THE STASH

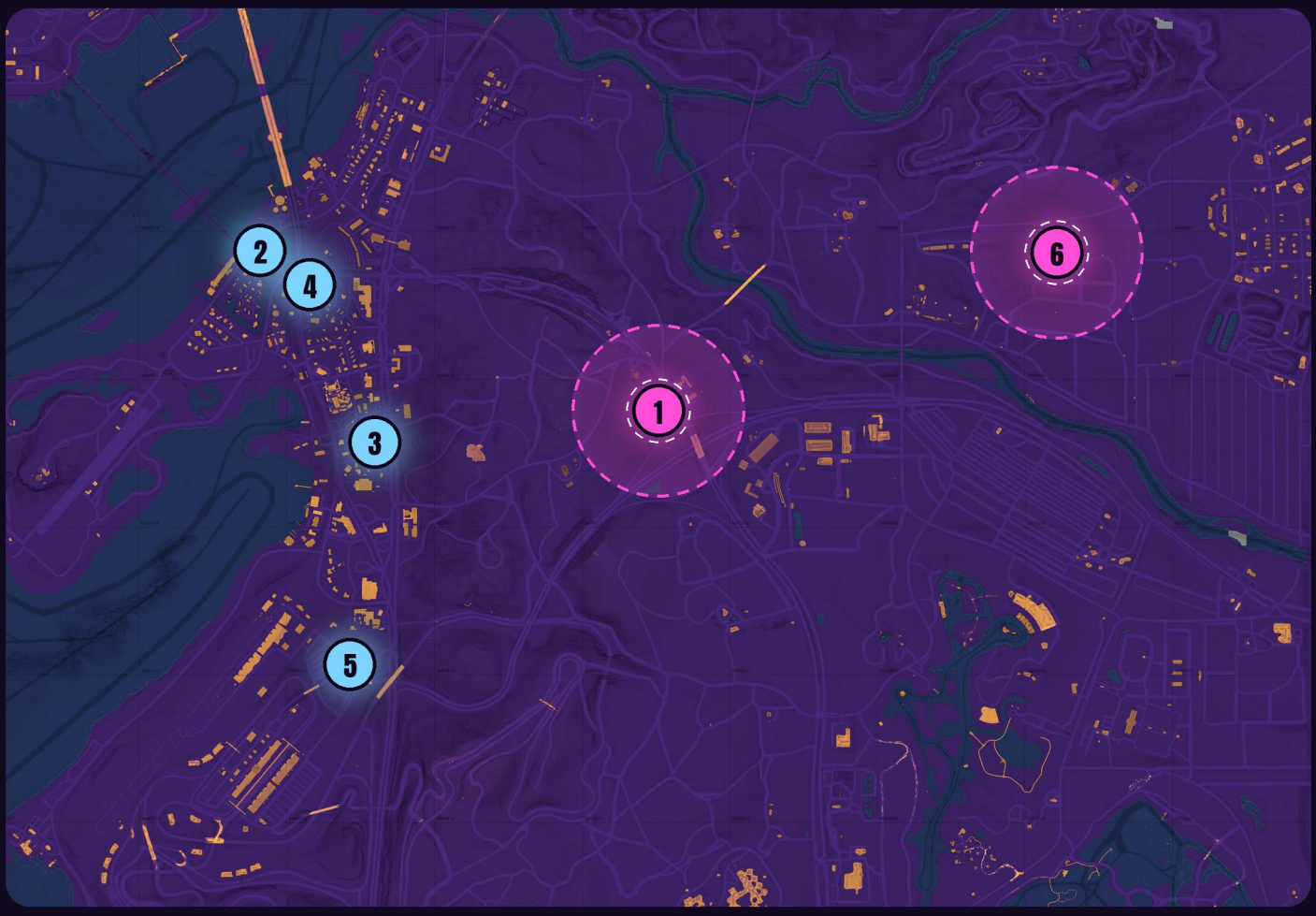
GTA 6 WALKTHROUGH

PART 2

CHAPTER 2

PARADISE LOST

Port Gellhorn and the Starlet Motel, from What's in the Bag? to Checking Out. Lucia leads while Jason recovers. 11 main missions, a $15,000 goal that gates the finale, and a point of no return at the end. Guides disagree on the order in the middle; we flag every one of those spots.



