



## Introduction

If you're reading this guide, then you've joined the ranks of millions upon millions of people who have purchased Grand Theft Auto IV, the much-anticipated title that carries on the ever-popular GTA franchise. However, Tommy Vercetti is nowhere to be found, and you won't be playing in an overly-80s or 90s environment. Instead, Grand Theft Auto IV propels gamers into an all-new version of Liberty City, a living, breathing environment inspired by the greatest city in the *real* world -- New York. Playing as Eastern European immigrant Niko Ballic, you'll find out firsthand just what it's like to be a strange person in an even stranger land.

It's true. GTA: San Andreas had a bigger environment to explore than Grand Theft Auto IV. But you've never seen a more densely-populated, detailed and engaging environment in any other videogame, ever. That's where our guide comes in. Not only is there a main quest in the game that will take you around forty hours of gameplay to complete, but there are so many side quests, optional missions and jobs, and so much more, that finding it all on your own isn't only a daunting proposition. It's pretty much impossible.

Are you curious how to get through a mission with Little Jacob? Are you wondering why your techniques running jobs in Roman's cab just aren't working? Are you interested in making your relationship with Michelle last? Well, we can answer all of those questions and a plethora more, because this is easily one of the most detailed guides in IGN Guides' ten year history.





**IGN Insiders get exclusive access to extra guide features:**

- Downloadable PDF guides for offline viewing and printing.
- PSP-formatted guides for instant access, anywhere.
- Video tips and strategy for added gameplay assistance.

[JOIN TODAY](#)

***In this Grand Theft Auto IV strategy guide, you'll find:***

- **BASICS** // We'll help you survive a day in Liberty City.
- **THE CITY** // All five boroughs are carefully examined.
- **VEHICLES & ARSENAL** // For brutal murders and heinous car jackings.
- **WALKTHROUGH** // Our massive Grand Theft Auto 4 walkthrough.
- **SIDE QUESTS** // More optional quests than you can shake a pistol at.
- **RELATIONSHIPS** // Nurture your relationships, or mess them up beyond recognition.
- **MULTIPLAYER** // Why kill the CPU when you can kill your friends instead?
- **SECRETS** // Liberty City is chock full of 'em.

The old GTAIII saying applies here, friends. Welcome to Liberty City, where dreams are broken.

**Guide by:** Colin Moriarty

**Multiplayer by:** André Segers

**Secrets by:** Mark Ryan Sallee

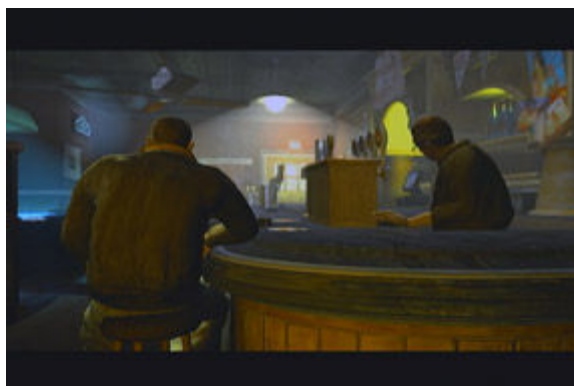
© 2007, IGN Entertainment, Inc. May not be sold, distributed, transmitted, displayed, published or broadcast, in whole or part, without IGN's express permission. You may not alter or remove any trademark, copyright or other notice from copies of the content. All rights reserved.



## Grand Theft Auto IV Basics

<<	General Basics	Ten Tips	>>
----	----------------	----------	----

Welcome one and all to our basics section. Here, you'll find information on various facets of Grand Theft Auto IV that will allow you to master the fundamentals. With the fundamentals fully mastered, your GTAIV experience will become both easier and more enjoyable. On this page, you will find all of our basics, while on the next page, you'll find our ten tips that will make your stay in Liberty City an overly-dangerous and successful one. Read on!



### The Fundamentals

Grand Theft Auto IV, like all prior GTA games, has you living a life of crime. There's really no avoiding it. Some crimes are considered so minor in Liberty City (like running red lights) that you won't get in trouble for those. In fact, you can get away with just about anything that doesn't involve rampant killing (especially with firearms, which tend to draw cops' attention).

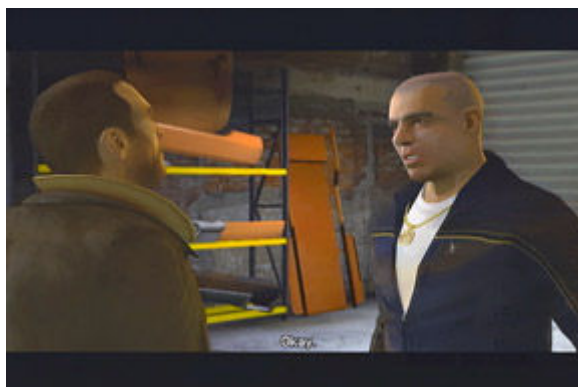


But there are many crimes in GTAIV that are necessary and much more difficult to get away with. Main character Niko Bellic, a dangerous ex-soldier from Eastern Europe, has committed his fair share of crimes back in his homeland. But when he comes to America, a whole new group of crimes become necessary to commit just to guarantee his day-to-day survival. This is when the nitty-gritty of GTAIV truly comes into play.

The game is mission-based, and almost every mission will have you commit a crime of some sort. You may have to boost a car, deliver some drugs, or even murder one or more people to get the all-valuable payout at the end of any mission. These missions come from contractors, usually friends of yours or friends of friends that need the assistance of a ruthless man like Niko. At the end of every mission, varying amounts of money will be rewarded. Committing these crimes is simply a means to an end for Niko.



There are also numerous side quests (such as "jobs") and relationships to nurture, both with females interested in Niko as more than friend, and with friends you meet along the way that will help you or hurt you depending on how you treat them. This adds a whole different layer to the GTAIV experience that requires attention to detail.



Ultimately, your progression through GTAIV is measured in-game by a percentage meter that can be viewed via the game's statistics. The more you do, the more you manage to accomplish, the higher your rating will become. *That's* the idea. But there's a method to the madness, and all of that is discussed below and in the subsequent "ten tips" page.

## Stealing Cars

Stealing cars is simple. All you have to do is walk up to a parked car (or a car going slowly) and press the corresponding button on your controller set-up that will allow you to boost the car. Once in the car, be especially mindful of your surroundings. Try not to boost cars around cops so you don't draw attention to yourself, and be careful of aggressive crime victims who will fight back if their car is stolen. Because of this, you'll want to make a point of getting out of dodge as soon as any given car is stolen.



GTAIV introduces a complex and in-depth vehicle system, where all vehicles handle differently. Not only do various makes of car differ from one another, but the amount of damage they take will also affect how they handle. You can actually stall out cars that take too much damage, and if they take the ultimate amount of damage, they will be set ablaze. That's your cue to run the hell away before the car explodes, likely taking you with it to the next world.

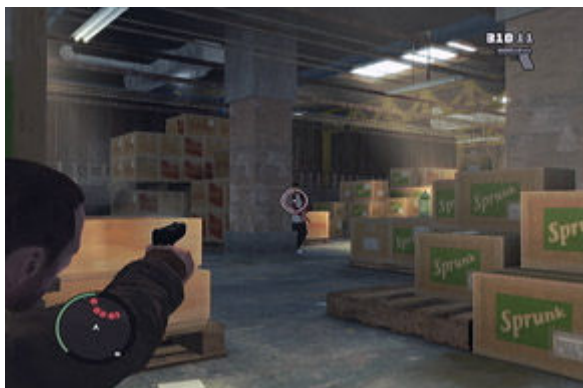


As an aside, parked cars are usually easier to steal, but will require some extra effort. Most parked cars will need to be broken into, which takes time and draws attention to yourself. Cars stolen like this also need to be hotwired (which requires some simple button-tapping). Also be weary of stolen cars with alarms, as these will draw even more unneeded attention to yourself, especially when you're driving around Liberty City with your alarm blaring.

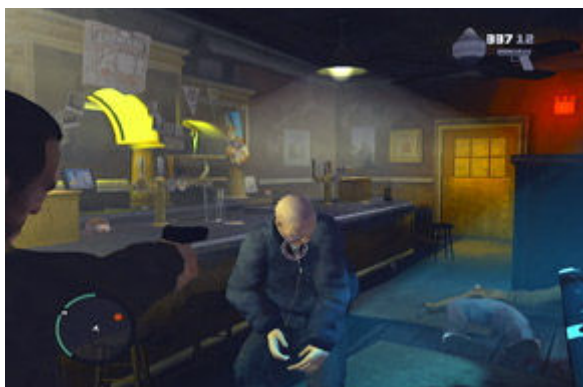


## Protecting Yourself

Your arsenal of weapons will grow by leaps and bounds as you head through the game, and it's important to understand how these weapons work, and which weapons work best in which situations. Our Vehicles & Arsenal section will cover these weapons in-depth (including the game's ultimate weapons -- the cars themselves), but in the meantime, let us say a brief word or two about the weapons here for any new players.



You'll always have your fists available to you. These are the weakest weapons in the game, but work well enough against foes who are also equipped with their fists. Then, there are melee weapons like baseball bats that give you an edge in hand-to-hand combat. However, most enemies worth a damn are equipped with guns, and the best way to fight fire is with fire.



Pistols are the weakest firearm in the game, but the most readily-available. From there, you'll work up to semi-automatic and automatic weapons like Uzis, and then to explosives, such as Molotov Cocktails. It's important to learn the strengths and weaknesses of each weapon (for instance, Molotov Cocktails are incredibly powerful, but they're also especially easy to kill yourself with). With practice comes this knowledge, so keep an eye on the situation as you progress through the game, and as more and more powerful weapons become available you'll be able to use them with skill and ease.



<<	General Basics	Ten Tips	>>
----	----------------	----------	----

01	<b>Steal Cars Wisely</b>
<p>Stealing cars is a fundamental aspect of the game (you know, hence the name of the game). However, there are smart and not-so-smart ways to boost cars, and it's important that you keep the proper methods in your head as you play. Generally, you'll want to, at all costs, avoid cops. That means that if a cop is in your vicinity, you'll want to wait for the cop to leave before stealing a car. Stealing cars around a cop will automatically draw attention to yourself. Also, preference should be given to stealing parked, abandoned cars as opposed to manned cars. This avoids the chance that you commit any more crimes as you steal the car, which will generally not be desirable. Breaking a window and hotwiring a car is easier than stealing a manned car and killing the driver in the process, after all.</p>	

02	<b>Be Healthy</b>
<p>Niko won't heal himself, so if you take damage during a mission, that damage will stay with you indefinitely until you do something about. The easiest way to cure what ails Niko is to feed him something. Find a hotdog vendor on the streets, or head to a fast food joint or a restaurant. At these places, you can find various foods that will heal Niko. By following a regimen of eating regularly, you'll allow Niko to stay at his healthiest for the duration of the game.</p>	

03	<b>Use Armor</b>
<p>Armor allows you to effectively double the amount of damage you can take from firearms. And since damage in the game will be mostly dealt with firearms, it's incredibly important that you wear armor when it becomes available to you. You can buy it for a pretty penny at some shady establishments throughout Liberty City, but you're better off finding it at random locations in the city and revisiting those locales as you need to re-up on spent armor.</p>	

04	<b>Stay Strapped</b>
<p>Staying equipped with weapons at all times will increase your likelihood of survival tenfold. It's important to try to have a variety of weapons at your disposal, too, so you can approach situations from various angles. For instance, having a baseball bat, pistol, uzi and shotgun will allow you to kill enemies in all sorts of useful ways, from the monotony of a melee attack to the pleasure of a multiple-kill shotgun blast. Remember that if you're arrested, you'll lose your weapons, but they're easy enough to replace. You can use earned cash to buy them, or better yet, collect weapons from downed enemies.</p>	

05	<b>Nurture Your Relationships</b>
<p>Building relationships in GTAIV is an integral part of the game. Without properly building relationships with the people you meet, you're missing a huge part of the game. Be sure to take up your friends' requests to hang out with them, and try to cater to what they like to increase their fondness of you. You should also reciprocate with calls of your own to hang out. As far as women are concerned, you should definitely pay attention to your relationships with them, but be responsible! There's nothing a woman dislikes more than an overly-aggressive man. Well... most of them, anyway.</p>	

06	<b>Explore!</b>
<p>Liberty City might not be as vast as San Andreas, but there's a lot more to see, believe it or not. There are few areas of Liberty City, if any, that are empty. There's something happening everywhere, and there's a lot to see. Take the time to explore the various boroughs and find out what they have to offer you. Not everything is immediately available, of course, but enough is from the beginning that you'll find things worth seeing if you take the time to look.</p>	
07	<b>The Cops Are the Enemy</b>
<p>Remember -- you're playing as a hardened criminal, not a law-abiding citizen. You do anything wrong and a cop sees it, and you're gonna be in trouble. GTA games are notoriously fun when you have it out with the cops, but don't get out of control, especially when you're in a mission or you haven't saved in a while. You can kill whoever you want and do whatever you want as long as it's not excessive and not in front of a cop. You break either of those rules, and you're in for a chase of varying degrees. Remember that it's better to be killed than to be arrested. Being killed will make you lose cash, but you'll retain your arsenal. If you're arrested, you'll lose your weapons... and your pride.</p>	
08	<b>Save Often</b>
<p>Whether or not you have auto save enabled or not, you should still manually save often by visiting your safe house from time to time. Auto save is a great feature, but don't trust it. Before you shut off your game after a lengthy session, be sure to do a "hard" save before shutting your game off. It's better to be safe than sorry.</p>	
09	<b>Mini-Game Madness</b>
<p>There are numerous mini-games in GTAIV that should be explored. In fact, many of them, such as bowling and darts, are introduced to you as part of the relationship mechanic of the game, and are great places to bring friends and dates alike. But they're also just fun to play. Take the time to stop by the pub and chuck some darts, or go to Memory Lanes and bowl some frames. As with all GTA titles, it's the stuff that's <i>not</i> mandatory that gives the game its depth and replay value.</p>	
10	<b>Make Cash</b>
<p>Finally, we'll leave you with this pearl of wisdom. Money isn't exactly hard to come by, but there's not millions of dollars just lying around and waiting to be picked up. If you need cash, there are two great ways to make it. The first is to do jobs for your friends, such as doing cab rides for Roman or delivering drugs for Little Jacob. The second, more annoying and difficult way to collect money is to kill citizens on the streets. The amount of money they carry is random (if they're carrying any at all), and this is a great way to draw unwanted attention to yourself, but hey... desperate times call for desperate measures.</p>	

## Grand Theft Auto IV The City

Broker	Dukes	Bohan	Algonquin	Alderney
--------	-------	-------	-----------	----------

Broker is Liberty City's equivalent to Brooklyn. Attached to Dukes (Queens), Broker (known also as King's County) shares the distinction with Dukes of being the only two boroughs of Liberty City's (or New York City's) five boroughs to be attached to one another. The line between where Dukes ends at its south end and Broker begins at its north end is somewhat nebulous, but two good ways to figure it out is to either go south of the Algonquin Dukes Expressway, or to draw an invisible line from the southernmost section of the Francis International Airport, which brings you to almost identical geographic points.



Broker is the very first borough you visit in the game. Niko arrives from Eastern Europe in Broker, he has his first safe house with Roman there, the first missions in the game occur there, and you meet your first friends (Mallorie, Little Jacob) and enemies (Dimitri, Faustin) there. So, you'll find that you'll explore it pretty efficiently from the get-go. Considering it's somewhat of a hub of activity for you early on, you'll find it well-stocked with places to visit and other important locations of interest. For instance, Broker has two police stations, a hospital and a firehouse. But it also has an eatery in the 69th Street Diner, a couple of bars, a clothing shop, a bowling alley, billiards, and even an internet café. That's a whole lot for what is, indeed, the game's second smallest borough (only Bohan is smaller).



Outlook Park is a large outdoor park located in the center of the borough. Soldiers Plaza at the northeast end of the park is the main attraction there. Broker Navy Yard on the west side of the borough is where some action goes down at various parts of the game. Otherwise, you'll find Broker to be a rather densely-populated borough with plenty of buildings and roads to explore. And for the inherent criminal inside all GTAIV players, there are two especially important landmarks you'll want to make note of—a weapons shop off of Tutelo Avenue, and a Pay 'N Spray at the south end of Outlook Park off of Gibson Street.

Broker	Dukes	Bohan	Algonquin	Alderney
--------	-------	-------	-----------	----------

In New York City, Dukes would be Queens, but in Liberty City, Dukes is Dukes, one of the first two boroughs you're able to access in the game. Just like its real life counterpart, Dukes is attached to Broker (Brooklyn) making them the only two boroughs attached by land, though one major piece to the geographic puzzle is missing in GTAIV—Long Island attached to the associated boroughs on the east. Regardless of that rather large hole, there's a lot of consistency in how Dukes is presented. Just like its real life counterpart, Dukes is a mixture of suburbia and a more urban element, and there's lots to see and do.





Dukes features two hospitals, two police stations and a firehouse, but perhaps its most important feature is the Francis International Airport, which dominates the eastern segment of the island Dukes shares with Broker. Dukes Boulevard, which is the biggest road in the borough, provides massive straight-aways and is a major artery of the borough, allowing you to get virtually anywhere. As it travels north to south and east to west, it also surrounds the major environmentally sound haven in Dukes, Meadows Park. Meadows Park doesn't only have a whole lot of grass. It also holds two tourist traps—the Monoglobe (a shout out to the real life Unisphere) and the Liberty State Pavilion Towers.



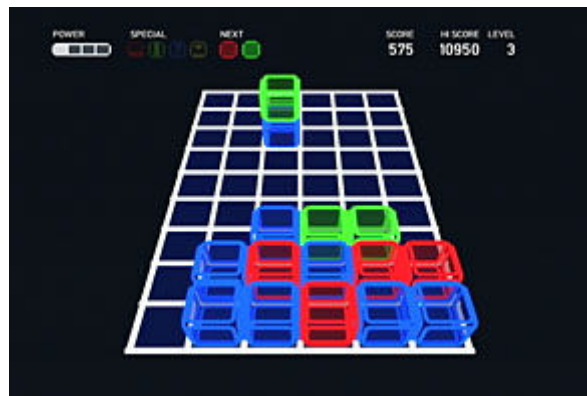
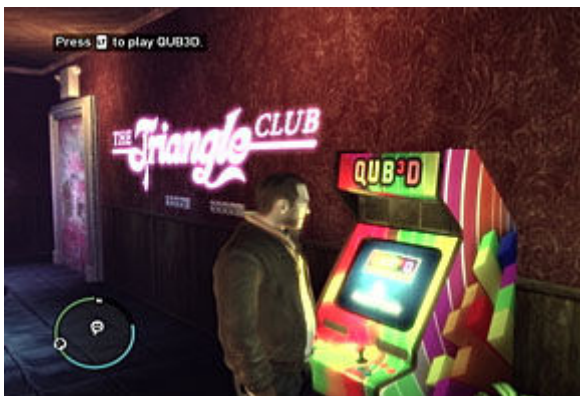
As for entertainment and leisure, Dukes has plenty to do. You can play darts and get drunk at the Steinway Beer Garden off of Yorktown Avenue on the western side of the borough, while you can satiate your hunger at both a Cluckin' Bell and a Burger Shot. Dukes plays an extremely important role early in the game, since you can only explore Broker and Dukes initially. It also serves as a major conduit between Broker and Bohan, and has three bridges stemming off of it leading to Colony Island and Charge Island (which both end up in Algonquin), as well as the Dukes Bay Bridge, which leads to Bohan. It's a sort of central connection between several boroughs in Liberty City and you will find yourself traversing it often in the game's early going.

Broker	Dukes	Bohan	Algonquin	Alderney
--------	-------	-------	-----------	----------

Since Liberty City is clearly based off of New York City, Bohan is just as clearly based off of the Bronx. Located north of Dukes and Broker, just as the Bronx is located north of Queens and Brooklyn, Bohan has little of actual value to Niko. It's close on its southwestern end to Algonquin (another similarity their real life counterparts share), meaning its proximity to places of great importance in the game is relevant and obvious. This is especially true because of the fact that you will have a safe house on Bohan for a vast majority of the game, but will do very little in the borough otherwise. But as far as visiting the small borough for missions or other adventures, you simply won't find yourself doing it too often.



There is a point of interest in Bohan worth mentioning though, and that's The Triangle Club located off of Altona Avenue. The Triangle Club is the game's largest strip club and is a favorite place to visit for many of your friends. So, if you're picking up anyone in Broker or Dukes, all you have to do is cross the Dukes Bay Bridge and you're almost to the strip club (this is especially convenient for friends like Packie and Little Jacob). You can also play a mean game of QUB3D there if you're feeling up to it.



There are other points of lesser interest in Bohan, but nothing worth mentioning at length. There are two Burger Shots in the borough, as well as a fire station, hospital and two police stations. Otherwise, there are few roads or areas worth exploring, though the Northern Expressway and Grand Boulevard, both on the north end of the island, are worth driving down for some extreme straightaways. But the three major things about the Bronx—Yankee Stadium, Fordham University and the Bronx Zoo—are all missing their Liberty City counterparts.

Broker	Dukes	Bohan	Algonquin	Alderney
--------	-------	-------	-----------	----------

Algonquin is Liberty City's equivalent to Manhattan, perhaps the most densely-populated island in the entire world. Rockstar has done a magnificent job of recreating such an environment and atmosphere in GTAIV, with endless amounts of people and cars crawling all over the island. And at the very middle of the island is their version of Central Park, aptly named Middle Park. But there's much, much more to see in Algonquin than a huge park and lots of people and their vehicles. So much more.





Let's start with the basics. An island borough as big as Algonquin is going to require some civil servants. That's why they have a staggering seven police stations and two each of hospitals and firehouses. The former statistic makes Algonquin the safest of all of the boroughs, with an incredibly high number of police cars on the streets and policemen scouring the sidewalks. Crime in Algonquin is never suggested if it can be committed elsewhere, but as you've likely guessed, you're not going to have much of a choice in the matter. In fact, with the borough's two Pay 'N Spray locations and a weapon shop (located very close to the southernmost Pay 'N Spray on Hell Gate), crimes committed can easily be eradicated with a simple fixing of your car or exacerbated with the purchase of some heavy artillery. Just some food for thought.



Manhattan is chock full of things to do, and GTAIV catches the essence of that when you're in Algonquin. Algonquin is staggering enough when you simply drive around and look at all of the skyscrapers, people and attractions, but you can entertain yourself in myriad other ways. There's plenty of places to eat, for instance—there's a Cluckin' Bell, three Burger Shots and five other assorted eateries. You can go to a comedy club, a bowling alley, and a club. There are three bars, one of which you can play darts at. An internet café and three separate clothing shops round out the money-intensive Algonquin experience.



Broker	Dukes	Bohan	Algonquin	Alderney
--------	-------	-------	-----------	----------

At first, it appeared that Alderney was based off of New York City's own Staten Island. After all, the game's four other boroughs have clear parallel boroughs in real life, and Staten Island had yet to be represented. But once you arrive at Alderney late in the game and get a chance to explore it, you realize it's not Staten Island, but rather Northern New Jersey. It's situated in such a way in relation to Algonquin that its status as Northern Jersey is a given, but there's much more than just that which gives it away.



Alderney is extremely industrial and is, perhaps, the game's most suburban borough with no area that's overtly urban. The streets are relatively scattered and far away from each other compared to the more congested boroughs elsewhere in the game. Furthermore, it's an isolated borough, with only a bridge and a tunnel leading to Algonquin. This makes it the only borough of the five boroughs in GTAIV to lead to only one other borough (Algonquin can hit Bohan, Broker and Dukes, Bohan can hit Algonquin and Dukes, and Dukes and Broker touch each other not to mention their connections to Bohan and Algonquin respectively).



Useful attractions in Alderney are decidedly scattered. You can find three police stations, two hospitals and even a pair of firehouses. Otherwise, though, things are pretty barren. A strip club called Honkers is located off of Roebuck Road at the south end of the borough, while a Burger Shot and two other random eateries are located at the north end of the borough. Hooligans and criminals can easily run amok in Alderney, however, for there's two Pay 'N Sprays and two weapon shops in the borough. An internet café at the center of the borough off of Vituilo Avenue caps it all off, in case you wanna browse the perverted internet or find yourself an equally perverted date.

## Grand Theft Auto IV Vehicles & Arsenal

<<	Vehicles	Arsenal	>>
----	----------	---------	----

Vehicle	Copy of	Speed	Hand.	Dura.
Air Tug	???	D	B	C
Ambulance	Chevrolet Ambulance	D	D	A
Banshee	Dodge Viper	A	B	C
Benson	Ford F-650	D	D	A
Biff	Mack Pinnacle	D	D	A
Blista Compact	Honda CRX	C	C	C
Bobcat	GMC C/K Wideside	D	D	B
Buccaneer	Oldsmobile Cutlass	C	C	C
Bus	East Lincs Greenway	D	D	A
Cabby (Limited)	Chrysler Town & Country	D	D	C
Cavalcade	Cadillac Escalade	C	D	B
Cavalcade FXT	Cadillac Escalade EXT	C	D	B
Chavos	Subaru Legacy	C	C	C
Cognoscenti	Maybach 62	C	B	C
Comet	Porsche 911	A	A	C
Contender	Ford F-150	D	C	C
Coquette	Chevrolet Corvette	A	B	C
DF8-90	BMW 6-Series	B	C	C
Dilettante	Toyota Prius	D	D	C
Dukes	Dodge Charger	C	C	C
Emperor	Cadillac Brougham	D	D	C
Enforcer	International Navistar	D	D	A
Esperanto	Chevrolet Malibu	D	C	C
Faction	Buick Grand National	B	C	C
Faggio	Piaggio BV250	D	C	D
Feltzer	Mercedes-Benz SLK	B	B	C
Feroci	Infiniti I30	C	C	C
FIB Buffalo	Dodge Charger	B	B	C
Fire Truck	???	D	D	A
Forklift	???	D	D	C
Fortune	Ford Thunderbird	C	C	C
Freeway	Harley-Davidson Sportster	A	C	D
Habanero	Lexus RX	C	D	C
Hellfury	???	B	C	D
Huntley Sport	Land Rover Range Rover Sport	C	C	B
Infernus	Lamborghini Murcielago	A	A	D
Ingot	Subaru Loyal	D	C	C
Intruder	Infiniti M	C	C	C
Landstalker	Ford Expedition	C	C	B
Manana	Cadillac Eldorado	C	C	C
Marbelle	Lincoln Continental	D	D	C

<b>Merit</b>	Chevrolet Impala	C	C	C
<b>Minivan</b>	Ford Windstar	D	D	C
<b>Moonbeam</b>	Chevrolet Astro Van	D	C	C
<b>Mr. Tasty</b>	Chevy Step Van	D	D	B
<b>Mule</b>	???	D	D	A
<b>Noose Patriot</b>	Hummer H2	C	C	A
<b>NRG 900</b>	Kawasaki Ninja 500 / Suzuki GSX-R	A	C	D
<b>Oracle</b>	BMW 7-Series	B	C	C
<b>Packer</b>	Freightliner	D	D	A
<b>Patriot</b>	Hummer H2	C	C	A
<b>PCJ 600</b>	Ducati Monster	A	C	D
<b>Phantom</b>	Peterbilt 389	D	D	A
<b>Perennial</b>	Honda Odyssey (JDM)	D	D	B
<b>Pinnacle</b>	Infiniti G35	C	C	C
<b>Peyote</b>	Lincoln Premiere	C	C	C
<b>PMP 600</b>	Chrysler 300	C	C	C
<b>Police Patrol</b>	Chevrolet Impala	C	C	C
<b>Presidente</b>	Cadillac CTS	C	C	C
<b>Primo</b>	Chevrolet Caprice	D	C	C
<b>Rancher</b>	Ford Bronco	D	C	C
<b>Rebla</b>	Volkswagen Golf Plus	C	C	C
<b>Ruiner</b>	Pontiac Firebird / Chevrolet Camaro	B	B	C
<b>Sabre</b>	Buick Regal	D	D	C
<b>Sabre GT</b>	Ford Gran Torino Sport	B	C	C
<b>Schafter</b>	Mercedes-Benz E-Class	C	C	C
<b>Securicar</b>	International Navistar	D	D	A
<b>Sentinel</b>	BMW 3-Series	B	B	C
<b>Speedo</b>	Ford E-Series	D	D	B
<b>Stallion</b>	Pontiac GTO	C	C	C
<b>Stratum</b>	Citroen BX Estate	D	C	C
<b>Stretch</b>	???	D	D	C
<b>Sultan</b>	Lexus IS200	B	B	C
<b>Super GT</b>	Aston Martin Vantage	A	A	C
<b>Taxi</b>	Ford Crown Victoria	C	C	C
<b>Taxi Car</b>	Chevrolet Impala	C	C	C
<b>Trashmaster</b>	???	D	D	A
<b>Turismo</b>	Ferrari F430	A	A	D
<b>Uranus</b>	Merkur XR4Ti	D	C	C
<b>Vigero</b>	Chevrolet Camaro	C	C	C
<b>Vincent</b>	Mitsubishi Galant	C	C	C
<b>Virgo</b>	Buick Riviera	D	D	C
<b>Voodoo</b>	Chevrolet Impala	D	D	C
<b>Washington</b>	Cadillac DeVille	C	C	C
<b>Zombie</b>	Triumph Chopper	B	C	D



- Speed — *Rating is based mostly on acceleration rather than top speed.*
- Hand. — *Rating is based on handling characteristics, both turning ability and how well the vehicle handles emergency brake maneuvers.*
- Dura. — *Rating dubious based on durability of a vehicle, though more accurately it's based on the vehicle's ability to smash through traffic.*

Special thanks to Rusty, Justin and Matt for help in identifying some vehicles.

<<	<b>Vehicles</b>	<b>Arsenal</b>	>>
----	-----------------	----------------	----

Weapon	Range	Accur.	Power	Zoom	Notes
<b>Knife</b>	N/A	C	D	N/A	Good damage for a melee weapon and fast enough to beat out fire arms if you can get in close.
<b>Baseball Bat</b>	N/A	C	D	N/A	Longer melee reach means it hits more often, but crouched or keeled-over enemies are too low.
<b>Pistol</b>	C	B	C	D	Basic zoom combined with solid accuracy make the pistol a great headshot-getter. Big clip, too, so lots of kills possible.
<b>Pistol Plus</b>	C	B	B	D	Smaller clip than standard pistol but each shot packs more punch. Still deadly accurate, but you'll reload more often.
<b>Shotgun</b>	D	C	A	N/A	Slow fire rate but wicked power can stop cars in two shots. Decent clip size (eight shells) is good for rampaging.
<b>Shotgun Plus</b>	D	C	B	N/A	Quicker fire rate than standard shotgun but packs less damage per shell. Two more shells per clip and still kills up close.
<b>Uzi</b>	C	D	D	C	Larger clip than the SMG so you get more shots, but damage is down a bit. Fire only in bursts—sustained fire ruins accuracy.
<b>SMG</b>	C	D	D	C	Accuracy goes to junk if you hold down the trigger, so fire in bursts. Decent zoom, but still best used relatively close.
<b>AK</b>	B	B	B	B	Good accuracy and good power make non-headshots still lethal and a great range weapon. Fire in bursts for more accuracy.
<b>Assault Rifle</b>	B	B	B	B	A great all-around weapon with good range, good power, great accuracy and solid range. Unzoom to turn more quickly.
<b>Sniper Rifle</b>	A	A	B	A	Zoom with the left analog stick. Cannot strafe or otherwise move while shooting, but perfect for long-range head shots.
<b>Sniper Rifle Plus</b>	A	A	B	A	Faster rate of fire than the standard sniper but same benefits. Make sure no one is behind you while sniping.
<b>RPG</b>	A	C	A	C	Devastating power, but rockets will bounce off of objects if not hit squarely. Use against big targets like vehicles, not people.
<b>Molotov Cocktail</b>	C	C	C	N/A	Not a powerful blast, but fires set off explosions and slowly burn enemies. Throw into groups of cars for best results.
<b>Grenade</b>	C	C	A	N/A	Awesome explosive power with large blast radius, great for ground vehicles. Listen for beeps while cooking.

## Grand Theft Auto IV Walkthrough

Index	01	02	03	04	05	06	07	08	>>
-------	----	----	----	----	----	----	----	----	----

#	Mission Name	Contractor
01	<b>The Cousins Bellic</b>	Roman
02	The Cousins Bellic (cont.)	Roman
03	<b>It's Your Call</b>	Roman
04	<b>Three's a Crowd</b>	Roman
05	Three's a Crowd (cont.)	Roman
06	<b>First Date</b>	Michelle
07	First Date (cont.)	Michelle
08	<b>Bleed Out</b>	Roman
09	Bleed Out (cont.)	Roman
10	Bleed Out (cont.)	Roman
11	<b>Easy Fare</b>	Roman
12	Easy Fare (cont.)	Roman
13	<b>Jamaican Heat</b>	Roman
14	Jamaican Heat (cont.)	Roman
15	<b>Bull in a China Shop</b>	Vlad
16	<b>Hunt Out to Dry</b>	Vlad
17	Hunt Out to Dry (cont.)	Vlad
18	<b>Clean Getaway</b>	Vlad
19	Clean Getaway (cont.)	Vlad
20	<b>Ivan the Not So Terrible</b>	Vlad
21	<b>Concrete Jungle</b>	Little Jacob
22	Concrete Jungle (cont.)	Little Jacob
23	<b>Uncle Vlad</b>	Roman
24	Uncle Vlad (cont.)	Roman
25	<b>Crime and Punishment</b>	Roman
26	Crime and Punishment (cont.)	Roman
27	<b>Do You Have Protection?</b>	Faustin
28	Do You Have Protection? (cont.)	Faustin
29	<b>Final Destination</b>	Faustin
30	Final Destination (cont.)	Faustin
31	<b>Logging On</b>	Roman
32	<b>No Love Lost</b>	Faustin
33	No Love Lost (cont.)	Faustin
34	<b>Shadow</b>	Little Jacob
35	<b>Rigged to Blow</b>	Faustin
36	Rigged to Blow (cont.)	Faustin
37	<b>Search and Delete</b>	Brucie
38	Search and Delete (cont.)	Brucie
39	<b>Easy As Can Be</b>	Brucie
40	<b>The Master and the Molotov</b>	Dimitri
41	<b>Russian Revolution</b>	Dimitri

42	<a href="#">Russian Revolution (cont.)</a>	Dimitri
43	<b>Roman's Sorrow</b>	Roman
44	<a href="#">Roman's Sorrow (cont.)</a>	Roman
45	<b>Out of the Closet...</b>	Brucie
46	<b>No 1.</b>	Brucie
47	<a href="#">No 1. (cont.)</a>	Brucie
48	<b>Escuela of the Streets</b>	Manny
49	<a href="#">Escuela of the Streets (cont.)</a>	Manny
50	<a href="#">Escuela of the Streets (cont.)</a>	Manny
51	<b>Street Sweeper</b>	Manny
52	<b>Luck of the Irish</b>	Elizabeta
53	<a href="#">Luck of the Irish (cont.)</a>	Elizabeta
54	<b>Blow Your Cover</b>	Elizabeta
55	<a href="#">Blow Your Cover (cont.)</a>	Elizabeta
56	<a href="#">Blow Your Cover (cont.)</a>	Elizabeta
57	<b>The Puerto Rican Connection</b>	Manny
58	<a href="#">The Puerto Rican Connection (cont.)</a>	Manny
59	<b>Deconstruction for Beginners</b>	Playboy X
60	<a href="#">Deconstruction for Beginners (cont.)</a>	Playboy X
61	<a href="#">Deconstruction for Beginners (cont.)</a>	Playboy X
62	<b>The Snow Storm</b>	Elizabeta
63	<a href="#">The Snow Storm (cont.)</a>	Elizabeta
64	<a href="#">The Snow Storm (cont.)</a>	Elizabeta
65	<a href="#">The Snow Storm (cont.)</a>	Elizabeta
66	<b>Have a Heart</b>	Elizabeta
67	<b>Photo Shoot</b>	Playboy X
68	<a href="#">Photo Shoot (cont.)</a>	Playboy X
69	<b>Ruff Rider</b>	Dwayne
70	<a href="#">Ruff Rider (cont.)</a>	Dwayne
71	<b>Undress to Kill</b>	Dwayne
72	<a href="#">Undress to Kill (cont.)</a>	Dwayne
73	<b>Hostile Negotiation</b>	Dimitri
74	<a href="#">Hostile Negotiation (cont.)</a>	Dimitri
75	<a href="#">Hostile Negotiation (cont.)</a>	Dimitri
76	<b>Call and Collect</b>	Francis
77	<a href="#">Call and Collect (cont.)</a>	Francis
78	<b>Final Interview...</b>	Francis
79	<a href="#">Final Interview... (cont.)</a>	Francis
80	<a href="#">Final Interview... (cont.)</a>	Francis
81	<b>Holland Nights</b>	Francis
82	<a href="#">Holland Nights (cont.)</a>	Francis
83	<b>Lure</b>	Francis
84	<a href="#">Lure (cont.)</a>	Francis
85	<b>Harboring a Grudge</b>	Packie
86	<a href="#">Harboring a Grudge (cont.)</a>	Packie
87	<a href="#">Harboring a Grudge (cont.)</a>	Packie
88	<b>Waste Not Want Knots</b>	Packie



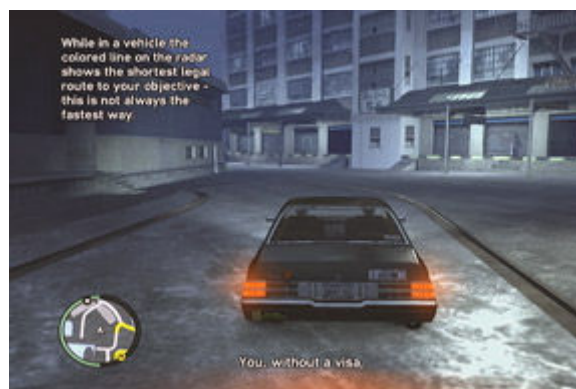
89	<a href="#">Waste Not Want Knots</a> (cont.)	Packie
90	<a href="#">Waste Not Want Knots</a> (cont.)	Packie
91	<b>Three Leaf Clover</b>	Packie
92	<a href="#">Three Leaf Clover</a> (cont.)	Packie
93	<a href="#">Three Leaf Clover</a> (cont.)	Packie
94	<a href="#">Three Leaf Clover</a> (cont.)	Packie
95	<b>The Holland Play</b>	Playboy X
96	<a href="#">The Holland Play</a> (cont.)	Playboy X
97	<b>Wrong Is Right</b>	United Liberty Paper
98	<a href="#">Wrong Is Right</a> (cont.)	United Liberty Paper
99	<b>Portrait of a Killer</b>	United Liberty Paper
100	<a href="#">Portrait of a Killer</a> (cont.)	United Liberty Paper
101	<b>Dust Off</b>	United Liberty Paper
102	<a href="#">Dust Off</a> (cont.)	United Liberty Paper
103	<b>Paper Trail</b>	United Liberty Paper
104	<b>A Long Way to Fall</b>	Ray
105	<a href="#">A Long Way to Fall</a> (cont.)	Ray
106	<a href="#">A Long Way to Fall</a> (cont.)	Ray
107	<b>Taking in the Trash</b>	Ray
108	<a href="#">Taking in the Trash</a> (cont.)	Ray
109	<b>Meltdown</b>	Ray
110	<a href="#">Meltdown</a> (cont.)	Ray
111	<b>Museum Piece</b>	Ray
112	<a href="#">Museum Piece</a> (cont.)	Ray
113	<b>No Way on the Subway</b>	Ray
114	<a href="#">No Way on the Subway</a> (cont.)	Ray
115	<b>Weekend at Florian's</b>	Ray
116	<b>Late Checkout</b>	Ray
117	<a href="#">Late Checkout</a> (cont.)	Ray
118	<b>Actions Speak Louder Than Words</b>	Gerry
119	<a href="#">Actions Speak Louder Than Words</a> (cont.)	Gerry
120	<b>I Need Your Clothes, Your Boots, and Your Motorcycle</b>	Gerry
121	<b>Hating the Haters</b>	Bernie
122	<a href="#">Hating the Haters</a> (cont.)	Bernie
123	<b>Union Drive</b>	Bernie
124	<a href="#">Union Drive</a> (cont.)	Bernie
125	<b>Truck Hustle</b>	Phil
126	<a href="#">Truck Hustle</a> (cont.)	Phil
127	<b>Buoys Ahoy</b>	Bernie
128	<a href="#">Buoys Ahoy</a> (cont.)	Bernie
129	<b>Smackdown</b>	Derrick
130	<a href="#">Smackdown</a> (cont.)	Derrick
131	<b>Babysitting</b>	Derrick
132	<a href="#">Babysitting</a> (cont.)	Derrick
133	<b>Tunnel of Death</b>	Derrick
134	<a href="#">Tunnel of Death</a> (cont.)	Derrick
135	<a href="#">Tunnel of Death</a> (cont.)	Derrick

136	<b>Blood Brothers</b>	Francis
137	Blood Brothers (cont.)	Francis
138	<b>Undetaker</b>	Packie
139	Undetaker (cont.)	Packie
140	<b>Pegorino's Pride</b>	Jimmy
141	Pegorino's Pride (cont.)	Jimmy
142	<b>Payback</b>	Jimmy
143	<b>Catch the Wave</b>	Phil
144	Catch the Wave (cont.)	Phil
145	<b>Flatline</b>	Jimmy
146	Flatline (cont.)	Jimmy
147	<b>Trespass</b>	Phil
148	Trespass (cont.)	Phil
149	<b>To Live and Die in Alderney</b>	Phil
150	To Live and Die in Alderney (cont.)	Phil
151	<b>Entourage</b>	John
152	Entourage (cont.)	John
153	<b>Dining Out</b>	John
154	Dining Out (cont.)	John
155	<b>Liquidize the Assets</b>	John
156	Liquidize the Assets (cont.)	John
157	<b>Pest Control...</b>	Jimmy
158	<b>I'll Take Her</b>	Gerry
159	I'll Take Her (cont.)	Gerry
160	<b>That Special Someone</b>	United Liberty Paper
161	<b>She's a Keeper</b>	Gerry
162	<b>Diamonds are a Girl's Best Friend</b>	Gerry
163	Diamonds are a Girl's Best Friend (cont.)	Gerry
164	Diamonds are a Girl's Best Friend (cont.)	Gerry
165	<b>If the Price is Right</b>	Jimmy
166	If the Price is Right (cont.)	Jimmy
167	<b>Mr. &amp; Mrs. Bellic</b> (Money)	Roman
168	<b>A Revenger's Tragedy</b>	Final
169	A Revenger's Tragedy (cont.)	Final
170	A Revenger's Tragedy (cont.)	Final
171	<b>A Dish Served Cold</b>	Jimmy
172	A Dish Served Cold (cont.)	Jimmy
173	A Dish Served Cold (cont.)	Jimmy
174	<b>Mr. &amp; Mrs. Bellic</b> (Revenge)	Roman
175	<b>Out of Commission</b>	Final
176	Out of Commission (cont.)	Final
177	Out of Commission (cont.)	Final

Index	01	02	03	04	05	06	07	08	>>
-------	----	----	----	----	----	----	----	----	----

The Cousins Bellic	Roman
--------------------	-------

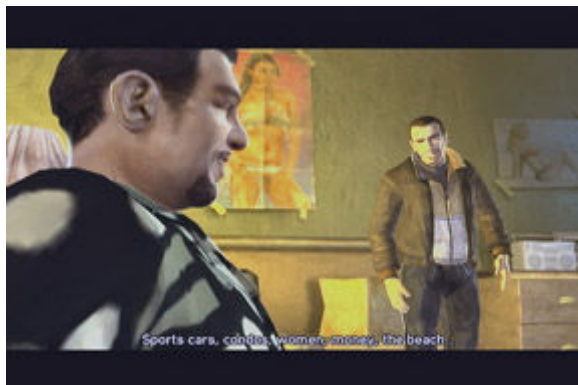
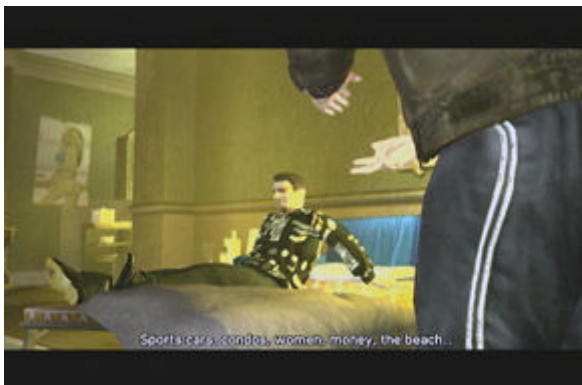
After the introductory cutscene in which you are introduced to both the character you'll be playing as (Niko Bellic) and Niko's cousin (Roman Bellic), the first mission will ensue. Entitled The Cousins Bellic, you're given a pretty easy job right off the boat -- bring Roman back to his pad. But before you do that, be sure to adjust to GTAIV. This isn't GTA3, Vice City, or San Andreas. The control scheme is different. If you want to change it, press Start and go to Controls, where you can go to Classic Mode if you'd like. Also, adjust the brightness and contrast if you so desire (Liberty City nights are dark, after all!)



Roman lives in what he calls a "mansion" in Hove Beach, which isn't far from your starting location. Be sure to follow the yellow route on your HUD, which is the game's ultra-useful GPS feature. You can turn it off, but we suggest you don't. It will help navigating the ridiculously-large Liberty City just a little bit easier. Follow the brief route it lays out before you (you'll pass the taxi building where Roman works, which is an important place in the game, so remember its location), and before you know it, you'll arrive at your destination on Mohawk Avenue. Drive into the arrows in front of your destination as shown on the HUD, and a cutscene will take place.



Roman and Niko will get out of the car and head on in to Roman's roach-infested dive apartment. It appears that all of his letters back home to Niko were full of lies and exaggerations, but Roman seems genuinely happy that Niko has arrived in America so that they can both chase after their dreams. After an extended period of time in which the two cousins discuss several perverse and unmentionable topics, Roman will head back to work, leaving Niko on his own.



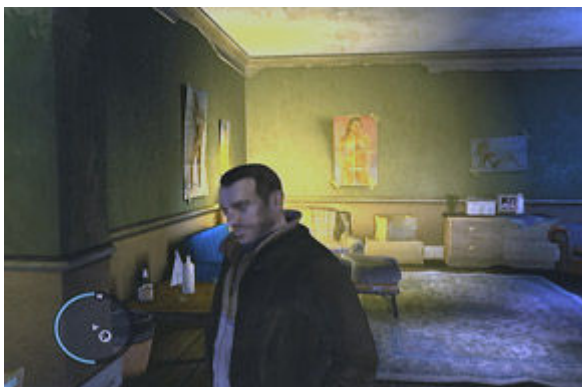


Index	01	02	03	04	05	06	07	08	>>
-------	----	----	----	----	----	----	----	----	----

### The Cousins Bellic (cont.)

Roman

When you gain control, save your game and explore the tiny apartment. You could get sucked in by the television in Roman's living room, so feel free to flick it on if you want some laughs. Otherwise, head out into the hallway and run down onto the street, all the while paying attention to the on-screen prompts that will let you know how to do various things. This *is* a Grand Theft Auto game, however, so now it's time to steal your first car!



It's doubtful, but if you're somehow new to the Grand Theft Auto series, jacking a car is as simple as walking up to the driver's side or passenger's door of any given car (*not* a cop car, unless you have a death wish) and pressing the corresponding button on your control scheme to get in. Remember -- the citizenry of Liberty City is crazy, and many of them *will* fight back (just take a look at the pictures below of the cab we stole. The cabbie hung on to the car for dear life!)



Once you've secured a ride, getting to the "R" on your HUD (representing Roman) is as simple as heading north up Mohawk Avenue for several blocks. Once you do, you'll want to swing left on Cisco Street. The taxi office will be on your left before the street ends. Park in front of it where the arrows direct you and you'll witness another cutscene. This time, you'll meet Mallorie, Roman's "something", and his hardass boss, Vlad. You'll also get your second mission.



Index	01	02	03	04	05	06	07	08	>>
-------	----	----	----	----	----	----	----	----	----

It's Your Call	Roman
----------------	-------

After the cutscene ensues, you'll find yourself in the taxi place's garage. Get into Roman's taxi as directed, and take him to the hardware store as the game tells you to do. He's not going there to buy building supplies, however. There's a backdoor card game going on there, and even though he owes extensive amounts of money to Albanian loan sharks, he thinks he's got a good chance to win. The GPS will direct you eastward through the borough after heading north along Mohawk Avenue, bringing you through all sorts of locales, including East Hook, Rotterdam Hill, Downtown, and to Schottler.



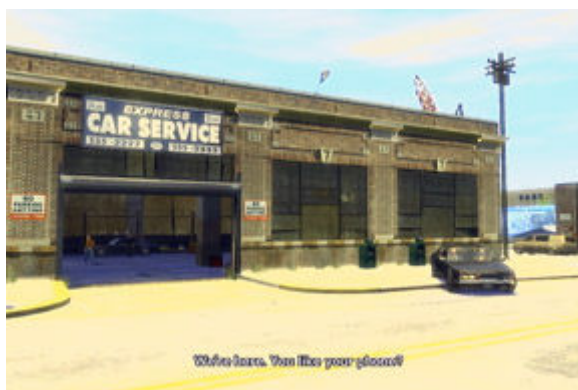
When you reach Schottler, you're close. Park in front of the building the GPS brings you to and listen closely to what Roman tells you. The Albanian loan sharks might show up during the card game, so you need to look out for them. Using his old phone, you should call him during the game if they show up. Not surprisingly, they *will* show up. But first, Roman will give you a call, so be sure to answer it!



When the beige car Roman describes to you pulls up on the other side of the street, and two angry-looking men walk out of it, you know these are the guys Roman was describing. Quickly follow the on-screen prompts to bring up your phone, and select Roman from your phonebook. Call him and let him know they're coming, and he'll run back out to the car. The Albanian loan sharks will follow suit, and before you know it, you'll find yourself in a car chase. Keep in mind that you will fail this mission if you don't alert Roman of the loan sharks' arrival in time.



Even though you'll find yourself under gunfire as soon as the chase begins, the Albanians simply won't be able to keep up with you if you even have a remote understanding of how to drive your getaway car. The GPS will give you a succinct route that will bring you back to the safety of the taxi office, but remember you can take a shortcut of your choice if you're comfortable with doing so. Either way, getting away from them isn't difficult at all. Trust us -- much, much harder chases await you later in the game.





Index	01	02	03	04	05	06	07	08	>>
-------	----	----	----	----	----	----	----	----	----

### Three's a Crowd

Roman

Following the previous mission, you may be at a loss as to what to do. Start by driving around, preferably back towards your safe house on Mohawk Avenue. Once you've driven around for long enough, the game will inform you that you've received your first text message, and it will let you know how to read it. It appears Roman is in some trouble, and he'll ask you to head back to the taxi office. Do that now.



When you arrive, you'll find yourself unsurprised to see that the loan sharks you dodged earlier are once again after your cousin for the money he owes them. They start messing the place up a bit, but when one makes the mistake of holding a knife to Niko, he shows him who's boss. The two Albanians run off, one with a broken arm, and thereafter Roman asks you to go pick up Mallorie and her friend from the subway while he cleans up the mess the loan sharks left.



The route to the subway once you're in Roman's cab will be laid out on the GPS, so just follow the HUD's instructions. You'll swing right from the taxi office's garage, be brought back to Mohawk Avenue, and will ultimately bob and weave your way to the south side of the borough, where these two women will be waiting for you at the Hove Beach Station on Crockett Avenue. Pull up in front of them where the arrow is located, and beep your horn to catch their attention. Once they're in the car, all you have to do is head to Michelle's apartment to drop her off.



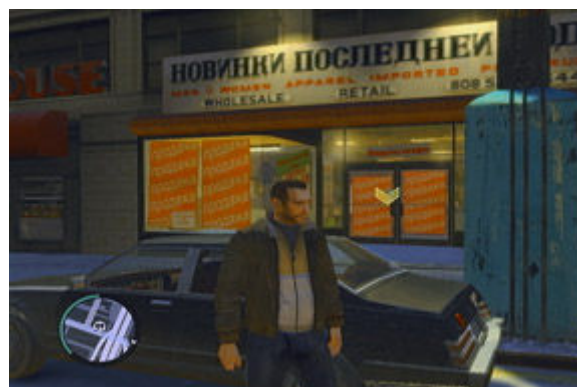
Michelle's place is on Mohawk Avenue, but it's a ways north from your safe house. Follow the GPS route to get there easily, heading towards the border of Downtown and Rotterdam Hill. As you drive, the conversation will get mildly awkward (but in a good way!) as Mallorie attempts to set you up with Michelle. It's at this point that you will be introduced to the wide range of relationships and types of relationships Grand Theft Auto IV has for you. The good news? You'll drop Michelle off at her place uneventfully, but she's interested in seeing you again socially and exchanges numbers with you. Nice!



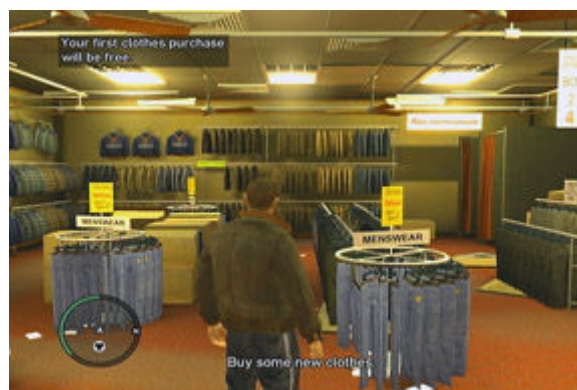
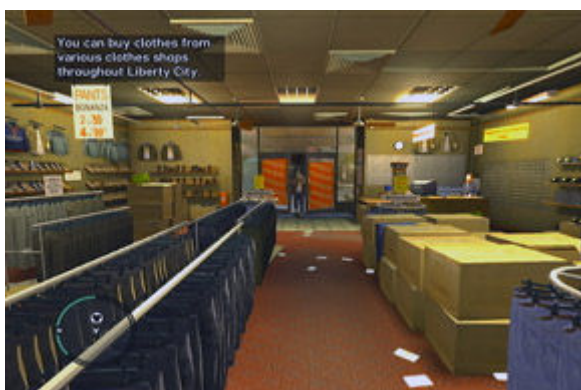
Index	01	02	03	04	05	06	07	08	>>
-------	----	----	----	----	----	----	----	----	----

Three's a Crowd (cont.)	Roman
-------------------------	-------

As the girls depart, Niko will let Roman know the good news via cell phone. Commenting on his unfashionable clothes, Roman tells Niko to head to a place on Mohawk (close to the safe house) where some clothing can be purchased. Again, the GPS will tell you where to go, but since you were already northbound on Mohawk Avenue, all you have to do to get to your location is so turn around and head southbound towards the target on your HUD.



Your first clothing purchase in this Russian-run store will be on the house, so if you're going for a whole new wardrobe (which your wallet right now, honestly, will probably not allow), try to purchase the most expensive item on your list first. That way, you maximize the amount of money you *don't* spend. We bought some camouflage pants and sneakers (we're totally happy with Niko's fat gut sticking out of his sweatshirt/jacket combo). You can purchase whatever you want, but be sure to buy *at least* your free item, that way you can impress Michelle.

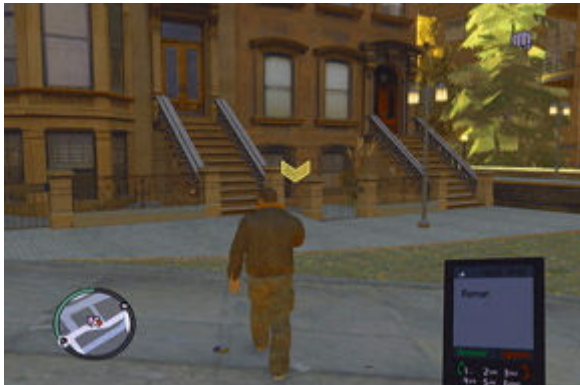




As soon as you've purchased what you want, head outside towards the car. Niko will phone up Roman automatically and let him know of his successful clothes shopping expedition. After the conversation, get in your car and begin to drive around aimlessly once more. This will give Michelle a chance to call you up and ask you out on a date. A huge decision is forthcoming, but in the meantime, we accepted her offer. This will be a great primer on dating girls in Liberty City.



Do you remember where Michelle lives? Well, in case you don't, an "M" will appear on your map. The game will also give you instructions on how to place a "waypoint" on your map. This can only be done one waypoint at a time, but it's a great tool, because it gives you GPS directions to a specific location where the game doesn't automatically provide them. Press Start and head to the Map, and place your waypoint over Michelle's place. Then, drive over there. But before you reach the arrow that will begin the date, Roman calls. It appears he's in trouble and needs your help. This provides the first of what will be many choices in the game for you to make. Will you go on your date, or will you help your cousin? As far as we see it, the Albanians are after him because he's a deadbeat with their money. The date it is! Keep in mind that you can go help your cousin instead of going on the date, but since Michelle won't pick up her phone, you won't be able to cancel. Standing her up will negatively affect your relationship with her in a major way. But leaving Roman on his own with the Albanians will begin to skew your relationship with him. Choices, choices!

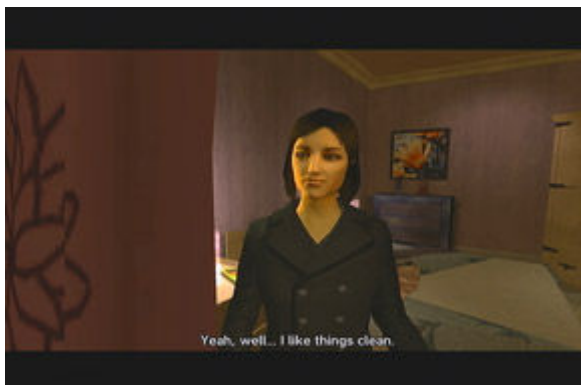




Index	01	02	03	04	05	06	07	08	>>
-------	----	----	----	----	----	----	----	----	----

First Date	Michelle
------------	----------

Michelle seems like a really nice girl, doesn't she? As you get to her apartment, she's still getting ready to go out, but she'll let you in. Niko makes some observations about her apartment, and then proposes the two of them go to the "funfair" (he means carnival, of course). Michelle seems smitten with that idea, and just like that, the two are out the door and in Michelle's car en route to that location.



The GPS will give you a quick route to the south end of the borough where the carnival is located. As you drive, Michelle and Niko will have an interesting and awkward conversation, so listen closely. As you arrive to your destination, Michelle will make the obvious observation that the carnival appears to be closed. But, knowing the area well enough, she lets you know that there's an alternative nearby -- bowling.



Bowling is a lovely sport everyone can enjoy, so get out of the car and begin to walk on the nearby boardwalk heading leftward towards a bowling alley called Memory Lanes (how clever!) Head on inside and walk up to the counter and accept a half-game of bowling, which will only last five frames (or more if you manage a turkey). Regardless of who wins, have fun, because the bowling minigame in GTAIV is surprisingly satisfactory.



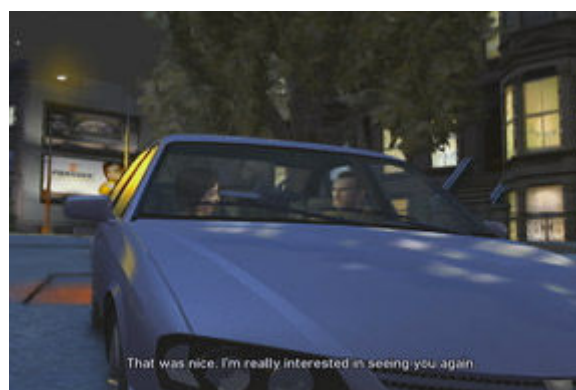
Index	01	02	03	04	05	06	07	08	>>
-------	----	----	----	----	----	----	----	----	----

First Date (cont.)	Michelle
--------------------	----------

To bowl, follow the on-screen prompts. Because Niko is a righty, you'll generally want to shift over to the left slightly so that his hand is in the middle of the alley. Then, use your analog stick to go back and forth quickly to launch the ball both straight *and* at a high speed. Rack up the strikes (excuse the pun) for a victory over your date.



When your abbreviated five frame game is over, Michelle will exclaim that she had a great time and then ask to be brought home. Leave the bowling alley and backtrack down the boardwalk to where you left Michelle's car (you two will talk a bit, as well). Then follow the GPS directions to Michelle's place and drop her off. Congratulations on successfully getting through your first date! Soak in the glory, remembering that you can call Michelle to set up another one (or vice-versa) -- just don't call too soon, sketchball!



Since you left Roman high and dry to go out on a date with Michelle, you know the glory will soon subside. After Michelle heads into her building, Roman will call you up and let you know he's at the hospital. The Albanians must have really messed him up! The hospital is located conveniently near Michelle's place, but you should still access your map and put a waypoint on it where the "R" icon is located. That will help you get to the hospital quickly, where Roman is waiting for you.

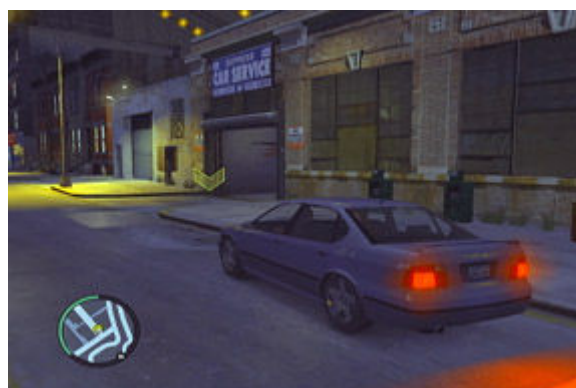
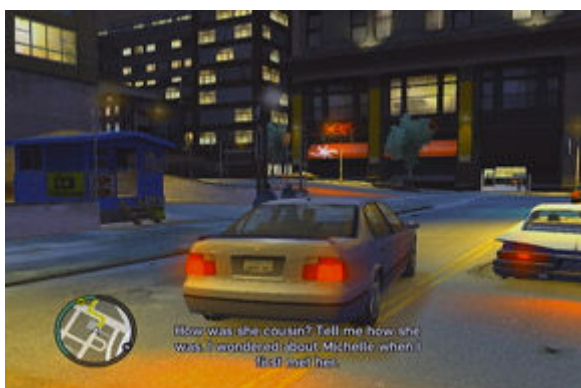


Roman's a good guy, though, and even though he just got the crap beat out of him and was briefly hospitalized, he sympathizes with your plight of helping him or going out with Michelle. After some funny ribbing ensues, you'll arrive at the taxi depot (just be sure to follow the directions the GPS will give you). Niko apologizes to Roman one more time, and then Roman departs, again leaving you all by yourself to do what you will.



Index	01	02	03	04	05	06	07	08	>>
-------	----	----	----	----	----	----	----	----	----

Bleed Out	Roman
-----------	-------

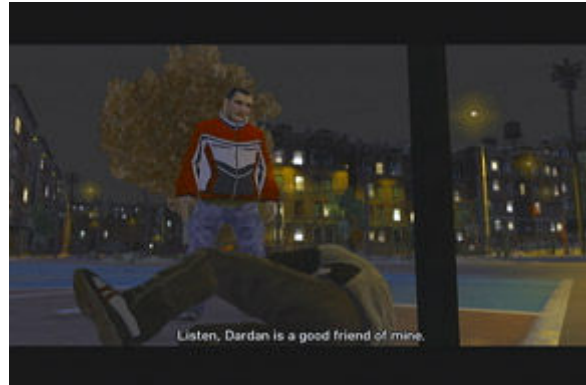


Since you opted to go out on a date with Michelle instead of manning up and helping your cousin defend himself against some hooligans, the game will give you a chance at some redemption here. Drive around a bit after you drop Roman off until you receive a phone call from him. The Albanians have found him again and are roughing him up on a basketball court nearby. After receiving the call and the call ending, you'll get some direction from the GPS, so follow the directions until you arrive at your destination.





Your destination in the car and the destination itself are two different things, however. Roman is being roughed up on the basketball court, so you'll need to get out of your car and run to his rescue (simply go forward from where his car is parked, then swing right along the chainlink fence and to the court). It's here that a brief cutscene will ensue. The Albanians are clearly a little scared of you and try to reason with you. Naturally, you'll break some skulls regardless.

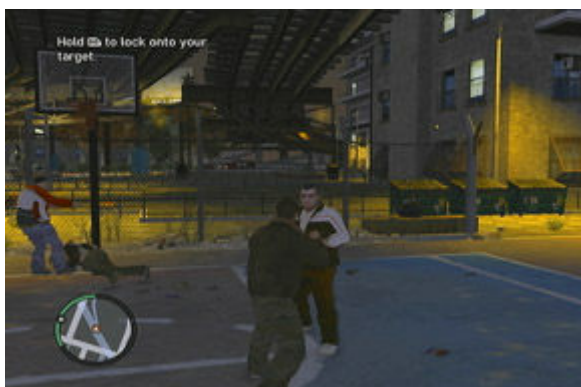


<<	09	10	11	12	13	14	15	16	>>
----	----	----	----	----	----	----	----	----	----

## Bleed Out (cont.)

Roman

This will be your first chance to fight with your fists, and the fighting system and lock-on system here is much more refined than in previous Grand Theft Auto games. Be sure to follow the on-screen prompts as they come to be sure to lock on to an enemy. Then, punch away, dodging any enemy swings. Both of the Albanians are relative pushovers. It's their knife-wielding friend on the other side of the fence that you'll *really* want to get your hands on, though.



The knife-wielder, Dardan, will run off and find a car of his own to speed away in. You'll have to give chase. Run off the court and back around towards your car. Hop in, and Dardan's location will be seen on the HUD immediately thereafter as a red dot. And from here, the chase begins.



Keeping up with Dardan is important, but don't stress too much. The only way you can fail this mission is to fall ridiculously far behind, or if you total Roman's car. Otherwise, simply staying with the red dot as it travels around the HUD is all you have to worry about. You won't have a GPS to help you here, but you won't need it. Think about techniques you used in previous GTA titles -- gravitating towards the icon on your HUD will get you where you need to go, it just might not be efficient. It's a fact that sticking on Delaware Avenue will get you to your location quickly, however.

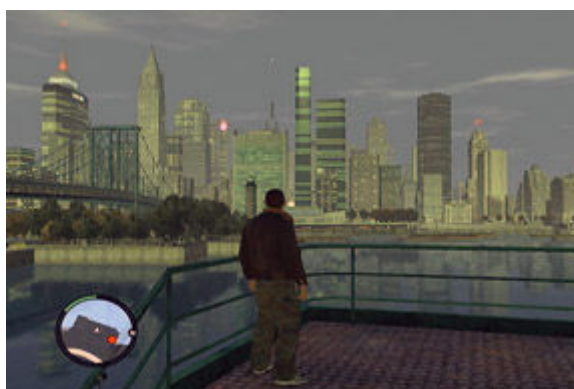
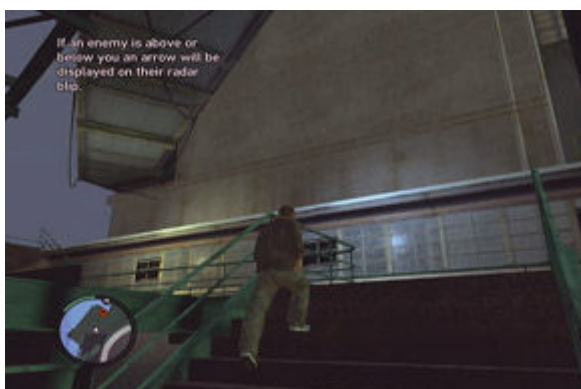


<<	09	10	11	12	13	14	15	16	>>
----	----	----	----	----	----	----	----	----	----

## Bleed Out (cont.)

Roman

You'll arrive at a harborside warehouse, and Dardan's car is abandoned. Follow the on-screen prompt, which tells you to pursue Dardan up the various staircases to the top floor of the nearby warehouse. Here, you'll have to do battle with Dardan. Dardan is armed, so you need to be careful. Getting slashed with a knife hurts a lot more than getting punched by one of his friends. Regardless, you should get enough punches in easily that he will begin to stagger and fall. He'll get up a couple of times, but once he takes a fall, he ceases being a threat. And hey, if you're *especially* brutal, try punching out the windows at the side of the warehouse and pushing Dardan to his death. Hey -- just a thought.



