THE STASH

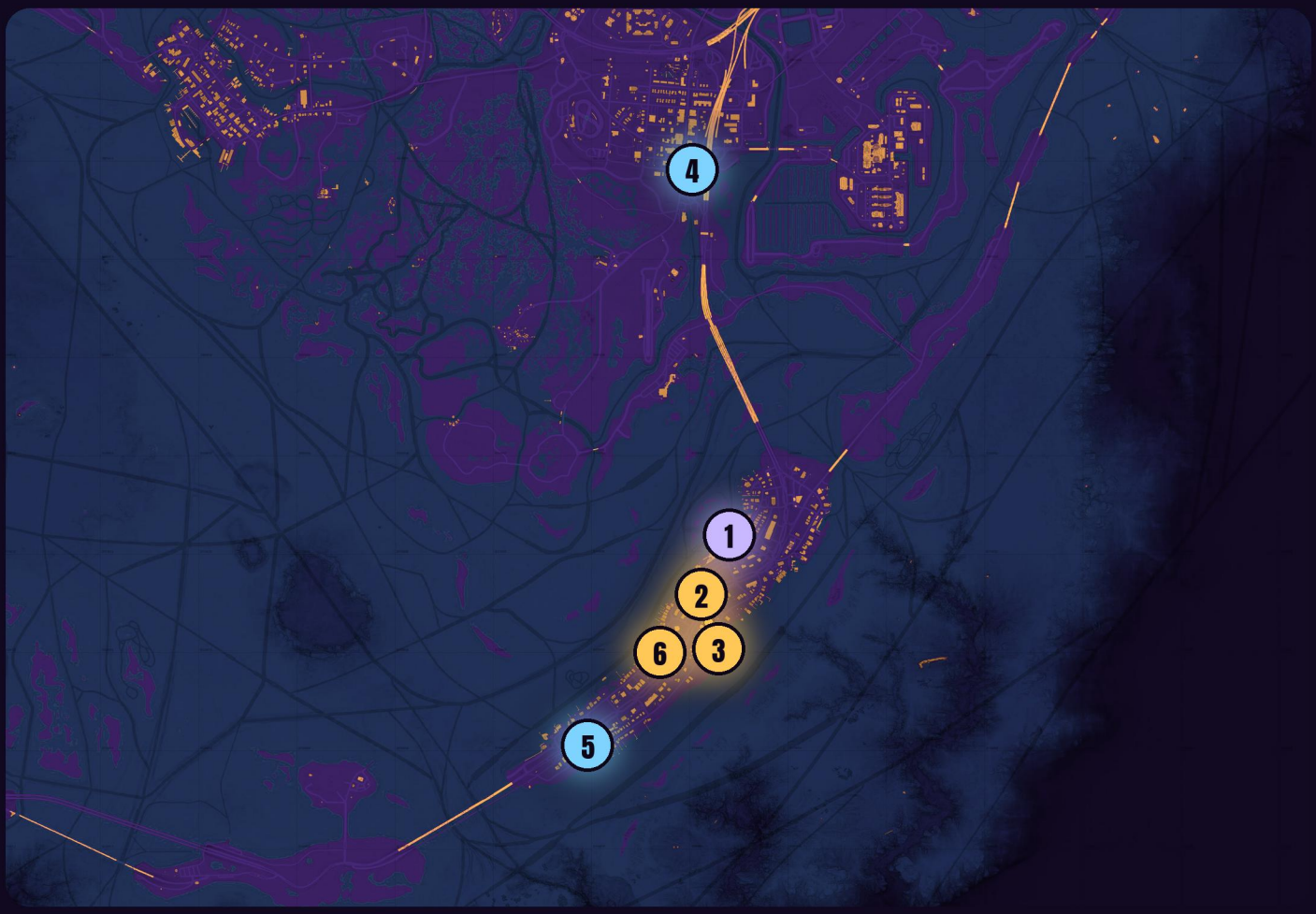
GTA 6 WALKTHROUGH

PART 1

CHAPTER 1

JUST LIKE PARADISE

Key Lento, from the Prologue to Tourist Trap. Do it in this order and you start Chapter 2 with your money, your best weapons and Lucia at 3 of 4 hearts.