- [ ] The route, 18 steps in order
- [ ] 9 things that cost you
- [ ] 11 missables to tick off
- [ ] Money: keep it into Chapter 3

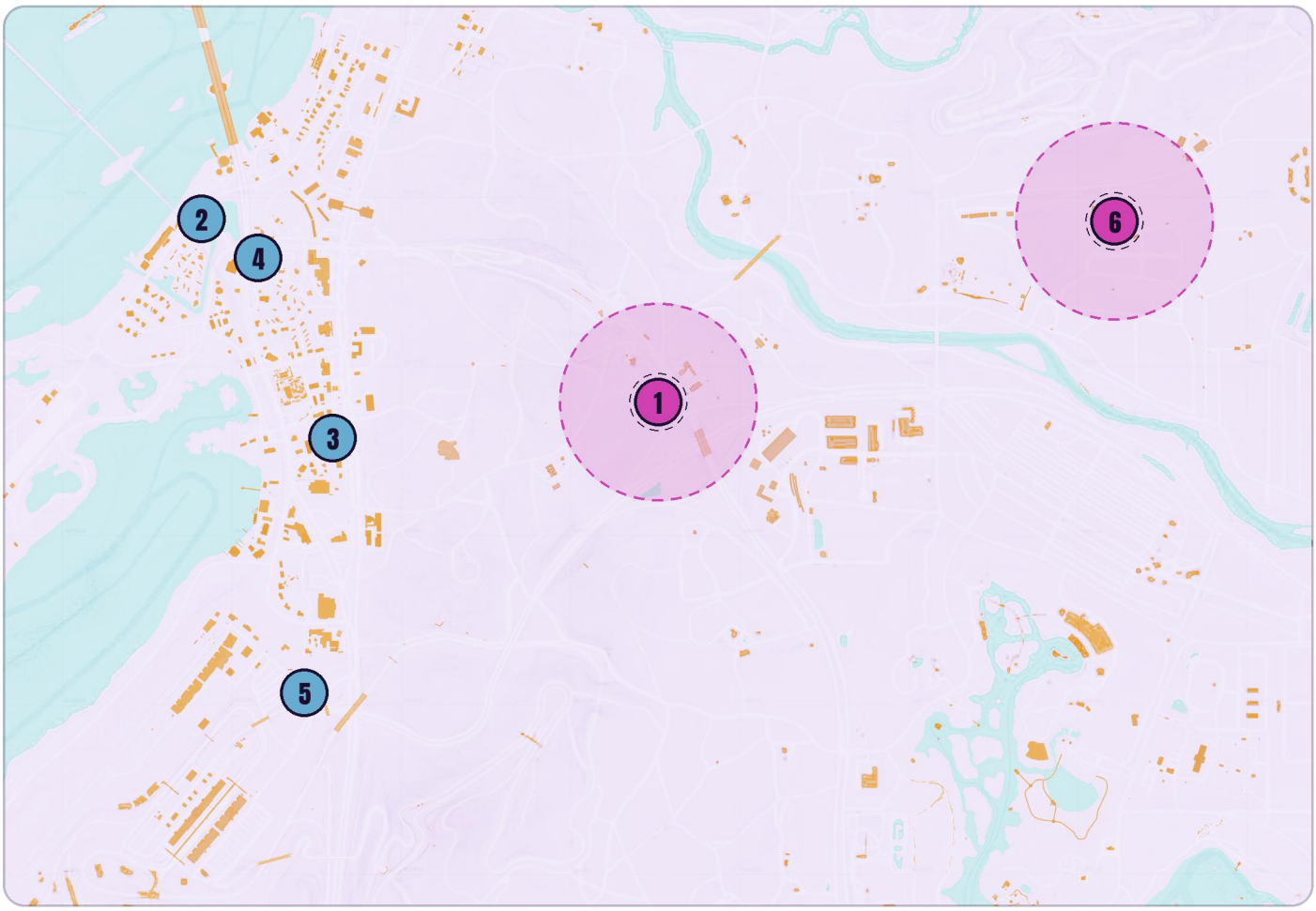
Every step checked against 2+ guides where we could; single-source and disputed points are marked. Map: GTADB (CC BY 4.0). Not affiliated with Rockstar Games.

