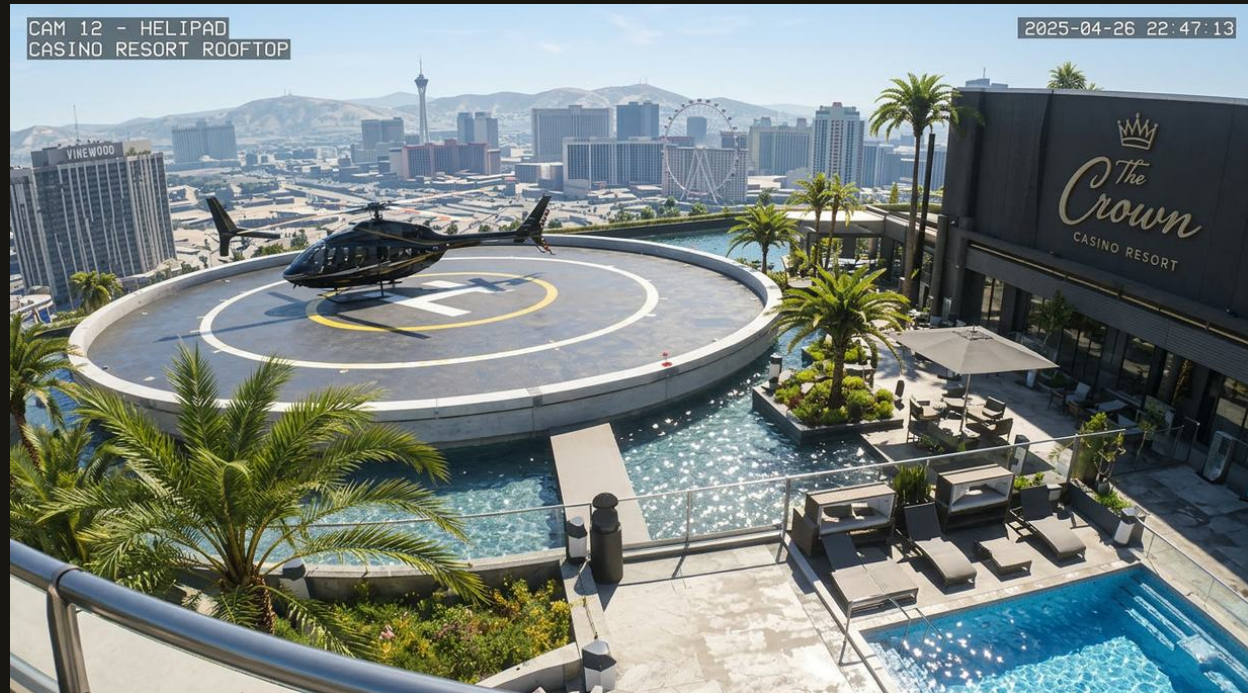


# THE COMPLETE HANDBOOK

GTA Online — the whole economy, in one field manual

● REC CAM-02 • DIAMOND CASINO & RESORT



Live still from the Vantage camera network — sixteen sites, watched around the clock.

● REC CAM-03 • CAYO PERICO



The biggest solo score.

● REC CAM-07 • WEST VINEWOOD



The passive engine.

● REC CAM-09 • CHUMASH SHORE



The meta bunker.

COMPILED BY VANTAGE COMMAND • gtavantage.lovable.app  
FIGURES VERIFIED 29 SEPTEMBER 2026 • ALL VALUES IN GTA\$  
UNOFFICIAL PLAYER REFERENCE • NOT AFFILIATED WITH ROCKSTAR GAMES

# INDEX OF PROTOCOLS

| #    | PROTOCOL                                      |
|------|-----------------------------------------------|
| I    | Progression roadmap — GTA\$0 to GTA\$12M+     |
| II   | Solo revenue matrix — ten verified earners    |
| III  | Defence codex — Ghost Org, Lester, Imani Tech |
| IV   | The 30-minute daily reset circuit             |
| V    | Empire yield — passive income reference       |
| VI   | Property placement & the trap directory       |
| VII  | Bunker research and the Mk II weapon meta     |
| VIII | Raid timers and ghost-raid protocols          |
| IX   | Heist target almanac and crew cuts            |
| X    | Quick-reference field card                    |

## SECTION BRIEFING // READ FIRST

This is the printed edition of the Vantage handbook. Everything inside has been checked against in-game behaviour as of 29 September 2026. Fixed payouts are stated as fixed; anything that moves with event weeks, sale distance or luck is labelled as a range or an estimate rather than dressed up as an exact number.

All figures assume a solo operator on current-generation consoles or PC with the Enhanced edition. Times are real minutes of play, not in-game hours. GTA+ perks are noted where they change the maths.

● REC

CAM-04 • MAZE BANK TOWER

CAM-04

0000-00-00 00:00:00



ROOFTOP LEVEL

Where the organisation is registered.

● REC

CAM-01 • FORT ZANCUDO

CAM-01

0000-00-00 00:00:00



RAMP WEST

Hostile airspace, every session.

# THE THREE RULES THAT MATTER MOST

## 1 • Never buy what you will not run

A property you ignore is a loading screen with a price tag. Every purchase in this manual is ordered by how quickly it pays itself back.

