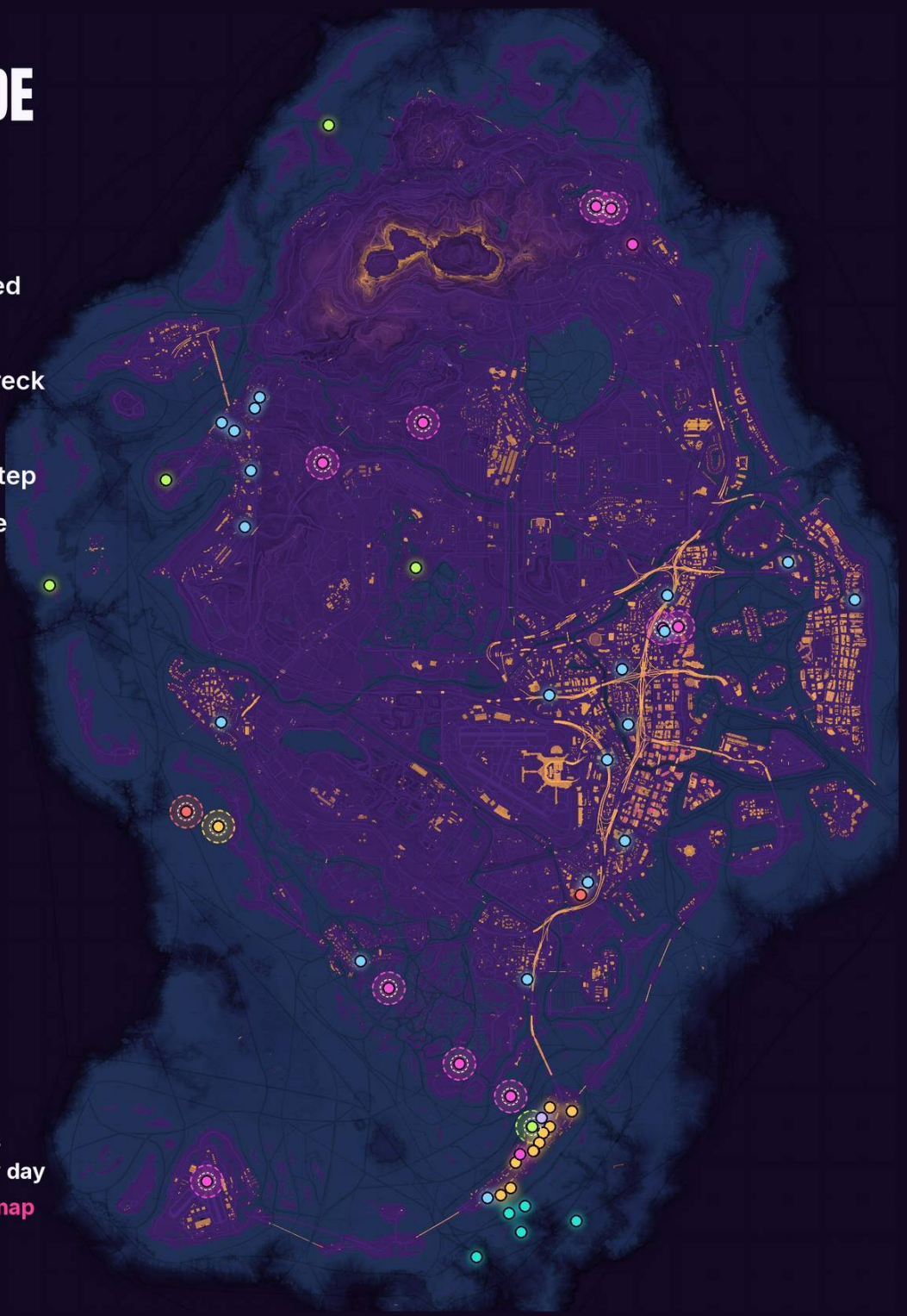
THE STASH MAP

GTA 6 FIELD GUIDE

EDITION 01 · 27 NOV 2026

WHAT'S INSIDE

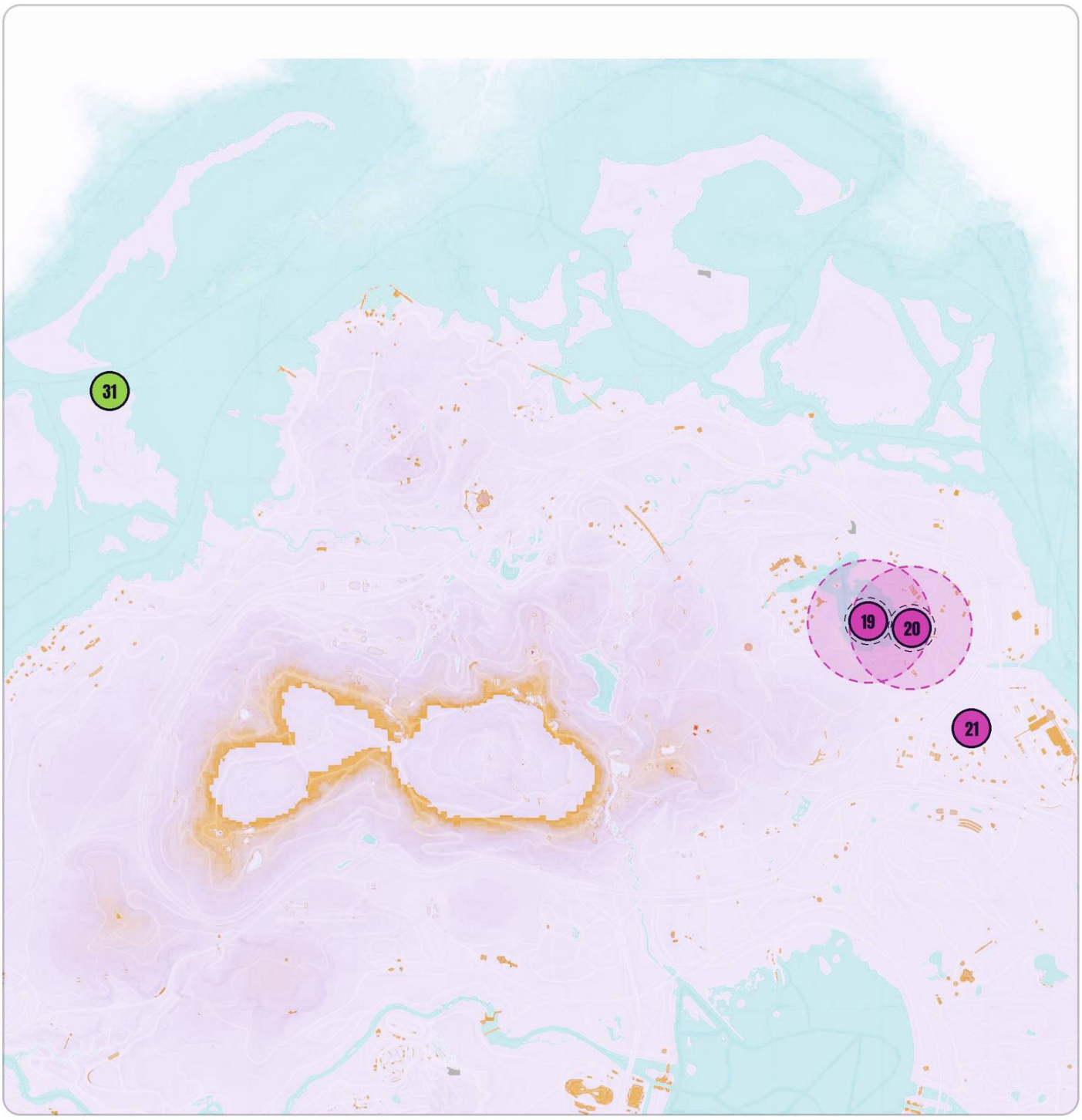
- ☐ Full Leonida map, numbered
- ☐ Close-up maps by region
- ☐ Key Lento: every safe & wreck
- ☐ Tick-off checklist, all pins
- ☐ 27 more secrets, step by step
- ☐ Vice City 2002 portal route



Live map, photos
& new pins every day
gtastash.co.uk/map

Map base: GTADB community map (map.gtadb.org), CC BY 4.0, recoloured by Stash. Pins and text: Stash (gtastash.co.uk). Free to print and share, not for sale. Not affiliated with Rockstar Games.

