

The Daily Objective Guide

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General Information

- Daily Objectives can be found on the player's Interaction Menu.
- Daily Objectives are unlocked at Rank 15.
- Upon completing all three Daily Objectives, the player will receive Money and RP
- Completed objectives are shown by a tick in the box next to the objective.
- Many activities can be done in solo/invite only lobbies.
- Daily objectives refresh with a new set of three objectives at 6am UTC.
 - 2am EDT, 7am BST, 11pm PDT.
- Objectives will often be tailored to the player's current inventory or business or property status.
 - For example, if one does not own an RC Bandito, they will not get objectives related to the vehicle. Similarly, objectives related to resupplying or selling certain businesses won't be given unless the player owns them.
- The objectives will consist of at least one job to participate in and two activities to perform.
 - **Jobs** will always be the top objective listed.
 - **Activities** can be any other objective listed.
- While the game reliably displays the daily completion pop-up notice, after completing them the first time, it may not display the weekly or monthly, but the player will receive those bonuses.
- Sometimes, the objectives on one day may carry over to the next day, and will be shown as completed, rendering completing the objectives for that day impossible.
 - Progress on the bonuses may be unaffected.
 - Potential work around is to quit the app fully and restart the game.
- If a player switches character, exits without saving after they receive new Daily Objectives, then opens GTA Online, will display yesterday's daily objectives, thus not properly changing.
- Daily Objectives can be changed by exiting GTA Online without saving whenever they receive new objectives.
 - However, this may result in the player's weekly or monthly progress being reset.
- This guide is curated for the following editions:
 - Enhanced Version (PS4/XB1/PC).
 - Expanded & Enhanced (PS5/XB X/S)

Game Mode Objectives (Job)

Notes:

- If the player participates in a Capture or Deathmatch, the objective will still complete if the job ends due to other players disconnecting.
 - However, if the player leaves the job part way through, they may not gain the objective completion once they join a new session.
 - All other modes **must** be finished for the job to count.

Objectives:

- Complete a Contact Mission:
 - Most missions in the game count for this.
 - Unknown if the other mission types will count.
 - Dispatch, Lowrider, etc.
- Complete a Dispatch mission.
- Complete a Domsday Heist Finale:
 - The Domsday Heist Finale can be given even though the player does not own a Facility.
- Complete a Domsday Heist Prep:
 - The Domsday Heist Prep can be given even though the player does not own a Facility.
- Complete a Domsday Heist Setup:
 - The Domsday Heist Setup can be given even though the player does not own a Facility.
- Complete a Flight School lesson.
- Complete a Heist Finale:
 - This is only for the Original Heist.
 - Will not count with the Domsday, Casino, Cayo Perico heists.
- Complete a Heist Setup:
 - This is only for the Original Heist.
 - Will not count with the Domsday, Casino, or Cayo Perico heists.
 - Any Heist Finale will not count.
- Complete a Lowrider mission.
- Complete a mission for The Diamond Casino & Resort:
 - These are the story based "Casino Missions".
- Participate in a Bike Race:
 - Race must be exclusive for the Bicycles or Motorcycles Class.
- Participate in a Business Battle:
 - Can be completed by:
 - Picking up cargo.
 - Killing a player with cargo.
- Participate in a Capture:
 - Contend

- GTA
 - Hold
 - Raid
- Participate in a Client Job:
 - Can be given even if the player does not own a Nightclub or the Terrorbyte.
 - Will need to request help from a Terrorbyte owner.
 - Starting it will count.
 - Must be outside while the mission is active.
- Participate in a Clubhouse Contract:
 - Can be given even if the player does not own a Clubhouse.
 - Will need to request help from an MC President.
 - Starting it will count.
 - Must be outside while the mission is active.
- Participate in a Deathmatch:
 - Deathmatch type must be set to "Normal".
- Participate in a Freemode Challenge:
 - Must gain a score higher than zero.
 - Business Battles do not count.
- Participate in a Freemode Event:
 - Must gain a score higher than zero.
 - Business Battles do not count.
 - Killing a player that is currently participating will count.
 - The King in "King of the Castle".
 - Players driving the "Hold the Wheel" Vehicle.
 - Players holding the briefcase in "Hot Property".
- Participate in a GTA Race:
 - Race Type must be switched to 'GTA'.
 - Playing Arena War's "Wreck It" and "Buzzer Beater" counts.
- Participate in a Land Race:
 - Motorcycle and Bicycle exclusive races count.
 - Any Race Type will count.
 - GTA, Rally, Non-Contact.
 - Any Race Mode that features land vehicles will count.
 - SASS, Special, Stunt.
 - Wreck-It does not count.
- Participate in a Last Team Standing.
- Participate in an Air Race.
- Participate in a Non-Contact Race.
 - Race Type must be switched to 'Non-Contact'.