## 2 • Ghost Organization, never Lester

Lester's Off the Radar lasts 60 seconds and hides your dot only — your cargo blip stays lit for the entire lobby. Ghost Organization hides the cargo too.

## 3 • Sell in short trips

One supply bar, one vehicle, one drop. Multi-vehicle sales are where solo players lose whole sessions.

## Confidence labels

| LABEL        | WHAT IT MEANS                                                             |
|--------------|---------------------------------------------------------------------------|
| Fixed payout | The game pays this number every time, barring damage penalties.           |
| Range        | Bounded by target, distance and difficulty. Both ends are achievable.     |
| Estimate     | Community-tested steady state. Treat as a planning figure, not a promise. |

● REC CAM-11 • LS CAR MEET



Where the money ends up.

● REC CAM-16 • DEL PERRO PIER



Park the Kosatka here.

# SECTION I // PROGRESSION

Four bands, in order. Do not skip ahead — each phase funds the next one, and the trap at the bottom of each card is the mistake that costs players the most hours.

GTA\$0 – 1M

## Phase 1 — Zero to a first million

Earn without owning anything. Every purchase here is a mistake you pay for later.

| STEP                             | DETAIL                                                                                                                                                             |
|----------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Run the Cluckin' Bell Farm Raid  | Wait for Vincent's call, clear the three setups, then the raid. GTA\$500,000 a run and GTA\$750,000 the first time, with no property and no cooldown between runs. |
| Finish Dax's First Dose missions | Six short story missions that hand you the MTL Brickade 6x6 with the Acid Lab installed, for free. This is the single best value in the game.                      |
| Finish Last Dose                 | Five more missions and the Ocelot Virtue supercar is yours at no cost. It also takes Imani Tech later.                                                             |
| Keep buying nothing else         | No apartment, no clothing, no first car. Everything you need to earn in this phase is free.                                                                        |

● REC CAM-05 · ELYSIAN ISLAND



The Cluckin' Bell escape line.

**TRAP** · Buying a supercar at GTA\$500,000 sets you back three hours of grinding for a car you will replace anyway.

● REC CAM-10 · VESPUCCI BOULEVARD



Nothing on this street is worth buying yet.

● REC CAM-15 · VINewood HILLS



The reward for being patient.

GTA\$1M – 4M

## Phase 2 — Build the solo engine

One big score you control alone, plus something cooking in the background at all times.

| STEP                                    | DETAIL                                                                                                                                   |
|-----------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------|
| Unlock the Acid Lab equipment upgrade   | Ten Fooligan jobs for Dax unlocks it. A full batch goes from roughly GTA\$237,000 to GTA\$335,000, and the sale is always a single bike. |
| Buy the Kosatka (GTA\$2,200,000)        | Unlocks Cayo Perico: the biggest payout one player can run start to finish. Expect GTA\$1.2M–1.8M a run with a 144-minute solo cooldown. |
| Or buy the Agency (from GTA\$2,010,000) | Cheaper route to steady work. The Dr. Dre contract replays for about GTA\$1,000,000, and security contracts fill the wall safe.          |
| Set a target before you spend           | Decide the next purchase first, then grind to it. Drifting between activities is what stalls most accounts.                              |

● REC CAM-03 · CAYO PERICO



Phase 2 ends the moment this is unlocked.

**TRAP** · Owning both the Kosatka and the Agency before either is upgraded leaves you with two half-built income streams.

● REC CAM-03 · ISLAND AIRSTRIP



Where the Kosatka pays for itself.

● REC CAM-12 · AGENCY LOBBY



The steadier alternative to the sub.

GTA\$4M – 12M

### Phase 3 — The passive syndicate

Money that accrues while you play something else. This is where the account stops feeling like work.

| STEP                                       | DETAIL                                                                                                                 |
|--------------------------------------------|------------------------------------------------------------------------------------------------------------------------|
| Buy the Chumash Bunker<br>(GTA\$1,650,000) | Closest bunker to the Los Santos sale points. Add staff and equipment upgrades before you ever buy supplies.           |
| Buy a Nightclub<br>(from GTA\$1,080,000)   | West Vinewood or Downtown Vinewood for the short delivery routes. The warehouse fills from businesses you already own. |
| Assign the five technicians that pay       | South American Imports, Cargo and Shipments, Pharmaceutical Research, Sporting Goods, Cash Creation.                   |
| Leave two technicians empty                | Organic Produce and Printing and Copying flood the warehouse with near-worthless units and force extra sale trips.     |

● REC CAM-07 • WEST VINEWOOD



The club that pays while you sleep.

TRAP • Assigning a technician to weed or forgery is the most common way players ruin an otherwise perfect nightclub.

● REC CAM-11 • LS CAR MEET



Passive money buys you a garage worth showing.

● REC CAM-06 • PALETO BAY



Cheap property, expensive commute.

GTA\$12M+

Phase 4 — Optimisation

Cut the walking. Every property from here buys you minutes, not money.

| STEP                             | DETAIL                                                                                                            |
|----------------------------------|-------------------------------------------------------------------------------------------------------------------|
| Arcade + Master Control Terminal | Resupply and launch sales for every business from one screen. It pays for itself in saved driving inside a month. |
| Agency Vehicle Workshop          | Imani Tech. A missile lock-on jammer ends the Oppressor Mk II problem permanently.                                |
| Salvage Yard (GTA\$2,245,000)    | Three robbery targets a week at GTA\$218,000–292,000, plus a wall safe topped up by tow jobs.                     |
| Auto Shop (from GTA\$1,670,000)  | Contract jobs from GTA\$170,000, and the Union Depository run pays up to GTA\$375,000 in under twenty minutes.    |

● REC CAM-14 · BURTON CUSTOMS



Minutes saved, not money made.