With Dardan eliminated, you can run back to Roman's car. The GPS will again work, and it will bring you back to the taxi depot. Drop Roman off there as you've done several times now, and the mission will come to an end. And like that, the first batch of missions that seemed to run directly into each other is now over for the time being. What takes over from here is a more traditional mission-by-mission feel that GTA veterans will be most familiar with.

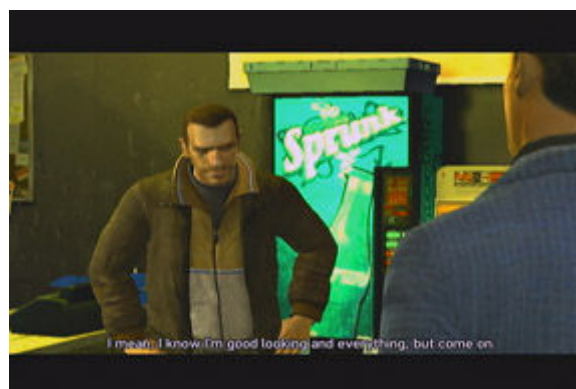
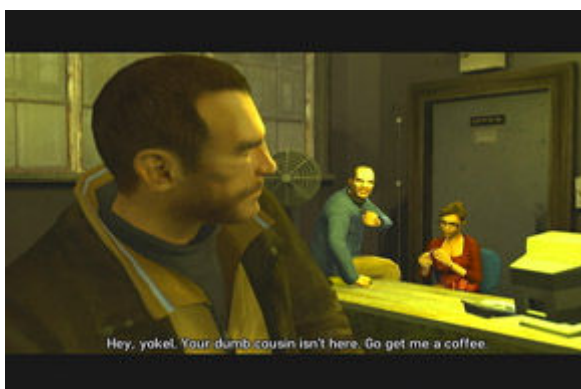




<<	09	10	11	12	13	14	15	16	>>
----	----	----	----	----	----	----	----	----	----

Easy Fare	Roman
-----------	-------

This mission can be acquired by visiting Roman at the taxi office. When you go there, however, he's nowhere to be found. Only Mallorie and Vlad are there, and Vlad takes a disliking towards Niko and starts in with him. It's not long before Roman comes in and breaks up the tension a bit, but Vlad turns his ire on him instead of Niko (who, frankly, he appears to be a little afraid of). Roman owes Vlad money (what a surprise) but doesn't have it because he had to replace the computer the Albanians broke earlier. So, Vlad asks him and Niko (which really means just you) to do him some favors later on.



After Vlad leaves, the phone rings. It's one of Roman's regular customers, a guy named Jermaine. Jermaine lives up on Mohawk Avenue and needs a lift, and since Roman is preoccupied with something else, picking up Jermaine falls on you. Luckily, getting to him is rather easy, since all you have to do is head right out of the taxi office's garage, and then turn left on Mohawk Avenue. Take it up all the way to your destination, driving into the arrows outside of Jermaine's place. This will allow him to come out and get into the car. From there, he asks you to take him to Masterson Street.



Getting to Masterson Street is easy enough, since all you have to do is follow the GPS. But first, Jermaine wants to take a little detour to a storage depot where he left some belongings. Now here is a very, very important tip. As you near the entrance to the storage depot, you're going to want to back the car in. *Don't* go in there without doing so. This is because the cops have sprung a trap here, and as Jermaine realizes his storage unit has been opened, the cops swarm the area.

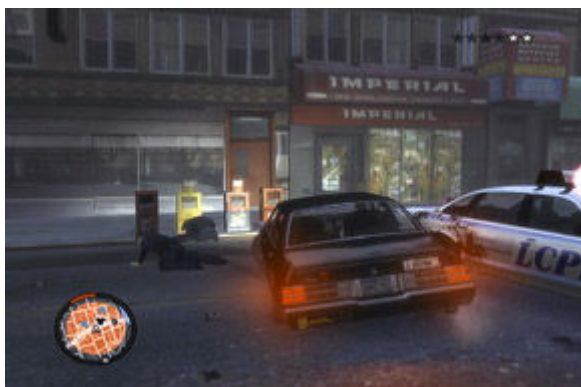


<<	09	10	11	12	13	14	15	16	>>
----	----	----	----	----	----	----	----	----	----

Easy Fare (cont.)

Roman

Aren't you glad you backed in? Instead of having to back out of this place with the cops on your ass (likely opening your door and arresting you in the process), you can simply speed right out of the storage area and speed off in any direction you like. Since all you have to do here is lose the cops (which is no easy feat), heading in any direction is fine. Your best bet, of course, is to find a long road that doesn't end which you can mercilessly speed down to lose the cops. You're starting here with two stars, so the cops will be on you for a while, but your GTA skills should kick in before long, and the cops will be lost. In case you're curious, you have to get out of the siren-glow on the HUD, which represents the cops' field of view. Once you do, they'll lose you, but keep going until the stars disappear from your screen completely to be absolutely sure they won't be an issue for you anymore.



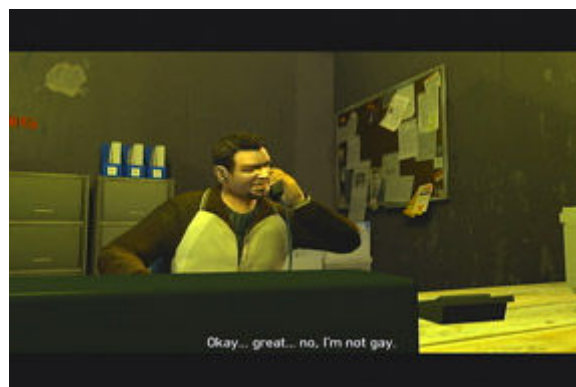
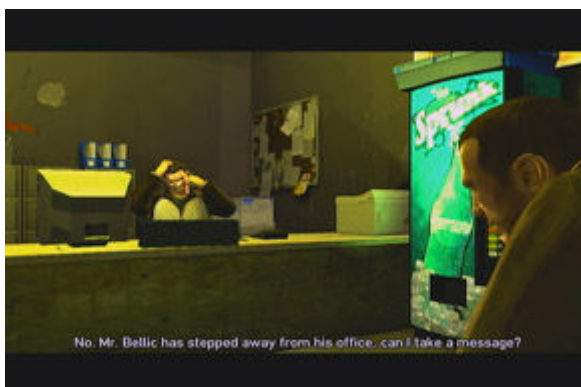
Once you've lost the cops, stop and take a breather. This will give your GPS a chance to recalculate just where it is you need to go, which is to Masterson Street to drop off the friendly Jermaine. He's proud that you've lost the cops so easily and continues to talk your ear off as you head to your location. Humorously, where he's headed is actually a Pay 'n' Spray location, which you'll probably desperately need right now, since your car is likely in a state of extreme disrepair after the cop chase. Once you arrive there and drop Jermaine off, Niko will call Roman to let him know of the success, but Roman is short with him on the phone. Naturally, you should head back to the taxi office to see what's up, but before you do, feel free to use the Pay 'n' Spray. It certainly won't be the last time.



<<	09	10	11	12	13	14	15	16	>>
----	----	----	----	----	----	----	----	----	----

Jamaican Heat	Roman
---------------	-------

Back at the taxi office, Roman has been left all alone to answer the phones *and* his own personal phone line. It appears he wants to get his enterprise started with Niko as his partner. Regardless, things are a little bit chaotic at the office, and Roman can't pull himself away from his desk job to pick up one of his customers. Just like last time, you're expected to go pick up someone, this time named Little Jacob. Jacob is a toker, says Roman, so we need to watch after this guy.



Jacob is located where Chive Street runs into Oneida Avenue. Don't worry about those details if you're using a GPS, though, since the GPS will get you there just fine. It's located extremely close to the taxi office, so this shouldn't be a trip of more than half a minute, tops. He'll be waiting near a grand entrance to one of the borough's major parks, Outlook Park, so Jacob's location should be easy enough to decipher.





As easy as it is to decipher Jacob's location, deciphering what it is he's saying is another issue entirely. Thankfully, the game will not only show you where to take him with your GPS, but it will also tell you what he's saying as long as you have the subtitle option on. So as you drive, listen to what he says. The conversation is... interesting, to say the least. Jacob wants to head to a location of Dillon Street, and again, that's not too far off, so getting there should be easy enough for you, especially now that you're well-acclimated to the game.



You may have noticed during your incomprehensible conversation with Jacob that he offered you a pistol to arm yourself with, since he needs a point man as he meets up with some guys to do some shady dealings. So when you arrive, Jacob asks you to go to a spot located on your map that can be accessed by getting out of the car. Once out of the car, head to the spot as seen on the HUD, and then arm yourself with the pistol and crouch down, as the game suggests. Doing so will allow you to not be seen by Jacob's associates.

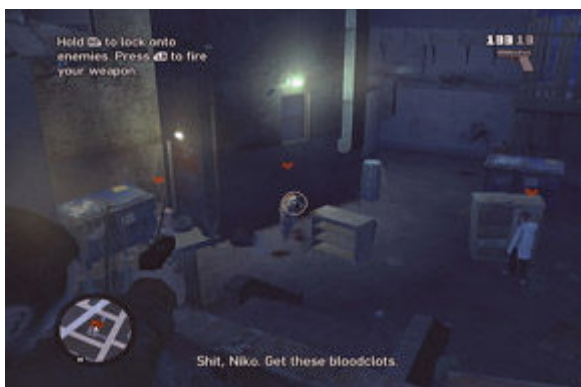


<<	09	10	11	12	13	14	15	16	>>
----	----	----	----	----	----	----	----	----	----

## Jamaican Heat (cont.)

Roman

Jacob is quickly assailed by more men than he anticipated coming to this meet up, and he opens fire on them. That's your cue to open fire, as well. Make sure to aim with the corresponding button on your controller before firing, as the bullets will easily find their targets if you do. Once one target is downed, move onto the next, and then the next. You may think you're in the clear once the three enemies are killed, but one will come out of a door behind you. Jacob will alert you to this, so once he does, turn around and toast the guy behind you as well.



The four murders you just committed and the sound of incessant gunfire will draw the attention of the LCPD, so meet back up with Jacob and quickly run to the nearest car around (we found the red vehicle seen in the picture below parked alongside the street). You'll then have to lose the cops before proceeding, so drive around like a madman like you have earlier to allude the police. When the police no longer have any idea where you are, you can then proceed with the last leg of your mission with Jacob -- bringing him to his final location.



Driving to where Jacob needs to is easy enough, so we won't continue to hold your hand to each location. Simply follow the GPS to where it says to go. Once you arrive, Jacob will depart, but not before offering you chances of future work, and even leaving the pistol he gave you in your hands. It's great, because now you're *really* armed.

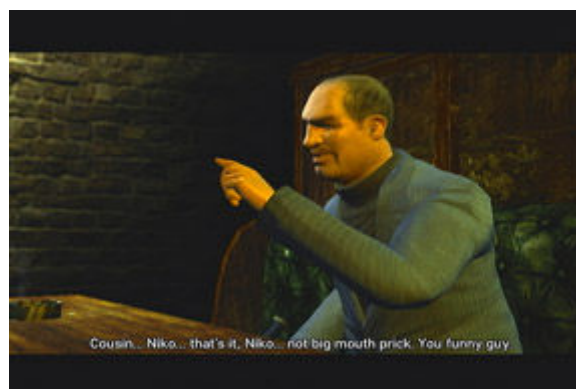


<<	09	10	11	12	13	14	15	16	>>
----	----	----	----	----	----	----	----	----	----

## Bull in a China Shop

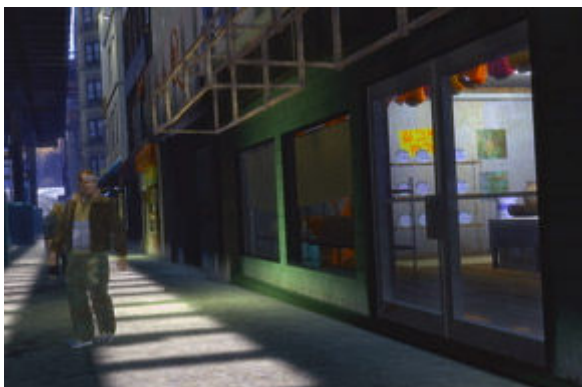
Vlad

Meet Vlad at the bar he hangs out on over on Mohawk Street (it's across the street from the safe house). Once you're in there, you'll see some interesting scenes with a really, really drunk guy named Mel. But that's not important (other than that it's humorous). What *is* important, however, is the subsequent conversation you have with Vlad. Vlad, even though he talks incessant amounts of crap to you, actually seems to like you, and he trusts you enough to send you out on some missions. The first one deals with an older guy who owns a china shop, and owes Vlad some cash. He asks you not to hurt him, but to get his money. And then he offers you a baseball bat. Perhaps Vlad should lay off the coke?





Head outside and jack a car. Then, begin to head over to the china shop per Vlad's request. Naturally, the GPS will take you there, and it's not too far away either, so don't expect an epic cross-city drive. You'll be there in no time. When you arrive, get out of your car and head on in. You'll find the owner of the establishment, who immediately acts belligerent. Remember, though -- Vlad told you not to hurt him, so don't! Instead, mess up his establishment. We pulled a pistol out and shot one of his storefront windows out. Attempt that or something similar to scare him into paying.



Once the store owner gets scared enough to choke up the money, Niko will call Vlad up on the phone and let him know about his success. He'll then be ordered back to the bar to give up the money. The GPS will, once again, get you to your location easily. Once back at the bar (remember, it's across from your safehouse), you can get out of the car, enter, watch the finalizing cutscene, and then move on to another one after giving Vlad his cash.

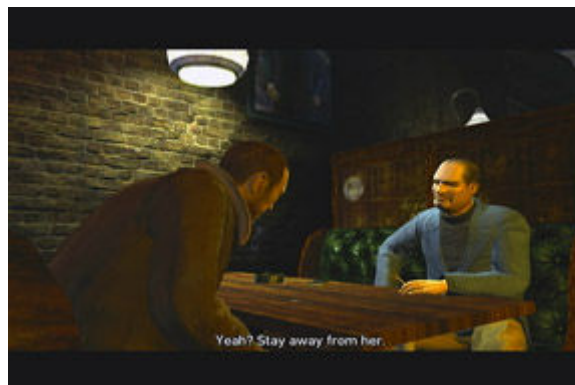
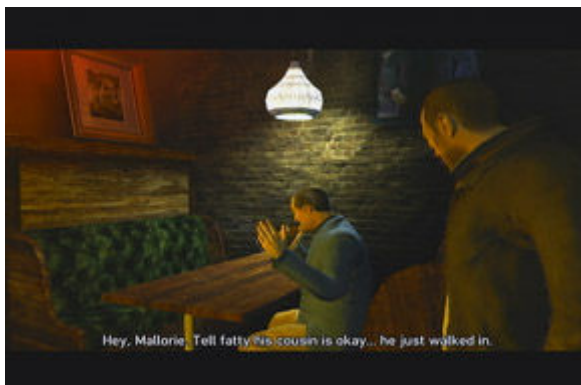


<<	09	10	11	12	13	14	15	16	>>
----	----	----	----	----	----	----	----	----	----

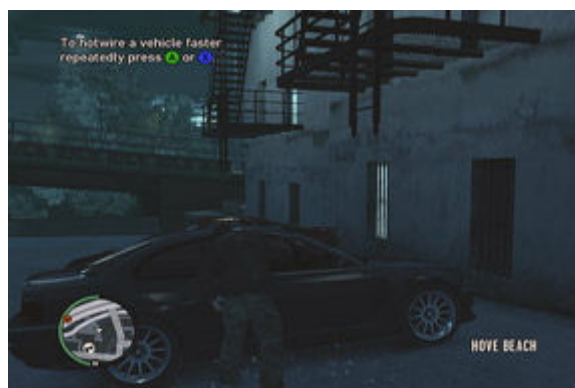
## Hung Out to Dry

Vlad

No business is off limits to the extent of Vlad's extortion... not even laundromats. Vlad has a guy that won't pay up, and he's a laundromat owner who needs Vlad's protection to survive. Vlad wants you to do what you have to in order to convince this guy to pay. So, you know what to do. Head outside, jack yourself a car if you don't already have one in your possession, and get on your way.



The laundromat is a hop, skip and a jump away from Vlad's bar, and can be easily accessed from that area with a short drive. Follow the GPS to your destination, and once you arrive, get out and go to head inside the laundromat. When you do, the facility's proprietor spots you, throws a laundry basket at you, and jets out the back door. Quickly chase after him only to find him speeding off in his rather agile van. Break into the nearby car, turn it around, and quickly follow him.

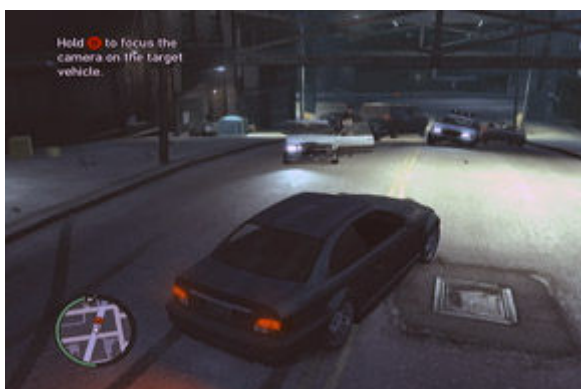


<<	17	18	19	20	21	22	23	24	>>
----	----	----	----	----	----	----	----	----	----

## Hung Out to Dry (cont.)

Vlad

Follow the red dot on your HUD. That dot represents the van, and you have to ram is, damage it, and in any other way hinder it in order to damage it. When the van takes enough damage, it will stop, the driver will relent, and he will offer to pay what he owes. But getting to that point can be tough, and if the van strays too far from your location or if you take too long, you'll fail the mission automatically and will have to try again. Your best bet is to get behind the van and try to shove it in one direction or another. This should cause the van to spin wildly, damaging it as it strikes into cars and other obstacles.



When the driver finally relents after your frantic chase all around the borough, he'll stop, talk to you from his van promising to pay, and then you're off. Since he's promising to pay in the future and didn't actually give you anything, you don't have to go back to visit Vlad, since there's nothing to give him. Instead, the mission will come to a successful conclusion following a victorious, albeit brief, phone conversation with Vlad.



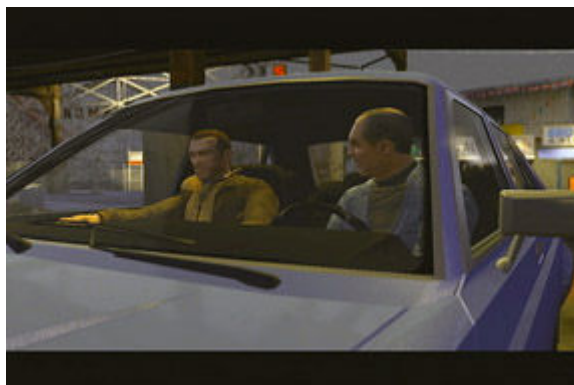


<<	17	18	19	20	21	22	23	24	>>
----	----	----	----	----	----	----	----	----	----

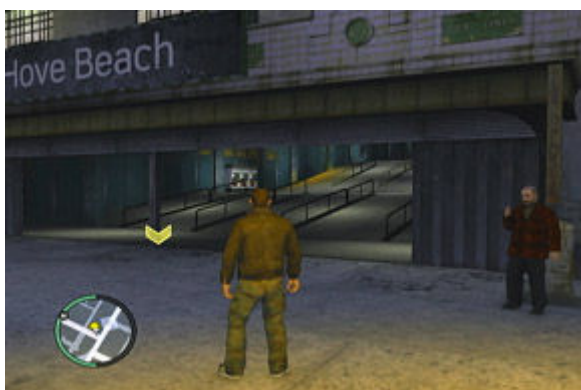
## Clean Getaway

Vlad

Vlad will give you this mission from the bar at the outset, but most of the instruction will come on the walk to his car, and in the car itself. Vlad has a bit of a drug problem, as you'll soon find out in the cutscene, but he'll give you a task totally unrelated to narcotics. This time around, instead of scaring store owners into paying him protection, he'll ask you to head to the ghetto to grab a car parked there. You can't drive there, either. No sir -- you have to take the subway.



Thankfully, the subway station (represented by a yellow dot on the HUD) is just up the street from the bar, so there's no need to jack a car to get there. Instead, simply walk or run there. Walk into the station and follow the on-screen prompts to the middle platform, where the train you seek is located. Once the train arrives, take it one stop over, which should bring you to the section of the borough called Steinway. It's here that the vehicle you are to steal, a silver Blista Compact, is located.





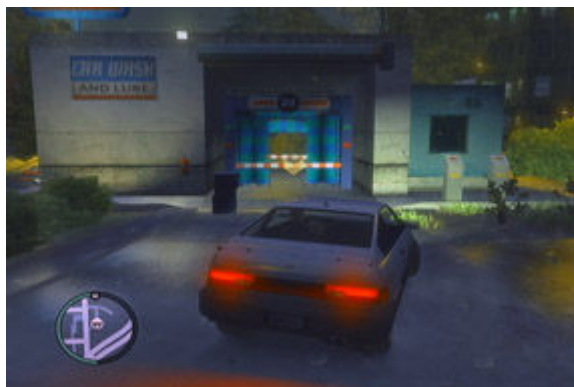
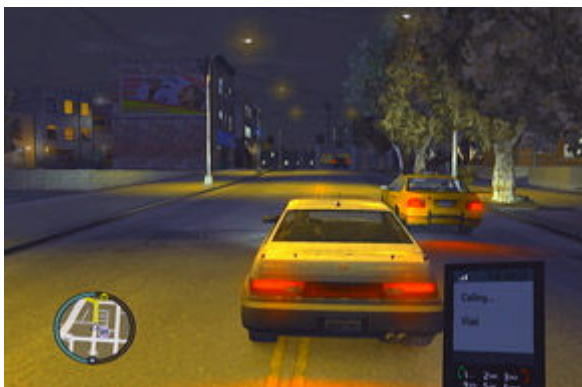
Nearby Yorktown Avenue is your destination. It's a dead end street due north from the station, and is easy enough to spot, especially with a turquoise blue blotch on your HUD representing its location. Approach the car, and you'll see a guy polishing it. As you get close to the car, Niko will talk to him automatically, and then he and his friend will go after you, even if you don't try to get into the car immediately. Your best bet here is to jump in the car as soon as you can and use it as a giant, several ton metal battering ram to eliminate the deadbeat and his friend. You might as well kill 'em with the very car they stole from Vlad.



<<	17	18	19	20	21	22	23	24	>>
----	----	----	----	----	----	----	----	----	----

Clean Getaway (cont.)	Vlad
-----------------------	------

After killing them, begin to drive back towards the bar. Vlad will call you shortly thereafter, though, and when Niko informs him that the car is dirty, Vlad orders him to go to the car wash before returning it. Nothing can be too easy, right? Well, the GPS on your HUD will redirect you to the carwash nearby, but it's still going to be a little bit of a drive. When you arrive at the carwash, send the car on through. This will get it nice and clean, satisfactorily for Vlad.



Earlier on the phone, Vlad told you that after getting the car washed, you can go to his storage locker and leave the car there. After emerging from the carwash, the HUD will show a redirected GPS route for you to head from the carwash to this very lockup location. Follow these directions, being extra careful not to badly damage the car en route. The garage owned by Vlad will be opened automatically upon arriving at the storage location. Simply park the car in the garage to end the mission.

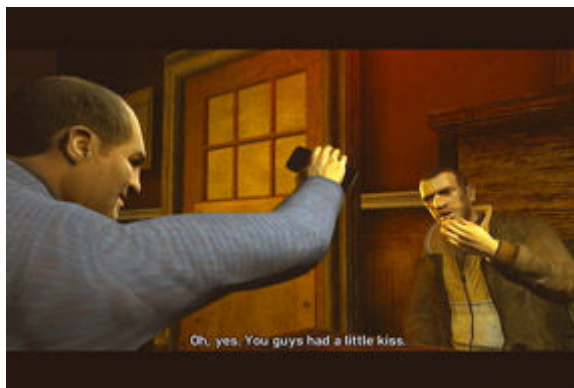
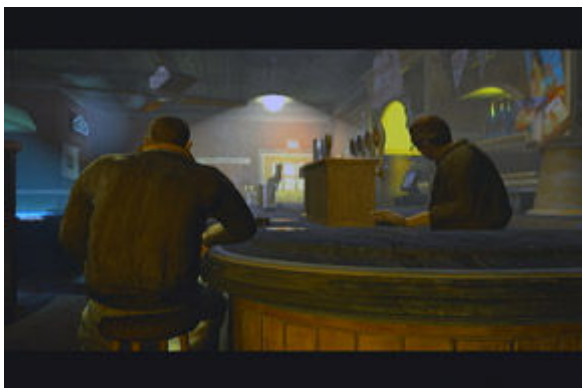


<<	17	18	19	20	21	22	23	24	>>
----	----	----	----	----	----	----	----	----	----

## Ivan the Not So Terrible

Vlad

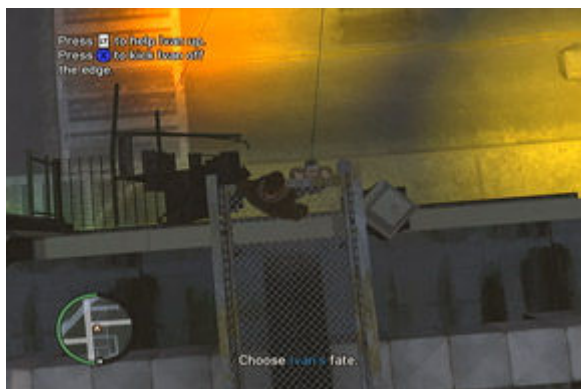
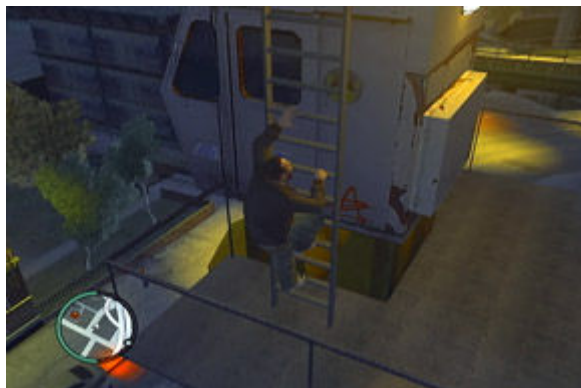
This mission will begin innocuously enough, with Roman sitting at the bar talking with the friendly bartender, Mickey. After ordering some water (why he doesn't order a drink we don't know), loud, obnoxious Vlad will show up on the scene. He will drag Niko to a quiet booth where the two can talk business. Niko is ultimately coerced to execute a hit at Vlad's request, being told that a pretty powerful man will be angry at Niko and Roman if this hit isn't fulfilled. With little choice, Niko accepts, and you're off to find your target.



Begin to drive towards where the GPS directs you, and suddenly Ivan will spin out of a garage in his sports car and begin a race with you. There's no real way to stop him in his drive, and that's because this mission culminates not on the road, but on foot. As long as you can stay near him on the chase, he'll always end up at the construction site at Onondaga and James Streets. So, regardless of where he's going, if you know where that location is (just check the map that came with the game), you can actually drive straight there and wait for the second leg of the journey. Keeping up with Ivan is doable, but it requires quite a bit of skill and finesse (and few, if any, mistakes), so consider your options and choose which method suits you best.



Once you arrive at the construction site, Ivan will abandon his car and take off on foot. Naturally, you should pursue. It appears the reason for this mission is to show you how to both climb ladders (as you will do several times as you climb up the construction site), as well as how to run along rooftops, and jump from roof to roof. Ultimately, you'll have Ivan stuck in a corner, and he'll be hanging off a roof with nothing between him and considerable distance down to the ground. You have a choice here. You can let him live, or you can kill him. We chose to kill him, but we'll leave that choice up to you. Either way, the mission will end in victory, and you'll become just a little bit richer. Monetarily, of course.





<<	17	18	19	20	21	22	23	24	>>
----	----	----	----	----	----	----	----	----	----

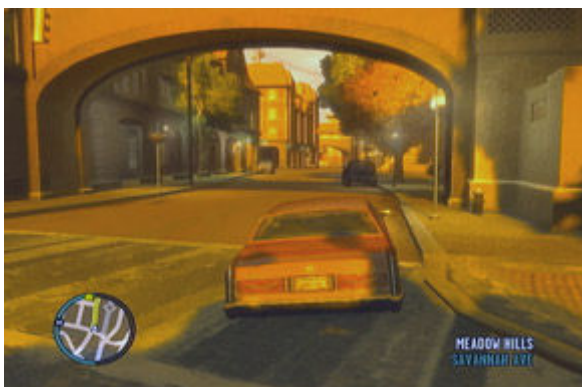
## Concrete Jungle

Little Jacob

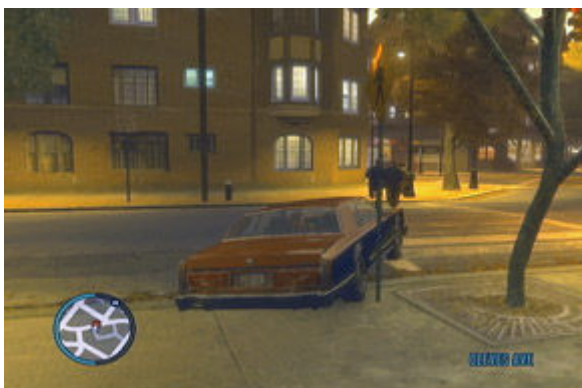
Head on over to Little Jacob's place, which is located on Dillon Street on the border of Downtown and Schottler. Once you're there, head to his front door and ring him up. The ever-stoned Jacob will stumble down the stairs to answer the door. You'll want to make sure to have subtitles on if you don't already, since understanding anything he says is a feat without them. Through all of the incomprehensible verbiage spewing from Jacob's mouth, you'll garner one important fact -- he wants you for a mission.



Jacob is too high to drive, so he asks you to do so. Jump into your whip and begin driving towards Willis. The GPS on your HUD will give you the best route there. As usual, Jacob will be talking incomprehensibly, so keep an eye on the subtitles to see all of the humorous things he's saying to you. When you finally arrive at your destination, you'll drop Jacob off and then be ordered to head into the nearby alleyway to cut off any possible escape from the guys he's dealing with. Pull into the alleyway (*don't* back in), and try to turn to the left as much as you can before hitting the event arrow there. This will give you great placement for what's to come.



It appears Jacob's paranoia wasn't completely weed-induced. The new guys he's dealing with did indeed try to take his money without handing over the goods, and Jacob calls you to let you know they're making a run for it out of the back alley. As you see them run out of the door and towards the far side of the alley, you'll realize why we told you to turn to the left. Begin driving towards them, using your car as your weapon to run the three foes down. *Don't* get out of your car, as these three guys are packing heat. The car will give ample (though not complete) protection from bullets. The red dots on the map represent their location (if they're close enough to each other, it'll be one red dot). Run them down, being absolutely sure they're dead, and then pick up Jacob when the game tells you to.

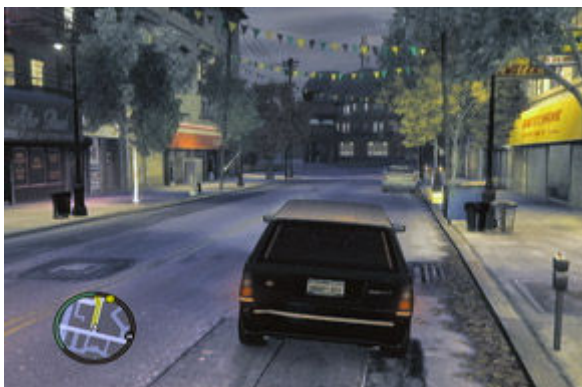


<<	17	18	19	20	21	22	23	24	>>
----	----	----	----	----	----	----	----	----	----

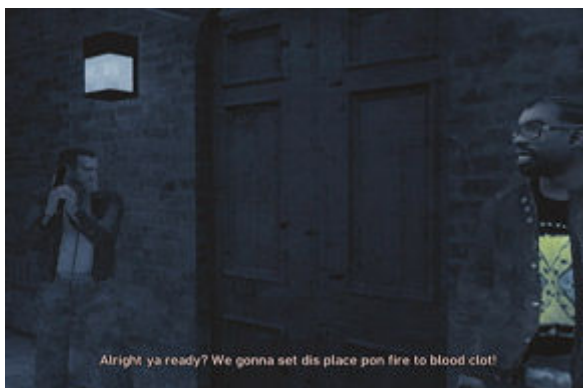
# Concrete Jungle (cont.)

Little Jacob

Follow the GPS' route on your HUD back to Savannah Avenue, where Jacob will be waiting for you to pick him back up. Beep the horn to get his attention if he doesn't immediately see you. Once back in the car, he'll order you to head over to Meadows Park, which is slightly to the east. The drive isn't very long at all. When you arrive at your destination, you'll quickly realize that Jacob has more plans for you and he.



Make sure you're strapped with a gun as you get out of the car (you should have a pistol, so be sure the clip is fully loaded). Then, run up the stairs towards the house in pursuit of Jacob. Follow the on-screen prompts to hug the wall as Jacob busts the door open and begins firing on those within. Follow suit, helping him take out the thug on the staircase. Then, head to the adjacent window and cap the fool firing on Jacob (he won't see you until it's too late). Following his death, work your way into the house and to the left, into the living/dining area, and the kitchen. Two more foes, including one packing a shotgun, will need to be eliminated. When they're both slain, pick up their weapons, money, and the first aid kit on the table. Then, since the rest of the house has nothing of interest in it, break back for the car.



Once back in the car, the GPS will map the final route you'll have to take on this mission. Jacob praises your hard work as you bring him to his final destination, and once you let him out, you know that you did right by him and his people. You can expect more work from them, for sure.

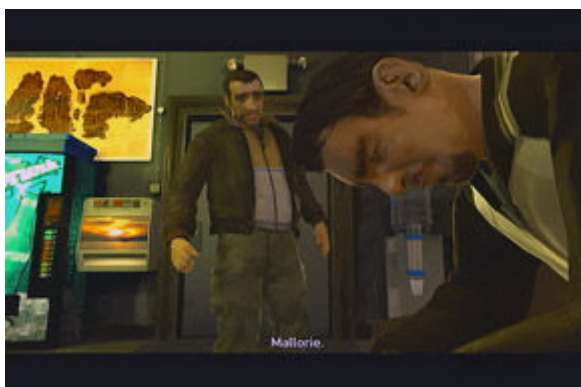




<<	17	18	19	20	21	22	23	24	>>
----	----	----	----	----	----	----	----	----	----

Uncle Vlad	Roman
------------	-------

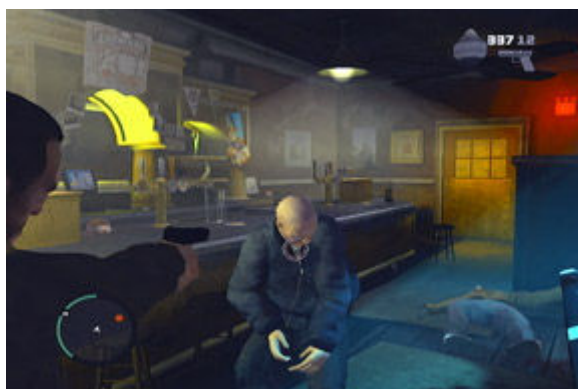
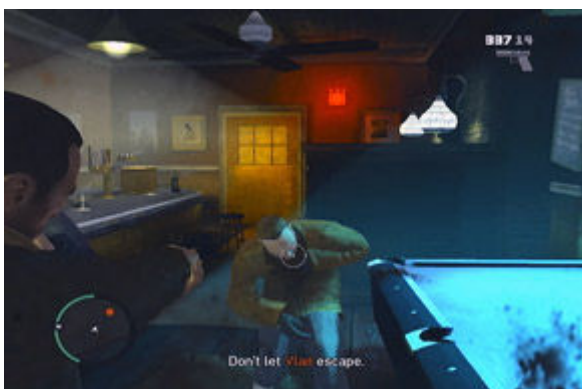
Head over to the taxi office and find Roman, drinking by himself. You know that when that's going on, something must really be wrong. It appears that Roman saw Vlad's car outside of Mallorie's place the other day, and suspects that something is going on between the two of them. What's more, Niko appears to have had suspicions of his own, setting him up for some more of Roman's ire. Ultimately, Niko decides to do something about it, and the two men scramble outside to Roman's cab.



Once in the cab, follow the brief route on your HUD that the GPS lays out for you. It will bring you to a bar called Comrades Bar, a Russian hangout. Roman will continuously try to talk you down from doing anything stupid, but you know Niko won't listen to him! Upon your arrival, Niko busts in through the door and Roman follows. Roman again tries to diffuse the situation but Vlad talks a big game, and as he walks away, he sticks some of his henchmen on you. You know what you have to do.



Dealing with these two punks can be a bit of a pain if you aren't armed with a firearm. If you aren't, try using a knife (or your fists) to take one out at a time. If you have a firearm, however, then this fight will be much, much easier. Simply train your pistol (for instance) on one of the foes, fire away, and then do the same to the other one. Once both are slain, you'll get an on-screen prompt letting you know that Vlad is making his getaway. It's time to pursue him!



<<	17	18	19	20	21	22	23	24	>>
----	----	----	----	----	----	----	----	----	----

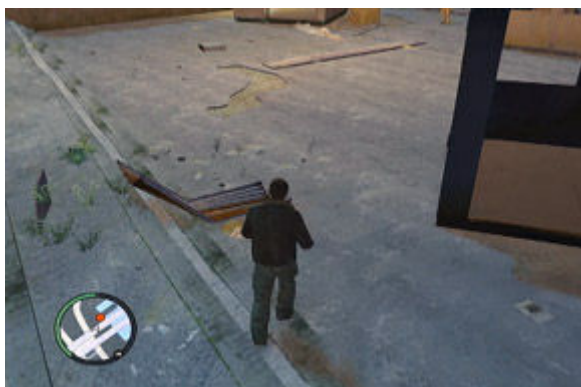
Uncle Vlad (cont.)

Roman

Run out of the back door (or through the front, if it's quicker for you) and get back into your car. Roman will already be in the passenger seat, so you don't have to wait around for him. Once in the car, begin following the fast-moving red blip on your HUD. This is Vlad attempting to make his getaway in his vehicle. He's pretty fast, so you're going to need to stay on top of him, but his destination is easy enough to get to if you simply want to wait for him. He's headed towards the harbor on the west side of the borough, by the Algonquin-DeWitt Expressway and the Algonquin Bridge.



When you near that area and Vlad arrives, Vlad will bail out of his car and make a run for it towards the water's edge (you'll be notified on-screen of this). So, continue to pursue the red blip on your HUD at this point - the chase won't last very long, though. As soon as you arrive, a series of cutscenes ensue with Vlad and Niko. Ultimately, Vlad will kill him (you'll be able to use a special execution on him, so follow the on-screen prompt to do it properly). Then, Roman will show on-scene and freak out about it. After some talking, you'll realize why Niko *really* came to Liberty City. Then, Niko drops the body in the river, and that's that.



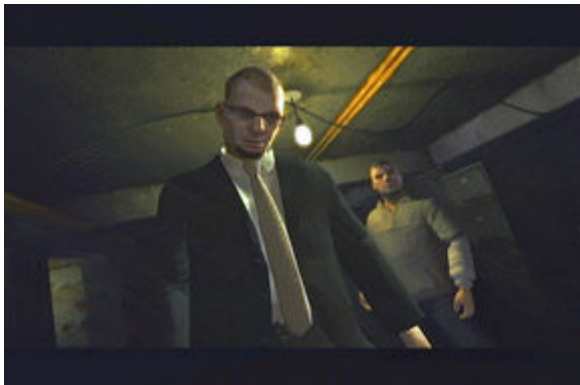


<<	25	26	27	28	29	30	31	32	>>
----	----	----	----	----	----	----	----	----	----

## Crime and Punishment

Roman

The beginning of this mission shows just how complex the story can get in Grand Theft Auto IV. This mission can be started in one of two ways. After killing Vlad, you can either call Roman or Roman will call you. Once this occurs, he'll tell you to meet him at the a bar on Mohawk Avenue, so head down there and drive into the arrows in front of the establishment. A humorous (yet strangely serious) cutscene will follow in which Roman, scared of repercussions from Vlad's murder, is hiding in a dumpster. It's not *that* funny, though, because Roman and Niko really are being followed! A man with a machinegun walks up to them and takes them to an unknown location where you get to meet the people Vlad was working for. After a lengthy cutscene at the house of the boss, you'll realize they didn't like Vlad that much anyway. For the time being, you're working for them. As for Roman, well... he has a gunshot wound to deal with.





The boss's lieutenant orders you to find a cop car. That's your first order of business. When you find yourself outside, take a look at your map. You're at the *far southern end* of the borough, near Memory Lanes (where you took Michelle out on your first date). Finding a cop car, especially a parked, abandoned one, is going to be a bit of a crapshoot. Here's your best bet (without being too verbose) -- drive around until you spot a cop driving his squad car. Ram him to get him out of the car. Then, quickly kill him (and his partner if applicable) and jack their car. Ride around until you lose your wanted level. Remember to keep the cop car in good shape, because you're going to need it for a particular reason forthcoming.



<<	25	26	27	28	29	30	31	32	>>
----	----	----	----	----	----	----	----	----	----

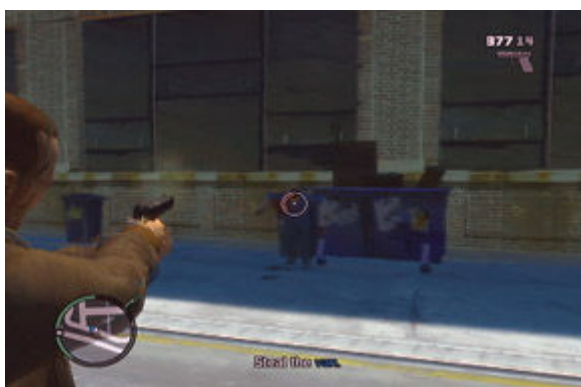
## Crime and Punishment (cont.)

Roman

With your cop car, you can now run around the borough and pull vans over to check their merchandise. Remember that you're looking for a van with TVs that you can jack. There are three vans in your vicinity, each represented by a turquoise dot on the HUD. It appears that it's randomized. That is to say, you'll probably have to pull the first two over fruitlessly regardless of which ones they are in order to get the third one, which has the stock you're looking for. Simply turn your lights on and pull the van over, then get out of the car and approach the window. This will allow a cutscene to play in which Niko realizes he's pulled over the wrong van.



The third van is going to have the merchandise you're looking for, but the passenger in the van isn't going to let it up as quickly as the driver will. He'll pull a pistol on you and proceed to fire. You can fight back if you so desire, pulling out your own strap, but it's not necessary (you can also use their own van to kill them). When you have the van, simply follow the GPS route on the HUD towards your destination. You'll ultimately arrive at a garage on Hooper Street. The garage will be open, so simply park the van in there, and Niko will get some cash for successfully completing the mission. With this mission completed, Faustin and Dimitri can be both called on your phone.



<<	25	26	27	28	29	30	31	32	>>
----	----	----	----	----	----	----	----	----	----

## Do You Have Protection?

Faustin

Head over to Faustin's place on the south side of the borough near the boardwalk. This is his beautiful mansion. When Niko knocks on the door, Faustin's lieutenant Dimitri answers. He'll let you in, and the two of you will go and speak with the coked-up, drunk Faustin. Dimitri and Faustin have words with each other, but regardless Niko and Dimitri are sent out on a mission. And just like that, you're asked to take Dimitri to, of all places, a sex shop up on Delaware Avenue.

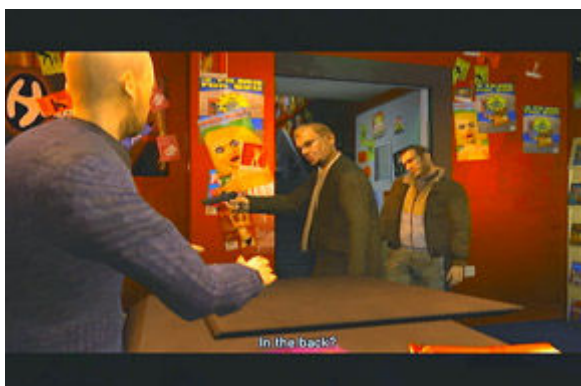


Jump into the car in front of Faustin's place, and the GPS will give you directions via the HUD so you won't get too lost. Thankfully, getting to Delaware Avenue from Faustin's gated community is really a pretty simple endeavor, so there's nothing to worry about. Especially humorous is how different Dimitri is from Faustin. They truly are like polar opposites, making them some of the more intriguing duos in the game.





When you arrive outside of the porn shop, park the car and follow Dimitri's lead by going inside. Dimitri knows how to handle himself pretty well, shoving his way quickly into the back room to confront the smut lords at gunpoint. It appears Dimitri has a rougher, more violent side than he originally let on. Still, though, as the following gameplay shows, he just wants to hurt them a little and scare them, not actually kill them as Faustin intended.





<<	25	26	27	28	29	30	31	32	>>
----	----	----	----	----	----	----	----	----	----

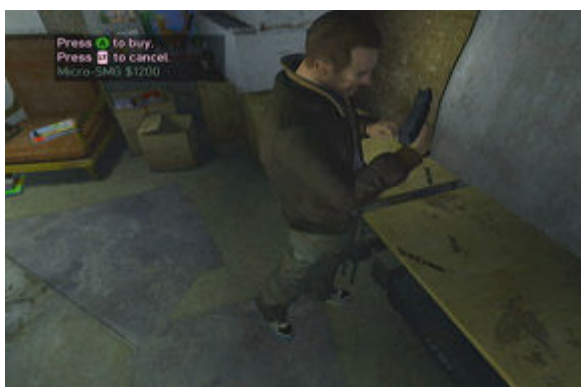
## Do You Have Protection? (cont.)

Faustin

When you gain control, point your gun at the target, following the on-screen prompts if you don't already know how to do so. Then, as the game instructs, shift your attention (and the barrel of your gun) to the guy on your left. Since they're not listening to Dimitri so well, he orders you to shoot the guy in the leg, so do so, *being absolutely, positively careful* not to shoot him anywhere else, or you'll fail the mission. That's all these chumps needed. They give up the money, and you're free to leave the shop and head back to your car.



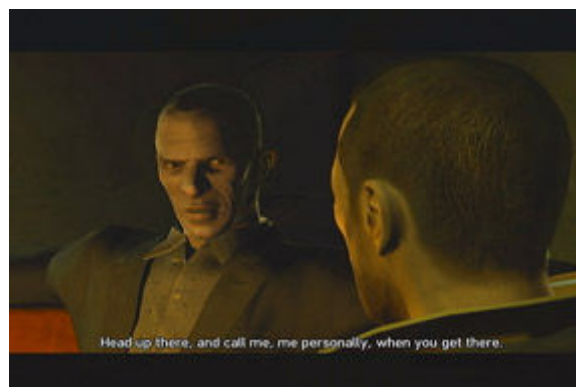
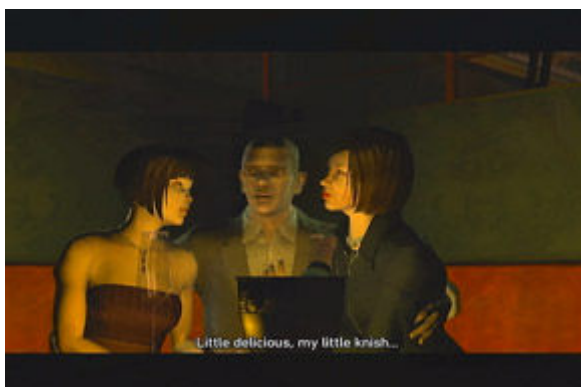
En route back to your car, Dimitri will let you know that there's a firearm shop he needs to visit. This store is located Downtown on Dillon Street, but naturally, the GPS will get you there quickly and easily, so don't concern yourself too much with getting there. Just get there! Once there, Dimitri will let you go in by yourself, tell you to buy an uzi, and tell you to charge its \$1,500 price tag to Faustin's account. So, do just that. You won't be able to buy any of the other weapons, since the game simply won't let you, nor do you have the money for any of them at this point anyway. But now, you're well-armed. With the uzi, get back into the car and bring Dimitri back to Faustin's. Case closed.



<<	25	26	27	28	29	30	31	32	>>
----	----	----	----	----	----	----	----	----	----

Final Destination	Faustin
-------------------	---------

Head over to the Perestroika on Tulsa Street. Here, you'll find both Dimitri and Faustin, and they have a rather ugly job for you. You likely already picked up on the reference in the name of the mission ("Final Destination"), but here you'll have to send a suspected rat to his very own final destination. Making matters worse, Faustin thinks that Niko might be the rat, not the guy he's sending Niko out to kill. Regardless, this is a way to prove your loyalty, and over Dimitri's objections, Faustin sends you on your way.



Your destination is in an entirely different borough, Bohan. This might in fact be the very first time you've ever left the comfort of Dukes and Broker (two boroughs which share the same island). The quickest route, as your GPS will show you, is across the East Borough Bridge, northward over Charge Island, north along the other leg of the East Borough Bridge, and onto Bohan, the smallest of the boroughs in the game.



When you arrive in Bohan, you'll realize it's not the nicest area, but you'll have to make due. Follow your GPS just like you did to get to Bohan, as Niko calls up Faustin to make sure that he still wants you to go through with it. However, when you reach the red dot representing your target on your HUD, you'll realize he's on the train platform above you. You'll have to get out of the car and head up to the subway platform yourself, where you'll automatically confront him. This guy has a mouth on him, though. He's just asking for a bullet to the head.





<<	25	26	27	28	29	30	31	32	>>
----	----	----	----	----	----	----	----	----	----

## Final Destination (cont.)

Faustin

When you regain control after the confrontation cutscene, his quick-shooting friend will wield a gun and begin firing. Immediately take him down (you should have an uzi and/or a shotgun by this point, so either will do -- a pistol is a distant third choice). Lenny books it across the tracks, though, and two trains coming from both directions will give him a head start on you. This is where things get difficult. If you're good, you'll be able to run to the other side of the platform and gun down Lenny as he's running down the stairs. Even one shot will slow him down, make him stagger, or make him fall outright so you can finish the deal. Otherwise, a car chase will ensue.



If the car chase occurs, you're in for a bit of a headache, because while Lenny drives relatively slowly, getting him to actually stop is a real pain in the ass. He'll jump in his car, but there should be a car for you to jack nearby. Stay on his tail, ramming him and trying to spin him out. Shoot some bullets at him through his windshield or windows, and do anything you can to damage him and make him stop. There's no doubt you've attracted the police's attention by now (in fact, your flagrant use of firearms at the subway station probably got that ball rolling), so you're gonna have to deal with a lot here. It really pays off to kill him as he descends the stairs back at the station. It makes this mission ten times easier.

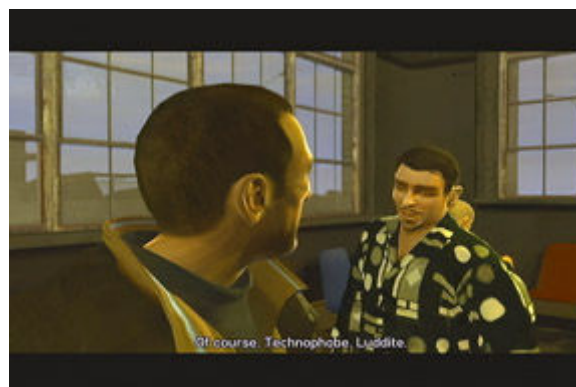
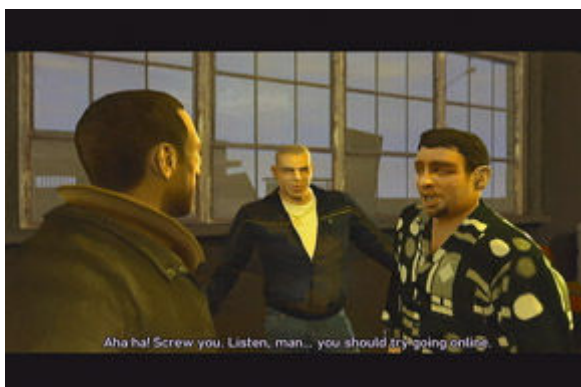




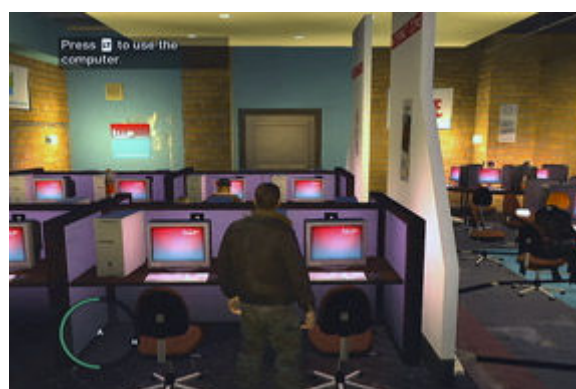
<<	25	26	27	28	29	30	31	32	>>
----	----	----	----	----	----	----	----	----	----

Logging On	Roman
------------	-------

Head over to the taxi office and see Roman, who will be hanging out with a new meathead friend of his who just can't seem to stop exercising and being annoying. Roman busts Niko's balls about not going online, and perhaps not even knowing how to use the internet at all. Regardless, he sends you off to a nearby internet café to get going with your online excursions. Might as well see what this World Wide Web everyone's talking about is all about.



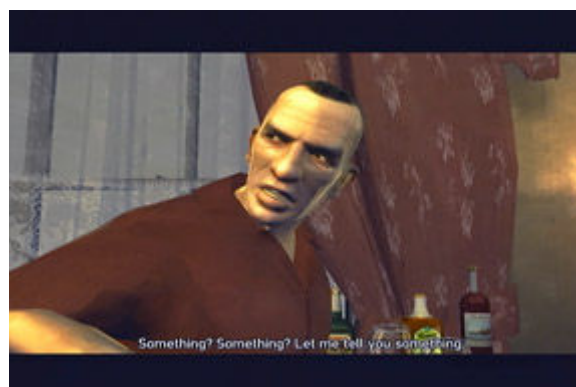
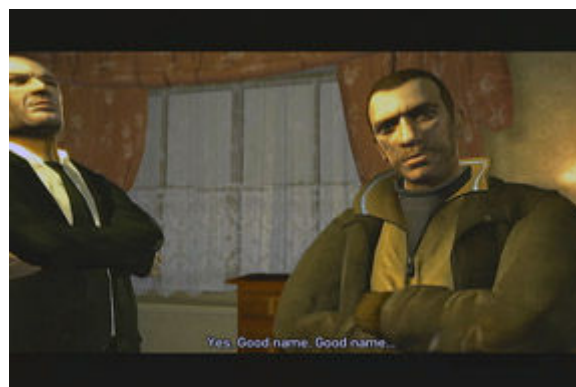
The internet café you seek is called tw@, and it's located on Oneida Avenue in Outlook. It's an extremely brief drive from the taxi office, and the GPS will get you there rapidly. Once there, head on inside and speak with the women behind the counter, who will direct you to one of the computers. From here, you can simply logon and browse the net at your leisure, setting up an e-mail account first and foremost as you follow the on-screen prompts. Then, explore away, using your homepage to navigate to some pretty interesting areas of the web. Otherwise, this is an extremely brief mission, for once you head outside and let Roman you set up your e-mail via cell phone, the mission will come to an end.



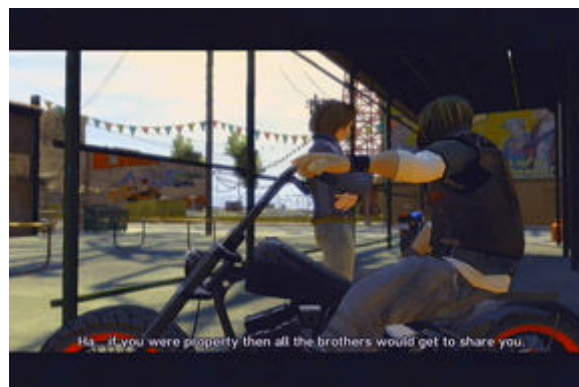
<<	25	26	27	28	29	30	31	32	>>
----	----	----	----	----	----	----	----	----	----

No Love Lost	Faustin
--------------	---------

Head to the south end of Broker, to the gated community that Faustin calls home. Head to his house and walk on in to catalyze a cutscene with him and one of his associates. First and foremost, Dimitri is nowhere to be found, which displeases Faustin greatly. But he dispatches one of his associates to take care of that. Instead, he brings to your attention the fact that he has a daughter, and that he considers her an ungrateful whore of sorts. He suspects she's hanging out at Firefly Island with a biker dude, and if that's the case, he wants you to kill him. Easy enough, right?



Grab a car and drive out of the gated community, heading westward towards the other side of the borough. You're gonna head down a street near the boardwalk where Memory Lanes is, and once you park your car there, you'll see Faustin's daughter with her scumbag boyfriend. This guy talks a tough game, to both the girl and to you, and you'll have to give chase on a nearby motorcycle, since he vows to find his friends and take you out. Chances are you may never have ridden a motorcycle before now, so be careful!



Stay close on the biker's tail, so that he's never too far away from you. If he strays too far, you'll fail, so while you don't have to stay on top of him, make sure to bob and weave through traffic and other obstacles with relative finesse. There seems to be an especially dangerous obstacle on Dukes Boulevard during the chase in which a silver car spins out and finds itself horizontal across the road. This exact scenario happened to us on multiple playthroughs, so watch out for it.





<<	33	34	35	36	37	38	39	40	>>
----	----	----	----	----	----	----	----	----	----

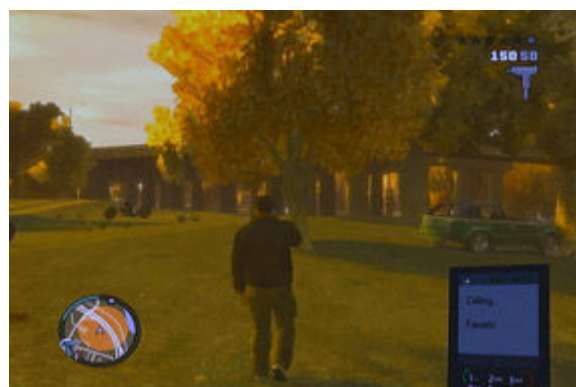
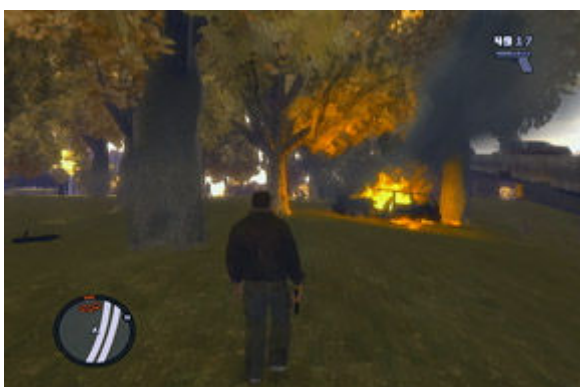
## No Love Lost (cont.)

Faustin

Even though the game instructs you on how to fire your weapon while riding a motorcycle, don't bother. Instead, continue to follow the biker boyfriend until he meets up with his friends. Then, follow them for just a little bit longer until they turn left and enter Meadows Park. But don't pursue them with the bike. Instead, jack a burly vehicle from the adjacent road -- like the SUV in some of the pictures below -- that can stand up to a good beating and some gunfire before exploding. Then, pursue the bikers.



The group of five bikers will split into two groups. One group, closer to the road, is made up of two bikers armed with pistols, and the second group of three bikers is located further in the park, armed with automatic weapons. Take them out in that order, preferably using your car as your primary (and preferably only) weapon. Only get out of the car if the conditions permit it, using it as a shield between you and any surviving gunners. Also, take out the groups one at a time so you don't get in over your head. When all five foes are killed, collect their weapons and any money dropped. Then, Niko will call Faustin and let him know of the success.

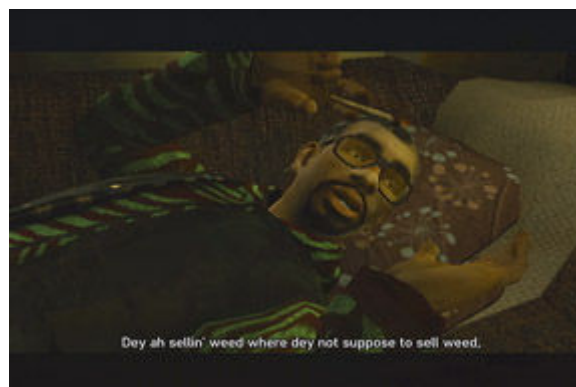




<<	33	34	35	36	37	38	39	40	>>
----	----	----	----	----	----	----	----	----	----

Shadow	Little Jacob
--------	--------------

Head over and visit Little Jacob at his place to get this job. This is the first time you'll meet the much-spoken about Badman, Little Jacob's associate. These two stoners want you to take care of some rival dealers in the area who think they can sell in their territory on their street corners without getting a cut of the profits. Little Jacob will translate for the incomprehensible Badman. Even though Badman can't be understood even with the help of subtitles, you'll still want to make sure to employ them to understand the directions from the more easily understood Little Jacob.



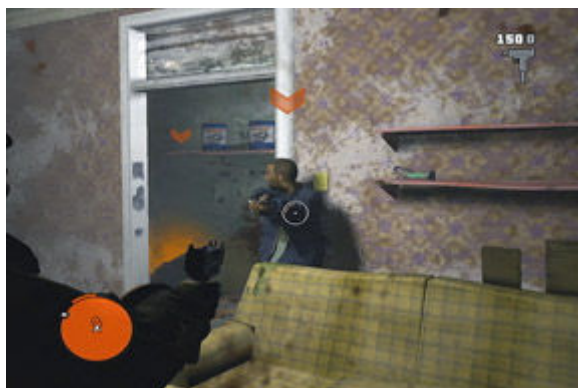
With instructions handed down, it's time to head to South Bohan. Getting there will be easy with your GPS, as it will take you out of Dukes and up to Bohan via Charge Island and the East Borough Bridge. Once in Bohan, you'll head to the Fortside sector, where the dealer is slinging his wares on Walkkill Avenue. Be sure to approach with care, and don't worry about what car you take to the scene, as you won't be needing it anyway.



Little Jacob is clearly angry for a reason, because these rival dealer have good product and are going through it like it was nothing. So much so, in fact, that when Niko arrives to check out the dealer, the dealer begins walking to his supplier's place to pick up even more. You'll be ordered to follow on foot, so abandon your car and begin to follow him, but be sure to keep your distance so you don't spook him. He'll take you through a few rough alleyways at varying speeds, ultimately leading you through a building and into the back of another building on Joliet Street.



If he saw you, he would have ran to his location, so you need to make sure you're on him in this scenario, since he's moving a lot quicker. You'll have to climb all the way to the top floor. Here, you'll find a locked door that you can break open. This apartment holds the lesser dealer and his two well-armed suppliers, and they're ready for a gunfight. Break out your best weapon, preferably an uzi, and go to work on these clowns, taking out the one on the right side of the room before dealing with the better-covered ones at the back end of the apartment. When they're all killed, Niko will call Little Jacob automatically and let him know of the success.

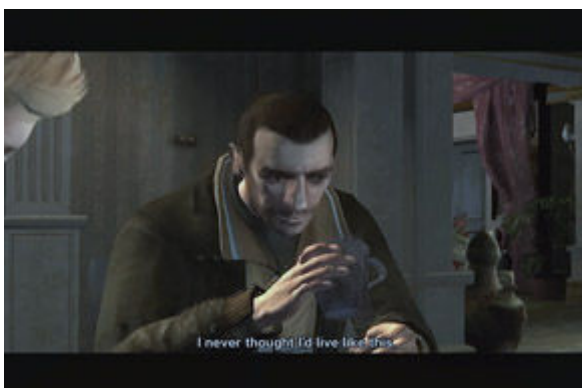
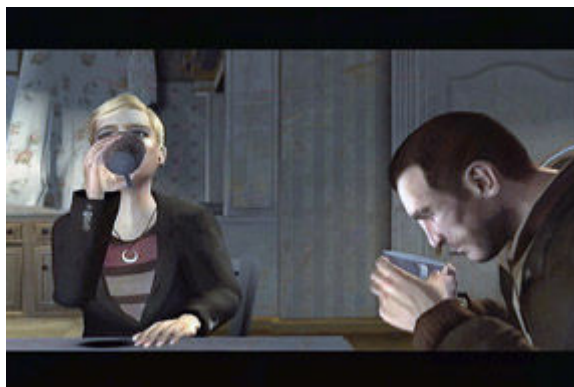


<<	33	34	35	36	37	38	39	40	>>
----	----	----	----	----	----	----	----	----	----

## Rigged to Blow

Faustin

Head to Faustin's place. Niko will be greeted by his wife after he knocks on the door, and since Faustin isn't there, he comes in and they have tea and talk. Faustin's timid wife tells Niko some interesting facts about him, and Niko comes clean about his sordid past. Faustin then comes home and, in true fashion, begins to scold his wife before offering Niko another job. He wants you to go pick up a truck up by Montauk Avenue before proceeding.



So, head outside, grab a mode of transportation, and follow the GPS northward to your destination. The truck, which is an eighteen-wheeler, is parked in a driveway off of Algonquin-Dukes Expressway. Simply look for a gas station as the GPS takes you to your location. Once you spot it, turn rightward *before* reaching it, and you'll see the eighteen-wheeler sitting there. Get out of your whip and head into the slow and sluggish -- yet extremely necessary, for the mission -- big rig.





<<	33	34	35	36	37	38	39	40	>>
----	----	----	----	----	----	----	----	----	----

## Rigged to Blow (cont.)

Faustin

The GPS will give you a new location as the game prompts you to head to a garage with the eighteen-wheeler in your possession. The garage is located at the southern end of Bohan, on Hollowback Street. Because of this, you'll be crossing over the East Borough Bridge via Charge Island. So, enough talk. Head on over to the garage!



There are some really important things to keep in mind when driving this truck. First and foremost, it's lined with explosives, so you *absolutely* must not jar the truck, crash it, or do anything too crazy. If you do, the game will inform you of how to keep an eye on the volatility of the bomb (by listening to the beeping and watching the flashing light on the back of the truck). You must also realize that this truck is a vehicle of momentum. Getting it up to even moderate speeds takes time, but once you get it there, try to keep it there.



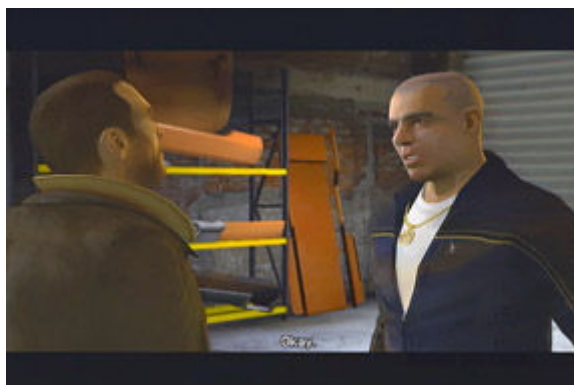
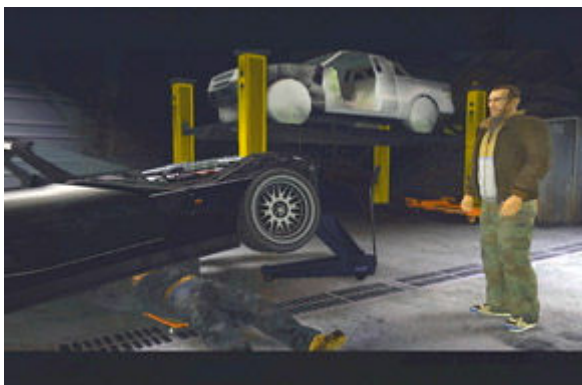
When you finally cross the bridge and enter Bohan, you're nearly to your destination. Follow the GPS the rest of the way, increasing your caution since traffic in Bohan near the bridge is always a little bit crazy (unless it's in the middle of the night or something when you attempt this mission). When you reach the garage, carefully and slowly turn the truck into the compound and park it in the garage, being sure not to scrape the truck against the sides or in any other way prematurely set off the explosives. Then, when the game tells you to arm the bomb, do so. Niko will automatically run out of the truck and the explosives will detonate behind him. Quickly find a car to steal or jack, and drive back towards the bridge. When you've left the area, Niko will call Faustin to let him know of the success, and the mission will conclude.