- [ ] The route, 18 steps in order
- [ ] 12 missables to tick off
- [ ] 9 things that cost you
- [ ] Money: keep it into Chapter 2

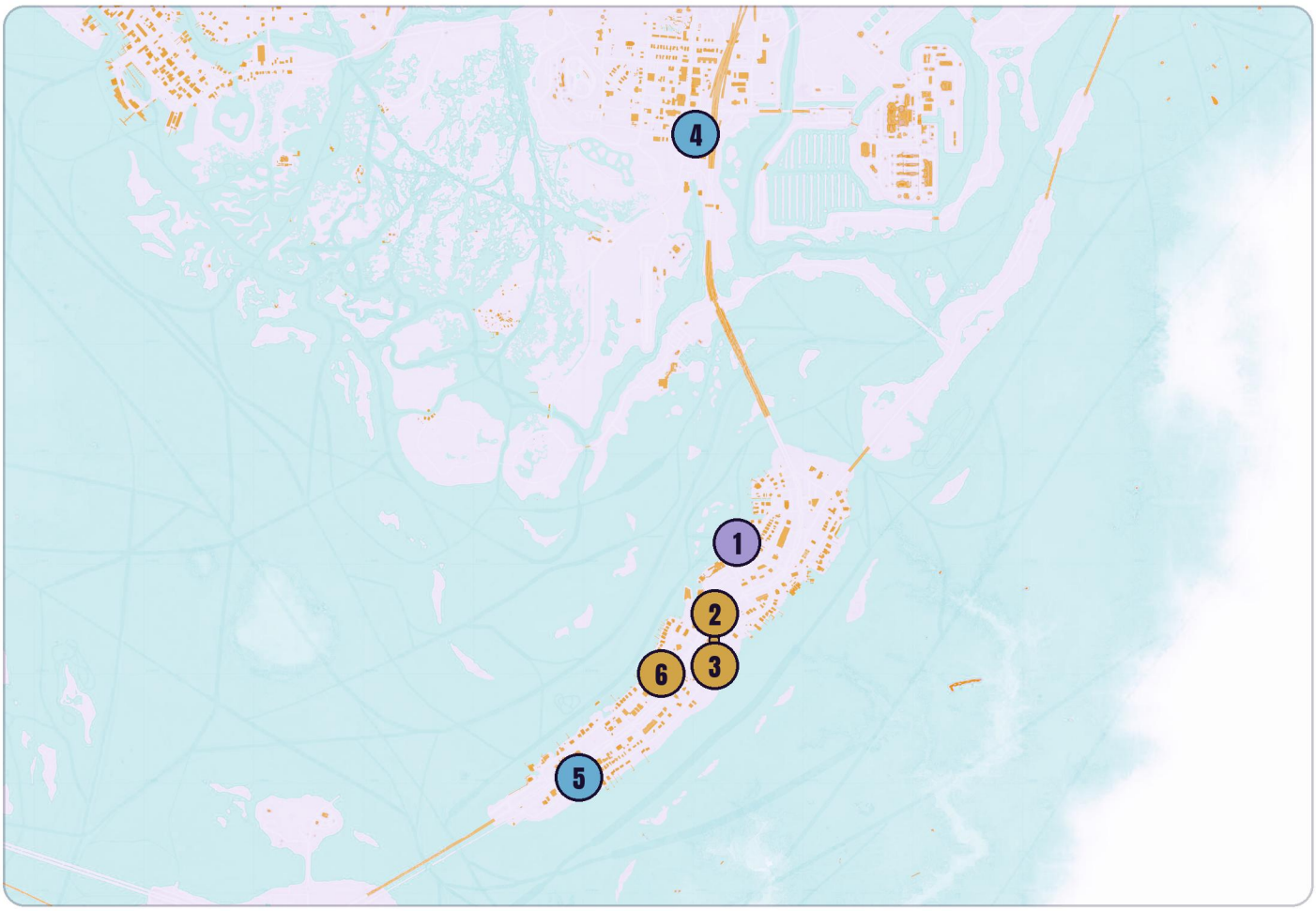
Every step checked against 2+ guides where we could; single-source and disputed points are marked. Map: GTADB (CC BY 4.0). Not affiliated with Rockstar Games.