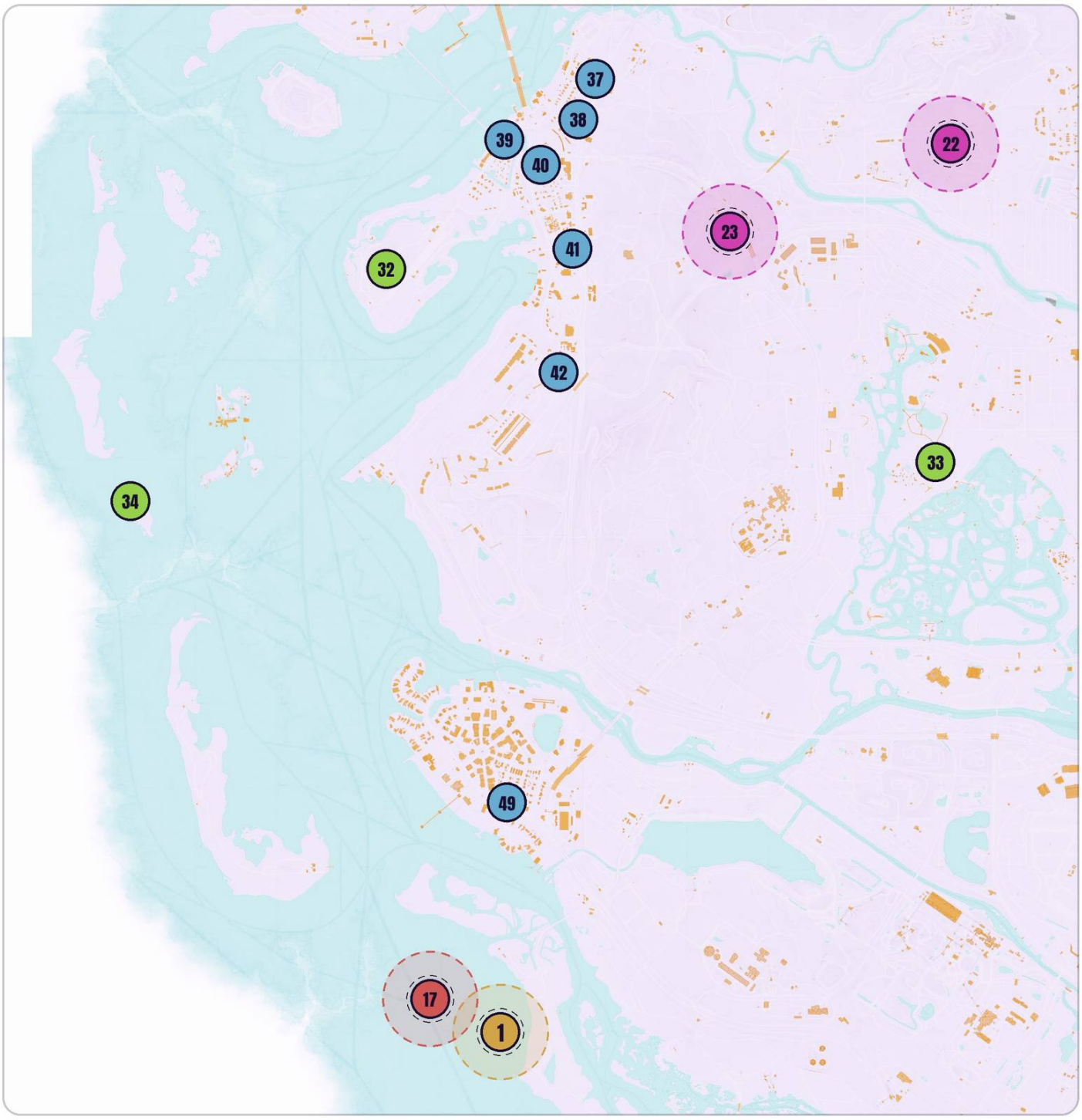
MAP 1 · THE NORTH



- ☐ 19 Backrooms container (dig site) (area)
- ☐ 20 Ninja Turtles storm drain (area)
- ☐ 21 Jacob's Tavern (Red Dead nod)
- ☐ 31 Wreck of the Meerwunder

Map: GTADB (CC BY 4.0) · not affiliated with Rockstar Games

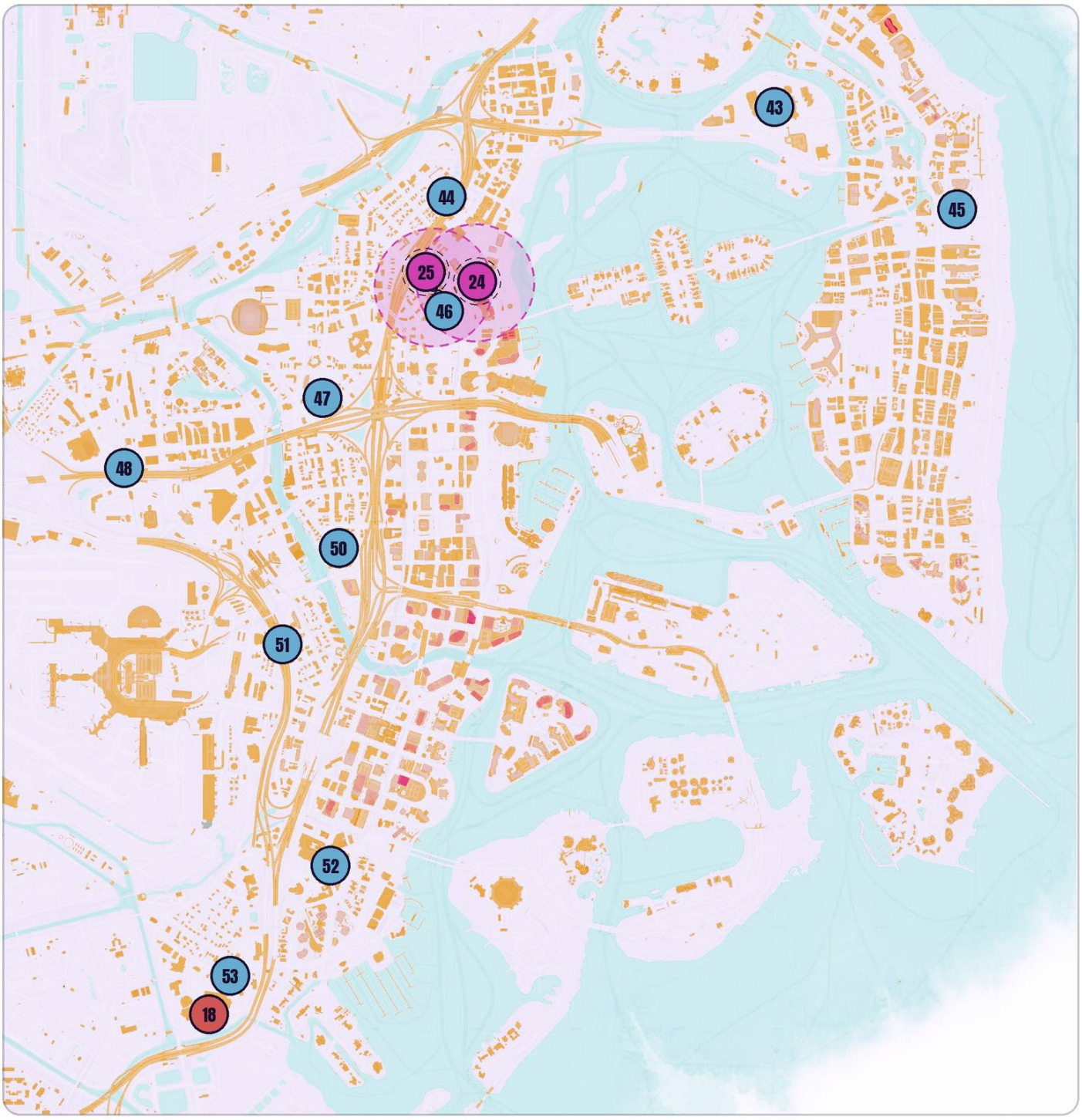
MAP 2 · THE WEST



- ☐ 1 Yacht stash (the Undaunted) (area)
- ☐ 17 Crashed glider pistol (area)
- ☐ 22 McKittrick Farm (Kyle) (area)
- ☐ 23 UFO abduction roads (area)
- ☐ 32 Wild Hog Point Radar Base
- ☐ 33 Kudzu House
- ☐ 34 Abandoned hovercraft
- ☐ 37 Car wash, Port Gellhorn
- ☐ 38 Wasteland Off-Road
- ☐ 39 Gellhorn Outfitters
- ☐ 40 Pay 'n' Spray, Port Gellhorn
- ☐ 41 Pawn & Gun, Port Gellhorn
- ☐ 42 Mod shop, Port Gellhorn
- ☐ 49 Woodhatch Gunsmith, Capri