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. UFO abduction roads: Quiet roads east of Port Gellhorn, around the Starlet Motel.
2. Gellhorn Outfitters: Gun store in Port Gellhorn.
3. Pawn & Gun, Port Gellhorn: Gun store. Stock up before heading into the north.
4. Pay 'n' Spray, Port Gellhorn: Lose your wanted level with a respray.
5. Mod shop, Port Gellhorn: Car mod shop.
6. McKittrick Farm (Kyle): Kyle's last side mission. The Red Hulk moment.

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THE ROUTE

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

- [ ] **1** **What's in the Bag?**
MISSABLE
Starts on its own after Discharge Time. Lucia flips the statue, reads the note and finds the hard drive. Unlocks the Paradise Lost trophy. While you're in the motel, grab two collectible cards: Vicki (office bathroom floor, by the toilet) and Victor Maravilla (kitchen fridge).
Sources: C, D, E, G, J · 2+ guides

- [ ] **2** **Take Care of Jason**
An ongoing task that finishes by itself. Walking in and out of the room doesn't speed it up (1 source).
Sources: D, E, G · 2+ guides

- [ ] **3** **Overnight Charges: meet Linda at the front desk**
LUCIA
If Jason bought Lucia the necklace in Chapter 1, she hands it over as collateral for the room. You can win it back later.
Sources: D, E, G · 2+ guides

- [ ] **4** **Just Moved In: 8 items at the Alpha store**
LUCIA
Near the motel. Gives a relationship boost. The list (1 source): soda, protein bars, fruit, soup, gauze, bandanas, hair clippers, makeup bag.
Sources: C, D, E · 2+ guides

- [ ] **5** **Girls' Trip: painkillers for Jason**
Pay Vicki $50; she refunds it later through BuckMe. At the car wash choose DEFUSE both times to skip the fight. Optional: Pick Up a Gun at Gellhorn Outfitters or from your locker.
Sources: C, D, E, G · 2+ guides

- [ ] **6** **Moses: register a stolen, untracked car**
You get the Slim Jim, the Scooter Bros app, car registration and Lucia's first personal car. From now on you can sell untracked stolen cars to Moses. He rejects cars stolen too close to his garage, and the garage closes for a minute or two after each sale.
Sources: C, D, E, G · 2+ guides

- [ ] **7** **Ambulance Chaser: get rid of the ambulance**
DISPUTED
Guides disagree on WHEN this opens: straight after What's in the Bag? (D, H, I) or after Moses (C, E, G). Do it whenever it appears. One guide's steps: chase it on an ATV until it crashes, pour gas from the red can, light it and leave before the police arrive.
Sources: C, D, E, G, H, I · 2+ guides

- [ ] **8** **New Look + How Do I Look?**
Short story tasks: Pearl House Hair Salon, then Bargain World. Any paid haircut works (1 source).
Sources: D, E, G · 2+ guides

- [ ] **9** **Painkiller Supplier: wait for Dunk's call**
Don't sleep to force the call (1 source). It comes on its own.
Sources: D, E, G · 2+ guides

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THE ROUTE (CONT.)

- [ ] 10 **Behind on Payments: pay Linda $900**

MISSABLE

Paying the motel bill gets Lucia's necklace back. One guide says the bill rises to $1,080 if Lucia shops first, and rises again after Slam Dunk, so pay it early.

Sources: D, E, F · 2+ guides

- [ ] 11 **Slam Dunk + Daily Driver (both before Breakfast Run)**

DISPUTED

Guides disagree on which comes first (Daily Driver first: D, H, I; Slam Dunk first: C, E, G). Slam Dunk pays $1,700 through BuckMe the next day and makes Dunk a fence; check Dr. Bill's body for about $1,000. Daily Driver: steal the white '82 Canis Crawler for Moses, $1,250 plus $500 if it's undamaged. It unlocks a Port Gellhorn garage and Moses's Steal Vehicles orders.