START HERE

Tick each box as you go. Steps are in the order we recommend; where the game lets you choose, the step says so.

"2+ guides" means at least two independent guides agree. "1 source only" means treat it as likely, not certain. DISPUTED means the guides disagree, and we show both sides.

MISSABLE CHOICE LUCIA DISPUTED SAVE NO RETURN



1. Jason's house: Jason's safehouse in Key Lento. Handy starting point for the safes run.
2. The parrot's secret stash: Listen to the parrot, then check the vent. We pulled $1,448 out of it.
3. Animal shop safe: Shop safe. The parrot's secret stash is a few steps away.
4. Pawn shop, Hamlet: Pawn shop in Hamlet, the nearest one to Key Lento.
5. Mod shop, Key Lento: The closest mod shop to the Key Lento safes.
6. Fleeca Bank, Key Lento: Find the note inside for the safe code.

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THE ROUTE

Do these in order. The numbers match the order we recommend.

- [ ] **1** **Prologue, then Gone Fishing**
MISSABLE
In Gone Fishing, grab the cash in the Kingfisher camp trailer.
Sources: A, C · 2+ guides

- [ ] **2** **Gear Up, Lab Fees, Just a Scratch, Unwanted Attention**
Any order, all before Pipework. Lab Fees pays $600 by post and (1 source) unlocks Brian as a fence. Unwanted Attention pays $150 (1 source).
Sources: A, C, H · 2+ guides

- [ ] **3** **Pipework**
MISSABLE
On the way out, pick up the cigar box Mandy throws into the street (Macizo Cigars).
Sources: C, I · 2+ guides

- [ ] **4** **Get Shirley's Rum as soon as it appears**
MISSABLE
It shows up around Pipework. Steal the Scooter follows about a day later. Both are Chapter 1 only. About $1,300 sits in the vent at the Exotic Animals Front next to Jason's house (1 source; we pulled $1,448 from the parrot stash there ourselves).
Sources: A, B, F, H · 2+ guides

- [ ] **5** **Hey Arnold!: kill or spare Arnold**
CHOICE
Your choice. The mission path doesn't change, and either way he leaves the story. Killing counts toward a 'violent' profile and Brian reacts coldly (1 source).
Sources: A, B, C · 2+ guides

- [ ] **6** **Island Dreams**
Pays $400 and unlocks Kenton's treasure dives (dives: 1 source). Drive off the shark or Dobbs can die; only the closing lines change (1 source).
Sources: A, C · 2+ guides

- [ ] **7** **Feng Shui, then ALL of Lucia's errands**
MISSABLE LUCIA
Before Coming Home: groceries, flowers, a necklace for Lucia, the haircut (the chop), and Lucia's clothes from Andy. Also do Jason's house repairs. All of it starts the relationship at 3 of 4 hearts. The necklace costs $475 (1 source).
Sources: A, C, D · 2+ guides

- [ ] **8** **Coming Home**
Pick Lucia up from prison.
Sources: A, C · 2+ guides

- [ ] **9** **Clean Up After Donnie + Buck Me**
Either order; Down to Earth unlocks after both. Clean Up pays $600 by post. Buck Me opens your BuckMe bank account with a $100 welcome deposit.
Sources: A, C, E · 2+ guides

- [ ] **10** **Down to Earth, then meditate with Lucia**
MISSABLE LUCIA
The morning after, find Lucia in the kitchen and do the balcony meditation. Chapter 1 only.
Sources: A, C, D, F · 2+ guides

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THE ROUTE (CONT.)

- [ ] **11** **Day Release + Clear Skies**

MISSABLE

Either order; Swamped needs both, and Building a Life follows Clear Skies. In Day Release, grab Lucia's sunglasses on the yacht.

Sources: A, B, C · 2+ guides

- [ ] **12** **Answer Lucia's call: Clock Out**

MISSABLE DISPUTED

The day after Day Release. Pick her up on time. Guides disagree on the trigger: 3+ hearts (A, M) or before 4pm at the Key Lento Community Center (D, I). Decline or arrive late and it's gone.

