

Characters (42)

Adam First

Host of the radio station Wave 103, joined by Trish Camden as co-host in the prequel. Jamie Canfield voices him.

Alberto Robina

Minor Little Havana character linked to the Cubans who briefly talks to Tommy and Umberto Robina. His voice actor here is uncredited.

Alex Shrub

Vice City congressman known for rambling speeches about his haircut and the local weather. Christopher Lucas voices him; Candy Suxxx is a contact.

Auntie Poulet

Leader of the Haitians, with a house in Little Haiti and a taste for voodoo. Voiced by Youree Harris, the psychic hotline spokeswoman Miss Cleo.

Avery Carrington

Property developer who gives Tommy work and offers protection in return. Burt Reynolds voices him, and he is tied to Panlantic Construction.

BJ Smith

Minor character nicknamed Death in Tight Pants, tied to the Vice City Mambas football team and to Juan Cortez. Lawrence Taylor voices him.

Cam Jones

Supporting character nicknamed Klepto Cam, from Viceport and tied to Tommy, Phil Cassidy and Ken Rosenberg. Gregory Sims voices him.

Candy Suxxx

Stage name of Candice Shand, a supporting character linked to Steve Scott, Alex Shrub and Mercedes Cortez. Jenna Jameson provides the voice.

Dwaine

Minor character who hangs around with Jethro and Tommy, then reappears in San Andreas. Navid Khonsari provides the voice.

Earnest Kelly

Supporting character known as Old Man Kelly, an associate of the Vercetti Gang who jokes about printing money. George DiCenzo voices him.

Fernando Martinez

Radio personality voiced by Frank Chavez, heard trading lines with Lazlow and affiliated with Lionel Makepeace across several games.

Giorgio Forelli

Unseen minor antagonist and Forelli Crime Family member who is mentioned rather than shown, once linked to Ken Rosenberg.

Gonzalez

Former right-hand man of Cortez blamed for botching the drug deal, who also leads his own crew. Jorge Pupo provides the voice.

Hilary King

Supporting character tied to Tommy, Cam Jones and Phil Cassidy, who offers to drive for you only if you drive properly. Voiced by Charley Tucker.

Jan Brown

Radio caller on Vice City Public Radio, a mother who complains about her family life and her pills. Maureen Silliman voices her.

Jeremy Robard

Radio guest heard in Vice City and its prequel, who lectures on how people judge others by appearance. Peter Silvestro voices him.

Jethro

Minor character who keeps company with Dwaine and Tommy, and later turns up again in San Andreas. John Zurhellen provides the voice.

Juan Cortez

Retired colonel who helped set up the drug deal and later hands Tommy jobs. Father of Mercedes and voiced by Robert Davi.

Ken Rosenberg

Lawyer and former friend of Tommy who drives the crew to the first drug deal and later helps him. William Fichtner provides the voice.

Kent Paul

Fixer who may know what became of Tommy's lost merchandise, and a former manager of Love Fist. Danny Dyer voices him.

Lance Vance

Survivor of the ambushed drug deal who allies with Tommy to recover the money, then turns on him. Voiced by Philip Michael Thomas of Miami Vice.

Lazlow Jones

Radio host voiced by the real Jeffrey Crawford Jones, an American talk show host who also helped write and produce GTA games. Linked to V-Rock.

Leo Teal

Minor antagonist whom Kent Paul names as a lead on Tommy's missing merchandise. He is linked to Ricardo Diaz and Umberto Robina.

Love Fist

Scottish heavy metal band featured prominently in the game and linked to V-Rock, with Kent Paul as former manager. Kevin McKidd voices its singer.

Maurice Chavez

Host of Vice City Public Radio, where he presents the free speech show Pressing Issues. Philip Anthony-Rodriguez provides the voice.

Mercedes Cortez

Daughter of Juan Cortez who introduces Tommy to party guests and asks him to take her to The Pole Position Club. Fairuza Balk voices her.

Mitch Baker

Leader of the Vice City Bikers, known as Big Mitch, who also deals with Tommy Vercetti. Voiced by Lee Majors.

Pastor Richards

Minor character tied to Juan Cortez, heard complaining about people moving to Florida and forcing their beliefs on others. Voiced by David Green.

Pepe

Disc jockey who hosts the radio station Radio Espantoso. Tony Chioldes provides the voice for this on-air personality.

Phil Cassidy

One-armed local nicknamed The Shootist, with a trailer in Little Haiti in 1986. Gary Busey voices him here, and he also appears in GTA III.