- Participate in a Parachute Jump:
 - Can be used in related objectives.

- Job has been vaulted as of 9/16/2021.
 - Can still appear as an objective making it uncompletable.
- Participate in a Race.
- Participate in a Rally Race:
 - Race Type must be switched to 'Non-Contact'.
 - Use the track "Criminal Records" for easiest completion.
- Participate in a Sea Race.
 - Job has been vaulted as of 9/16/2021.
 - Can still appear as an objective making it uncompletable.
- Participate in a Survival.
- Participate in a Team Deathmatch:
 - Deathmatch type must be set to "Team".
- Participate in a Vehicle Deathmatch.
- Participate in a Versus Mission:
 - Adversary Modes do not count.
 - "Crooked Cop" is the easiest mission to complete.
 - If the other player leaves the game, you can play it solo from then on.
 - Job has been vaulted as of 9/16/2021.
 - Can still appear as an objective making it uncompletable.
- Participate in Bomb Ball.
- Participate in Buzzer Beater.
- Participate in Carnage.
- Participate in Club Work:
 - MC Club version of VIP Work.
 - Can be given even if the player does not own a Clubhouse.
 - Will need to request help from an MC President.
 - Starting it will count.
 - Must be outside while the mission is active.
- Participate in Flag War.
- Participate in Games Masters.
- Participate in Here Come The Monsters.
- Participate in Hot Bomb.
- Participate in Tag Team.
- Participate in the Adversary Series:
 - Only counts if done through the Series marker on the map or in-game phone via job requests.
- Participate in the Arena War Series:
 - Only counts if done through the Series marker on the map or in-game phone via job requests.
- Participate in the Bunker Series:
 - Only counts if done through the Series marker on the map or in-game phone via job requests.
- Participate in the Featured Series:

- Only counts if done through the Series marker on the map or in-game phone via job requests.
- When the Featured Series is land races, they may not count for the daily objective, making the player unable to fulfill the objective.
- Participate in the Race Series:
 - Only counts if done through the Series marker on the map or in-game phone via job requests.
- Participate in the SASS Series:
 - Only counts if done through the Series marker on the map or in-game phone via job requests.
- Participate in the Special Race Series:
 - Only counts if done through the Series marker on the map or in-game phone via job requests.
 - Job has been vaulted as of 9/16/2021.
 - Can still appear as an objective making it uncompletable.
- Participate in the Stunt Series
 - Only counts if done through the Series marker on the map or in-game phone via job requests.
- Participate in VIP Work
 - Register as VIP/CEO, start a VIP Work.
 - Starting it will count.
 - Must be outside while the mission is active.
- Participate in Wreck It
- Participate in the Street Race Series.
- Participate in the Pursuit Race Series.
- Complete a Special Vehicle Work.
 - Objective can be given to CEOs that don't own a Vehicle Warehouse.
 - Will have to use "Play Quick Job" option on cell phone.