Sources: A, D, I, M · 2+ guides

- [ ] **13** **Sell to Donnie early, and do Ring the Bell!**

DISPUTED

Donnie stops buying after Swamped (A, D), or after Clear Skies per one player report (I), so sell before Clear Skies to be safe. Ring the Bell! (Cal texts you): before Swamped (A, B) or before Tourist Trap (I). Do it early.

Sources: A, B, D, I · 2+ guides

- [ ] **14** **Swamped**

Telling Lucia about Brian's retirement gives a relationship boost (1 source).

Sources: C · 1 source only

- [ ] **15** **Don Gone: open the trunk FIRST**

MISSABLE

Open the car trunk before destroying the car to get Donnie's H&L .38 revolver. Grab Donnie's sunglasses too.

Sources: A, B, C, D · 2+ guides

- [ ] **16** **Donnie's Lost Drugs**

Sell them at Brian's lockup for $1,200.

Sources: A, C · 2+ guides

- [ ] **17** **STOP before Recalibration: clean up**

SAVE

Manual save in its own slot (there's no mission replay). Move at least $5,000 into BuckMe Family Savings. Spend the rest on weapons, clothes or tattoos. Sell stolen goods. Read the magazines in and around Jason's house.

Sources: A, B, C, D, E, F · 2+ guides

- [ ] **18** **Recalibration, Tourist Trap, Home Sweet Home, Discharge Time**

NO RETURN

Tourist Trap is the point of no return; free roam locks until Chapter 2. Guides disagree on how much free time you get after Recalibration, which is why you save before it.

Sources: A, B, C, D, E, F · 2+ guides

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DON'T

The fail-states and the things that cost you money or items.

- [ ] **Don't carry big cash**
  Dying or getting busted loses all your pocket cash and any stash bags. Bank money survives.
  Sources: B, C, E, G · 2+ guides

- [ ] **Don't leave money anywhere except Family Savings**
  Pocket cash, the floorboard stash and the BuckMe checking balance get wiped when Chapter 1 ends. Only Family Savings carries over. (One guide says the wipe lands at Discharge Time, not Tourist Trap. Bank before Recalibration either way.)
  Sources: A, D, E, G, H, I, L · 2+ guides

- [ ] **Don't overfill Family Savings**
  Money moved in can't be withdrawn. The Chapter 1 goal stops at $5,000.
  Sources: C, E, F, G · 2+ guides

- [ ] **Don't upgrade Jason's car**
  You lose it, and your other personal vehicles, at the end of Chapter 1.
  Sources: D, E, G, I · 2+ guides

- [ ] **Don't blow up Donnie's car before opening the trunk**
  It destroys the unique revolver.
  Sources: A, C, D · 2+ guides

- [ ] **Don't skip Lucia's errands**
  They set your starting bond. (Guides disagree on how much skipping the clothes errand matters.)
  Sources: A, C, D · 2+ guides

- [ ] **Don't ignore Lucia's call after Day Release**
  Or turn up late. You lose Clock Out.
  Sources: D, I · 2+ guides

- [ ] **Don't rely on mission replay**
  It doesn't exist. Keep a separate save.
  Sources: A, D, F · 2+ guides

- [ ] **Pocket cash only pays up to $999**
  Anything dearer comes out of BuckMe.
  Sources: C, E · 2+ guides

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MISSABLES

Gone for good once the chapter moves on. Tick them off.

- [ ] **Trailer cash (Gone Fishing)**
  MISSABLE
  Sources: A, C · 2+ guides

- [ ] **Mandy's Macizo cigar box (Pipework)**
  MISSABLE
  Sources: C, I · 2+ guides

- [ ] **Get Shirley's Rum + Steal the Scooter**
  MISSABLE
  Sources: A, B, C, D, F, I · 2+ guides

- [ ] **Lucia's 5 errands + Jason's house repairs (before Coming Home)**
  MISSABLE
  Sources: A, C, D · 2+ guides

- [ ] **Balcony meditation with Lucia (morning after Down to Earth)**
  MISSABLE
  Sources: A, C, D, F · 2+ guides

- [ ] **Clock Out (after Day Release)**
  MISSABLE
  Sources: A, D, I · 2+ guides

- [ ] **Lucia's sunglasses on the yacht (Day Release)**
  MISSABLE
  Sources: A, B · 2+ guides

