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How to skip alien mission in gta 5

Let's spare all you're a nob or just bad at video games, but I've been stuck on that pointless mission where the main character gets high and has to run all the aliens from every direction to eliminate him. I gave up a few weeks ago when I couldn't beat it, but I'm trying to get back into it. If you have thoughts or helpful advice on how to defeat this weird mission I would appreciate it! Page 2 13 comments Yes, I smoke all day and I'm fine. It's a pure soft high. But I do worry about the monsters. Barry to Michael after he has just made a hit Grass Roots is a series of three Strangers and Freaks side-missions in Grand Theft Auto V. Michael, Franklin and Trevor each have a side mission with this name. Completing Franklin's segment contributes to 100% completion. Description Barry, a marijuana legalization advocate, is trying to drum up support for the legalization process by lobbying the people directly - and giving free samples of his homegrown weed. Mission Walkthrough Michael Mission Conditions Before this Stranger appears on the map for Michael, the player must complete: Complications; and Pulling Favors Mission Objectives To complete this mission, the player must: Speak to Barry at his table in Legion Square. Defeat all aliens. Mission Details Michael can meet Barry at a makeshift table he set up in Legion Square. Barry will begin a pseudo-political sermon on the benefits of marijuana legalization (and his theories about why it's illegal) before offering Michael a joint and propping him up to smoke it. At first Michael refuses to say he's not a drug man, but eventually he capitulates and has a few drags on the joint. After Michael has a few hits, Barry starts saying something about 'monsters' and not letting them get 'too close'. Michael's vision and hearing fade and the world around him seems to be in a purer haze. He is suddenly hefting a minigun as aliens begin to appear around him. Michael must defeat the aliens without dying himself. Be aware of all the aliens that come close together and keep Michael in the green energy field that you have to wiggle the left stick to get out. If the alien is allowed to complete the process, Michael will be kidnapped. He'll fly very high in the air and crash into the pavement, resulting in death. When the last alien is dead, Michael returns to 'reality' and Barry is still droning on about the wonders of pot legalization. Michael, fed up with what just happened, tells Barry to stay away from him. Gold Medal Objectives • Unmarked - Complete with minimal damage to health and armor • Kill Chain - Kill 7 aliens in 00:10 Mission Failure The mission will fail as the player: Let the aliens kidnap Michael. Leave the Environment. Wasted. Aftermath Lifeinvader Posts Jimmy De Santa – Are you sure you're not completing losing your mind? I saw you staggering around Legion Square earlier shouting shit about aliens? It's. Is. Middle crisis, Dad, get a grip. Trevor Mission Conditions Before this alien will appear on the card for Trevor, the player must complete: Mission Objectives To complete this mission, the player must: Speak with Barry at his table in Legion Square. Defeat all the clowns and the vehicles they arrive in. Mission details Trevor can meet Barry at a makeshift table he set up in Legion Square. When Barry tries to talk to him about legalization of marijuana, Trevor keeps hers set. Trevor explains that he makes a ton of money selling smoke and has no interest in legalization because it will harm his business. Barry invites him to smoke anyway, and Trevor refuses to say it interferes with speed. Trevor's protest, however, is short-lived and he takes a drag from Barry's joint anyway. Trevor's vision and hearing begin to fade and the world around him seems to be in a purer haze. He sees a group of clowns nearby and an Assault Shotgun appears in his hands. Eventually clown vans show up that need to be destroyed or they will constantly generate clowns. As soon as the clowns are dead, Trevor returns to reality and storms away angrily. Gold Medal Objectives • Pre-Emptive Strike - Kill 4 clown vans before they can generate clowns A total of 5 vans will spawn, starting with one in the southern part of Legion Square, two in the middle and two more in the north, in that order. Ignore all the clowns until Trevor is in position and get ready for the van to spawn as soon as Trevor finishes the wave. Don't kill every clown in sight before you reload. Instead, reload if there's one