<<	33	34	35	36	37	38	39	40	>>
----	----	----	----	----	----	----	----	----	----

Search and Delete	Brucie
-------------------	--------

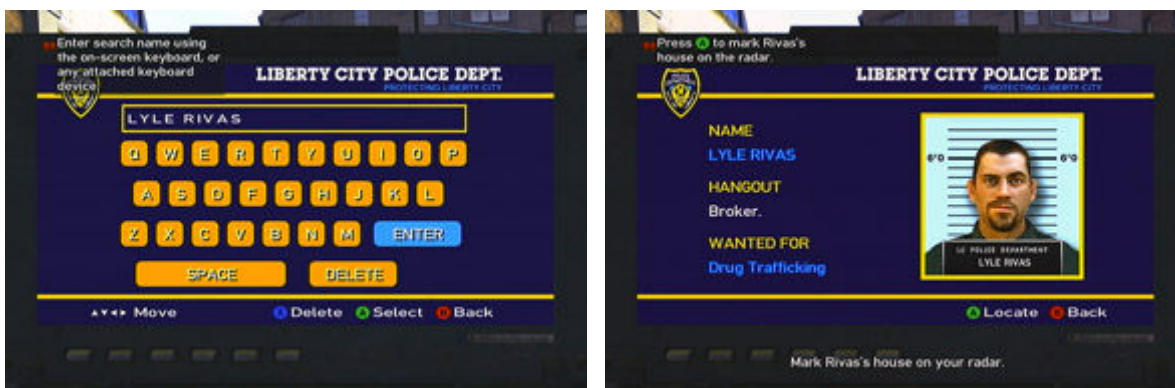
Getting this mission will involve, at some point, Roman calling you and inviting you to his friend Bruce's place over on Delaware Avenue on the west side of Broker. However, when you arrive, Roman isn't there. After getting old Brucie to come out by roughing up one of his mechanics, the ever-friendly Bruce gives you what appears to be a tough job. It involves whacking a few people that are in hiding (because they recently testified against people). The first leg of doing this job involves stealing a police car and using the computer to find these people.



You've likely stolen a police car or two by this point in the game, so you'll understand fully that it comes with incredible risk. You may be lucky enough to find a cop car parked on the road with no cop cars around, in which case you can simply break in, hotwire the car, and be off. But chances are you'll have to mess with a cop, and maybe even kill one or two, to get a cop to abandon his car long enough for you to jump in it. We'll leave this part up to your imagination, but once you get a cop car and it's in good shape, make it your absolute top priority to lose the heat so we can continue.



When you've lost your wanted level (which could be a bit of a challenge considering you're in a cop car and probably have killed some cops to get it), Niko will call Brucie and the next leg of this mission will begin. You'll be told to access the cop car's computer (which can be done following the on-screen prompts) and to look for a guy named Lyle Rivas. So, look for him. You'll find out that he hangs out in Broker (more specifically, on Asparagus Avenue). Have the computer send the information to your GPS. You can then abandon the cop car for more inconspicuous, less destroyed vehicle.





<<	33	34	35	36	37	38	39	40	>>
----	----	----	----	----	----	----	----	----	----

Search and Delete (cont.)	Brucie
---------------------------	--------

Head to Asparagus Avenue from whatever location you happen to be from (since it will vary depending on where you stole the cop car and ultimately lost the cops). Get out of the car, whichever one you're in, but leave it as near to the building's entrance as possible, since you're going to go in, try to find this guy, and he's going to run off and speed off in a car. Having your own car ready to nearby will make your life a lot easier.



When Rivas makes his getaway, follow him on your HUD. He'll be represented there as a red dot. Naturally, you don't want to let him stray too far, or you'll fail the mission automatically, but understand that this guy is going to take you on a *true* excursion through the city. You're going to be chasing him for a good long while. Certain things will always occur in the pursuit, such as trucks losing their cargo in the road, cars swerving and the like. Keep an eye on everything going on around you. When you finally get to Bohan, the chase will slow down a bit. Start bumping your target's car, and eventually he'll flee on foot. Then, simply chase him down with your car, or better yet, get out of your car and do him in with some shots from a firearm of your choice. Brucie will be most pleased with this success!

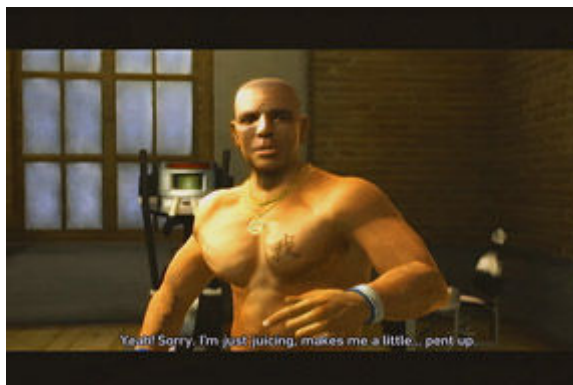
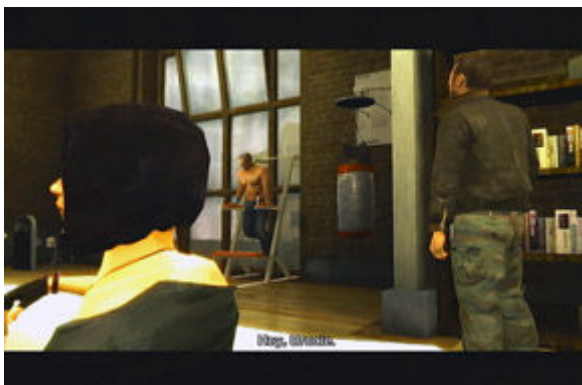


<<	33	34	35	36	37	38	39	40	>>
----	----	----	----	----	----	----	----	----	----

## Easy As Can Be

Brucie

If you haven't realized yet, Brucie is a bit of a maniac. As you go and visit him to get this mission after receiving a text message from him, you'll get your next assignment. Brucie is a maniac, though, because he's taking bull shark testosterone he ordered from Chile, and he's even more out of his mind than usual. After yelling at his girlfriend for not telling him it was you that was here to visit, he'll give you what appears to be an easy enough assignment. The guy you just killed for him had a nice car, and it's sitting around just waiting to be stolen.



Naturally, you'll be the thief here. The car is at the north end of Dukes, on a road called Yorktown Avenue. It's actually not that far from Brucie's crib, so all you have to do is find a car and the GPS will bring you to where you need to be easily enough. You'll arrive at Yorktown Avenue and will have to go on foot to a nearby alleyway where the car is parked. Once you arrive at the car and get in, however, you'll realize this mission wasn't all Brucie said it would be.



Lyle's boys are none too happy that you're absconding with his ride, and they're ready to take you out for trying. There will be three cars full of guys with guns. This isn't a fight you can reasonably win. As a result, your best bet is more certainly to drive to Brucie's lock-up (following the route on your GPS) with the gunmen in pursuit. Getting out of your car and attempting to take these guys out is risky business, but if that's what you want to do to make your life a little bit easier, then by all means, go ahead. Strangely enough, when you approach Brucie's lock-up on Mohanet Avenue, the guys who were pursuing you will back off. This will allow you to pull the car into the garage and leave it with Brucie's trusted mechanic. Case closed.



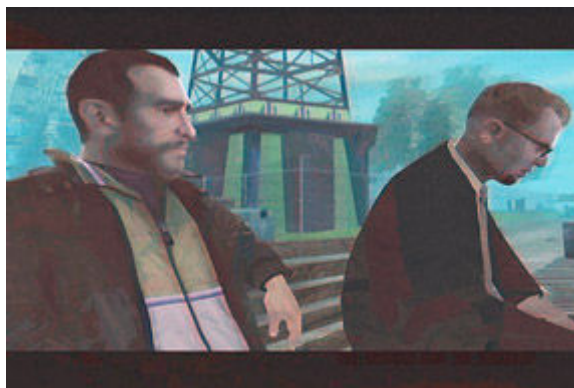
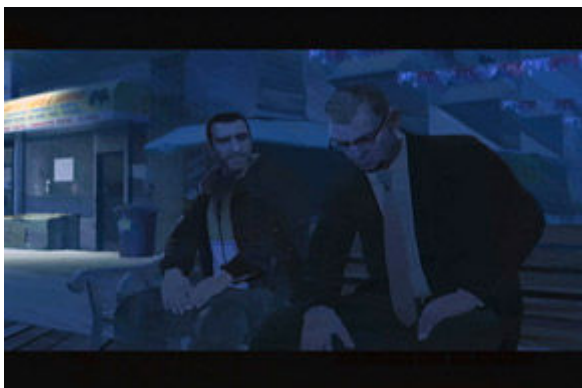


<<	33	34	35	36	37	38	39	40	>>
----	----	----	----	----	----	----	----	----	----

## The Master and the Molotov

Dimitri

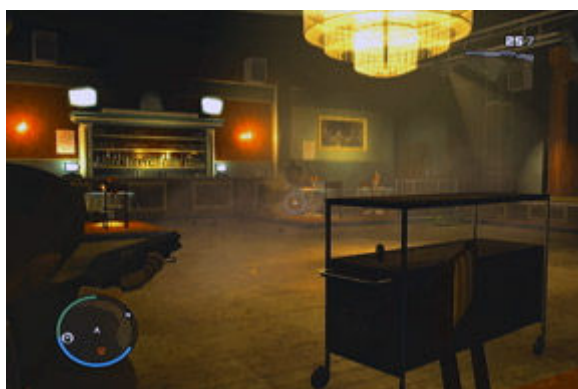
This is a bit of a startling mission, because Dimitri has asked to meet you, not Faustin. Something must be up. Well, something is indeed up, because Dimitri is asking you to kill Faustin. The story is a bit complicated here, and we won't ruin the whole thing for you, but let's just say that if this isn't done, then both Niko and Dimitri are in a bit of trouble themselves. Dimitri tells you that Faustin is heading to his club, which is due north from your location, just a hop, skip and a jump away. You know what you have to do.



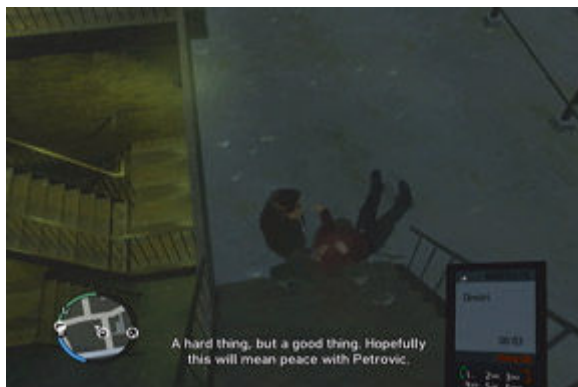
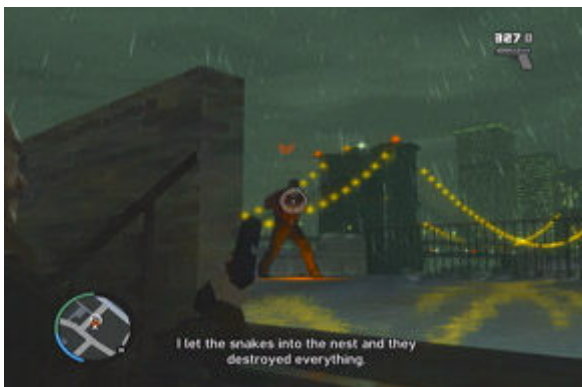
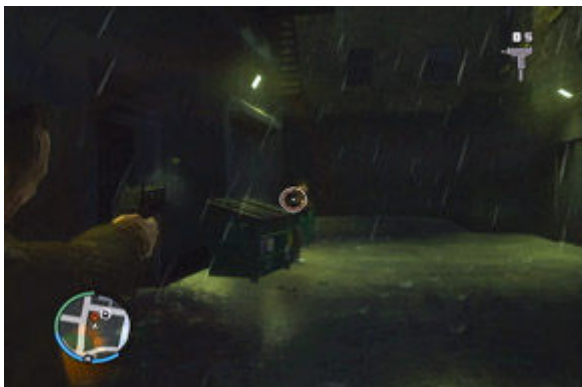
Boost a car and drive north up Mohawk Avenue, taking a right on Tulsa Street. This is where Faustin's club, the Perestroika, is found. Drive into the arrows across the street from the club, and you will get a text message from Dimitri after you watch Faustin head into his club with his protection. He'll let you know that he left you something around the corner of the club. Head to that dot on the HUD, where you'll find some body armor. This will certainly help you out in the fight forthcoming.



Head into the club and make sure to have a firearm, preferably your shotgun, equipped. A cutscene will ensue where Faustin laments about his situation to you, and about how he's been betrayed by Niko and his very own brother. Of course, you're largely disinterested in this story. Faustin will run off, leaving you to deal with his two goons. As soon as you gain control, do both of these enemies in at close-range with your shotgun. Then, turn around and draw your attention to the enemies in the bar and dining area. Switch over to your uzi or pistol if you desire and begin taking out more of Faustin's goons, remembering that at some point, Faustin will run off, and you'll have to give chase. When this happens, leave any residuals in the bar (though grab what ammunition and money you can from dead enemies) and head through the back hallway and outside.



As soon as you head outside, turn right and do in Faustin's remaining bodyguards. Then, approach the stairs leading up to the building's roof, taking out any remaining enemies on or around the stairs. When you near Faustin, he'll begin to fire on you from a defensible vantage point. Your best bet is to rush his position, relying on your body armor to suck up some of the damage dealt by his firearm as you deal the killing blows. When he's dead, Niko will phone Dimitri to let him know the deal is done. Hopefully, it will have worked out in Niko's favor.



<<	41	42	43	44	45	46	47	48	>>
----	----	----	----	----	----	----	----	----	----

## Russian Revolution

Dimitri

This mission can be a tough one. After Faustin is killed, you can talk to Dimitri about getting your promised payment for successfully completing the hit. However, things seem immediately suspicious when Dimitri tells you to come alone. You may be confused as to how to proceed from there, but just walk or drive around for a moment, and Little Jacob will call you. Pick it up and he'll tell you that he's heard through the grapevine just how ridiculously unpopular Niko is with the Russian underground right now. He'll offer to meet you at your location.





After that conversation ends, you'll be able to head down to the warehouse Dimitri offered to meet you at. Your GPS will bring you there. Once there, Little Jacob and Niko will have a conversation, with Little Jacob promising to get Niko's back. Niko and Dimitri then get into a discussion, which seems civil enough at first until someone from Niko's past comes into the picture, someone Niko thought he left back in Europe. Things seem immediately stacked against Niko, and you'll soon find out why.



When you gain control, you'll be under attack by over a dozen well-armed enemies. Thankfully, there's plenty of cover for you to use in the area, and with the help of Jacob, you can get through this area relatively painlessly, as long as you take your time, come into this fight fully healed, and grab the body armor nearby to where you begin the battle. Then, slowly but surely work your way forward through the fray, never over-extending yourself or leaving yourself vulnerable, especially from behind. Don't proceed forward to more cover until all enemies nearby are killed. Then, you won't have to deal with any pincers.

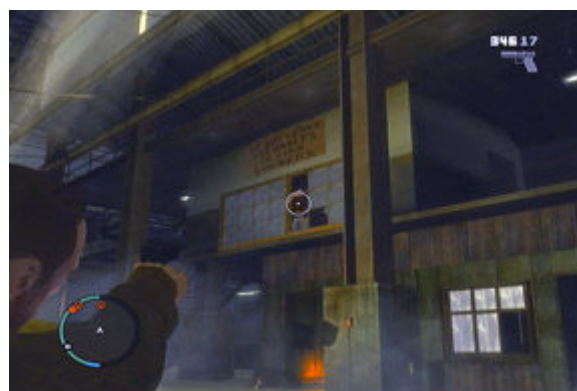
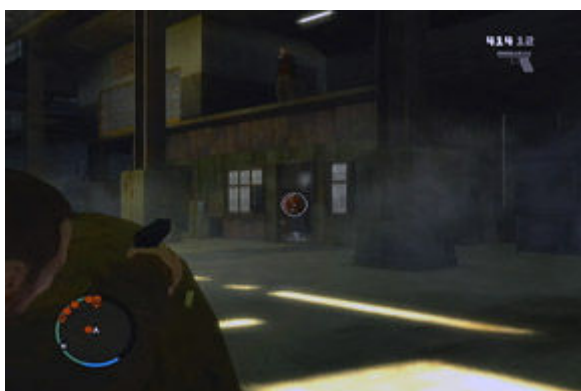


<<	41	42	43	44	45	46	47	48	>>
----	----	----	----	----	----	----	----	----	----

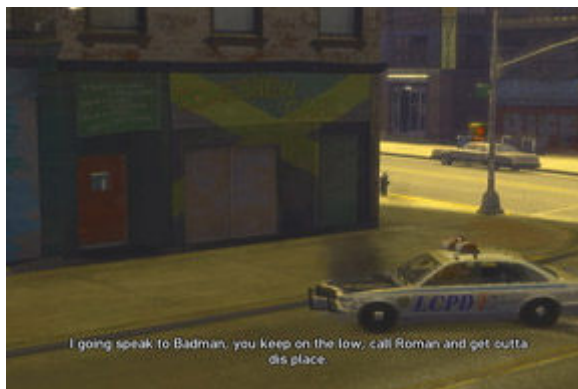
# Russian Revolution (cont.)

Dimitri

You'll also want to keep an eye out for enemies on the catwalks and in the offices above on the second floor. From there, they will be able to take great shots at you that will avoid almost all available cover. So, keep an eye on both sides and make those foes a priority. The red dots on your HUD represent remaining enemies, and as you plow through them, their numbers will steadily decline (be sure to grab any dropped weaponry or money dead foes leave behind). When all foes but Dimitri and Niko's old friend are killed, those two will make a run for it, leaving you to deal with the police that just arrived on-scene.



Because the numerous Russian mobsters trapped you in this warehouse, backtracking the way you came isn't an option. The garage door you came in through is now shut. This will force you to plow through the three or four squad cars and six or eight cops waiting outside for you. Try to nullify who you can while still inside the garage, and then use the nearest cop car for cover as you head outside. Steal one of the cop cars the first chance you get, and then drive anywhere on the borough in order to lose the cops. Once you have, you can then bring Little Jacob back to Homebrew Café, as requested.

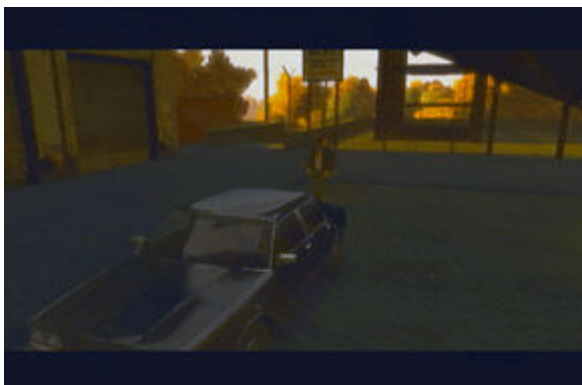


<<	41	42	43	44	45	46	47	48	>>
----	----	----	----	----	----	----	----	----	----

## Roman's Sorrow

Roman

Following events with Bulgarin and Dimitri at the warehouse, you will get a scared call from Roman, who will tell you to meet him at a warehouse up on Valley Forge Avenue in Dukes. So, from wherever you are, head on over to his location, where Niko will find Roman hiding in the trunk of a parked sedan, scared out of his mind. Niko fills Roman in on what happened, and in return, Roman suggests the pair head back to the safe house, grab what they can, and then call Mallorie to see if she has a place for the two of them to hide. And just like that, you'll be on your way.





But the news is grim, and Roman isn't going to take it well. As the duo approaches the safe house, they find it on fire, burning to the ground. All of Roman's belongings are inside, and all are destroyed. But as if that wasn't bad enough, Roman's taxi office is also on fire, completely destroyed. As Roman begins to lose it, lamenting what he's lost and scolding Niko for getting him into this mess, new GPS coordinates will be shown on your HUD.



<<	41	42	43	44	45	46	47	48	>>
----	----	----	----	----	----	----	----	----	----

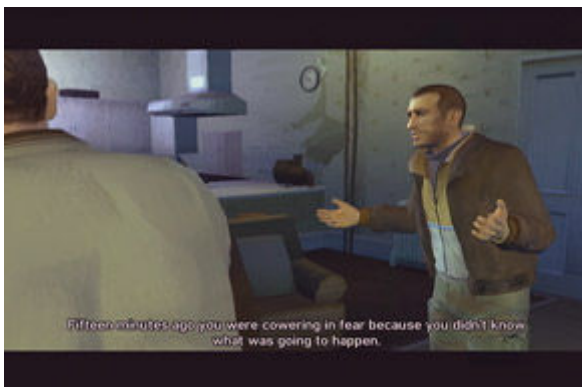
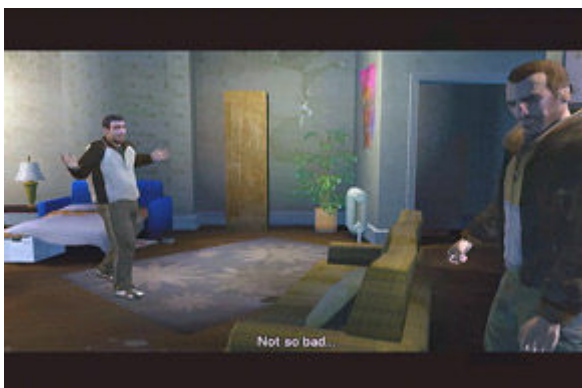
# Roman's Sorrow (cont.)

Roman

Finally, it's time to head to the place Mallorie has set up for Niko and Roman as a new safe house in South Bohan. It's located on Joliet Avenue, so naturally you're going to need to cross the East Borough Bridge via Charge Island to get to your location. En route, Roman will continue to freak out, but he'll eventually get a hold of himself somewhat.



Upon arrival, Niko and Roman inspect their new pad. It really isn't that bad, especially compared to the last safe house, but that doesn't stop Niko and Roman from fighting a little bit more over their rather unfortunate predicament. Mallorie will eventually arrive, relieved to see Roman still alive and well. Lamenting over their monetary situation, which is non-existent, Mallorie reminds Niko that she's from the Bohan area and knows people that can give them work. She tells him to meet her at the community center when he's ready to take her up on the offer. So naturally, that's probably what you'll want to do next.

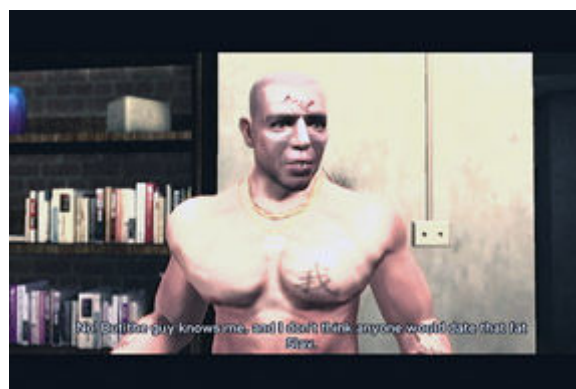
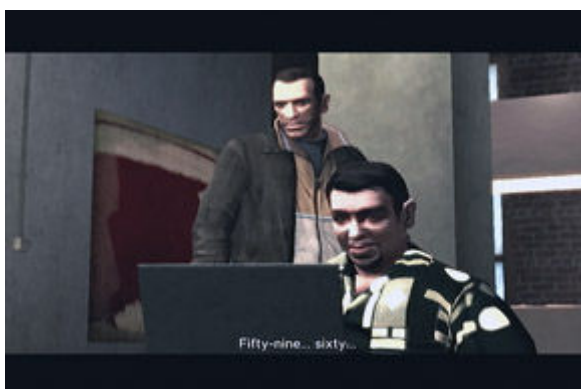


<<	41	42	43	44	45	46	47	48	>>
----	----	----	----	----	----	----	----	----	----

Out of the Closet...

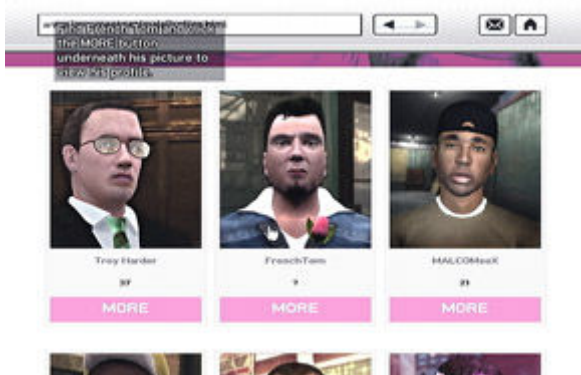
Brucie

That crazy bastard Brucie has another interesting job for you, so go ahead and visit him at his place at Mohanet Avenue. When you arrive, you'll find Roman already there, surfing the net on a laptop. Brucie, of course, is acting like a crazy meathead. The plan Roman and Brucie have hatched for Niko, however, is a funny one. Remember Lyle Rivas? You used a cop car's laptop to find him and kill him in an earlier mission. Well, now it's come to light that his cousin owes Brucie money. In order to get to this guy, they've created a profile for Niko on a gay dating website. It appears Rivas's cousin likes people of his own gender, so this seems like the perfect setup.





After the cutscene introducing the mission is over, head outside, boost a car, and head towards the internet café on Oneida Avenue. Once you arrive, go on inside and logon to the dating website called LoveMeet. Once there, select that you're interested in men, and then search for a guy named French Tom. This is the guy that you want to set up a date with. Shoot him an e-mail to let him know that you're interested. Then, you have to play the waiting game.



Your best bet is to call up one of your friends and go out for a good time. We called up Little Jacob and hit up the strip bar in Bohan. This allowed the prerequisite amount of time to pass, and when we were done, a text message from Roman let us know to go back to the internet café and check our mail. When you do, the pompous French Tom responds and requests a meet-up at the diner on Bart Street at the south end of Broker. That location is essentially due south from the internet café, so boost a car and get going!



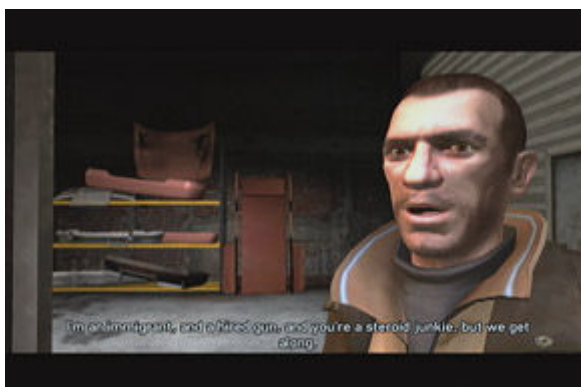
Enter the diner and look for French Tom, who will already be sitting at a booth waiting for you to arrive. As you sit and speak with him, interesting and inappropriate comments will come out of French Tom's mouth. The game will eventually prompt you to stand up, take out a weapon, and eliminate him. You can do this at your leisure, however, if you really want to listen to the rest of the conversation. Once you stand up, French Tom will ask you what you're doing. Aim a firearm at him, and he'll begin running away. Make sure to subdue him before he leaves the diner. Once he's killed, the deed is done, but if you attracted any police attention from this murder, make sure you lose them as soon as you can.



<<	41	42	43	44	45	46	47	48	>>
----	----	----	----	----	----	----	----	----	----

No. 1	Brucie
-------	--------

That clown Brucie is up to it again. Go and visit him at his place on Mohanet Avenue in Broker, and speak with him to be brought to his garage, where a beautiful car is waiting there. It may seem like you're going to be able to use this car on your own for an upcoming race, but there will be no such luck for you. Instead of using that vehicle, you'll have to go find another pimped-out vehicle that Brucie can use, because he can't get the one sitting in his garage to start. Them's the breaks.



From your location on Mohanet Avenue, boost a car and follow the coordinates the GPS lays out for you. You're heading to Freetown Avenue, which is over on the east side of Broker. Simply drive there, following your GPS coordinates. When you finally arrive at the car's location, ditch your current car and get into the sports car. It's time to speed off to the race's starting line.



The starting line of this race is west from where you grabbed Brucie's friend's car. Head there using the HUD's GPS coordinates; your goal is to arrive at Huntington Street. When you arrive to the proper area, you'll see five other cars already lined up and ready to race. You'll start on the right side at the back of the pack, but if you're a good driver, you're gonna be just fine here... especially in the whip you're currently sporting.





<<	41	42	43	44	45	46	47	48	>>
----	----	----	----	----	----	----	----	----	----

No. 1 (cont.)	Brucie
---------------	--------

This race seems more intense than it actually is. A word of advice is to try to undertake this race during the middle of the night, when traffic is lightest. While heavier traffic will affect all racers equally, you'll use all the help you can get to get through this race in first place the first time through. If you can grab the lead early on in the race, it's easy enough to retain. Keep an eye on your HUD -- the yellow dots represent checkpoints. If you miss any checkpoints, you'll have to go back and hit them (but this will likely cause you to lose the race anyway). Be especially careful near the end of the race, when you have to take a sharp left. If you miss the turn, you'll fall down into a valley below, with train tracks running down the middle. By the time you get back to the road, you'll already be in last place. You've been warned!



Victory in this race is only the first step to success on this mission. Once you've won the race, Brucie (who has been talking your ear off for the entire race) will compliment you and ask you to bring him home. What's more, as you're driving back to his house, he'll give you his friend Steve's car, the one you're driving now. What an incredibly nice guy! Once you drop Brucie off back at his place, the mission concludes.

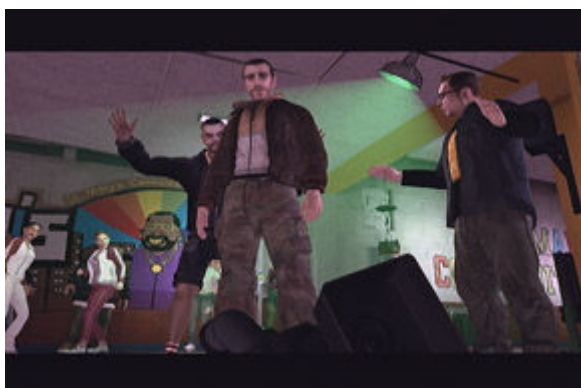
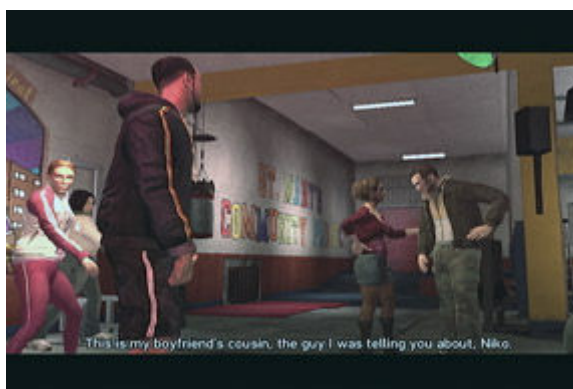
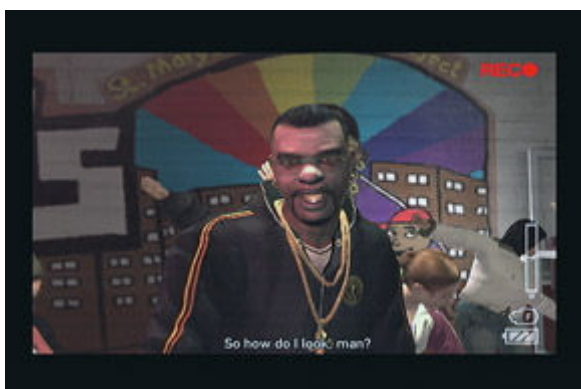


<<	41	42	43	44	45	46	47	48	>>
----	----	----	----	----	----	----	----	----	----

## Escuela of the Streets

Manny

Up in Bohan off of San Quentin Avenue (which is the westernmost street in the borough), you can find a guy named Manny at a community center. This is the guy that Mallorie told Niko and Roman about, and he has some dirty work to be done if you're up for it. Park your car outside of the community center and watch the humorous cutscene ensue. Some sort of music video (or testimonial, as Manny calls it) is being filmed that day, but he has enough time to tell you that he wants to clean the streets of Bohan up from rampant drug dealers. And just like that, you're thrust into a mission with yet another of your many newfound friends.



After the cutscene, you'll find yourself outside. Boost a nearby car, and drive towards your target on Grand Avenue, which is located at the north end of the borough (it's the lone major roadway up there, one that connects to the Northwood Heights Bridge leading to the borough of Algonquin). Once you arrive to your destination on the HUD, you'll witness a brief cutscene that shows a lone accomplice of the dealers getting into a car and driving off. Naturally, you'll have to follow him.





<<	49	50	51	52	53	54	55	56	>>
----	----	----	----	----	----	----	----	----	----

# Escuela of the Streets (cont.)

Manny

The drive will ultimately bring you to a warehouse off of Attica Avenue. But *getting* there is another issue entirely. You'll have to follow the dealer as he takes a rather ridiculously long-winded and roundabout route to his location. You mustn't get too close to him, because he'll notice you following him if he does. Then again, you can't stray too far or you'll lose him (keeping him on your HUD and following way behind simply isn't an option). So, just take it easy, tailing him from a distance. If Manny warns you you're too close, then back off, but keep following. When you arrive at your destination on Attica Avenue, simply pull behind the dealer's car to begin the next leg of the mission.



Getting into the warehouse where the dealers are isn't as easy as it may seem. You can't go through the door the dealer went through, and although Manny will send you a text to hint at going through a window, no window is available. You actually have to climb the fire escape of the adjacent building to that building's roof, and then cross some pieces of plank wood back to the building in question. Once there, seek out an open skylight to breach the building itself.

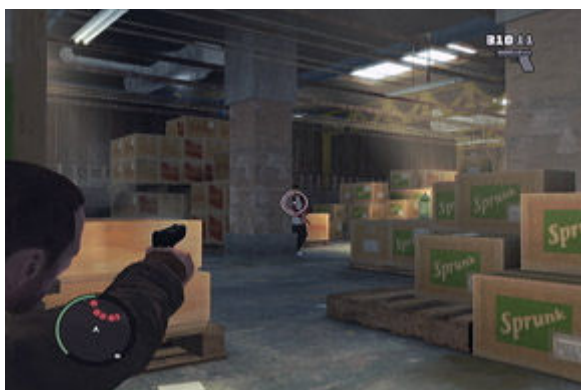
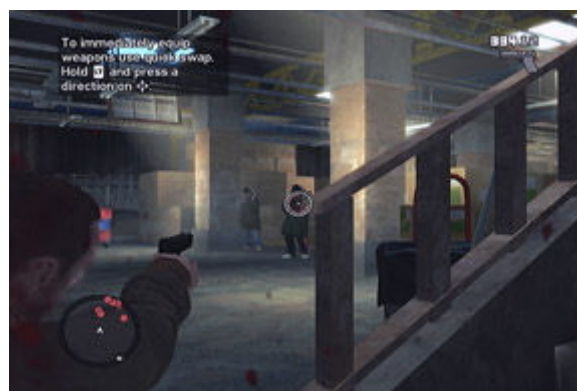
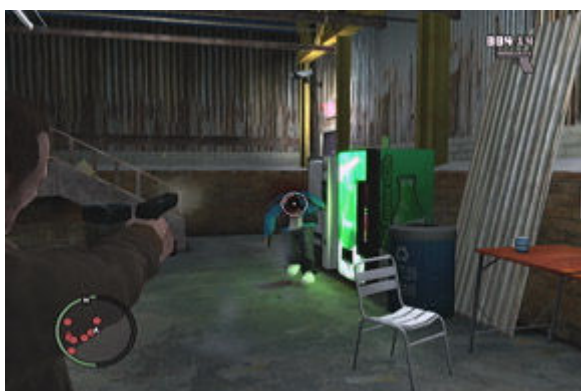


<<	49	50	51	52	53	54	55	56	>>
----	----	----	----	----	----	----	----	----	----

# Escuela of the Streets (cont.)

Manny

Drop through the skylight. This will instantly damage you a bit, since it's such a long fall, but you need to get your wits about you and immediately kill the enemy standing in front of soda machine. Once you do, you'll have a little nook to hide in, and what's more, you can actually access the soda machine rather easily during the battle to heal yourself as needed. Nice! Otherwise, keep behind the various boxes and other obstructions (such as pillars) that will protect you from enemy bullets as you take out one after another. Keep an especially keen eye on the HUD, since the red dots will represent remaining enemies. Be careful to avoiding flanking, and grab guns and money from downed thugs.



When the last enemy is eliminated and you're positive you've grabbed all money and guns from fallen enemies, you can bust out of the warehouse. You can't, obviously, go back the way you came, so shoot the lock on the door at the far end of the warehouse you were working your way towards. This will allow you to go outside, where Manny and his filmmaker friend are located. From here, it's all cutscene. Good job!



The readers have informed us that you can, indeed, get through the door or a nearby window. To get through the door, shoot the lock and enter. To get through the window, shoot out the glass and crawl on through. A word to the wise, though. Our technique of going through the skylight is the only way to achieve a level of surprise.

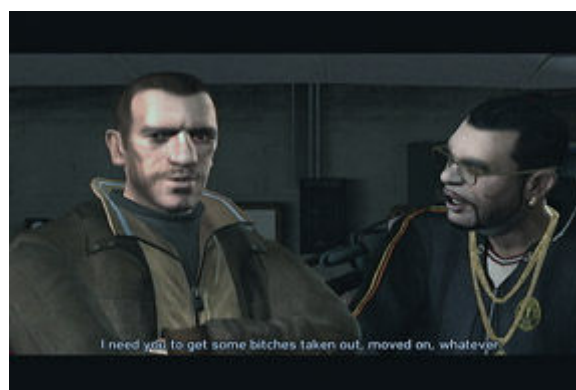
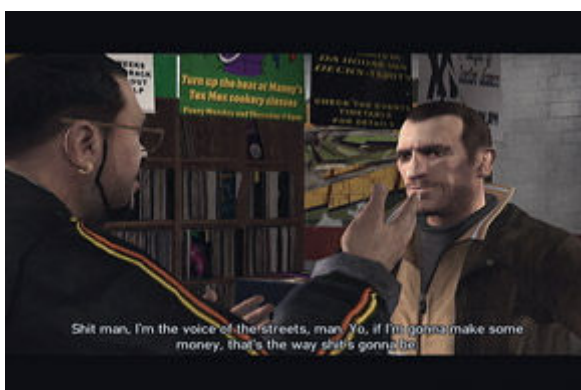
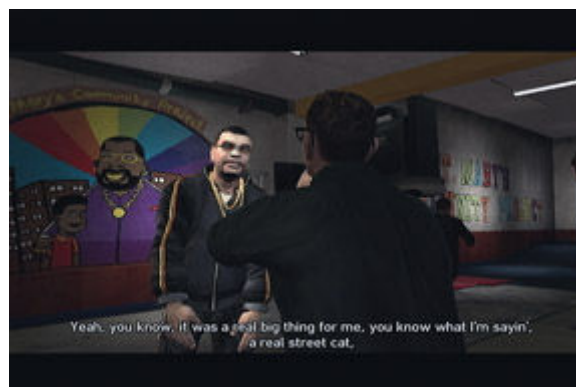


<<	49	50	51	52	53	54	55	56	>>
----	----	----	----	----	----	----	----	----	----

## Street Sweeper

Manny

Head over to Manny's place on the west side of Bohan. When you arrive, he'll be with his cameraman friend (of course), as well as, of all people, an LCPD officer. How strange. Anyway, after the police officer leaves, Manny will explain to Niko that there's an important job he has lined up for the taking. Since Roman and Niko are down and out, any job that pays well is fine... and Manny pays well, indeed.



When you regain control, boost a car (if you don't already have one waiting for you outside the community center) and head east across Bohan to Windmill Street. Naturally, the GPS will get you to your location easily, so simply follow it to your destination. When you arrive at this auto body shop, you'll be assailed by numerous armed thugs. Your main concern here, however, should be to take out the car that's speeding away. Kill who you can at the auto body shop from the outset, but ignore any residuals once the car takes off. Chasing that car and gunning down the foes inside will suddenly become your number one priority. Remember that, as usual, your vehicle is a potent weapon.



The game will instruct you to fire on the car as you drive, so do so. This will damage not only the driver and his gunman, but it will also damage the car. Once the car takes enough damage that it's on fire, the driver and gunman will bail, and you can mow them down with a gun or run them over with your vehicle. Either way, be sure they're dead before heading back to the auto body shop to kill any enemies you left behind. Once the last one is dead, Niko will call Manny and let him know the deed is done.

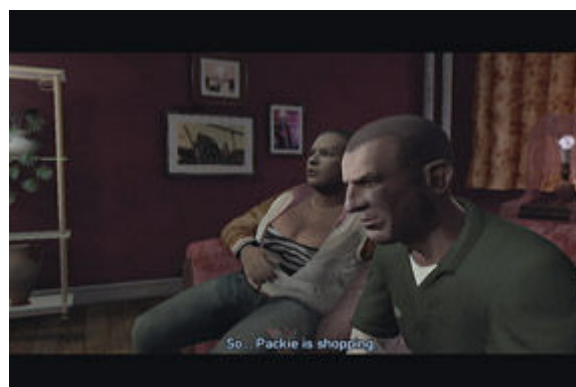
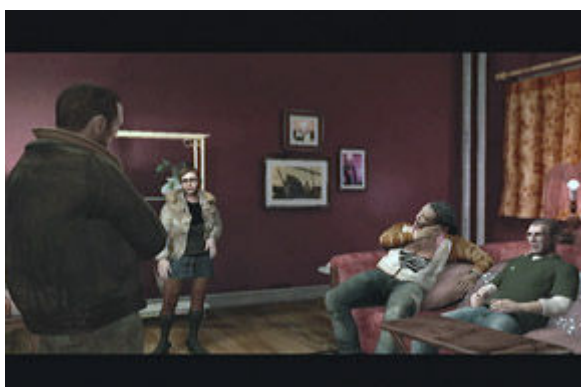
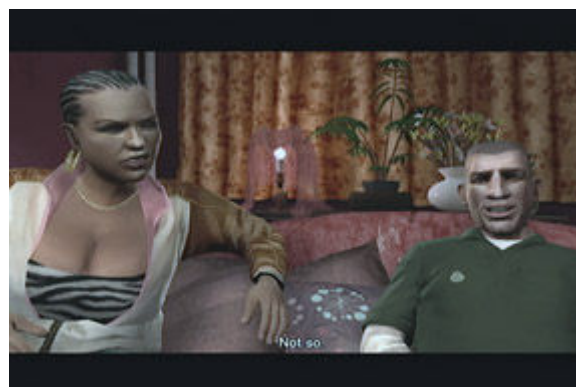
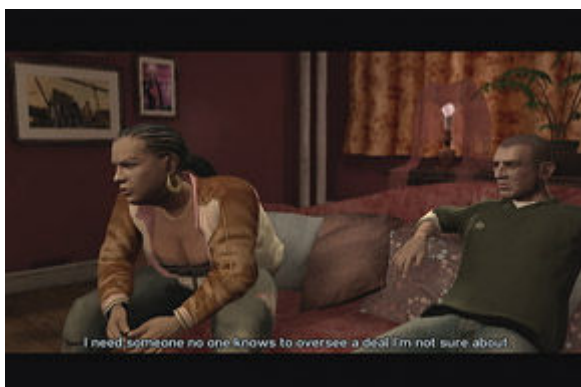


<<	49	50	51	52	53	54	55	56	>>
----	----	----	----	----	----	----	----	----	----

## Luck of the Irish

Elizabeta

After completing some Manny missions, you'll receive a call from Mallorie. She'll let you know that she has yet another friend in Bohan that might be able to use your assistance. Remember -- money is money! Head over to a location on the map marked by an E, which is an apartment building west of San Quentin Avenue. Once nearby, run out of your car and into the building. You'll meet Elizabeta, Mallorie's friend, as well as another character named Patrick McReary. It's Patrick that really needs your help here.



After the conversation ends in the apartment (Mallorie will remind you to give Michelle a call when you can -- good advice if you haven't done so recently), you'll be brought outside. Here, a brief conversation will occur where Patrick will let Niko know that he doesn't trust the guys that he's about to deal with, and needs you to sit on a nearby roof with a rifle to watch the situation unfold. He calls you his "guardian angel". How sweet.



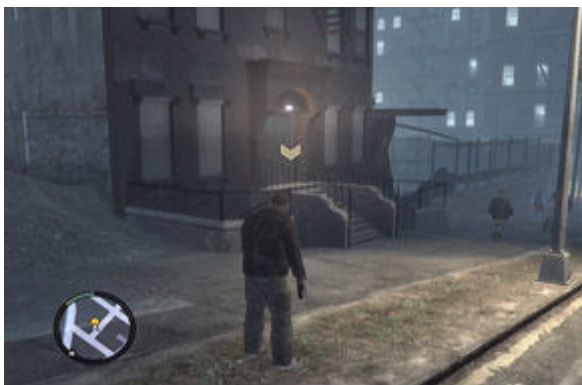


<<	49	50	51	52	53	54	55	56	>>
----	----	----	----	----	----	----	----	----	----

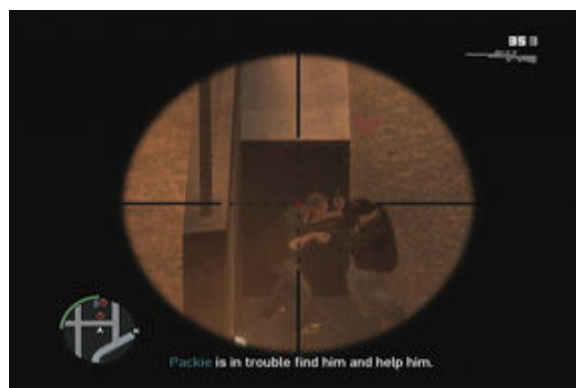
# Luck of the Irish (cont.)

Elizabeta

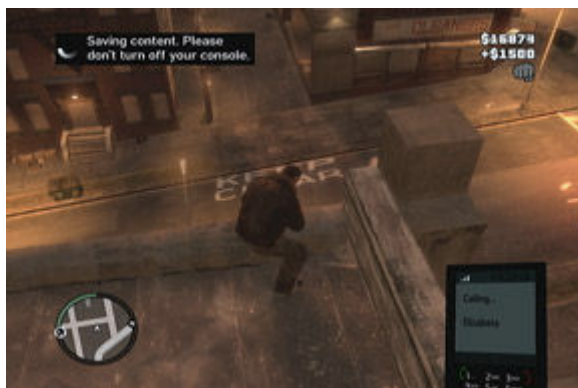
Your destination is an apartment building on Joliet Avenue. It's nearby, so boosting a car to get there, while more convenient, isn't exactly necessary. Once you arrive at the apartment building on Joliet Avenue, head inside and up to the roof, where the aforementioned rifle can be found. This is no ordinary rifle, though. Instead, this is a sniper rifle, something readily equipped to help you assist a friend five stories down on street level.



When you grab the sniper rifle, head to the vantage point as the game instructs you to do. Then, kneel down and watch the deal on the streets below quickly turn sour. Follow the on-screen prompts to aim your sniper rifle, look through the scope, and all that jazz. Then, keep your gun trained on the guy closest to your new friend Packie. He'll be your first target once the deal heads south. Then, begin clipping his friends, working your way away from Packie, one target at a time.



The enemies are represented on your HUD as red dots, so they are easy enough to track down. There are a few things to keep in mind here, however. First and foremost, try to aim for the head or chest, so you don't have to shoot an enemy more than once. Secondly, when the game tells you that Packie is in trouble, immediately go towards the street-side of the alley, where you'll see Packie in a struggle. Shoot the guy he's dealing with as soon as you can. Then, eradicate the rest of the foes until the third point comes up. The third point is to watch the remaining foe struggle towards the van at the back end of the alley. When he does, make sure he doesn't escape by either shooting him as he gets into the van, or shooting him through the windshield as soon as he does. This will accomplish your mission. Elizabeta is impressed.

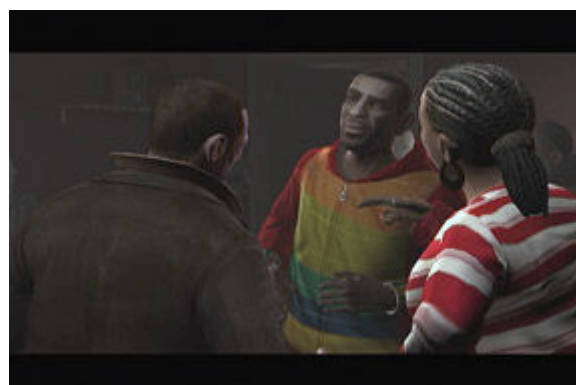
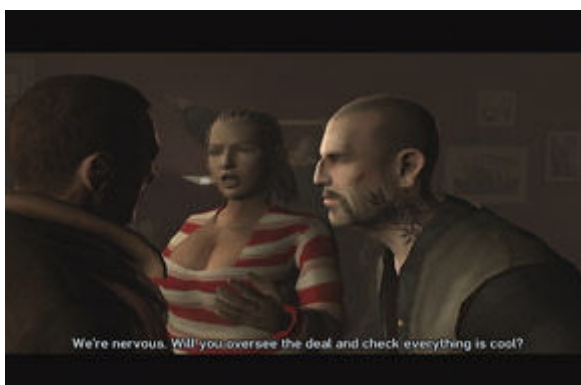
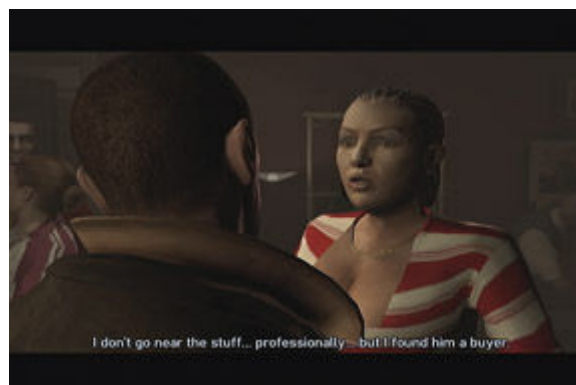
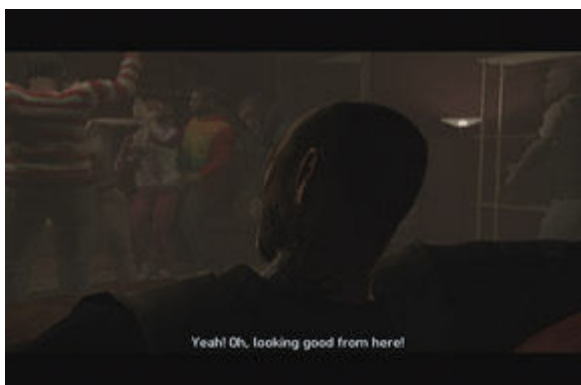


<<	49	50	51	52	53	54	55	56	>>
----	----	----	----	----	----	----	----	----	----

## Blow Your Cover

Elizabeta

As you head to Elizabeta's place in Bohan this time around, a party will be raging. The apartment is chock full of people, and this time around, Elizabeta has two more people to introduce you to. The first you'll meet is a biker named Johnny, who is looking to unload some heroin. Though Elizabeta doesn't deal in heroin herself, she's gladly helped Johnny find a buyer. Niko is asked to go along to watch over the deal, and joining him is a friend of Elizabeta, a guy that goes by the name of Playboy X. And just like that, you'll find yourself on your way.



Playboy X instructs you to head over to a location in the Schottler sector, which is in the borough of Dukes. Therefore, heading over the East Borough Bridge via Charge Island is going to be necessary (be sure to pay the toll so you don't draw any unwanted attention). Once over in Dukes, it's a brief drive to your location on Cassidy Street. After your arrival, simply drive into the arrow in front of the designated apartment building, and Playboy X will head inside. Naturally, you should follow.



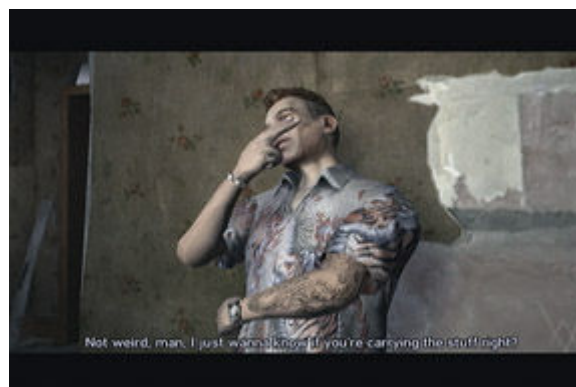


<<	49	50	51	52	53	54	55	56	>>
----	----	----	----	----	----	----	----	----	----

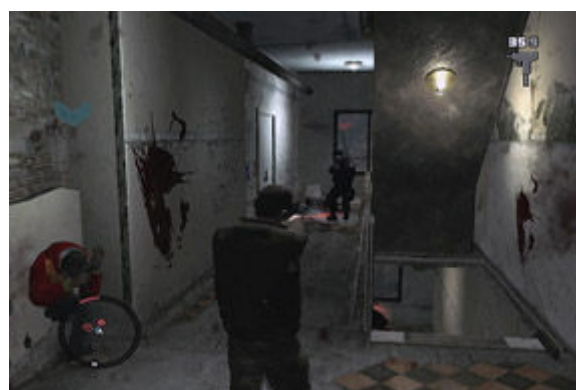
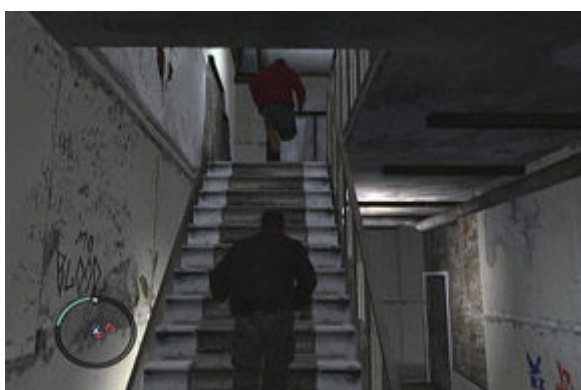
# Blow Your Cover (cont.)

Elizabeta

As you begin your climb up the stairs, be sure to grab the shotgun lying behind the stairs on the first floor if you need it. Then, head all the way up until you meet up with your sketchy biker associate, who will lead Niko and Playbox X into the next room. But things immediately seem strange, as the potential buyer starts acting finicky and asking too many questions. Naturally, things don't seem quite right here, and it ends up being an LCPD drug bust!



Take out any foes in your vicinity, but leave behind any residuals as soon as Playboy X instructs you to start heading up the stairs, since the LCPD have the place locked down underneath you. As you swing around corners and up stairs, keep a keen eye out for cops, and take out any of them you encounter, grabbing their weapons after they're dead (if you need the ammunition). The climb is an arduous one, but you'll eventually find yourself on the roof of the building.



It gets a little easier here simply because you can grab a health pack right in front of the door as soon as you head outside (and chances are, you probably need it). Then, you must simply work your way across this expansive roof to another door that will lead you into an adjacent building the cops aren't crawling all over. Getting from point A to point B is a challenge, though, so take it slow, keep an eye on your HUD, and eliminate cop after cop as you work your way towards the building.



<<	49	50	51	52	53	54	55	56	>>
----	----	----	----	----	----	----	----	----	----

### Blow Your Cover (cont.)

Elizabeta

When you reach the door leading into the adjacent building, it's time to head back down, but don't just run down there willy-nilly! There are cops left to kill, both as soon as you open the door and when you run downstairs. And chances are, when you head down to street level and go outside, at least one squad car will be waiting for you, if not more. Don't bother engaging them in combat. Instead, clear a path towards a nearby car, boost it, and be on your way.



Playboy X wants to be brought to his place at Xenotime Street at the far north end of Algonquin. This is almost certainly your first visit to the borough of Algonquin, so the drive will bring you, for the very first time, over the impressive Algonquin Bridge. Then, you'll have to drive north a good distance to get to your destination, where Playboy X will bid you adieu. Another successful mission then comes to an end.



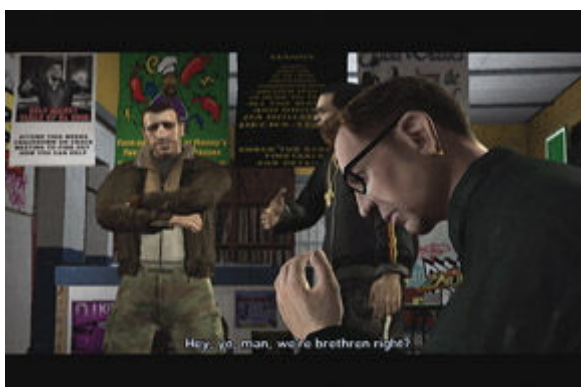
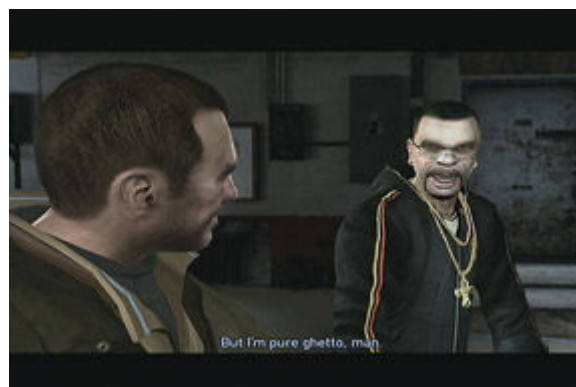


<<	57	58	59	60	61	62	63	64	>>
----	----	----	----	----	----	----	----	----	----

## The Puerto Rican Connection

Manny

Go ahead and visit Manny down at the community center in Bohan. As if it would surprise you by this point, he's again attached at the hip with his cameraman, but scolds him endlessly for misrepresenting him and his message. In fact, it's that misinterpretation that's at the heart of the mission Manny gives you, because people have been talking a lot of crap about him since his message started hitting the airwaves. He wants to send Niko out to get the guys that are responsible for all the smack talk.



Agree to take his mission and head on outside, where you should boost a car and begin heading south towards Dukes. The specific location you want to head to is Brunner Street, but thankfully the GPS will get you there relatively easy, taking the East Borough Bridge via Charge Island to cross the river in a flash. Then, simply drive to your location, where the next leg of the mission will ensue.



<<	57	58	59	60	61	62	63	64	>>
----	----	----	----	----	----	----	----	----	----

# **The Puerto Rican Connection** (cont.)

Manny

The train that Manny's enemies are on will speed out of the station, and it will be up to you to follow the train as it travels across Dukes and Broker to its destination, which is at the subway station on Cayuga Avenue. However, this is no easy feat. The game will allow you to "hone in" on the train, so use that skill to see where the train is going. Better yet, follow the red dot on the HUD as it travels around the borough, using parallel roads to stay near it. There are a few times where you have to veer off path or take some non-obvious streets to keep pace with the train, but as long as you stay relatively near it, getting to its stop on Cayuga Avenue shouldn't be too much of a big deal.



When you arrive, so too will the train. The game will let you know that your targets have gotten off the train, and are on foot. However, they still don't know they're being followed, so sneaking up on them is a possibility. Try to meet them on the stairs coming down before they leave the platform. This will make them sitting ducks, especially with a shotgun (because they're in close proximity to one another). There are four enemies in total, so make sure to keep an eye on your HUD, as well, since once the gunfire begins, one or two might try to get away. If this happens, follow them closely and gun them down to bring the retreat to a halt. Once all four enemies are fallen, the mission ends in success.



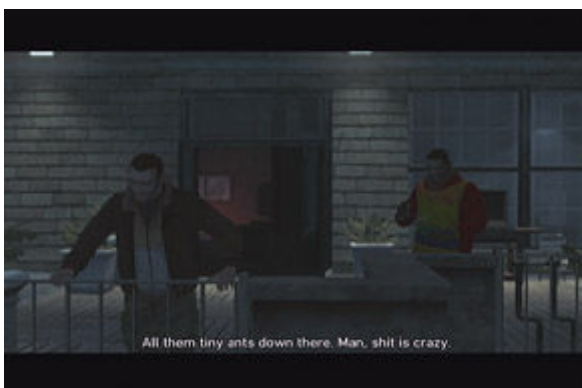
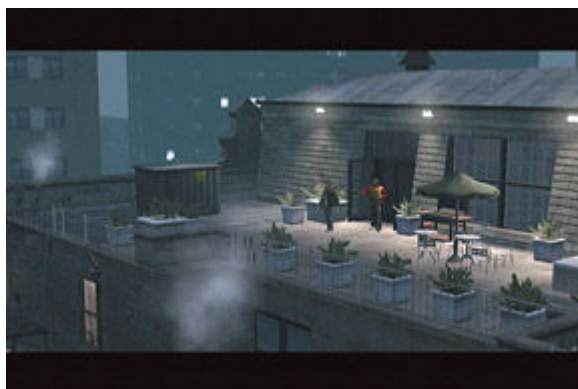


<<	57	58	59	60	61	62	63	64	>>
----	----	----	----	----	----	----	----	----	----

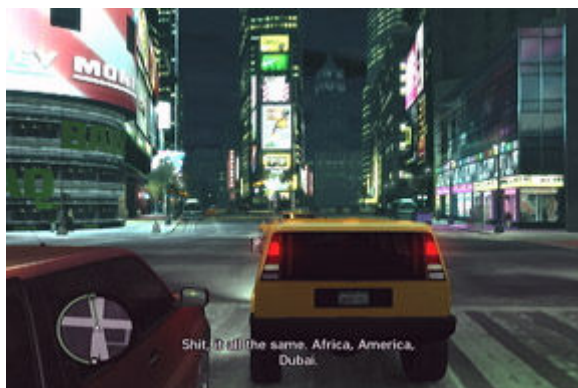
## Deconstruction for Beginners

Playboy X

Head over to Playboy X's place at the north end of Algonquin. When you arrive at his apartment, you'll find him hanging out with some ladies (who don't seem especially fond of him). However, he excuses himself and brings Niko out to the balcony so they can talk. This is a lengthy cutscene, by the way, so sit tight and take it all in. Eventually, Dwayne Forge will show up at Playboy X's pad. This is the guy Playboy X mentioned earlier for a brief time, as the guy who is in prison but taught you everything he knows. The two don't necessarily seem thrilled to have to work with each other again, but we'll deal with that storyline arc later.



When you regain control, Playboy X will let you know of a car parked at the south end of the borough that's chock full of weapons we'll need to complete the mission at hand. Because Playboy X lives so far away, however, this is going to be a pretty epic drive southward through Algonquin. The good news is that you probably haven't gotten a chance to explore this borough in its entirety as of yet, and this is a good chance to do just that. Algonquin is impressive! Regardless, when you reach your destination off of the South Parkway, you'll find the car Playboy X was talking about. Bail out of your car and get into that one to retrieve said weapons.



You're now equipped with a heavy machinegun, some grenades, and most importantly, a sniper rifle (though you may have retained a sniper rifle from a previous mission). The first step of this mission is to use that sniper rifle on the roof of the tall building next to you. Follow Playboy X's lead and head to the roof via the makeshift elevator on the side of the building. Ride it all the way to the roof (it's a ways up, to be sure) and get ready to wield that sniper rifle with precision.

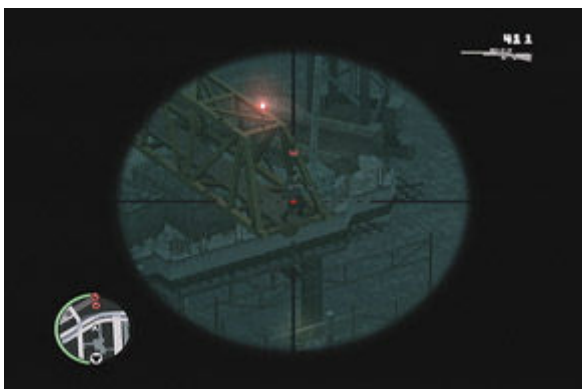


<<	57	58	59	60	61	62	63	64	>>
----	----	----	----	----	----	----	----	----	----

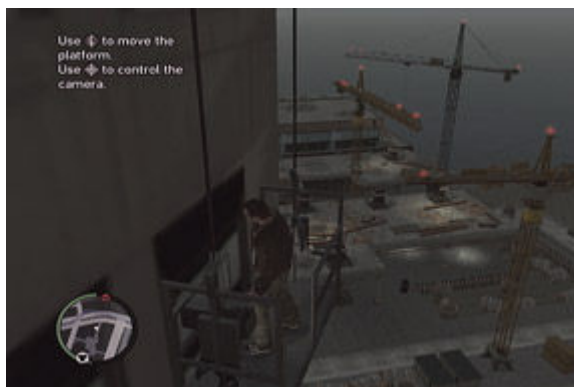
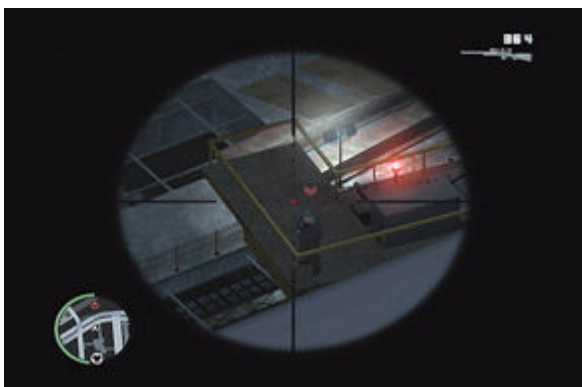
## Deconstruction for Beginners (cont.)

Playboy X

As Playboy X points out to you, there are three well-positioned snipers guarding the construction site that must be eliminated if you are to have any reasonable chance at killing the union leaders you will then go after. These guys can be a bit of a pain to find, to be honest, but a great way to spot them is to use your HUD. Try to line yourself up with the enemies you're seeking on the HUD, and then face their direction, using your scope to locate them. This is the best technique, simply because gazing through the scope wildly looking for the foes without knowing *where* to look is going to frustrate you beyond belief. Trust us.



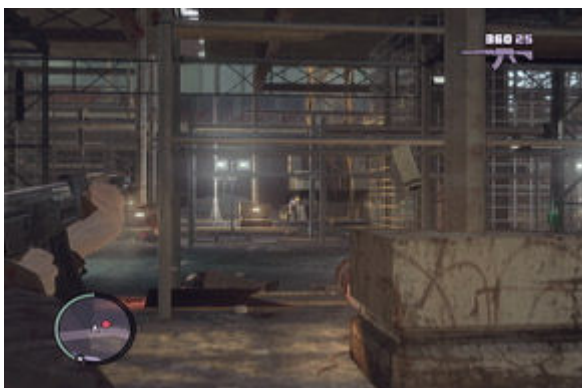
When you locate one, pick him off. Remember to try to aim for the head or chest for a quick, instantaneous kill. You'll know when each foe is killed because a brief cutscene will show them falling to their death (or otherwise meeting their demise). You can also try to take out one or two other enemies below to thin the ranks before proceeding there yourself. When you've taken out all eligible enemies, descend with the same elevator you used to reach the roof in the first place. Then, equip that machinegun you now have in your arsenal and cross the street.



This upcoming part can be a little difficult, because not all of the enemies will show up as red dots on your HUD. Only the union leader you're targeting at the time will be shown. That means you really have to use your eyes and ears to watch and listen for anything going on around you. Try to take cover, take things slow, and keep a keen eye out for enemies as you proceed. There will be some innocent bystanders in the compound, but don't risk anything. Kill them as well, so no one is standing.



The first union leader is located straight ahead of the entrance into the construction site. Run forward, being sure to seek ample cover as his goons begin shooting on you. Remember -- the union leader himself will be represented as a red dot on the HUD, but you'll still need to nullify everyone in the area in order to safely proceed. Therefore, you might as well make the relatively-defenseless union leader for last and take out his much more heavily armed accomplices first.





<<	57	58	59	60	61	62	63	64	>>
----	----	----	----	----	----	----	----	----	----

# Deconstruction for Beginners (cont.)

Playboy X

Now, if you take a look at the construction compound as a whole, you'll realize that there are in fact two major structures. The one you infiltrate first is on the east side, and you'll generally be working in a westerly fashion. In other words, once you climb the structure on the right, you'll clear that structure before working leftward and clearing the other structure. En route, you'll have to deal with numerous union leaders and their cohorts. Remember to chuck your grenades to clear out groups of foes, or well-hidden enemies, and of course grab any health you encounter as well.



The one well-hidden enemy is located on the rooftop of a building you can't access, so be sure to spot that enemy on the HUD and use your sniper rifle to do him in. Otherwise, remember what we said earlier -- clear the structure as you go and head westward after an area is cleared. Be extremely careful not to fall into unfilled holes in the structure that will lead to your demise (or, at the very least, a pretty bad injury). Those pitfalls are at times hard to spot, so keep a keen eye out.