- [ ] **Ring the Bell! and its T-shirt**
  MISSABLE
  Sources: A, B, I · 2+ guides

- [ ] **Selling to Donnie (ends after Swamped or Clear Skies)**
  MISSABLE
  Sources: A, D, I · 2+ guides

- [ ] **Donnie's H&L .38 revolver + sunglasses (Don Gone)**
  MISSABLE
  Sources: A, B, C, D · 2+ guides

- [ ] **Magazines in and around Jason's house**
  MISSABLE
  Sources: D, F · 2+ guides

- [ ] **Andy's jacket (Home Sweet Home): disputed, call Andy back right after escaping the house**
  MISSABLE
  Sources: A, I · 2+ guides

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MONEY

Keep what you earn. Only Family Savings survives the end of the chapter.

WHAT CARRIES OVER

Carries over to Chapter 2: Family Savings, unique weapons, clothes, tattoos and your Lucia relationship level. Paused, not lost: Kenton's treasure dives, Cal's fishing and the Kingfishers hideouts come back later. Lost: Jason's Key Lento house, its stash and your personal vehicles.

$5,000 into Family Savings before Recalibration

BuckMe app, 'Buck Yourself'. Deposit cash at an ATM near Jason's house first.

Sources: A, B, D, E, F · 2+ guides

Bank after every job

Keep pocket cash low.

Sources: C, E, F · 2+ guides

Spend everything above $5k before the finale

Weapons, clothes and tattoos carry over.

Sources: D, E, H, L · 2+ guides

Mission payouts

Lab Fees $600, Clean Up After Donnie $600, Island Dreams $400, Donnie's Lost Drugs $1,200.

Sources: A, C · 2+ guides

The South Vice-Dale stash run (may be patched)

Vans and a red barn north of Key Lento; save, reload and the loot is back. Three guides describe it but quote different payouts ($8k to $12k a run), and one says no verified money glitch exists yet.

Sources: B, H, J, K · 2+ guides

Store stick-ups in Hamlet

A few hundred dollars per store (exact figures: 1 source).

Sources: H · 1 source only

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SOURCES

Where every step comes from. Pages read on or before 27 Nov 2026.

A **gta.guide walkthrough (22 Nov 2026)**
gta.guide/gta-6/guides/walkthrough

B **BuffBuff walkthrough (23 Nov 2026)**
buffbuff.com/blog/gta-6-walkthrough

C **Dork walkthrough (no date shown)**
readdork.com/gaming/gta-6-walkthrough

D **Tech4Gamers point of no return (23 Nov 2026)**
gta.tech4gamers.com/gta-6/guides/chapter-1-point-of-no-return

E **GTABase: keep your money safe (19 Nov 2026)**
gtabase.com/gta-6/articles/how-to-keep-your-money-safe-in-gta-6

F **Apollotrail: before Tourist Trap (20 Nov 2026)**
apollotrail.com/blog/gta-6-what-to-do-before-tourist-trap-chapter-1-point-of-no-return

G **GITM: money gone (26 Nov 2026)**
gitm.gg/guides/gta-6-money-gone

H **Game Rant: Chapter 1 money (26 Nov 2026)**
gamerant.com/gta-6-best-ways-to-make-money-fast-chapter-1

I **Game-Checklists missables (26 Nov 2026)**
game-checklists.com/gta6/guides/missables

J **Beebom money glitch (date not checked)**
beebom.com/gta-6-unlimited-money-glitch

K **Games.gg glitch caution (date not checked)**
games.gg/grand-theft-auto-vi/guides/grand-theft-auto-6-money-glitch-what-works-and-what-to-avoid

L **Notebookcheck (about 21 Nov 2026)**
notebookcheck.net/GTA-6-Why-you-shouldn-t-spend-too-much-time-making-money-early-on.1455233.0.html

M **eGamers: Clock Out (date not checked)**
egamers.io/gta-6-clock-out-wont-start-lucias-phone-call-and-the-3-of-4-hearts-requirement

NEXT: PART 2

Every part, the live map and new pins:

gtastash.co.uk/walkthrough

Spotted a mistake? Tell us: yo@gtastash.co.uk

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