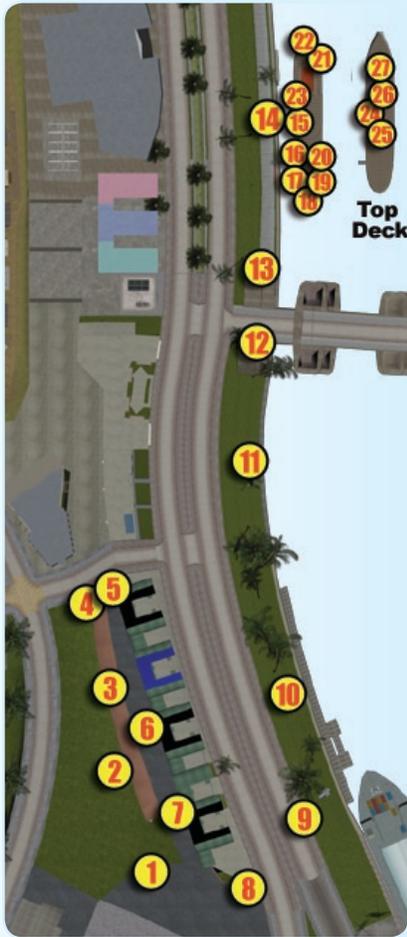


PLAYGROUND ON THE DOCK (PASTIME)

**Availability:** Beginning of the game.

**Location:** On the south side of the condos that include your first safe house. Find the PCJ 600 behind the short wall.

**Reward:** \$500



DETAILS



Playground On The Dock is another PCJ 600 race where you need to pass through 27 checkpoints in 1:15. Find the PCJ behind a short wall on the south side of the condos that include your first safe house.

Before getting the first checkpoint, move to the south side of it and face toward the garages.

Make a quick 180-degree turn as you drop off the end of the garages and speed through the alley. The tricky part of this pastime is the section on the boat. Make a counter-clockwise loop around the bottom deck of the boat, and then take the steps up to the top deck to collect the final four checkpoints.



RUSH! (PASTIME)

**Availability:** Beginning of the game.

**Location:** Linerunner parked among crates west of Phil's Shooting Range.

**Reward:** \$1000

DETAILS

Cause \$1700 worth of destruction within three minutes. This pastime is similar to Reni's mission, Crash! Use the Linerunner to crash into the vehicles along the road. You earn damage for doing the following:



Spinning a vehicle: \$10 for each 90 degrees

Dismounting a biker: \$50 each

Knocking biker high into air: \$50 for each "High flier"

Flipping a vehicle: \$150 each

Destroying a vehicle: \$300 each (occurs if flipped vehicle explodes)

Knocking one vehicle into another: a multiplier for each "Knockon"





## CADDY DADDY (PASTIME)

**Availability:** Complete "From Zero to Hero."

**Location:** Leaf Links next to tennis courts

**Reward:** \$2500



### DETAILS

You must complete three laps around the golf course in six minutes. The course takes you under the bridge and around the south section of the course. Then you head back over the road, around the north section and back to the tennis courts. The Caddy will tip if you take a turn too tight. Be ready for the turns onto the narrow bridges.



CRIMES ON WATER WINGS

**Availability:** Complete "From Zero to Hero."

**Location:** Skimmer parked at dock east of lighthouse near Ocean Beach.

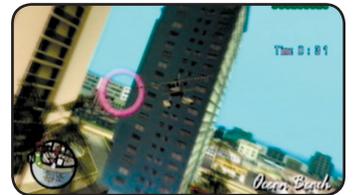
**Reward:** \$500

DETAILS

Fly the Skimmer through all of the checkpoints within 2:30. Find the Skimmer at the dock east of the lighthouse.



This is a tough course to finish in 2:30. You will need to master control of the Skimmer. This course has you flying through some low, narrow spots.





# HYMAN MEMORIAL O.D.T. (PASTIME)

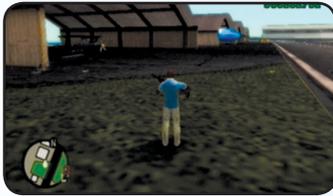
**Availability:** Complete "From Zero to Hero."

**Location:** At Escobar International Airport, the Biplane is located in the south hangar on the west side of the airport.

**Reward:** \$500

## DETAILS

This challenge has you racing by air, sea, and land around the mainland of Vice City. You must pass through all of the coronas within 4:50. You start out in a Biplane that is found in the south hangar at the airport.



After collecting the checkpoints in Downtown, head south to Little Haiti, where you are told to change vehicles.



A blue marker indicates where to find the Jetmax speed boat.

Drive the boat toward the stadium, passing through more checkpoints. At the stadium you will find a PCJ 600. Take this around the stadium and into Downtown.



PLAYGROUND ON THE PARK (PASTIME)

**Availability:** Complete "From Zero to Hero."

**Location:** The PCJ 600 is located on the first level of the Washington Ave. parking garage in Ocean Beach, just east of the Ocean Beach Pay 'n' Spray.

**Reward:** \$500



\* First 13 checkpoints appear inside the parking garage.

DETAILS



This is another PCJ 600 checkpoint race. Pass through all 25 checkpoints in 1:10. This race is located in the big parking garage in Ocean Beach. Find the PCJ just to the right as you enter the garage.

Collect the first six around the first floor of the garage and head up the ramp to the second level. Turn right and figure-eight around the up ramp to grab the next seven checkpoints. Continue up the ramp and turn left onto the top level.

After collecting the 19th checkpoint, get plenty of speed as you hit the ramp, then jump over the street to a building below. Continue west as you collect the remaining five checkpoints.