TRAP · Buying every property for completeness. If you never run it, it is a bill with a loading screen.

● REC CAM-14 · AUTO SHOP BAY



Contracts run while the club fills itself.

● REC CAM-13 · SALVAGE YARD



Three targets a week, forever.

# SECTION II // REVENUE

Ten earners one player can run start to finish. The rate column counts only the minutes you actually spend working the job — not the hours you wait for stock to build.

| OPERATION                               | BUY-IN | PAYOUT      | MINS | PER MIN | COOLDOWN                |
|-----------------------------------------|--------|-------------|------|---------|-------------------------|
| Cluckin' Bell Farm Raid<br>FIXED PAYOUT | Free   | 500K-750K   | 45   | 13,888  | None between runs       |
| Cayo Perico Heist<br>RANGE              | 2.20M  | 1.20M-1.80M | 60   | 25,000  | 144 minutes solo        |
| Acid Lab<br>RANGE                       | Free   | 237K-335K   | 15   | 19,066  | About 3 hours to refill |
| Dr. Dre VIP Contract<br>RANGE           | 2.01M  | 1.00M-1.60M | 120  | 10,833  | Replayable              |
| Agency security contracts<br>RANGE      | 2.01M  | 30K-80K     | 14   | 3,928   | Short                   |
| Auto Shop contracts<br>RANGE            | 1.67M  | 170K-375K   | 20   | 13,625  | ~5 min between jobs     |
| Salvage Yard robberies<br>RANGE         | 2.25M  | 218K-292K   | 25   | 10,200  | Three targets a week    |
| Bunker (solo rule)<br>RANGE             | 1.65M  | 135K-210K   | 12   | 14,375  | ~2.5 hrs per supply bar |
| Nightclub warehouse<br>ESTIMATE         | 1.08M  | 1.20M-1.50M | 25   | 54,000  | Fills over ~40 hours    |
| Payphone hits<br>RANGE                  | Free   | 45K-85K     | 8    | 8,125   | 20 minutes              |

All buy-in, payout and per-minute figures in GTA\$.

● REC

CAM-04 • MAZE BANK ROOF



Register the organisation before anything else.

● REC

CAM-05 • ELYSIAN DOCKS



Cluckin' Bell pays without a single property.

● REC

CAM-01 • ZANCUDO



Every payout is a target once it moves.

## Field notes, operation by operation

Each note is paired with a live still from the camera that watches it.



### Cluckin' Bell Farm Raid

NO PROPERTY REQUIRED • NO COOLDOWN

The best opening earner in the game. Sweep the freezer pallets before the offices, then leave north along the rail line — the track breaks line of sight and drops four stars in about a minute.



### Cayo Perico Heist

KOSATKA • 144 MINUTES SOLO

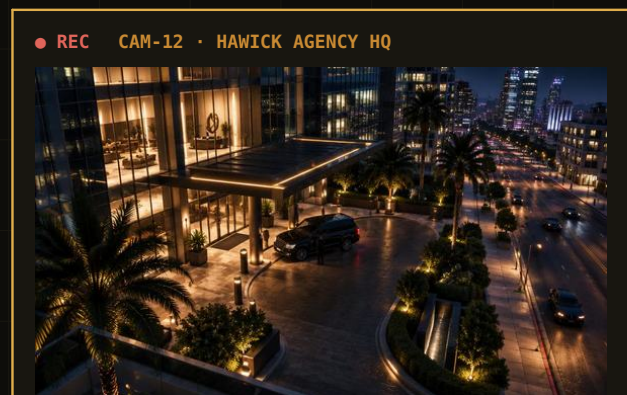
Set up hard mode for the extra primary value and the elite challenge bonus. Secondary bag priority is cocaine, then paintings, then weed, then cash — never fill on cash while gold is on the board.



### Acid Lab

FREE FROM DAX • ~3 HOURS TO REFILL

The sale is always one bike, however full the lab is, so it never turns into a convoy you cannot defend. Use the daily production boost and let the Stash House resupply it for free.



### Dr. Dre VIP Contract

AGENCY • REPLAYABLE

About GTA\$1,000,000 on replays and closer to GTA\$1.6M the first time with the setup bonuses. Slower per hour than Cayo, but it never gets stale the same way.

## ● REC CAM-04 • MAZE BANK HELIPAD



## Agency security contracts

AGENCY • SHORT

Each completed contract permanently raises your Agency wall safe, up to GTA\$20,000 per in-game day against a GTA\$250,000 cap. The ideal filler when you have fifteen minutes.

## ● REC CAM-14 • BURTON CUSTOM GARAGE



## Auto Shop contracts

AUTO SHOP • ~5 MIN BETWEEN JOBS

The Union Depository contract is the one worth repeating. The two customer car bays also pay while you do something else entirely.

## ● REC CAM-13 • MURRIETA SALVAGE YARD



## Salvage Yard robberies

SALVAGE • THREE A WEEK

Scrap the car unless you actually want it in your garage — scrapping is usually the better money and costs no garage space. Two tow jobs keep the wall safe at its GTA\$24,000 daily maximum.

