

Grand Theft Auto: Vice City Criminal Rating, Media Attention & Money Maxing Faq

Criminal Rating

Your criminal rating is the top center number on the Stats sub- screen. Every time you kill someone, destroy a vehicle, complete a mission, or make money your rating goes up. Your criminal rating is essentially a measure of your cumulative criminal exploits over the course of the game. It has no effect on anything in the game itself. Getting to Godfather won't get you a health bonus or a hidden weapon or anything else. That being said, there is something eminently more satisfying about being a Godfather or Don than there is about being a Rat or Leece.

Ways to Increase Criminal Rating

Your criminal rating will slowly go up over the course of the game. If you do a plain-vanilla play-through for 100% completion, you will likely end up with a criminal rating of anywhere from 4000 to 10000 pts. Every pedestrian you kill gets you 1 pt of CR, as does every vehicle you blow up. Note that these pts will sometimes not get "credited" to your criminal rating until you enter a pay-n-spray or save the game. Every helicopter or Dodo you destroy is worth 30 pts. Money substantially contributes to your criminal rating, as does your weapon accuracy, especially if you get over 100% by exploiting the fact that bullets fired by the built-in mini-gun in the Sparrow and Hunter don't count against your bullets fired, while bullets that are fired by them that hit do count towards your bullets that hit category. The obvious weakness with taking advantage of accuracy is that by the end of a complete play-through you will have likely fired 10,000+ bullets, making an accuracy in the thousands of percent and higher very hard to obtain and maintain.

Vigilante/Brown Thunder Missions

Your criminal rating increases as you make money. Vigilante missions are a very good way to make a lot of money in a reasonable length of time. In particular, if you get to around level 400 of the vigilante missions, your money will be maxed out at \$999,999,999, and your criminal rating will rise to around 210,000 pts--corresponding to being a Capo.

How does one get to level 400 on the vigilante missions? One way is to use the Rhino. There are three problems with this method. The first is that the Rhino is slow. You can aim the gun turret backwards to increase your tank's speed (just use R2 to aim the turret backwards and keep firing-- Zoom!), but even with this approach it will take you thirty seconds to a minute between kills. There is also the risk of getting busted-- hence, you must avoid slowing down or hitting obstacles and getting trapped at slow speed. Additionally, every ten or fifteen minutes in the tank, it will start to smoke by virtue of the cumulative damage inflicted on your tank (it's not indestructible, just extremely resistant to damage). You'll have to go to one of your garages (preferably Hyman, since it's well shielded in a small alley) and heal every now and then.

The Hunter is much quicker for climbing up in Vigilante levels via the Brown Thunder mission. However, the Hunter requires a lot more skill on your part. Practice for twenty or thirty minutes before you attempt to use the Hunter. Note especially that the Hunter is capable of being over-pushed in any direction, unlike the sparrow and other helicopters. You must be very careful not to over-accelerate or push so far to the side or down that the hunter goes out of control and crashes in the water or whacks a bunch of many buildings. Unlike the Rhino, the Hunter is very destructible, so much more finesse is required in maneuvering it. Two things can make the Hunter missions easier. First, if you've already gotten 100% game completion, your Hunter will have twice as much armor, which reduces the skill requirements in using it and surviving for extended periods of time. Additionally, the Hunter heals damage every time you advance in Brown Thunder level. By the time you're up to level 15-20, the Hunter will heal about as much damage as gets inflicted on it via crashing into buildings and getting fired on per vigilante level.

For super-fast progress, make sure to do the missions at Escobar International Airport. By level 12, the Vigilante missions will consistently spawn exactly three cars, each filled with four criminals. If you do the Vigilante missions around Escobar International, two of the three cars will spawn, every time, at Escobar Airport between the eastern and western gates just south of the Main Terminal building. A third car will spawn somewhere else, but 80% of the time, it will spawn in a lethal location and blow-up within a couple of seconds. Thus, you can sit in your Hunter just south of where the two cars spawn, strafe with the mini-gun or missiles depending on your preference, destroy the cars and their inhabitants, gain a vigilante level, and repeat ad nauseam. Roughly every five levels you'll actually have to make a trip to hunt down the third car. This shouldn't take long though since the area around Escobar is free of tall buildings and makes targeting other vehicles quite easy. Anyway, after two to three hours of Hunter Brown Thunder, you will have your cash maxed out at \$999,999,999, a criminal rating of ~210,000, and the rank of Capo.

Test Track/Trial By Dirt

Note that there are alternative ways to max out your cash: you can do Test Track or Trial By Dirt repeatedly. The money you get increases every time you beat your previous record, so you can max out your money in a relatively short period of time. You just need to time it so that you finish the first time with 5 minutes, the second with 4 minutes, 59 seconds, the third with 4 minutes, 58 seconds, etc until you reach maximum money.