When you get to the western end of the series of structures, you're in good shape. A helicopter will show up, depositing more foes to help, and worst yet, giving union leaders a chance to escape. Therefore, when the helicopter shows up, rush the location of the helicopter, blazing through enemies in between you and the chopper. This will halt any escape plan and stymie the advance of any reinforcements. Thereafter, climb down a nearby ladder to the ground and clear the westernmost structure of the last union leader. And with that, this epic mission comes to an end, much to Playboy X's satisfaction.

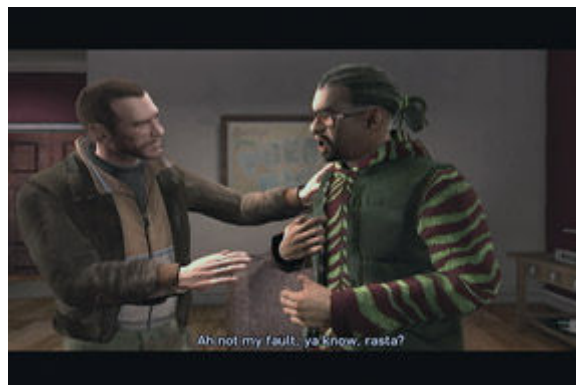


<<	57	58	59	60	61	62	63	64	>>
----	----	----	----	----	----	----	----	----	----

## The Snow Storm

Elizabeta

Head over to Elizabeta's after getting a phone call from her following the completion of prior missions. She'll tell you to get over to her location in Bohan quickly, because Little Jacob is there, and frankly she has no idea what the hell he's saying. Once you arrive at her apartment off of San Quentin Avenue on the west side of Bohan, the cutscene that ensues will be short and sweet. Little Jacob and Elizabeta have words because Elizabeta's cocaine has been ripped off from someone Little Jacob introduced her to. The short cutscene ends when Niko agrees to right the problem.



The game will instruct you to head to the "old hospital" to retrieve the coke. The hospital in question is located on Colony Island, which is the southernmost of the two islands in between Dukes/Broker and Algonquin. However, accessing President Avenue, which is the only road on the island, requires that you drive to Algonquin and access the island from there via a small bridge called Leaper's Bridge. Follow your GPS to this location (it will be a fairly long drive from Bohan), making sure you're fully healed as you arrive. You're in for a pretty big gunfight here as you travel through the old abandoned facility, so having some weaponry (if you don't already) will be a huge help, as well.





<<	57	58	59	60	61	62	63	64	>>
----	----	----	----	----	----	----	----	----	----

# The Snow Storm (cont.)

Elizabeta

The first thing you have to do is breach the old hospital itself. There are two thugs outside, and they won't see you until you get really close to them or begin shooting. An option here is to take them both out with the sniper rifle, but that's not necessary. Once you've eliminated them, the guys inside the building will be alerted to your presence, however. Approach the building via the hole in the fence (there's barbed wire on the fence making climbing it an impossibility), and use the open windows to take out the rest of the foes in the initial room. There should only be three -- two of them hold heightened positions on the left side, so be especially mindful of them.



Clearing out this place is surprisingly easy (but don't worry, there's more to be done). The cover system works well, if you care to employ it, especially down the long corridor leading to the far end of the structure. We found that a *great* technique here to employ is to chuck grenades down the hallway. Do so at different angles so that you clear the entire hallway with a few deadly explosions. If you don't have grenades from previous missions, then you won't be able to do this, however. Then, walk around and clear the rest of the enemies, keeping an eye on the red dots on your HUD that represent any survivors. Be sure to grab their weapons and money when they're dead, and then seek out the bag of cocaine represented by a turquoise dot on the HUD when everyone is eliminated.

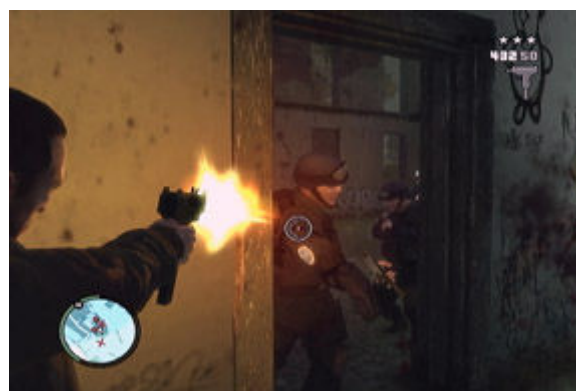


<<	57	58	59	60	61	62	63	64	>>
----	----	----	----	----	----	----	----	----	----

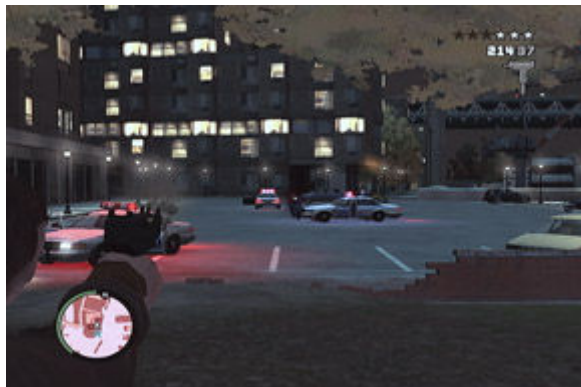
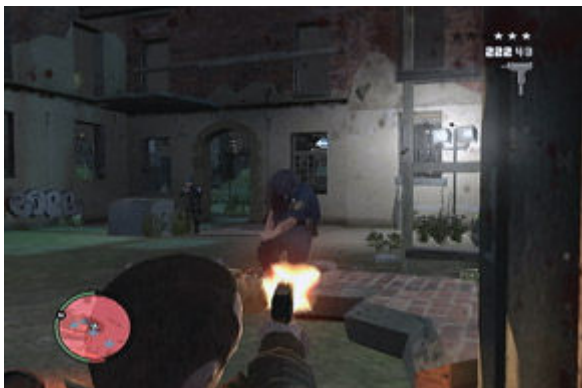
# The Snow Storm (cont.)

Elizabeta

But if you thought this was going to be a matter of simply grabbing the coke and running, well, you were wrong. The cops show up on the scene as you grab the bag of coke, and now you have to shoot your way out of here. This is actually more difficult than getting in, but thankfully there's both armor and health at the back end of the facility you can grab before charging back the way you came. Just like before, grenades work especially well here. Just be sure to take cover as you chuck them. The HUD is also massively confusing here, and won't accurately identify cop locations, so take it slow and clear one room at a time. This will help you avoid any flanking by the cops.



The room we first breached on the way in is going to be a cop stronghold, so take it slow in there, prime your entry with some grenades, and enter with guns blazing. Cops of various "strengths" will likely be on-scene, so you'll want to concentrate on the better-armed SWAT units before turning your attention on pistol-toting officers. Once you head outside, run leftward and back to the parking lot with cops crawling all over it. Don't get into too serious a gun battle here, because you're going to find yourself overwhelmed. Instead, when you see an opening, break for the parking lot and steal a cop car. Then, get the hell out of here.





<<	65	66	67	68	69	70	71	72	>>
----	----	----	----	----	----	----	----	----	----

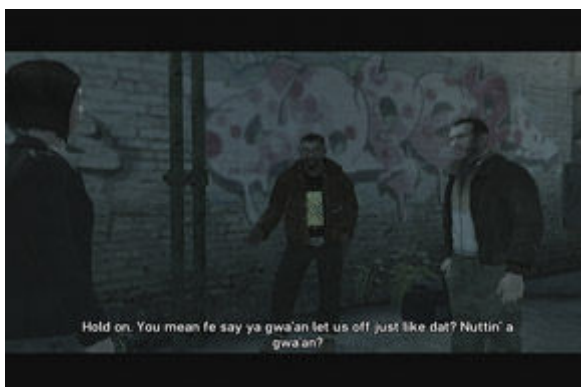
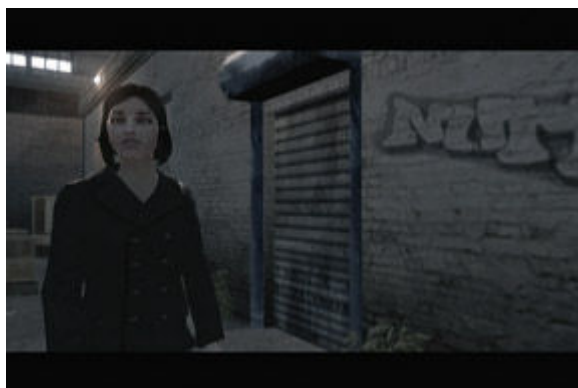
### The Snow Storm (cont.)

Elizabeta

Now, you're going to have *at least* a three-star rating heading out of here, and you have two priorities. The first is to lose the cop car, and the second is to get out of dodge as quickly as you possibly can. Losing the cops with three stars is a bit of a challenge, but it can be done. You'll probably want to start jumping from borough to borough for starters, but bear in mind that only after you lose your wanted level will the quest continue.



Once you've lost the cops, Little Jacob will summon you via cell phone to his location in an alleyway between Attica Avenue and Guantanamo Avenue in Bohan. Once you arrive, the story promptly gets turned on its head. Little Jacob and Niko will only talk briefly before who, of all people, but Michelle shows up on the scene. It appears Michelle is working for a government agency and has set you up. But she's letting Niko and Little Jacob go, on the contingency that they help her out when she needs help. And just like that, the mission ends, and you're left wondering why you wasted so much money on this girl!

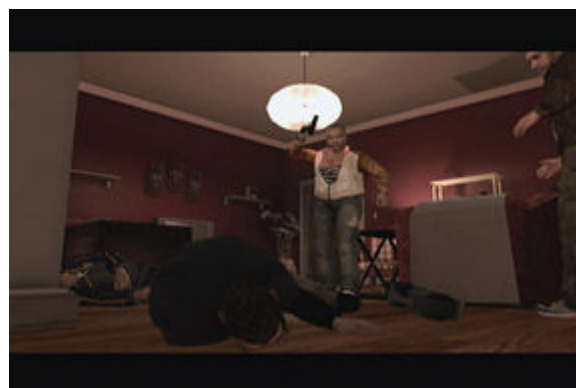
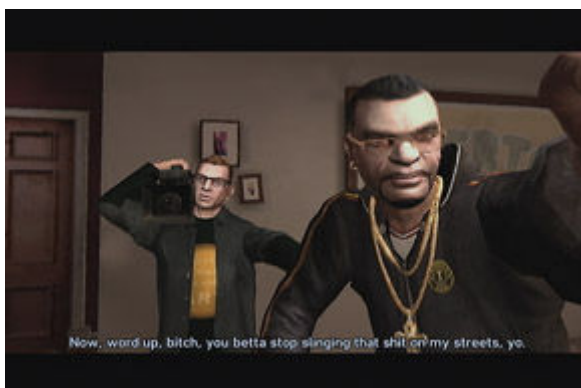
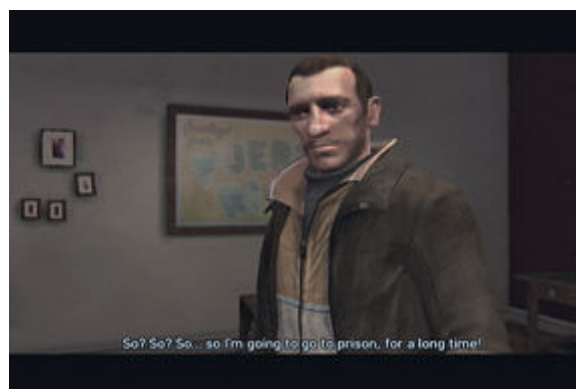


<<	65	66	67	68	69	70	71	72	>>
----	----	----	----	----	----	----	----	----	----

## Have a Heart

Elizabeta

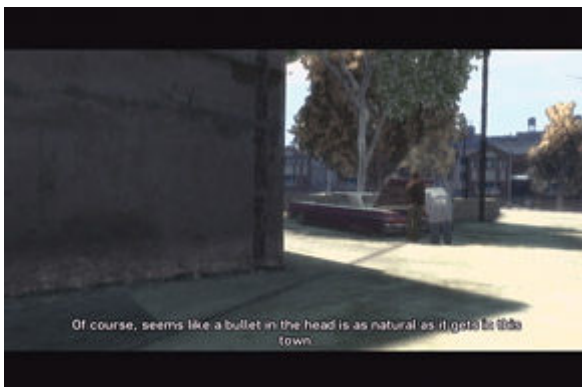
Things are getting really hairy for Niko and his associates. A lot of people are apparently turning, and when you go visit Elizabeta at her place in Bohan, she'll be on edge. Doing lines of coke and protecting herself with a pistol, Elizabeta feels that she is mere moments away from prison, and perhaps she's right. As she's lamenting things with Niko, however, Manny and his cameraman friend knock on the door. Then, they start recording as Manny scolds Elizabeta for selling drugs. And just like that, Elizabeta wields her pistol and shoots them both in the head. Now, it's time to get rid of the bodies.



Elizabetha lets you know that she knows a doctor over in Dukes that can help out. The two drag the bodies to the car, and then you gain control. Walk over to the car and head on in, and then begin your drive from Bohan to Dukes. Your destination is an alleyway off of Yorktown Avenue. This drive is easy enough, as it will take you over the East Borough Bridge on a route you've driven many times before. There is an important catch, though, and that is to be *extremely careful* as you drive. The trunk is full of bodies, and if you hit anything, the trunk will open up. Make sure this doesn't happen in front of any cops, and if it happens at any other time, get out of your car and close the trunk before proceeding.



When you finally reach Dukes, you're nearly to your destination. Remember that we're looking for an alleyway that's nudged between Yorktown Avenue and the ever-busy Dukes Boulevard. Once you arrive, drive the car over the arrow, and Elizabetha's shady doctor friend will show up on the scene. After examining the bodies, he'll agree to take them (so he can sell their organs and other body parts on the black market), and then he'll take off with the car. And just like that, this brief, surprisingly easy mission comes to an end.



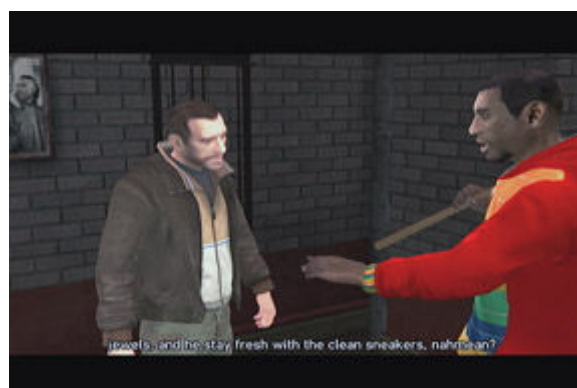
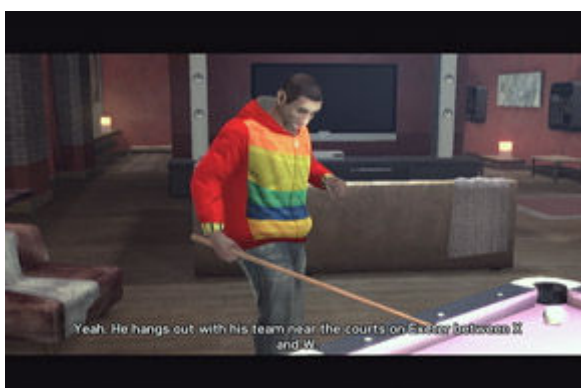
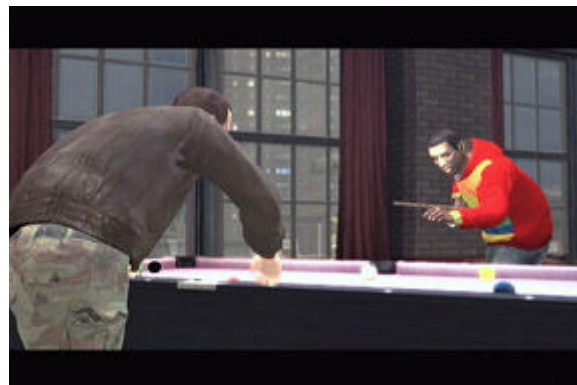
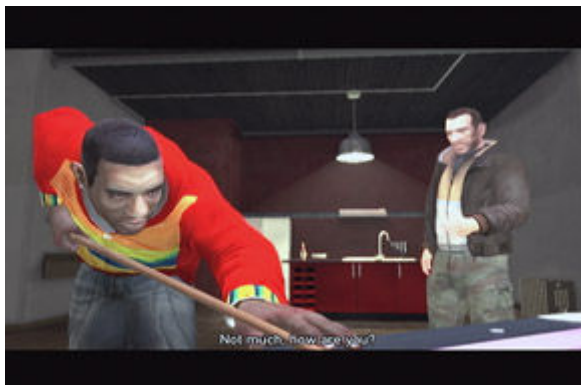


<<	65	66	67	68	69	70	71	72	>>
----	----	----	----	----	----	----	----	----	----

## Photo Shoot

Playboy X

Head over to Playboy X's loft at the north end of Algonquin. When you arrive, you'll find him playing pool by himself. But he has some issues he needs Niko to take care of, as well. Even though Playboy X considers himself as hard as it gets, not everyone feels that way. In fact, some people have been pretty vocal about calling him out, calling him a rat and things of this nature. Naturally, Playboy X wants something to be done about this, and contracts you to go take care of problems for him. However, when he explains who he wants you to take care of, he confuses the issue more than is necessary. So, he hands over a camera that you will use to take a picture of the target before doing anything to verify it's him.



When you find yourself back outside, boost a car and take the brief drive to your destination on Exeter Avenue. In fact, the location is so close, you don't even really have to drive there -- you could just as easily walk. Either way, when you arrive to the predetermined location, the game will show you a trio of guys hanging out on the basketball court, just as X described. The game will then instruct you to take a picture.

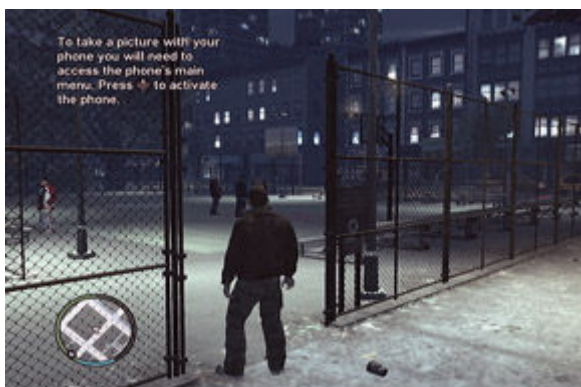


<<	65	66	67	68	69	70	71	72	>>
----	----	----	----	----	----	----	----	----	----

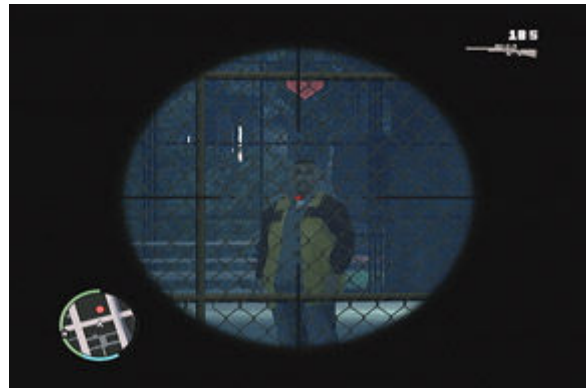
# Photo Shoot (cont.)

Playboy X

Taking a picture can be a challenge, because you can't get too close to these guys or be overt in your actions. The best technique to employ here is to walk up to the entrance of the basketball court on Exeter Avenue. Stay in the entrance and covertly direct your camera phone at the men at the center of the basketball. Take a picture and send it posthaste to Playboy X, and he'll verify who the target is.



Playboy X will let you know that the target is the guy dressed in yellow, "like a canary". Now, there are several ways you can ultimately undertake this mission, but we recommend doing the following. You should have a sniper rifle from previous missions. Run across Exeter Avenue, crouch down, and aim through the chain link fence separating the sidewalk from the basketball court. Then, aim at the target's head and do him in. For good measure, you should then switch to an easier-to-use weapon and do in his cohorts. Following these three murders, Niko will call Playboy X and let him know the deed is done.



The readers have informed us that the shirt color of the mark here will change randomly.

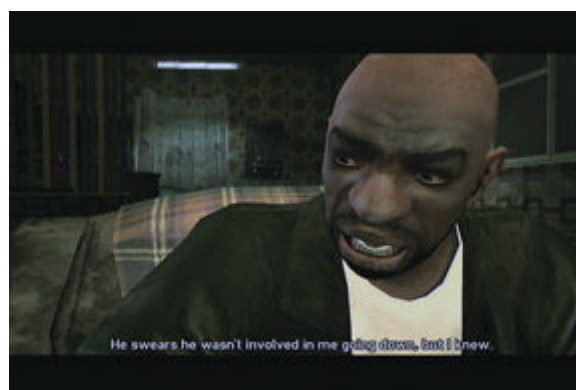


<<	65	66	67	68	69	70	71	72	>>
----	----	----	----	----	----	----	----	----	----

Ruff Rider

Dwayne

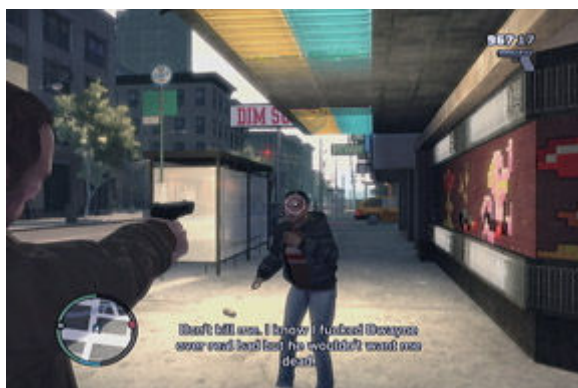
Your first mission for Dwayne involves his girlfriend and her new man, a guy who apparently ratted out Dwayne and was one of the reasons he went to prison in the first place. He's really melancholy, talking about how he's tainted and no one will roll with him anymore. Niko is a nice guy, though (right?) and wants to help him out, so he agrees to go speak with them and get Dwayne's money back that he was sending her while in the joint.



From Dwayne's apartment on Vespucci Circus, you have to head to the far southern end of Algonquin, on the corner of Columbus Avenue and Emerald Street. It's a bit of a drive, since Algonquin is such a long borough (though not very wide). So, take in all of the sights of the elite, beautiful Algonquin as you head to Chinatown. Once you arrive at your destination, ditch your boosted car and prepare for the next leg of your mission.



As you approach the arcade, you'll run into Dwayne's ex-girlfriend and her new man. The guy immediately busts out an uzi and runs off to his motorcycle, leaving you to deal with the girl at first. Here, you can make a choice. You can either kill her (which is extremely tempting, naturally), or you can run off, letting her live as you go after the guy instead. Either way, you're going to have to do the latter, but initially, make a decision about whether to kill her or not. A word to the wise -- this girl will have some optional side quests for you later if you let her live, and Dwayne won't be all that sorry to let her live anyway. Try to resist the urge to do her in, if you can.



<<	65	66	67	68	69	70	71	72	>>
----	----	----	----	----	----	----	----	----	----

# Ruff Rider (cont.)

Dwayne

There's a motorcycle parked nearby that you can jump on. You could use a car here, but Dwayne's friend moves fast, and you're gonna need to be able to bob in and out of traffic in a way that only a motorcycle can do. Follow the red dot representing your target on the HUD, and when you can, begin taking shots at him, preferably with your Uzi, but a pistol works too. When you finally manage to hit him, he'll fall off his bike, but he's strapping, so be prepared for a gun fight. Making matters worse, he seems to have quite a bit of health. Either way, do him in, then grab the money he drops.



This high-speed chase and the violence that followed will have certainly drawn the attention of the cops in the area. So, you're gonna have to lose them before you get any more instructions on what to do next. Try to retain your motorcycle, if you can, and utilize one of Algonquin's many straight roads to lose the cops in a heartbeat. Once you do, you'll then receive a message to meet Dwayne at Cluckin' Bell on Burlesque. Head over there and speak with Dwayne once inside. You'll hand over the money, let him know that you either let his ex live or killed her, and then you'll be on your way, leaving the depressed Dwayne behind... for now.





<<	65	66	67	68	69	70	71	72	>>
----	----	----	----	----	----	----	----	----	----

Undress to Kill	Dwayne
-----------------	--------

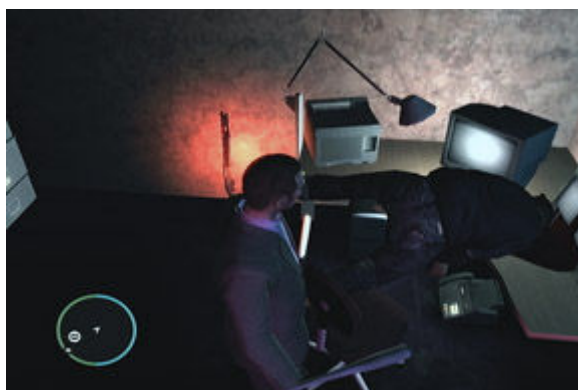
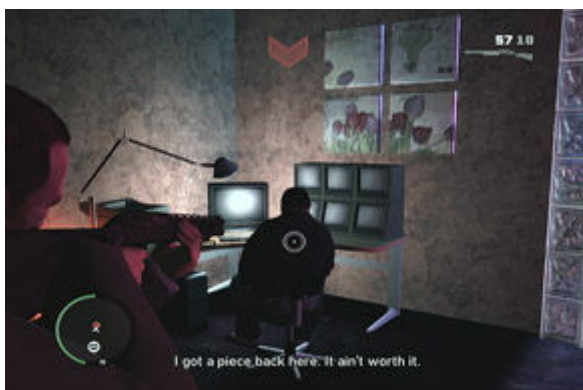
Dwayne is still feeling miserable, and when Niko goes to visit him, it seems like his earlier suggestion of suicide might soon come to fruition. But Niko tries to snap him out of it. When Dwayne lets Niko know that there's a strip club in Bohan that he used to run, Niko wants to know more. Dwayne tells him that soon after he went to prison, gangsters went in there and called the place their own. To snap Dwayne out of his miserable spell he's in, he promises to get it back for him. And just like that, you're off.



The strip club in question, located in Bohan, can be found on Cossack Avenue on the east side of the borough. Drive over there from the north end of Algonquin via the Northwood Heights Bridge, and then take Grand Boulevard and subsequent streets (as given by the GPS) to your destination. Once you arrive, you can head on inside, but remember, you don't want to give yourself away here. Make sure to go in *unarmed*, and stay that way until we say otherwise!



The idea here is to do some subtle investigations to find the club's three managers, who are all located in different areas of the club. So, as soon as you enter the club proper, walk towards the two guys talking to each other near the stairs, and the first manager's location will be revealed. He's in a small room near the entrance. Go in and wield a bat, *not* a firearm. Then, bash him over the head to *silently* kill him. You could kill him with a firearm, sure, but that's just going to make your life that much more annoying later. Remember to *unequip* your bat before heading back into the club. You don't want to draw attention to yourself here.



<<	65	66	67	68	69	70	71	72	>>
----	----	----	----	----	----	----	----	----	----

# Undress to Kill (cont.)

Dwayne

The other two owners of the game are located in private rooms at the back end of the club. When you approach one of the rooms, a bodyguard will let you know you can't pass. It's at this time that you should quickly toggle to a shotgun, do him in, and do the targeted associate in as well as he dashes out of the room. This will leave one last enemy for you to track down, but regrettably, he's probably going to make his way out of the club before you catch him. What does this mean? It means that you'll have to run through a very hostile club back to the entrance (shoot who you can when you can, but keep running). Run out into the parking lot and boost a car.



Naturally, the quicker you are here, the better off you'll be. Boost a fast car, if possible, and begin following the getaway truck with the last surviving club owner in it. He'll be represented as a red dot on your HUD. Stay close to him and attempt to veer him off the road. Because he's driving a pickup truck, however, he'll be able to take substantial damage. Your best bet here is to begin shooting at his truck whenever you get the chance. If you do this, one of two things will happen, both of which benefiting you. The first is that, with enough bullets careening off of his car, it will light on fire, forcing him to run out where he's a sitting duck. The second more likely outcome is that a stray bullet will strike him, killing him while he's still piloting the vehicle. Either way, when he's dead, the mission ends in success. But there's an interesting twist to be had, since Playboy X happens to have a financial stake in the club's prior ownership.





<<	73	74	75	76	77	78	79	80	>>
----	----	----	----	----	----	----	----	----	----

### Hostile Negotiation

Dimitri

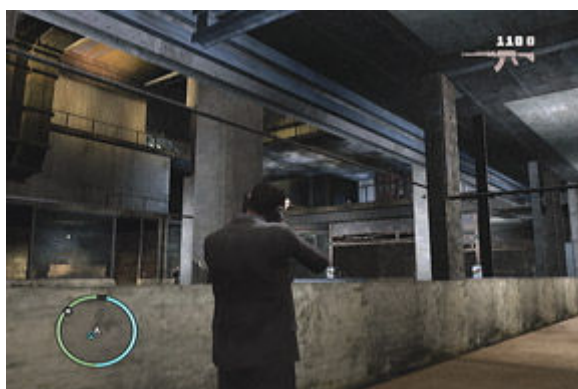
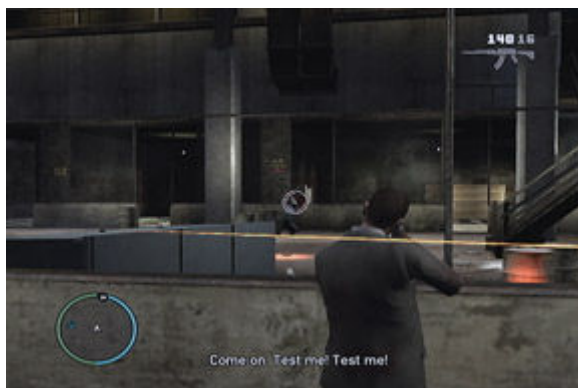
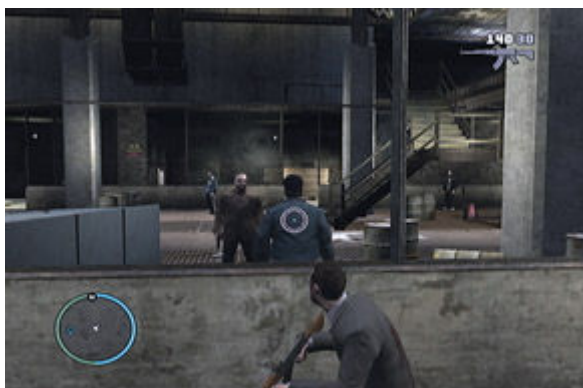
At some point you will have received a call from Mallorie letting you know that Roman never came home from partying one night. It seems suspicious, but knowing how Roman can be, Niko will let her know that he's probably just partying or passed out somewhere or something. But eventually, you'll receive another, much more frantic phone call from her. It appears he's been kidnapped by the Russians. When you subsequently receive a text message from Dimitri with a picture showing Roman at gunpoint, you know for sure he's been kidnapped. You can find him in the borough of Bohan at the far southern end, in an abandoned warehouse off of Lompoc Avenue. Get there posthaste.



Upon arrival, you'll find the warehouse and its surrounding area in shambles. Naturally, you can't just drive up into the place, so ditch your car and walk up towards the goal shown on your HUD. Be absolutely positive to grab the machinegun sitting outside the door before hitting the arrow target -- you'll need it. When you finally do hit the arrow, you'll see a cutscene showing the position of many of the enemies within the building, as well as where Roman is being held on the very top floor. This mission is going to be a challenge. Do you have what it takes?



Select your first target from behind the wall and begin firing. As soon as you begin firing, of course, the dozens of foes in the building will be alerted to your presence, so expect to be fired upon from all angles. It's integral on the first floor that you clear all enemies on the main floor from behind the wall, since it's virtually impenetrable to enemy bullets. There are some explosive barrels in the area you can also use. When things seem to calm down in the middle of the first floor, you can then work your way into the center of the room to draw more fire from enemies on catwalks above. Once you've identified their location, you can seek cover behind a wall or pillar and aim your sights on them. When you stop taking fire from any location, you know it's safe to ascend the metal staircase to the second floor.

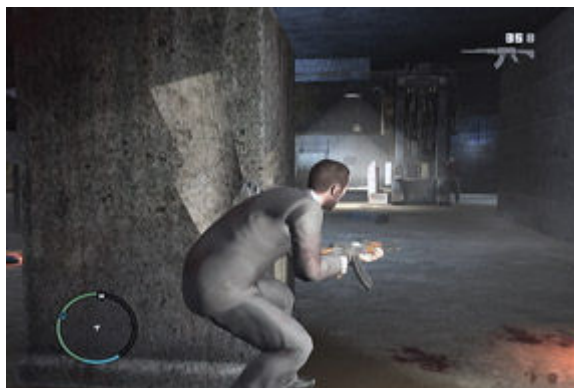
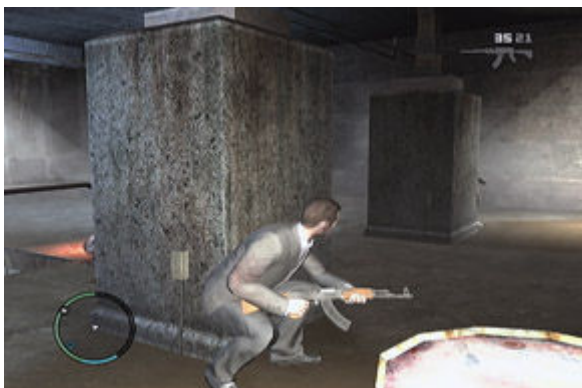


<<	73	74	75	76	77	78	79	80	>>
----	----	----	----	----	----	----	----	----	----

### Hostile Negotiation (cont.)

Dimitri

The second floor is no friendlier than the first floor, and making matters worse, there's no center to the floor, so enemies are hiding along well-covered areas on the perimeter. Hopefully you were able to thin the enemy ranks here from the floor below, but chances are you're still going to be dealing with a substantial enemy force. It's vital that you grab any dropped weapons from dead foes to constantly replenish your ammunition, because you're going to be going through a lot of ammo here. Otherwise, you'll want to clear the second floor in much the same way as you cleared the first. When the coast is clear, it's time to head up to the third floor.





By now, Niko's already explosive anger in this situation has reached its crescendo. Screaming and promising revenge, you're nearing the location of where Roman is being held. In fact, you may even start hearing screams from him. Keep a keen eye on the catwalks around you, especially on a huge metallic beam where three enemies will covertly fire upon you from. Then, work your way towards the office where Roman is being held when the coast is clear. It's time to save Niko's cousin from the ultimate danger.

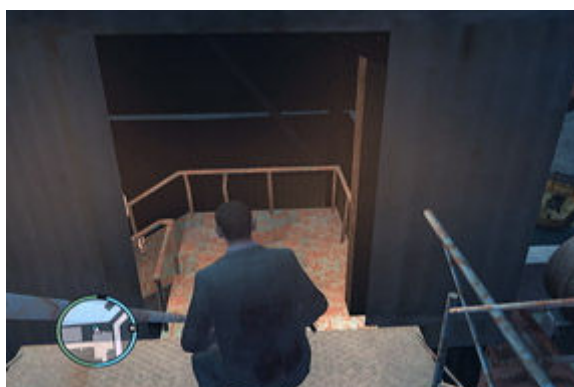


<<	73	74	75	76	77	78	79	80	>>
----	----	----	----	----	----	----	----	----	----

# Hostile Negotiation (cont.)

Dimitri

Niko finds himself in a bind here, with a Russian thug holding an Uzi to Roman's temple. The game will instruct you to free aim, so follow the on-screen instructions. Then, use free aim to carefully aim at the perpetrator's head, while avoiding Roman at all costs. If timed correctly, the shot will kill the captor, allowing Roman to fall to the floor, exhausted and scared. Niko runs up to him and the cousins embrace, but there's no time to lose. It's time to run down a back exit, down to ground level, where a truck is waiting. Roman will get in the passenger side, and Niko will pilot the vehicle.



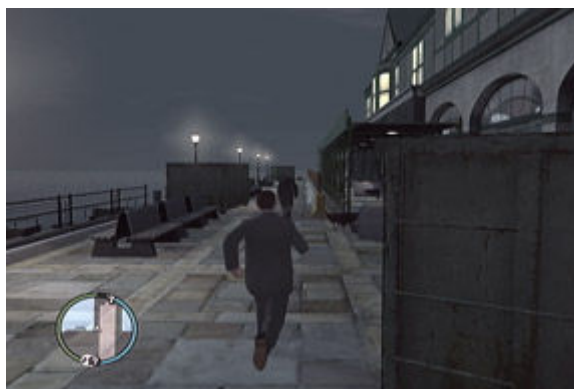
You'll hear the cops talking about a shooting at the warehouse, but as long as you get out of the warehouse in time, there should be no police involvement in your journey back to the safe house. However, this safe house won't be very safe for long, and Roman tells Niko that he'll arrange for a new safe house in Algonquin, Liberty City's Manhattan. This was certainly a bonding experience for Niko and Roman, but Roman lets him know his displeasure in the situation. It appears they're both at fault, though, and decide to let bygones ultimately be bygones.



<<	73	74	75	76	77	78	79	80	>>
----	----	----	----	----	----	----	----	----	----

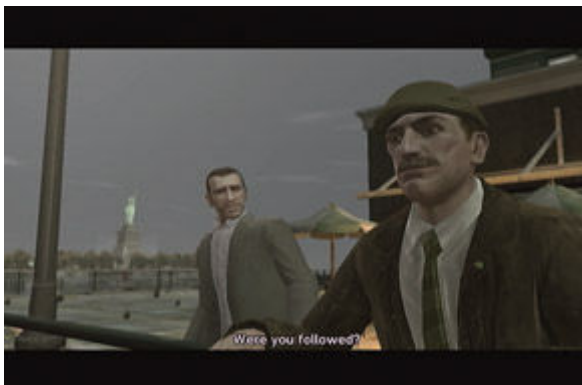
Call and Collect	Francis
------------------	---------

At some point in the game, you'll receive a mysterious text message from an unknown person telling you to come meet him or her down on the docks at the southernmost tip of Algonquin. Thereafter, this location will appear as a question mark on the map. You can go there at your leisure (strangely, our GPS gave us dead end directions to the locale on multiple occasions, so you may be better off simply getting there on your own, employing the old-fashioned "towards the icon" GTA3/VC/SA method). You'll find the character who seeks out your skills waiting on a restaurant-side pier, admiring the view.





Remember a character named Patrick, from earlier? Well he was a McReary, and so too is this guy you're looking for, a high ranking police officer named Francis. Francis claims to know everything Niko has done, and he isn't lying. When he rattles off a few crimes he knows Niko committed, Niko begins to listen, only realizing that Francis would like to build somewhat of a symbiotic relationship between the two of them. As Francis tells Niko, as long as Niko looks out for Francis, Francis *won't* look out for Niko. Get it?



And just like that, Call and Collect, your first mission from Francis begins. Francis dispatches you towards an area at the north end of Algonquin, right alongside the East Borough Bridge. More specifically, you're seeking out a pier off of Union Drive East, so get driving! When you arrive nearby, ditch your stolen vehicle and go to the arrow designated by the yellow dot on your HUD. You'll get a great view of the surrounding area and get some further instruction on what to do from here.



<<	73	74	75	76	77	78	79	80	>>
----	----	----	----	----	----	----	----	----	----

#### Call and Collect (cont.)

Francis

Francis will call you up and tell you that he's going to text you a number, the number of the guy that's meeting him there to exchange incriminating pictures of Francis for money. You will then be able to call the number so that the guy gives away his location. So, after receiving the text message, give the blackmailer a call. Then, begin walking down the stairs towards the water and keep an eye (and ear) out for a guy with a cell phone. He'll be on a bench to the left of the stairs. When you get close to him, you'll hear him talking on the phone *and* in real time, and that's when he'll take off running. When he does, he's an easy target for a firearm of your choice. Be sure that once he's slain, you grab the memory stick holding the pictures before leaving the scene.



Your flagrant use of firearms will no doubt catch the attention of the cops in the area, so once the blackmailer is dead and the pictures are acquired, you should take off running back towards the street. If you made enough of a fuss, police cars will already be waiting for you (and if not, you're lucky and can simply steal another car and lose your wanted level). If there *are* cops, however, you're going to find yourself in a sticky situation. Kill who you can and steal one of their cars. Then, begin the endless drive around the city to lose your inflated wanted level.



It's only at the time that you lose your wanted level will Niko and Francis make contact with one another. Francis will ask that you meet him up at an area off of Walnut Way, on the northwest portion of Algonquin. After you lose your wanted level, this will be a pretty leisurely drive, so head over there, get out of your car, and go to Francis's location on the HUD to make the exchange. Thereafter, the mission will come to an end.

<<	73	74	75	76	77	78	79	80	>>
----	----	----	----	----	----	----	----	----	----

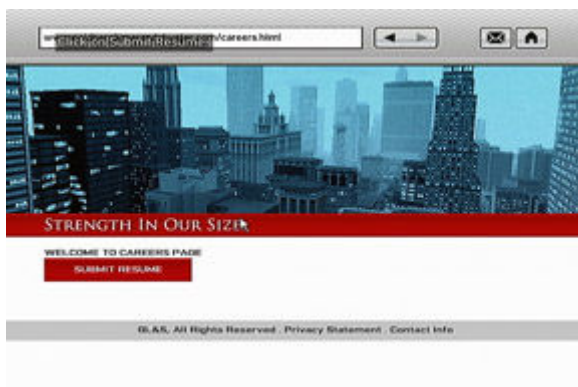
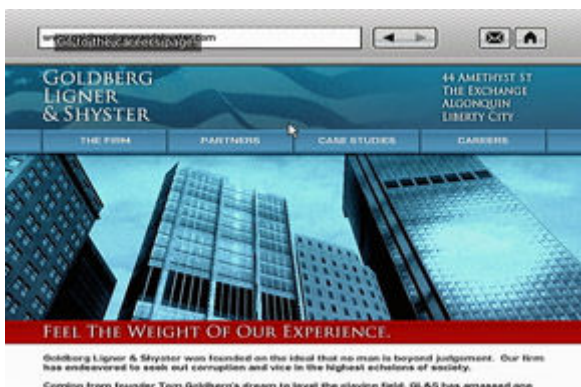
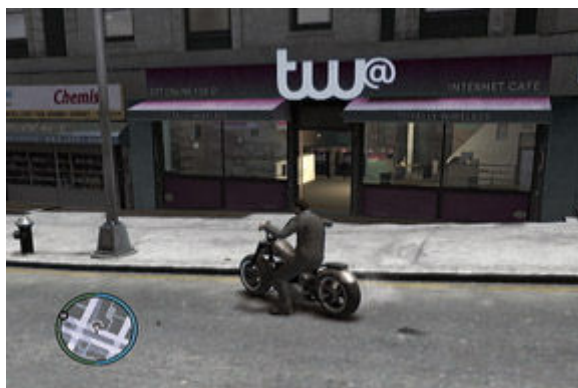
Final Interview	Francis
-----------------	---------

Head over to the police station on Kunzite Street on the west side of Algonquin. Then, get out of your car and head on inside. A cutscene will ensue with Niko and Francis McReary. After acting suspiciously in the lobby by calling Niko by a different name, he whisks Niko up to his office, where the two really get down to the nitty-gritty. As he puts a few glasses of liquor back, Francis tells you of a lawyer that has something on him. The lawyer intends on bringing McReary down to enhance his political career. So, McReary intends on bringing him down first. This won't be an easy mission, though, since you'll need to buy a suit and score an interview with the lawyer in order to get to him without his protection.





Since Francis promises to e-mail Niko the details of the mission, once outside you'll be ordered to the nearest internet café, so you can check your inbox. The nearest café is located due north of the police station, on Frankfort Avenue. Once you arrive, head on inside, logon to a computer of your choice, and check your e-mail. There should be an e-mail waiting for you from Francis, and it will give you a hyperlink to the website of the law firm Goldberg, Ligner & Shyster. Once there, hit the Careers link, then Submit Your Resume. Confirm that you want to submit it, and then log off and head back outside. You'll notice that the lawyers' phone number has been added to your cell phone automatically.



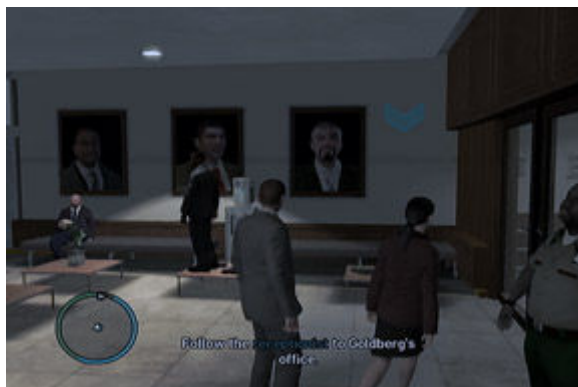
<<	73	74	75	76	77	78	79	80	>>
----	----	----	----	----	----	----	----	----	----

Final Interview (cont.)	Francis
-------------------------	---------

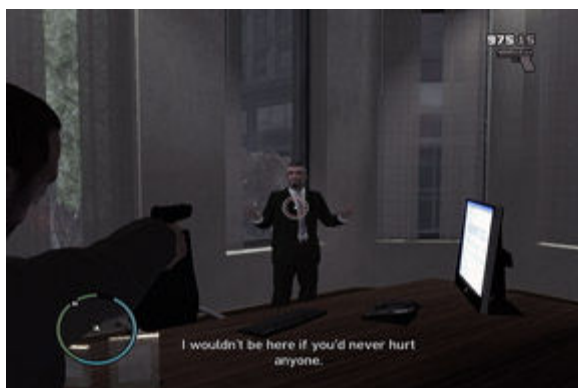
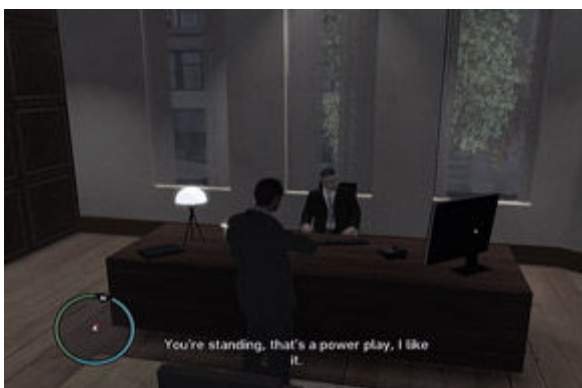
Now, there are a few things to do in preparation for the second leg of this mission, which is an entirely different leg of this epic mission. Since you have to wait for a call from the lawyer's office, you should take the time to bring one of your friends out to waste some time. We went out to a strip club with Brucie, for instance. It shouldn't take too long to get that call, however, but the appointment will always be the following day, so don't sweat it. Also, you'll need some nice clothes, so hit up one of the upscale establishments in Algonquin if you haven't done so already, and buy yourself some nice clothes. If you don't have any when you go to the meeting, you are going to run into some issues. So, a suit and nice shoes must be purchased.



Once you are properly dressed, in a suit and tie and nice shoes (head over to the high-end clothing store near the lawyer's office if you need to make any last minute alterations), head to the lawyer's office on or around the time instructed in your game. The office, as the GPS will inform you (if you're going there near enough to the time of your appointment) is on Bismarck Avenue. Head over there and go to the intercom outside of the office. You will be buzzed in by the receptionist (granted you're dressed properly and arrived on time). You can then go visit her, and she'll escort you to the lawyer's office for your "interview".



The lawyer will begin the interview, and eventually a prompt will show up on-screen instructing you to get up. Do so, and the lawyer will think you're making a "power move"... he really has no idea just how powerful of a move it's going to be. Draw your weapon and point it at him (but *don't* shoot him). Niko will ask him where Francis's files are. Grab them off of the desk, and then do the lawyer in for good measure. Once that happens, the receptionist will burst in, then run away, and before you know it you're being assailed by the law firm's private security firm.

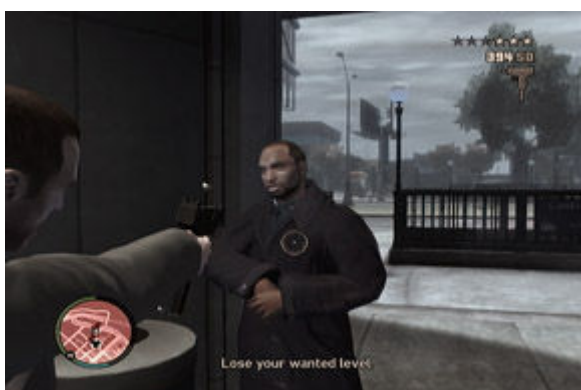


<<	73	74	75	76	77	78	79	80	>>
----	----	----	----	----	----	----	----	----	----

# Final Interview (cont.)

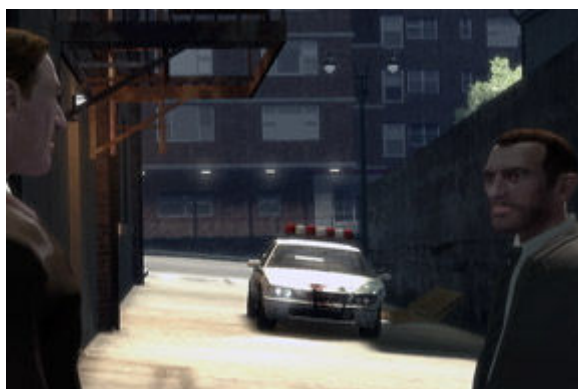
Francis

Now, it's time to get out of dodge. You're on the building's third floor, so you'll have to work your way down a couple of staircases to ground level. En route, you'll find quite a few security guards armed with pistols who should be nothing but fodder for your arsenal of weapons. Some better-armed police officers might also make their way into the building, but that won't happen until you reach the ground floor. Once you do, kill any remaining individuals and then dash outside, stealing the first cop car (or other vehicle) that you see. Oh, and a word to the wise -- ignore the 18-wheeler waiting across the street. We got arrested when starting up the slow-moving vehicle.





You've likely managed to acquire at least a two star wanted level, if not three stars, so the next order of business is to drive around like a madman until you lose the cops. Then, you can head to your meeting point with Francis in an alleyway off of Kunzite Street. The GPS will take you there as soon as you've lost your wanted rating and manage to keep it off. You'll meet up with Francis and hand over the documents. And he, in return, will be quite thankful for all of your hard work.



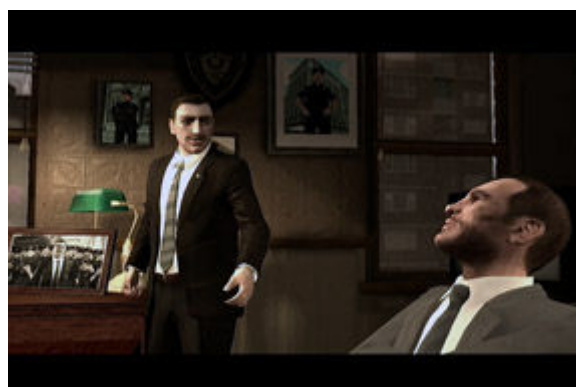
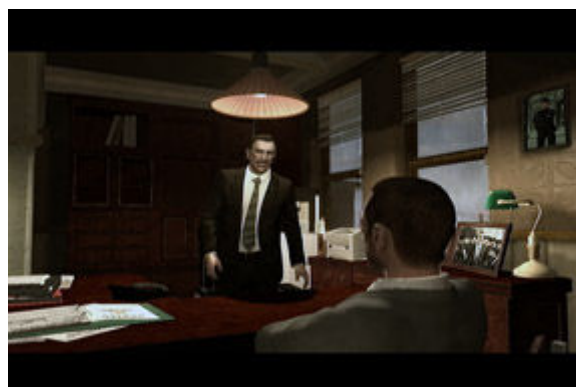
The readers have informed us that by killing the lawyer with a melee weapon (like a knife or baseball bat), you can get out of the office without having to fight the firm's private security force and the cops outside. You can even shoot out a window in the lawyer's office to get outside quickly!

<<	81	82	83	84	85	86	87	88	>>
----	----	----	----	----	----	----	----	----	----

## Holland Nights

Francis

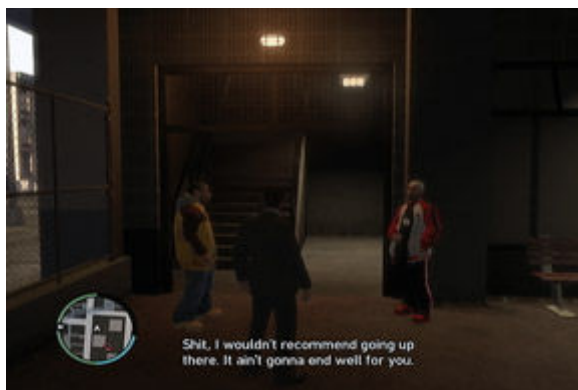
Head over to Union Drive West, where you can find Francis hanging out in his office at the police station. When you head on inside to speak with him, he'll have something for you to take care of. There's a guy who he considers a real bad guy running around willy-nilly in East Holland, at the north end of Algonquin. He wants you to go there and, frankly put, clean up his problem. Niko talks him up on the money earned for this mission, making it quite the worthwhile endeavor.



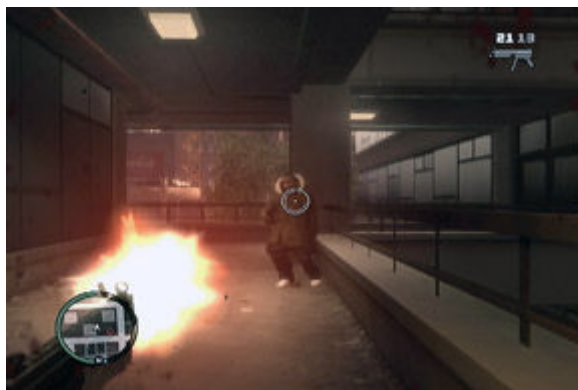
Francis told you to head up to Vauxite Street, which is confusing considering the location on your HUD once you leave the police station is actually on Uranium Street, just north of Middle Park. Drive there from the police station, following the GPS on your HUD northward to your location. Then, get out of the car and head into the arrow waiting alongside the street to begin your mission.



The idea here is to infiltrate the apartment building to find your target, who is represented by a red dot on the HUD. Take Francis's advice, though, and holster your weapon until you reach the second floor. This mission can play out in two different ways. If you're quick enough in getting to the roof, you can capture your subject on the roof. However, if you take too long in getting to where you need to go, your subject will attempt to escape. Be especially mindful of any on-screen prompts that appear, which will alert you as to your subject's status. And, of course, the red dot on the HUD will allow you to keep an eye on him, as well.



Unfortunately, the entire population of the project seems to be strapped and ready to defend their friend, so as soon as you draw a weapon, you're in for a fight. They're carrying a mixture of semiautomatic weapons and pistols (be sure to grab both types of weapons as you down foes). Ultimately, you'll want to work your way up to the roof of the building via several staircases that you will find. Track the red dot on the HUD and follow in pursuit. It's that simple.



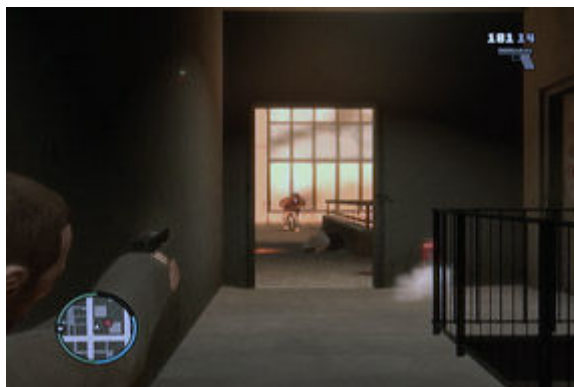


<<	81	82	83	84	85	86	87	88	>>
----	----	----	----	----	----	----	----	----	----

## Holland Nights (cont.)

Francis

Or is it? Keep an eye on your health and take it slowly (but not *too* slowly) to be sure that none of these enemies sneak up on you or flank you. When you reach the roof, you're near the thug's location, and when you climb stairs from the roof to an even higher portion of the roof, you're right on top of him. Remember that if he escapes, this will all play out differently, because you'll have to chase him and kill him. But here, you'll have some options.

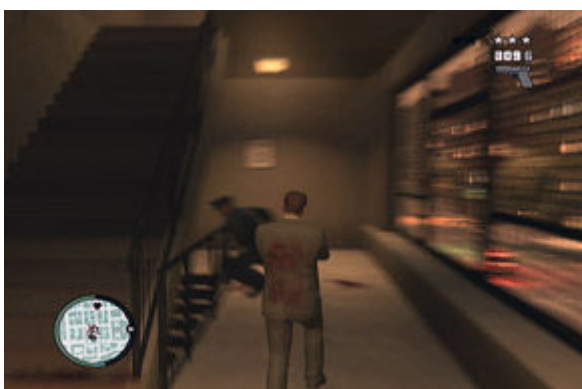


The guy surrenders to Niko and is hoping for a break, so his life is in your hands. We opted to kill him, but if you let him live he will have some optional non-percentage bearing missions for you later in the game. So, the choice is yours (keep in mind you won't have this choice if he makes a break for it -- you'll have to kill him). Either way, all of this shooting will have drawn police attention. It's time to escape the projects and make a run for it.





The good news is you don't have to report back to Francis this time, so once you work your way out of a building and into a car, all you have to do is lose the police and you're home free. Getting out of the projects is more difficult than the vehicular escape, however, because not only will it be crawling with hoodlums you let go earlier, but it will also be crawling with cops. You'll be dealing with the ire of two types of enemies (who will, by the way, turn on each other as well). So, take it easy, kill who you come across, and once you emerge, jump in a car (a cop car, even) and make a run for it. Once you lose the cops, Niko will call Francis and let him know of the success. And just like that, the mission comes to its conclusion.

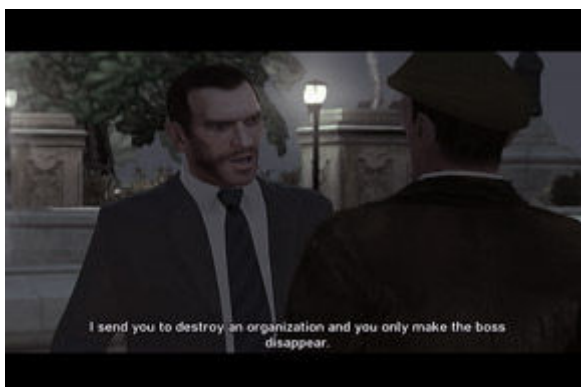


The readers have informed us that instead of running into the projects to fight a plethora of foes, you can find a crane parked near the building. Climb up to the top of it, and, wielding a sniper rifle, do in your target without so much as a fuss.

<<	81	82	83	84	85	86	87	88	>>
----	----	----	----	----	----	----	----	----	----

Lure	Francis
------	---------

Head down to the far southern tip of Algonquin, where you will find Francis hanging out at the fountain near Castle Tunnel. He's upset, because you only killed one guy instead of taking out the entire organization, even though he specifically asked you to kill only one guy. Regardless of how it makes no sense, he asks you to do one last favor, and even though he insults Niko endlessly in the conversation, Niko agrees to take him up on the offer. After all, money is money.



Your first order of business is to retrieve a sniper rifle Francis left for you to use in a car. The car is located in between Albany Avenue and Union Drive East on the east side of Algonquin. Jump in any car and the GPS will take you there, so no worries about locating it. The car is parked in a small lot in between those two roads, so keep an eye on the HUD for the turquoise dot. The car will be marked with an arrow on as well, so you can see which car you have to boost.



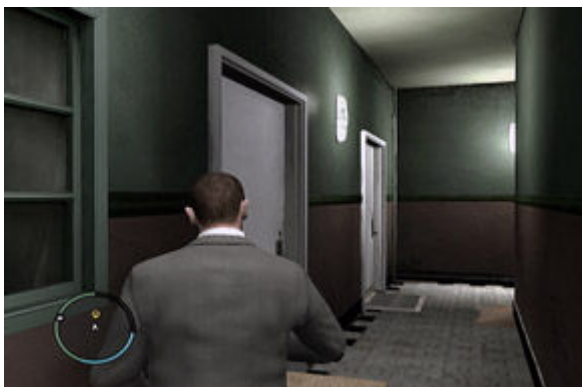
When you locate the vehicle, hotwire it and head to the next destination, which is at the far north end of Algonquin, on Denver Avenue. Again, the GPS will get you there easily enough. Once you arrive, drive into the arrow outside of the guy's building, and Niko will call Francis. Francis will tell you to head to the roof across the street in order to get a clear shot at the guy through his window. This is a good idea, obviously, so get out of the car and do just that.



<<	81	82	83	84	85	86	87	88	>>
----	----	----	----	----	----	----	----	----	----

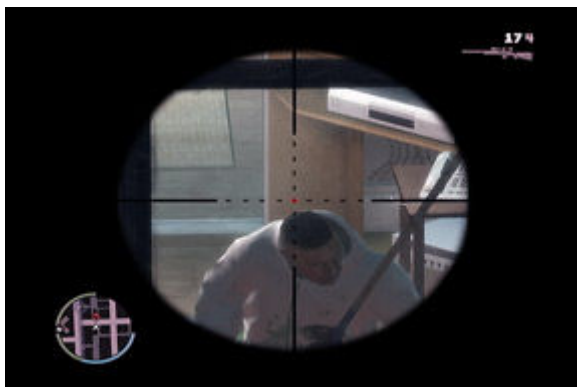
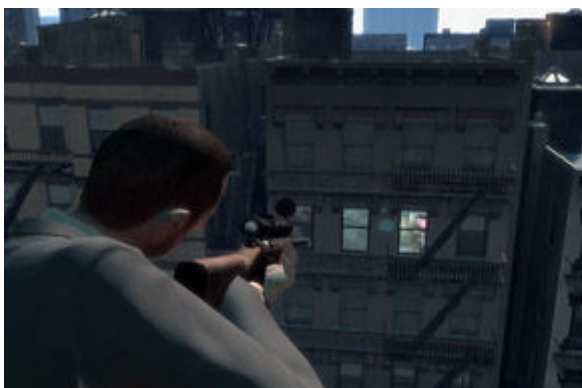
Lure (cont.)	Francis
--------------	---------

The building you have to infiltrate is across the street from where you parked your car, and is marked on the map by a yellow dot. Go into the apartment building, and begin climbing up to the very top floor. No one in the building will give you a hard time, even if you're wielding a weapon, so as long as you keep quiet and keep walking, getting to the roof should be a cinch. Once up there, head to the yellow dot on the HUD to begin the final part of this brief mission.





A cutscene will show your target sitting on the couch, watching television. The TV is actually the key to this whole mission. Why? Well, you'll see that the guy is sitting on the couch against a wall, and you can't shoot him through the window from there. However, if you shoot the TV, something might happen. Go ahead and shoot the television set. Your target will then get off the couch and stupidly look outside (how idiotic is this guy?). This gives you a three second (or so) window to shoot him, so once you shoot the TV, quickly get ready to aim at this guy's head or chest, and as soon as you can, pull the trigger. If done properly, the guy will die immediately.



With your target downed, all you now have to do is head back to the ground level and back outside. Even with the loud bang of a sniper rifle, no police should be alerted to what you did as long as you didn't mess with anyone else with the sniper rifle (or start any trouble en route to the building and up to the roof). Once you're outside, Niko will then call up Francis, letting him know that the assassination went off without a hitch. That should get that crooked cop out of your hair for a while.

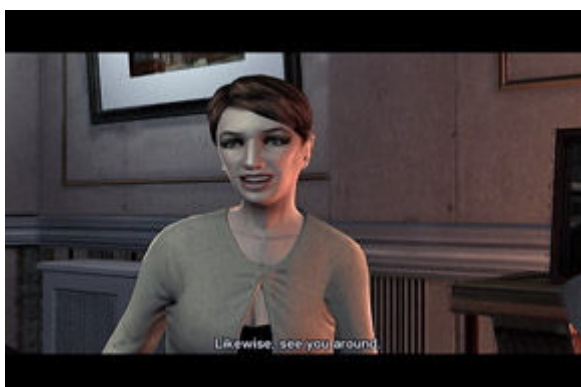


<<	81	82	83	84	85	86	87	88	>>
----	----	----	----	----	----	----	----	----	----

## Harboring a Grudge

Packie

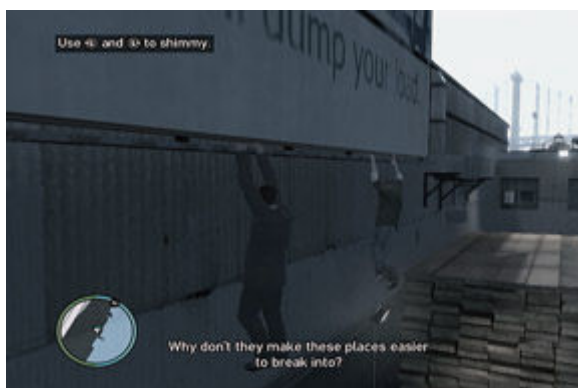
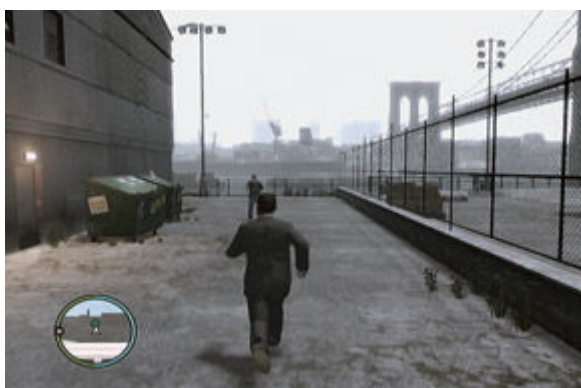
Your first mission for Packie can be acquired by heading to the "P" on your map. This "P" is located in the borough of Dukes, on Savannah Avenue alongside the southern end of Meadow Park. Once you get there and head inside, you'll meet Packie, his mother, and his sister (who seems to take a liking to Niko, and vice-versa). The demented and abusive conversation that ensues while inside will give you a little hint as to why Francis, Packie's brother, is so off-base. However, Packie will have a job for Niko if he's interested in taking it, and the two head out of the house.



Your destination is over the bridge in Algonquin, on Privateer Road alongside the east end of the island. To get there, the HUD will bring you over the Algonquin Bridge via Colony Island. As you head over, Packie and Niko will have a lengthy conversation about all sorts of things, and the two new friends seem to take quite a liking to each other. They have an *especially* disturbing conversation about prison, as you will see. Anyway, when you reach your location under the raised highway on Privateer Road in Algonquin, pull into the arrow as seen on the HUD and on-screen.



Packie will explain the plan briefly and then get out of the car, so you should get out of your car and follow him. He'll bring you alongside a waterside warehouse, and the two of you will begin climbing up to the roof. Follow the on-screen prompts, as you'll need to jump up on things, boost yourself up, shimmy across chasms, and all that jazz. This acts as a sort of tutorial, though it's a little late in the game to be of any use. Anyway, once on the roof, Packie and Niko will observe a boat coming in to the dock, and the two will resolve to steal the meds being loaded onto a truck parked nearby.

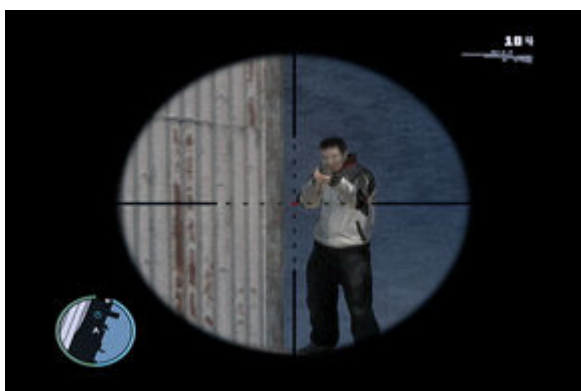


<<	81	82	83	84	85	86	87	88	>>
----	----	----	----	----	----	----	----	----	----

# Harboring a Grudge (cont.)

Packie

When you regain control, you'll be told by an in-game prompt to jump down to the area below and get fighting, but we highly recommend that you resist that urge if you have a sniper rifle in your inventory. With the sniper rifle, you can clear out a great deal (if not almost all) of the enemies waiting down below for you. This will make your life much, much easier, since these guys are all armed with automatic weapons and can potentially tear you apart if you go down there without thinning them out. Take aim from various areas on the roof to get a full vantage point of the area below and kill whoever you see. That sniper rifle is useful!





After clearing out a substantial amount of enemies (or, after regaining control and killing what enemies you can with other weapons in your inventory), you can jump down to the area below and begin working your way towards the garage where the truck is parked. Use what cover you can once down on the ground level to block any remaining enemy bullets, and keep an eye on all sides so that you aren't surprised by anyone you didn't see earlier. The cops are probably on to you by this point, as well, since you've been shooting willy-nilly for so long, so you're going to have to deal with them in addition.