## ● REC CAM-09 • CHUMASH COASTAL BUNKER



## Bunker (solo rule)

CHUMASH + UPGRADES

Buy exactly one supply bar for GTA\$75,000 and sell the moment it runs out. One bar is always one delivery vehicle, which turns the bunker from a solo nightmare into a twelve-minute errand.

## ● REC CAM-07 • WEST VINEWOOD NIGHTCLUB

**Nightclub warehouse**

CLUB + STORAGE FLOORS

The wall safe pays up to GTA\$250,000 on its own. Keep popularity at 100% by walking in and throwing out the troublemaker — you never need to drive the promotion missions.

## ● REC CAM-15 • VINEWOOD HILLS GARAGE

**Payphone hits**

AGENCY UNLOCKS THEM • 20 MINUTES

Free money between other jobs. Complete the optional bonus kill condition — it roughly doubles the payout for about thirty extra seconds of work.

## ● REC CAM-02 • CASINO FLOOR



Ten earners, one operator, no crew required.

## ● REC CAM-08 • GRAND SENORA FACILITY



Keep one big score always warming up.

## ● REC CAM-13 • MURRIETA HEIGHTS



Three robberies and two tows, every week.

## ● REC CAM-14 • BURTON CUSTOMS



Two customer bays paying in the background.

## SECTION III // DEFENCE

Most lost cargo is lost to a decision made before the sale started. This is the short list of purchases and habits that keep deliveries boring.

### ● REC CAM-01 • FORT ZANCUDO AIRSPACE



Hostile airspace over the marshalling yards — the reason the jammer exists.

### ● REC CAM-10 • PREMIUM DELUXE SHOWROOM



Every delivery starts and ends somewhere public. Plan the exit first.

### Ghost Organization — GTA\$12,000, 3 minutes

#### USE THIS FOR DELIVERIES

Hides you and your whole organisation from every other player's map, cargo blip included. Buy it inside the property before the sale timer starts, not halfway down the freeway.

### Off the Radar (Lester) — GTA\$2,000, 60 seconds

#### NEVER USE THIS FOR DELIVERIES

One minute only, and it hides your personal dot alone. The cargo blip stays lit for the whole lobby. It is an escape button for a chase, nothing more.

### Imani Out of Sight — free, 90 seconds

#### USE IT ONCE YOU ARE ALREADY BEING HUNTED

Removes your blip and plants a decoy somewhere else, which is worth more than plain invisibility when somebody is actively chasing you.

### Missile lock-on jammer — GTA\$400,000

#### ENDS THE OPPRESSOR PROBLEM

Homing missiles cannot lock on at all, so an Oppressor Mk II rider has to hit you with unguided aim. Most of them cannot.

### Imani armor plating — GTA\$150,000

#### TWELVE MISSILES OF HEADROOM

A fully armored Buffalo STX, Granger 3600LX or Champion absorbs around a dozen homing missiles before it pops. That is more than most attackers are carrying.

### The bailout rule

#### LEAVE RATHER THAN LOSE IT ALL

If a sale is collapsing, switch session or quit to story mode immediately. You forfeit the cargo already destroyed, not the stock still in the vehicle. A failed sale pays nothing at all.

### Deliver the biggest vehicle first

#### PROTECT THE LARGEST SHARE

On a multi-vehicle sale, bank the highest-value drop first. If the run falls apart you keep the part that mattered.

### Invite-only sales are allowed

#### ALWAYS AN OPTION

Every business sale can be run in an invite-only session. The only reason to be in a public lobby at all is the high-demand bonus.

## HIGH DEMAND BONUS

+2.5% per non-associate player in the lobby, capped at +50%. That is the only reason to sell in public — weigh it against the risk with the sell auditor on the site.

#### ● REC CAM-01 • ZANCUDO APPROACH



Jets scramble for cargo, not for you.

#### ● REC CAM-15 • VINEWOOD RIDGE



A quiet lobby is worth more than a fast car.

## SECTION IV // DAILY

Everything on this list resets at 06:00 UTC. Run it in this order and the whole circuit takes about 30 minutes for roughly GTA\$250,000 of value and a free business resupply.

### ● REC CAM-10 • PREMIUM DELUXE



Street dealers pay 1.5–2.0x on one product each.

### ● REC CAM-02 • DIAMOND CASINO



One Lucky Wheel spin a day — two for GTA+ members.

### ● REC CAM-06 • PALETO BAY



A Stash House can be anywhere on the map.

| #  | STOP                         | MINS      | REWARD                                 | WHY                                                                                                                            |
|----|------------------------------|-----------|----------------------------------------|--------------------------------------------------------------------------------------------------------------------------------|
| 01 | Stash House                  | 4         | One free full resupply                 | Clear the hideout and one random business is topped up to full for nothing. The best four minutes in the game.                 |
| 02 | G's Cache                    | 3         | GTA\$15,000–20,000                     | A dead drop somewhere in the city, plus snacks and ammunition. Resets daily.                                                   |
| 03 | Three street dealers         | 8         | 1.5x–2.0x on contraband                | Each dealer pays a premium on one product. Sell acid and cocaine to them rather than through a normal sale where you can.      |
| 04 | Gun Van                      | 3         | Discounted armor and ammo              | Body armor, heavy weapons and ammunition below list price, no MOC required. GTA+ members get it permanently marked on the map. |
| 05 | Nightclub bouncer            | 2         | Popularity back to 100%                | Walk in, throw out the troublemaker, walk out. No promotion driving needed.                                                    |
| 06 | Two Salvage Yard tows        | 7         | GTA\$24,000 daily safe                 | Two tow jobs is exactly what the wall safe needs to sit at its daily maximum.                                                  |
| 07 | Lucky Wheel and casino chips | 3         | Free spin + GTA\$1,000 chips           | One spin a day, and the podium car if the wheel is kind. GTA+ members get a second spin.                                       |
|    | <b>TOTAL</b>                 | <b>30</b> | <b>Every day, before anything else</b> |                                                                                                                                |