clown left. This way, Trevor can react faster as soon as he's done with the lone clown. • Greatest Dancer - Kill 6 clowns while they dance Clowns dance on two occasions, rarely when they spawn, and always when they reload. So by drawing up the shootout, the clowns will eventually have to dance. Then kill them. Keeping a van around will give Trevor infinite amount of tries if he needs it. Mission failure The mission will fail as the player: Leave the immediate environment. Wasted. Franklin Mission Conditions Before this alien will appear on the card for Franklin, the player must complete: Mission Objectives To complete this mission, the player must: Meet Barry on a storefront in Textile City. Wait for a text message with the locations of the stash vehicles. Mission Details Franklin approaches Barry at a store front on Sinn Street in Textile City and Barry hits him with the marijuana legalization sales pitch. Franklin likes the idea of smoking weed, but thinks all of Barry's political rhetoric sounds like kind of. Barry offers him a drag on a joint and Franklin takes him without hesitation. However, because Franklin is already an ordinary pot smoker, he doesn't have vivid hallucinations like those that Michael and Trevor have. In fact, Franklin tells Barry that the weed is garbage for crushing the joint under his shoe. Barry then finagles Franklin in search city for vehicles with weed stashes that must be delivered to Barry's apartment to deliver the 'Smoke-in' Barry has arranged at City Hall. After Franklin leaves, he receives a text message from Barry revealing the locations of the stash vehicles. The areas in which the vehicles can be located will be displayed as large light green circles on the world map and mini map. The mission cannot be played afterwards, as it is only a cut scene and has no objectives or medal challenges. There are two vehicles available and each has its own mission segment and associated gold requirements (note that the vehicles can be found in any order): Grass Roots – The Pickup Mission Segment Conditions Before this vehicle will appear on the map for Franklin, the player must complete: Mission Segment Objectives Go to the wood garden in Murrieta Heights. Find the stock vehicle. Drive the vehicle to Barry's apartment in Vespucci. Lose any police wanted level if one is acquired. Leave the vehicle at Barry's apartment. Mission Segment Details Go to the lumber yard on El Rancho Boulevard in Murrieta Heights in East Los Santos, reliant on the map by a light green circle. Find the truck and Franklin will call Barry who will ask Barry who will ask Franklin to take it to his apartment. Lose any level you want and drive the truck to Barry's apartment in Vespucci. You then have to drop it off in the alley behind the apartment complex. Gold Medal Objectives • Mission Time - Complete within 02:45 It is better to use the highway to get to the target, no matter what the GPS says, taking the Del Perro exit. Despite the fact that the timer on the screen stops when the truck is delivered, the overall timer for the mission is not. Therefore, it is advisable to start turning as soon as the truck is delivered to leave the area. Barry's calls can be hung up, too. • Unwanted outcome – Complete without gaining a desired level Once the truck goes off the main front gates of the sawmill, Franklin gets a two-star desired rating. Going out at the back of the sawmill avoids this. Mission Segment Failure The mission will fail as a player: Destroys the stash vehicle. Doesn't have time anymore. It's broken. D. Grass Roots - The Drag Mission Segment Conditions Before this vehicle appears on the map for Franklin, the player must complete: Mission Segment Objectives Go to the scrapyard in La Puerta. Find the stock vehicle. Find a way to move the non-operational vehicle. Drag the vehicle to Barry's apartment in Vespucci. Leave the vehicle at Barry's apartment. Mission Segment Details Go to Rogers Salvage and Scrap yard just off Alta Street in La Puerta on the west side of Los Santos, reliant on the map by a light green circle. Get in the car and start it. Franklin discovers that the car is a hoopy and after attempting to start it without success, Franklin will call Barry. Franklin will suggest they give up the vehicle, but. But. protests and insists that the vehicle is needed. He tasks Franklin with finding a way to move it. At the entrance to the scrap yard there is a tow truck. Use the tow truck to link the car and drive to Barry's apartment. Alternatively, the player can use a Cargobob to hook the