Map: GTADB (CC BY 4.0) · not affiliated with Rockstar Games

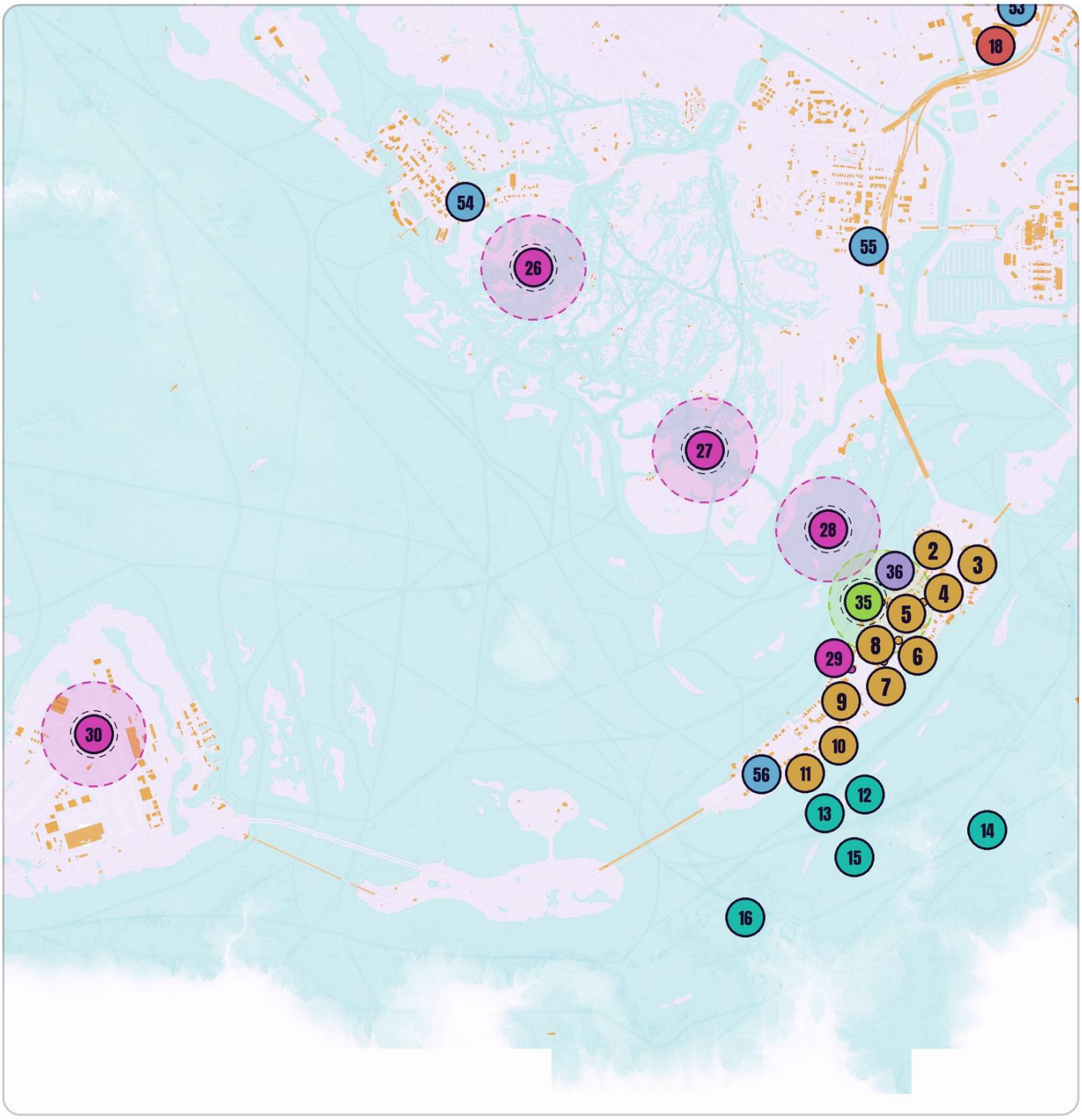
MAP 3 · VICE CITY & THE EAST



- ☐ 18 Phil's Ammu-Nation
- ☐ 24 Bayside Apartments (pink Growler clues) (area)
- ☐ 25 Jack of Hearts studio poster (area)
- ☐ 43 Hospital, Vice Beach
- ☐ 44 Pawn shop, La Perle
- ☐ 45 Y Vice City safehouse
- ☐ 46 Vice City Pawn, Crosstown
- ☐ 47 Gun & Pawn, Rockridge
- ☐ 48 Lowballers Customs
- ☐ 50 Euroform Automotive
- ☐ 51 Pawn shop, Salton
- ☐ 52 Donovan Banks & Co.
- ☐ 53 Hospital, Southside