## GTA+ MEMBERS

GTA+ (about US\$7.99/month) adds a GTA\$500,000 monthly deposit, the Vinewood Club App, a 100-slot Downtown garage, a free Car Club vehicle each month, free CEO and VIP abilities, free taxis, a permanently blipped Gun Van, an extra Lucky Wheel spin and a 15% Shark Card bonus. If you run the daily circuit most days, the deposit alone covers the subscription.

● REC CAM-02 • CASINO FORECOURT



The last stop on the circuit — spin the wheel, bank the chips, log the run.

● REC CAM-11 • CAR MEET FLOOR



Prize ride and test track reset with the day.

● REC CAM-16 • DEL PERRO PIER



Thirty minutes, every day, before anything else.

## SECTION V // EMPIRE

What each property actually produces per real hour once it is upgraded and supplied. Use this to decide what to buy next, and what to sell off.

● REC CAM-07 • CLUB STORAGE FLOORS



The passive syndicate at rest — the safe fills while you play something else.

● REC CAM-09 • BUNKER FLOOR



Manufacturing at 100%, always.

| PROPERTY                 | COST  | SAFE/HR | SAFE CAP | STOCK/HR | NOTE                                                                           |
|--------------------------|-------|---------|----------|----------|--------------------------------------------------------------------------------|
| <b>Nightclub</b>         | 1.08M | 62,500  | 250,000  | 37,500   | Safe income scales with popularity. Stock depends on which businesses feed it. |
| <b>Agency</b>            | 2.01M | 25,000  | 250,000  | —        | Safe rate climbs with completed security contracts.                            |
| <b>Arcade</b>            | 1.24M | 6,250   | 100,000  | —        | Modest safe, but the Master Control Terminal saves real driving time.          |
| <b>Salvage Yard</b>      | 2.25M | 3,000   | 24,000   | —        | Wall safe needs tow jobs to stay at the cap.                                   |
| <b>Bail Office</b>       | 1.50M | 5,000   | 50,000   | —        | Fills from completed bail bond captures.                                       |
| <b>Acid Lab</b>          | Free  | —       | —        | 111,000  | Free from Dax. Roughly a full GTA\$335,000 batch every three hours.            |
| <b>Bunker (upgraded)</b> | 1.65M | —       | —        | 84,000   | Assumes bought supplies and both upgrades.                                     |
| <b>Cocaine Lockup</b>    | 975K  | —       | —        | 56,000   | Also unlocks the best nightclub technician.                                    |
| <b>Meth Lab</b>          | 910K  | —       | —        | 42,000   | Feeds Pharmaceutical Research in the nightclub.                                |

| PROPERTY         | COST | SAFE/HR | SAFE CAP | STOCK/HR | NOTE                                                |
|------------------|------|---------|----------|----------|-----------------------------------------------------|
| Counterfeit Cash | 845K | —       | —        | 28,000   | Cheap, and it unlocks a worthwhile technician.      |
| FULL EMPIRE      |      | 101,750 |          | 358,500  | Steady state with everything upgraded and supplied. |

All columns in GTA\$. These are steady-state estimates with upgrades bought and supplies paid for. Real sessions vary with event weeks, sale distance and how often you actually empty the safes.

● REC CAM-04 • MAZE BANK PLAZA



Empty the safes before they cap out.

● REC CAM-12 • AGENCY ROOFTOP



Contracts raise the safe rate permanently.

● REC CAM-13 • SALVAGE YARD OFFICE



A full empire pays out whether you log in or not — the point is to log in anyway.

# SECTION VI // PLACEMENT

Location is the difference between a nine-minute sale and a twenty-five minute one. The penalty figure is roughly how many minutes a bad address adds to every full sale cycle, forever.

● REC CAM-09 • CHUMASH COAST



META — short, flat sell routes.

● REC CAM-05 • ELYSIAN ISLAND



TRAP — longest club delivery.