Helicopter Demolition

Every time you blow up a helicopter, you get 30 pts toward your CR. If you own the Hyman Condo, this provides an easy, relatively quick way to increase your rating. The western-most garage at Hyman has room for four vehicles. However, it is very hard to squeeze more than one of most helicopters-- including the Maverick and the Apache--into the garage. Luckily, this is not true of the Sea

Sparrow. If you maneuver at the right angle, you can fly four Sparrows directly into the Hyman garage. If you are having a hard time getting in more than 1, just land and push in the helicopter. With four helicopters in the garage, save your game, and go to Baxter Airforce Base and get a rhino. Park it in the second or third garage at Hyman.

Next, you need to block off the street entrance so that pedestrians can't witness your demolition derby and lead to an increase in your wanted level. The entrance to the alley is quite big, so you'll have to use a firetruck (or coach) plus some other large vehicle to fully obstruct the alley entrance. The fire station is south to the first intersection, then east to the first intersection, then south about half way to the first intersection. If you walk up to the station on foot, a firetruck will basically always spawn. If you then park the firetruck facing north south and abutting one wall, you can block about 80% of the street entrance. Next, get an ambulance from the hospital at the first intersection to the south, and drive it in west-east to the gap between the wall and the fire engine. Now, no pedestrians should be able to see what you're doing, and so your wanted rating will not go up. Note that a pedestrian or car can occasionally still get past your barricade; however, this happens very rarely, and you should be able to kill him/her without an increase in criminal rating.

Next, simply take your tank and drive up to the garage with the helicopters parked inside. Get out of the tank, and the garage door will open. Re-enter the tank and drive into the garage a little way: now, the door can't close on you. Fire a shell or two, which will blow up the four helicopters and net you 120 pts of CR, and reverse back out until the garage door closes all the way. The helicopters will be healed, and you can repeat this drive-up, step-out, step-in, blow-up, drive-out routine every four or five seconds for 120 pts of CR a pop. Note that occasionally one of the helicopters will bounce forward and partially out of the garage--you have to be careful to push it back into the garage before you let the door close so that the affected helicopter doesn't get clipped by the garage door and deleted. This method should get you ~1500 pts of CR per minute of effort.

You can also do the trick with fewer than four helicopters; however, the gains in CR will, obviously, be slower and you will have to move the tank at about a 45 degree angle (and adjust the turret via the R3 stick accordingly) so that you can get far enough away to have the garage door close.

Helicopter Demolition : Cheating Form

This is a faster way to increase your criminal rating. However, it requires the use of a cheat code, so you're limited to the basic method if you're uncomfortable with using cheat codes. Start off with the above trick and stick four sea sparrows in the Hyman garage. Now, here's the quickening step. You need to have a maverick sitting on the Hyman roof. If it hasn't spawned on the helipad, run south along to the place you get the Love- Fist missions and back to the condo. The Maverick should spawn on the helipad. Now, get in the Maverick and fly it due south until you reach the first tall building. Do a circle around it and fly back to the Hyman rooftop. You'll be pleased to see another Maverick has spawned on the roof. Land the Maverick you're flying on the west edge of the Hyman roof, facing north- south. Get in the new Maverick on the helipad and do the same fly-south to the building, circle, and fly-back to the Hyman roof routine. Guess what-- there's another Maverick on the helipad, and the first one you landed should still be parked too. Land your second Maverick on the western edge of the roof as well. There should be plenty of room for both of them.

Now, you want to blow-up the three Mavericks on the roof, plus the four Sea Sparrows in the garage below. If you listen carefully, you should be able to hear when the Hyman garage opens and when it closes. You'll notice that if you walk on the roof from the helipad due south, the garage will open (the garage opens and closes based on your horizontal proximity to the garage, but doesn't consider how far above it you are). You will notice that if you walk due west to the end of the Hyman roof, the garage will close. Here's the key. If you stay in a the rectangular area from about 2/3 of the way along the east- west line to the eastern edge of the west part of the roof, and from about half way to the helipad to the southern border of the north-south line, the Hyman garage will always be open. So, if you keep yourself in this rectangle, there will be SEVEN helicopters in the game's memory. Here's the part non-cheaters won't like. Enter in the blow-up-all cars code-- R2, L2, R1, L1, L2, R2, Square, Triangle, Circle, Triangle, L2, L1. All seven helicopters will blow-up, and you'll have 210 pts added to your CR. Now, here's where the rapid increases come into play. You can re-enter the code, and get another 210 pts. In fact, you can keep entering the code over and over and over again, and get 210 pts every time. You just have to practice entering it enough times so that you can enter it over and over again without pausing or messing up. Also, you have to occasionally adjust your direction so you stay in the rectangle that keeps the garage door open. Once you do this effectively, you can pump your criminal rating up about 6,000 pts per minute, which will get you to Don in under an hour and Godfather in under 3 hours.