Map: GTADB (CC BY 4.0) · not affiliated with Rockstar Games

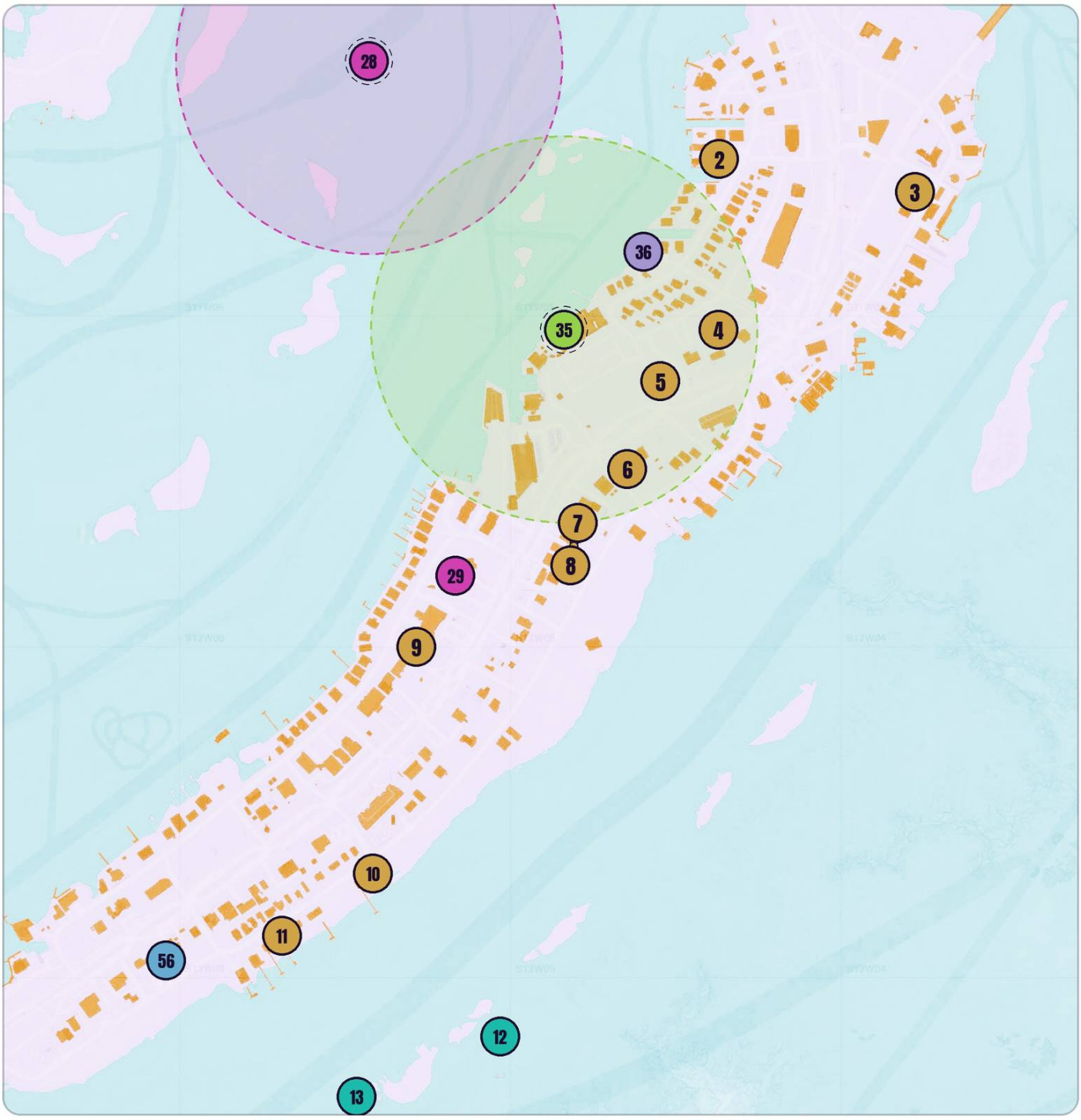
MAP 4 · THE SOUTH & THE KEYS



- ☐ 2 Bedroom safe
- ☐ 3 VR gamer house safe
- ☐ 4 Keyline Painters office safe
- ☐ 5 Canoes & Kayaks back office
- ☐ 6 Clothing store cash box
- ☐ 7 The parrot's secret stash
- ☐ 8 Animal shop safe
- ☐ 9 Fleeca Bank, Key Lento
- ☐ 10 Gun nut's house
- ☐ 11 South Key Lento house
- ☐ 12 Cinco Torres wreck
- ☐ 13 Lujuriosa wreck
- ☐ 14 Santa Sierra wreck
- ☐ 15 De la Noche wreck
- ☐ 16 Ética Laxa wreck
- ☐ 18 Phil's Ammu-Nation
- ☐ 26 Pelican Valley Outpost (area)
- ☐ 27 Skunk Ape swamps (area)
- ☐ 28 Dog on a jet ski (area)
- ☐ 29 Portal quest start: Badger tower
- ☐ 30 Mile Zero Air Station (area)
- ☐ 35 The no-dress-code resort (Nudist Bar) (area)
- ☐ 36 Jason's house
- ☐ 53 Hospital, Southside
- ☐ 54 Gun store, Watson Bay
- ☐ 55 Pawn shop, Hamlet
- ☐ 56 Mod shop, Key Lento

Map: GTADB (CC BY 4.0) · not affiliated with Rockstar Games

MAP 5 · KEY LENTO CLOSE-UP



- ☐ 2 Bedroom safe
- ☐ 3 VR gamer house safe
- ☐ 4 Keyline Painters office safe
- ☐ 5 Canoes & Kayaks back office
- ☐ 6 Clothing store cash box
- ☐ 7 The parrot's secret stash
- ☐ 8 Animal shop safe
- ☐ 9 Fleeca Bank, Key Lento
- ☐ 10 Gun nut's house
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- ☐ 12 Cinco Torres wreck
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- ☐ 28 Dog on a jet ski (area)
- ☐ 29 Portal quest start: Badger tower
- ☐ 35 The no-dress-code resort (Nudist Bar) (area)
- ☐ 36 Jason's house
- ☐ 56 Mod shop, Key Lento

Map: GTADB (CC BY 4.0) · not affiliated with Rockstar Games

CHECKLIST · EVERY PIN

CASH & SAFES

☐ 1 **Yacht stash (the Undaunted)** AREA: SEARCH

Reported: a yacht called the Undaunted, out to sea west of Bobcat Key. The map to it is in a crashed plane in Pelican Valley.
How: Find the unmarked plane wreck (you may pass it during the Swamped mission) and read the notepad and map inside. Head to the Bobcat Key inlet, grab the small yellow canopy boat parked there if you need one, and sail due west until you reach the yacht.
Needs: No story, time or character requirement mentioned. The haul is small: about $650 cash below deck and three cocaine bricks up top worth around $1,200. Only one outlet has covered it so far.
Source: GTADB (area)

☐ 2 **Bedroom safe** EXACT SPOT

Only a couple of bucks inside. Grab it if you're passing.
Source: GTABase Safes layer

☐ 3 **VR gamer house safe** EXACT SPOT

Safe next to the bedroom.
Source: GTABase Safes layer

☐ 4 **Keyline Painters office safe** EXACT SPOT

Warehouse office safe with a keypad. The code changes, so look for it in the office first.
Source: Our own footage




☐ 5 **Canoes & Kayaks back office** EXACT SPOT

Back-office safe. Players report about $1,000. The CCTV recorder is in here too.
Source: GTABase Safes layer + our own footage

☐ 6 **Clothing store cash box** EXACT SPOT

Cash box at the back of the store.
Source: GTABase Safes layer

☐ 7 **The parrot's secret stash** EXACT SPOT

Listen to the parrot, then check the vent. We pulled $1,448 out of it.
Source: Our own footage




☐ 8 **Animal shop safe** EXACT SPOT

Shop safe. The parrot's secret stash is a few steps away.
Source: GTABase Safes layer

☐ 9 **Fleeca Bank, Key Lento** EXACT SPOT

Find the note inside for the safe code.
Source: GTABase Safes layer + GTADB

Map: GTADB (CC BY 4.0) · not affiliated with Rockstar Games

CHECKLIST · EVERY PIN (CONT.)

CASH & SAFES

☐ 10 **Gun nut's house** EXACT SPOT

Safe with cash and a gun.
Source: GTABase Safes layer

☐ 11 **South Key Lento house** EXACT SPOT

Safe with cash and a gun.
Source: GTABase Safes layer

TREASURE WRECKS

☐ 12 **Cinco Torres wreck** EXACT SPOT

Treasure wreck off Key Lento.
How: Finish the Island Dreams mission in Chapter 1 and Kenton, who runs the Island Dreams shop in Key Lento, marks the wrecks on your map. Take a boat out to a pin, put on the scuba gear, dive and follow the metal detector to each item. Each pin marks the middle of the wreck; the items are scattered around it. Sell the finds to Kenton. Needs: Chapter 1 story progress, scuba gear (it comes with a metal detector and a speargun) and a boat. You don't get paid on pickup, only when you sell. Watch out for jellyfish. Values aren't clear yet; one guide sold a single chest for $200.
Source: Our wrecks Short

☐ 13 **Lujuriosa wreck** EXACT SPOT

Treasure wreck south-east of Key Lento. Bring a boat and dive.
How: Finish the Island Dreams mission in Chapter 1 and Kenton, who runs the Island Dreams shop in Key Lento, marks the wrecks on your map. Take a boat out to a pin, put on the scuba gear, dive and follow the metal detector to each item. Each pin marks the middle of the wreck; the items are scattered around it. Sell the finds to Kenton. Needs: Chapter 1 story progress, scuba gear (it comes with a metal detector and a speargun) and a boat. You don't get paid on pickup, only when you sell. Watch out for jellyfish. Values aren't clear yet; one guide sold a single chest for $200.
Source: Our wrecks Short

☐ 14 **Santa Sierra wreck** EXACT SPOT

The eastern wreck.
How: Finish the Island Dreams mission in Chapter 1 and Kenton, who runs the Island Dreams shop in Key Lento, marks the wrecks on your map. Take a boat out to a pin, put on the scuba gear, dive and follow the metal detector to each item. Each pin marks the middle of the wreck; the items are scattered around it. Sell the finds to Kenton. Needs: Chapter 1 story progress, scuba gear (it comes with a metal detector and a speargun) and a boat. You don't get paid on pickup, only when you sell. Watch out for jellyfish. Values aren't clear yet; one guide sold a single chest for $200.
Source: Our wrecks Short

☐ 15 **De la Noche wreck** EXACT SPOT

Treasure wreck further out to sea.
How: Finish the Island Dreams mission in Chapter 1 and Kenton, who runs the Island Dreams shop in Key Lento, marks the wrecks on your map. Take a boat out to a pin, put on the scuba gear, dive and follow the metal detector to each item. Each pin marks the middle of the wreck; the items are scattered around it. Sell the finds to Kenton. Needs: Chapter 1 story progress, scuba gear (it comes with a metal detector and a speargun) and a boat. You don't get paid on pickup, only when you sell. Watch out for jellyfish. Values aren't clear yet; one guide sold a single chest for $200.
Source: Our wrecks Short

Map: GTADB (CC BY 4.0) · not affiliated with Rockstar Games

CHECKLIST · EVERY PIN (CONT.)