Sources: C, D, E, G, H, I · 2+ guides

- [ ] 12 **Breakfast Run**

Jason and Lucia rob Hank's Waffles, the liquor store and the thrift store. Unlocks the Trust trophy and personal vehicles for both.

Sources: C, E · 2+ guides

- [ ] 13 **Coffee Break: buy Lucia a $2 coffee**

LUCIA

Free switching between Jason and Lucia starts here (hold Right on the D-pad). It opens the optional jobs: Hit Avery Pawn, Hit Kingpin Bowling, Impounded Vehicle, Thrillbillies and Twist Wrist, Smash, Grab.

Sources: C, D, E, G · 2+ guides

- [ ] 14 **Top up to $15,000 with optional jobs**

CHOICE

Best payers: Help Kirk Find Mr. Mangrove (Lucia, at night: tranquilize Mangrove for $10,000; other outcomes pay nothing), the pawn and bowling robberies, and Moses car sales. Veteran Hunted ($500) only triggers as Jason and fails if Lucia comes.

Sources: C, E, K · 2+ guides

- [ ] 15 **Prepare for Vice City: $15,000**

DISPUTED

Confirmed by 4 guides. Keep it in BuckMe; no guide clearly says pocket cash counts. Guides disagree on what triggers the finale: hitting $15,000 alone (C) or $15,000 plus every other main mission (D, F).

Sources: C, D, E, F · 2+ guides

- [ ] 16 **Afternoon Delight: rob the safe at Delights**

CHOICE

Safe code 2008. Pays $10,000 through BuckMe the next day, which usually finishes the goal. Choice: Jason helps with the show backstage (extra scenes, then you buy Jason clothes) or not (shorter, robbery starts at once). Same payout either way; the choice only changes this mission.

Sources: C, D, E · 2+ guides

- [ ] 17 **STOP before Checking Out: clean up**

SAVE

Pay Linda, take the motel cards, beat the Delights pool player, play the first Thrillbillies mission, finish outfit and storage business at the motel, bank every dollar, and make a manual save in its own slot.

Sources: C, D, E, F · 2+ guides

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THE ROUTE (CONT.)

- [ ] 18 **Checking Out**

NO RETURN

The finale and the point of no return. Grab the shotgun on the bed, fight the corrupt cops, take a biker's bike as Lucia and jump into Jason's car (guides differ on the button). Bug: if you die in the bike chase, Jason's marker can vanish; restart the mission. Chapter 3 opens with Welcome to Vice City.

Sources: 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 start Checking Out early**
  The Starlet Motel stops being your home for good, and there's no mission replay. Keep a separate save.
  Sources: C, D, E, F · 2+ guides

- [ ] **Don't carry big cash**
  Dying or getting arrested costs money. Deposit into BuckMe as you go.
  Sources: D, E · 2+ guides

- [ ] **Don't spend on clothes and hair before the $15,000**
  You also need $900 for Linda, and one guide says her bill grows if you shop first.
  Sources: E, F · 2+ guides

- [ ] **Don't steal Moses's cars next to his garage**
  He rejects them, and cars with standard trackers alert the police.
  Sources: D, E · 2+ guides

- [ ] **Don't damage the Crawler in Daily Driver**
  It costs you the $500 bonus.
  Sources: C, E · 2+ guides

- [ ] **Don't fight at the car wash in Girls' Trip**
  Choose Defuse twice.
  Sources: C, E · 2+ guides

- [ ] **Don't take Lucia on Veteran Hunted**
  It only triggers as Jason, and (1 source) the mission fails if Lucia comes along.
  Sources: C, E · 2+ guides

- [ ] **Don't drive wild with Lucia on the bike**
  In Checking Out she can be thrown off and the chase fails (1 source).
  Sources: E · 1 source only

- [ ] **Don't assume your cash survives**
  No guide reports a Chapter 1-style wipe at Checking Out, and none confirms cash is safe. Bank everything first.
  Sources: D, E · 2+ guides

