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## [GTA Liberty City Stories Glitches \(PSP\)](#)

*Just like any GTA title, this one's full of funny and sometimes even naughty glitches*

**GTA** Liberty City Stories is an all new epic adventure set in now classic Liberty City. Taking place three years prior to the events of Grand Theft Auto 3, you'll play as scorned wise guy Toni Cipriani who has just returned to Liberty City after having been forced into exile for killing a made man as a favor to mob boss Salvatore Leone. With the dust settled, Leone welcomes Toni back and puts him back to work as one of their toughest mob soldiers. Taking the best of the Grand Theft Auto universe, Grand Theft Auto: Liberty City Stories packs all the blazing action, jacking and epic urban adventure in the palm of your hand.

**Glitches**  
**Staunton Island: Go through wall:** In the Rockford area, directly beside the hospital is a construction site. Get a PCJ 600 and ride it to the red bar at the construction site's entrance and break it. Then, back up and go as fast as possible. Ramp up the dirt pile inside the construction site. Once you are on the first roof, jump over to the second roof while still on your bike. Then, go to the wall to your right and ride slowly into it. Note: You may need to do this more than once. If done correctly, you should fall into the wall. When you are done falling, you will be in the unfinished tunnels below. The only way to get exit is to die. Go to the hospital. There should be some stairs. Get a fast car and enable the "Better handling vehicles" code. Drive until you reach the edge of the stairs. Jump onto the roof of the hospital. There is a glass building next to it. Drive into it. You should fall through and land in the tunnel connecting Staunton Island and Shoreside Vale. There are two ways you can escape. You can either kill yourself or drive until you reach a place with no road. It will lead you to the water. If you unlocked Shoreside Vale you do not have to die. **Staunton Island: Fall through ground:** Go to the Fort Staunton area. After you do the mission where you blow up the tunnel, there will be several destroyed buildings farthest to the right of the bottom of Liberty Campus. Go the way closest to the river. Go straight until you are able to go to the right, where you can see a cracked broken wall that you can almost jump over. If you cannot jump it, enable the "Better handling vehicles" code and press Down to jump over the wall while in a car. If you jump over the wall, you will go through the rubble and fall, eventually reappearing on top of the rubble. You will then begin to fall again. The only way to exit is to enable the "Suicide" code. While falling you can exit your vehicle (if you are used it to reach this area). **Staunton Island: Walk with legs underneath the ground:** Go to the Staunton Island hospital. Look toward the left side of the hospital door (that has the emergency sign on top). You should see a garage door that you cannot enter. Get a fast two wheeled car. Atop speed, wheelie directly into the garage. A few attempts may be required. Once you get up, try to run out of the garage area. If done correctly you will have your feet stuck underground. To exit, jump out or steal a car. **Staunton Island: Go through wall:** Go to the Fort Staunton area. Find the Fort Staunton museum. When there, look across the street. You should see a Forreli Excess car. Directly behind it is a ramp. Get a motorcycle and run up that ramp. If you are lucky, you will fall though the wall into a alleyway, or right around the corner of the Fort Staunton museum. Note: You may need to try multiple times before this happens. **Change size of the moon:** Use a sniper rifle to look at the moon. Shoot the moon with the sniper rifle to make it increase in size. Repeat this to make it grow larger until it returns to its original size. **Exceed garage limit:** With a motorcycle, park it against the garage door. Jump off, and after the garage door opens, quickly press Triangle to get back on and press X to drive it in before the door closes again. With a car, keep pushing it towards the garage door until it opens, then keep pushing it until it is inside. **Unresponsive victim:** Go on the bridge connecting Shoreside Vale to Staunton Island. Wait for the bridge to go up wait for someone to stop at the part where the road goes

up. If you see someone on an Angel, you can hit them with your fist and they will not move. They will just let you beat them up. They will not run or drive away. **No bike sound:**When you steal a bike and the radio is on, there will be no noise from the bike when you go. Note: This only works if you drive really fast. Once you brake, the radio plays. **Drive destroyed car:**Find an automobile with a driver in it. Press Triangle to get in the car and immediately enable the "Destroy all cars" code. If done correctly, you should be in the automobile, but it will be on fire. Enable the "Full health" code to put the fire out. You can now do things like in a normal car. If you take it to a Pay N Spray, the automobile will be fixed but still look burned. **Exploded car on water:**Enable the "Drive on water" and "Chrome traffic" codes. Get a car, then get a prostitute inside it (pull up besides her and beep). Without crashing, drive full speed into the water. It will look like the car has exploded, but you can still drive it. Note: If you wait long enough in the water, the woman will get naughty and make rude remarks. **Car stuck on bridge:**When you are driving on the bridge that connects Staunton Island and Shoreside Vale, you can get someone's car stuck in the bridge. To do this, wait until the bridge is up. Then, bump someone's car about half-way on the bridge with it halfway hanging over the edge. When the middle section of the bridge comes back down, that car should get stuck and have half of it sticking out of the bridge. **Hop over speeding cars in one jump:** This trick requires a lot of time and practice. Immediately before a car is going to hit you, jump. You should see yourself on top of the car. Jump again to hop off the car. **Bleeding vehicles:**While using the normal shotgun, walk directly up to a Rhino. Use manual aim and fire directly into the Rhino. It will spurt blood as if it were a person. This can also be done with other cars and objects, but is best when the Rhino is the target, because it will not explode in your face. Try doing this at the airport so you do not get a wanted level. Note: The blood only spurts when you fire from certain angles; down and to the right slightly works the best, and you must be directly up against the tank and use manual aim to do it. **Keep health when bailing:**While on a motorcycle, you can jump off by pressing Y. If you are going fast enough, you can still jump off the bike while in the air. Go off a jump while you are going directly toward a wall. You can jump off and there will be no damage will be done to your health. Even if you jump out of a car and roll forward into a wall, you will not lose health. You will keep rolling but will not go anywhere. **Dead person exits from car:**Aim at a person in a car just slightly above their head from a distance. When you shoot them they will get out of the car. It will look like someone kicked them out of the car, but there is no one there. The person will then die. **Walk through the train:**Use the following trick to walk through any train while losing less health than if you were simply hit by it. Run and jump head on into the train. You will go through the train as if you were a ghost, and barely lose any health. **Float in air:**On the "Slacker" mission when you go to pick up the dealer, jump into the yellow marker instead of walking into it. During the intermission sequence, Toni will float in the air as if he is falling. **Get to the other side of the island:**Enable the "Drive on water: code and go to the docks. Drive at full speed and go in the water in the car. Note: Sometimes you will drown. Here's some explosive gameplay action from the PS2 version of the game (be advised that the content of this video features rough language which may not be appropriate for viewers of any age):