With the enemies outside of the warehouse holding the truck eliminated, you can then focus on any holdouts *inside* the garage. Some will make themselves seen from the get-go, while others will only make themselves seen as you near the garage or enter it. So, keep your weapon at the ready and cap any foes that make themselves seen as you run towards the truck. When the coast is clear, you can then hijack the truck, pick up Packie en route (keeping in mind that cops in the area will pull you out of the truck and arrest you if you aren't careful), and then get going, pounding through the chain link fence to the road on the other side.



<<	81	82	83	84	85	86	87	88	>>
----	----	----	----	----	----	----	----	----	----

# Harboring a Grudge (cont.)

Packie

The drive to the garage where you have to drop the truck off is not a smooth one. Even if you're being chased by the police, however, the HUD will still give you some direction as to where you have to go (which is to a garage located off of Union Drive West on the west side of Algonquin). At the very least, you're going to have the criminals you stole from on your tail, and at worst, you'll have the cops on you as well. Thankfully, if the latter is on you, the HUD will still show you where you need to go. Grenades will be found in the truck as the drive proceeds, allowing you to toss them out the window to stymie the advance of your enemies, as well. The truck can take a lot of damage, however, so there's really not much to worry about in terms of getting to the lockup in one piece.



When you arrive, park the truck in the garage. Then, Packie will congratulate Niko on a job well done. An Italian mobster will then drive up and ask Packie if all is well with the mission, and he tells him that everything is fine. He then introduces Niko to the mobster, letting him know that he was integral in successfully stealing the meds. After letting Niko know that he may be in touch with you, the mobster then invites Packie into the car, and the two take off. You're on your own, with another successful mission under your belt.

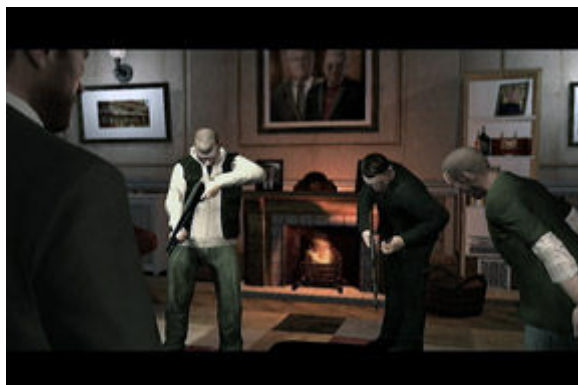
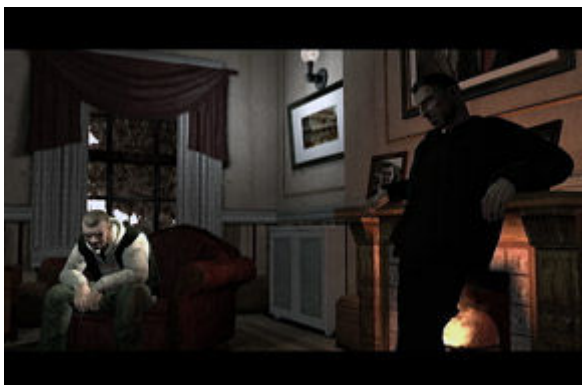


<<	81	82	83	84	85	86	87	88	>>
----	----	----	----	----	----	----	----	----	----

## Waste Not Want Knots

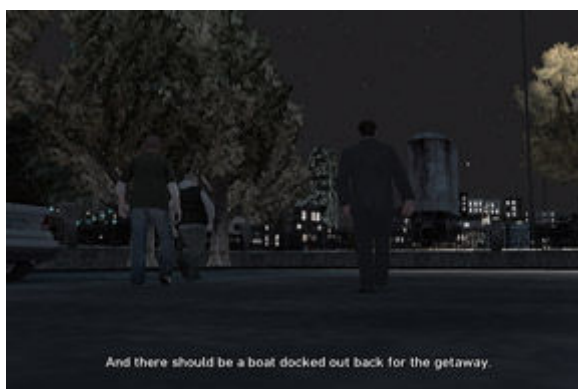
Packie

Head back to Packie's place in Dukes on Savannah Avenue. When you arrive, you'll meet up with his sister Kate once more, but that meeting will be brief. On the agenda this time around is to rob the Mafia. Apparently, Packie and his friends have balls, because the consequences of failure here can be dire indeed. Organized crime should be the last thing one goes after, but these guys promise that the payoff outweighs the risk. Niko eventually agrees to go on this excursion, and the four men end up outside of Packie's place thereafter.





Since there's four guys going on this mission, and not the usual one or two, the game instructs you not to steal just any car, but to steal a four door car. Doing so should be pretty easy, though, so we'll wait. Got your car? Good. Once you're in, the HUD will show your GPS route to your destination, which is on Colony Island in between Algonquin and Dukes/Broker. To get there from Packie's place, you're going to have to take a bit of a convoluted route over the Algonquin Bridge, and then back east over Leaper's Bridge. This will allow you to meet up with President Avenue, the only road on Colony Island. Head to the parking lot as designated by your HUD/GPS, and you'll be able to take on the next leg of the mission.

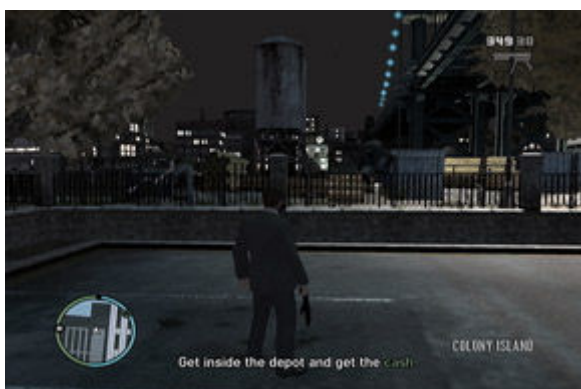


<<	89	90	91	92	93	94	95	96	>>
----	----	----	----	----	----	----	----	----	----

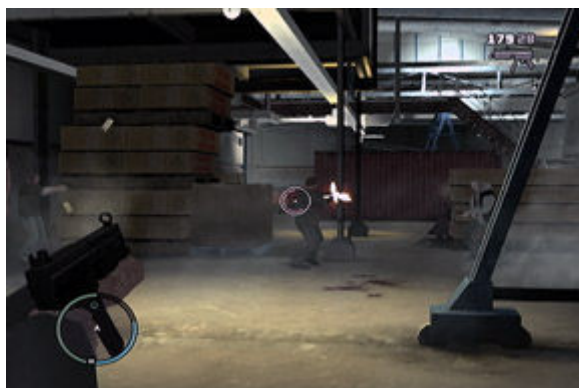
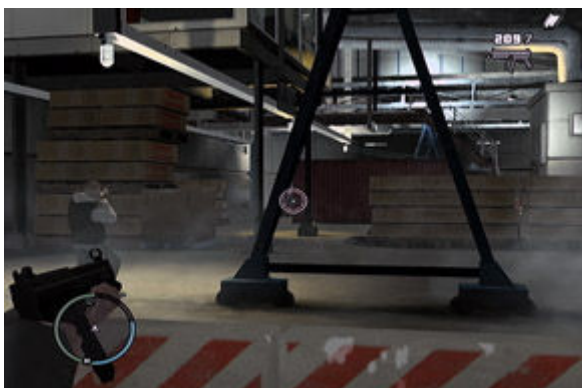
# Waste Not Want Knots (cont.)

Packie

These Irish guys are crazy, so it won't take them long to start scaling fences and engaging the Italians in a brutal gunfight. You should follow suit, helping them clear out the outside area of the warehouse of all enemies. There's a finite amount of foes here (you'll understand why we're pointing that out in just a bit), so patiently work your way around the eastern edge of the building's perimeter, where all of the foes are located. This is nothing compared to what the warehouse itself is going to have waiting for you, so to be on the safe side, you should definitely collect dropped guns from dead gangsters. You're gonna need it as you head inside the building.



As soon as you walk into the fray, you're going to find yourself under incessant gunfire from various areas of the two-storied building. Try to use auto-aim to take out the guys on the rafters and catwalks above, since they pose a more immediate threat to you than the dudes hanging out on the ground level. Your friends will be of some help to you, but you're really on your own to make sure you eradicate all of the foes here. Again, just like before, the amount of enemies here are finite, so once you're able to work your way to the second floor in order to kill any remaining thugs, you can head into the office and grab the cash. Now, it's time to make our getaway.

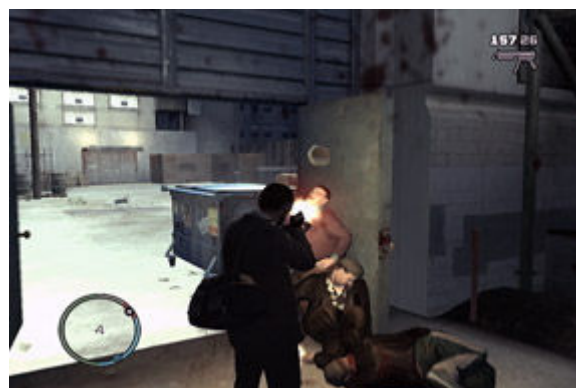
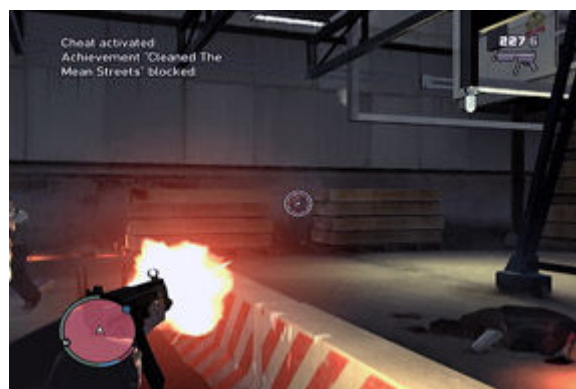


<<	89	90	91	92	93	94	95	96	>>
----	----	----	----	----	----	----	----	----	----

# Waste Not Want Knots (cont.)

Packie

Now, *this* is where things get a little out of control. We've pointed out two waves of finite amounts of enemies, but this time, you're going to be hit with a rival Mafia family that wants the money as well, and as long as you hang around in the area, it appears they'll just keep on coming. Because of this, clear an area out of any of the exits, killing whoever gets in your way, but don't waste your time sticking around to kill all of the enemies, because it's seemingly impossible. Just like before, you should take dropped ammunition and firearms, because you'll need 'em later. Not on this mission, but later on.

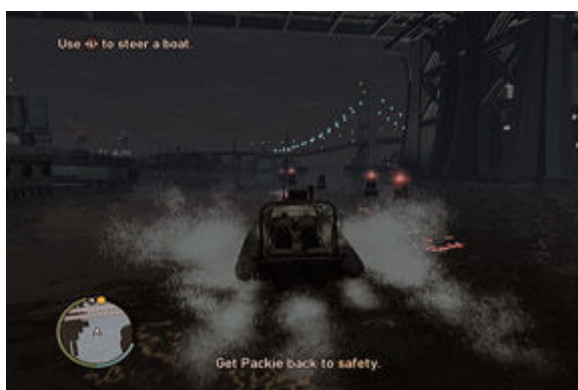
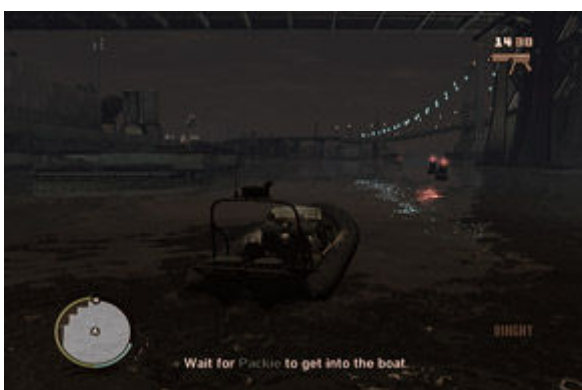
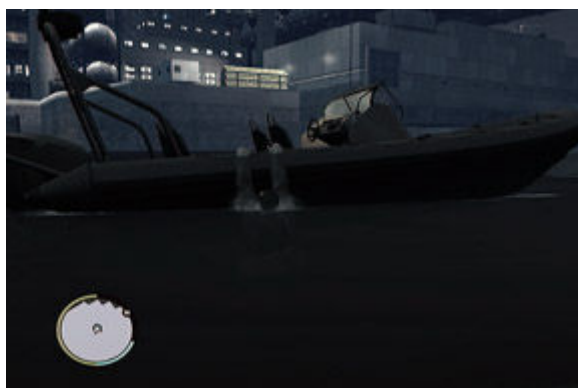




Once you're outside, head for the dot on your HUD, which represents the dock you're going to need to meet Packie at. Guys will burst outside firing on you as you go, so turn around and take a few out as you head down, so that you don't lose too much health. You're also going to want to make sure to nullify who you can, since you'll need to jump in the water here to swim to a boat offshore. You'll be a sitting duck for anyone left alive when you jump in the water, since you won't be able to fire back.



Once you're in the water, swim towards another dot on the HUD, representing a speedboat that is waiting offshore for you and Packie to jump into (the other two hooligans you went with are staying behind to keep the Mafia off of you, but who even cares if they make it!?) When you get into the boat, *yet another* nearby dot on your HUD will represent the dock where you can leave the boat, and abscond with the money with your new friend Packie. And just like that, you stole money from the Mafia. How ballsy!

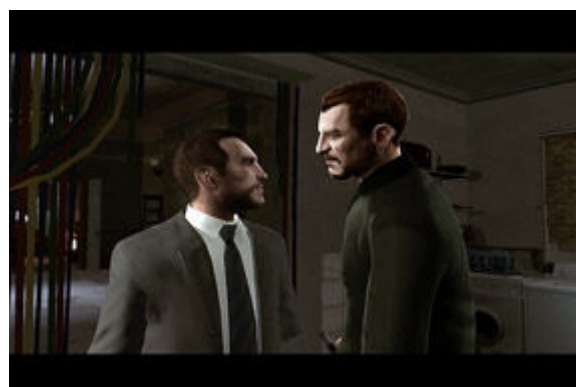


<<	89	90	91	92	93	94	95	96	>>
----	----	----	----	----	----	----	----	----	----

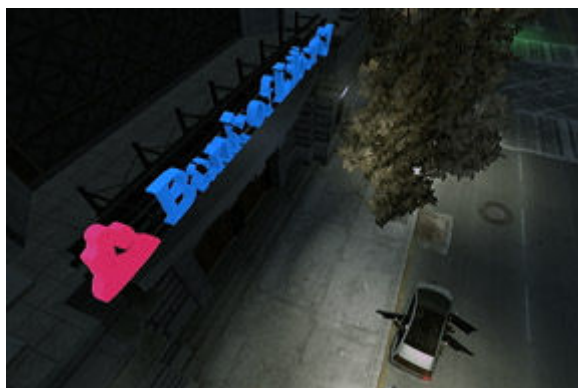
### Three Leaf Clover

Packie

Head over to Packie's place on Savannah Avenue in Dukes. When you arrive, you'll find Packie hanging out with some guys, including two of his much-spoken about brothers who have recently arrived back on the scene. They want to bring Niko along on the next mission (because Packie is so fond of him, after all), but some of the guys have reservations. One of Packie's brothers even talks a little smack to Niko to let him know that he doesn't trust him. Regardless, once the discussion ends, you're thrust into yet another dangerous mission with Packie and company.



Boost a car if you don't already have one in your possession, and, making sure it can accommodate four passengers, pick up your friends. Your destination is a bank on the south end of Algonquin. To get there from Packie's place in Dukes, you're likely gonna be brought south to Broker, and then west to Algonquin via the Broker Bridge heading over Colony Island. All the while, you and your hoodlum friends will be talking about the plan, the explosives being used to blow the safe up, and more. The bank itself is in Chinatown, on Calcium Street. Once there, park in front and watch the rather lengthy cutscene ensue.



As Niko and the boys bust into the bank, they find it populated by several customers and employees. Wielding heavy weapons, they order everyone to get on the ground, and fumble a bit with instructions on getting the bank tellers to open the back door so they can access the safe to plant explosives on it. Meanwhile, the gunners split up to keep an eye on everyone. Unfortunately for one civilian in particular, he wields a gun and kills one of the robbers only to be killed himself, and this causes everyone to get even angrier (not to mention the fact that all sorts of no-no identifiers are being used all throughout). Eventually, the cops will be onto the scene, and you'll gain control of Niko.



<<	89	90	91	92	93	94	95	96	>>
----	----	----	----	----	----	----	----	----	----

### Three Leaf Clover (cont.)

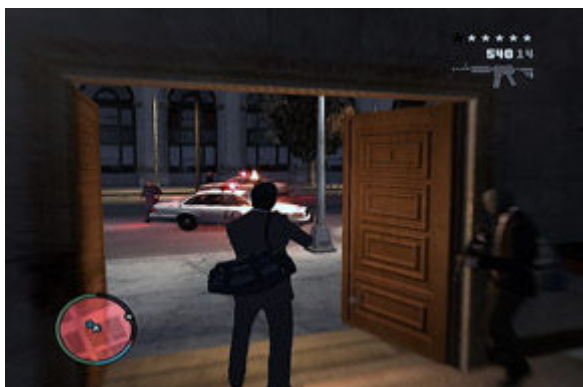
Packie

Your first order of business should be to breach the blown-open safe, so run through the door ahead of, go down the stairs, run down the corridor, and enter the torched safe. Grab the cash (you'll see a brief cutscene of Niko doing just that), and then Niko will automatically walk back to the ground level. After a bit more time, you'll be able to make a break for it. Get ready for one of the most intense gun battles in the entire game.

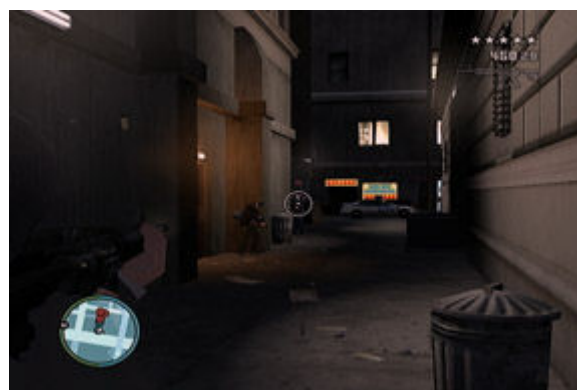




Now, to explain this part a little more in detail. There will be cops everywhere (you'll likely obtain a five-star wanted level at this point), and you're gonna make a break for it. You *cannot* boost any cars, so don't even bother. Instead, pay close attention to the on-screen prompts that will instruct you on what to do. The turquoise dots on the HUD represent team members, while the red dots represent hostile entities. Keep in mind that there are more hostile entities than just what's shown on the HUD, but the red dots represent enemies that *must* be killed for you to proceed.



As you work your way out of the bank, kill the plethora of cops ahead of you. You should be strapped with a great machinegun, as well as grenades. Conserve the latter, but understand that it's times like these, when you're surrounded by multiple cop cars and a plethora of cops, that they should be used. When you've cleared out enough enemies, you'll then be able to break to your right and down an alleyway to the next area.



<<	89	90	91	92	93	94	95	96	>>
----	----	----	----	----	----	----	----	----	----

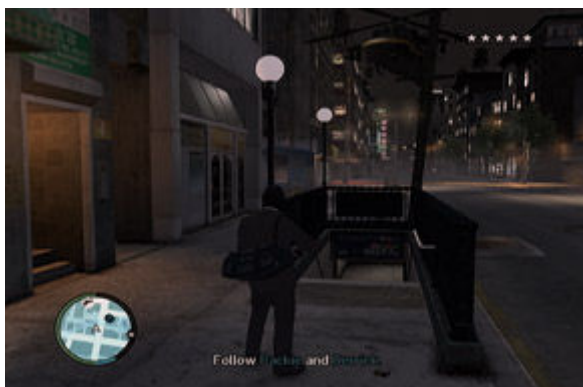
### Three Leaf Clover (cont.)

Packie

Clearing this alleyway can be a bit of a pain, because there's little room to maneuver. The cop car at the end represents a nice barrier for the police, too, so chuck a grenade and neutralize it. Once you're able to clear this alleyway, you'll be brought back out to the street, and to another alleyway, and so on and so forth. Explaining this to death isn't going to make it any easier to understand. Remember that the red dots must be neutralized to move on, and that on-screen prompts will let you know when you need to move. Staying close to your friends is important as well. If they stray too far away, you'll lose the mission automatically. So, stay cognizant of their position at all times, and when they move, so too should you.



After you've cleared some streets and alleyways, you'll eventually witness a cutscene where a helicopter seems to intercept the party. There's no escape... or is there? Packie suggests the party ducks into the nearby subway tunnel, so do just that, heading down numerous flights of stairs into the relative, short-lived safety of Liberty City transit. You'll meet a few cops here and there as you go (so keep a keen eye out), but you won't meet any stiff resistance until you reach the turnstiles leading to the train platform.



As soon as you reach the turnstiles, you'll be met with more resistance. Try to stay back and thin out the cops' ranks before proceeding through the turnstiles into the area they were controlling. Preemptively chuck a grenade or two down the nearby stairs if you can, so that the SWAT units coming up will be met with explosions before they can lay into you with their heavy guns. Now is a good time to mention that you should be picking up all dropped weapons from dead cops -- especially the machinegun type that you're currently equipped with. Though you start out with plenty of ammunition, it's gonna be running low by this point.



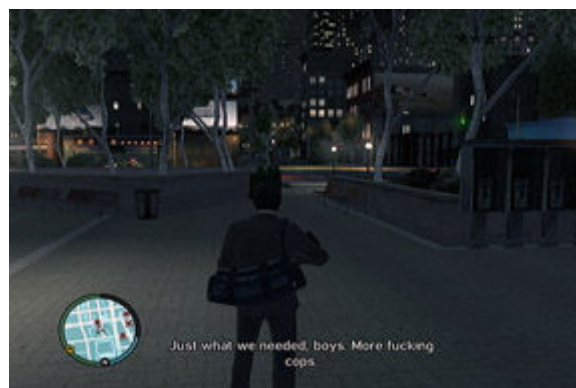
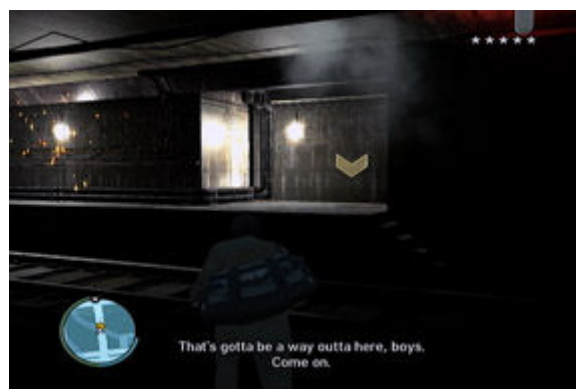


<<	89	90	91	92	93	94	95	96	>>
----	----	----	----	----	----	----	----	----	----

### Three Leaf Clover (cont.)

Packie

When you reach the train tracks, subway cars will zip back and forth as cops on the other side begin descending the staircase and firing on you. Kill who you can, and when your partners jump into the tunnel and begin running, you should do the same. Turn around to kill the cops and SWAT members that pursue you, but make it a top priority to run down the tunnel before the going gets too tough. At the end of the tunnel you'll find a staircase leading up (be sure to dodge the incoming subway car!) and the series of stairs will wind up back on the surface level where, you guessed it, even more cops are waiting.





There's no time to lose here. As soon as you surface, run towards the SUV parked alongside your location on the street. Ignore the cops in the area, since they'll replenish themselves constantly. Unlike the rest of this post-robbery section of the mission, you'll actually be able to boost this car and make a run for it. Your ultimate goal is to get back to Packie's place in Dukes, but you have to lose the cops before you can drop everyone off. Fortunately, as long as you don't do anything too heinous on the way back, your wanted level should go down to a much more manageable three stars. Just be weary of the roadblocks cops have set up on the bridges, which are the only real challenges in between you, Dukes, and a hell of a lot of money.

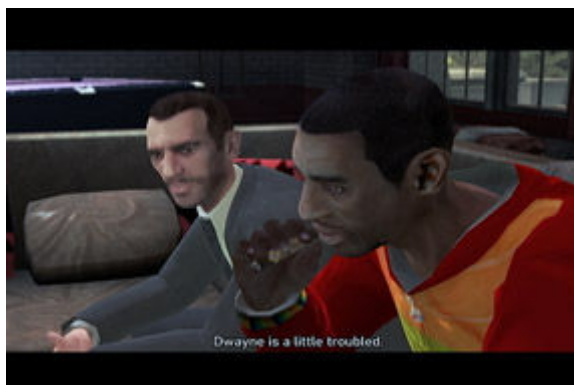
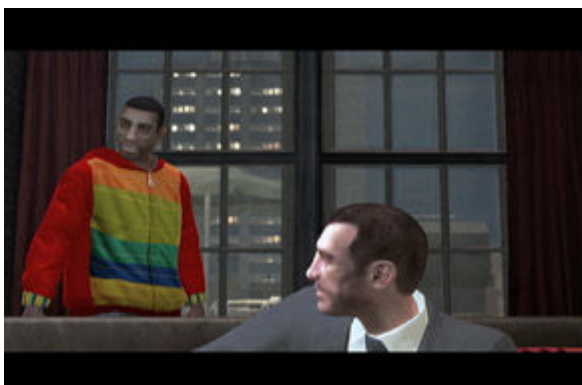
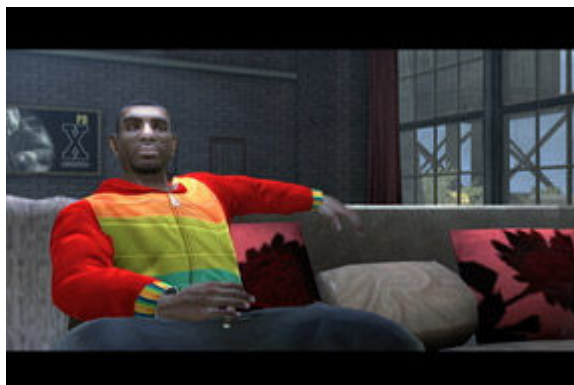
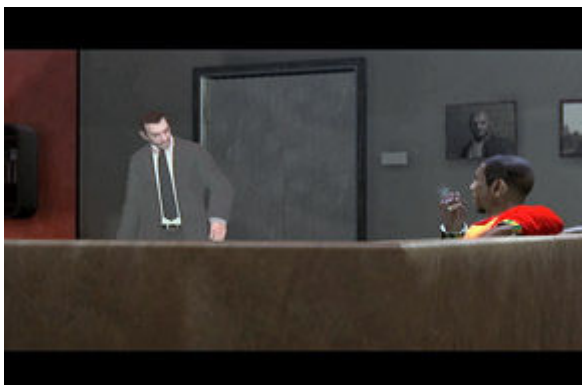


<<	89	90	91	92	93	94	95	96	>>
----	----	----	----	----	----	----	----	----	----

## The Holland Play

Playboy X

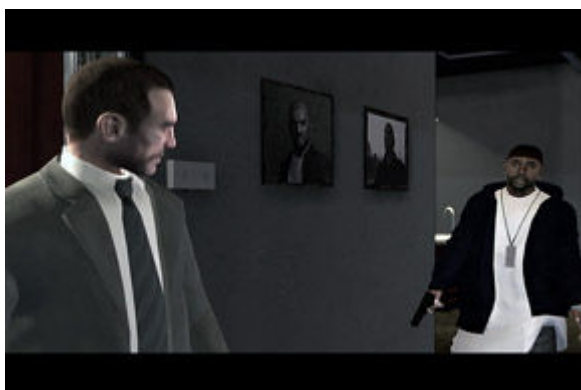
Head over to Playboy X's pad, at the north end of Algonquin on Xenotime Street. When you're there, Playboy X will be lounging around, smoking and drinking and talking about his future plans. However, he has something extremely serious to talk to you about. Basically, he wants his old friend Dwayne dead, and he is trying to hire you to do the job. Of course, this puts you in a ridiculously awkward position, but beyond that, it provides for you one of the big choices in the game you will have to make. For, you can either kill Dwayne, or you can kill Playboy X. One *must* go.



After the cutscene concludes, break out your cell phone and call Dwayne. He'll give you his side of the story, about how he thinks Playboy X wants him dead, and that he thinks he needs to strike back. He'll even ask you to do it for him. Then, call up Playboy X, and he'll reiterate what he told you earlier -- he wants Dwayne dead. It's at that point that you have to make a really important decision. Who will you kill? We here at IGN Guides opted to kill Playboy X. Why? Well, it's easy to rationalize it like this. Playboy X doesn't really offer you anything if you let him live (in fact, he's a thorn in your side). Dwayne offers you not only his friendship (so you can go out with him), but if you get his friendship level high enough, he'll have an ultra-useful feature you can exploit at will. This guide doesn't cover killing Dwayne. It *does* cover Playboy X. (That shouldn't stop you from doing it the other way around if you so desire, however).



After both phone conversations are over, your ultimatum will flash on-screen, with a red "X" and "D" appearing on your HUD. Head towards the "X", which if you pulled out your phone right after leaving Playboy X's before you'll be right near. If you somehow strayed, then just head back to Xenotime Street at the north end of Algonquin and head into the arrow. When you arrive, Playboy X quickly realizes you didn't kill Dwayne, but that you came for him instead. And even though he talks a lot of crap, he stills runs away and leaves his friends to deal with you.





<<	89	90	91	92	93	94	95	96	>>
----	----	----	----	----	----	----	----	----	----

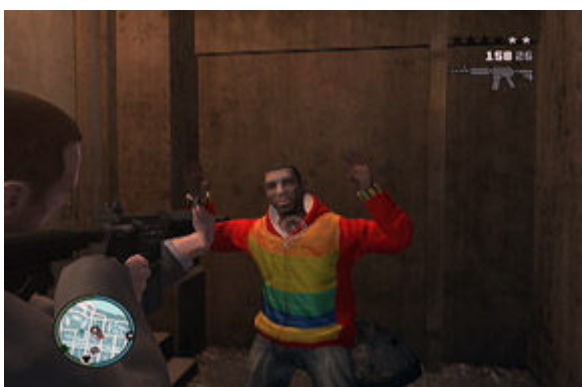
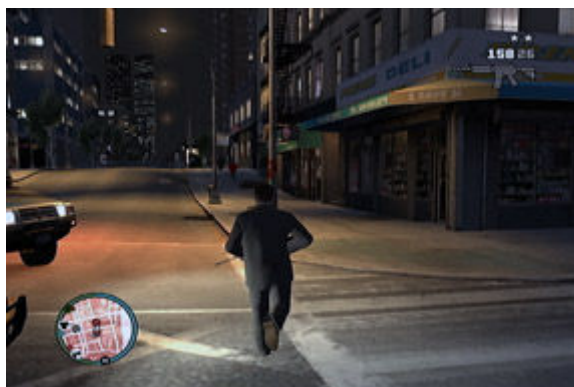
### The Holland Play (cont.)

Playboy X

Thankfully, after the conversation is over, Niko automatically takes cover behind a wall, so you won't be bombarded by enemy bullets immediately. There seems to be no time limit here, so take your time with the thugs, meticulously eliminating one after another. They are armed with heavy machineguns, but you should have plenty of your own armaments by this time in the game, so they should pose little challenge for you. When they're all nullified, you can then head after Playboy X himself.



Playboy X ran from his balcony over to an adjacent roof, so follow him, being sure to jump as you near the edge of the balcony (otherwise, you'll fall to your death). Then, quickly run through the door on this adjacent roof and down the several staircases to the main floor. Burst outside and follow the red dot on your HUD (representing Playboy X). You'll likely have attracted police attention by this point, so kill any cops you encounter if they're hassling you. Ultimately, you'll corner Playboy X in an alleyway, where he'll drop his gun and put his hands up. You shouldn't have any mercy for a person like this, though, so aim at his head and do him in.



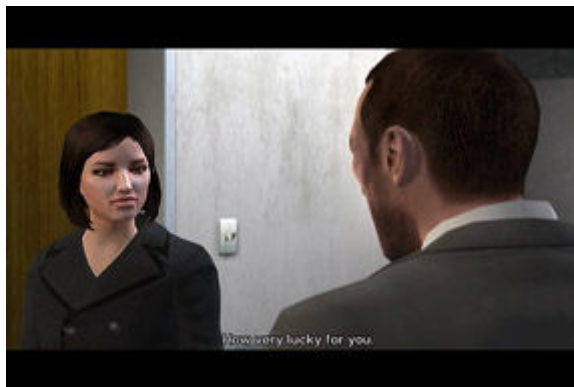


<<	97	98	99	100	101	102	103	104	>>
----	----	----	----	-----	-----	-----	-----	-----	----

Wrong Is Right

United Liberty Paper

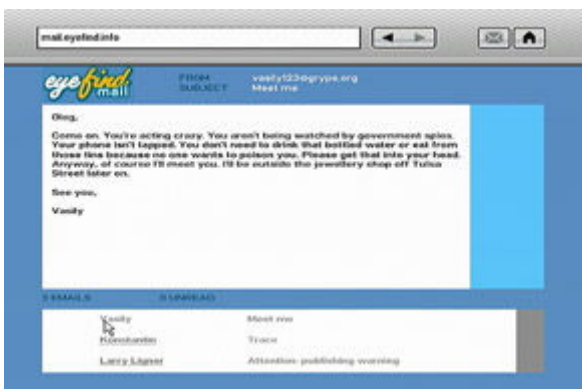
Head to the question mark on your map, located on a section of Columbus Avneue in Algonquin that's currently under road construction (necessitating that you drive nearby, get out, and head into the event arrow by walking instead of driving). Once there, the girl you knew as Michelle will come out and smoke a cigarette as she and Niko have an awkward conversation. She then brings you into the skyscraper, where you meet another guy who refuses to give you his name. However, he seems to have Niko by the balls, as it was, and asks him to go take care of a Russian mobster back in Hove Beach (the very first area in the game you travel to). And like that, you're transported back outside and sent on your way.



Boost a car nearby, being careful not to attract any police attention. Then, head back over to the Broker/Dukes island with the help of your vehicle's GPS. The route you take will likely bring you south in Algonquin and then over the Broker Bridge into the borough of Broker, since your destination is right on the other side of the bridge. You're headed for Iroquois Avenue, around your old stomping grounds. Once you arrive at your destination, get out of your car and head up to the door marked by the yellow arrow.



You'll find Oleg's house empty. There seems to be very little here of interest except for a laptop suspiciously sitting on a small table in the living room. Niko will call his mysterious contact and let him know what he's found, and he'll then be ordered to logon and check the guy's e-mail. Approach the laptop, following the same on-screen prompt to logon to this machine as you do at an in-game internet café. Check his e-mail (again, same interface as the internet café computers). You'll find three e-mails, but only the top one is important. Once you read it, Niko will call his contact back automatically and let him know what he finds. Since you now have a new location to head to (Tulsa Street in Hove Beach), you have to head there and eliminate the target.



<<	97	98	99	100	101	102	103	104	>>
----	----	----	----	-----	-----	-----	-----	-----	----

# Wrong Is Right (cont.)

United Liberty Paper

From Oleg's place, the GPS will take you on a brief route to a new location on the aforementioned Tulsa Street. This will be a really brief ride. For the record, you should find yourself a small, fast car, because the upcoming chase is epic, and will take some time. Small cars don't have the greatest physical integrity, but without one, you're going to have a hard time zipping in and out of traffic and keeping up. Regardless, when you arrive at your destination, a friend of Oleg's (your target) will alert him that he is being watched. And just like that, he zips off in his car.





The upcoming pursuit is a long one. Save your ammunition -- firing at him incessantly isn't going to work. You need to see this chase through to the very end. The game will alert you on-screen if you're about to lose him, which is a sign to you to step on the gas and get your ass in gear. His travels over the bridge are especially annoying, and you'll understand why you wanted not only a fast car, but a small car for this chase. When you've finally tailed him successfully for several minutes, start bumping him and force him to crash. When his vehicle takes enough damage, he'll surrender, staying in his car and begging for mercy. Show him none. Point a gun of your choice at him and eliminate him. Then, the mission comes to an end.



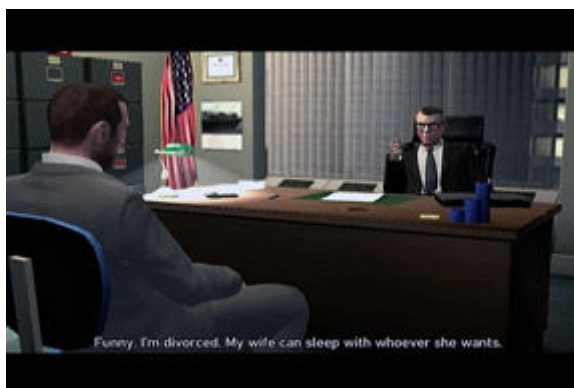
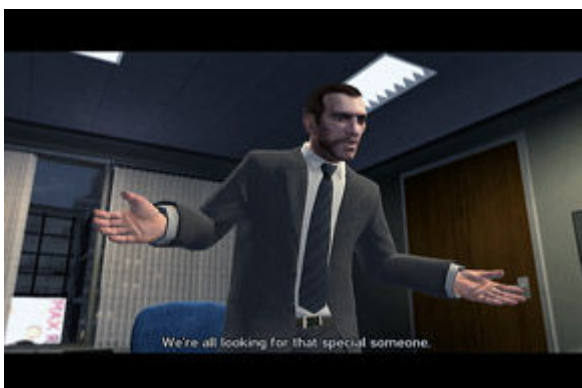
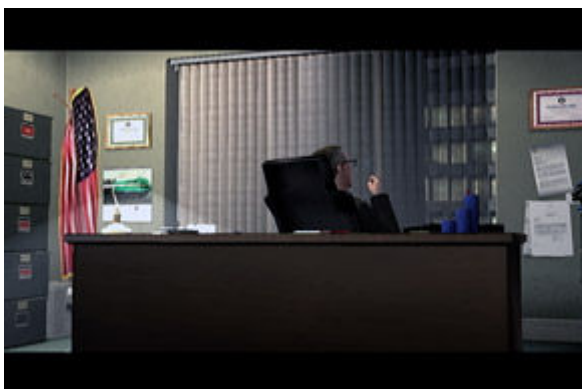


<<	97	98	99	100	101	102	103	104	>>
----	----	----	----	-----	-----	-----	-----	-----	----

# Portrait of a Killer (cont.)

United Liberty Paper

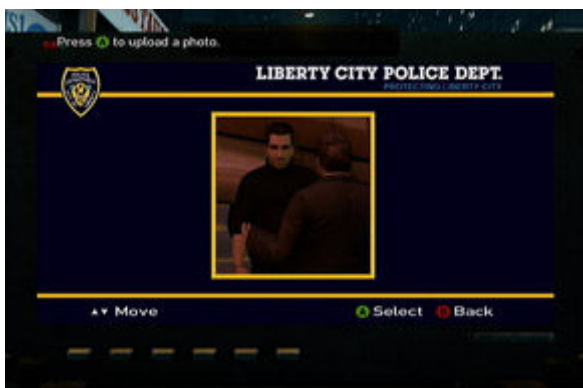
Head back to the United Liberty Paper building at the center of Algonquin, on the under construction section of Columbus Avenue. This time, Michelle... we mean, Karen, is no where to be found. Instead, you'll be dealing directly with the guy she brought you to before. He liked what you did with Oleg, and he has more for you to do this time. The two men mess with each other, but it's clear that Niko isn't even remotely in a power position in his relationship with his unnamed contractor. He asks Niko to go steal a cop car and access the police computer. He also wants Niko to await a picture on his cell phone from him showing a picture of the target.



When you head outside, you might as well cut to the chase and get the unpleasant task of boosting a cop car out of the way. While you may be able to find out randomly parked and abandoned somewhere, chances are you'll have to steal one, which is gonna net you at least a two star wanted level. If you want to keep it *really* low key, attempt to boost a car by smashing a cop car, getting out of your car, coercing the cops to come towards you, and then jumping in their car. This should only net you an easier-to-escape one star rating.



With a cop car in your possession, you can now use the picture sent to you by your contractor of the guy you're going after. Choose to look through the records and cross-reference pictures (this will happen automatically, thankfully), and your target will come up on-screen. His name is Adam Dimayev, he hangs out at an importer-exporter, and he's wanted for financing terrorist activities. Most importantly, however, you'll get his location, which is at Hooper Street in Dukes (it will be added to your HUD via GPS). So, once the coordinates are in place, drive over to your destination posthaste.



<<	97	98	99	100	101	102	103	104	>>
----	----	----	----	-----	-----	-----	-----	-----	----

# Portrait of a Killer (cont.)

United Liberty Paper

When you arrive at your destination, a plethora of red dots will appear on your HUD. These represent all of the enemies in the area, and naturally you're going to need to eliminate them all, not only your intended target. Thankfully, as seen in the screens below, there's a great place to begin firing upon as the driveway slants upwards. You can peek over it and begin firing away at foes (use a shotgun for nearby enemies and automatic weaponry for those far away). Then, as you work your way towards the left, use the various cars as cover, being sure to dodge enemy bullets as you keep the heat on.



It's a good idea to aim a machinegun up at the roof of the garage and begin thinning out the enemies there. That's because, using a ladder on the building itself, you'll need to head up there, and preemptively clearing the enemy ranks before your climb will make surviving your brief stay on the roof a lot easier. After clearing what enemies you can (kill at least three foes before your climb), you can then climb up and begin exterminating any remaining foes. The baddies up here have better cover to utilize, so take things slowly and target one foe at a time to make the situation easier for you.



Now, when all of the red dots but one have disappeared from your HUD, that means that it's time to go after your mark. You'll notice that the red icon has a black line on it, however, indicating that the foe is either above or below you. To get to him on the higher-up roof adjacent to the building, you'll need to head to the far right of the initial roof and boost yourself up onto some metal crates. Use these crates to climb and jump up to the roof where the foe is located. Then, do him in with a firearm of your choice. Case closed.

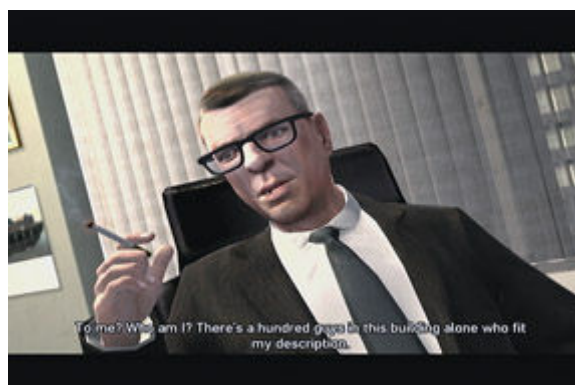
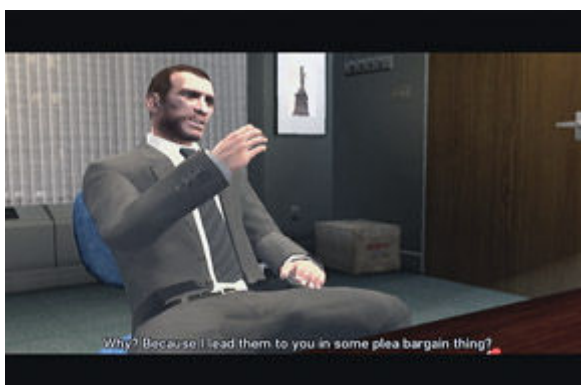
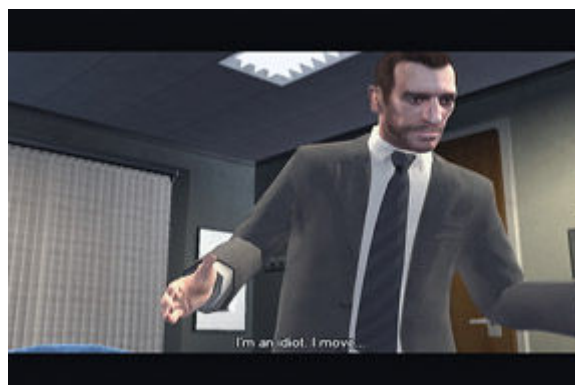
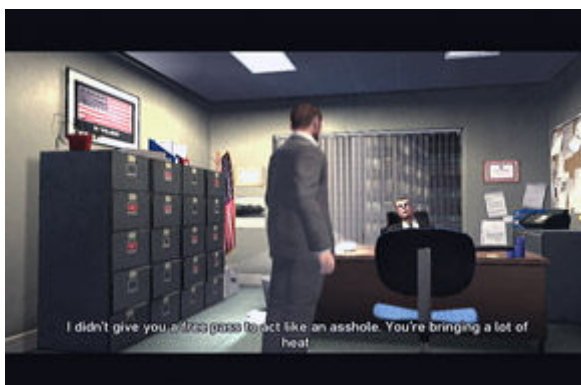


<<	97	98	99	100	101	102	103	104	>>
----	----	----	----	-----	-----	-----	-----	-----	----

## Dust Off

United Liberty Paper

Head back over to the United Paper Company building in Algonquin on Columbus Avenue, where you'll once again meet up with your mysterious contact there. Unlike your couple of prior meetings with him, the level of appreciation for Niko's work has gone up considerably. Your contact is still troubled at your flagrant illegal activities, however, and asks you to rein it in. He then gives you another job, which seems to be another multi-tiered excursion that won't involve just blatant killing. Well, not initially, at least.



When you find yourself back outside, boost a nearby car and begin heading towards your destination as seen on the map, which is nearby, on Kunzite Street. As you head over there, your contact at the paper company will inform you that you are to find a helicopter at that location, and then track it to its destination, hijacking it once it lands. Then, you can finish your drive to your destination alongside the Algonquin Bridge, where you can begin your interesting ground-to-aerial chase.



Now, it should be said that this chase isn't nearly as hard as it initially seems. Using the in-game prompt, you can keep an eye on the location of the helicopter as you go. It appears to be taking a winding path at times, but it really only takes you up and down Union Drive West, on the west side of Algonquin. As long as you stay relatively close to the 'copter, you should be just fine. Just remember to reorient yourself if you lose the helicopter so you know you're headed in the right direction. This *isn't* a maddening chase around multiple boroughs, so take it easy.



<<	97	98	99	100	101	102	103	104	>>
----	----	----	----	-----	-----	-----	-----	-----	----

**Dust Off** (cont.)

United Liberty Paper

The game will specifically tell you to wait for the helicopter to land on the pad before attacking anyone in the vicinity. So, when you pull up to the dock on the other side of the helipad and attract the attention of two thugs there, hold off on hurting them. Even though they'll walk towards your car, wait until the helicopter has been grounded for a couple of seconds, and then use your vehicle as your weapon, taking both of these foes out before proceeding.





With the initial two enemies nullified, you can then cross the bridge towards the location of the other group of enemies waiting near the helicopter. Strangely, even gunfire used on their friends might not alert them to your presence, so chances are you can approach them without them knowing you're coming (you could also break out a sniper rifle and thin them out from afar). When you reach them, they'll begin firing on you, and you'll realize that they're equipped with various weapons and that you have little cover to utilize. Take them out quickly, fighting in close quarters with a shotgun and collecting the weapons they drop. Make sure they're all killed before proceeding.





When you finally get to the helicopter and no enemies are left, jump on in and begin flying towards your destination on your HUD, which is Francis International Airport, located on the far east side of the Broker/Dukes island. En route, you should run into no troubles, and getting to the airport should be extremely easy. Landing there can be a bit of a chore, however, because the game asks you to land right next to a building that, if landed too close to, will rip your propellers off and force you to repeat the mission. So, landing is a delicate process, and one that shouldn't be taken lightly. When you land, however, the helicopter will be promptly taken away by some unknown authorities, and you're on your own with another mission under your belt.



<<	97	98	99	100	101	102	103	104	>>
----	----	----	----	-----	-----	-----	-----	-----	----

## Paper Trail

United Liberty Paper

At the northwest end of Algonquin, off of Grummer Road, the helicopter you stole earlier will be waiting for you. Stranger yet, the helicopter will be co-piloted by Little Jacob. How do you obtain this mission? Well, after completing the mission for UPC in which you steal a helicopter, you will receive a phone call that will thrust you into this mission automatically. Thereafter, all you have to do is head to the aforementioned location via your GPS from where it is you happen to be. Once you arrive at the scrap yard where the helicopter is waiting, you'll garner what you're supposed to do. Another helicopter is airborne, and it's up to Niko and Little Jacob to take it down from the relative safety of their own helicopter.



As you take to the air, the task before you is simple enough -- stay close enough to the helicopter that you don't lose it, and follow it as it heads over populated areas of the city and finally to the water, where it can be safely shot down. The helicopter can be difficult to spot if not for its identifier on the HUD, so if you lose it in sight, just go towards it on your HUD. Keep in mind that the game is fairly unforgiving when it comes to staying close, so you'll really want to tail it as closely as you possibly can, of course remembering that the helicopter is a clunky machine to operate.



When it finally goes over the water, Little Jacob will let you know that it's time to shoot it down, and the game will prompt you with similar information. Regrettably, your only job here is to steady the helicopter while staying on the enemy 'copter's tail, so that Little Jacob can get a clear shot. To make his shot hit, try to slow down the helicopter, steady your altitude, and stay on a similar altitude as the other helicopter. Doing so will allow Little Jacob to take it down with his handy-dandy rocket launcher.



Once the enemy helicopter is down, Little Jacob will ask you to drop him off at a nearby helipad on the southeastern coast of Algonquin. Just like when you landed the helicopter earlier, be careful, because landing the helicopter can be a bit of a challenge. Of course, you're working with a fairly wide open space here, so just take it down slowly towards the area designated by a yellow dot on your HUD. When you land, this mission is over, and you're free to explore other missions available to you at your leisure.



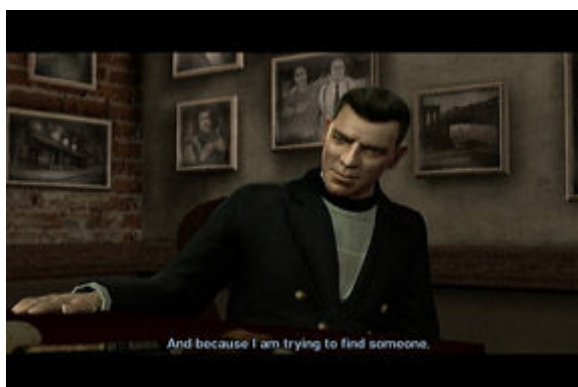
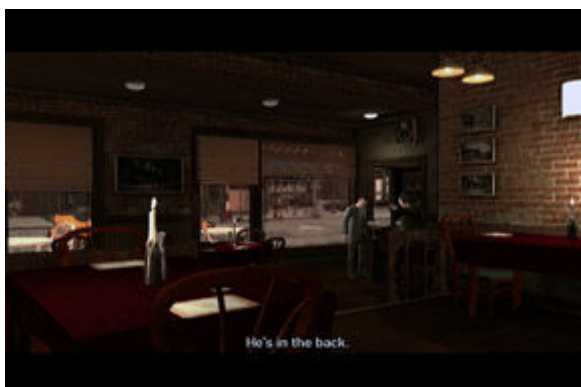


<<	97	98	99	100	101	102	103	104	>>
----	----	----	----	-----	-----	-----	-----	-----	----

## A Long Way to Fall

Ray

On Denver Avenue in Algonquin, you can head over and meet a friend of Packie's, the Italian mobster named Ray Boccino. Head into the restaurant he's hanging out in, and he'll give you your very first assignment, to take care of a guy at the north end of Algonquin who seems to be onto their dishonorable business model. Ray promises to pay well for the job, telling Niko to do whatever's necessary, but he warns that failure here isn't an option. And with that, Niko leaves the restaurant, prepared to do what is necessary.



As Ray Boccino instructed you, your destination is located at the north end of Galveston Avenue, and getting there from your current location on Denver Avenue will bring you northward almost exclusively on Galveston Avenue. Therefore, getting lost is an impossibility here (not to mention the GPS on your HUD will get you there relatively flawlessly). So, head north to your location, and we'll go from there. Simply park your car in the yellow arrow outside of the projects to proceed.



Now, en route to your destination, you almost certainly realized that a text message came to your phone from Ray. Take a look at it; it's a dual text/picture message, and it shows you a contact you can find outside of the projects that will let you know where your mark is located. So, head down the stairs and you'll find this guy straight ahead. When you approach him, the game will show you a cutscene where Niko will briefly talk to this character. Eventually, you'll be told to intimidate the foe, so punch him a few times, and then pull a gun on him, but *don't* shoot. Hold back until he's scared enough to let you know that your target is on one of the top floors of the apartment building. After he gives you that information and a new yellow dot is added to your HUD, you can either let him go or, better yet, kill him.



<<	105	106	107	108	109	110	111	112	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

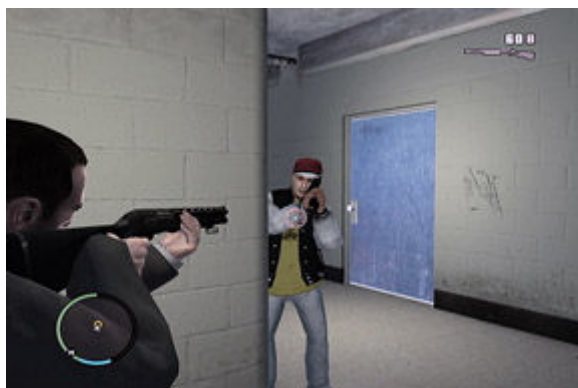
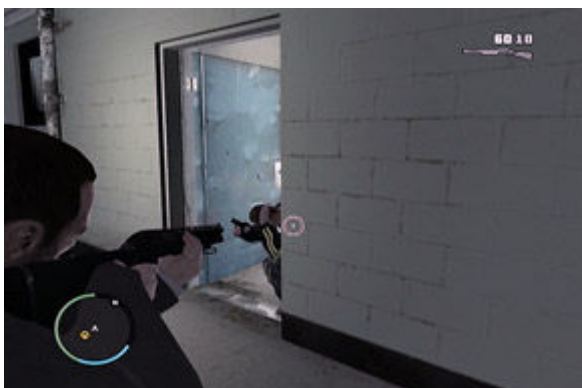
# A Long Way to Fall (cont.)

Ray

With this new information in hand, you can run for the nearby apartment building and head on inside. Once inside, run towards the elevator on the left side of the building (since that's where your "friend" outside told you to go in order to reach the upper floors). Take the elevator to the twentieth floor, and once there, approach some friends of your target. Pull a gun on them and do them both in before proceeding, and then begin clearing the rest of the floor of enemies.



The numerous enemies you'll meet en route to your target's apartment aren't represented on your HUD whatsoever, so you'll need to keep a keen eye and ear out for any foes. Although the elevator brought you to the twentieth floor, you're going to have to climb up several more floors to reach the apartment where your enemy is holed up. Tote a shotgun here, since it's the best weapon in close quarters, and when you clip any given enemy, make sure to grab their dropped weapon before proceeding. Don't bother going down, since you'll find nothing of interest. Additionally, as you ascend the stairs, be sure to clear every floor of foes so that none sneak up on you later.



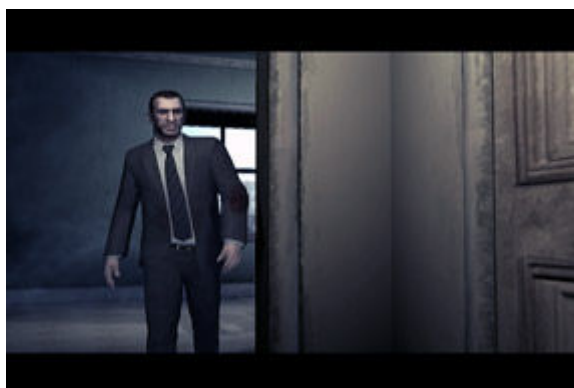
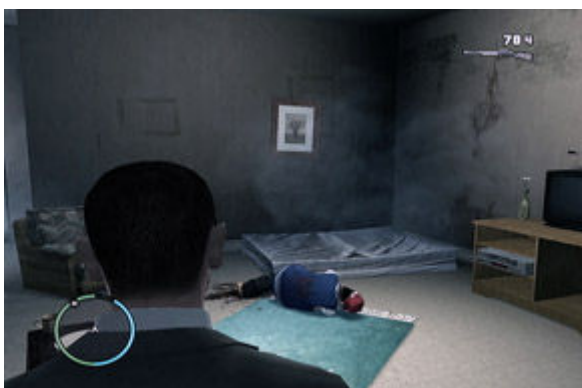
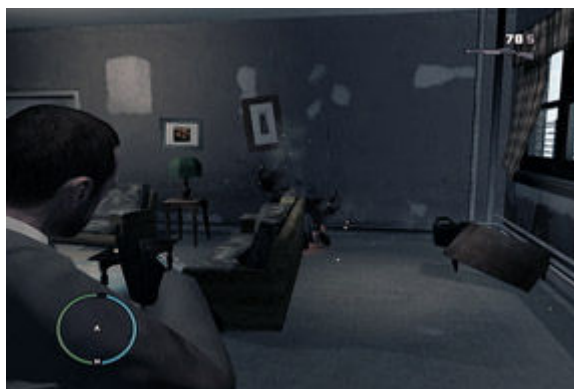


<<	105	106	107	108	109	110	111	112	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

# A Long Way to Fall (cont.)

Ray

Clearing the floors leading up to your target apartment should have been easy enough, but when you reach a door with a yellow arrow in front of it, things will get slightly more difficult. Reaching that arrow will allow you to breach an apartment where three well-armed thugs are waiting for an opportunity to do you in. There's little cover for you to work with, so aggressive tactics work best here (or, a grenade, if you have any). When those initial three enemies are cleared, you can then head to the bathroom and kitchen. Both rooms are empty. But when you go to return to the entrance, you find your target in an unexpected place.



Busting out of an unexplored closet (or room), your target will run out of the apartment, leaving you on the ground with a busted nose. As he heads up towards the roof (as the game tells you), you'll have to give chase. This is one of the major reasons why clearing all of the previously-explored floors of all enemies is vital, because these enemies will show up and supplement the enemies that will already be waiting for you on your route up several flights of stairs to the roof. Cap these enemies as you did with previous foes -- you should have no issues in this chase, and there doesn't appear to be an imminence in following the target too closely.



When you arrive on the roof, the final two enemies will make themselves seen. Armed with pistols, they should be nothing for you to slay with the power of your shotgun. The red dot that represents your mark should be cowering in a corner, and you can head to his location after his friends are dispatched. He'll have his final conversation with you, talking crap to the very end. When he's slain (watch him fall to the ground!), you'll find yourself back outside of the building automatically, where you're free to take on your next mission.

<<	105	106	107	108	109	110	111	112	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

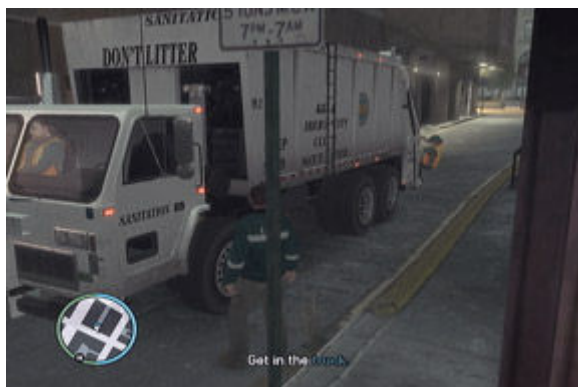
## Taking in the Trash

Ray

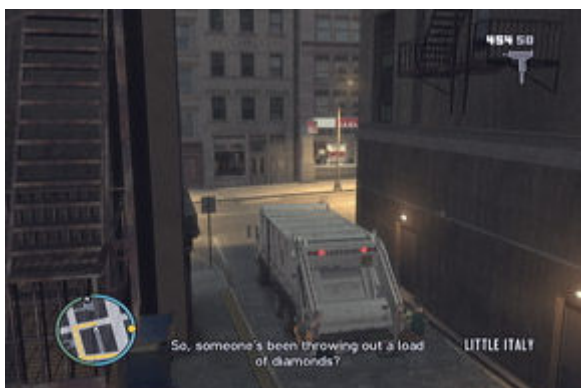
Head over to Ray's place on Denver Avenue near the south end of Algonquin. When you arrive, you'll have a brief conversation with him before an unknown female walks into the restaurant. This appears to be a girlfriend of Ray's, and she's all iced out, having just smoked some crystal meth. Ray's angry at her, but he also has his own business to attend to, and he dispatches Niko to go meet some friends of his that have some valuables for you to transport. And just like that, he sends you on your way.



Once outside, you'll identify a turquoise dot on the HUD that represents the location of the truck. Thankfully, it's really close by, so you don't even need to boost a car to get there. Simply run south along Denver Avenue the rest of the way towards the next block, and then swing right (eastbound) along Emerald Street, bearing northward back into the first alley you approach. Head down the alley towards the garbage truck, where Ray's friends will automatically intercept you. After some brief introductions, they'll instruct you to get into the truck and be on your way. You're driving!



The first stop we have to make is over in Chinatown, due east on Emerald Street. Swing southward from your current location and head east down Emerald Street, driving into the waiting yellow arrows there. This will let you pick up the first of two diamond drops. You'll have to follow the on-screen prompts to open and close the trash compactor, so make sure to do that before heading to the second point, on Hematite Street. (The GPS will get you to both areas). When you arrive at the second point, however, you will have attracted some company. It's time to make a getaway!





<<	105	106	107	108	109	110	111	112	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

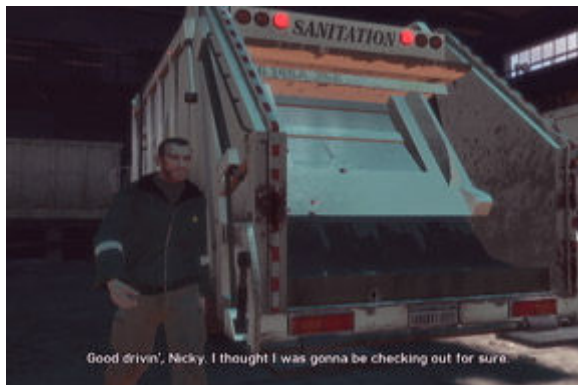
### Taking in the Trash (cont.)

Ray

The HUD will lay before you a route to your ultimate destination, so begin to follow it as you're tailed by unknown gunners. There are a few things to keep an eye on here. First of all, your garbage truck isn't going to have a lot of speed, but what it lacks in speed it makes up for with power, so use it to smash through traffic. There should be no real reason to stop and lose all momentum. Also, keep the trash compactor closed to protect the cargo from enemy bullets. These are the only two things you need to know as you follow your route, because you're in charge of driving -- there's little else you can do here.



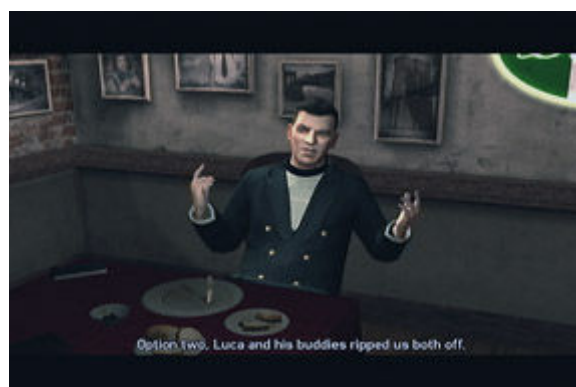
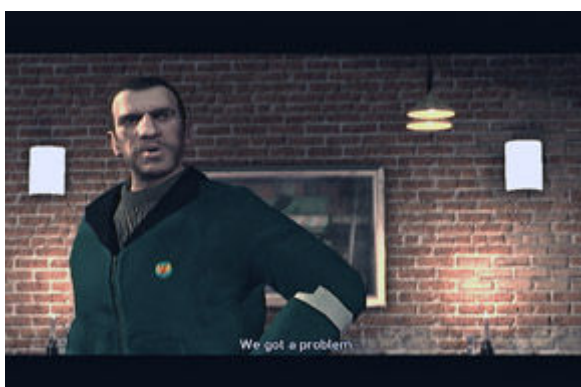
When you get far enough along your route, the gunners will back off. Your goal is to reach a depot near Broker Bridge, off of Privateer Road. When you arrive, carefully maneuver your truck around the chain link fence and into the garage. Your three new friends, Ray's guys, will congratulate you on a job well done, and you'll be dismissed after they agree to sort through the garbage and get the diamonds to Ray. Mission accomplished.



<<	105	106	107	108	109	110	111	112	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

Meltdown	Ray
----------	-----

As soon as you walk into Ray's restaurant hangout on Denver Avenue in Algonquin, you'll realize that something isn't right. He's talking to someone on the phone that appears to be very angry at him, and when he gets off the phone, he turns his anger on Niko. The valuables Niko just helped acquire have gone missing, and Ray sees it one of two ways. Either Niko is in on it, or he isn't. Niko claims he's not (and we, as the gamer, know that he isn't). To make it better for everyone, Ray orders Niko to head to a location where he can reclaim the rocks. This will free Niko from suspicion, and more importantly, everyone will get their money.





When you find yourself outside of the restaurant, boost a nearby car and begin heading to your destination on the HUD (via GPS), which is at Castle Garden, on Castle Drive due east of Denver Avenue in Algonquin. Once you arrive, however, things instantly get out of control. When Niko approaches the would-be thieves in their car, they quickly deny stealing the diamonds, turn around and accuse Niko of it, and then speed off. Niko automatically jumps in a nearby sports car, and the chase begins.



Like so many other chases in the game, this one will involve a pre-set course. Shooting at the car or trying to kill the passengers isn't going to help you, so save your ammunition and effort and simply follow the fast-moving vehicle as it weaves in and out of traffic, ultimately bringing you to Middle Park, where the car will meet its demise. When that happens, the group of thieves make a break for it and head deeper into the park, where you'll have to pursue them on foot.



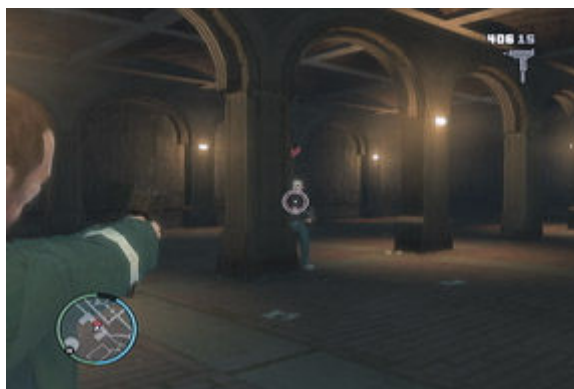
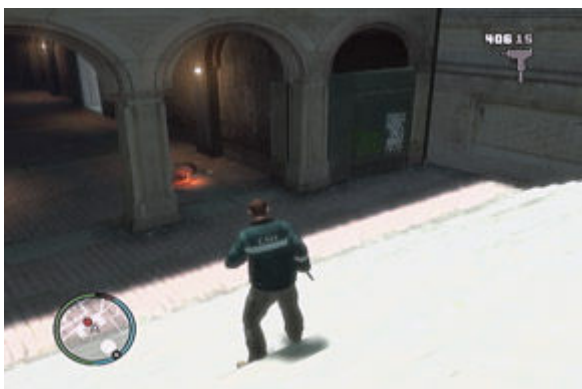


<<	105	106	107	108	109	110	111	112	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

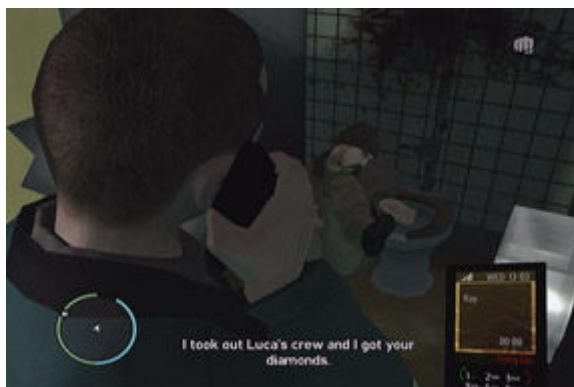
Meltdown (cont.)