TREASURE WRECKS

☐ 16 **Ética Laxa wreck** EXACT SPOT

The furthest wreck, south-west.
How: Finish the Island Dreams mission in Chapter 1 and Kenton, who runs the Island Dreams shop in Key Lento, marks the wrecks on your map. Take a boat out to a pin, put on the scuba gear, dive and follow the metal detector to each item. Each pin marks the middle of the wreck; the items are scattered around it. Sell the finds to Kenton.
Needs: Chapter 1 story progress, scuba gear (it comes with a metal detector and a speargun) and a boat. You don't get paid on pickup, only when you sell. Watch out for jellyfish. Values aren't clear yet; one guide sold a single chest for $200.
Source: Our wrecks Short

WEAPONS

☐ 17 **Crashed glider pistol** AREA: SEARCH

Bobcat Bight, at the northern tip of Bobcat Bay. Look for the crashed glider.
How: Look for a crashed paraglider tangled up in a tree. Shoot the canopy to drop it, then pick up the Turnt Nipper .38 pistol from the seat.
Needs: No story or time requirement mentioned. It's a one-off legendary pistol and can't be customised.
Source: GTADB (area)

☐ 18 **Phil's Ammu-Nation** EXACT SPOT

Phil's locked office. Free guns if you know how to get in.
How: Force open the locked door in the far corner of the store. The alarm goes off and staff fight back. Inside: a Duke 556 rifle, a Girardi ES9 pistol, and a recorder that wipes the store's camera footage.
Needs: You'll get a wanted level.
Source: GTADB

SECRETS & EGGS

☐ 19 **Backrooms container (dig site)** AREA: SEARCH

An open container at the dig site north of Millport, to the right of Lake Tallaloko. Step inside.
How: Go into the container and take the item on the table to be sent into a Backrooms-style parkour level. No reward, just the trip.
Needs: Available just after the prologue.
Source: GTADB (area)

☐ 20 **Ninja Turtles storm drain** AREA: SEARCH

By the dam just north of Millport. Take the staircase down to the storm drain.
How: Walk down the stairs and look underneath them. Green ooze is leaking through a crack in the concrete and the water glows neon green. Next to it are four tiny turtles, a pile of open pizza boxes and a rat that runs off when you get close. Scan the ooze with the WAiNK app to log it as "Intriguing Substance".
Needs: No story requirement mentioned. The clips so far were filmed at night (one just after 7pm in-game), and one guide says to go after 10pm, so go late at night to be safe. No reward beyond the scan. First shared as a clip on X.
Source: GTADB (area)

☐ 21 **Jacob's Tavern (Red Dead nod)** EXACT SPOT

One of the Red Dead Redemption nods in Millport.
How: Look for a Western novel called The Cowboy's Prayer is to Die Young in the tavern and the Kalaga building. The flea market sells a $5 cowboy hat that looks a lot like Arthur Morgan's.
Needs: Nothing known. Only one guide covers these so far.
Source: GTADB

Map: GTADB (CC BY 4.0) · not affiliated with Rockstar Games

CHECKLIST · EVERY PIN (CONT.)

SECRETS & EGGS

☐ 22 **McKittrick Farm (Kyle)** AREA: SEARCH

Kyle's last side mission. The Red Hulk moment.
How: Finish Kyle's first two side missions, then the final one (Buddy) at McKittrick Farm, where he turns into a giant red brute. Kill him for $5,000 via BuckMe, or spare him and he hugs you and leaps away.
Needs: Kyle's questline.
Source: GTADB

☐ 23 **UFO abduction roads** AREA: SEARCH

Quiet roads east of Port Gellhorn, around the Starlet Motel.
How: At night, look for a car parked by the road with its lights flashing and follow the trail of clothes to a woman floating under a UFO. Get close and you're taken too, waking up days later. A dream shows a keypad with its code drawn as tally lines above it; the real facility's door uses the same code (a van helps you get over the back fence). Inside, turn all four console lights blue and take the milk to the machine in the right-hand room to free a small grey alien.
Needs: Chapter 2 or later, at night, and it's random, so you may need to come back. The code may change between saves (2314 and 2431 have both been reported), and avoid the middle door, which leads to radiation. Rewards are permanent Health, Stamina and Focus boosts for Jason and Lucia, plus the achievement "The Truth Is Out There".
Source: GTADB (area)

☐ 24 **Bayside Apartments (pink Growler clues)** AREA: SEARCH

Boobie's apartment holds the clues to Vanessa's pink Growler garage.
How: In Boobie's apartment: the framed dog photo says Muffins, the crowned-dog drawing in the bedroom says Queen, and the back of that drawing says Class of '15. Log into the bedroom laptop with MuffinsQueen15 and read the message from Unknown. The garage code is 92665.
Needs: Chapter 3 only: it's missable once you reach Chapter 4.
Source: GTADB

☐ 25 **Jack of Hearts studio poster** AREA: SEARCH

Upstairs studio poster for the hidden radio station.
How: Scan all four posters with the Waink It app on your phone to unlock a 22-track playlist hosted by Kodak Black. Listen in a car or on headphones.
Needs: Chapter 3, since one poster is in a building that only opens then. Counts towards the Unique Playlists part of 100%. A second hidden playlist, The Vault Radio hosted by DJ Pretzel, unlocks from a single poster inside The Vault nightclub in Vice City.
Source: GTADB

☐ 26 **Pelican Valley Outpost** AREA: SEARCH

Abandoned research station in Gullet Marsh. Head for the fracking tower by boat. $10k stash bag and a giant crab.
How: Turn on the breaker on the side of the house. The password CLEAVES is scratched into the bedroom floor; log into the computer. The shed note gives 0036 and the computer says "double", so the safe code is 0072. The safe has cash and the code 0212 for the dock shack. Reading the journal on the computer starts a scripted giant crab ambush (it can't be killed).
Needs: Rewards: Crabshack VF5 legendary SMG, a Stash Bag worth about $10,000, and a jet ski. The crab is a nod to the 2006 "giant enemy crab" meme.
Source: GTADB (area)

☐ 27 **Skunk Ape swamps** AREA: SEARCH

Swamps around Cottonmouth Lake in the Grassrivers.
How: Hang around the Skunk Ape shrine in the trees until it shows up, then chase it. Its gas can knock you out. Talk to Kirk, a cryptid hunter, to turn the chase into a quest with rewards.
Needs: Nothing known. Sources disagree slightly on the exact spot.
Source: GTADB (area)

Map: GTADB (CC BY 4.0) · not affiliated with Rockstar Games

CHECKLIST · EVERY PIN (CONT.)

SECRETS & EGGS

☐ 28 **Dog on a jet ski** AREA: SEARCH

Gambit Bay is one spot to see the dog on a jet ski. It shows up across the Keys.
How: Swim well out to sea and wait until you hear barking. A dog pulls up on its own jet ski and takes you to a quiet island, where it digs up a wallet with about $1,200 in it. There's also a pair of sunglasses by an upturned boat.
Needs: Random, and it only happens once per save.
Source: GTADB (area)

☐ 29 **Portal quest start: Badger tower** EXACT SPOT

The 2002 Vice City portal quest starts in the room at the top of the Badger radio tower: switch the power on, press the button.
How: Climb to the room at the top of the tower (one guide calls it a small storage room), switch the power on and press the button; the TV shows the Malibu Club logo (a poster there hints "lose track of time"). The letters on the substations spell the old Vice City cheat LIFE IS PASSING ME BY, so visit them in that order and press each one's button: L (south Downtown Vice City, Circle), iF (west of Balsero, Circle), Ei (north-east Key Lento, L1), S (north Vice Beach, Square), P (west of Bayside, L1), A (south Port Gellhorn, Square), Ss (south-east Hamlet, Square), iN (south Catalan Bay, Square), G (west Hamlet, L1), Me (south Port Gellhorn, Triangle), B (south of Hamlet, Circle), Y (north of the Grassrivers, Triangle). A text then tells you to go to the power station; pull the lever at Reactor 2 to open a portal into a retro Club Malibu, and talk to Kent Paul for a cutscene.
Needs: The portal at Reactor 2 only opens between 7pm and 6am in-game; the substations can be done at any time. Fast travel, taxis, public transport or switching character resets your progress, so drive yourself. Confirmed working as Jason; two outlets report it works as Lucia too. Rewards are Tommy Vercetti's shirt, trousers, shoes and his bike; no trophy. Found by YouTuber Memeio. One outlet reports a streamer used the portal to shake off a six-star wanted level: the chase ended on stepping through and the stars didn't come back afterwards. Not confirmed elsewhere yet, and it's unclear if Rockstar meant it. Some players say the portal doesn't show up for them even after all 12 substations, and nobody knows why yet.
Source: GTABase

