

[Asset Glitch](#)

Using the replay feature to buy an asset during a replay, used for most of these glitches. The asset won't cost you any money though the money will be needed in order to be able to buy it

[Asset Warp Glitch](#)

Buying an asset using the asset glitch while starting a mission to warp to the purchased asset/safehouse at the end of the mission

[Fast Fail Rampage Glitch](#)

Using a saved replay from at least 2 minutes ahead of your ingame time to trick the game into thinking you've hit the time limit and failed the rampage. This allows for stacking of the doublemission glitch to 'dupe' the mission more than once quickly and also causes you to gain infinite ammo for the rampage you are using

[Remote Rampage Glitch](#)

collecting a rampage pickup during a replay to trigger the rampage

Double Mission Glitch

Starting a mission twice/executing the mission code twice, either through rampage or asset glitch

[Rampage Glitch Variant](#)

[Asset Glitch Variant](#)

[Clothing Glitch](#)

Using a saved replay of picking up clothing to change clothes anywhere (removes up to 2 wanted stars, tricks the game into thinking you're on foot while in a car, forces a fadescreen which will fix a flaming car back to black smoke etc). When tricking the game into thinking you're on foot while in a car, your control scheme will be set to the [PS2 control scheme](#) (flinstones glitch)

[Save warp Glitch](#)

Using a clothing glitch during a jump into a save marker, which sets up the ability to warp back to it when you jump next. You are unable to take missions, enter cars or shoot while in the limbo where the game still thinks you're in 'jump form' and doesn't force the save screen though.