Ray

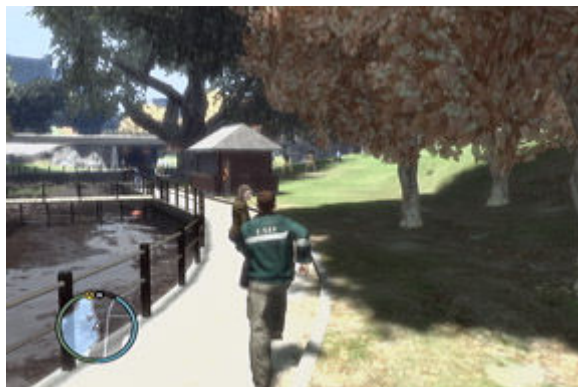
Your enemies can be seen on the HUD as red dots, and they're going to put up a fight, so you don't have to worry about quickly pursuing them or risking losing them. Instead, break out your weapon of choice (we found the Uzi to work well here) and head towards the fountain where they wiped out. One should be waiting for you behind a pillar adjacent to the fountain, while two others will be waiting down some stairs in a subterranean section of the park. When they make themselves seen to fire on you, do them in, but don't over-extend yourself so that you're attacked from multiple angles at once. As long as you avoid doing that, subduing the initial three foes shouldn't be an issue for you whatsoever.



But what about the fourth guy, the one that lied to Niko's face and then ordered he and his friends to speed off in an attempt to lose him? Well, after his three friends are dead, the game will issue a prompt letting you know that he's hiding in a nearby bathroom in the subterranean area of the park, just to the right of the pillars where his friends were slain. Head on in there and begin firing on the various stalls to find your mark. Once you do, he'll talk to you and beg for mercy and even offer a partnership, but you know what to do -- put a bullet in his head.



Now you can take a leisurely stroll through the park to seek out the area where Ray will meet you. It's located on your HUD as a yellow dot, and the location is on the bridge on Quartz Street, the street that splits Middle Park in half. You *could* boost a car and use it to get there via an alternate route, but running there is actually easier and quicker (just use some rocks to pull yourself up over onto the road as seen in a screen below). Once you get to the predetermined location, Ray will drive up, thank you for taking care of business, and speed off quickly. Another mission completed.



<<	105	106	107	108	109	110	111	112	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

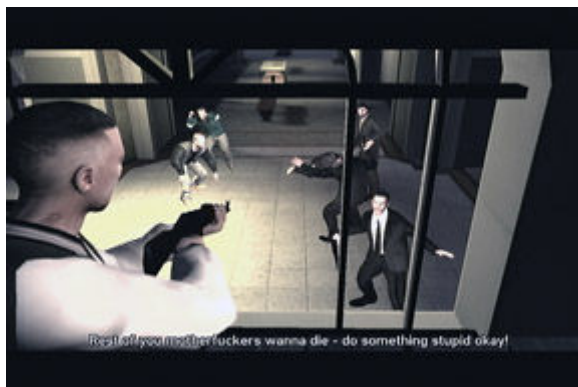
## Museum Piece

Ray

When you head to Ray's restaurant on Denver Avenue, you'll find him talking on a cell phone. But when he gets off, he immediately storms into the restaurant's kitchen and begins to scold Niko for not being there sooner, while he has to sit on the diamonds by himself. The two argue, and Niko decides to stick up for himself, telling him that continue to work for him, he needs a guarantee that he will help Niko find someone he's been looking for. The two finally agree, and then Ray gives Niko the rocks and instructions to meet another one of his contacts at a nearby museum.

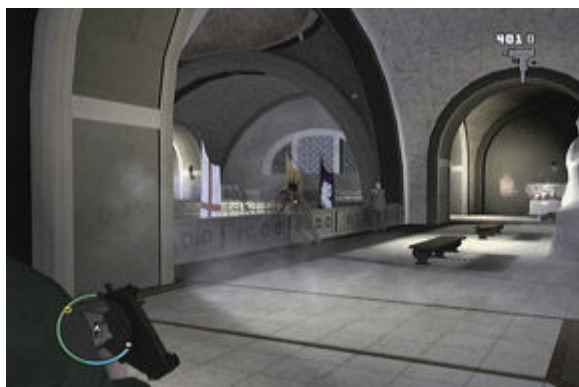
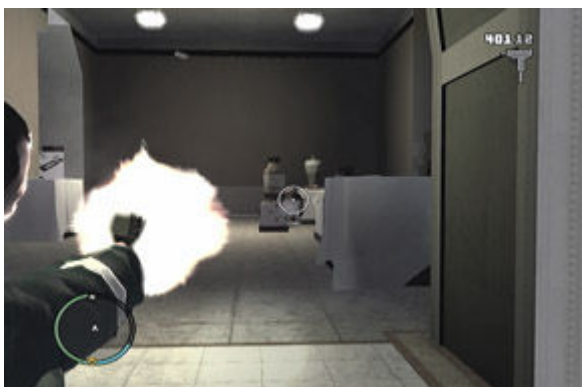
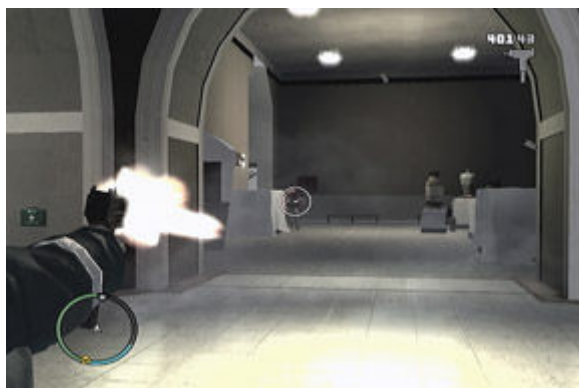
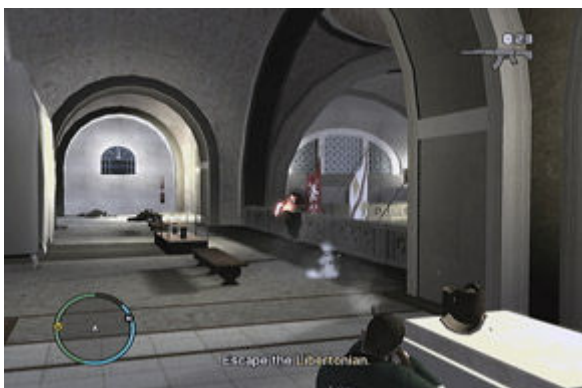


Once outside, jack a car and begin heading north to your location, a museum off of Columbus Avenue in Algonquin, a huge building that juts into Middle Park. You can basically take Columbus Avenue almost the entire way there (though you'll need to take a detour around construction), so it should be a straight shot. Once you arrive, ditch your car and head around back, where you'll meet up with Johnny, a familiar face we met earlier in the game. He'll bring you inside, where the interested parties will examine the rocks. But then, one is gunned down, and a third, hostile party will make itself known. To get out of here alive, you're going to have to fight your way out.





Wield your most powerful weapon and begin using the various cover (much of it priceless, sadly) to block enemy bullets from hitting their targets. You're on the second floor catwalk that overlooks the first floor, so the general idea here is to first clear the second floor of enemies, and then turn your ire on the foes down below in order to thin out their ranks before you proceed. How so many armed foes are inside of the museum blowing everything up without anyone noticing is beyond us, but nonetheless, make sure each and every enemy on the second floor is slain before heading to the first (so that none sneak up behind you later), and of course, thin out the enemy ranks below. This will help you significantly in just a moment.

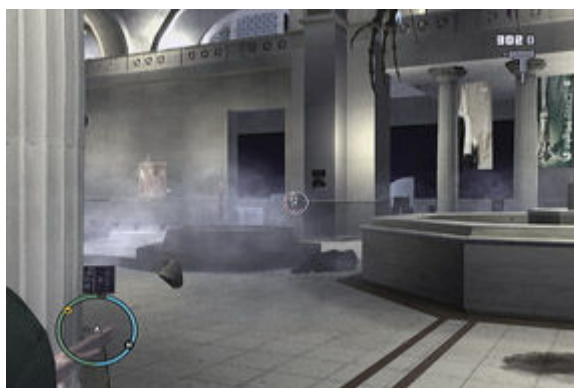
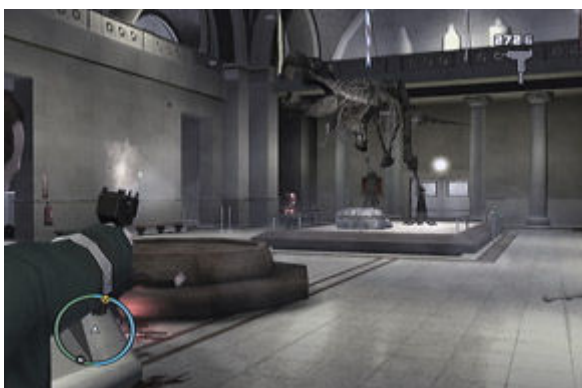
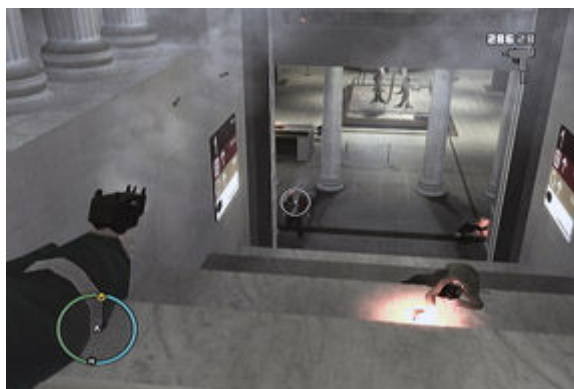


<<	105	106	107	108	109	110	111	112	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

# Museum Piece (cont.)

Ray

Once the second floor is clear, head to the staircase leading down to the first floor (you may be tempted to simply vault over the catwalk to the first floor, but not only will you get injured, but you'll land in the middle of a veritable hornet's nest). Hear, begin capping enemies that approach you. This acts as a great funnel to further thin out the enemy numbers below, since the gunfire will attract them to your location, where hold the high ground and can easily eliminate them. When the foes stop coming towards you, you can then run around the first floor and exterminate any remaining enemies you find.



With the coast clear, head out of the large white front doors, which will lead to another corridor where a few remaining enemies will be holding out. Then, run outside, but use cover wisely here, because while there are plenty of cars there that you can jack in just a moment, you should first clear the enemy ranks guarding those cars. Of course, we should have recommended earlier that you grab all of the enemy ammunition and weaponry that's dropped as you go, but you've probably already been doing that anyway.



All you have to do now is jump in one of the fast cars waiting at the side entrance/exit to the museum and lose the crew of guys that are following you. Thankfully, on the straight streets of Algonquin, you have plenty of ways to speed around. Simply knocking them off of your HUD should do the trick, but if any resilient foes stay on you well past the museum, you can turn violent on them to eliminate them once and for all. Once the enemy crews are lost, the mission is won.

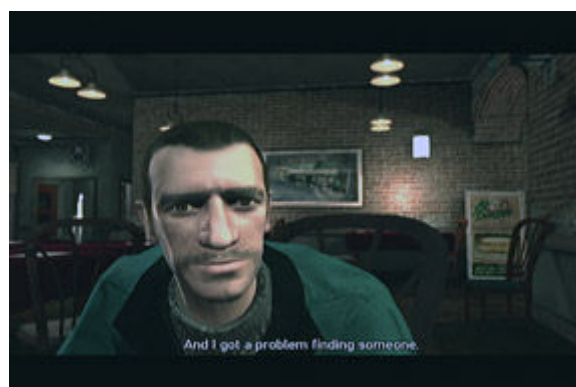
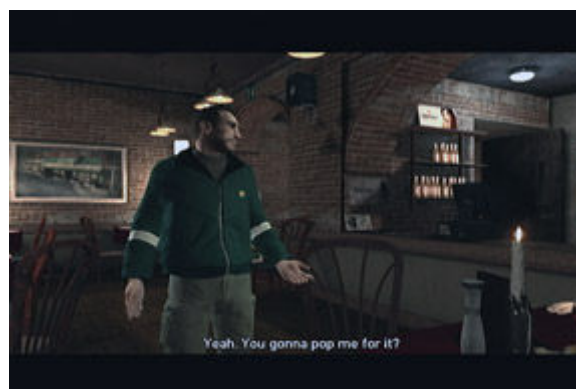


<<	113	114	115	116	117	118	119	120	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

## No Way on the Subway

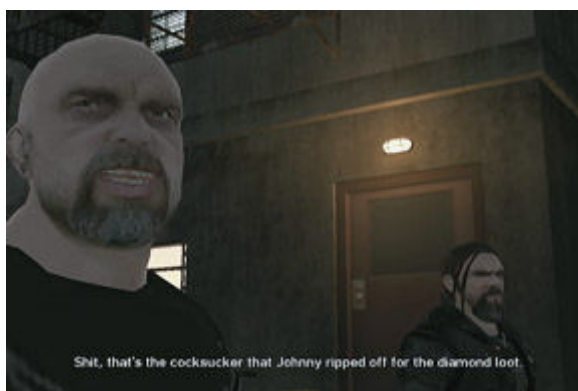
Ray

As soon as the previous Ray mission ends, Niko will give him a call and let him know the money and diamonds are both gone. It's clear that Johnny, the biker guy, has the cash, so Ray orders you to come back and visit him as soon as you can at his restaurant hangout on Denver Avenue in Algonquin. This is that mission. When you arrive, a friend of Ray's (who also appears to be his superior in their hierarchy) is sitting at a table, and the three men talk business. The fact is, the diamonds being gone is fine as long as the money is retrieved, and just like that, Niko is dispatched to get the money from the bikers so that they can return to the status quo.





Boost a car and begin heading to the alleyway between Vauxite and Wardite Streets (squeezed in between Denver Avenue and Exeter Avenue). The drive there is moderate in length, but you should have no issues getting there. Once you arrive, two of Johnny's biker friends can be found. Niko approaches them and asks for the money they owe Ray, and when they refuse to cough it up, Niko is forced to follow them on a bike as they speed off on bikes of their own.



The men are represented as red dots on your HUD. Holster your gun (since you won't be able to shoot them just yet) and save your bullets. Instead, concentrate on following them as they weave around various Algonquin streets. This mission is fairly forgiving, thankfully, and even though your targets are on fast bikes, they won't go too fast that you won't be able to keep up with them, even if you fall once or twice. Just don't let them stray *too* far, or you will lose. But keep in mind that you don't need to stay right on them to fulfill the game's requirements.

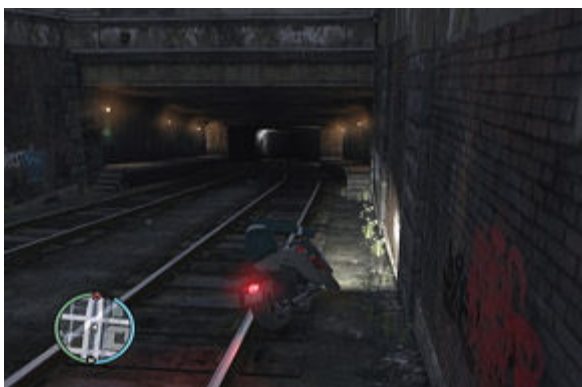


<<	113	114	115	116	117	118	119	120	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

# **No Way on the Subway** (cont.)

Ray

Eventually, these maniac bikers will jump off of the road and head into a subway tunnel that leads eastward to the Broker/Dukes island. You're going to have to jump down and join them. If you're too far away to see how they access the tunnel easily, then just look at the crumbling wall segmenting the road off from the fall to the tunnel. This can be easily jumped on a bike, and when you land below, simply turn the bike around and begin heading into the dark, dreary tunnel. The game will prompt you on how to use your bike's high-beams if you need them, but don't even worry about that. Instead, worry about keeping on them and dodging subway cars that are going in both directions (the latter will kill you instantly if you run into them). You can also go ahead and finally wield your gun (preferably an Uzi) and take out one of the bikers at this point. Not both of them can be taken out, however, so holster your gun once more after one has fallen (and be absolutely sure to dodge the corpse and the bike so you don't take a fall of your own).



Eventually, you will end up on the Dukes/Broker island and will emerge from the subway tunnel. Now, you're biking on an elevated subway trestle, but you'll still have to dodge subway cars. The lone biker remaining will then veer off towards the left, down a small pathway, down some stairs, and back on some regular roads. Once he does this and you follow, the chase is nearly over. He'll continue to keep his distance, but once you're within close range of him, you can begin firing at him. A few bullets will take him down, and you can then get off of your bike and do any necessary additional damage to kill him (if he's not already dead). With both bikers thereafter eliminated, the mission concludes.





<<	113	114	115	116	117	118	119	120	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

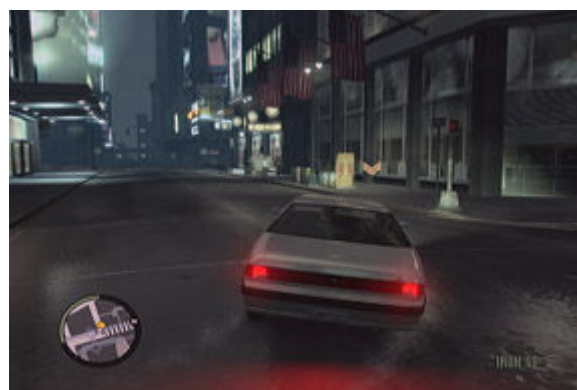
## Weekend at Florian's

Ray

As soon as the previous Ray-induced mission concludes (the one entitled "No Way on the Subway"), Niko will phone Ray and let him know that the two bikers are dead, but that Johnny, the biker who absconded with the money, is no where to be found. Ray has some news of his own for Niko as this phone call progresses, since he's managed to track down the guy Niko's been looking for. This will make the upcoming mission not an optional one to undertake amongst other missions in a varying order, but one you're thrust into automatically. As soon as the news is digested by Niko, he calls Roman and tells him he's going to come through and pick him up at the safe house in Algonquin on Albany Avenue. So, go ahead and do that now.

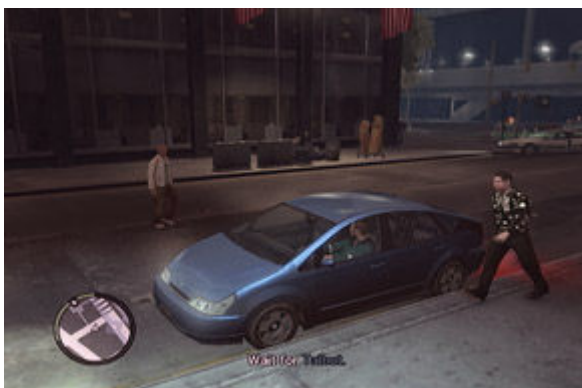


Once you've picked up Roman, the two will discuss how Niko's mark has been found, but how they have to use an intermediary to get to him, someone that Roman is actually familiar with from the backdoor card games he plays. The guy we're seeking out is a painter who has his stuff set up on the corner of Iron Street and Columbus Avenue, so drive there (using the GPS on your HUD). Once you arrive, Roman and Niko will hassle the guy a little bit until he gives up the pertinent information, but to show you where your mark (Florian) lives, he's going to have to come with you to show you the location you seek uptown.

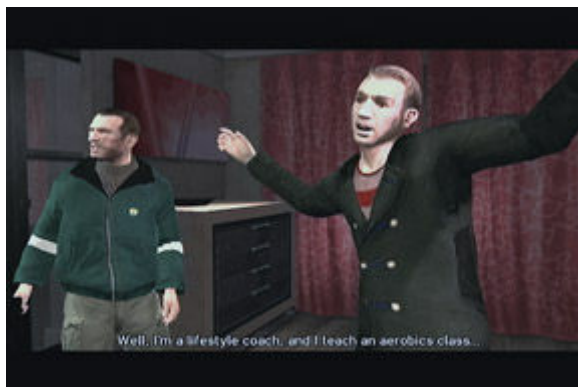
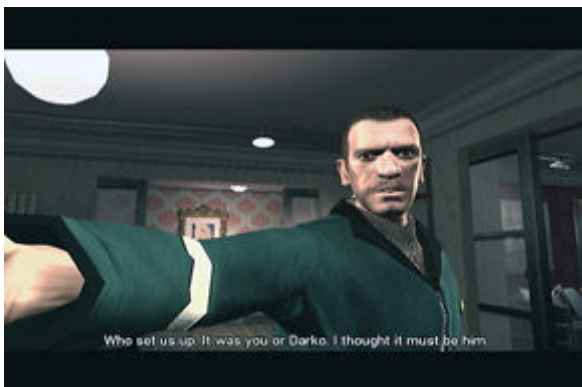
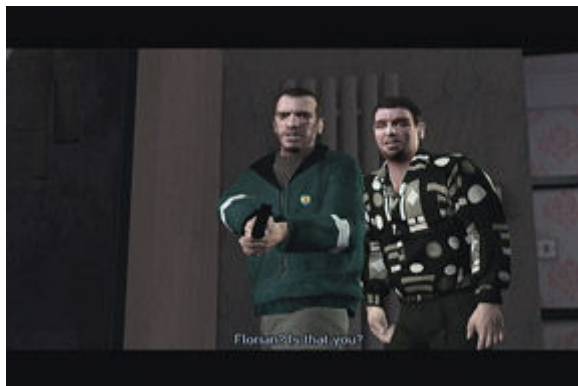
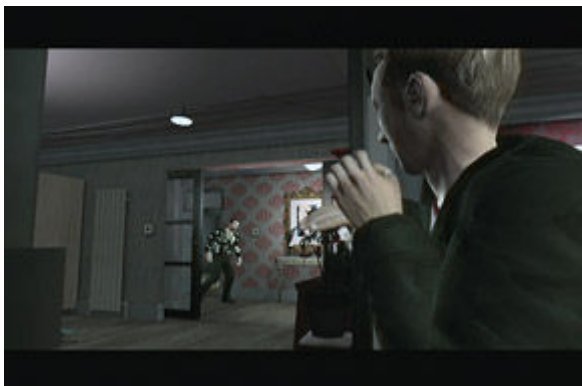




The game will prompt you to find a four-door car, so make that your first priority. Once you've found one, you can then go back to where Roman and our informant are located and scoop them up (a four door sedan should be right across the street, in fact). This opens up a unique little journey to your location. Your destination *won't* show up on the HUD. Instead, your new friend here will give you directions -- vague ones -- that will eventually get you to where you need to go. Of course, if you go too fast or go against oncoming traffic, he'll refuse to give you directions. If you want to cut to the chase, simply head to Ivy Drive South on the west side of Algonquin. That is where Florian's apartment is located.



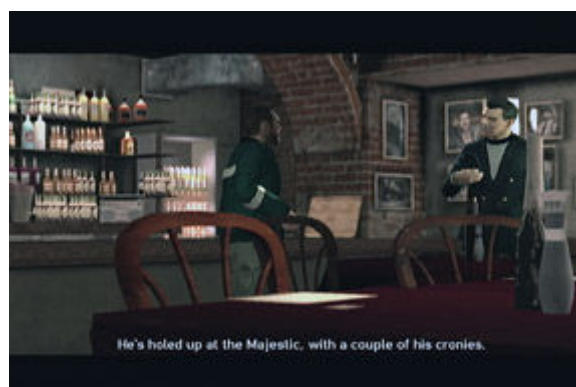
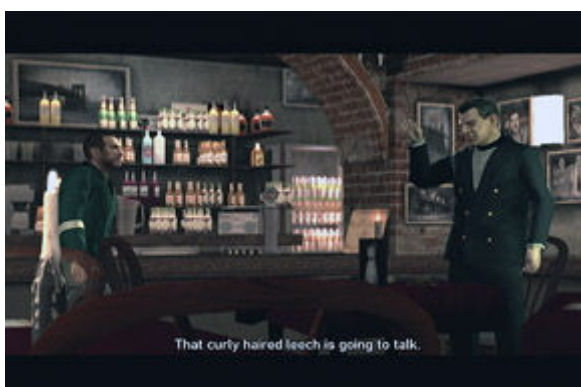
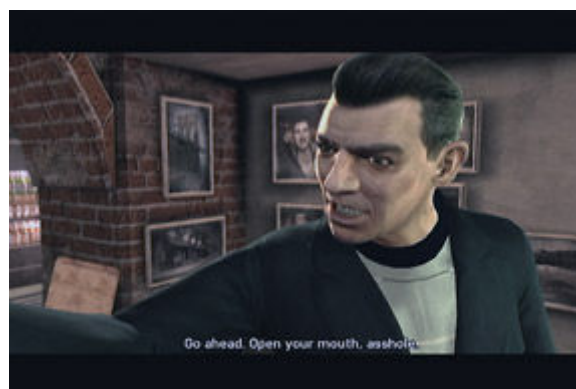
Niko and Roman get out of the car and, wielding a firearm, Niko busts into Florian's apartment. This is indeed the Florian you've been looking for, but when Niko and Roman are finally able to speak with him, they realize that he's changed a bit from when they last saw him. What's more, when they continue to speak, it is revealed that Florian isn't the man Niko is looking for, after all. It appears that another man the two worked with named Darko is the one that Niko will be after next. When Roman and Niko leave the apartment thereafter, Niko swears vengeance on Darko, and the mission will then end, leading you back to the more normal GTAIV mission style of choosing where to go next.



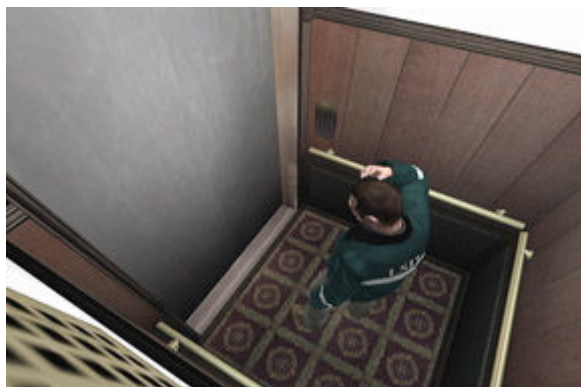
<<	113	114	115	116	117	118	119	120	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

Late Checkout	Ray
---------------	-----

When you return to Ray's place on Denver Avenue in Algonquin, it will appear that he's in a bit of trouble. He's speaking on the phone to one of the diamond dealers, who's threatening his life. Ray doesn't take too kindly to threats, so as soon as Niko walks in (after he throws his cell phone at one of the waiters in the restaurant), he asks him to go to the north end of Algonquin, where he can eliminate the jeweler and his friends before they start talking to the wrong people about the lost diamonds, the lost cash, and what happened. Niko readily agrees to the offered mission, and walks off to get the ball rolling.

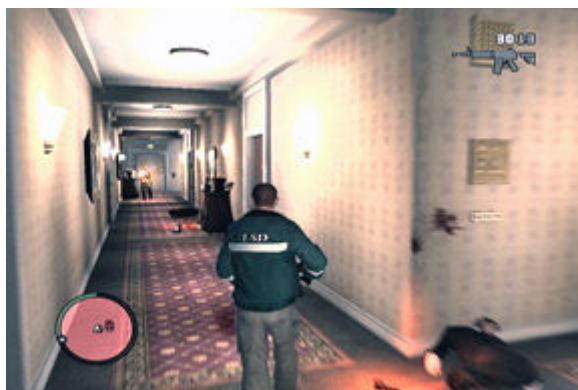


Once outside, boost a car. Your destination is the Majestic Hotel, which is located at the north end of Algonquin on Nickel Street, which borders the southern edge of Middle Park. The drive there should be a relatively simplistic one, so we're not too concerned with you getting there. Once you arrive, Niko will walk into the hotel automatically, and then the game prompts you to find a way to get upstairs, where some epic battling with the diamond dealer's thugs can begin. Doing so is easy enough -- simply take the elevator upward to proceed.





As long as you're not wielding a gun when you arrive on this floor, the guys waiting around the hallway won't attack you immediately. But as soon as you walk forward and/or draw a firearm, they're going to begin firing. You have to work quickly here, because you're caught in a tight corridor with no where to hide. Use what cover you can as you head forward (being sure to grab dropped weapons and ammunition as you head forward), and make quick work of the foes you encounter so that their more potent firearms don't rip you apart too badly. At the end of the hallway, bust through the door on your right, killing foes in between you and the door, and run up the stairs to the floor above.



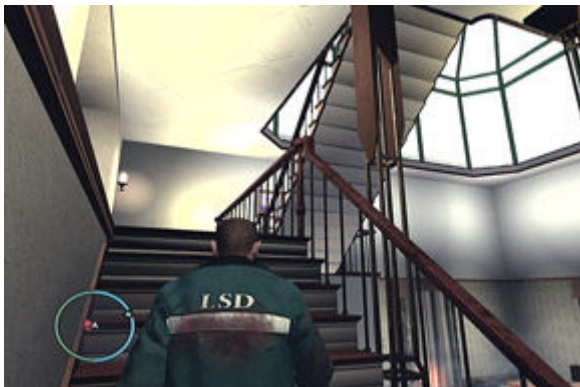
<<	113	114	115	116	117	118	119	120	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

Late Checkout (cont.)	Ray
-----------------------	-----

You can't go up more than one flight of stairs, so once you've climbed up, bust through the door and kill more foes guarding the door on your left. As you head through the door, you'll find yourself in a small room with no enemies, so catch your breath, and then run into the next, wide open room where a plethora of foes are waiting for you. If you have grenades (and some skill using them), you can cook a grenade, bust through the door and then toss it to nullify many of the enemies immediately. Otherwise, bust on in and take cover behind the couch right in front of the door as you methodically kill all of the enemies in the room. As usual, automatic weapons work best here, but you may have to work with whatever you have currently, especially if you've been recently arrested.



When the living room is cleared, you can push your way forward to the dining area, with the kitchen shooting off to your left and a staircase leading up to more floors. If there are any remaining stragglers in the dining area, eliminate them, and then carefully approach the kitchen to kill a couple of guys hiding in there (or better yet, chuck a grenade in there and kill them instantaneously). When all is cleared on that floor, you can then run up to the floor above via the staircase. Bust into the first room you encounter, where a lone thug and his girl are hiding. Kill the thug (you can kill the girl, too, if you're feeling extra vengeful), and then run up to the roof.



Once on the roof, there's little standing in between you and Isaac, your mark. You can take out his friends at your leisure, but once Isaac is killed (he's usually standing near the grill), the game will order you to fall back and escape the hotel in one piece, a surprisingly easy feat, even if the cops are now aware of the melee ensuing. As long as you didn't leave stragglers behind, you should only run into new enemies back down in the living/dining area below. Once you clear through a few of those new guys (who are packing heavy guns), you can bust through the door, run all the way back down to the stairs, down the initial corridor and to the elevator. Hail the elevator, take it down to the lobby, and boost a car once outside, speeding away from the hotel. Even if you have a wanted level, all it takes is driving away from the hotel to bring this mission to its successful end.



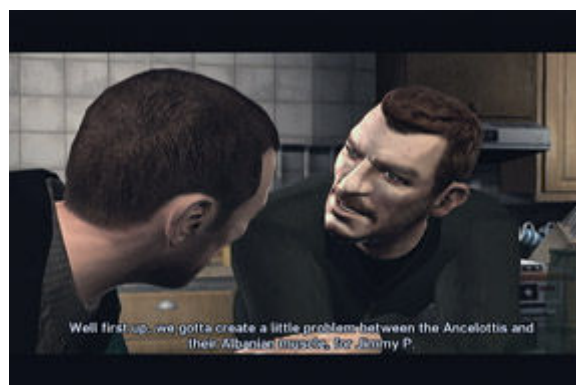
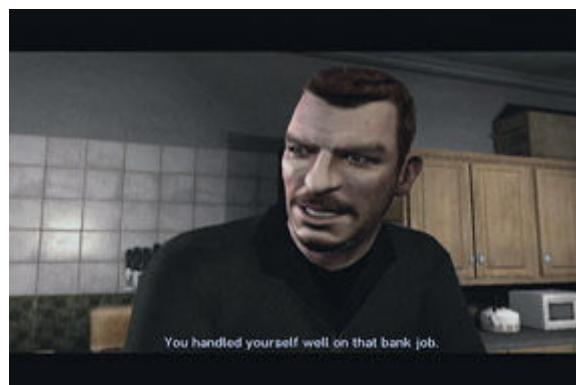


<<	113	114	115	116	117	118	119	120	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

## Actions Speak Louder Than Words

Gerry

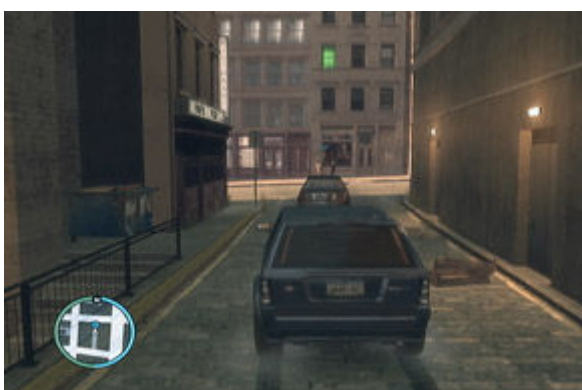
Remember Packie's brother Gerry, one of the guys from the bank heist? Well, if you go and visit him at his place off of Bunker Hill Avenue in Dukes, you'll be able to get some missions from him. The first mission he asks you to get (as he chugs half a bottle of whiskey before your very eyes) involves some dirty work. Some *really* dirty work. Gerry has located a car bomb that will be placed on the car of a rival crime syndicate. It will be detonated in such a way that another syndicate, and not the Irish guys you're currently dealing with, are blamed for the attack.



The first leg of our journey involves retrieving the bomb Gerry procured. It's located in an alleyway in between Incheon Avenue and Dukes Boulevard, which is pretty close to Gerry's place. Boost a car and follow the GPS along the brief route to the alleyway, and grab the bomb marked by a turquoise arrow hanging over it. Once you grab it, Niko will then call Gerry, and the next leg of our adventure will begin.



Your destination isn't in Dukes or Broker, so you're going to have to take the East Borough or Algonquin Bridges to head to Algonquin, where the car we have to rig is located. Either way, the GPS will take you to where you need to go. Once you arrive at your destination, which is located off of an alleyway attached to Garnet Street near the southern end of Algonquin, the fun will begin. Get out of your car and approach the car targeted on your HUD. Head to the back end of the car and follow the on-screen prompt to place the bomb, and then make way to your car and head out of the alleyway before the gangsters return to their vehicle.

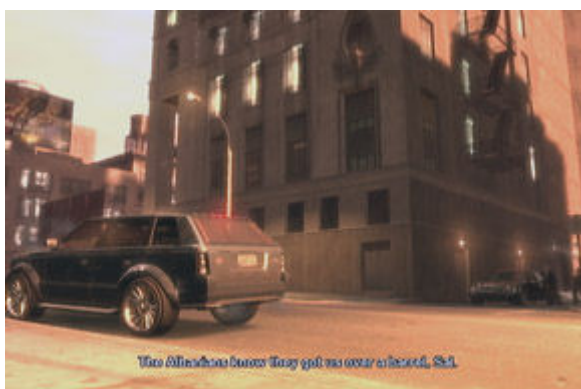


<<	113	114	115	116	117	118	119	120	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

# **Actions Speak Louder Than Words** (cont.)

Gerry

Drive your vehicle around the block to the front of the building as marked down on your HUD. When you do, you'll see the mobsters walk out of their meeting and get into the car you just strapped a bomb to. Now, it's time to follow them to their destination. They'll take a long, roundabout way to get there, and we won't even tell you where they're going to end up (so you avoid the urge to skip ahead to the location, which won't work). So, just follow them, but don't get too close, and don't stray too far. Definitely lean towards the latter, though, since the game will warn you if you're too far away, at which point you can just step on the gas and catch up.

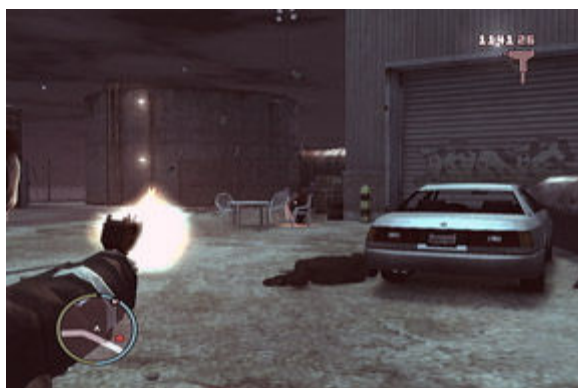
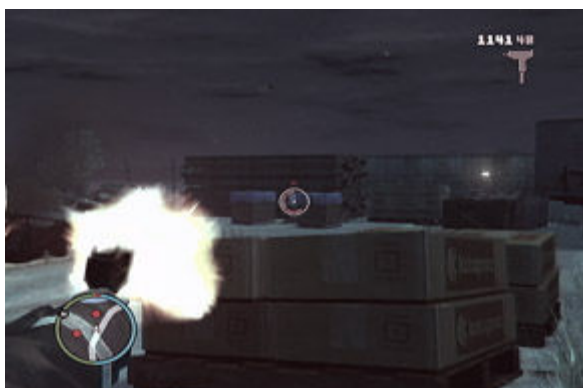




When you arrive at your destination, which is one of the mobsters' compounds, you'll see them park their car and then they all will congregate. Now seems like a great time to detonate the bomb, since Gerry made sure you knew that none of them should live. So, get out of your car and head onto the slight hill across from the compound. Once you arrive at the designated spot, break out your cell phone and call Gerry. Choose the "Detonate" option, and the bomb will explode in glorious fashion.



The bomb will cause a massive amount of damage and take many lives, but there's going to be some remaining foes that weren't killed in the blast. The game will instruct you to eliminate any remaining foes, which are represented on your HUD as red dots. So, break out an automatic weapon and run towards the compound to mow down the stragglers. There's plenty of cover for both you and your enemies to work with due to the explosion's debris, so use it wisely, and navigate around it to nullify all enemies. Then, to fully complete the mission (at which point a phone call to Gerry will occur), grab a nearby car and lose the cops.



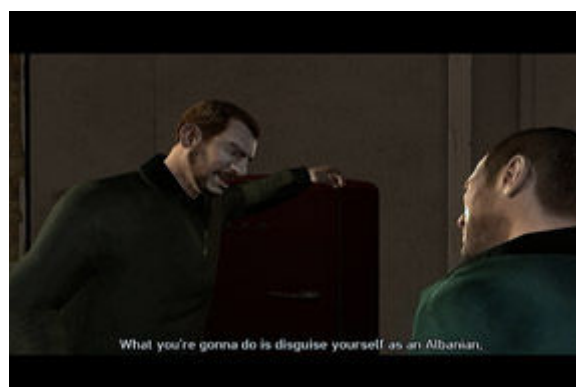


<<	113	114	115	116	117	118	119	120	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

# I Need Your Clothes, Your Boots, and Your Motorcycle

Gerry

Head over to Gerry's place near Hancock Street in Dukes. When you arrive, Kate will greet Niko at the door, and the two will have a brief conversation as Kate's (and Gerry's, and Packie's, and so on) mother invites you inside. After the conversation ends, Gerry will take you into the kitchen where a pretty serious offer is sent your way. Gerry seems to be under some heat, and someone is watching him. But, he wants Niko to go undercover in the Albanian's gang (the body of the guy you're gonna go undercover as is stuffed in Gerry's fridge), and Niko accepts the offer. He even gets a nice change of clothes.



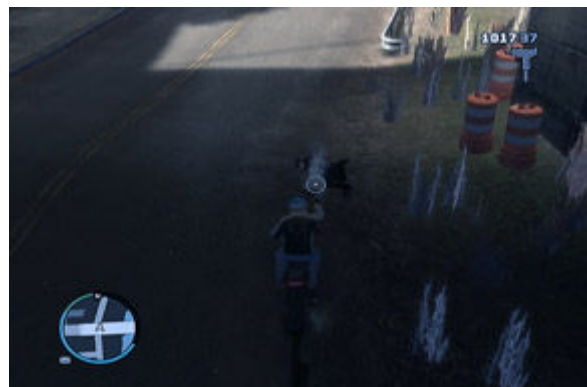
Once outside, the game will prompt you to head to a nearby motorcycle, marked as a turquoise circle on your map. Walk over to it, get on, and the GPS will show you the route you should take on your HUD. Your destination is over in Algonquin, at the corner of Denver-Exeter Avenue and Manganese Street. The route the GPS gives you will bring you from Dukes, over the Algonquin Bridge (via Colony Island) and into Algonquin. From there, getting to your destination is easy.



After arriving at your destination, you'll see the end results of a scuffle, and then one of the bikers will jump on his motorcycle and speed off. The game will order you to follow him and eliminate him, so do so. Now, this gets a little sketchy, because we fired on him a lot with our Uzi and didn't seem to do any bodily damage to him, but we did mess his bike up quite a bit. So, we recommend holding your fire and following his speedy, convoluted route. Be extra careful, because as you probably know by now, hitting a car or other object while on a motorcycle can be beyond disastrous, and if you fall too far off of your enemy's tail, you'll lose automatically. So, drive as quickly as you can, but be cautious as you pursue him.



The chase will eventually bring you over Hickey Bridge at the northwest portion of Algonquin and into Alderney. It's at this point, when you start going from one borough to the other, that you should wield your Uzi or pistol and begin firing away at your enemy. He'll now be susceptible to attack, so taking him down with some well-aimed shots shouldn't be an issue. Once he's fallen, he's likely not dead, so run him over a few times, or point-blank him with some Uzi rounds like we did. Either way, once he stops breathing, the mission comes to an end.

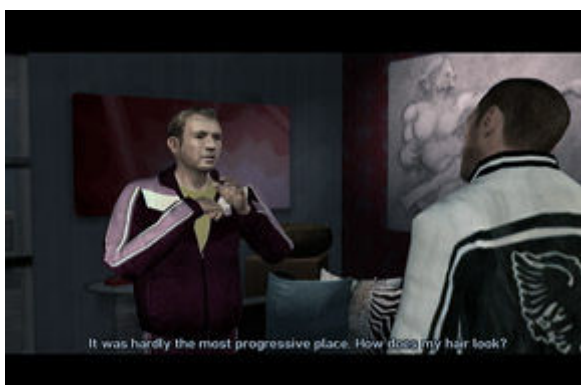
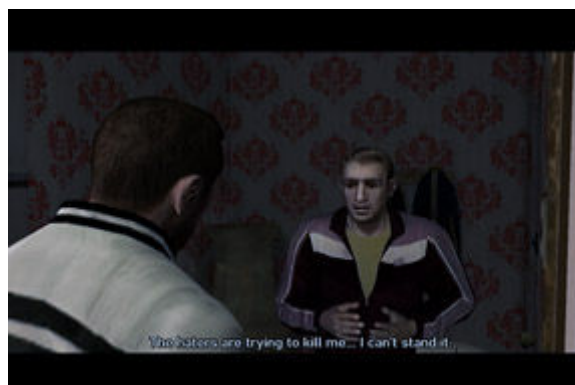


<<	121	122	123	124	125	126	127	128	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

## Hating the Haters

Bernie

Remember your old friend Bernie? He's the guy we met earlier who Niko knew back in the old country, and he's come to American and, well... he's changed. Regardless, if you head to his place in Algonquin on Ivy Drive South, he will contract you for a series of missions. When you first arrive at his place, he'll be freaking out, claiming that every time he goes out and does anything, he is threatened by an unknown person. Niko agrees to help out by setting a trap, of sorts. He wants Bernie to get attacked while he's nearby, so that the person can then be dealt with.

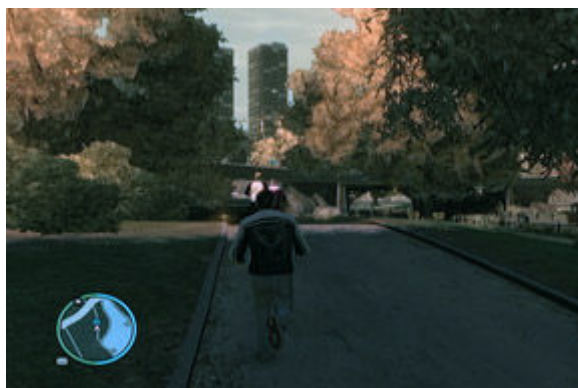




Once you're outside, Bernie will tell you that the two of you should head to Middle Park, since that's where the unknown assailant finds Bernie when he's out. So, boost a car if you don't already have one and take the brief drive over to Frankfort Avenue (as the GPS instructs you), a street bordering the western edge of Middle Park. Once here, Bernie will begin jogging and you'll have to follow him to lure out the hater.



Let Bernie jog a little ahead of you, and then begin to follow him, being careful not to get too close. Keeping up with him shouldn't be a problem at all, since he isn't running that fast, and he'll run into people on the path that will slow him down from time-to-time. After just a few moments of following him, Bernie will run into a tunnel. A cutscene will then ensue, and the hater Bernie described will attack him with a baseball bat. Niko is right around the corner, though, and threatens the hater with retribution. It's at this point that the hater runs away, forcing you to chase him.





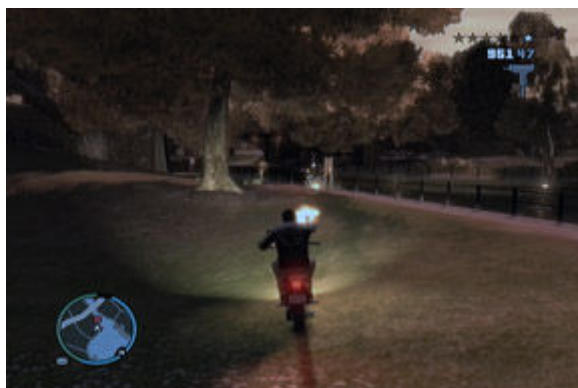
<<	121	122	123	124	125	126	127	128	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

Hating the Haters (cont.)	Bernie
---------------------------	--------

Now, it's important to have something like an Uzi equipped even before that cutscene occurs, because the goon will run off as soon as you gain control, and you'll have to run after him quickly, which won't give you an incredible amount of time to toggle between your weapons. Run up the stairs in pursuit of the foe, and you'll hear him take off on a scooter. You'll have to do the same, but before you do, point your weapon at him and fire at him. You won't take him down, but you will diminish his health significantly, making your life easier later.



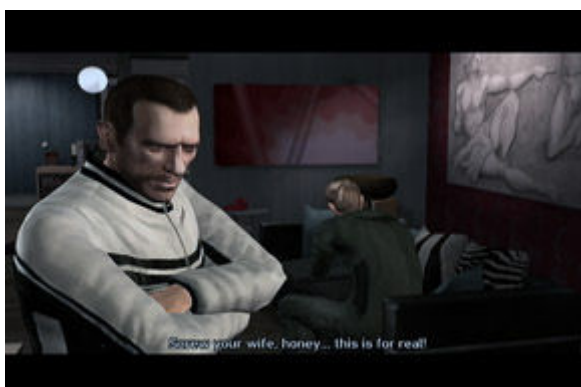
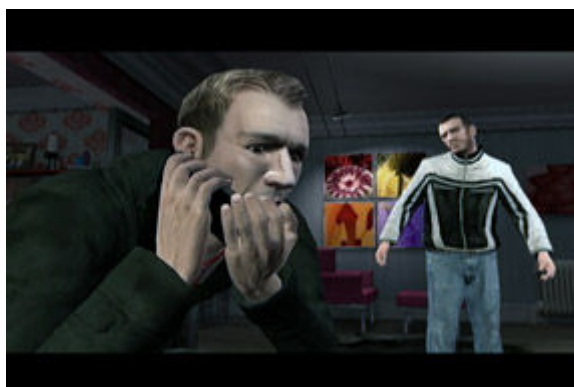
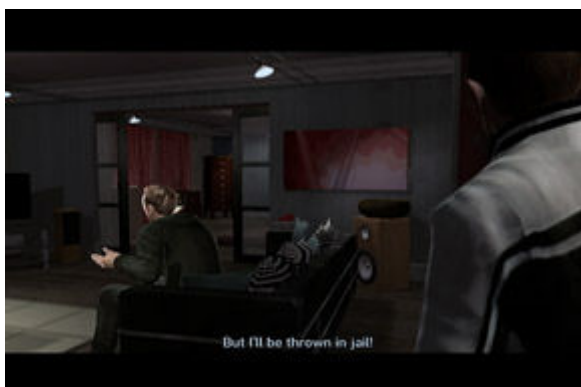
Give chase with a nearby scooter. It won't be high speed, obviously, because the scooters can't reach top speeds, but you'll have to keep a close eye on your HUD, because your enemy won't be using roads. He'll be using paths and parks and all sorts of other things. When he starts to slow down and talk to you (telling you to leave him alone), that's your cue to put the final few bullets into him, ending his life. However, you likely managed to get some cop attention at this point, so be sure to lose them as you head to southern Algonquin, where Bernie wants to be dropped off at the Perseus high-end clothing store on Amethyst Street.



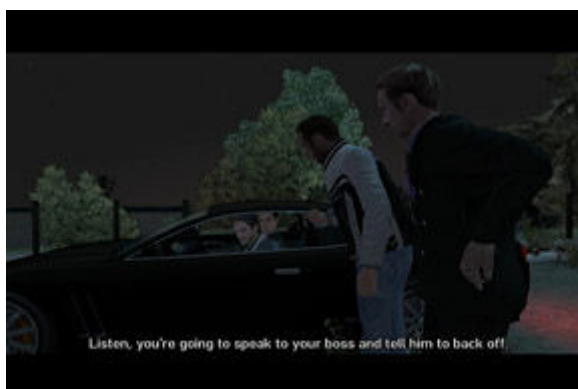
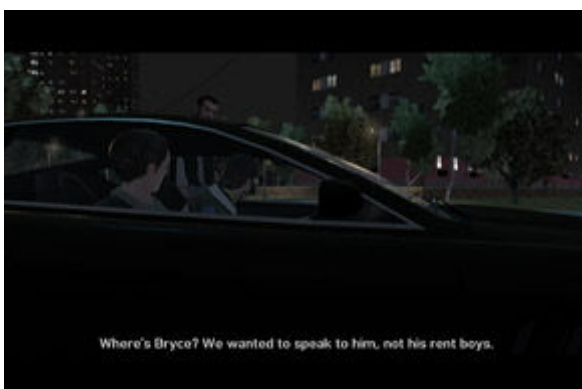
<<	121	122	123	124	125	126	127	128	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

Union Drive	Bernie
-------------	--------

Go back to Bernie's place on Union Drive West, and head on inside. Bernie will be on the cell phone with his secret boyfriend, the deputy mayor, and it appears the two of them are in trouble. Someone is using the deputy mayor's relationship with Bernie to blackmail him, and it could mean the end of their relationship, not to mention the end of the deputy mayor's career and marriage. Bernie is freaking out, but Niko agrees to help him out and the pair head outside, where a car should be promptly boosted.



Bernie will likely instruct you to steal a "big, intimidating" car, but just ignore him and steal what you can (there was a sports car parked down the street that we boosted, and in fact, a fast car should be a priority here). Once in the car, your destination will appear. You'll have to head to the northwest section of Algonquin, where Grummer Road and Walnut Way run into one another near the Northwood Heights Bridge heading to Bohan. When you arrive at this secluded location, some agents of the blackmailer will show up. It appears the blackmailer is none other than Dimitri! They refuse to back down after Niko threatens them, and then they speed off. It's time to pursue these guys and put an end to their rumor mill.





<<	121	122	123	124	125	126	127	128	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

Union Drive (cont.)	Bernie
---------------------	--------

This chase, like so many others in the game, requires you to simply stay on your target. You don't have to try to run the target off the road (not that you'd be able to catch him anyway) or shoot at him. Holster your gun and concentrate on the road. This chase has an unusual amount of events that occur each time you play through, such as crashing vehicles spiraling out of control and incessant intersection congestion. Thankfully, this is a forgiving chase, so if you fall far behind, you can always catch up. That doesn't mean that you should fall *too* far behind, however, or an automatic mission failure is right around the corner.



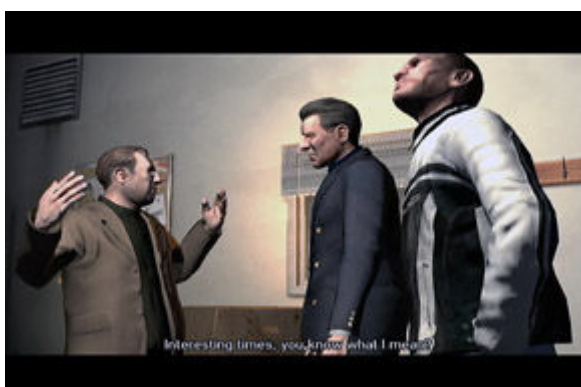
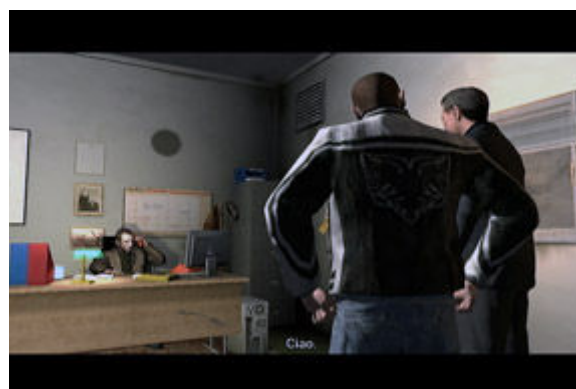
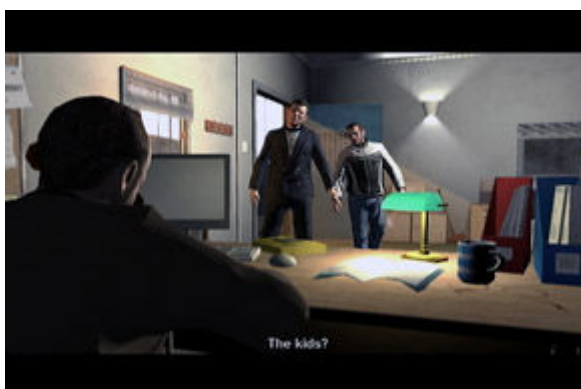
Eventually, you'll find yourself on the west end of Algonquin, when the enemy's car loses control. They'll crash in a small park off of Castle Drive. When they do, Niko will tell Bernie to stay put. Get out of the car and head towards the two red dots on your HUD in the park. These dots represent the car's driver and passenger. Both are armed with pistols, but can be easily picked off with any weapon in your arsenal. Once they're slain, go back to the car where you left Bernie, get on in, and head back to Bernie's place on Union Drive West to conclude the mission.



<<	121	122	123	124	125	126	127	128	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

Truck Hustle	Phil
--------------	------

There's a guy named Phil Bell, a friend of Ray's, who will offer you some work over in Alderney. To get to his location, use Roebuck Road on the east side of the borough and bust on through some chain link fences to get to his office at the docks. You'll arrive with Ray at your side (even though he wasn't with you when you came here), and he'll introduce Niko and Phil so that the two can work together. Phil tells you that the Triads have some drugs that they consider cursed, and that they want to get rid of it no matter the cost. Instead of paying the paltry amount of money for it, however, Phil orders Niko to steal it. Niko accepts, and just like that you're off.



Boost a car somewhere along the docks (there's a pretty nice luxury car right near where you'll regain control) and bust your way back through the suddenly-rebuilt chain link fence to the roads of Alderney. Your destination is an alleyway in between Long John Avenue and Manzano Road at the north end of the borough. When you arrive, run up the stairs to the yellow arrow, and watch as the drug syndicate drives the truck up into the alleyway, along with a bunch of other cars full of armed thugs. Not surprisingly, you're going to have to do battle with these guys.





You'll automatically be hidden behind a wall, and until you make yourself seen or start firing, no one will know you're there. We recommend that this battle starts with the chucking of a well-cooked grenade, one which is aimed at the vehicles in the middle of the alleyway. A few well-placed grenades will not only eliminate many of your enemies right off the bat, but will send their vehicles into rampant explosions, eliminating many of their sources of cover. You can then come out from the wall and begin capping enemies violently as you proceed forward to the location of the truck. But no matter how many enemies are left alive, as soon as you approach the truck, it will speed off.



<<	121	122	123	124	125	126	127	128	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

# **Truck Hustle (cont.)**

Phil

Follow the on-screen prompts and quickly run down the street after the slow-moving truck. When you get close enough to the truck, Niko will automatically grab hold of it and the game will begin prompting you to pull yourself onto the roof. Follow those instructions and then use further button controls that flash on the screen to stay on top of the truck as it twists and turns down the streets of Alderney. Do all of this while pushing yourself forward towards the cab of the truck. If you fall back to the side of the truck, boost yourself back up and keep on pushing forward.



When you push forward far enough, Niko will automatically kick his way through the passenger window, kill the driver of the truck, and take control of the vehicle. From there, you'll get a call from Phil, who will tell you to bring the truck over to his nephew's place as a "wedding present". Follow the GPS route on your HUD to get to a series of dirt roads on the northeast side of the borough, off of Beaverhead Avenue. Once you arrive, the truck will be handed over to Phil's nephew, and the mission will end.









On your HUD, you'll see a destination that you're supposed to drive there. The drive over is uneventful enough, with some conversation back and forth between the two old friends. But you know this isn't going to be a mission of "fun", and your instincts will be proven right once you get to your destination. Some Russians wielding automatic weapons will drive up in a speed boat of their own, and they'll open fire on you. Naturally, Niko isn't going to let that slide, and once you regain control of your boat after this cutscene ensues, you'll have to give chase.



<<	121	122	123	124	125	126	127	128	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

# Buoy's Ahoy (cont.)

Bernie

As usual, you'll want to save your ammunition during this chase, holstering your weapon to concentrate on driving the boat. Driving the boat is more difficult, obviously, than driving any car anywhere in the game, and you are unlikely to be able to maneuver your boat in the same ways that the CPU maneuvers theirs. So, try to stay out of close quarters boating as you go, taking more open parallel routes as you stay on the tail of the aggressors. Dodge any ships that drive in between you and your target, as well, and remember to keep an eye on your HUD if you lose track of the boat, since the red dot on the HUD will represent the ship's location.



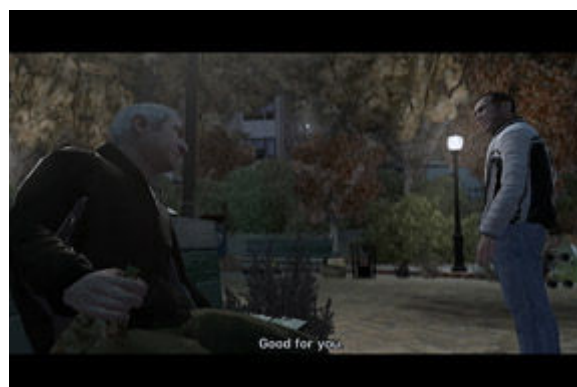
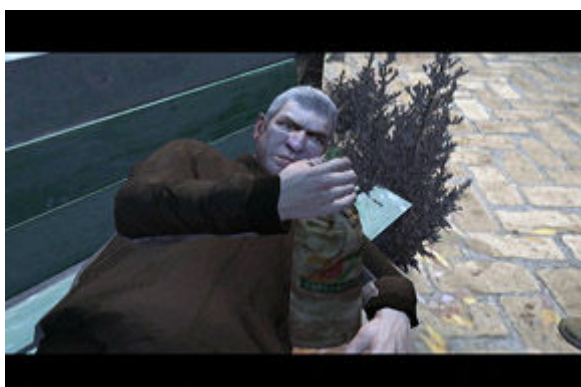
Eventually, the ship will dock on the Dukes/Broker shared island. You should dock your boat too and give chase, on foot, of the three culprits from the ship. Wield an automatic weapon of your choice and choose one of the three red dots on your HUD, as they will spread their positions out. The layout of the terrain is uneven, so try to approach each enemy from high ground if possible. When all three enemies are eliminated, the game will prompt you to head back to Bernie in the boat. Do so, and he'll take off, leaving you on your own. But not before thanking you for a job well done, of course!



<<	129	130	131	132	133	134	135	136	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

Smackdown	Derrick
-----------	---------

Head to Alderney, where Hardtack Avenue and Lee Road intersect with one another. Nearby (as seen on your HUD), you can find a guy named Derrick lying on a bench in the park, drunk and doped-out. Speak with him, and he'll soon come to his senses, asking Niko to help him out with a mission of retribution. Niko seems to have a soft spot for this drunkard, and agrees to help him out (not to mention he's related to Packie, Kate, and others, so...). And just like that, yet another new contractor sends you out on your way.





Your first order of business is to find a cop car, because you're going to need to access a cop car's computer. As you certainly know by this point in the game, there are hard ways to do this and there are relatively easy ways to do this. If you're not using cheats (and you shouldn't), finding a parked cop car which you can break into is optimal, but there's another way if you're having problems. Find a cop car and bump it with your own car. This will cause the car to stop and the cops will get out. Then, jump into their car and speed away. This should only leave you with a one star wanted level that you can easily lose.



Once you have a cop car and have lost any wanted level you may have accrued, access the computer and look up the name the game prompts you to check out -- Bucky Sligo. After looking this criminal up, you'll find out that his hang out is over at a branch of the Burger Shot chain at the far north end of Alderney, where Owl Creek Avenue runs into Sacramento Avenue. Head over to that location after adding it to your GPS, and watch as Bucky runs off to find his friends and protect himself from arrest, just as Derrick hypothesized. Keep in mind that you need to keep your cop car *after* looking him up in order for this to work. He has to think you're the cops, not just some dude.



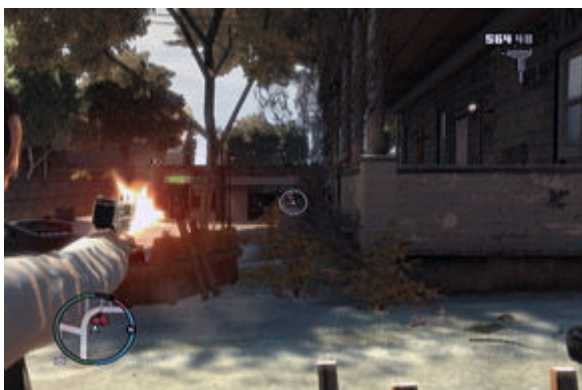
<<	129	130	131	132	133	134	135	136	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

Smackdown (cont.)	Derrick
-------------------	---------

Bucky will dash off in his vehicle, so follow suit (just stay in your cop car, as it's plenty fast for this unusual chase). Instead of bringing you along the many wide open streets of Alderney, Bucky will take a nervous route through backyards, over dirt roads, up and down drive ways, and through various fences and other obstacles. This makes the chase unusual, as earlier mentioned, but it also makes it nice and slow and easy to follow, even if you crash a few times. Don't fret this chase at all -- it's a hard one to lose.



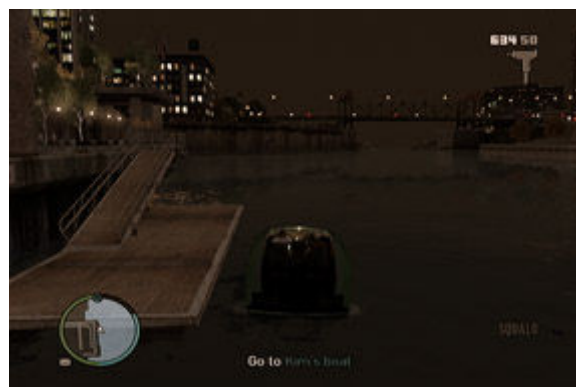
The chase will conclude at what appears to be an abandoned house at the northwest end of Alderney, on Beaverhead Avenue. However, this house isn't very abandoned as will soon become evident when Bucky and his friends open fire on you. Bail out of your car and begin taking out the sentries outside of the building. When they're eliminated, you can then bust through the front door and begin taking out the enemies inside the wide-open first floor. There's little cover to work with, so either rush inside and find some, or better yet, prime your entrance with a well-cooked grenade. That'll send 'em flying! Once all is quiet on the first floor, run up and kill Bucky, and then run out of the house. For the mission to end successfully, you have to lose the two star wanted level you earned with all of the shooting. Your best bet for such an endeavor is the muscle car sitting in the driveway. Once you lose the cops, you'll call Derrick and end a successful mission.



<<	129	130	131	132	133	134	135	136	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

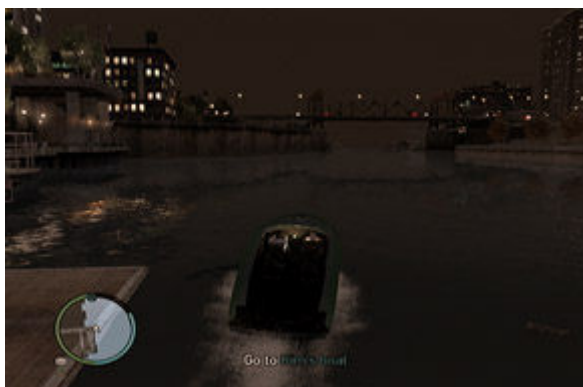
Babysitting	Derrick
-------------	---------

There's a tunnel called the Booth Tunnel that connects the center segments of Alderney and Algonquin. Head to the Alderney side and seek out a dock nearby (it'll be marked on your map as a place where Derrick is waiting for you). When you arrive at this sketchy location, Derrick will pull up in a speed boat and invite Niko to get on in. So, do so, and you guys will quickly be off on your mission.





The first leg of this water-based mission will force you to head north up the West River in between Algonquin and Alderney. A turquoise dot will appear on your HUD as soon as you get into the boat, so head north towards it while Derrick and Niko have a conversation about what it is we're supposed to do here. That turquoise dot represents a boat full of North Korean supernotes that must be transported to an interested party. You are to escort them to make sure nothing goes wrong, so when you rendezvous with the boat, the second more important leg of the mission begins.

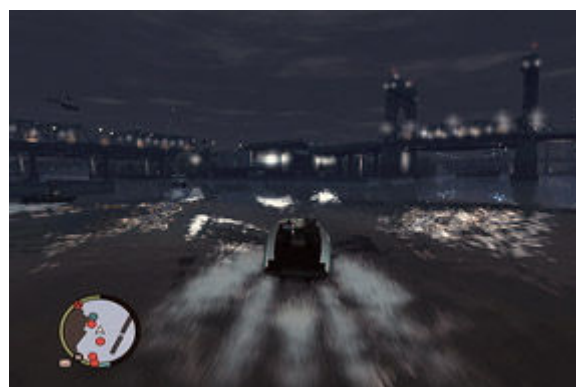
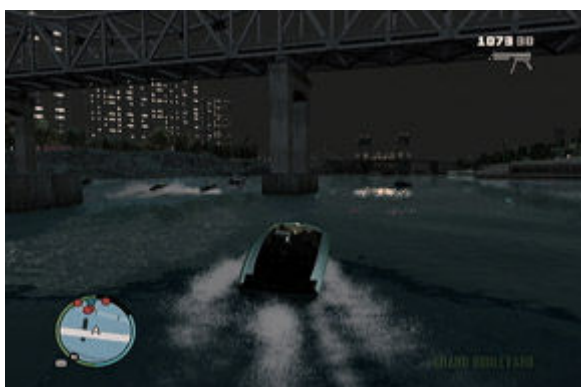
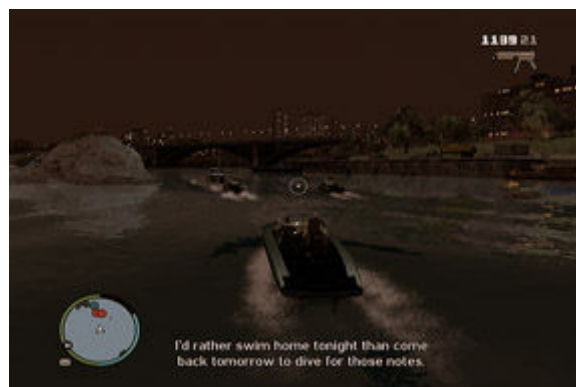
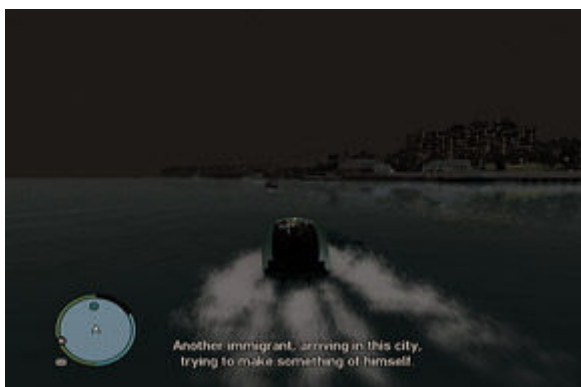


<<	129	130	131	132	133	134	135	136	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

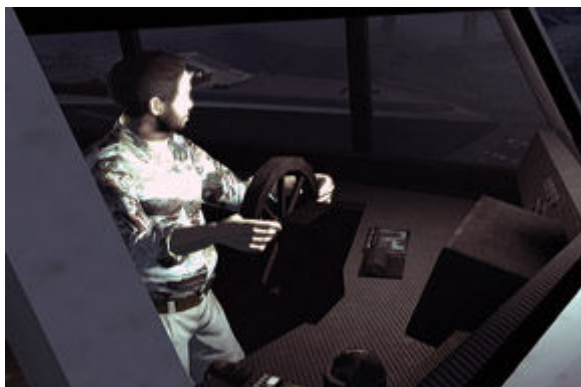
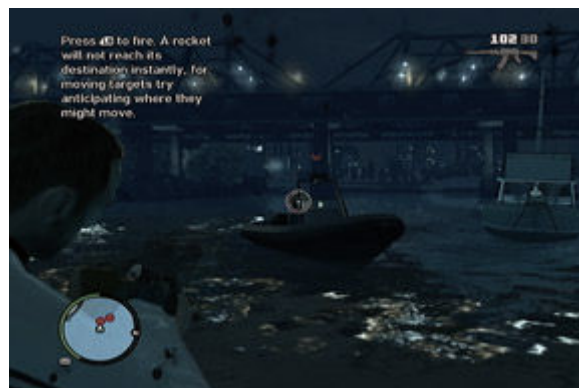
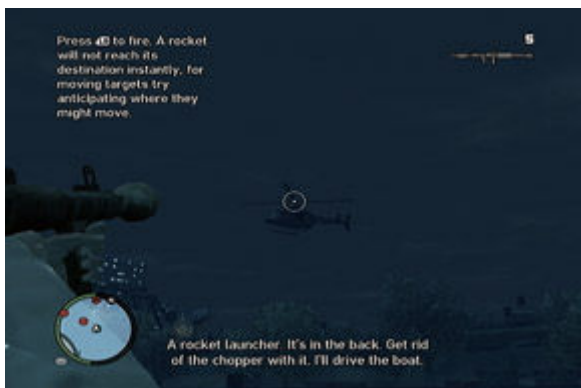
# Babysitting (cont.)