☐ 30 **Mile Zero Air Station** AREA: SEARCH

Military base on Goose Key at the very bottom of the map: runways, hangars and fighter jets on the tarmac (other players report a tank too). A helipad sits right next door. Drop in low and the wanted stars stack fast.
How: Driving in through the main gate starts a gunfight straight away. The quieter way in is a stunt jump on the south-east side: follow the southern access road to a dirt mound next to the barbed-wire fence and hit it at speed to land inside. A Rhino tank, a P996 Lazer jet, an APC and a Buzzard helicopter are parked around the hangars and runway.
Needs: Open from Chapter 1 as Jason, once the Gone Fishing mission unlocks free roam. Guards shoot on sight and taking a vehicle brings a heavy wanted level; guides disagree on how many stars, so expect a hard chase. Not tested by us.
Source: GTADB (area) + our own footage




CURIOSITIES

☐ 31 **Wreck of the Meerwunder** EXACT SPOT

A wreck in the far north of Lummox County.
Source: GTADB

☐ 32 **Wild Hog Point Radar Base** EXACT SPOT

Old radar base on the coast near Port Gellhorn.
Source: GTADB

Map: GTADB (CC BY 4.0) · not affiliated with Rockstar Games

CHECKLIST · EVERY PIN (CONT.)

CURIOSITIES

- [ ] 33 **Kudzu House** EXACT SPOT
  A house swallowed by kudzu vines in Emerald Springs. Worth a look.
  Source: GTADB

- [ ] 34 **Abandoned hovercraft** EXACT SPOT
  An abandoned hovercraft way out west.
  Source: GTADB

- [ ] 35 **The no-dress-code resort (Nudist Bar)** AREA: SEARCH
  Just west of Keyline Painters in Key Lento. Dress code: optional, so expect a lot of blur.
  Source: Our own footage

PLACES

- [ ] 36 **Jason's house** EXACT SPOT
  Jason's safehouse in Key Lento. Handy starting point for the safes run.
  Source: GTADB

SHOPS & SERVICES

- [ ] 37 **Car wash, Port Gellhorn** EXACT SPOT
  Car wash.
  Source: GTADB

- [ ] 38 **Wasteland Off-Road** EXACT SPOT
  Off-road mod shop in Port Gellhorn.
  Source: GTADB

- [ ] 39 **Gellhorn Outfitters** EXACT SPOT
  Gun store in Port Gellhorn.
  Source: GTADB

- [ ] 40 **Pay 'n' Spray, Port Gellhorn** EXACT SPOT
  Lose your wanted level with a respray.
  Source: GTADB

- [ ] 41 **Pawn & Gun, Port Gellhorn** EXACT SPOT
  Gun store. Stock up before heading into the north.
  Source: GTADB

- [ ] 42 **Mod shop, Port Gellhorn** EXACT SPOT
  Car mod shop.
  Source: GTADB

- [ ] 43 **Hospital, Vice Beach** EXACT SPOT
  Hospital on Vice Beach.
  Source: GTADB

- [ ] 44 **Pawn shop, La Perle** EXACT SPOT
  Pawn shop: sell stolen goods here.
  Source: GTADB

Map: GTADB (CC BY 4.0) · not affiliated with Rockstar Games

CHECKLIST · EVERY PIN (CONT.)

SHOPS & SERVICES

- [ ] 45 **Y Vice City safehouse** EXACT SPOT
  Safehouse hotel on Washington Beach.
  Source: GTADB

- [ ] 46 **Vice City Pawn, Crosstown** EXACT SPOT
  Pawn shop: sell stolen goods here.
  Source: GTADB

- [ ] 47 **Gun & Pawn, Rockridge** EXACT SPOT
  Gun store in Rockridge, Vice City.
  Source: GTADB

- [ ] 48 **Lowballers Customs** EXACT SPOT
  Mod shop in Balsero, Vice City.
  Source: GTADB

- [ ] 49 **Woodhatch Gunsmith, Capri** EXACT SPOT
  Gun store in Capri.
  Source: GTADB

- [ ] 50 **Euroform Automotive** EXACT SPOT
  Mod shop in Little Cuba, Vice City.
  Source: GTADB

- [ ] 51 **Pawn shop, Salton** EXACT SPOT
  Pawn shop near the airport.
  Source: GTADB

- [ ] 52 **Donovan Banks & Co.** EXACT SPOT
  Jewellery store in Peacock Bay, Vice City.
  Source: GTADB

- [ ] 53 **Hospital, Southside** EXACT SPOT
  Hospital in Southside, Vice City.
  Source: GTADB

- [ ] 54 **Gun store, Watson Bay** EXACT SPOT
  Gun store in Watson Bay on the west coast.
  Source: GTADB

- [ ] 55 **Pawn shop, Hamlet** EXACT SPOT
  Pawn shop in Hamlet, the nearest one to Key Lento.
  Source: GTADB

- [ ] 56 **Mod shop, Key Lento** EXACT SPOT
  The closest mod shop to the Key Lento safes.
  Source: GTADB

Map: GTADB (CC BY 4.0) · not affiliated with Rockstar Games

MORE SECRETS · STEP BY STEP

No fixed pin yet: where to go and exactly what to do. "Reported" = fewer than two outlets so far.

- [ ] **1010 Murals: free 1010 Cheetah** CONFIRMED

Where: Claim at the Southside Storage garage at the south tip of Salton, directly north of the Slator Towing Inc spot (keypad 1010). Murals: Parlor Apartments roof (Rockridge), Compliance Theater roof (Downtown), Extraction Service roof (Downtown), NW of Effluvia Bar (Ocean Beach), south of the Mule City Line stop (Crosstown).
How: Photograph all 5 "1010" murals with the phone's normal Camera (not WAiNK). Then go to the Southside Storage garage in Salton and enter 1010 on the keypad for a custom '95 Grotti Cheetah.
Needs: Registering it costs money (or sell it).

- [ ] **Barn loot that keeps coming back** CONFIRMED

Where: A red barn north of Key Lento, east of Hamlet in South Vice-Dale County.
How: Loot the barn, put the bags in the boot of your own car and make a manual save. Reload that save and the barn is stocked again while the bags stay in your car, so you can repeat it. Sell the bags at Brian's Lockup (keypad 7700); the money (around $8,000 to $11,000 a run) turns up in your safe-house mailbox a few in-game days later. A similar trick is reported at the Apollo Aggregates warehouse.
Needs: Your own vehicle and manual saves (not autosaves). The restock doesn't always work. Spend your cash early: Chapter 2 wipes your money. Not tested by us. Players say it still works after the 23 November update, but it could be patched at any time.

- [ ] **Dexter Morgan's apartment** CONFIRMED

Where: Washington Island, Vice City. Head north-east from Penmarch Isle to Trinity Apartments, near Vice Beach Top Fun Drones and the Pay 'n' Spray.
How: Find the upper-corner flat with shuttered windows and climb to the roof. You'll find the gear of a certain TV serial killer. A docked boat nearby looks like his too.
Needs: Nothing known.

- [ ] **Fighting Satan in Hell** CONFIRMED

Where: Two metalheads hanging out at a house with an open garage in northern Port Gellhorn, Kelly County, just north of the Stash House illegal operation.
How: Visit them between midnight and 4am in-game. Their ritual sends you to Hell with a shotgun, where you fight through demons to reach Satan, who throws exploding enemies and black goats at you.
Needs: Only works between midnight and 4am. Win the fight and, after you wake up, grab the Hellspawn Comshot 12 shotgun from under the throne. Players also report a permanent health boost as a reward.