● REC CAM-06 • PALETO BAY



TRAP — cross-map drive, always.

| BUNKER • +14 MIN PENALTY IF MISPLACED |                                                                                                                                                                                                                           |
|---------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| BEST                                  | Best: Chumash<br>Straight run down the Great Ocean Highway into Los Santos. Nearly every sale drop lands within three minutes.                                                                                            |
| ALT                                   | Farmhouse — slightly longer, but better for East Los Santos and Vinewood drops.                                                                                                                                           |
| AVOID                                 | Paleto Bay, Grand Senora Oilfields, Route 68. Northern bunkers put the whole Chiliad range between you and the buyer. A three-vehicle sale from Paleto is a genuine twenty-minute drive before anyone even shoots at you. |

| NIGHTCLUB • +9 MIN PENALTY IF MISPLACED |                                                                                                                                                                  |
|-----------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| BEST                                    | Best: West Vinewood<br>Central, flat streets, freeway on-ramps in both directions. The single most forgiving club for multi-vehicle sales.                       |
| ALT                                     | Downtown Vinewood — almost identical, marginally tighter parking.                                                                                                |
| AVOID                                   | Elysian Island, La Mesa, Cypress Flats. Industrial clubs sit at the far south of the map with dock traffic and narrow exits. Every delivery starts with a crawl. |

| ARCADE • +11 MIN PENALTY IF MISPLACED |                                                                                                                                   |
|---------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------|
| BEST                                  | Best: Videogeddon, La Mesa<br>Closest arcade to the casino, and the shortest tunnel approach for the Diamond Casino Heist setups. |
| ALT                                   | Pixel Pete's, Vespucci Beach — cheap and still reasonable for casino runs.                                                        |
| AVOID                                 | Wonderama, Paleto Bay. Every casino setup becomes a cross-map commute. The price saving is gone after two heists.                 |

## AGENCY • +4 MIN PENALTY IF MISPLACED

|              |                                                                                                                                           |
|--------------|-------------------------------------------------------------------------------------------------------------------------------------------|
| <b>BEST</b>  | Best: Hawick Avenue<br>Clean rooftop helipad approach with no crane or tower obstructions, and it sits in the middle of the contract map. |
| <b>ALT</b>   | Little Seoul — equally central, slightly busier street level.                                                                             |
| <b>AVOID</b> | Vespucci Canals. The canals agency has the fiddliest helipad approach of the four and adds drive time to eastern contracts.               |

## ● REC CAM-12 • HAWICK AGENCY



The cleanest helipad of the four.

## AUTO SHOP • +8 MIN PENALTY IF MISPLACED

|              |                                                                                                             |
|--------------|-------------------------------------------------------------------------------------------------------------|
| <b>BEST</b>  | Best: La Mesa<br>Central to the contract delivery zones and a wide street exit for customer car deliveries. |
| <b>ALT</b>   | Burton — closest to the Vinewood and casino drop-offs.                                                      |
| <b>AVOID</b> | Paleto Bay. Customer deliveries alone will cost you five minutes each from Paleto.                          |

## SALVAGE YARD • +10 MIN PENALTY IF MISPLACED

|              |                                                                                                                         |
|--------------|-------------------------------------------------------------------------------------------------------------------------|
| <b>BEST</b>  | Best: Murrieta Heights<br>Eastern edge of the city with fast freeway access to all three robbery approach types.        |
| <b>ALT</b>   | La Puerta — better if your Agency and Auto Shop are already west.                                                       |
| <b>AVOID</b> | Paleto Bay, Sandy Shores. Robbery targets are overwhelmingly in the city. A rural yard is a commute in both directions. |

## ● REC CAM-13 • MURRIETA HEIGHTS



Freeway access in three directions.

## KOSATKA • +12 MIN PENALTY IF MISPLACED

|              |                                                                                                                                                                                                  |
|--------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>BEST</b>  | Best: Beached off Del Perro Pier<br>Park the sub close to shore on the west coast. You hop straight off the Sparrow into the city instead of flying the full length of the map after each setup. |
| <b>ALT</b>   | Anywhere on the Los Santos coastline — the point is to stay near the city, not near the island.                                                                                                  |
| <b>AVOID</b> | Parked out by Cayo Perico. Every setup starts with a two-minute flight before the mission does.                                                                                                  |

## ● REC CAM-16 • DEL PERRO PIER



Beach the sub here, not at the island.

| MC BUSINESS • +6 MIN PENALTY IF MISPLACED |                                                                                                                                                                                                                           |
|-------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| BEST                                      | Best: Cocaine — Alamo Sea, Meth — Terminal, Cash — Grapeseed<br>The cocaine lockup is the one that matters most: buy the cheapest one you will actually resupply, because the nightclub technician does the real earning. |
| ALT                                       | Any placement is acceptable if you feed them through the nightclub rather than selling directly.                                                                                                                          |
| AVOID                                     | Buying all five MC businesses early. Five MC businesses is five resupply chores. Own cocaine, meth and counterfeit cash for their nightclub technicians and skip the rest.                                                |

● REC CAM-05 • ELYSIAN ISLAND



Every industrial club delivery starts with a crawl.

● REC CAM-06 • PALETO BAY



Cheap up front, and it never stops charging you.

● REC CAM-03 • CAYO PERICO

CAM 04

2025-05-14 12:00:00



The one address you cannot choose — which is why the Kosatka belongs near the city instead.

# SECTION VII // ARMOURY

Fifty-one research projects, handed out at random. Two of them matter enormously and the rest are noise. Fast-track at GTA\$225,000 a skip until you have both.

● REC   CAM-09 • BUNKER RESEARCH BAY



Staff on manufacturing, money on fast-track.