Derrick

Begin following the ship, using this opportunity to get as close to it as humanly possible. That's because before long, the ship you're tailing will be assailed by numerous ships. Don't fall into the trap of trying to shoot and drive your boat at the same time, because not only is it next-to-impossible, but it's not necessary. Instead, concentrate on driving the boat, keeping close to your Korean friends, and Derrick will do all of the necessary shooting. You can help him out if you're a good gunner, but, well... good luck steering the ship and keeping up with the melee if you decide to do so.



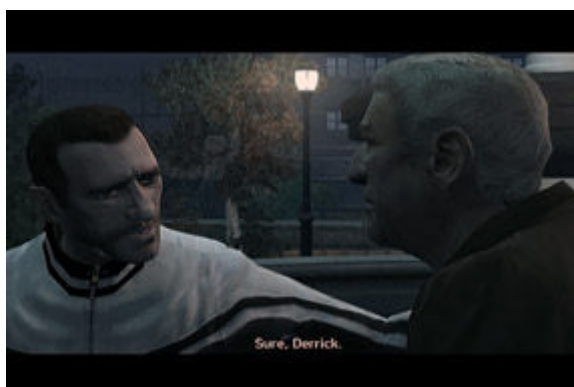
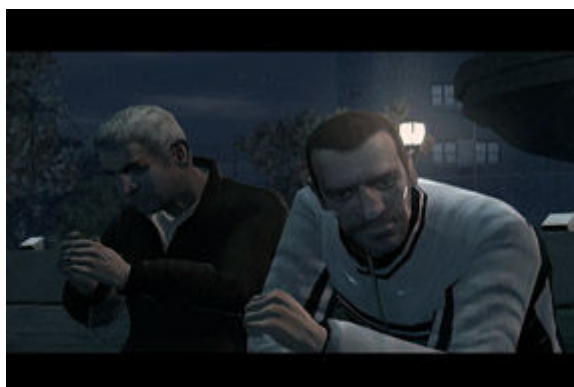
After Derrick has managed to nullify a number of boats, a helicopter will appear overhead. He'll tell you to get up from your seat manning the ship (follow the on-screen prompt). Then, equip the RPG he gives you, aim it at the helicopter above, and quickly eliminate it. Then, put away your RPG and equip an automatic weapon to kill the drivers and any remaining gunners on the boats swarming your location. Resist the urge to use RPGs here since the explosion can very well take out you or your friends. When everyone's dead, all you have to do is follow the ship you're accompanying to a nearby dock, where the money will arrive to the hands of those who needed it safely.



<<	129	130	131	132	133	134	135	136	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

Tunnel of Death	Derrick
-----------------	---------

Meet up with Derrick back where you first met him, in the small, trashy park in Alderney near Hardtack Avenue. When you arrive, he'll be freaking out. Clearly, this guy drinks too much and takes a wide variety of drugs that are forcing him to tweak. But, within all the madness, Derrick has yet another assignment for Niko. Niko seems to have some sort of soft spot in his heart for guys like Derrick, and he agrees to undertake the endeavor. This is a dangerous mission, though, since you'll have to "fake spring" a guy from jail by attacking his escort caravan.





Right after taking on this mission, you'll receive a call from Derrick's brother, Packie. Packie will tell you he heard of your mission, and that it's a tough one. So, he's left you a truck near the center of Alderney in an alleyway off of Jonestown Avenue. Inside the truck, you will find a rocket launcher, and as Packie tells you, it will also be used to seal off a road (he'll seal off the other end of the road). Your target has an incredibly huge police escort, and you're going to need the help. So, first thing's first -- head over to the alleyway (your GPS will take you there easily enough) and grab the truck.

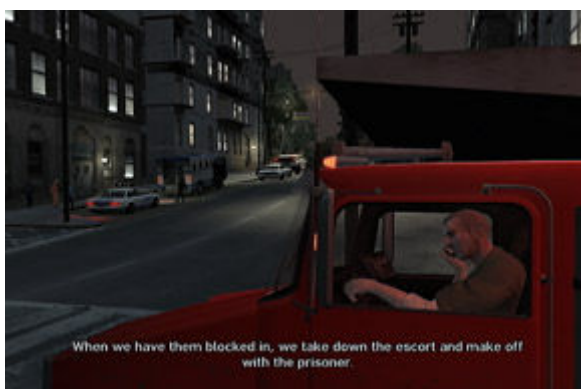


<<	129	130	131	132	133	134	135	136	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

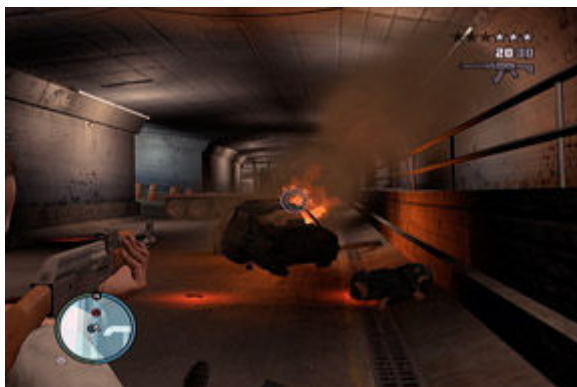
# Tunnel of Death (cont.)

Derrick

Once you have the truck, it's time to head to your destination, which is on the Algonquin side of the Booth Tunnel. You'll see a cutscene of the guy you have to fake-spring from police custody being escorted from a nearby jail. So, begin driving to your destination on the far side of Booth Tunnel, following the route laid out for you by the GPS. Once you arrive in the tunnel, you'll realize that you need to be on the other side of the tunnel (as if you were heading with traffic back into Alderney). Follow the on-screen prompt and park your car along the two lanes there, fitting it into the arrows as shown on-screen.



Once you do that, the cops will show up in their prisoner caravan. Since your truck is blocking the road, they immediately know something's up and come out with guns drawn. You'll begin behind your truck, well-covered, so begin firing when you feel comfortable, taking out the cop in front of you and a few other stragglers before switching to your RPG. Be *absolutely certain* you don't target the prisoner truck, but detonate everything else, especially the cop cars. This will kill several cops and effectively eliminate their cover. Once all enemies are eliminated (the cops will show up as red dots on your HUD), jump in the prisoner truck. It's time to make our escape.



<<	129	130	131	132	133	134	135	136	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

Tunnel of Death (cont.)	Derrick
-------------------------	---------

The game will prompt you to find another vehicle by ditching the prisoner transport truck in an inconspicuous place. This can be confusing, though, since you actually only need to head to the yellow dot on your HUD, where the truck can be safely abandoned and a sedan picked up. So, simply follow this route to an abandoned warehouse off of Tinderbox Avenue in Alderney, where the truck is left in lieu of the aforementioned sedan. We're almost done.





Follow the new, final route the GPS gives you on your HUD. Remember, we're not *really* helping this guy out, so the idea is to get him to a secluded area where he can be killed without drawing attention to yourself. Follow the route given -- it'll bring you off road and to a coastal area, so be sure to have good control of the car so you don't go over the edge. When you arrive at the designated area, everyone will get out, and the prisoner will celebrate his release. But when he realizes who it was who sent Niko and Packie to spring him from the joint, he'll think twice. From there, you have to kill him, so do so. Then, the mission successfully concludes.

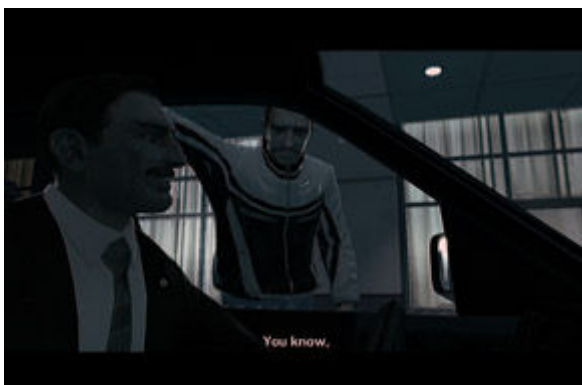
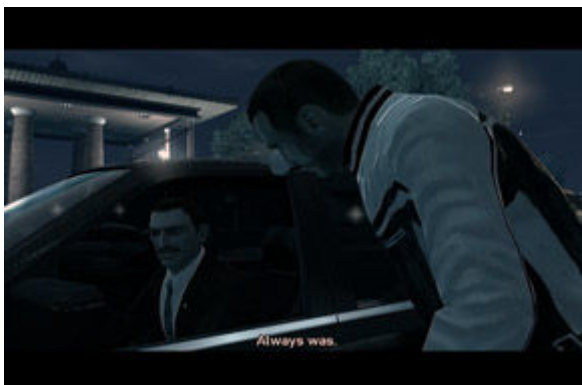


<<	129	130	131	132	133	134	135	136	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

## Blood Brothers

Francis

Head to the west side of Algonquin, and drive along the semi-secluded Castle Drive. Here, you can find Francis, sitting in his SUV and quite angry that his brother Derrick is back on the scene. Not only is he angry that Derrick is back on the scene, but he's equally pissed that Niko has been working with him and didn't bring him into the loop. Derrick is "sick" claims Francis (you no doubt agree, at least somewhat) and asks you to murder him. He's going to go to a meeting with him and you can kill him then. What a sick freak that Francis is.



Well, before we get into the intricacies of this mission (since you'll be making choices here, much like when you killed Playboy X or Dwayne, but not both), we'll go ahead and retrieve the sniper rifle we need in order to successfully undertake the task at hand. Even if you have a sniper rifle in your inventory, you're still going to have to do this. As the GPS directions on your HUD will show, you need to head to the northeast coast of Algonquin, over on Union Drive East. You're looking for a luxury car with a turquoise arrow hanging over it, parked off of Union Drive East. When you arrive, get in the car and you will automatically be equipped with the sniper rifle you'll need.

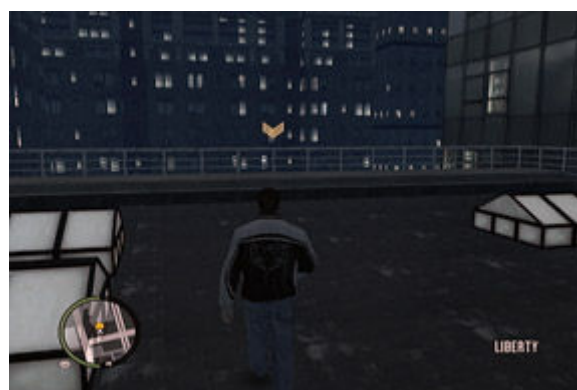
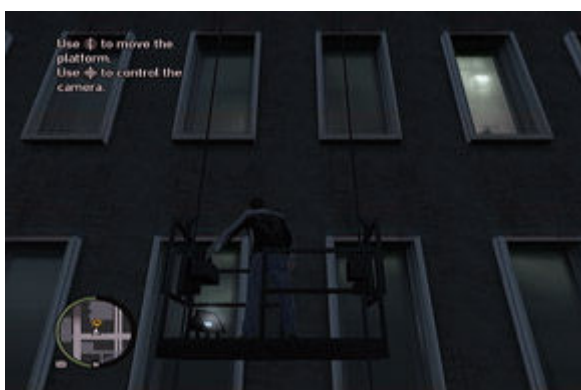
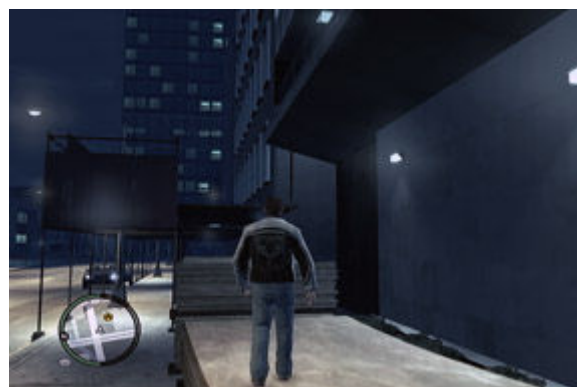


<<	137	138	139	140	141	142	143	144	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

# **Blood Brothers** (cont.)

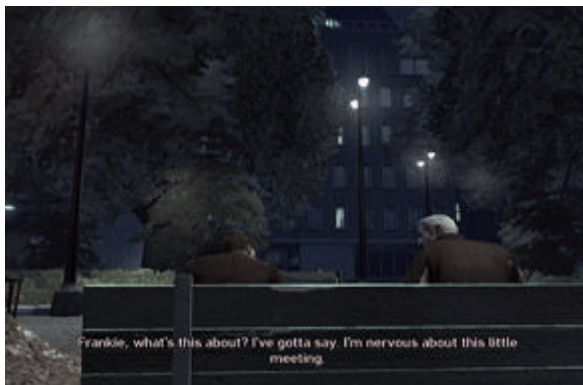
Francis

Now, head to Lorimar Street, which is fairly nearby Union Drive East. You may be confused when you arrive near the area shown as your destination on the HUD, however. Seek out scaffolding and building materials outside of this large building and begin climbing up it. Then, use the lift at the top of the scaffold to head up many floors to the building's roof. Once on the roof, cross the building and head into the yellow dot as seen on your HUD.





Now, it's time to make your decision. You received phone calls from both brothers, worrying about the upcoming situation. Francis thinks you'll definitely kill Derrick, while the latter insists you protect him from his corrupt cop brother. The decision you make is up to you, but there are certain things you need to keep in mind. First of all, saving Derrick isn't going to net you anything (likely because it's the choice you *want* to make). Saving Francis will allow you to call off the cops every so often if you're in trouble (a benefit likely given because it's the choice you *don't* want to make). There's also a difference in an upcoming funeral-based mission (but nothing more than location, really). Make the choice you want, and then get off of the roof and begin driving away from the location for the mission to end. If you want to know what choice we made, you only need to see one of the screens below. But yes, we killed the crooked cop.



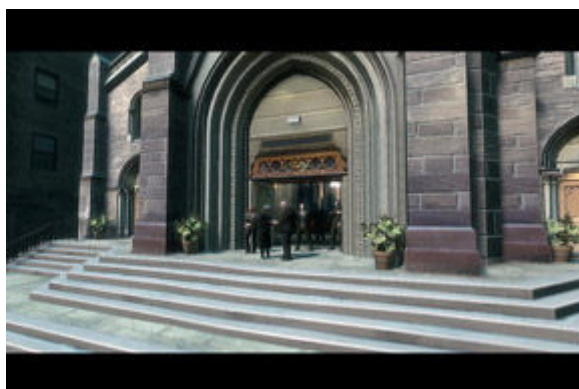
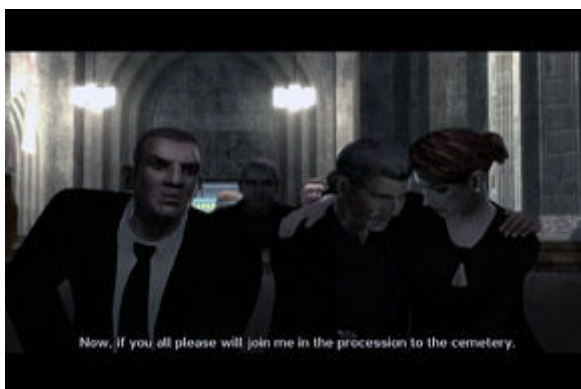
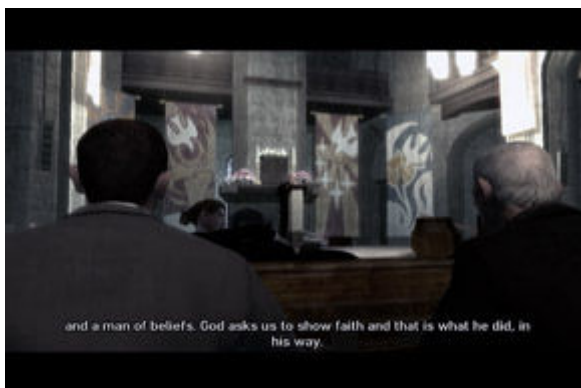
<<	137	138	139	140	141	142	143	144	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

Undertaker	Packie
------------	--------

After completing the mission entitled Blood Brothers, you will get a call from your friend Packie. Regardless of who you killed, a McReary brother has fallen, and a funeral near the south end of Algonquin has been planned. Packie reminds you (as does Kate, when she calls subsequent to your conversation with her brother) that you must attend the funeral in a suit. Since you must have a suit by now if you got this far from previous missions, simply head to a safe house and change your clothes and shoes. Then, follow the GPS directions to the church where the funeral takes place, which is located on Liberty Lane. Regardless of if you took out Francis or Derrick, the funeral will take place at this location.



The funeral for either man is a pseudo-somber one, since half of the brothers' family didn't even like them in the first place. Regardless, the priest does his best to pay his respect and put on a sound funeral. The only person who seems visibly upset, of course, is the mother of these out-of-control brothers. When the mass ends, everyone finds themselves outside on the steps of the church. As Kate and Niko speak, however, several cars full of Albanians show up on the scene and begin taking shots at those standing outside. Shooting up a funeral is unacceptable, of course, and Packie and Niko decide that now is the time to fight back.



<<	137	138	139	140	141	142	143	144	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

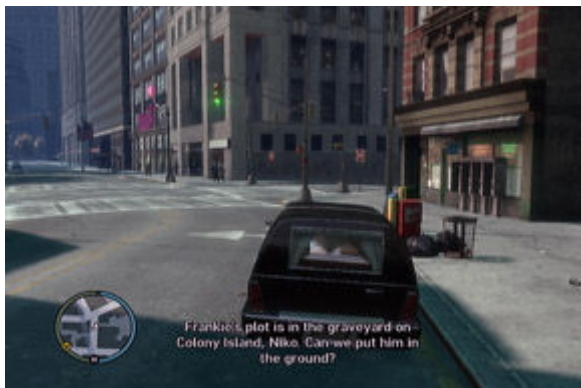
Undertaker (cont.)	Packie
--------------------	--------

This is a furious gun battle in theory, but you'll soon realize that there's little to worry about here. There's just one simple key idea to keep in mind as you go -- keep your back to the church, so that no Albanian can sneak up behind you. They will come in waves, as well. Three cars will come individually, apart from one another, followed by a fourth assault of Albanians on foot from the alleyway across the street. Explosives work well here (grenades and RPGs), but it's decidedly overkill. Instead, let a car pull up and immediately open fire on the individuals inside before they can be targeted once they get out. This will thin their lineup really quickly and barely give them time to respond. As long as you stay near the church, you should be in the clear. Remember that Packie will be gunning down foes here as well, so you'll have some help.





As soon as the fourth wave of Albanians is eliminated, Packie will tell everyone to get into the cars out front and begin heading to the graveyard where Derrick (or Francis) will be buried. Since we killed Francis, we're heading to the graveyard at the north end of Colony Island, off of the east coast of Algonquin. If you killed Derrick, however, your destination will be different. What *won't* be different is that you will be followed by gun-toting Albanians, and you will almost immediately lose the back door of the hearse you're driving. This means that you have to drive as carefully as you can (considering armed maniacs are on your tail), because every bump and crash will disturb the casket a little bit more. Enough crashes, and the coffin will fly out of the back of the hearse, and you will thereafter fail the mission.



As you approach your destination graveyard (whichever one that might be), you'll be able to pull up in order to unload the casket. Then, you will watch a brief scene of the ceremony at the graveyard as Derrick or Francis are put six feet under. Thereafter, Niko will have a brief conversation with Kate over what just happened, and although neither she nor Packie knows that it was actually you who killed their brother, they're both glad you spent the day with them. This is a good reminder to keep Kate on your radar as well, since dating her has been an option for you for quite some time.



<<	137	138	139	140	141	142	143	144	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

## Pegorino's Pride

Jimmy

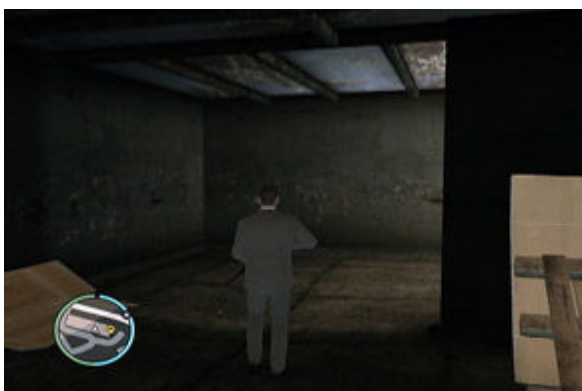
If you want to undertake this mission from the mobster Jimmy Pegorino, then you'll have to head to his fancy-schmancy house in the northwest corner of Alderney, off of Beaverhead Avenue. When you arrive, you'll first be introduced to what appears to be Jimmy's angry wife, as well as his humble assistant. When Niko and Jimmy begin talking, it appears they have some mutual goals, and although Jimmy is initially (and intentionally) quite vague on what he wants from Niko, the two soon strike a deal to go into business together. And just like that, you'll find yourself outside, ready to undertake the mission at hand. After all, no one stomps on Jimmy Pegorino's pride, or that of his family.



Your destination is the old refinery in the Acter Industrial Park, which covers a swath of land at the southern end of Alderney. More specifically, you'll be driving southward and meeting up with Plumbbob Avenue, where you can pull off towards the location of the meeting. So, get into the car, making sure all of your friends are in the car before leaving, and start driving. Niko will learn when he arrives (and is handed a sniper rifle) that his job is to overlook the meeting, taking out anyone on the other side if the meeting turns violent. Of course, fire should be held until (if/when) things get out of control. Got it? Good.



Upon getting out of your car, arm yourself with the sniper rifle you're given, and run through the nearby door into the abandoned warehouse/factory. Run down the well-lit corridor to a more poorly-lit stairwell, where you'll have to climb up quite a few levels to reach your predetermined sniper's perch. Once there, you'll watch the two families meet. Keep your rifle trained on the guy in front of Mr. Pegorino, and when the gunfire starts to fly, take him out first, concentrating thereafter on his four friends in the area. When they've all been killed, you'll then get instructions to engage the rest of the enemy family's henchmen. So, run back down the stairs and emerge outside.



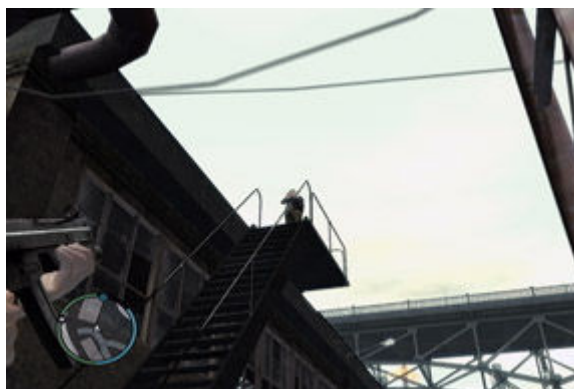


<<	137	138	139	140	141	142	143	144	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

# Pegorino's Pride (cont.)

Jimmy

Once you burst out of the door, get ready to fire on myriad enemies ahead and to your left (near where the failed meeting took place). Try to work methodically, automatically locking onto foes so that you don't miss anyone, especially the rather well-placed enemies atop staircases and other elevated locations. As you get to the cars, keep an extra keen eye out for anyone hiding behind the vehicles. Then, go into the unfinished rooms ahead. Grenades, if you have any, work especially well to clear the rooms. The dot on your HUD represents the injured Mr. Pegorino's location, and you need to get to him with all due haste, because your time isn't infinite.





When you reunite with Mr. Pegorino, you'll have to escort him to the car (which happens automatically), and then you'll be forced to give chase to some escaping members of the rival family, who are making off with the Pegorino's token of truce, which needs to be reclaimed. This chase is a relatively easy one, as it winds through the industrial park to a new location. Just be sure to not fall for the trap of stopping for the two incapacitated enemy cars. Just ignore them and keep on the lone moving target represented by a red dot on your HUD. This will ensure that you don't lose them in the heat of the chase when you mix your priorities up.



Eventually, the one car you're chasing will crash, and the occupants of the vehicle will scatter quickly. They will all appear as red dots on the HUD. There are two great techniques you can employ here. You can try to batter the car once it's parked, killing the two occupants that stick near it after the crash. You could also try to launch an RPG (if you have one) to torch them and their car. Then, you can kill the third guy on the first floor of the building before climbing up to the second floor and killing the guy there -- he's the one with the goods we need to reclaim. Once he's dead, *make sure* you grab the package, and then jump back in your car and take Mr. Pegorino back home to conclude the mission successfully.



<<	137	138	139	140	141	142	143	144	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

Payback	Jimmy
---------	-------

To undertake this mission, head to Jimmy Pegorino's secluded home at the northwest section of Alderney. When you arrive, you'll have a brief encounter with Jimmy's ridiculously grumpy wife before heading inside. Once inside, the faux mob family antics continue with Jimmy's assistant, Anthony, asleep at the door. But finally, when Jimmy and Niko are able to speak in private, the mission is put on the table for analysis. Jimmy feels like his family is being treated like bottom feeders (which, in essence, they are), and he wants Niko to drive to a diner in central Alderney to take out some members of a rival family at a meeting. Easy enough.



Once outside, grab a car (there should be a nice one waiting in the driveway for your use) and begin following the GPS directions on your HUD to your destination. The diner itself is located on a lowkey road called Mueri Street. When you arrive there, however, you'll realize the meeting isn't taking place there, but at another location. The rival family you're spying on is alerted to your presence, however, and they speed away and try to lose you. (Just as a note, if you follow the GPS from the Pegorino household, you'll arrive at this area a certain way. Try to turn your car around before hitting the event arrow here if you follow these directions, since you'll have to turn your car around at the outset of the chase if you don't). So, when they speed off to their next destination, stay close and follow them. The chase isn't a long one, to be sure, but it will bring you through some rough terrain and through some back roads and alleyways.





When you arrive at the auto body shop where the meeting *is* taking place (located off of Panhandle Road on the west side of Alderney), the fiends you've been following will open fire. We tried to stay in the car and pummel as many enemies as you can, but you're going to find yourself overrun here before long, so try to use your vehicle as a shield. All of the foes you have to kill are marked as red dots on your HUD, and if you're confused where the last enemy is located, head around back to the parking lot at the rear end of the building. You should find him there amongst the cars. Now, your killing spree no doubt caught the attention of the police (we managed to get a staggering five stars by killing so many cops as we took out the members of the rival family), so before the mission concludes successfully once all of the enemies are slain, you're going to need to lose your wanted level. Once that occurs, the mission ends in success.



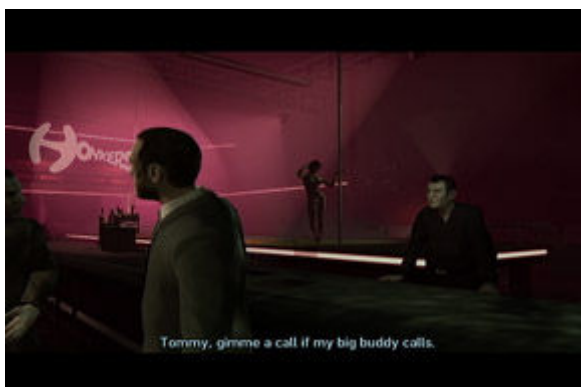


<<	137	138	139	140	141	142	143	144	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

## Catch the Wave

Phil

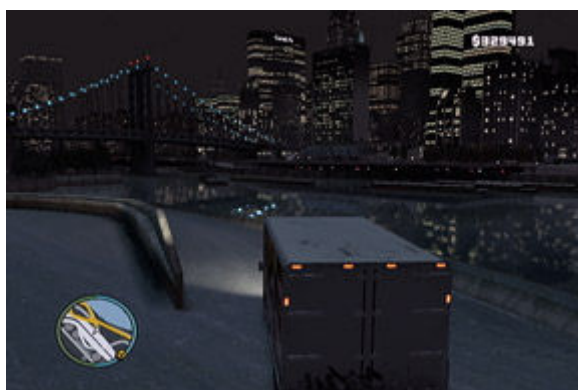
On Tinderbox Avenue in Alderney, you can find a guy named Phil at a strip bar. Head on inside and you'll find Phil sitting at the bar with the bartender. When Niko arrives, however, Phil offers to go for a walk with him so the two can talk. Phil can barely get out what he really wants Niko for, however, before the bartender busts outside, telling Phil that the boss requires his presence. Seems there's little time to lose for *whatever's* up, and Phil and Niko hop into a car together.



Phil instructs Niko to head to an underpass underneath Panhandle Road, towards the northern end of Alderney. As the two men drive to their destination, they have a rather humorous conversation, since Phil wants to trust Niko, but clearly every one of his criminal instincts tell him not to. Regardless, the drive to the location of the truck underneath the trestle should be an uneventful one.



When you arrive at the truck's location, a new destination will appear on your HUD -- Charge Island. To get to Charge Island, your GPS will almost certainly bring you across the Hickey Bridge into the borough of Algonquin. From there, it's an easterly drive to the East Borough Bridge, which connects Algonquin to the tiny Charge Island in between Algonquin and the Broker/Dukes island. Just like the drive to the truck, the drive to the warehouse acting as the drop point is also an uneventful one. However, the uneventful nature of this mission ends as soon as you arrive.

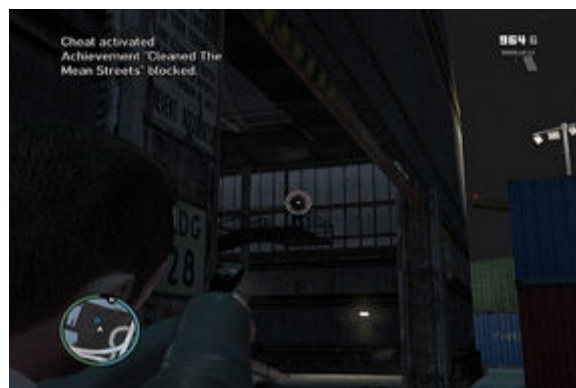


<<	137	138	139	140	141	142	143	144	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

# **Catch the Wave** (cont.)

Phil

The game will give you a primer of using stealth here, but that's not really an option. Thugs will approach your truck and immediately call you out, so the quicker you get out of the truck and begin firing on the enemies here, the better off you're going to be. It's important that you stay near Phil Bell as you go through this area (a turquoise arrow will hover over him). He'll relentlessly push forward regardless of what you're doing, so auto lock-on enemies to find them both on the ground and in the rafters and catwalks above (where they are far more dangerous) and help him out as he moves forward. Keep in mind that if he dies, the mission ends in failure and you'll have to start over again.

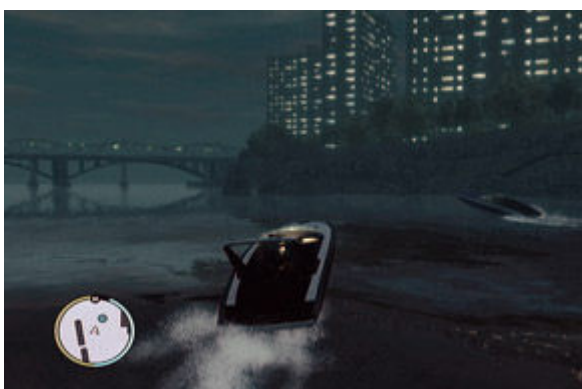


Ultimately, you'll want to push to the back end of the warehouse, alongside the dock there, but you're going to be hard-pressed to get there by simply running through. Shadow the movements of Phil, and watch his back. If you're having a difficult time following him via the turquoise arrow hanging over his head, a corresponding turquoise dot will appear on your HUD that will give his general vicinity. Don't get too overzealous with your progress here, either. Nothing will take you down quicker than an Uzi at close range from an enemy you didn't even realize was standing behind you until it's too late.





When you've finally pressed through far enough that you emerge from the back side of the warehouse along the water, Phil will tell you to jump into the boat on the left of the dock while he gets to the right. Neither boat has been unloaded of their cargo, so abandoning the truck in lieu of these boats is a top priority. Kill any remaining enemies standing in between you and the boat, and then begin following Phil into more open waters. Two enemy boats will eventually try to stop you (represented by red dots on your HUD). A simple technique here is to engage the one in the front, forcing the one behind it to fall way behind. You can then fire away at the enemies in the first boat, losing the second boat completely in the process. Once you arrive at your destination off of Algonquin's western coast, you'll be in the clear, with another successful mission under your belt.



<<	145	146	147	148	149	150	151	152	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

Flatline	Jimmy
----------	-------

When you head to Jimmy's place in the northern part of Alderney, at his private residence, you'll immediately be met at gunpoint. Jimmy is freaking out, and for good reason, because Anthony, his longtime bodyguard and confidante, has been wearing a wire. What's more, Niko is recorded on the wire as well, *and* Anthony had a heart attack and is now under police custody in a nearby hospital. What you (as Niko) need to do is clear -- head to the hospital, enter it as discreetly as possible, and put Anthony out of his misery before he has a chance to give up the Pegorinos *and* Niko simultaneously.



The hospital you need to drive to is located extremely close to Jimmy's place, a large building over on Long John Avenue. You can take a car from the Pegorino's driveway, so you won't have to take a beat-up vehicle or the one you brought with you if you don't want to. The drive there should be an easy and short one -- just be sure that when you pull into the hospital's parking lot, you don't smash the cop car in the parking lot. It's *absolutely key* you don't tip the cops off to your presence until you have to. That means walking into the hospital unarmed... for now.

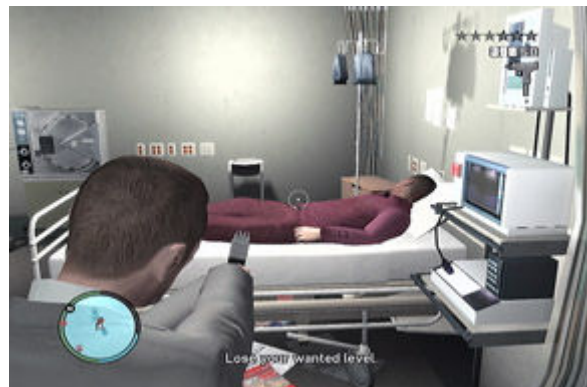
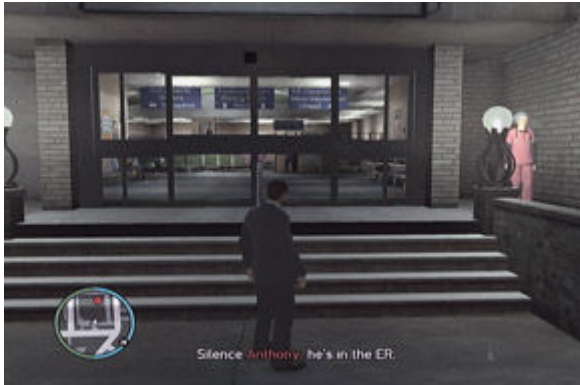


<<	145	146	147	148	149	150	151	152	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

Flatline (cont.)

Jimmy

Go into the hospital (remember -- *wield no weapons*), and swing right to go down a new hallway into the ER rooms. You'll overhear some humorous, inappropriate conversations as you go down the hallway. You should be able to go down this hallway without any problems until you approach Anthony's room. The two cops guarding it will draw weapons and tell you to stand down, but they won't fire unless you continue to approach them or draw a weapon of your own. The best technique to employ here is, once you encounter the cops, back up and head into a nearby room. Draw your weapon of choice, and then burst back out and take the cops out. There are more cops in Anthony's room -- make sure to kill them all, and to take out Anthony as well (a little sad shooting an unconscious dude in a hospital bed, I know). Then, begin running out of there. You've no doubt caught police attention with your heinous act of killing.





Cops are gonna burst into the hospital from everywhere, so have your gun drawn and ready to fire. Naturally, the quicker you get out of the thin corridor leading to Anthony's room, the better your chances of survival are, simply because once out of that corridor, you can go back outside, jack a car, and get out of dodge. You'll have a three star wanted level or so (depending on how many lives you took inside the hospital, especially those of police officers), so run around wildly on the streets of Alderney (and beyond) until you lose your wanted level. Once you do, the mission ends in success. Anthony won't be able to rat you out, after all.



<<	145	146	147	148	149	150	151	152	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

Trespass	Phil
----------	------

This mission starts out extremely quickly. As soon as you arrive at Jimmy's place in Alderney, in the industrial area of the borough, he'll speak to you very briefly before jumping into one of his cars (which you will drive). He then orders you to a location nearby, on Argus Street, where someone named Chubby Charlie (an enemy of Jimmy's) is located. He gives you two options -- busting through the front doors, or sneaking in via the basement. What you do is up to you. Keep in mind that this walkthrough, however, follows the latter route, through the basement.



Head to the back end of the building (easily accessible via the fenced off alleyway adjacent to the abandoned factory) and access the basement via the sloping pathway as seen in the introductory sequence. Then, look for a hole in the wall on your left that will give you access to a pathway that leads to the building's *true* basement. As long as you don't come in here with guns blazing, you can actually pull out your sniper rifle (if you have one) and kill one of the two guards waiting near the staircase above. When you pull the trigger, the other enemy will be alerted to your presence, so toggle to a different weapon and take the second enemy out before he can make too much of a fuss. Then, climb the nearby debris to reach the staircase the two now-deceased enemies were so stoically guarding.

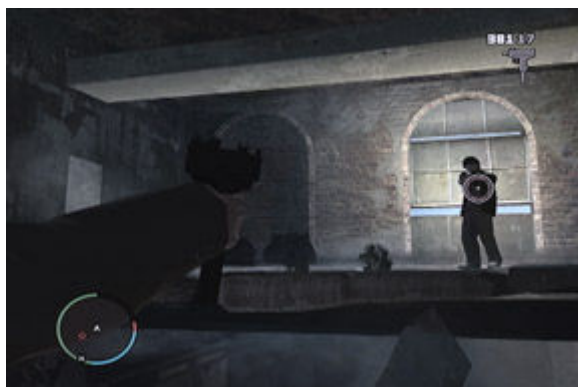
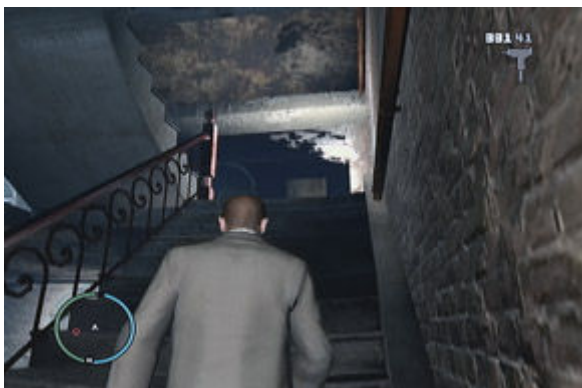


<<	145	146	147	148	149	150	151	152	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

**Trespass** (cont.)

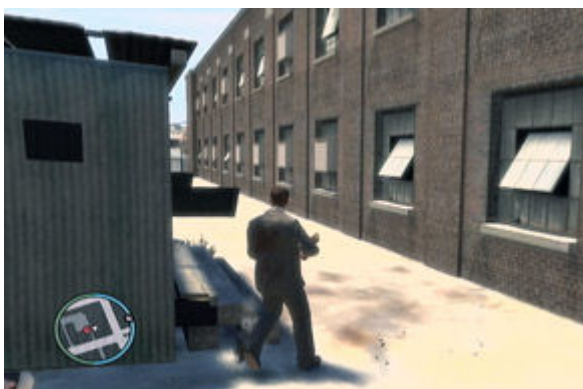
Phil

The next few floors of this disheveled factory are easy enough to climb. There are two floors that you have to climb up (via debris, just like before), and there are plenty of enemies standing in between you and your ultimate destination. The enemies here are armed with a variety of weapons, from pistols to automatic rifles, so take cover as best you can (there's *plenty* of it around) and make sure to collect their guns when dropped. You're absolutely going to need their assault rifles for a little later (you'll see why), so make those a priority to grab.





After climbing the second debris pile, you'll see your target with a red arrow over his head (he's also represented as a red dot on the HUD). He'll bust out a nearby window, leaving his henchmen to deal with you. There's *no rush* here, so take it easy and methodically take out all of the enemies you encounter, remembering to grab their gear as you proceed. Then, you'll be able to emerge from the window, where you will be fighting on the roof. Don't bother pointing your gun at the main target, as you won't be able to hurt him or stop him from getting to his location. Instead, work your way towards his location each time you see him, killing enemies in between you and him. There are a few ladders to climb as well, so if you're at a loss as to how to proceed, simply seek out a ladder to climb to higher and higher areas.



If you follow the basic aforementioned techniques, you'll have no trouble eventually catching up with your mark, who will make an attempted overly-grand getaway on a helicopter. You'll have to take down the helicopter, which seems like a daunting task if you don't have an RPG in your inventory (and chances are, you don't), but this is *exactly* why we told you to be mindful of grabbing assault rifles dropped by dead enemies. With this powerful weapon, you can pummel the enemy helicopter, which takes off extremely slowly (you can shoot the gunner in the helicopter, but not your mark). Concentrate your fire on the rear rotor of the chopper. A clip or two of concentrated fire on it will set it ablaze, and the helicopter will crash back into the factory, taking your mark with it. This will end the mission in success, but don't be too hasty about leaving this area. You're *high up*, so climb down slowly!

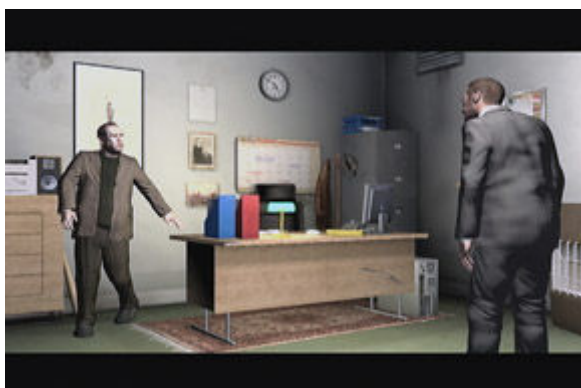
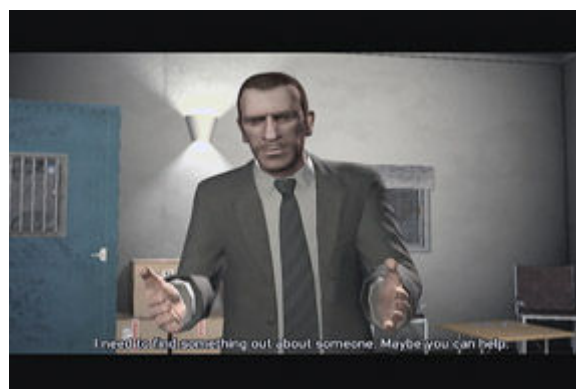
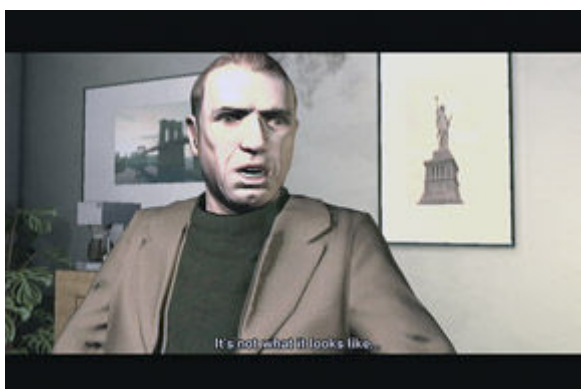


<<	145	146	147	148	149	150	151	152	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

## To Live and Die in Alderney

Phil

Go and visit Phil at his office along the West River in Alderney. When you arrive, you'll find Phil talking (or doing *something*) with Pegorino's wife, but Phil orders you to be quiet about it. Niko turns the tables on him a bit, however, pseudo-blackmailing him and asking him for help in finding the guy he needs to find (it's been a while since we've gone down that road). Phil gets mad that it appears he's being blackmailed, but he has a soft spot for Niko and agrees to help out. And before you know it, you're outside, getting into a car of your choice and off on your way to finding the person Niko seeks.



Phil orders Niko to head over to the "old mansion" in Westdyke, which is a sector of Alderney located at the far north end of the borough. Here, you will be able to meet up with a friend of Phil's who has managed to procure some weapons for the family's use. This old mansion is actually an abandoned one, and it appears like a really safe place for such an exchange to go down. But Phil's friend was extremely careless, and the feds appear on the scene as the weapons are being shown. The three men have no choice but to jump in the cars there and make a run for it. Phil will drive on his own, and the careless partner will drive with Niko, acting as your gunner.





As with previous chases, the idea here is to stay on Phil, not to mess with the feds and cops who will be on your tail. You can add some gunfire if you want, but your friend in the car with you should have plenty to contribute on his own. Your priority, therefore, should be to stay on Phil as best you can. There will be plenty of diversions, in the way of traffic and things of that nature, which should be avoided at all costs. But remember -- stay on Phil, and you'll be just fine.





<<	145	146	147	148	149	150	151	152	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

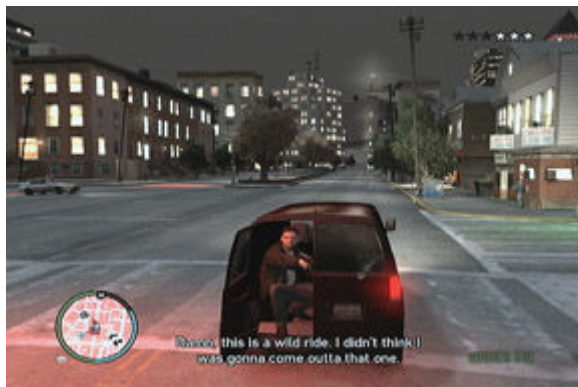
# **To Live and Die in Alderney** (cont.)

Phil

During the chase, Phil will call Niko up and let him know that they're going to need to park the cars and escape on foot. Phil will tell you that when he parks his car, you should park your car near by, and then you can blast through enemies (cops) from there. So, when you arrive at that destination, break out an automatic weapon (we like the Uzi, but an assault rifle works even better) and begin plowing through the cops as they begin to flank you, first from one side, and then the other. Once both waves are felled, Phil will order his two friends to run with him to a nearby van where the final getaway can be made.



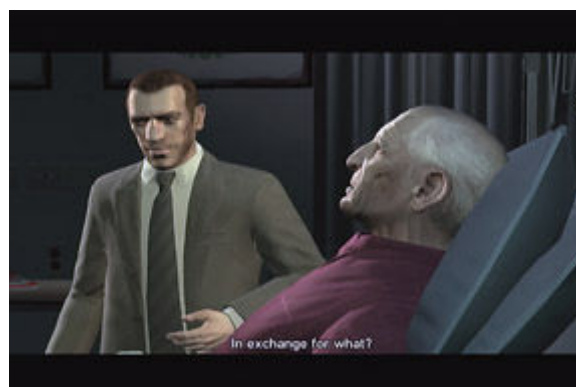
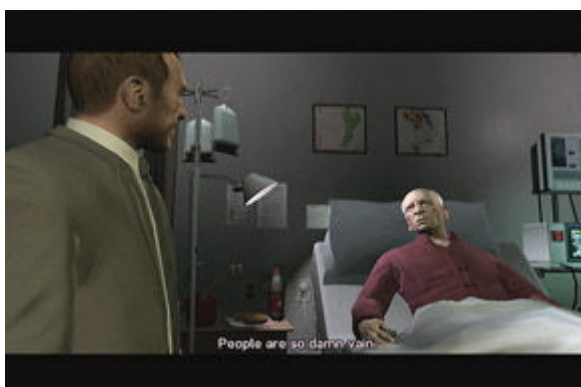
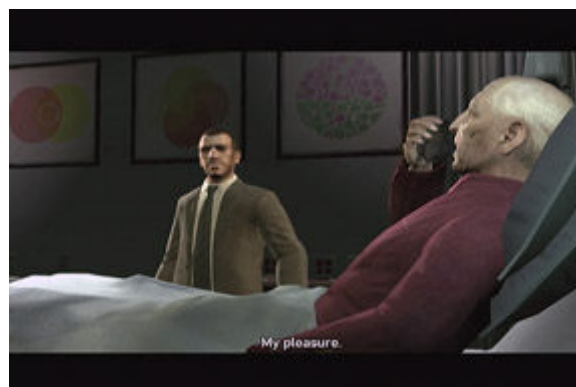
Once you reach the van, all you have to do is drive away and lose your considerable wanted level. Of course, this is easier said than done (as always) because the cops *and* feds will be on you. Your best bet in this kind of situation is to make a bee line for a bridge or tunnel leading to another borough (preferably straight to Algonquin, where the straight city streets make for a simple getaway). Make sure to keep an eye on your HUD and dodge incoming cops that can reestablish your wanted zone. This will make life much, much easier in the long run.



<<	145	146	147	148	149	150	151	152	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

Entourage	John
-----------	------

John Grabelli is the head of a prolific Italian crime family in his last days on this Earth. He knows he's dying (after all -- you're visiting him at a hospital in Broker off of Cassidy Street), and he has some last-minute concerns that a reliable criminal like Niko can handle for him. As Niko visits him in the hospital, John is extremely clear about what he needs done. Liberty City's deputy mayor is being influenced by a Russian crime organization and must be protected from the Russians. It's as simple as that.



Your destination is the Grand Easton Terminal, which is over in Algonquin. Once you boost a car, a route will show up on your GPS that will get you there easily (likely by bringing you over the Algonquin Bridge via Colony Island, and then southward once on Algonquin itself). Grand Easton Terminal is on Hematite Street, and when you arrive, all you have to do is pull up near the guy with the turquoise arrow over his head to get his attention. You'll then automatically get out of your car and into a new, nice black car, where you'll be riding in a caravan to your next destination. But once you reach Bismarck Avenue (make sure you stay behind the lead car!), an unannounced roadblock is found. It's an ambush!



It won't take long for the carnage to ensue. The representative from your caravan who gets out to move the roadblock is shot point blank, and then an RPG is launched from the roof of a nearby building, torching one of your cars. When you regain control, you'll find yourself controlling Niko from the safety of an alleyway. Right in front of you will be your first target, so equip a powerful weapon (we prefer the Uzi, as usual) and eliminate him. Then, peek out into the street and begin firing on foes in your vicinity. Some friendly faces will be helping you out, but don't worry about shooting them accidentally. You can't.





<<	145	146	147	148	149	150	151	152	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

## Entourage (cont.)

John

There are cars strewn throughout the street that will allow you to take adequate cover while you clip enemy after enemy. Your foes are represented on the HUD as red dots, so you can see their general locations simply by consulting the HUD if you're lost. No one here is equipped with anything especially powerful, though a few enemies will have assault rifles, especially the enemies lining the roofs of the street. As usual, auto-lock on is your best bet, since it will help you locate hard-to-see enemies behind cover. When all of the foes are dead (so that no more red dots are on your HUD), the game will instruct you to reconnect with the guy you're to protect, who is represented thereafter as a turquoise dot on the screen. Once you reconnect with him, get into any car along the street.



Once in your car, four more red dots will appear on your HUD. These represent cars full of gunning enemies, and the game will instruct you to lose them. Since you're in Algonquin, which is a borough littered with straight streets, doing so is surprisingly easy -- just speed along one of the roads until the red dots no longer appear on your HUD. When that happens, the game will then redirect you to your final location, still in Algonquin, located off of Liberty Lane at the south side of the borough. Successfully arriving there will complete this rather dangerous mission.

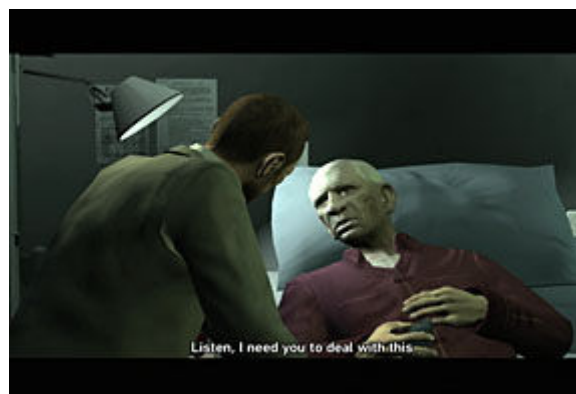


<<	153	154	155	156	157	158	159	160	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

## Dining Out

John

Head over to Broker, and visit the hospital off of Cassidy Street. You'll meet up with John Gravelli here, who is still bed-ridden in his well-protected hospital room. He has yet another task for you, since he's so impressed with your first foray into working with him. Do you remember the North Korean counterfeiter who we helped smuggle money into the States earlier? Well, John Gravelli isn't too pleased with him, and he wants him dead. After telling Niko where he can find this guy, you'll be out on your way.



Your destination is an Asian restaurant in Alderney. Once you boost a car, your GPS will give you the quickest route to your destination. You'll likely be crossing the Algonquin Bridge heading westward over Colony Island. Then, the Booth Tunnel will bring you westward from Algonquin to your destination borough, Alderney. Head to the north end of the borough, to a small street off of Lyndon Avenue. You'll know you're at your destination because the restaurant has a huge, quite obvious red façade.



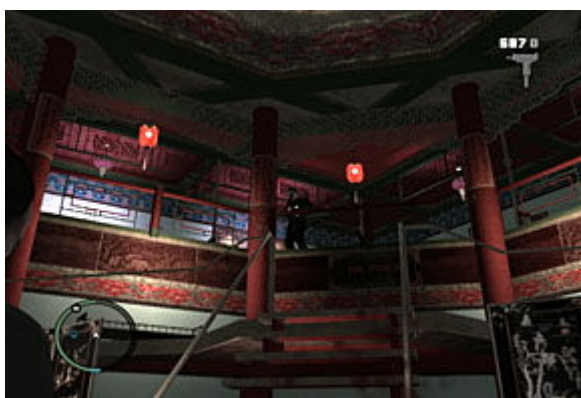


<<	153	154	155	156	157	158	159	160	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

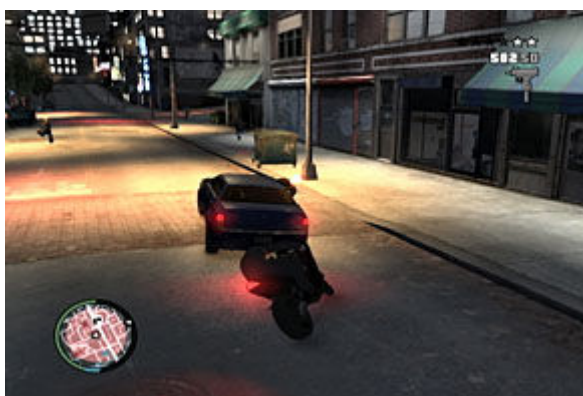
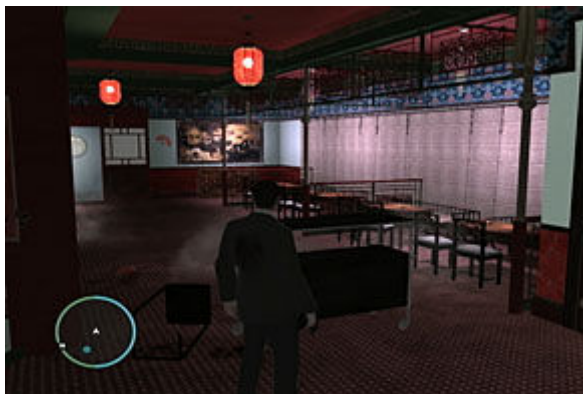
## Dining Out (cont.)

John

Walk on in unarmed and speak with the host of the restaurant. When Niko asks about Kim, his Korean mark, the host tells Niko to go away. Ignore the left side of the restaurant—the right side of the restaurant, near the stairs leading up to the second floor is of prime interest. When you approach this area, however, the host will pull a pistol and begin firing on you. Do yourself a favor and kill him before he even pulls a gun. Naturally, either way (whether you shoot first or he does), all of his cohorts will know you're in the building as soon as the guns begin firing. So, work your way into the room with the staircase and begin firing at foes coming down the stairs. You should also attempt to thin out the enemies on the second floor before heading up there, which will make your life much, much easier once you go up there yourself.



You'll no doubt notice that the enemies here have plenty of cover to utilize, so you should use that same cover when you're being fired upon yourself. Make sure to pick of the varying weapons your enemies will drop when slain (such as Uzis and assault rifles), and work your way towards the turquoise dot on your HUD, which represents the restaurant's manager. When you bust into his office, hold a gun to him but *don't* fire... at least until the manager gives up Kim's location, which will show up on the HUD thereafter. Once he shows up, you'll need to work your way through the kitchen and out the back door, down some stairs (kill enemies en route if you desire). Kim will take off in a car, and you'll have to chase him and kill him. Even though there's a motorcycle nearby, you'll want to grab a car, since you can command the slow-moving car into a wall and shoot Kim to death before he gets very far. Once he's slain, the mission concludes.

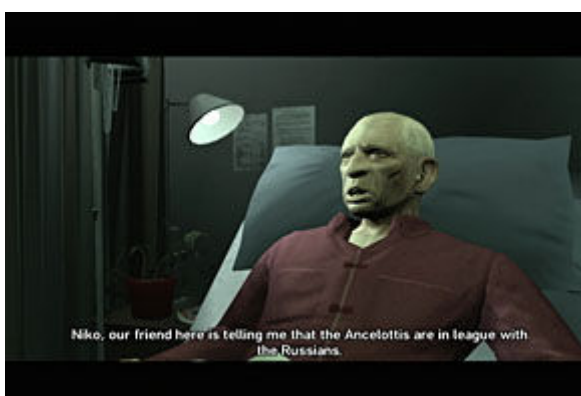
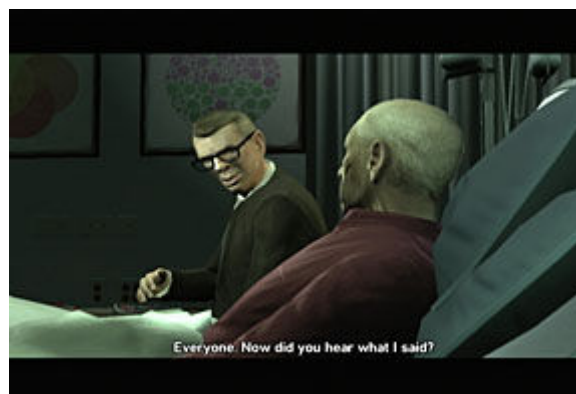


<<	153	154	155	156	157	158	159	160	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

## Liquidize the Assets

John

When you return to visit John at the hospital in Broker off of Cassidy Street, you'll find him accompanied by a familiar face. Remember the mysterious paper company with the shady guy in glasses who sent you on all sorts of miserable missions, seemingly for no reason? Well, here he is, and he appears to know your dying friend John pretty well. The two men tell Niko about the Russians and a rival Italian family that seem to be working together. This isn't good for the interests these men oversee, and they dispatch you to take care of the problem.





Just like the last job you undertook for John, this job takes place clear across the city in Alderney. Boost a car and head westward as your GPS on the HUD brings you along. When you arrive in Alderney, you're looking for Farnsworth Road, a non-discrete road in an industrial area of the overly-industrial borough. Upon arriving at the predestined location, the game will show you some great shots of the compound you have to sack. There are five vans you have to destroy in your sacking of the compound (represented by red dots on your HUD), and there are a plethora of enemies guarding the compound. All-in-all, this is going to be a fairly difficult mission. But that's to be expected, as we are quite near the end of the game at this point.



There are a number of ways you can go about this mission, including utilizing techniques that are a bit unnecessary (such as scoping out an area around the building and killing from afar). We recommend a much more straight-forward approach. Instead of holding back, simply bust through the fence blocking the only way in or out of the small compound, using your car to run over some foes and thin out the enemies on the ground. Make sure to be quick, though, because enemies here are well-armed and shooting to kill. When you've seemingly-exhausted your ability to kill foes with your vehicle, park it in such a way that you can use it as a barrier, and get out with guns blazing.





<<	153	154	155	156	157	158	159	160	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

#### Liquidize the Assets (cont.)

John

Now, your options are numerous here. There are five vans in the area that must be destroyed, and making matters more difficult, the vans can be driven off, effectively eliminating your ability to destroy them and forcing the mission to end in failure. The idea, therefore, is to run around and kill all of the enemies in the area to make sure there are no enemies left to drive those vans. Then, they can be destroyed at your leisure. Enemies are *everywhere* here, armed with all sorts of various weapons that can cause massive damage and destruction. Utilize cover wisely, and be sure to clear the roofs of the buildings of their numerous enemies as well (there are ladders and a staircase leading up to some of the roofs). From those high vantage points, you should also be able to clear remaining enemies from the high ground if you choose to climb up to them.



When the enemies are severely thinned in numbers (or, better yet, completely eliminated), you can then concentrate on taking out the vans. Naturally, the easiest way to destroy them is by using RPGs or Grenades. If you have either weapon, get into the vans and bunch them together so only one or two rockets or grenades will eliminate them all. Otherwise, if you're without explosives, you can just as easily equip a powerful weapon (we used an Uzi) and pump a clip into the front of each van. A clip should make it start smoking and firing. When that happens, walk away, moving onto the next van, and watching the previous one eventually explode. When the destruction is over, you're in the clear with another completed mission under your belt.



<<	153	154	155	156	157	158	159	160	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

Pest Control...	Jimmy
-----------------	-------

Head over to the northern section of Alderney, where you can reach Jimmy's private estate off of Beaverhead Avenue. When you do, Niko will walk into quite the meeting of the minds, as tensions are higher than ever with this particular family. Unsure of who to trust, Jimmy asks Niko to help him out. There is apparently one or more rats in their midst, and the members of the family are in real trouble of doing some serious prison time. As a result, the rat or rats must be found out immediately, and that's where Niko comes in. He sends Niko off on his way thereafter, telling him to expect a phone call with further instructions.





Once you regain control, simply stand outside of Jimmy's place and await the phone call he promised to deliver. Once you receive that phone call, you'll subsequently receive your instructions. You are to head to a location in northern Algonquin, on Vauxite Street. Getting there is rather simple, since the GPS on your HUD will bring you over Hickey Bridge connecting the two boroughs and then almost directly to your target. When you arrive, you will spot two vehicles that represent a small caravan of rats. Your primary target is in the white car at the front of the caravan, but in order to finish the mission successfully, you have to eliminate *all* of the enemies before the mission is successfully completed.



We're not going to inundate you with screen shots and instructions here, because there are so many ways to complete the mission it will literally boggle the mind. Jimmy tries to give you an easy way to eliminate them by sending them to a gas station—if you have explosives, use them here to detonate the gas station's pumps and send the cars aflame, winning the mission instantly. However, without explosives, you're going to need to be more clever. Our technique? Ram the white car once in the gas station to damage it as much as possible, and then follow it as it speeds down the street. Every time it reaches the intersection down the road from the gas station, it will slow down. Use this time to direct it forward and leftward, into a chasm splitting the road you're on and the adjacent highway. Here, the white car can't escape, and you can eliminate all of the foes within the car easily. Since that's the only car that will deviate from you (while the darker colored car will follow you), you can then work your way back up to street level and do in the rest of the foes who are waiting around for you. If the light-colored car manages to get away, you'll need to pursue it from there.



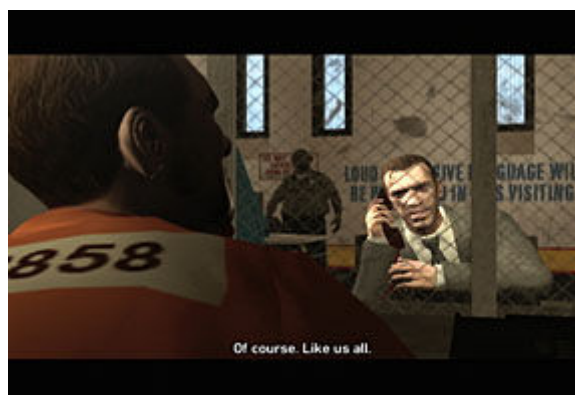
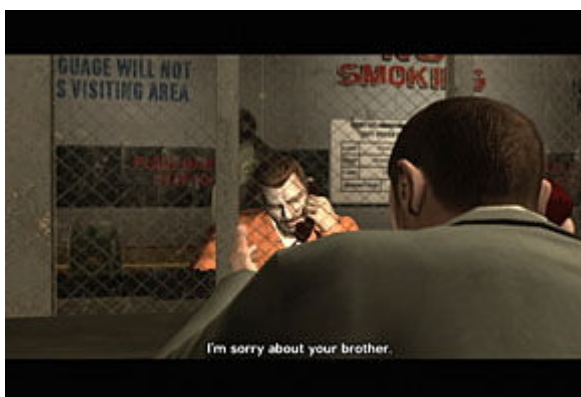


<<	153	154	155	156	157	158	159	160	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

I'll Take Her...

Gerry

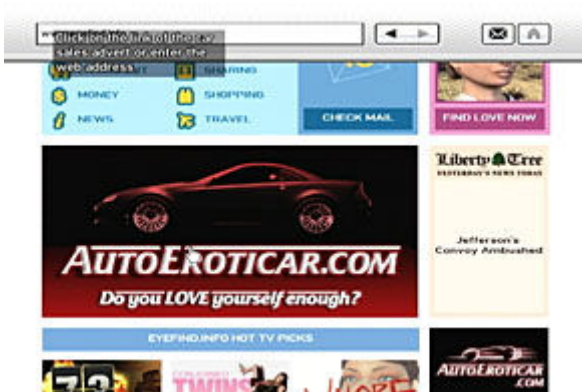
Gerry's been locked up, and you'll eventually receive a phone call from him inviting you to come see him at the city's penitentiary in Alderney. The prison is located off of Toggle Avenue and Grenadier Street at the far southern end of the borough. When you arrive, you'll speak with Gerry in a classic prison scenario. The guards are carefully watching and monitoring the conversation, so in a roundabout way, Gerry tells Niko he needs him to do something, and once outside to call his brother. So, when you leave the penitentiary, Niko and Packie will speak on the phone, and the kidnapping ploy the brothers have planned will come to light.



Packie will tell you that the girl that needs to be kidnapped is selling a car, and that her car is the key to the kidnapping. By pretending to be interested in the vehicle, you can go on a test drive and speed off with her while she's in the car. To get this going, however, you have to first head to an internet café and find the ad on a website called autoeroticar.com. The closest internet café from the penitentiary is northward, on Vitullo Avenue. So, put a marker there on your map and head there as soon as you can.



Once inside the internet café, log on to a computer (as the game instructs you). Once you're logged on, on your homepage, you should find an advertisement for the car website. Head there and look for the pink convertible. Once you've seen it, the phone number of the seller (the girl we are to kidnap) will be added automatically to your phone. Head outside of the internet café thereafter and call the girl (as long as it's between 8am and 11pm in-game). She'll be suspicious of why you want to look at a pink convertible, but she invites you over anyway. Conveniently, she's located near the internet café on Vitullo Avenue, and once in a car, the GPS on your HUD will bring you to her location on Hardtack Avenue.



<<	153	154	155	156	157	158	159	160	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

I'll Take Her... (cont.)