- [ ] **Free Thrax supercar (No Flusher tags)** CONFIRMED

Where: Andrew Node's mansion on the south side of Starfish Island, Vice City (come in by boat from the pier). The tags are around Vice Beach.
How: Scan 10 of the 15 "No Flusher" toilet tags around Vice Beach with the WAiNK IT app and answer yes to the first text. CantCloneThis89 adds you to a group chat; their Ocean Beach HQ code is 85540133 and inspecting it reveals where Andrew Node lives. Knock out the guard at his Starfish Island mansion and open the garage to take his Truffade Thrax.
Needs: No tracker on it, but registering it costs about $70,000 (Insider Gaming).

- [ ] **Hidden first-person camera** CONFIRMED

Where: Anywhere, in a vehicle.
How: PS5: Settings → Controller, set the touchpad button to Camera. Get in the driver's seat, open the phone, then quickly press Circle and the touchpad together. Players report different timings.
Needs: You can't switch back to third person without reloading your save. Likely to be patched.

Map: GTADB (CC BY 4.0) · not affiliated with Rockstar Games

MORE SECRETS · STEP BY STEP (CONT.)

- [ ] **Mario and Luigi hats for Jason and Lucia** CONFIRMED

Where: Northern Leonida in Lummox County, past Mount Kalaga at the end of a winding road. Look for crumbling brick and stone ruins with a purple tarp and a bong.
How: Use the bong, climb the ruins and stand in the smoke rising from one of the columns. An invisible block appears above your head. Shoot it (jumping into it didn't work for some players) and a short tune plays as a red "J" cap and a green "L" cap pop out.
Needs: No story or time requirement mentioned. Wear the caps by changing at a clothing shop. First spotted by xGarbett on X and checked in person by Kotaku.

- [ ] **Nods to Michael from GTA 5** CONFIRMED

Where: Your phone settings, a Body Copy magazine, and a yacht moored near Jason's house.
How: There's a "Wind Chimes" ringtone in the phone, the same one Michael used. A magazine article features Fabien LaRouche, Michael's yoga teacher. One guide also says a yacht near Jason's place looks like Michael's, and its navigation screen points to Los Santos.
Needs: Nothing known. A second guide now also mentions the boat outside Jason's house with Los Santos on its GPS.

- [ ] **President Russo's secret bunkers and a tank to keep** CONFIRMED

Where: Starts at the Friends of Freedom monument on Catalan Boulevard in eastern Downtown Vice City. The first bunker is on Sharktooth Island, a tiny islet north of Waning Sands. The second is north-west of the Grassrivers near Big Pine, with its keypad fixed to a tree.
How: In daytime, talk to the old veteran Jose Bermudez behind the monument (ask what really happened, then about Russo) and he sends you to his flat in Little Cuba. Play the tape there before looking at the Sharktooth Island photo. Swim out to the islet and open the bunker with 010317, turn the power on and read the papers; the safe code is 2975. The photo inside leads to the Big Pine bunker (code 085355): restore power, press the big red button in the control room and the hangar opens on a tank.
Needs: Bermudez only shows up in the daytime. Rewards are the tank, Russo's legendary pistol from the safe, and a legendary Cold War 556 rifle at the back of the hangar. Guides differ on some codes and one mentions a third bunker near the Griffin Firing Range, so double-check if a code fails. Not tested by us.

- [ ] **Project Rumba: brainwashed in the president's bunker** CONFIRMED

Where: Inside the President's bunkers, in the old government facility at Big Pine (one guide files it under Tola Bay, North Mariana County). You need the bunker opened first, as in the President Russo bunker hunt.
How: Press the button on the terminal by the bunker's front doors to open a new hallway. Sit at the monitor in the small room at the end and watch it to start a brainwashing sequence. From there you solve a chain of puzzles: break out of looping hospital corridors, answer ringing red phones, and work your way to the communications room.
Needs: Chapter 3 or later (GTABase). Rewards are the Brainwasher 1922 pistol, picked up in the ruined lab, plus a permanent Focus boost (ComicBook only). Not tested by us.

- [ ] **The Fast and the Furious car** CONFIRMED

Where: The garage of a white house near the middle of Vespucci Island.
How: Break into the garage and you'll find a bright green tuner car that copies Brian O'Conner's ride from the first Fast and the Furious film. You can drive it away.
Needs: Nothing known. A second outlet now backs it up.

- [ ] **The Mount Chiliad callback** CONFIRMED

Where: An NPC conversation during an early story mission.
How: Listen to the background chatter: two characters talk about a hidden bunker under Chiliad with jetpacks and eggs, a nod to GTA 5's 13-year-old mystery. Spotted on Reddit and confirmed by other players.
Needs: Early story progress.

Map: GTADB (CC BY 4.0) · not affiliated with Rockstar Games

MORE SECRETS · STEP BY STEP (CONT.)

- [ ] **The Saw-style kidnapping on Hyde Island** CONFIRMED

Where: Hyde Island, reached by boat heading north-east. One guide says helping a woman load a couch into her truck near the island can also set it off.
How: Walk along the island's shore on your own until a tranquilliser dart knocks you out. You wake in a shipping container wearing an explosive collar, then have to scavenge supplies and take down an armed hunter who uses night vision. Stay behind cover, use Focus, then loot his rifle and take the boat on the west side of the island to get your gear back.
Needs: Unlocks after the Chapter 1 mission it's tied to (GTABase files it as Manhunt). Don't try to leave the fenced area or the collar blows. Reward is the Island Poacher FF-50 heavy sniper rifle and, per GTABase, about $20,000. Not tested by us.

- [ ] **The Scarface motel room and the Little Friend SMG** CONFIRMED

Where: Ocean Beach, Vice City, in the building right across from the Sandy Muscles Gym. The stairs up are behind the outdoor cafe to the right of the Atlantic Hotel.
How: Go up two flights and try the first room door on your right; it won't open. Carry on along the corridor, take the stairs at the far end and walk through the alley back to the road (don't go back down the way you came up, or nothing happens). A red car speeds off and a man in a yellow shirt is left dead in the street. Head back to the same door, which is now open, and pick up the Little Friend W-10 SMG from the floor. The bathroom recreates the chainsaw scene from Scarface.
Needs: Midday only. Guides disagree on how long the window lasts (noon to 1pm, 2pm or 3pm), so turn up right at noon. No story or character requirement mentioned.

- [ ] **The conspiracy theorist's garage in Belville** CONFIRMED

Where: A house in Belville, Leonard County. It's the same house from a photo hidden in the 2021 San Andreas remaster.
How: Break into the garage. Inside is a hideout covered in notes from a man who has worked out he's in a game: he can't buy a flight to Los Santos or drive past the state line, he keeps seeing identical people, and only "J and L" seem free of the rules.
Needs: Nothing known. Found by a player from the GTA 6 mapping community on launch day.

- [ ] **The egg at the top of the radio tower** CONFIRMED

Where: The tallest radio tower in Leonida (reported in South Vice-Dale County).
How: Climb to the top (about 7 minutes), pick up an egg from the bird's nest and throw it at the road below. It triggers a short secret cutscene, a nod to the hidden egg in 2002's Vice City.
Needs: Nothing known. Some players parachute onto the tower to skip the climb.

- [ ] **The killer clown in the elevator** CONFIRMED

Where: The Haymarket Building (also called the Haymarket Hotel) at the western edge of Ocean Beach, Vice City. Go in through the front lobby and look left for the elevators.
How: If the left elevator has an "Out of Order" sign with a red balloon by it and creepy music playing, the event is live. Step into the balloon-filled elevator and ride it up towards the roof. The balloons pop, the lights cut out, and a clown with a machete lunges at you before vanishing. It's a nod to Pennywise from It.
Needs: Late at night. One guide says 10pm to 2am in-game, another only saw it after midnight (around 4am), so try just after midnight. Available after the prologue. One guide says a Carnival Ticket on the floor afterwards gives you free underwear; the other mentions no reward.

- [ ] **34 collectible comics and magazines** REPORTED

Where: Mostly on shop shelves across Leonida.
How: Pick them up as you explore. Several spoof the X-Men, and TV channels parody other shows too.
Needs: Nothing known.

Map: GTADB (CC BY 4.0) · not affiliated with Rockstar Games

MORE SECRETS · STEP BY STEP (CONT.)

☐ Cheats unlock after the story REPORTED

Where: Progress menu → Cheats.
How: Guides say finishing the main story unlocks a Cheats list, including a $250,000 cash cheat. Many button codes are still unconfirmed, and some trackers say none are verified yet.
Needs: Finish the story. Single-player only.