Ricardo Diaz

Vice City's largest drug baron, who lives in a mansion on Starfish Island and leads his own gang. Luis Guzman voices him.

Ricardo Diaz's Hitmen

Minor antagonists in Vice City who work for their boss Ricardo Diaz, with Gonzalez acting as an informant for the group.

Sam

Minor character from Liberty City linked to Luigi Goterelli and Joey Leone, who waves ID checks aside. Also in GTA III, with a statue in San Andreas.

Sonny Forelli

Don of the Forelli Crime Family and the game's main antagonist. He sends Tommy to Vice City, then comes looking for his money. Voiced by Tom Sizemore.

Steve Scott

Main character tied to InterGlobal Films, Candy Suxxx and Mercedes Cortez, who snaps at anyone invading his space. Voiced by Dennis Hopper.

Streetwannabe's Leader

Minor antagonist who runs the Streetwannabe's from a hideout on Prawn Island. He was formerly tied to Ricardo Diaz and Leo Teal.

The Psycho

Minor antagonist nicknamed Stalker who blames the band Love Fist for ruining his life. Will Morton voices him.

The Twins

Two minor characters who work as strippers and bartenders, linked to the Malibu Club and The Pole Position Club in Vice City.

Tommy Vercetti

Ex-convict and protagonist, sent south from Liberty City by Sonny Forelli. Ray Liotta voices him, making him the first series hero with a voice actor.

Toni

Pop radio host voiced by Maria Chambers, who presents Flash FM as the number one station in South Florida playing only hits.

Umberto Robina

Leader of the Cubans, based in a house in Little Havana. Danny Trejo voices him, and the character strongly resembles the actor.

Victor Vance

Lead character of Vice City Stories who has only a minor role in the 1986 game. Armando Riesco voices him here, Dorian Missick in the prequel.

Vehicles (43)**Ambulance**

Rescue vehicle seating driver and three passengers, found in almost every title of the 3D Universe.

Banshee

Two-door sports car seating two, sharing with the Infernus the reputation as the longest running sports car in the series.

Barracks OL

Military truck with this name in Vice City, shortened to Barracks later. HVY builds it in the HD Universe, and it seats two.

BF Injection

Dune buggy for two that looks like an off-road coupe, returning in the HD Universe as the Injection built by BF.

Bobcat

Two-door pick-up truck with seats for two, present in several games of the 3D Universe.

Caddy

Golf cart made by Nagasaki in the HD Universe, with room for a driver and one passenger.

Coach

Transport bus with room for nine, a driver plus eight passengers, first seen in the 3D Universe.

Comet

Recurring two-seat sports car built by Pfister in the HD Universe, seen in both the 3D and HD eras of the series.

Cuban Jetmax

Cigarette boat sold under this name in Vice City, later just Jetmax; Grotti builds it in GTA IV and Shitzu in GTA V.

Firetruck

Firefighting apparatus with seats for two, and the only vehicle in the whole series to appear in every GTA game.

Flatbed

Recurring heavy truck made by MTL with seats for two, classed as Industrial in GTA V, and a regular in later titles.

Gang Burrito

Gang variant of the Burrito van, built by Declasse and seating driver and three passengers, also found in GTA V and GTA Online.

Hermes

Customized late 1940s coupe made by Albany, seating two and classed as a Muscle car in GTA Online.

Hunter

Attack helicopter officially called the FH-1 Hunter, carrying only a pilot in the 3D Universe games and a gunner too in GTA Online.

Infernus

Supercar built by Pegassi for two occupants, known as one of the oldest sports cars still found in most GTA titles.

Landstalker

Full-size four-door luxury SUV by Dundreary, seating driver and three passengers, and present in nearly every game of the series.

Manana

Albany car seating two, with four seats in Chinatown Wars only, and listed as a Sports Classic in GTA V and GTA Online.

Marquis

Sailboat made by Dinka in the HD Universe, also called Jacqueline. In Vice City Stories it sells at Viceport for \$4,500.

Maverick

Two-bladed helicopter seating a pilot and three passengers; the HD Universe version is based on the Bell 206 family.

Mule

Box truck from Maibatsu, a delivery vehicle seating two in the 3D Universe and GTA IV, and appearing in most games of the series.

Packer

Two-door industrial truck from MTL with room for two, listed as a Commercial vehicle in GTA V and GTA Online.

Patriot

Four-door full-size luxury SUV made by Mammoth, formerly a military vehicle, seating driver and three passengers, and seen in almost every GTA.

PCJ 600

Motorcycle for rider and passenger, made by Shitzu in the HD Universe. The 3D games and Stories titles write its name with a hyphen.

