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Extra Mods: Bumpers, Exhaust, Skirts, Spoiler



Extra Mods: Chassis, Exhaust, Hood, Spoiler, Turbo



Extra Mods: Exhaust, Hood, Spoiler, Turbo
Note: Convertible (retractable roof).



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Extra Mods: Turbo



Extra Mods: Exhaust, Hood, Spoiler, Turbo



Extra Mods: Bumpers, Exhaust, Fenders, Hood, Roll Cage, Roof, Skirts, Spoiler, Turbo



Extra Mods: Bumpers, Exhaust, Grille, Hood, Roll Cage, Roof, Skirts, Spoiler, Turbo



Extra Mods: Bumpers, Exhaust, Hood, Roll Cage, Roof, Skirts, Spoiler, Turbo



Extra Mods: Bumpers, Exhaust, Grille, Hood, Roll Cage, Roof, Skirts, Spoiler, Turbo

Chop

CONTACT POINT:

"F" (Franklin)

MAIN OBJECTIVES:

- ▶ Follow Lamar to the van.
- ▶ Drive to the alley off Vinewood Boulevard.
- ▶ Chase D.
- ▶ Follow Chop and search the boxcars for D.
- ▶ Take D toward Lamar's house.
- ▶ Drop off Lamar at the rec center.

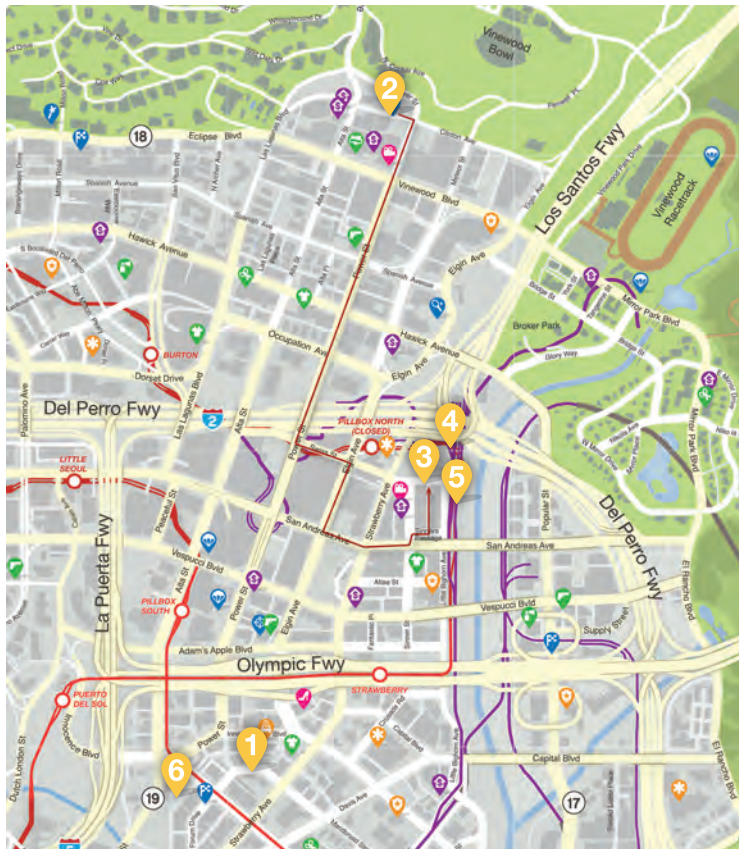
PREREQUISITES:

- Complete "Repossession" and "Pulling Favors" (Franklin's first Strangers and Freaks mission).



Mission Can Be Triggered By: Franklin

After wrapping up "Repossession," Franklin's first Stranger appears on his map, a woman named Tonya. If you complete the first towing job for her (see "Pulling Favors" in our Strangers and Freaks section), a green "F" map icon flashes onto Franklin's map. Follow it to the yellow destination marker at Franklin's front gate to trigger the mission-opening cutscene: Aunt Denise and her friend march away on a vigorous "spirit walk" just as Lamar shows up with his dog named Chop.



MISSION START ▶ Walk with Lamar and Chop.

Follow Lamar and Chop up the street. As you walk, an onscreen note informs you that a "Chop the Dog" app can be downloaded to your smartphone and/or tablet. (See the Miscellaneous section of this guide for details.) Lamar tells Franklin that the plan is to kidnap a Ballas gang member known as "D." Stay with Lamar until he turns the corner into an alley where his white van is parked.

► Get in the van and drive to Vinewood Boulevard.

Get in the van, a Vapid Speedo, and start driving along the yellow map route. On the way, Franklin tells Lamar about meeting Michael, and his burning desire to make something of himself—no more nickel and dime hustling. Drive into the yellow marker 2 at the entrance to an alley on Clinton Avenue just past Vinewood Boulevard.