Free Roam Objectives (Activity)

- Bribe the Cops then cause havoc:
 - Can be completed by the following:
 - Lester's "Cops Turn Blind Eye".
 - VIP/CEO's "Bribe Authorities".
- Call a Mugger on another player:
 - Call Lamar.
 - Call a Mugger.
- Collect a Bounty:
 - Bounties in Deathmatches count.
- Collect an Ammo Drop
 - Can be completed by the following:
 - Merryweather's "Request Ammo".
 - VIP/CEO's "Drop Ammo".
- Complete a Gang Attack.
- Complete Casino Management:
 - Call Agatha.
 - Request Work.
- Complete Club Management:
 - Launched via the Nightclub's terminal.
- Dance in a player owned Nightclub.
- Dance in The Music Locker.
- Deliver an Export vehicle to Simeon.
- Deploy your parachute near the ground:
 - Deploy your parachute under 165 feet from the ground
 - Best spot is at the "D" of the Vinewood sign.
 - Jump towards the hill (North) and spam the parachute button.
 - Bring a vehicle that gives you parachutes for retries.
- Destroy 10 vehicles.
 - Can be completed in:
 - GTA Race
 - Do an Aircraft race and use the following:
 - Lazer
 - Savage
 - Contact Missions
 - "Blow Up" series of missions.
- Drive an RC Bandito:
 - Invade and Persuade Tank will count.
- Escape a 2\3\4\5 star Wanted Level:
 - May not count if it was completed during a heist or a mission.

- May cause the objective to become unresponsive until the game is restarted.
 - May also randomly not count even if it was completed in free roam.
 - Completing this again usually fixes the issue, but if this fails, then quitting the game then restarting it then immediately re-attempting the evasion may work, otherwise restarting the console and restoring the file system seems to work.
- Export Vehicle Cargo.
 - Relates to the Import/Export personal business.
- Fall for [325 feet/100 meters] and survive:
 - Free-fall for that distance before deploying a parachute.
- Fly a Drone:
 - Can be completed by the following:
 - Terrorbyte's Drone.
 - Arcade Cabinet Drone.
 - Personal Mini Drone.
 - Kosatka Missile.
- Fly under a bridge in an Air Race:
 - The player can also fly between two large buildings (Knife Flight).
- Get a headshot with the Double-Action Revolver.
- Go for a round at the Shooting Range.
 - Unknown if the Bunker's gun range will complete it.
- Go Scuba Diving:
 - Only given for Scuba Suit owners.
- Go to the Movies.
 - Can not be completed with the Penthouse theater.
- Have a snowball fight:
 - Hitting another player with a snowball counts.
 - Only available during Festive Surprise.
- Hire a player for your Motorcycle Club.
 - The player must accept your invite to count.
- Hire a player for your Organization.
 - The player must accept your invite to count.
- Hold up a store.
 - Must collect cash from the store clerk to count.
- Kill 5/10/20 players.
 - Can be completed using any PVP mode.
- Kill a player while Off the Radar:
 - Can be completed by the following:
 - Lester's "Off The Radar".
 - VIP/CEO's "Ghost Organization".
- Kill a revealed player:
 - Use Lester's "Reveal Hidden Players".

- Only available in Deathmatch or Capture.
- Mod a vehicle at a car mod shop.
 - Office Mod Shop will not count.
- Modify a MkII weapon:
 - Must first purchase to upgrade a weapon from MkI to MkII if you do not own any MkII weapons.
 - Can briefly take off a bought attachment then put it back on while still in the modification UI to count.
- Modify an aircraft at your Hangar.
- Modify a vehicle at Benny's Original Motor Works
 - Benny moddable vehicles only.
 - Does not require custom conversion, any regular modification that could be done at a mod shop will count.
- Modify a vehicle at the Clubhouse.
- Modify a vehicle at your Arena Workshop.
- Modify a vehicle in the Avenger.
- Modify a vehicle in the Mobile Operations Center.
- Order a drink from a bar.
- Parachute dangerously:
 - Deploy a parachute under 100/150/200 feet from the ground.
 - Best spot is at the "D" of the Vinewood sign.
 - Jump towards the hill (North) and spam the parachute button.
 - Bring a vehicle that gives you parachutes for retries.
- Parachute from 325/500/600/650 feet:
 - Deploy a parachute at specified height or higher.
 - Can be completed in Parachute jobs.
- Perform a wheelie for 10 seconds:
 - Use the runways at LSIA and Fort Zancudo.
 - Bicycles can also be used to complete the wheelie objective.
- Play a game of Darts.
 - Can be completed at the Arcade or Yellow Jacket Inn.
- Play a game of Tennis:
 - For a one set match, you must play until one player wins at least six games and at least two games more than the opponent, thus winning the match.
 - A game of Tennis needs to be completed in order to count.
 - If the opponent quits or disconnects, it may not count as "complete", even though it is counted as a "win".
- Play any game in an Arcade.
- Play a round of Golf
 - Can be set to only play one hole solo.
- Play the Shooting Range at a Bunker.