Perennial

Station wagon and minivan by Dinka seating four, found in GTA III, Vice City, San Andreas and several later games.

Police Car

Prominent emergency vehicle seating driver and three passengers, named the VCPD Cruiser in Vice City Stories.

Police Maverick

Police helicopter also called the VCPD Maverick, a Maverick in police livery that chases players at three wanted stars or more.

Pony

Medium-sized civilian and commercial van made by Brute in the HD Universe, with room for four occupants.

Reefer

Recurring boat with seats for two, present in nearly every Grand Theft Auto game across the series.

Regina

Four-door station wagon by Dundreary seating four, a family-style sedan that returns across several GTA titles.

Rhino

Military tank with seats for two in Vice City and the other 3D games, later renamed Rhino Tank in the HD Universe.

Romero's Hearse

Hearse sedan seating four, listed under this full name in Vice City. Later games shorten it to Romero.

Rumpo

Bravado van seating four, filed as a commercial vehicle in Vice City but as a civilian car in GTA III and San Andreas.

Sabre

Muscle car with two seats, made by Declasse in the HD Universe and sold for \$15,200 in San Andreas Exports and Imports.

Sanchez

Dirt bike from Maibatsu seating rider and passenger, present in almost every GTA title of the series.

Sentinel

Recurring series of executive cars made by Uebermacht in the HD Universe, with room for four in the 3D Universe games.

Speeder

Classic Italian-style wooden speedboat from Pegassi in the HD Universe, seating pilot and passenger, and seen in most games.

Stinger

Two-door sports car made by Grotti with two seats, listed as a Sports Classic in GTA V and GTA Online.

Stretch

Stretch limousine seating the driver and three passengers, built on a Dundreary conversion in GTA IV and an Albany chassis in GTA V.

Taxi

Four-door taxicab and the main cab of the 3D Universe, with many variants and room for driver and three passengers.

Trashmaster

Recurring garbage truck, made by Brute in GTA IV and Jobuilt in GTA V. Toni Cipriani calls it a Dustcart.

Tropic

Motor yacht and speedboat, built by Grotti in GTA IV and by Shitzu in GTA V, with seats for two in the 3D Universe.

Washington

Range of executive sedans from Albany seating four, carrying Executive badging in the HD Universe.

Yankee

Large commercial truck made by Vapid in the HD Universe, with room for a driver and one passenger.

Gangs and factions (16)**Cubans**

Latin street gang also called Los Cabrones, based in Little Havana and led by Umberto Robina, and allied with the Vercetti Gang.

Diaz' Gang

Defunct crime syndicate run from Diaz's Mansion on Starfish Island, which counted Gonzalez and his crew among its members.

Florida Counterfeit Syndicate

Defunct crime syndicate based in Florida and tied to the Vice City Triads; its name points to counterfeit money.

Forelli Crime Family

Italian-American Mafia family from Liberty City led by Sonny Forelli, the main antagonists, who send Tommy south and want their money.

GIGN and DGSE

French security services, a gendarmerie intervention group and an external intelligence agency, tied to Pierre La Ponce.

Haitians

Street gang based in Little Haiti and main rivals of the Cubans, vying for the poorer districts of Vice City. Auntie Poulet leads them.

National Aeronautics and Space Administration

American space agency with a minor role, headquartered in Washington with launch operations at Kennedy Space Center in Florida.

Patrol Invest Group

Security firm nicknamed the PIG, whose guards patrol North Point Mall, the airport and Starfish Island. Game stats treat them as a gang.

Streetwannabe's

Band of thugs operating around Prawn Island, North Point Mall and a downtown compound; the group was called the Sharks in the prequel.

SWAT

Tactical police units used by many law enforcement agencies, which show up in every 3D Universe game of the series.

Vercetti Gang

Criminal organization led by Tommy around Vice City, a splinter of the Forelli Family and the old Diaz' Gang. Its name comes from a taxi dispatcher.

Vice City Bikers

Motorcycle club based in Downtown, also called Baker's Crew, with ties to Love Fist and the Vercetti Gang.

Vice City Bureau of Investigation

Subdivision of the Vice City Police Department, located in Ocean Beach, which also appears under the abbreviation VCBI.

Vice City Mambas

Professional football team based in Vice City, mentioned in several games. BJ Smith is linked to the team.

Vice City Police Department

Primary law enforcement agency of Vice City, also called the City of Vice Police, where minor infractions can escalate into a showdown.

Vice Squad

Elite branch of the Vice City Police Department in Florida, based at the Little Havana Police Station.