Your arrival triggers a quick cutscene: Franklin and Lamar wrap bandanas around their faces and approach their kidnap target as he sits on a motorcycle trying to sweet-talk a girl. When Lamar pulls heat, D rockets past them on his bike.



► Get back in the van and chase D.

Sprint back to the white van (marked as the blue blip on your radar), hop in, and give chase. If you lose sight of the target, use your radar to track the red blip. D's bike is fast and you're stuck in a van, but the first long stretch is downhill on one street, which gives you a chance to catch up.

Stay on D's tail as he zigzags for a few blocks, then speeds down Simmet Alley, a stretch of fashion outlet shops in the Textile City district. When D reaches the alley's far end 3, a city bus knocks him off the bike and he proceeds to flee on foot. A quick cutscene shows Franklin and Chop leap from the van and give chase.



Catch D on foot.

Follow D through the bus terminal and over the chain link fence in the back-right corner 4. Keep sprinting when you can; note that this builds up Franklin's Stamina stat. Continue across the roofs and containers through the loading yard. (To track D, follow the red blip on radar. You can also just follow Chop.) Smash through the wooden section of fencing, then veer to the right across the railroad tracks.

Hurry through the open railcar using the Climb control when you spot D on the other side and turn right. You eventually trigger another quick cutscene: D grabs a ladder on a moving tanker car just as another train cuts off your pursuit path.

► Follow Chop.

The red blip marking D's location now disappears from your radar. But Chop has a keen nose, and he continues the chase. You can either sprint behind Chop (the blue blip on radar) or use the character switch wheel to actually switch to Chop's point of view. When he approaches the row of boxcars on the left, switch back to Franklin.

► Search the boxcars for D.

Searchable boxcars now appear on your radar marked as yellow blips. Approach the nearest ones and press the control indicated onscreen to open each door. There's no sign of D in the first line of cars.



Switch back to Chop. He heads toward another line of boxcars 5, but as he approaches them, the dog suddenly veers right and makes a beeline for something else: another dog! Switch back to Franklin to call or pull Chop off his new buddy.

Follow Chop back to the new set of boxcars and start opening doors again. Find D hiding inside a boxcar, then chase down the fleeing D to trigger a cutscene: Franklin catches the Balla gangster, Lamar arrives with the van, and they stash their prisoner in back with Chop.

► Take D toward Lamar's house.

Follow the yellow route toward Lamar's place. On the way, Lamar foolishly makes a cell phone call with a ransom demand, which lets authorities lock on to their location.

Stop the van to let D out.

Pull into the yellow destination marker just up the street from Franklin's house 1. Franklin tosses out Lamar's phone, and then D exits the vehicle. There goes another payday.

► Drop Lamar off at the rec center.

Follow the new yellow route to the destination marker in the parking lot of the B. J. Smith Recreation Center 6 to drop off Lamar and Chop. Franklin's doing a lot of work for very little money, isn't he?



Mission Completion Stats: Chop



- Not a Scratch
- Homedog
- Advanced Reflexes

- ☑ Complete with minimal damage to Lamar's van
- ☑ Enter Chop's perspective for 00:10
- ☑ Use Franklin's special ability for 00:07

CONTACT POINT:

"M" (Michael)

MAIN OBJECTIVES:

- ▶ Take Amanda's car to the Western Highway.
- ▶ Get Franklin onto the yacht.
- ▶ Catch Jimmy and Franklin.
- ▶ Repair Amanda's car at Los Santos Customs.
- ▶ Return to Michael's house.

PREREQUISITES:

- Complete "Complications."



Mission Can Be Triggered By: Michael, Franklin

After completing "Complications," the "M" icon appears on the map. Either Michael or Franklin can follow it to the De Santa residence 1, but we recommend using Michael—you get a quick tour of his "safehouse" when he arrives, plus an extended cinematic look at the dysfunctional state of his family life.



MISSION START

Franklin, looking for work, approaches Michael by the pool. Michael dispenses classic *Grand Theft Auto* advice: "Go to college. Then you can rip people off and get paid for it. It's called capitalism." As the two head out for a beer, Michael's son Jimmy calls. He's hiding in the family yacht that's being hauled down the Western Highway by thieves.



▶ Take Amanda's car to Pacific Bluffs.

You start out controlling Michael. Run around or through the house to the driveway and get into the red convertible, an Ubermacht Sentinel, parked in the driveway. Wait until Franklin hops into the passenger seat, then follow the yellow route to the Great Ocean Highway 2 in the Pacific Bluffs district.

In this lesson, you fly through a course in the city, performing stunts. There are three different types of checkpoints, which are color-coded.

Yellow checkpoints are regular checkpoints (the same type you've been encountering). The arrow inside reveals the direction of the next checkpoint.