- Pull a parachute 30 meters from the ground:

- Best spot is at the “D” of the Vinewood sign.
 - Jump towards the hill (North) and spam the parachute button.
 - Bring a vehicle that gives you parachutes for retries.
- Rampage with the Stone Hatchet:
 - Activate Stone Hatchet Rampage mode with one Stone Hatchet kill.
 - Completed when Rampage mode ends.
- Relax in a hot tub:
 - Can be completed by the following:
 - Yacht’s Hot Tub.
 - Roof terrace tubs at The Diamond Casino.
- Resupply MC Business:
 - Either Buy or Steal Supplies.
 - If bought, Supplies must arrive first to count.
- Resupply the Bunker:
 - Either Buy or Steal Supplies.
 - If bought, Supplies must arrive first to count.
- Ride on one of the Fairground Rides.
- Sell Air-Freight Cargo.
- Sell from an MC Business:
 - Sell Product from a Bunker or Nightclub.
 - If sold through the Nightclub, it has to be the only product sold.
 - Selling someone else's product through the Nightclub will not count.
- Sell Goods from your Nightclub.
- Sell Special Cargo:
 - Does not count if sold via Nightclub.
- Sell Weapons:
 - Sell Weapons from a Bunker or Nightclub.
 - If sold through the Nightclub, it has to be the only product sold.
 - Selling someone else's product through the Nightclub will not count.
- Set yourself as Looking for an MC:
 - Via “Motorcycle Club”.
 - The player isn't required to actually go through with it.
 - Simply set themselves as looking and then immediately cancel for the objective to count.
- Set yourself as Looking for Work:
 - Via “Securoserv”.
 - The player isn't required to actually go through with it.
 - Simply set themselves as looking and then immediately cancel for the objective to count.
- Source Air-Freight Cargo.
- Source Special Cargo:
 - Obtaining Business Battle Goods counts.
- Source Vehicle Cargo.
- Spin the Lucky Wheel:

- Can be missed if the cool down timer is still active.
- Steal 10 vehicles:
 - Use "Passive Mode" to prevent Bounties.
- Steal a vehicle from the military base:
 - The player only has to get in and either start the engine or take control of the vehicle from the previous driver for the objective to count.
 - This excludes the Lazer.
 - The player does not have to escape with the vehicle or even survive beyond that point.
- Use some Bull Shark Testosterone
 - Can be completed by the following:
 - Brucie's "Request BST".
 - VIP/CEO's "Drop Bullshark".
- Visit The Diamond Casino & Resort.
- Participate in a Sprint at the LS Car Meet.
- Drive an LS Car Meet Vehicle in the Test Track.
- Participate in a Scramble at the LS Car Meet.
- Spectate the Test Track inside the LS Car Meet.
- Visit the LS Car Meet.
- Visit the LS Car Meet With a Personal Vehicle.
- Deliver an Exotic Exports Vehicle to the Docks.
 - Can be given to Auto Shop owners that have not yet unlocked Exotic Exports.
- Visit Record A Studios.
 - Can be given to players that do not own an Agency.
- Complete 1 Lap of the Time Trial at the LS Car Meet.

Rewards

Daily:

- \$30,000
- 5,000 RP

Weekly:

- \$150,000
- 20,000 RP
- You get this bonus for every **seven** consecutive days you complete objectives

Monthly:

- \$750,000
- 50,000 RP
- You get this bonus for every **twenty-eight** consecutive days you complete objectives

Total Earnings:

- \$1,920,000
- 230,000 RP

One Time Only Bonus:

- The 10th completed activity has a \$10,000 bonus
- The 20th completed activity has a \$20,000 bonus
- The 50th completed activity has a \$50,000 bonus
- The 100th completed activity has a \$100,000 bonus

Sources

- [GTA Fandom](#)