Criminal Rating Ranks

Total Liar	?	-6001
Cheater	-6000	-4001
Hacker	-4000	-2001
Embarrassment	-2000	-501
Untrustworthy	-500	-1
Upstanding Citizen	0	19
Nobody Special	20	49
Litterer	50	74
Shoplifter	75	99
Vandal	100	119
Do Boy	120	149
Pickpocket	150	199
Clepto	200	240
Snitch	241	269
Rat	270	299
Leece	300	334
Scam Artist	335	369
Trickster	370	399
Numbers Runner	400	449
Hustler	450	499
Bully	500	549

Riff-Raff	550	599
Scalawag	600	609
Ruffian	610	649
Outlaw	650	699
Thug	700	849
Drop Man	850	999
SA Goon	1000	1004
Goon	1005	1299
Ex-Con	1300	1499
Felon	1500	1699
Bag Man	1700	1999
Wiseguy	2000	2099
Wheelman	2100	2299
Hired Muscle	2300	2499
Hatchetman	2500	2749
Headhunter	2750	2999
Enforcer	3000	3499
Ronin	3500	3999
Fixer	4000	4999
Hitman	5000	7499
Associate	7500	9999
Butcher	10000	19999
Cleaner	20000	29999
Assassin	30000	39999
Consigliere	40000	49999
Made Man	50000	64999
Right-Hand Man	65000	79999
Executioner	80000	99999
Lieutenant	100000	149999
Underboss	150000	199999
Capo	200000	299999
Boss	300000	499999
Don	500000	999999
Godfather	1000000	?

Media Attention

Media attention is a measure of the greatest concentration of devastation you have caused during one cop-evading criminal escapade. Your highest media attention number and rating is the last statistic on the Vice City Stats page. Media attention starts at 0 and will only increase when you have at least one wanted star. From this point until you go to a pay-and-spray, pick up enough police bribes to get down to zero stars, or save and quit playing, your media attention will be tracked. As you kill people and destroy vehicles, your media attention will gradually rise. However, the rate of increase is highly proportional to not just the amount of damage, but the intensity of damage you inflict (ie: you must inflict a lot of damage in a little time), especially as you approach the Stuff of Legends neighborhood. Basically, it stops being enough to just kill a person every five or six seconds or a few cars per minute: you have to blow up everything that moves and hit every pedestrian and cop who is on the side of the road.

Ways to Increase Media Attention

Rhino

This isn't exactly a sophisticated strategy--just get in the tank, pick a route you like and are familiar with, and drive it. Practice weaving in and out of the roadway so that you can destroy all oncoming traffic, plus vehicles in your lane, plus pedestrians, without slowing down and risking getting busted. Also, have the gun turret facing backwards (use the R3 stick to adjust the turret). If you ever get stuck behind an obstacle (like a telephone pole), use it to get out of the jam more quickly. Your media attention may seem to get "stuck" when you reach the International Crisis/Stuff of Legends neighborhood. This generally means you aren't inflicting destruction quickly enough. Speed up your strategy--weave more effectively; make sure you're hitting every vehicle and person you see.

Hyman Strategy Revisited

You can use any of the Hyman helicopter demolition strategies to get a high Media Attention. Just blow-up the helicopters while you have at least one wanted star (preferably two, so your wanted level won't accidentally fall to zero, forcing you to start a new media attention rampage). You can get a criminal rating in the tens of thousands in just ten to fifteen minutes.

Media Attention Ranks

Ignored	0	19
Boring	20	49
Vaguely Interesting	50	74
Local paper Page 7	75	99
Front page of local paper	100	149
Vice Courier Page 2	150	199
Vice Courier Front page	200	249
Local TV 3 AM	250	299

Local TV news	300	349
Local TV Live coverage	350	399
UFA Today page 12	400	499
UFA Today page 4	500	599
Picture in UFA Today	600	699
National TV 4 am	700	799
National TV news	800	899
National TV live coverage	900	999
International news	1000	1199
National crisis	1200	1399
International crisis	1400	1599
World event	1600	1799
Stuff of legends	1800	?

E-mail

Please send suggestions or comments to Zarathustra, nosaert@yahoo.com. Note that I do not answer general gameplay questions.

Acknowledgements

EdGreen, tocis2bsharp, and Birdy have made contributions to this faq.