The green checkpoints are knife checkpoints, and you must perform a knife flight through them or you fail. The icon inside indicates if it's a left or right knife flight. However, it still counts if you perform the opposite. The direction indicated is just usually the best setup for the direction of the next checkpoint.

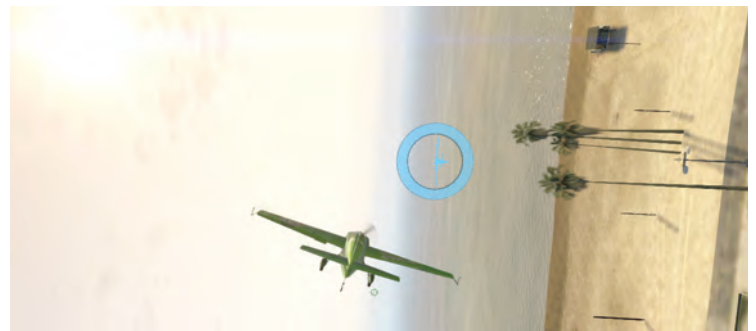
Blue checkpoints are inverted checkpoints. You must fly upside down through these. No exceptions. Remember that controls are reversed when inverted, so tilt down on the flight stick to maintain altitude.

The fun begins at **3** where a left knife flight must be performed. Maintain the knife flight and use it to make the hard left turn to reach **4**. Quickly level off through **4** while continuing to ascend to safely invert the plane to pass through **5** at the top of the bridge. If you're having difficulty flying inverted, perform a roll just before passing through the inverted checkpoint. Make sure you are halfway through the roll (upside down) when you pass through. This is not cheating; it's just an alternative strategy.

Level off through **7**, and then perform a right knife flight through **7**. It's possible to get away with a left knife flight if you desire. No turn follows this checkpoint, so there's no advantage to either direction.

The left knife flight of **10** allows you to make the sharp turn through **11** more comfortably, so perform a left knife flight through this one. Next, fly through the narrow passage between the buildings as you did in the helicopter challenge.

As you exit the city, left knife flight through **14** and perform a sharp turn while in the knife to pass through regular checkpoint **15**. Lastly, knife flight straight through **16**, invert or just roll through **17**, and left knife flight through **18**. The last checkpoint is the finish line, which ends the lesson without having to land the plane.



After completing Cletus' mission, "Fair Game," Trevor is able to hunt any day from dawn to dusk when initiated at the hunting trailer in Chilliad Mountain State Wilderness. While in the hunting game, shooting animals does not warrant a Wanted Level. Approach the RV (54) and press Right on the D-pad to enter, change into hunting clothes, and begin hunting. A BF Dune Buggy is parked next to the trailer if you wish to move to a distant spot, but be aware that this vehicle is not stealthy.



LOCATION:

Chilliad Mountain State Wilderness (54)

PREREQUISITE:

- Complete "Fair Game."

AVAILABILITY:

Trevor only



Apply everything you learned from Cletus in "Target Practice" and "Fair Game," such as using the elk call to attract game and to remain downwind so the elk doesn't get spooked by your scent. To use the elk call, press Left on the D-pad. To quit hunting, press Right on the D-pad and then confirm your choice.



HUNTING CHALLENGE

Once you make a kill, text a picture to Cletus and he comments on the quality of your hunt (how and where you shot the game). He then rewards you with hunting challenge points. The first picture sent to Cletus opens the Nature Photographer challenge. To do this, kill an animal, pull out your phone, select the camera app, take a well-framed photo of the kill, and then press the Send Photo(s) button. This brings up your contact list. Scroll to Cletus and confirm your choice with the Sprint button.



Cletus sends his score after he's seen the photo. From the photo, he first gives you hunting points based on the animal you killed and the quality of the shot (bullet location). The location of the shot is the first thing he addresses. A heart shot is worth the most points. Below the shot location is the points awarded, and below that is how much money is earned from the kill. Cletus says he'll return to that spot and pick up the carcass later.

Not to be confused with the three challenge categories given during hunting (Weapon Master, Nature Photographer, or Master Hunter), there is a Gold, Silver, and Bronze award for the hunting game just as there is for any other mission.

HUNTING MEDALS

Taking photos of kills and texting them to Cletus awards points. As these points accumulate, you earn medals for your hunting session.

Gold: 90 points Silver: 60 points Bronze: 30 points



MISCELLANEOUS



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This chapter covers all the activities in *Grand Theft Auto V* that do not fit nicely under the Hobbies and Pastimes, Strangers and Freaks, and Random Events categories. Most of these go towards 100% completion of the game. As a whole, the Miscellaneous objectives make up 15% of game completion. However, Nuclear Waste Collection, Submarine Pieces, Epsilon Tracts, and Hidden Packages do not contribute to 100%.