☐ The Mount Kalaga tower and the locked shed REPORTED

Where: A tall metal tower near a summit in Mount Kalaga National Park, Lummox County, with a small wooden shed at its base.
How: Climb the tower's ladder and check the signs near the top platform for a five-digit code (reported as 69185). Climb back down and enter it on the shed's keypad. Inside, a logbook on the table has a strange figure sketched on its second page.
Needs: No reward beyond the drawing, and nobody knows what it means yet. Only one guide covers it so far, so the code isn't checked.

☐ The Silent Hill fog at the Marbelle Hotel REPORTED

Where: The Marbelle Hotel in Vice City. From the street it looks like any other building; the report doesn't name the district.
How: Walk inside. The lights flicker and then cut out completely while whispers fill the room. Head back out and Vice City is buried in thick fog and darkness, much like the town in Silent Hill.
Needs: No time of day, story point or reward mentioned yet. First shared as a video clip on X; only one outlet has written it up so far.

☐ The Terminator 2 hospital ambush REPORTED

Where: The hospital escape at the end of Chapter 1.
How: Watch the attacker who walks in holding a box of roses: he pulls a shotgun out of it, just like the famous scene in Terminator 2. It plays out as part of the mission.
Needs: Story progress to the end of Chapter 1.

☐ The ghost cat and the pet cemetery REPORTED

Where: Starts anywhere a ghostly cat walks up to you. It leads to a locked building north-east of the Bait Shop, then a cemetery in southern Grayson, Lummox County.
How: Follow the cat twice to unlock the building, then a third time when it waits outside. Grab the WAiNK magazine from under a table inside. The cat then takes you to the cemetery, where you scan the middle gravestone and light the last candle.
Needs: The cemetery part only works at night. Reward is a Zombie Deer tattoo for Jason. Only one guide covers it so far.

☐ The talking parrots at the Keys liquor store REPORTED

Where: A liquor store in the Leonida Keys. The guide doesn't name the exact island.
How: Visit the store and you get pulled into a brawl involving its talking parrots. Win the fight, then check the generator outside for a cash reward.
Needs: No story or time requirement mentioned. Only one guide has covered it so far.

☐ The tiger in the stuck van REPORTED

Where: Near Port Gellhorn, Kelly County (one guide says south of Maroon Key).
How: Two men ask you to push their van out of the mud. Open the back and a smuggled Bengal tiger attacks.
Needs: Reward unclear ($200 per GTABase). Counts towards the animal compendium.

Map: GTADB (CC BY 4.0) · not affiliated with Rockstar Games

MORE SECRETS · STEP BY STEP (CONT.)

- [ ] **The unlocked weapons stash in Tequesta** REPORTED

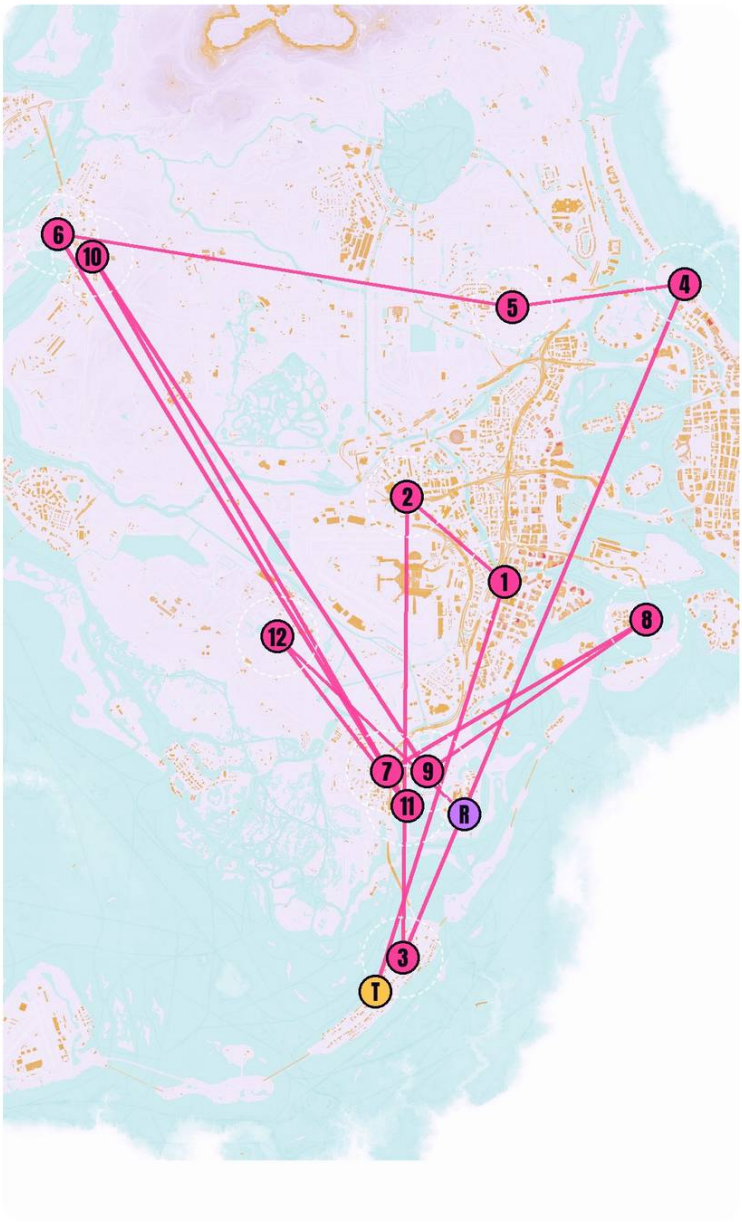
  Where: A storage unit in an apartment block in Tequesta, Vice-Dale County, opposite the Vice Seven Condominiums gym.
  How: The unit isn't locked, so just walk in and grab everything. You get a grenade launcher, a Kolinga .50 pistol, a fully kitted Cockroach XTREME rifle, body armour and healing items. A safe inside also holds some cash and a baseball card worth about $3,000.
  Needs: No story, time or character requirement mentioned. Handy early in the game. Only one outlet has covered it so far.

- [ ] **The wildlife and bird logbook** REPORTED

  Where: Anywhere outdoors, especially the Grassrivers wetlands.
  How: Use binoculars to log birds and animals. There are 170+ animals and 62 bird species to record.
  Needs: Binoculars.

Map: GTADB (CC BY 4.0) · not affiliated with Rockstar Games

VICE CITY 2002 PORTAL · FULL ROUTE



REWARD

Tommy Vercetti's Hawaiian shirt, a trip to 2002 Vice City and Kent Paul at the Malibu Club.

RULES

No fast travel and no switching characters during the run. Stops are areas, not exact spots: look for the LPL substation inside each ring.

- ☐ T **Badger radio tower, Key Lento**
  Top room: power on, press the button. TV shows the Malibu Club logo.
- ☐ 1 **Downtown Vice City · letters "L"** ○
  Press the switch, input CIRCLE
- ☐ 2 **Balsero · letters "IF"** ○
  Press the switch, input CIRCLE
- ☐ 3 **Key Lento · letters "EI"** L1
  Press the switch, input L1
- ☐ 4 **North Vice Beach · letters "S"** □
  Press the switch, input SQUARE
- ☐ 5 **North Vice City · letters "P"** L1
  Pull the switch, input L1
- ☐ 6 **Port Gellhorn · letters "A"** □
  Pull the switch, input SQUARE
- ☐ 7 **Hamlet · letters "SS"** □
  Press the switch, input SQUARE
- ☐ 8 **Gloriana Key · letters "IN"** □
  Press the switch, input SQUARE
- ☐ 9 **Hamlet · letters "G"** L1
  Pull the switch, input L1
- ☐ 10 **Port Gellhorn · letters "ME"** △
  Pull the switch, input TRIANGLE
- ☐ 11 **Hamlet · letters "B"** ○
  Pull the switch, input CIRCLE
- ☐ 12 **Quarry By The Airport · letters "Y"** △
  Pull the switch, input TRIANGLE
- ☐ R **Reactor 2, power station east of Hamlet**
  Text says U-235 REACTOR2 19-06: go 7pm-6am in-game as Jason and pull the switch.

The letters spell LIFE IS PASSING ME BY, the old 2002 cheat. Solved by Memeio; checked against VICE, VGC, Game Rant and others.

Map: GTADB (CC BY 4.0) · not affiliated with Rockstar Games



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