Places (18)

Downtown Vice City

Business sector of the mainland, bordered by Little Haiti to the south and water elsewhere, with a skyline that glitters at night.

Eightballs Autoyard

Automobile bomb shop, called the 8-Balls Bomb Shop in mission objectives and 8-Ball Autos in San Andreas.

Escobar International Airport

Airport of Vice City, also known as VCIA, with Fort Baxter Air Base to the north and the seaport Viceport to the southeast.

Fort Baxter Air Base

National Guard military base on the mainland, just north of Escobar International Airport and counted as part of it in this game.

Hyman Condo

Residential tower block in Downtown that serves as the player's safehouse, priced \$14,000 (\$7,000 in the 10th Anniversary Edition).

Hyman Memorial Stadium

Sports arena in Downtown Vice City, also known as the Vice City Arena or simply The Arena.

Kaufman Cabs

Taxi firm headquartered in Little Haiti, unlocked by the mission Shakedown, costing \$40,000 (\$20,000 in the mobile version).

Leaf Links

Golf course and country club set on a chain of islands in the Vice City Beach area of Florida.

Little Haiti

Center of Haitian life in Vice City, worth a visit for Auntie Poulet's voodoo and gumbo, with Phil Cassidy's hangout close by.

Little Havana

Mainland neighborhood where Spanish dominates and most residents are Cuban exiles, next to Viceport, the airport and Starfish Island.

North Point Mall

Shopping mall in Vice Point, known as the Vice Point Mall in 1984, with Patrol Invest Group security guards on site.

Ocean Bay Marina

Marina in Ocean Beach where Tommy goes in 1986 to receive missions from Juan Cortez.

Ocean Beach

Shopping district of Vice City and the southernmost neighborhood on Vice City Beach.

The Pole Position Club

Strip club in Ocean Beach unlocked by the mission Shakedown, priced \$30,000 (\$15,000 in the mobile version).

Vice City Beach

Resort island of Vice City, Florida, also known as Vice Beach, and the area where Ocean Beach lies.

Vice City Mainland

Western part of Vice City, made up of four districts: Little Havana, Little Haiti, Viceport and Downtown.

Viceport Boatyard

Business in the seaport district of Viceport, unlocked by the mission Shakedown, priced \$10,000 (\$5,000 in the mobile version).

Washington Avenue

One of the few named streets in the city, running through Washington Beach and Ocean Beach, probably inspired by Miami Beach.

Weapons (18)

AK47

Assault rifle designed after the real-world AK-47 or its variants, shown as the AK in later 3D games.

Baseball Bat

Common melee weapon found in every game since GTA III, priced at \$80 in Vice City.

Brass Knuckles

Melee weapon named Brass Knuckles in the 3D Universe and later renamed Knuckle Dusters, found in nearly every game.

Chainsaw

Melee weapon that costs \$500 in Vice City and also appears in Chinatown Wars.

Combat Shotgun

Semi-automatic shotgun known as the SPAS 12 here, bought for \$4,000 in Vice City and in the prequel.

Fist

Bare-handed fighting option, a weapon available in every Grand Theft Auto game of the series.

Flamethrower

Projectile weapon that sets targets on fire, written Flame Thrower in Vice City and Chinatown Wars, present in most games of the series.

Grenades

Thrown fragmentation weapons found in every game since an early entry, costing \$300 in Vice City.

Knife

Melee blade with a serrated spine for stabbing, priced at \$90 in Vice City and made by Hawk & Little in GTA V.

M4

Assault rifle modeled on the real M16 or M4 carbine, labelled M4 in Vice City with a 30 round magazine.

Micro SMG

Submachine gun listed as the Uz-1 here, and as the Uzi 9mm in the original PS2 version 1.40, shown in several 3D games.

Minigun

Heavy six-barrel rotary machine gun with an extremely high rate of fire, bought for \$10,000 here.

Molotov Cocktails

Thrown incendiary weapons, also called Molotovs, found in every game since an early entry of the series.

Pistol

Standard handgun called the Colt 45 in the original PS2 version of Vice City, where it costs \$100.

Rocket Launcher

Heavy rocket-propelled weapon bought for \$8,000 in Vice City and called the RPG in San Andreas.

Sniper Rifle

Long-range rifle present in nearly every GTA; the 3D games call it just Rifle, while GTA V credits Shrewsbury as maker.

Tear Gas

Thrown gas grenade good for incapacitating groups; in Vice City it is available in the original PlayStation 2 version only.

Tec-9

Fully automatic machine pistol known as the Tec9 in the 3D Universe and later added to GTA Online as the Machine Pistol by Vom Feuer.