 29.2.2. Shooting the pilot puts you in bad standing with Merryweather for about 15-20 minutes or so. If you call them, they will give you a shepal about being a "good customer"
30. To quickly "warp" to another part of the map, pull up the pause menu, and go to "Online". From there, choose "Host Job", then choose a job, and boom. Once you are in the lobby, you should be able to quit out in your new area. Great for escaping those pesky jerks that never get the hint to leave you alone.