● REC   CAM-01 • ZANCUDO PERIMETER



Two explosive rounds bring down a Lazer.

| UNLOCK                                           | TIER        | WHAT IT IS                                                                          | WHY IT MATTERS                                                                                                    |
|--------------------------------------------------|-------------|-------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------|
| Heavy Sniper Mk II — explosive rounds            | ESSENTIAL   | Explosive sniper ammunition, loaded from the gun locker or an MOC/Avenger workshop. | Two shots bring down a Lazer, Hydra or Raiju. One direct hit deletes an Oppressor Mk II.                          |
| Thermal scope                                    | ESSENTIAL   | Scope attachment for the Heavy Sniper Mk II and Marksman Rifle Mk II.               | See players and NPCs through walls, smoke and distance fog. It turns defending a sale from guesswork into aiming. |
| Pump Shotgun Mk II — explosive slugs             | STRONG      | Explosive shells for the Mk II pump shotgun.                                        | One-hit ragdolls at close range and disables engines. The best answer to someone rushing you on foot.             |
| Combat MG Mk II — heavy barrel and extended clip | STRONG      | Barrel and magazine upgrades for the Mk II machine gun.                             | The highest sustained damage output you can carry in freemode. It shreds armoured NPC convoys.                    |
| Incendiary rounds                                | SITUATIONAL | Burning ammunition for several Mk II weapons.                                       | Damage over time that finishes runners. Nice to have, never the reason to fast-track.                             |
| Bunker vehicle and MOC unlocks                   | SITUATIONAL | Weaponised vehicle upgrades and MOC workshop options.                               | Mostly obsolete now that Imani Tech exists. Do not spend supplies chasing these.                                  |

## Five rules for the bunker

### Keep bunker staff on 100% manufacturing

Splitting staff halves your product output and still crawls through research. Manufacturing pays; research does not sell for anything.

### Pay the GTA\$225,000 fast-track instead

One Acid Lab batch or a single Cayo run funds several skips. Buying your way through research is strictly cheaper than the product you would have lost making it.

### Research is random across 51 projects

You cannot pick what comes next, so skip anything that is not on your essential list and keep fast-tracking until explosive rounds and the thermal scope are done.

### Strip the weapon wheel with a gun locker

The Agency, Bunker or Arcade gun locker lets you hide everything you never use. Getting down to about eight weapons means the wheel selects what you meant every time.

### Cancel the snack and armour animation

Open the interaction menu, take a snack or armour, then immediately switch weapons or vault. You get the health without standing still to eat it.

### Fast-track budget

At GTA\$225,000 a skip, five skips cost GTA\$1,125,000 — roughly one Cayo Perico run. That is the correct price for the explosive rounds and thermal scope combination.

● REC CAM-08 • FACILITY ARMOURY



Fast-track until both essentials are done.

● REC CAM-01 • ZANCUDO RANGE



Explosive rounds end air harassment outright.

# SECTION VIII // SECURITY

Raids are a timer, not bad luck. Knowing which clock you started is the whole defence.

● REC CAM-08 • GRAND SENORA FACILITY



Quiet on the wire does not mean safe — ghost raids land with no warning.

● REC CAM-07 • CLUB FRONT DOOR



Popularity at 100% is the cheapest raid insurance there is.

| BUSINESS      | TRIGGER                                                                | WINDOW                            | PREVENTION                                                                                                 | IF IT LANDS                                                              |
|---------------|------------------------------------------------------------------------|-----------------------------------|------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------|
| Nightclub     | Popularity drops and stock sits untouched                              | Roughly 4-8 hours of neglect      | Buy the security upgrade and keep popularity topped up by ejecting the troublemaker each day.              | A slice of warehouse stock, and popularity resets to the floor.          |
| Bunker        | Stock sitting around half full with no security upgrade                | About 5 hours unattended          | Buy the security upgrade before supplies. Sell whenever a single bought bar runs out rather than hoarding. | Product destroyed outright unless you defend the raid mission.           |
| MC businesses | Registering as MC President and staying registered while stock is high | As little as 3-4 hours registered | Register only to launch a sale, from inside the business, then disband the moment it is banked.            | Product and supplies, plus a defence mission you probably were not near. |
| Hangar cargo  | Full crates left sitting between sessions                              | Varies                            | Sell in blocks rather than filling to capacity and forgetting about it.                                    | Crates removed from storage.                                             |

## Protocols

### The golden MC rule

Never cruise around freemode registered as MC President. Registration is the clock that starts raids. Walk into the business, register, launch the sale, disband on arrival.

### Ghost raids are real

Sometimes the call and the on-screen warning never arrive and you find out from an empty stock bar. If you have been away from a business for hours, check it before you assume it is fine.

### The force-quit protocol

If a raid fires and you cannot get there, closing the game before the raid resolves usually preserves the stock, because the loss is written when the raid completes. It is graceless, and it beats losing a full bunker.

### Buy security before supplies

The security upgrade costs less than a single full bunker of product. Players skip it to afford supplies faster and then lose the supplies.

● REC CAM-10 · SHOWROOM FRONT



Disband the second the sale is banked.

● REC CAM-04 · MAZE BANK WEST



Check every business after a long session.

## SECTION IX // HEISTS

Pot values are the maximum haul before Lester's 5%, crew cuts and damage. What lands in your bank is always lower — the split desk on the site gives you the real number.

### ● REC CAM-02 • DIAMOND CASINO



Diamonds — rare event weeks only.

### ● REC CAM-03 • CAYO PERICO



The panther is the rare primary.