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MISSABLES

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

- [ ] **Starlet Motel as a safehouse (outfits, storage, saving): gone after Checking Out**
  MISSABLE
  Sources: D, F · 2+ guides
- [ ] **Lucia's necklace: pay Linda before Checking Out**
  MISSABLE
  Sources: D, E, F · 2+ guides
- [ ] **Vicki + Victor Maravilla cards (motel): disputed, grab both now**
  MISSABLE
  Sources: D, E, F · 2+ guides
- [ ] **Bryson Powers card (motel laundry room, on a washing machine): player reports**
  MISSABLE
  Sources: D, F · 2+ guides
- [ ] **Delights Cabaret pool opponent (1 source)**
  MISSABLE
  Sources: F · 1 source only
- [ ] **Thrillbillies first mission + outfits (disputed within 1 source)**
  MISSABLE
  Sources: F · 1 source only
- [ ] **Motel magazines: disputed, the same issues may turn up elsewhere**
  MISSABLE
  Sources: F · 1 source only
- [ ] **Wyman's Dominator in the motel car park (1 source)**
  MISSABLE
  Sources: F · 1 source only
- [ ] **Arthur Morgan's hat at the Port Gellhorn yard sale (1 source, unverified)**
  MISSABLE
  Sources: F · 1 source only
- [ ] **Dr. Bill's cash (Slam Dunk) + the shotgun on the bed (Checking Out)**
  MISSABLE
  Sources: C, D · 2+ guides
- [ ] **NOT missable: Kingpin Bowling's valuables and safe, you can go back**
  MISSABLE
  Sources: E, F · 2+ guides

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MONEY

$15,000 in BuckMe opens the finale. Bank as you earn.

WHAT CARRIES OVER

Nobody has confirmed what Chapter 2 wipes. Play safe: bank every dollar in BuckMe, wear the outfit you want, and keep a manual save before Checking Out. The motel, its storage and its car park are left behind for good.

$15,000 gates the finale

Keep a working balance in BuckMe and don't blow it on cars and clothes.

Sources: C, D, E, F · 2+ guides

Story payouts (all via BuckMe)

Afternoon Delight $10,000, Slam Dunk $1,700, Daily Driver $1,250 (+$500 undamaged). Girls' Trip's $50 is refunded. That's $13,450 at most before Linda's $900, so you need side money too (our sum).

Sources: C, D, E · 2+ guides

Sell untracked cars to Moses

Guides quote wildly different prices per car. Count on about $1,000+ each.

Sources: C, D, E · 2+ guides

Mr. Mangrove: $10,000

Help Kirk Find Mr. Mangrove, Lucia only, at night. Tranquilize him and carry him to the helicopter. The biggest optional payout found.

Sources: C, K · 2+ guides

Rob the pawn shop and Kingpin Bowling

The fastest top-ups after Coffee Break. Payout depends on what you grab and sell.

Sources: C, D · 2+ guides

Smaller jobs

Twist Wrist, Smash, Grab $2,000 and Thrillbillies up to $2,500 (1 source each); Veteran Hunted $500; McKittrick Farm $400.

Sources: C, E · 2+ guides

Loose cash

About $1,000 on Dr. Bill's body in Slam Dunk.

Sources: C, F · 2+ guides

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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

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

D **GTABase mission pages (no date shown)**
gtabase.com/missions/gta-6

E **Gaming Pro Max: Chapter 2 (19 Nov 2026)**
gamingpromax.com/gta-6-chapter-2-paradise-lost-walkthrough

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

G **PowerPyx walkthrough (18 Nov 2026)**
powerpyx.com/?p=367985

H **Red Bull mission list (19 Nov 2026)**
redbull.com/gb-en/gta-6-complete-mission-list

I **Dexerto mission list (no date shown)**
dexerto.com/wikis/gta-6/mission-list

J **VGC: What's in the Bag? (19 Nov 2026)**
videogameschronicle.com/guide/gta-6-whats-in-the-bag-walkthrough

K **Mr. Mangrove guides (PowerPyx, GTABase) (date not checked)**
search summaries

L **AllThings.How money gates (28 Aug 2026)**
allthings.how/gta-6-ties-main-story-progress-to-cash-you-have-to-earn

M **Moses payout reports (date not checked)**
search summaries

NEXT: PART 3

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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