car. Again, the vehicle must be left in the alley behind the apartment complex. Gold Medal Objectives • Mission Time - Completed within 1:30 Despite what the goal demands, it is advisable to avoid being in the emperor. Franklin will automatically try to start the engine and after a while he will be able to exit. This loses precious seconds. Entering the tow truck once the mission begins will completely skip that part and allow Franklin to begin the towing part. The tow truck must slow down when turning, otherwise the towed car may collide with people or objects and either gain a desired level or become detached. Therefore, it would be a good option to take the route with the fewest turns. Once the car is towed to the alley, it can be disconnected even while still in motion. This allows for a quick drop-off, as the timer keeps running until Franklin leaves the area. If the player has access to a Cargobob, this makes for an even faster way to complete. However, this is not available during the playback of the mission, because Franklin will appear in the scrapheap and the timer for the mission has already begun. • Addicted – Keep the stash car hooked until delivery Avoid slamming on the brakes or hitting anything while driving the tow truck. Although Franklin's special skill can reduce the time target, the tow truck's sharp turns can easily hook out the car losing both time and hooked targets. Mission Segment Failure The mission will fail as a player: Destroys the stash vehicle. Doesn't have time anymore. It's broken. D. Mission Epilogue Once the player has delivered both stash vehicles, a final segment will open: Grass Roots - The Smoke-in Mission Segment Conditions Before this marker appears on the map for Franklin, the player must complete: Grass Roots - The Pickup; and Grass Roots - The Drag Mission Segment Objective Go to City Hall. Call Barry. Mission Segment Details Go to City Hall on Occupation Avenue. Climb the stairs. It won't take long to discover that there is or was no smoke-in. Franklin calls Barry. Barry seems very vague and it becomes clear that after Franklin dropped off the stash, Barry and his cohorts got so high that they forgot the mission epilogue. The mission cannot be played afterwards because it is just a phone call and has no objectives or medal challenges. Soundtracks Editorial: Grass Roots/Soundtracks Trivia The Lively and psychological journeys that Michael and Trevor experience reflect their personalities and past history. Michael sees aliens (which he previously hallucinated about) and screams that he is going to die; the aliens are a staple in both GTA GTA and real life cinematography, which Michael is very fond of, and Michael's extreme fear of death has its own roots in him with too much to lose. Trevor, on the other hand, experiences clowns; During the mission, Trevor implies that he has both a fear of clowns and psychosis. Trevor's fear of clown is referenced when Trevor hangout with Franklin and Lamar. It's almost certain Trevor has some form of psychosis. In reality, marijuana has no hallucinogenic effects unless a very large amount is taken in a short time. It is possible that Barry marijuana is laced with hallucinogens such as DMT, although Franklin does not experience hallucinations. Ironically, given that Barry is a proponent of legalization, concern about illicit cannabis being spiked with other chemicals and drugs is one of the arguments often given for legalization. Also, paranoia is a common side effect noted from smoking weed; Barry exhibits some of this, but it is mainly shown in exaggerated form by Trevor who a few times during the mission explains outright that the cannabis had pushed him over the edge. The music played during Michael's hallucination series is a remix of the song titled V-I-S-I-T-R-S by the progressive rock band, Visitors. The music that plays during Trevor's hallucination series is titled Clown Dream composed by Danny Elfman from the soundtrack of the film Pee-wee's Big Adventure. Jimmy refers to Michael's part of Grass Roots when he mentions on Michael's Lifeinvader page that he saw him stumbling around Legion Square shouting something about aliens. The aliens, purple color, and the overall over-the-top situation of Michael's hallucination would be a nod to Saints Row IV. Trevor's hallucination sequence is the only mission in which the Clown Van can be seen. However, it is unreachable during this mission. In Liberty City there is a shop called Grass Roots. Video Walkthrough Walkthrough

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