### ● REC CAM-08 • DOOMSDAY



Act III pays the most.

| HEIST                     | TARGET                        | POT GTA\$        | ODDS                    | NOTE                                                                            |
|---------------------------|-------------------------------|------------------|-------------------------|---------------------------------------------------------------------------------|
| <b>Diamond Casino</b>     | Diamonds                      | <b>3,619,000</b> | Rare — event weeks only | The best take in the vault, and it is not always available.                     |
| <b>Diamond Casino</b>     | Gold                          | <b>2,843,000</b> | Uncommon                | Heavy, so bag capacity matters more than with cash or art.                      |
| <b>Diamond Casino</b>     | Artwork                       | <b>2,580,000</b> | Common                  | Fast to bag. The reliable default target.                                       |
| <b>Diamond Casino</b>     | Cash                          | <b>2,115,000</b> | Common                  | The weakest primary. Reset the target if you can afford the wait.               |
| <b>Cayo Perico</b>        | Panther statue                | <b>1,900,000</b> | Rare — event weeks only | The highest single primary in the game when it appears.                         |
| <b>Cayo Perico</b>        | Bearer bonds / tequila / ruby | <b>1,100,000</b> | Common                  | Secondary loot is where the rest of the run's value actually comes from.        |
| <b>Doomsday — Act III</b> | The Doomsday Scenario         | <b>1,800,000</b> | Fixed                   | Hard mode on Act III is the biggest fixed payout outside Cayo.                  |
| <b>Doomsday — Act II</b>  | The Bogdan Problem            | <b>1,550,000</b> | Fixed                   | Famous as a two-player replay loop — the finale repeats without redoing setups. |
| <b>Doomsday — Act I</b>   | The Data Breaches             | <b>1,125,000</b> | Fixed                   | The cheapest act to run and a decent first team heist.                          |

## Approaches

### The Big Con · Easiest solo

Gruppe Sechs or Yung Ancestor disguises walk you straight in. The most forgiving approach if you are learning the vault.

### Silent & Sneaky · Highest skill ceiling

Full stealth with suppressed weapons. The elite challenge is easiest here, but one alarm ruins the run.

### Aggressive · Fastest, loudest

Shoot your way in and out with a short timer. Viable with a competent second player and a lot of armour.

## Casino crew — who to hire

| ROLE   | NAME            | CUT | VERDICT | NOTE                                                                                        |
|--------|-----------------|-----|---------|---------------------------------------------------------------------------------------------|
| Hacker | Avi Schwartzman | 10% | TAKE    | Longest vault time by a wide margin. Unlocked after the Diamond Shopping mission.           |
| Hacker | Paige Harris    | 9%  | TAKE    | The best hacker most players actually have. Take her until Avi is unlocked.                 |
| Hacker | Christian Feltz | 7%  | AVOID   | Cheap, and the shorter timer costs you more than the cut saves.                             |
| Driver | Karim Denz      | 5%  | TAKE    | Cheap drivers are fine. You only need the vehicle to exist.                                 |
| Gunman | Karl Abolaji    | 5%  | TAKE    | On a stealth approach the gunman barely matters. On aggressive, pay for the better loadout. |

#### ● REC CAM-04 · MAZE BANK PLAZA



Set up the board before the crew is hired.

#### ● REC CAM-15 · VINEWOOD HILLS



Regroup point after every finale.

## SECTION X // REFERENCE

The numbers worth remembering without opening the manual.

● REC CAM-16 · DEL PERRO PLEASURE PIER



End of the circuit — see you at the next reset.

● REC CAM-11 · LS CAR MEET



Where every session eventually ends up.

### Off the Radar (Lester)

60 seconds · GTA\$2,000 · personal blip only

### Ghost Organization

3 minutes · GTA\$12,000 · hides cargo too

### High demand bonus

+2.5% per non-associate player, capped at +50%

### Daily reset

06:00 UTC — Stash House, G's Cache, dealers, Gun Van

### Weekly reset

Thursday 09:00 UTC — new bonuses and discounts

### Cayo solo cooldown

144 real minutes between finales

### Bunker solo rule

One supply bar (GTA\$75,000) = one delivery vehicle

### Nightclub safe cap

GTA\$250,000 at GTA\$62,500 per hour

### Agency safe cap

GTA\$250,000, rate rises with security contracts

### Salvage Yard safe

GTA\$24,000 a day, needs two tow jobs

## Research fast-track

GTA\$225,000 per skip, 51 projects total

## Imani jammer

GTA\$400,000 — no missile can lock on at all

● REC CAM-05 • ELYSIAN CRANES



Know the numbers before the lobby tests them.

● REC CAM-14 • BURTON FORECOURT



Then go and spend some of it.

● REC CAM-03 • CAYO PERICO

TOWER CAM 01  
HILLTOP - EAST

2025-04-26 12:00:00



ALPHA COMMS FACILITY  
ISLAND OPS

Learn these numbers and the island stops being a gamble.

## ● REC CAM-02 • DIAMOND CASINO &amp; RESORT



The live desks keep watching long after this page stops being current.

**KEEP THE LIVE DESKS OPEN WHILE YOU PLAY**

This manual is the static edition. The live war room tracks safes filling, cooldowns ticking, the weekly bonuses and the daily reset circuit in real time, and Haviland answers questions from the same intel used to write these pages.

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## ● REC CAM-07 • WEST VINEWOOD



The safe is filling right now.

## ● REC CAM-12 • HAWICK AGENCY



So is this one.