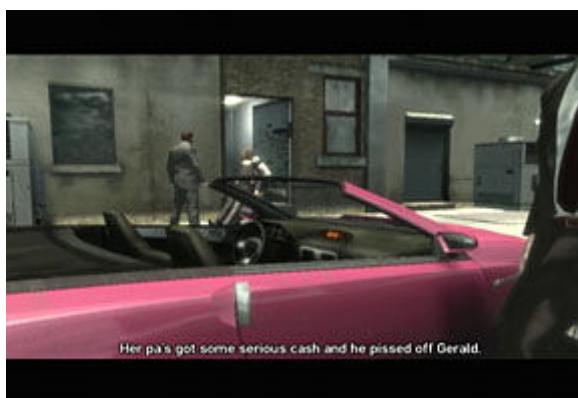
Gerry

After some flirtatious overtures, the mob boss's daughter will get into her convertible with Niko, and the two will go for a test drive. It's absolutely integral that you don't deviate from the path laid out on your HUD. If you do, the girl will become suspicious of what you're doing, but if you stay on the path designated, you won't alert her that something's up until the right time. So, drive southward from her location on Hardtack Avenue, towards the southeastern corner of the borough of Alderney. When you do, you'll go to the location of the penitentiary. It's at this point that Niko will spring the trap.





When the game instructs you via a prompt to initiate the kidnapping, turn the car around and go towards the new mark on your HUD, which is located at the north end of Alderney. Your ultimate goal is to bring her to a safe house in this location, off of Catskill Avenue, where some of Packie's friends are waiting to take the girl. This drive isn't easy initially, however, and the girl will put up a fight, grabbing the wheel and forcing Niko all over the road. When she does this, slow down (but don't stop for too long!) and regain control of the car. Eventually, she'll piss Niko off enough that Niko will knock her out, and from there, the drive becomes a hell of a lot easier. Once you arrive at your location, the mission comes to an end.



Please keep in mind that at some point, Packie will call you up asking you to head back to the safe house and take a picture with your phone of the captive girl (her father thinks she's staying with some guy and wasn't kidnapped). When you get these instructions, head back to the safe house (it'll appear on your HUD), walk on in, and take a picture, sending it to Packie thereafter. Once that's done, things having to do with this mission are truly finished.





<<	153	154	155	156	157	158	159	160	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

## That Special Someone

United Liberty Paper

After kidnapping the mob boss's daughter, you'll receive a call from your unknown contact at United Liberty Paper. It appears he's emancipating you from working with him, and in return he begins to give you some information on the person Niko is looking for. After speaking with him, you'll receive a phone call from Niko's cousin, Roman (it's been a while, hasn't it?) Roman tells you not to undertake this mission on your own, and he tells you to come get him. However, since you're likely still in Alderney, you're going to have to go clear across the city, to Broker. You can find Roman standing on Crockett Avenue, at the far south end of the borough. Pick him up to proceed with this mission.



Once Roman is in Niko's vehicle, all you have to do is drive southward and eastward to Francis International Airport. En route, Niko and Roman will have a deep conversation about what they think is about to happen, since the decade long hunt Niko has been on is about to conclude before your very eyes.



When you arrive at the airport, a mysterious van will pull up adjacent to Roman and Niko and dump out the man Niko is looking for, a guy named Darko. The story is intriguing, as Darko, Niko, Roman and Bernie are all interconnected in a historical way relevant to them all. We won't spoil the story for you here, but needless to say this is a long and drawn-out cutscene that requires your careful attention. Once you gain control at the end of the cutscene, you'll then be given a choice. You can either off Darko, or you can let him live. Regardless of what choice you make, the story won't change much, just some conversations that occur right after the mission concludes, and later on in the game. If you want to know what we did, well, we let him live. He's just a junky, after all.





Regardless of the choice you end up making, whether or not Darko lives or dies, you'll have to get into a vehicle and leave the airport eventually. When you do, Roman will ask Niko to drop him off at Brucie's, so do just that. En route, Roman and Niko will have a discussion largely contingent on the choice you just made in regard to the fate of Darko. When you ultimately arrive at Brucie's (which is, if you've forgotten, located where Mohanet Avenue and Creek Street run into each other near the Broker-Dukes border), Roman will get out, reminding you that his wedding to Mallorie is fast approaching.

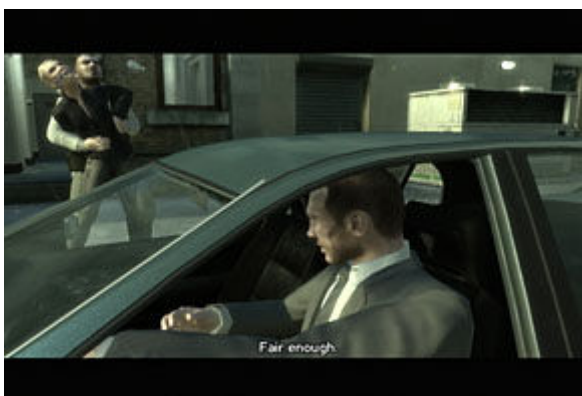


<<	161	162	163	164	165	166	167	168	>>
She's a Keeper								Gerry	

Packie will once again call you, instructing you to visit his brother in the penitentiary off of Grenadier Street. So, after receiving that phone call, go ahead and visit him. Just like your earlier visit with Gerry, he'll have to be ridiculously vague with his instructions simply because he's being monitored by various guards in the prison. But, he gets his point across to Niko well enough that Niko knows what has to be done. And just like that, after briefly speaking through the glass, Niko goes on his way.



The safe house where the girl you kidnapped is being held is located in Alderney, up an alleyway off of Franklin Street in between Rand Avenue and Catskill Avenue. So, begin driving there, being sure to keep a close eye on the GPS instructions on your HUD to locate the discrete alleyway. Once you arrive, you can pull up to the back door off of the alleyway, where one of Packie's goons will bring the kidnapped girl out. This is a pretty funny scene, since Niko remembers how much of a fuss she put up when she was kidnapped. His solution? Throw her in the trunk!





Now, you have to head to another safe house in Algonquin, and while that's relatively close by to your location in Alderney, it will still be a relatively arduous (albeit short) journey. The mob family the girl was kidnapped from is on to the plot, and they've come to take the girl back. So, as you ride along, you have to make haste, because enemy cars will be all over you, gunning away at you incessantly. Making matters worse, you can't damage your car too much or you will kill the kidnapped girl in the trunk, ending the mission automatically. The trip over the Hickey Bridge at the north end of both boroughs will give you a nice chance to speed up and lose the aggressors, however. You can then bring the girl to the relative safety of the new safe house, where she'll be deposited.

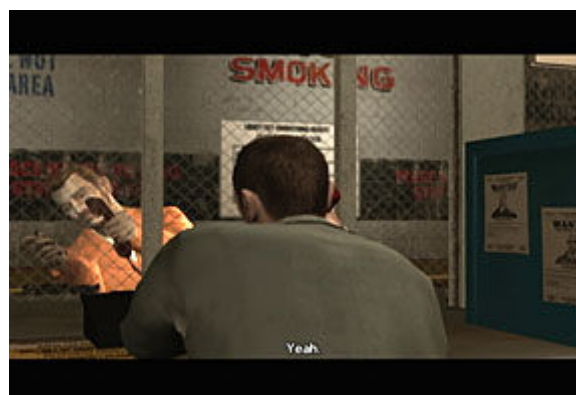
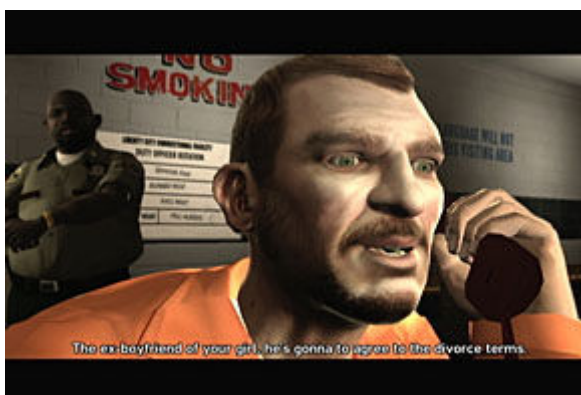
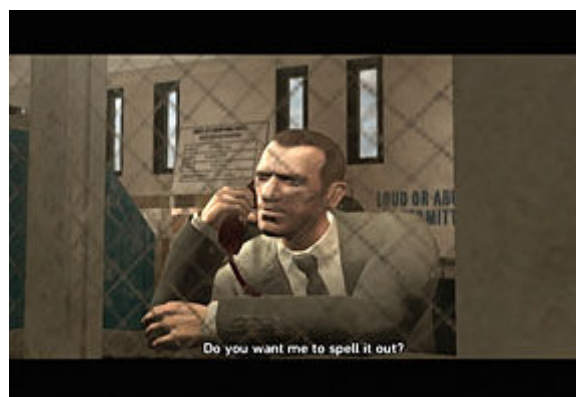


<<	161	162	163	164	165	166	167	168	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

## Diamonds are a Girl's Best Friend

Gerry

It looks like Gerry McReary isn't getting out of prison any time soon, so if you want to visit him, go ahead and do that. The prison, as you well know by this late point in the game, is located at the southeastern corner of Alderney, and is aptly called Alderney State Correctional Facility. Naturally, when you arrive to speak with Gerry, he's going to have to continue to speak in vague terms as he's been forced to do since having monitored conversations. He'll give you some clues as to the mission that lies before you, but ultimately it's going to be up to you to speak with Packie once you leave to sort it all out from there.



As soon as you get outside, Packie and Niko will speak on the phone and the rest of the plan will unravel. The knowledge you receive will let you know that your destination is in northern Algonquin. Packie is waiting for Niko in a car off of Vespucci Circus. So, once you boost a car (or simply get into the car you drove to the prison in the first place), the best route to take will show up on your GPS. You'll almost definitely be taken northward over Alderney before heading eastward over the tiny Hickey Bridge to Algonquin. From there, your destination isn't too far off.



When you arrive at Packie's car, you'll find him and the prisoner already (creepily) sitting in the back. So, get into the car and start driving to your new destination on Charge Island. Your route will likely take you over the Northwood Heights Bridge into Bohan, and then southward to Charge Island via the East Borough Bridge. Make sure to keep a close eye on the directions on your HUD, since Charge Island is small and the directions can be convoluted. Once you arrive at the first waypoint on your HUD, another one slightly forward and to the east will be revealed. Once you pull your car into this location, a cutscene will ensue.

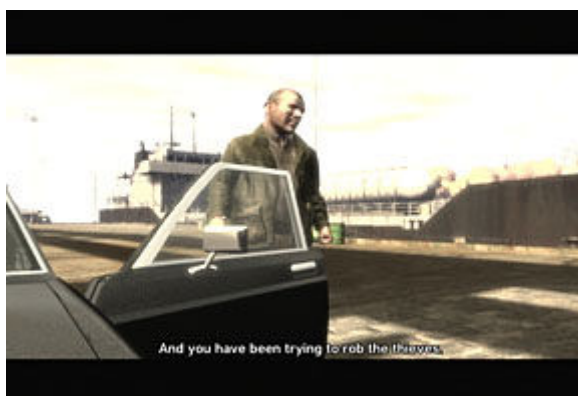


<<	161	162	163	164	165	166	167	168	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

# **Diamonds are a Girl's Best Friend** (cont.)

Gerry

You'll meet up with representatives from the prisoner's family, who will have a handful of diamonds in a handkerchief ready for exchange. Believe it or not, this deal was to go off honestly and without a hitch, with Niko agreeing to push the prisoner over in exchange for the diamonds being left on the ground. But as soon as this deal goes down, a familiar face shows up. It appears the diamonds were stolen from him, and he intends to kill *both* parties in order to get them back.





After that rather lengthy cutscene finishes up, an epic gun battle will take place on the highly-industrialized Charge Island. This battle will take place in parts, with wave after wave of enemy coming out. Bulgarin *really* wants those diamonds back, apparently. Thankfully, you'll have Packie helping you out (he'll have an automatic weapon *and* Molotov Cocktails at his disposal). So, begin working your way far forward into the fray. All enemies will be represented by red dots on your HUD, so there won't be any guessing here like there is on previous missions.



When you've cleared the initial wave of enemies, you can begin working your way into the catwalks overlooking this area (in fact, you've likely locked onto and killed a few enemies up there already). There are plenty of enemies up here that need to be dealt with. We've been alternating between an assault rifle and Uzi, and a shotgun depending on the proximity of the targeted enemy to you. We recommend you do the same as you traverse the catwalks, keeping in mind that shotgun tactics require a certain sense of urgency, because you'll need to be aggressive for it work.

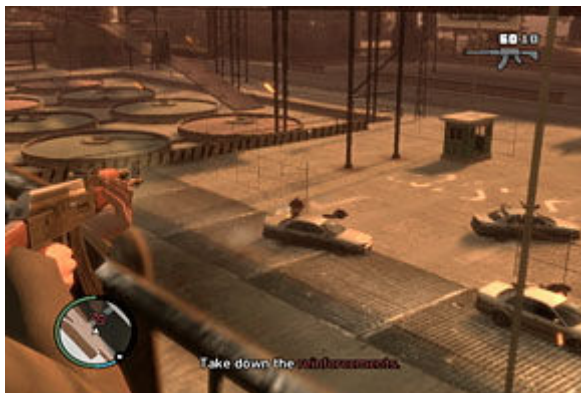


<<	161	162	163	164	165	166	167	168	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

# **Diamonds are a Girl's Best Friend** (cont.)

Gerry

Once up on the catwalks, you'll also notice that wave after wave of enemy continue to come along. They'll come from further up on the catwalks as well as in cars from below. The latter are extremely easy to take off, with or without explosives. With an RPG or grenades, you can launch explosives at them, killing those foes en masse before they're able to get out of the car. With an assault rifle, they're just as easy to kill as they get out of the car, unable to react. Eventually, you'll run into what seems to be the last of Bulgarin's foes. He'll drop the diamonds instead of handing them over (since he accurately describes death for him no matter which choice he makes). Once that happens, you can kill him and the rest of his friends before heading down a ladder. We're almost done.





Once down on ground level, you'll no doubt notice that you've attracted at least a two star wanted level. As a result, while you'll be in somewhat of a carless void, the cops that come after you will sacrifice their cars upon death (you just might up your wanted level a little bit as a result). So, grab a cop car (or any other vehicle in your vicinity). Once Packie jumps in the car, it's safe to head along the new route laid out for you on your HUD. Your destination is Packie's place in Dukes off of Savannah Avenue. Keep in mind that your wanted level might make this a rather tricky drive. The good news? Once you arrive at Packie's place, regardless of wanted level, the mission will end in success *and* your wanted level will magically disappear.



#### WAIT DAWG!

From here on out, the available missions change depending on whether you chose to go for the money or go for revenge at the end of the [That Special Someone](#) mission. If you chose to go for the money, continue with the walkthrough as normal. If, however, you chose to go for revenge, continue the walkthrough by [clicking here](#).

<<	161	162	163	164	165	166	167	168	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

### If the Price is Right

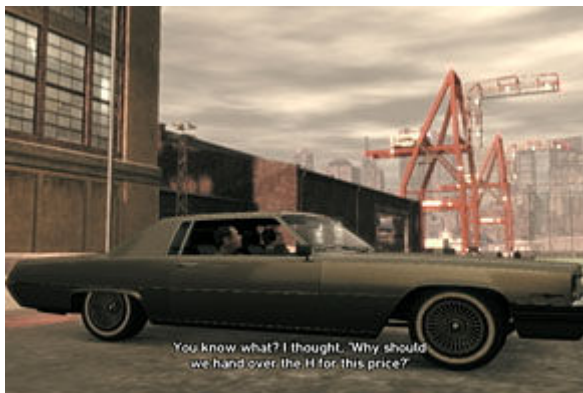
Jimmy

If you choose to, after seeing Mr. Pegorino at his strip joint, go for the money instead of the revenge, then your first stop is an unnamed road (perhaps part of Tinderbox Avenue) on the southwestern end of Alderney. When you arrive there, you'll meet up with Phil Bell, who will tell you that your destination is yet another unnamed street (this one off of Latchkey Avenue) on the eastern side of the borough. So, get into a vehicle with Phil Bell and begin heading over there, and once you arrive, head into the compound and park at the new spot nearby, also marked on your HUD.





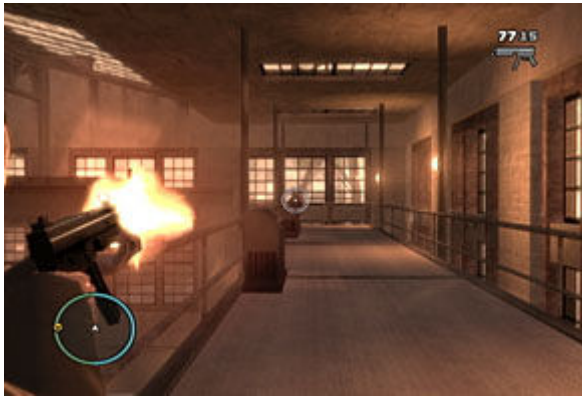
Trust us when we tell you that Niko almost immediately regrets his decision to work with Dimitri. No sooner is the car parked than Niko and Dimitri have a conversation. He lets them know that the heroin they were supposed to be using in the deal is now his and his alone. Having killed associates of the people whose compound you're in, you have a choice here. You can either get out of dodge, or you can fight for the money. Naturally, when Phil Bell is involved, the latter choice is the one chosen automatically.



Phil Bell runs out of the car and instructs Niko to follow him. So, do so. Phil will from here on out be our point man, leading the way. So, follow him as he swings behind a huge warehouse. Once at the back end of the warehouse, he'll locate a ladder leading up to the roof. As he climbs it, so too should you. After climbing up to the roof, jump over to the right side where Phil will be waiting for you, and follow him to a skylight. This will act as your entrance into the building, so as Phil shoots it out and jumps in, go ahead and follow him.



The battle that ensues here is surprisingly underwhelming. There's plenty of enemies here that will give you a hard time, to be sure, but you're so well-positioned from the get-go that you will be hard-pressed to die. For starters, aim your attacks at the enemies on the catwalk you landed on, and then begin firing on the foes below to thin them out a little bit. There are a finite amount of enemies here, but you'll still need to be aggressive in bringing them down. Break out everything you have—sniper rifles work well here on enemies below and far away, as do the grenades you'll find on the catwalks. Of course, automatic weapons and assault rifles will be your best friend here, so be sure to grab any and all dropped guns and ammunition from fallen foes as you go, so you can constantly replenish your stock.

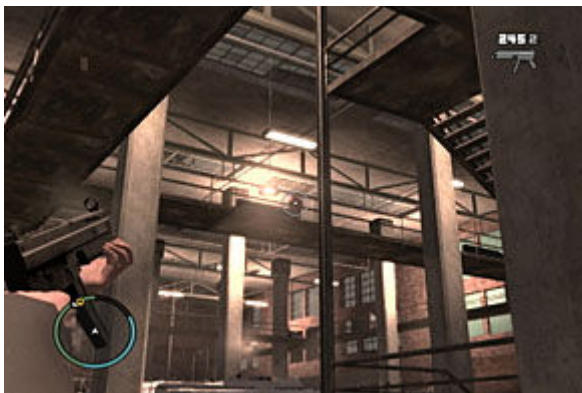


<<	161	162	163	164	165	166	167	168	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

# If the Price is Right (cont.)

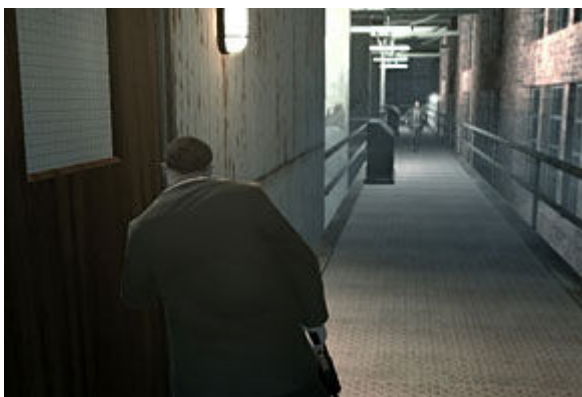
Jimmy

When you finally have eliminated the enemies from the catwalks around you and have thinned out the enemy numbers below, you can either jump down to the main floor, or run down the staircase leading to the same location (easier to do the former, safer to do the latter). Then, begin opening up on the enemies surrounding you. There's plenty of cover in the area, so get behind something and begin firing away at your opponents. We understand that this is a frustrating area since there are numerous enemies and they aren't represented on your HUD. The best way to proceed forward is to rush forward without Phil, capping enemies as you head to the far side of the warehouse. Here, you can climb up onto another segment of the catwalk and eliminate the rest of the enemies. While you can bring Phil with you, he's a bit of a liability, so we recommend clearing the entire warehouse of enemies before going back and joining back up with him.





The office is on the far end of the warehouse, along the catwalks, and that's where the money is being kept. There will be enemies within the office, but they can be easily slain with a grenade or some bullets through the windows. Be positive to go back and join back up with Phil at this point, because you won't be able to breach the office without him. Once you do, a cutscene will ensue and one of the last remaining thugs will make off with the money. As you give him chase outside, you'll have to deal with a few remaining enemies on the periphery, but nothing too out of control. Just give him chase and follow him outside.





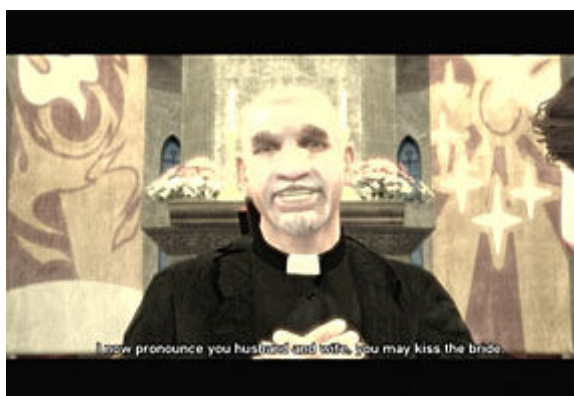
Stupidly, the foe will get into a slow-moving box truck, and you can hop into a pickup truck outside, making this chase rather simple. Though there will be debris falling out of the back of the box truck, and though there will be obstacles in your path throughout the chase (which mostly takes place in the industrial complex, though it eventually works its way onto some city streets), keeping up with the truck shouldn't be an issue. When you finally manage to stop the truck in its tracks, the driver will get out. Run the driver over or in some other way end his life, and then bring Phil back to his place off of Latchkey Avenue, where this whole ordeal began in the first place.



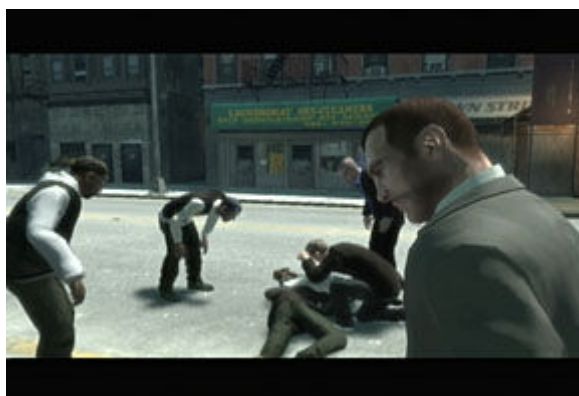
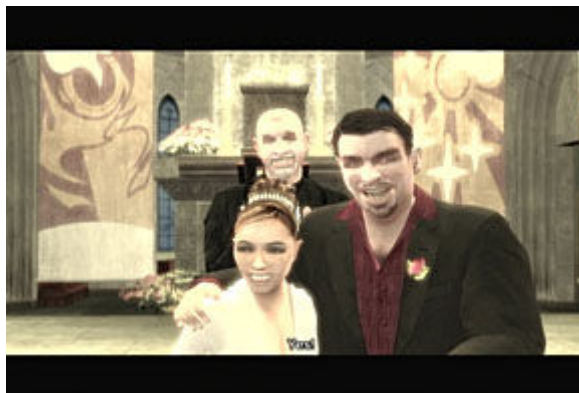
<<	161	162	163	164	165	166	167	168	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

Mr. & Mrs. Bellic (Money)	Roman
---------------------------	-------

This isn't so much a mission as it is a part of the story that segues you into the game's final mission. And it's a sad one at that. At the first 10am following the previous mission, Roman will call Niko and tell him to get his ass over to the church (this is following a call with Pegorino, and a rather unsuccessful one with Kate, who refuses to go to the wedding with Niko). Make sure you're dressed in a suit and nice shoes (which you may or may not already be), and then head over to the church, the very same one where the McReary funeral was held.



All seems great. You meet up with some old friends, such as Little Jacob and Badman, and the wedding goes off without a hitch. But Dimitri just won't stop, and when a man walks up to Niko and tells him he has a present from Dimitri, a gun discharges and goes into Roman, killing him right in front of his new wife. Niko has had enough, and shoots the corpse of Dimitri's thug over and over again before Little Jacob implores him to get out of dodge before the cops show up. He promises to be in touch on Dimitri's location, and just like that, this brief and sad mission concludes.



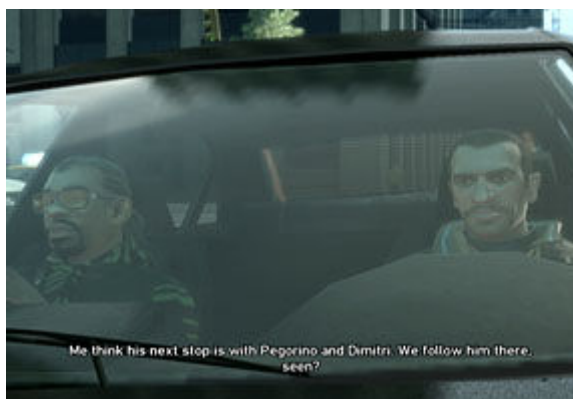
<<	161	162	163	164	165	166	167	168	>>
----	-----	-----	-----	-----	-----	-----	-----	-----	----

## A Revenger's Tragedy

Final

After the tragedy with Roman at the church on his wedding day, Niko will wake up in the Bohan safe house. Back in the clothes he got off of the boat with, Niko will be out for revenge on this, the final mission in the game (if you chose the "money" direction as opposed to the "revenge" direction). Jacob will text Niko almost immediately to let him know that he'll be in touch as soon as he's located Dimitri's whereabouts, and implores you to go stock up on weapons in the meantime. This is good advice. The closest gun merchant to the Bohan safe house is southward in Broker, so put that as a waypoint and drive down there. We recommend buying everything and anything you want, including lots of explosives and plenty of ammunition for your assault rifle and other automatic weaponry.

Eventually, though, Little Jacob will call Niko to inform him that he's waiting for him in a car on Asahara Road in Alderney, and regardless of where you are at the current time, you should head there once you're prepared to begin this final mission. When you arrive, Little Jacob will tell Niko the rest of the plan, how Pegorino and Dimitri are in cahoots with one another, and that to find him, we need to tail one of Pegorino's guys back to his place. And just like that, you're on your way.







The ultimate location of this chase is at the far, far northern end of Alderney, where an abandoned casino is located. This is Dimitri's stronghold, and he's got goons *all over the place* waiting for a shot at you. While Little Jacob accompanied you this far, Niko eventually encourages to get out of here and to plan an exit strategy for when this is all said and done, since the carnage will be, to say the least, massive. He eventually agrees, leaving Niko on his own. Now, please keep in mind that our walkthrough here will rest upon the assumption that you took our advice earlier and stocked up on weapons, including grenades, RPGs and the like. Okay, ready? Let's go!



<<	169	170	171	172	173	174	175	176	177
----	-----	-----	-----	-----	-----	-----	-----	-----	-----

# A Revenger's Tragedy (cont.)

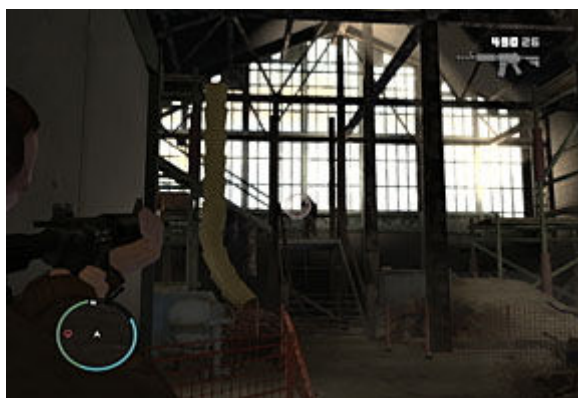
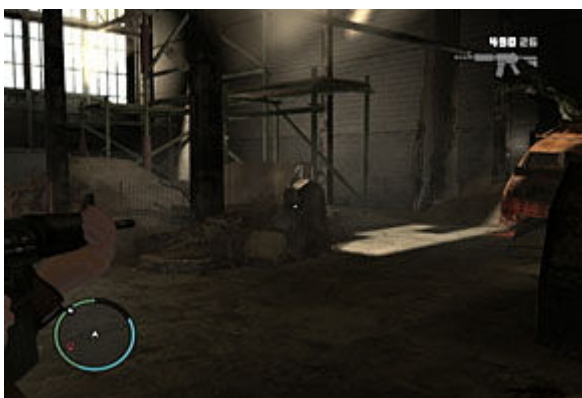
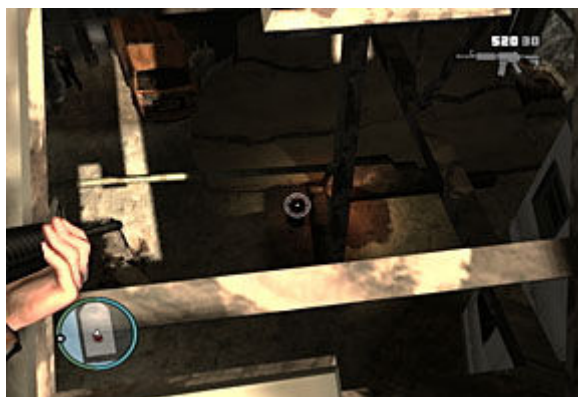
Final

Now, you can use grenades from behind your original cover, but it's dangerous because Niko loves throwing underhand if you don't arc your throw high enough. So, break out your RPG and make your first order of business three well-placed shots to the cars your foes are using to defend themselves. Not only will that eliminate those pieces of cover and set them ablaze, but it will certainly create collateral damage as well. Then, begin firing away, preferably with an assault rifle, as you work your way forward into the fray. Because there will be so much commotion here, your best bet is to use your sense of hearing to try and learn where enemy fire is coming from. Then, devote your attention (with some well-used auto-aiming) to that area and extinguish the threat. When all of the enemies here are eliminated, be sure to comb the area for dropped weaponry. If you went to the weapon shop, you're probably fine, but hey, you never know.





Now, you can go through a door on the destroyed building's main level, which will let you access the building just fine. But if you're patient, you can actually go around to the back of the building, where a ladder will lead up to the roof. From here, you can shoot at stray enemies through holes in the roof, and then jump through one of the holes, landing on the ground below. Once you get up, immediately arm yourself, run for nearby cover, and begin killing the rest of the enemies in the building. Compared to the fray you found yourself in outside, this shouldn't challenge you too much, but make sure all enemies are killed before heading into the far end of the building, where you'll find Dimitri and Pegorino.





Seems to be that with almost any relationship Dimitri manages to forge, they don't last very long. When you run in on the two men, Dimitri has a pistol to Jimmy's head, and before your very eyes, he does him in. There's no time to worry about that, however (Jimmy was a rat, anyway). Instead, once Dimitri runs off, run up the stairs after him. You'll come out outside and will have to deal with about five more of his men lining the roof (this is the same area the ladder led up to, though the door was sealed if you tried to go into it earlier). As you pursue Dimitri over the roof, be absolutely positive you've killed all of the enemies in your way. There are few things in the game more damaging than an assault rifle round to the back.



<<	169	170	171	172	173	174	175	176	177
----	-----	-----	-----	-----	-----	-----	-----	-----	-----

# A Revenger's Tragedy (cont.)

Final

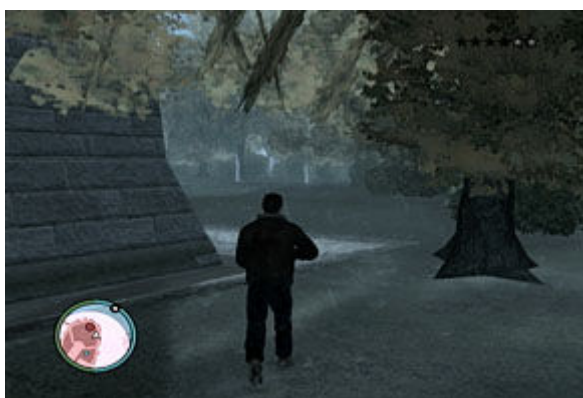
Dimitri will make a getaway on his helicopter, and while Niko grabs on momentarily, he's shortly thereafter kicked into the water below. Thankfully, he lands *not* on top of, but rather *next to* a speedboat that he can pull himself into in order to give chase. Stupidly, Dimitri's pilot keeps a course that remains over water for some time, so he's easy to follow (and, as usual, the helicopter will also show up as a red dot on your HUD). They will shoot RPGs at you en route, but they can't hit you, so worry not about those. Instead, worry about keeping a consistent speed, because Little Jacob will swoop in to save you and you'll have to get under his helicopter before it's too late (you would have received a text alluding to this earlier in the mission).



If you made it to Little Jacob's helicopter on time, then you will have grabbed on automatically. Follow the on-screen prompt to lift Niko into the safety of the helicopter. Once you do that, you'll be able to pilot the craft. The game will tell you to keep it low, but that's not really necessary. Instead, just concentrate on staying on Dimitri's helicopter as it twists and turns throughout the city. That's the only thing that's important. Eventually (and automatically), Little Jacob will take down Dimitri's helicopter, but you aren't immune either. Instead, you and Little Jacob crash, too. Where? How about on Happiness Island, in between Algonquin and Alderney.



From here, victory is within your grasp. Niko will once again insist that Little Jacob stays behind as he pursues the foe (yet again represented as a red dot on your HUD). En route, some of Dimitri's remaining allies will stand in your way with assault rifles, trying to gun you down. Shoot them as you run, but don't pay them too much mind—it's important that you keep up with Dimitri as he circles the base of the Statue of Happiness. Once you catch up with him, shoot him and the game will take over. We won't ruin it for you, but nonetheless you've beaten one branch of the game. Congratulations! Hopefully, you made an alternate save so you can play through the "Revenge" chain of final missions instead, to see what you missed!



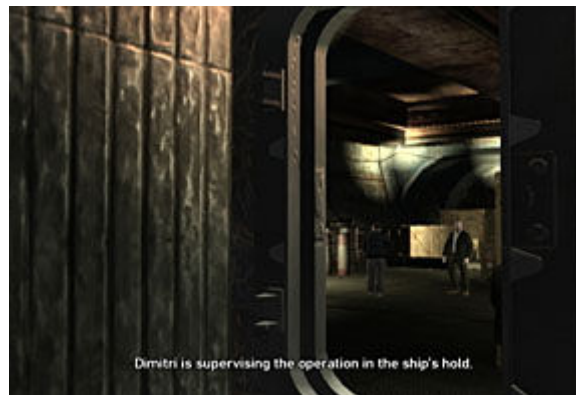


<<	169	170	171	172	173	174	175	176	177
----	-----	-----	-----	-----	-----	-----	-----	-----	-----

## A Dish Served Cold

Jimmy

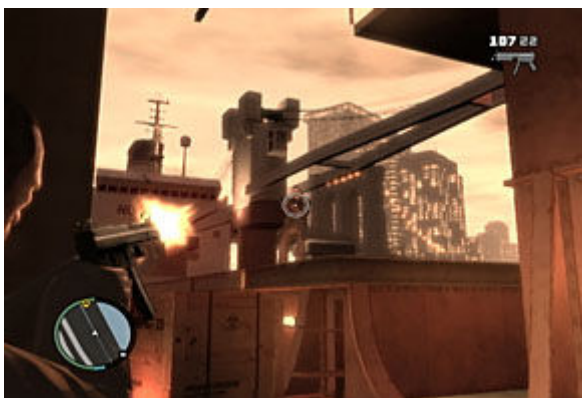
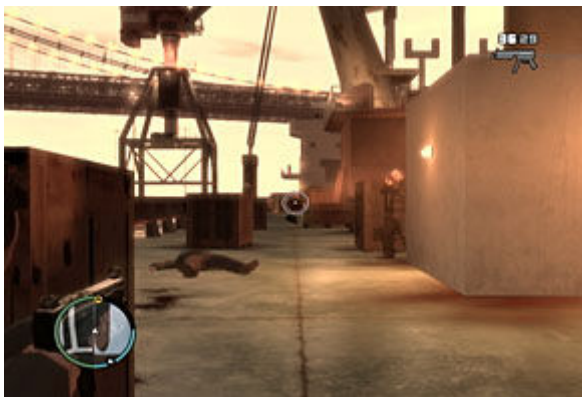
After speaking with Jimmy at his club, you'll have a choice to make. This walkthrough covers both of those choices. If you're reading about this rather aptly-titled mission, then you obviously took the "revenge" choice over the "money" choice (and we can't really blame you). Doing so will bring you clear across the city, back to Broker, where the game began. More specifically, you're heading for the Broker Navy Yard off of Mohanet Avenue on the west side of the borough. When you arrive, you'll find a gigantic ship being loaded by Dimitri's henchmen. They're going to move the heroin they just stole, and since Dimitri is personally overseeing the loading of the illegal cargo, now seems to be the time to strike.



As long as you don't attack anyone (or otherwise attempt to breach the ship), you'll be able to attack first. There are guys on the dock alongside the ship that must be taken care of first. While you can get on the ship without dealing with them, as soon as you begin to board the ship they'll flank you and fire from behind. So, use a car (or guns) to eliminate these enemies before boarding the ship, grabbing their dropped guns (you'll need all of the ammunition you can get). The gunfire below will no doubt have alerted the enemies on the deck of the large freighter, so once you board, begin pushing forward through enemy after enemy.



The gunfight on the deck is large in scale, and will take some patience to get through alive. There are enemies at multiple angles and at multiple heights, but they'll primarily come from ahead and above. As usual, auto-aiming is your best friend here, since it will reveal the locations of enemies that are otherwise obscured by the cover they're hiding behind. It's important to keep in mind that there are *two sides* of the ship, and that both sides should be cleared before you even think about breaching the ship and heading on inside. As is usually the case in this game, any enemy stragglers you leave behind will come back to haunt you later, and on a mission where only Dimitri shows up on your HUD, this could be absolutely disastrous. The moral to the story? Be thorough in your killing.



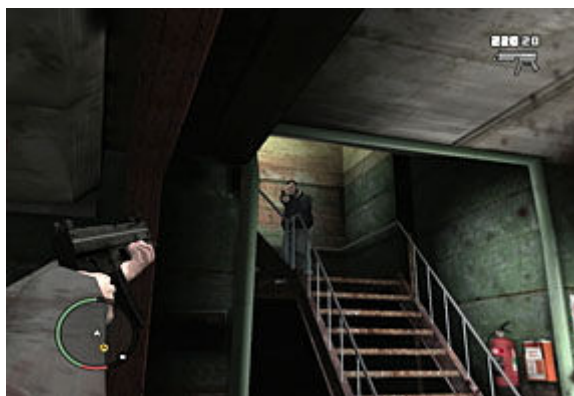
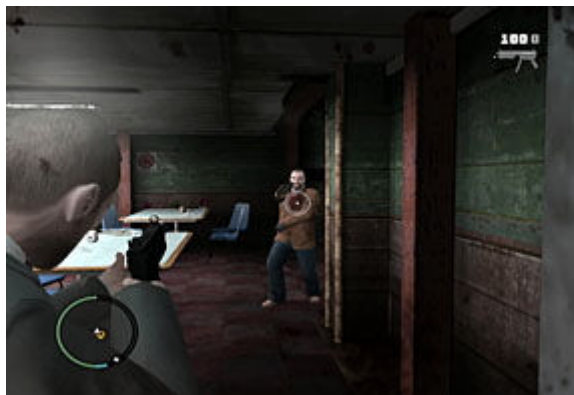


<<	169	170	171	172	173	174	175	176	177
----	-----	-----	-----	-----	-----	-----	-----	-----	-----

#### A Dish Served Cold (cont.)

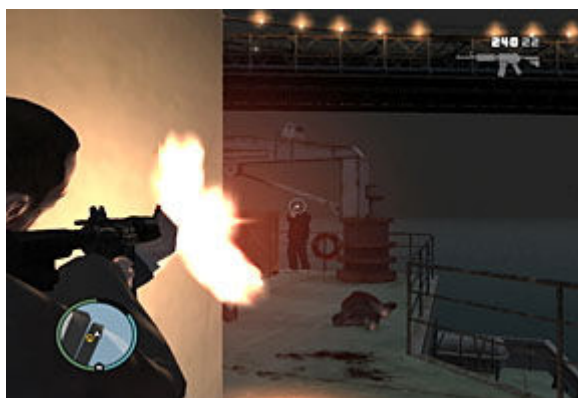
Jimmy

When you've combed the deck and made sure no one is left alive (and after you've grabbed as much ammunition from these fallen enemies as you can hold), you can finally head into the ship via the living quarters off of the main deck. Expect more enemies here. A great way to prime your entrance is to chuck a grenade or two into the room before going in, but if you don't have any explosives, simply head on in with guns blazing. Enemies will use what cover they can, but the area is fairly confined, so close-quarter combat is what you're left with. As you head towards the stairs leading up to the next level of the indoor segment of the ship, be sure that you leave no enemies behind for the same reasons we mentioned earlier.

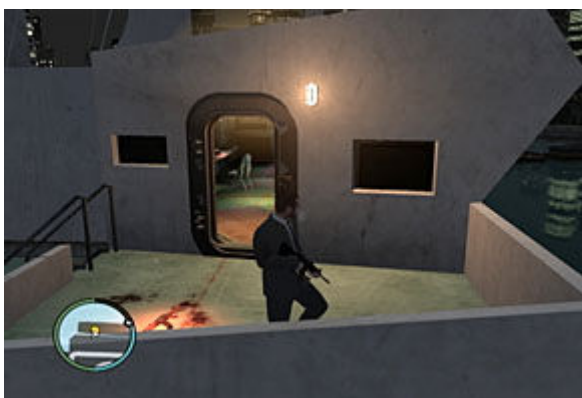
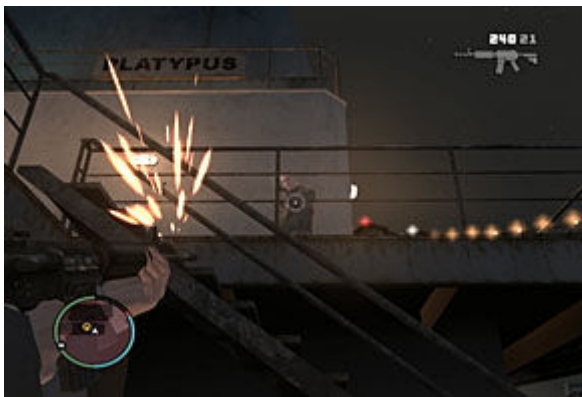




The corridor you find yourself in after climbing the stairs is crawling with baddies. There are plenty of bedrooms and storage rooms off of the pathway as well, giving both you *and* the enemies plenty of areas to hide. Because of this, you should be careful and calculated as you proceed through this area, ultimately emerging outside. Once outside, run around the entirety of this raised upper deck, and clear enemies as you've done several times throughout this mission, being sure to leave no one behind, and more importantly, grabbing their weapons. You just never know when you're going to run out of ammunition.



Finally, we're getting close to the control room of the ship. Unfortunately, when you finally get there, you won't actually crash the ship or do anything detrimental to it. Once you actually breach the control room, you'll instead be asked to open the cargo hold so you can reach the area where Dimitri is hiding with his last holdout of thugs. So, utilize the controls when you reach this room by following the on-screen prompts. As usual (if this isn't already quite predictable), we recommend clearing completely the area *surrounding* the control room before heading inside. It's a small room with nowhere to maneuver, and it can be disastrous getting trapped within this room.

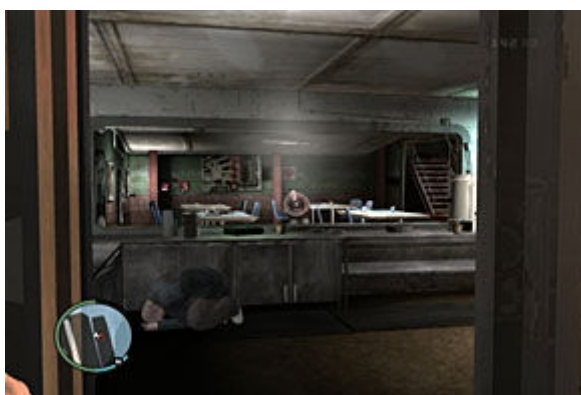
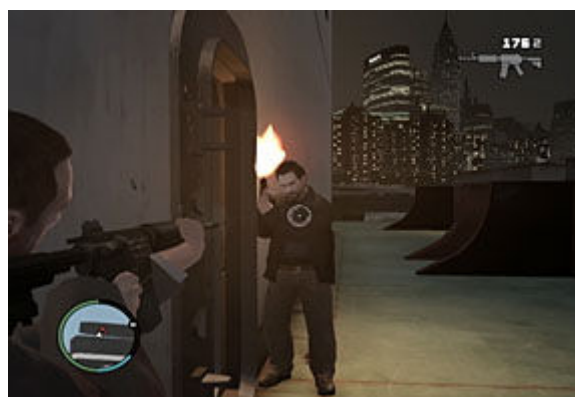


<<	169	170	171	172	173	174	175	176	177
----	-----	-----	-----	-----	-----	-----	-----	-----	-----

# A Dish Served Cold (cont.)

Jimmy

With the cargo hold open, it's time to backtrack all the way down to the main deck. Earlier, the rather covertly-hidden cargo hold was easy to miss, but this time an open hatch leading into the ship's hull will let you know where to go. The backtracking isn't as easy as it might sound, however. Enemies haven't necessarily respawned, but reinforcements have arrived on the scene and will combine with any enemies you left alive as you went through to give you a hard time getting back. Your best bet is to jump over the sides of the ship to the main deck instead of going through the interior. This should allow you to run into less resistance.



When you reach the now-open hatch, jump into the cargo hold. When you do, a cutscene will ensue, showing Niko, Dimitri, and what remains of his personal body guard. The end is near for that back-stabber. But first, you're going to have to blaze through his friends. Dimitri has a red arrow hanging over his head and will immediately retreat to some cover as his friends attempt to take care of you. As soon as you target him and begin shooting him, however, it's all over for Dimitri.



Dimitri won't necessarily beg for his life, but he does try to get himself out of this mess by promising that his death will make things extremely difficult for Niko. Perhaps he's right, but regardless Dimitri needs to be taken care of. As the game has done many times up to this point, you'll be given the opportunity to lay the killing blow to Dimitri as he stands in front of you defenseless. Aim at his head with a firearm and take him out. Then, get off of the ship (just jump off of the side of the deck to the ground adjacent to the ship) to end the mission successfully.



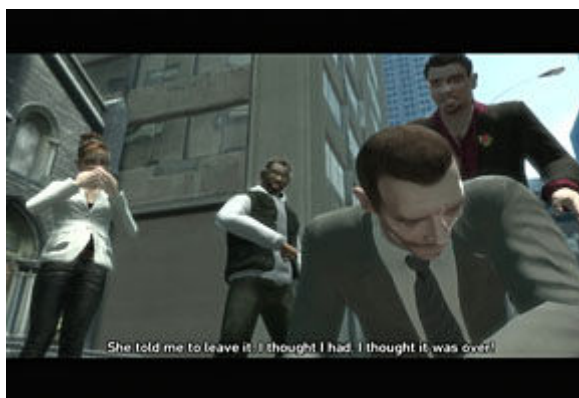
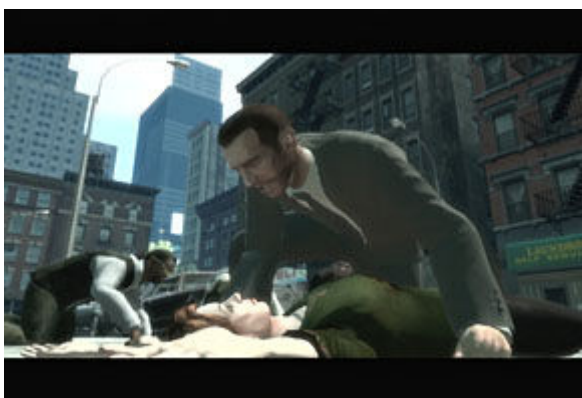
<<	169	170	171	172	173	174	175	176	177
----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Mr. & Mrs. Bellic (Revenge)	Roman
-----------------------------	-------

This mission will occur regardless of which path you decided to take. However, we've covered it twice because the mission will go very differently depending on which path you chose. *This* particular brief rundown covers the "revenge" path, so if you just killed Dimitri on his cargo ship, then you're on the right path. You'll get a call from Kate after that mission is over. Since she's your date to Roman's wedding, you have to go pick her up at her place in Broker, on Savannah Avenue. After scooping her up, you can then drive to Algonquin, to the very same church where her brother's funeral was. The conversation you have with her en route to the church is an important one, and as you'll soon find out, it's one you'll want to pay close attention to.



Why should you pay such close attention? Well, the answer to that is simple enough. Roman and Mallorie will get married without any trouble whatsoever, but it's outside after the wedding concludes that the crew runs into some trouble. As everyone celebrates this glorious day, none other than Jimmy Pegorino drives up and, using an assault rifle, shoots into the crowd. Everyone goes uninjured, except for one person—Kate. Kate is struck down by Jimmy's bullets, and she dies instantly. This leaves Niko in an absolute rage, but Little Jacob and Roman encourage him to get out of here before things get out of control. And just like that, this short, story-driven mission will come to an end.



<<	169	170	171	172	173	174	175	176	177
----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Out of Commission	Final
-------------------	-------

Following the tragic events at Roman's wedding, you'll find Niko back at the safe house in Bohan. Frustrated, upset and angry, Niko vows revenge, but there appears to be nothing to do yet. Head outside and wait for a forthcoming text message from Little Jacob, which will encourage you to seek out a weapon dealer to stock up. We highly recommend you purchase an RPG and some grenades, as well as assault rifle rounds. Eventually, Little Jacob will give you a call and tell you to meet him and Roman at a car in Alderney, on Asahara Road. So, head over there (the GPS will show up on your HUD and get you there easily). Once there, you'll meet up with Roman and Little Jacob, and they'll give you the rundown on the upcoming mission.



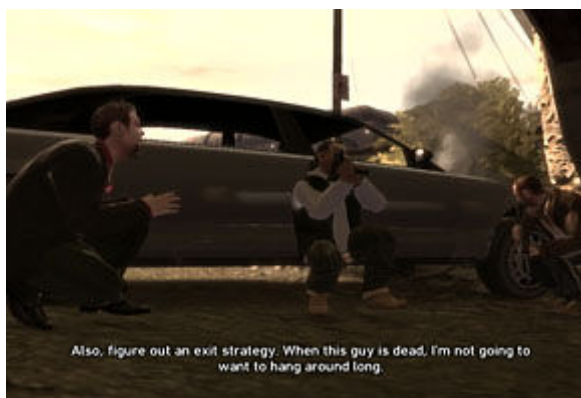


Basically, you're going to be following a car manned by some of Pegorino's goons as they stupidly bring you to his location. This isn't one of those chases where you have to stay far behind the car to make sure they don't see you. They *immediately* know you're on their tail and act accordingly. They turn their car around, shoot at you, and begin driving wildly around Alderney, using a major highway as their primary conduit. Simply stay on them (holster your weapon, shooting at them won't help you). When they cross the highway lanes so their going against oncoming traffic, carefully follow them the *next* time you get the opportunity to cross over, since this will allow you to miss a majority of the oncoming traffic while dodging the rather pesky possibility that you miss the exit they take, making it impossible to catch back up with them.





Ultimately, the car full of Pegorino's men will bring you off-road and towards an abandoned casino at the far north end of Alderney, off of Beaverhead Avenue. When you arrive, the game will take over for a bit, bringing you to the outskirts of the casino. Here, Niko will encourage Roman and Little Jacob to get out of here and let him take care of Pegorino while those two figure out an exit strategy for Niko. And just like that, the two of them split off from Niko, leaving him alone to take care of Pegorino and his goon army.



<<	169	170	171	172	173	174	175	176	177
----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Out of Commission	Final
-------------------	-------

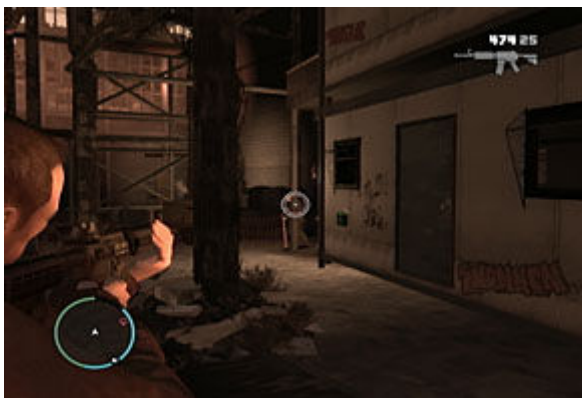
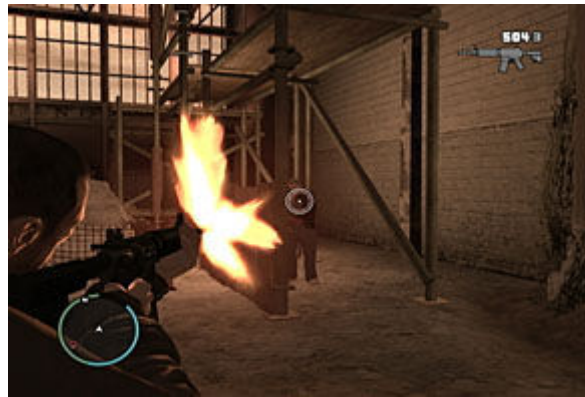
First, it's time to clear the front of the abandoned casino of the numerous enemies waiting there for you. The RPG we earlier recommended you buy comes in handy here, since the foes ahead are using motor vehicles for cover. Well-aimed rockets can eliminate the cars, forcing explosions that will kill, maim and injure many of the enemies who are currently hiding. Once some or all of the cars are ablaze, you can then pull out an assault rifle and begin running around, eliminating any stragglers. Be especially mindful of two pesky groups of enemies as you do this, however. Three foes will be along the lower roof on your right, while two shotgun-toting foes will attempt to make you miserable from a ditch behind the cars' location.



When all is quiet, it's time to breach the building. You have some options, because there are three ways this can be done. The first most undesirable way to do so is to simply go through the front door into the building, where you can deal with the remaining enemies head-on. The other two techniques are preferable, however, because they allow you to thin out the enemy ranks before having to face them directly in close quarters. Therefore, we recommend using one of these two techniques, two which meet up rather nicely in the end. Both involve going to the building's roof. While facing the front of the building, going left and around back will lead you to a long ladder which will lead to the roof, while going around to the right will bring you to a staircase and a shorter, more manageable ladder. Ultimately, however, once you're up there it's all a matter of getting to the various holes in the roof which will allow you to take potshots at the foes below without them being able to respond with more than random fire.



It's entirely possible you were able to clear each and every enemy from strategically placing yourself along the roof and firing through the holes in the aging structure. Either way, though, you're going to need to drop in and make sure for yourself. We recommend just falling through the roof (it's a completely survivable fall, plus there's health within if you need it), but if it makes you feel better, you can climb back down to ground level and go through the front door. Either way, as soon as you arrive, head through the rubble-filled rooms to clear any remaining enemies (there should only be five or six enemies in here total). Then, seek out a room on the far end of this abandoned building.

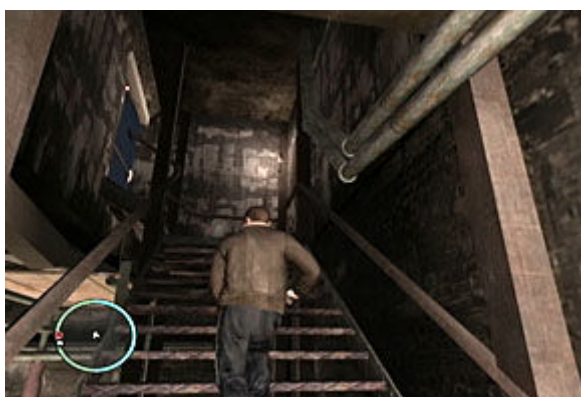




<<	169	170	171	172	173	174	175	176	177
----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Out of Commission	Final
-------------------	-------

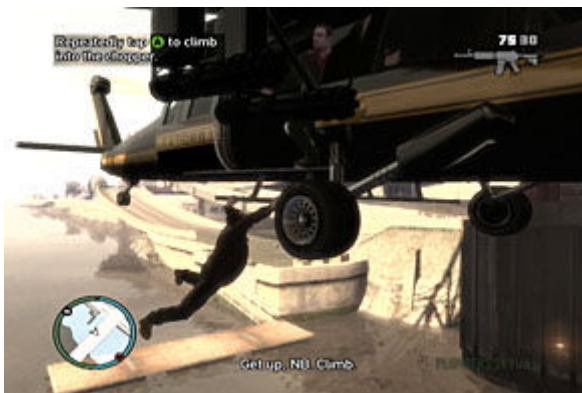
Once you head into this room, you'll find Jimmy Pegorino. After blaming Niko for Kate's death (even though he was holding the gun—go figure), he'll run up the stairs he was standing on, towards the roof. Give him chase, heading up the stairs yourself. Once on the roof, be ready to immediately do battle with some of Pegorino's remaining soldiers, though you should be able to blast through them rather quickly. You'll see Pegorino head down a ladder, so give chase (you can just jump down instead of climbing). Run after him, taking out foes en route, including a pair of enemies that show up in a car as you near the pier.



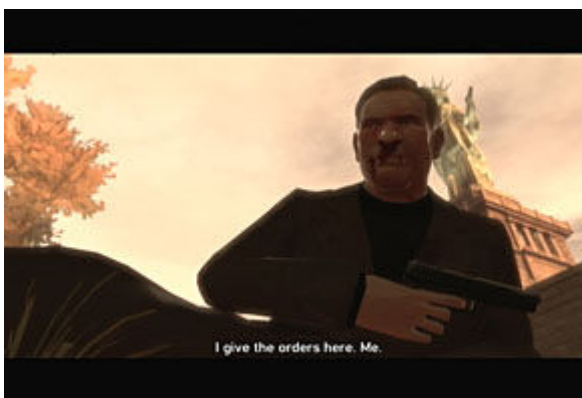
Ultimately, Jimmy will jump into a speedboat and head off. On the dock, you will find a dirt bike. The game will encourage you (via a prompt) to get on the bike and speed along the coastal beaches in pursuit of Jimmy, so do so, going as fast as you comfortably can while keeping in mind that the sand is unsteady and difficult to stop on. Also, you'll run into some debris and people who, if hit, will force you to fall and almost certainly ensure your failure of the mission. This ride can be a bit of a pain, so take it easy, and if it takes you a few tries, don't sweat it. Use it to learn the route so you know it better the next time around.



Eventually, as you ride along the beach, a helicopter will fly overhead. It's Little Jacob and Roman! The game will prompt you to use the ramp at the end of the beach to fly up to the helicopter. Hit it as fast as you can, but keep in mind you don't have to be going *that* fast for this to work. As soon as you've grabbed onto the helicopter, follow the on-screen prompt to pull Niko in. Then, ignore the instructions the game gives you. You don't have to remain too low—just follow the boat marked as a red dot on your HUD. It's heading for Happiness Island!



The helicopter will receive damage from an RPG, but Pegorino's boat is also already damaged. Both crafts eventually crash onto Happiness Island, and you will regain control of Niko thereafter. Chase after him (again, represented as a red dot on your HUD) and plow through his last few cohorts and you bum rush his position near the Statue of Happiness. Once you find him, begin shooting him, and the game will take over. We won't ruin the surprise for you here—just enjoy Jimmy's pain! Congratulations! You've beaten Grand Theft Auto IV. Here's hoping you made an alternate save so you can enjoy the *other* end route you could have taken.





# Grand Theft Auto IV Side Quests

Most Wanted & Random Char.	Brucie's Races	Jacob's Drug Runs	The Fixer's Assassinations	Brucie's Carjackings
Most Wanted		Random Characters		
Alonso Goralski				

Alonso Goralski is wanted for burglary, and the fact that he's hanging out at Francis International Airport in Dukes suggests that he might be attempting a getaway. In case you don't know where Francis International Airport is, it dominates the eastern edge of Dukes and can be gotten to in a variety of different ways. After accepting the mission from the police computer, head over to the airport and get ready to fight.



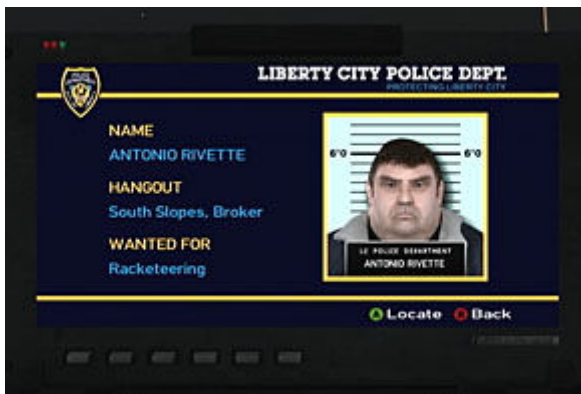
Alonso is with a group of his friends, and they're in two different cars. When you finally get in front of the various terminals at the airport, the red dots will appear on your screen representing those two cars. Immediately park your cop car in front of their vehicles (hopefully there's plenty of traffic at the airport when you visit so that it slows them down more) and pepper them with gunfire. Once the driver of either vehicle is killed, the others in the car will get out with guns blazing. Kill both drivers to get everyone out of the cars, where you can easily extinguish them for another victory.





## Antonio Rivette

Antonio Rivette is a rather portly man wanted in connection with racketeering charges. He often hangs out in the South Slopes sector of Broker, and naturally, he'll be found in that area with some friends. Add his location to your HUD's GPS device by locating him on the police computer, and you'll find that he's located off of Cayuga Avenue, near where it intersects with Sundance Avenue east (and slightly north) of Soldiers Plaza. Once you arrive, you'll see the dots on your HUD representing him and his friends. They're holed up in the train station.



With a gun drawn, slowly walk up the stairs to the second floor of the station, where he and all of his friends are located. They're all packing rather powerful automatic weapons, so this isn't something you're going to want to run into willy-nilly. Instead, pick off one enemy, and then the next and so on and so forth. This way, you don't get in over your head, finding yourself surrounded by enemies with automatic weapons when there's little cover to work with (other than the ticket machines in the middle of the room). When the last of the foes is killed, you can then head out of the train station with another successful wanted mission under your belt.



## Barry Lamora

Our friend Barry here is wanted for an interesting crime—human trafficking. In an increasingly liberalized world, human trafficking has no place, so doing Barry Lamora in should be of special interest. He's easy enough to find, thankfully, holing up in the Colony Island Apartments in Algonquin. After finding him in the police computer and locating him, head on your way. The Colony Island Apartments, as your HUD's GPS will show you, is on Colony Island, an island incorporated into Algonquin off of its eastern shore. You'll access it via Leaper's Bridge and President Avenue on the eastern side of the borough.



Barry will be accompanied by two thugs, and all three enemies must be killed for this to be a successful mission (all three are represented by red dots on your HUD, simplifying things significantly). When you arrive near the apartment building on Charge Island, they will begin to fire on you and then scatter. As long as you move relatively quickly, you shouldn't lose any of them. You can use your car as a potent weapon here (and as a way to move around quickly once the foes scatter). When all three enemies are killed, another wanted mission concludes.

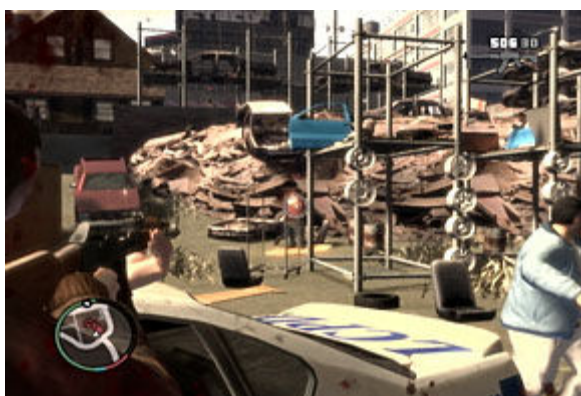


## Bert Reker

In the BOABO area of Broker, you'll find a biker guy with a huge fat earring in his left ear named Bert Reker. Bert is a real scumbag, wanted by the LCPD for drug trafficking. Once you accept this mission from the police computer, the GPS on your HUD will bring you to Bert's seedy compound. It's located in Dukes where Stone Street runs into Valley Forge Avenue. Once you arrive, the gates will open (or you can simply bust through them if you're not feeling too patient).



Once you're in the compound, be ready for a real fight. Your cop car is going to afford you the best protection you can hope for here, so either stay in it and shoot from it (using it to bludgeon enemies as well), or park it in such a way that you can use it for protection from enemy bullets. The tight group of red dots on your HUD represent all of the enemies in the area. Many of them are up by the half-destroyed house on top of the sharp hill, so once you clear the enemies near the gate, work your way up there to kill everyone else. If you're patient, you can use a sniper rifle to take them out from afar, but we'll leave that up to your discretion.





## Christov Mahonvic

Mr. Mahonvic is a man wanted for, believe it or not, grand theft auto. He and his friends often hang out down in the Fishmarket area of Algonquin and can be found there. So, once you accept this mission, begin your drive there via the directions your GPS gives you on your HUD. It'll bring you to and along Privateer Road, which runs along the east side of the borough directly underneath Union Drive East. Pay attention to your HUD, since you're going to need to turn off-road and into a warehouse along the water at some point.



Once you approach this warehouse, the fray begins. Christov has many well-armed friends on multiple levels of the warehouse that must be taken out. A great idea here is to drive into the warehouse with your cop car and use it to eradicate and thin out some of the enemies along the ground floor. This will provide you adequate protection from enemy bullets and give you a weapon even more potent than a firearm. Once the ground floor is cleared, you can then use a powerful firearm to clear out the surrounding areas and catwalks of the wide open warehouse. When the last red dot disappears from your HUD, you will have successfully completed this mission.





## Danny Hatmaker

Out of the rather large array of crimes a person can be wanted for in Liberty City, arms dealing usually isn't one of them. But in the outrageously well-armed populace of Liberty City, someone has to take the fall, and Danny Hatmaker is that man. Danny is known to hang out in the Normandy section of Alderney, and he's holed up with a well-armed group of thugs. *Obviously*. So, accept the mission from the police computer and be on your way, keeping in mind that you should be equally as well-armed as Danny and his boys if you want to survive this encounter.



The specific place that Danny and company can be found is in a compound along the West River. The street that the compound is off is unnamed, sadly, but it's parallel (and to the east) of the well-used Roebuck Road, so you shouldn't have too much of an issue finding the place (not to mention the GPS will get you to where you need to go). Danny and his friends are strewn around this compound, both high and low, so rely on your HUD to tell you who's left alive and who isn't (and who needs killing and who is already dead). Once you clear the vicinity of Danny and his arms-dealing friends, you'll be in the clear to attempt another mission.



## Darren Covey

Darren Covey is a criminal wanted by the LCPD for burglary. This isn't a death sentence case if he were found guilty for it, but Niko is one of those guys that takes care of business the old-fashioned way. Covey and numerous of his cronies are hanging out in the Purgatory section of Algonquin. More specifically, you can find him and his friends holed up in a parking garage off of Union Drive West (simply follow the directions on your HUD via your GPS). Once you arrive, the melee begins.



Covey and his friends might think they're being smart by having their cars strategically parked as a barrier between them and you. But they really aren't that smart, because by driving into these cars, you can easily push their own barriers into them, injuring, maiming and otherwise killing many of these enemies right off the bat. In fact, the vastness of the parking garage combined with the fact that it's completely empty will allow complete maneuverability of your own car as your primary weapon. Just keep in mind that foes will begin to run out of the parking garage to try to get away. If this happens, make capturing and killing them your top priority. When all are killed, you're in the clear.



## Fernando Tisdel

Fernando Tisdel is perhaps wanted for one of the more heinous crimes imaginable—human trafficking. This man, toting a rather heinous moustache, usually hangs out in the Crockett Avenue region of Hove Beach, located in the borough of Broker. Specifically, when you drive to the region where Oneida Avenue runs into Crockett Avenue at the far south end of Broker, you'll see Tisdel and his gang of thugs drive off, eastward down Crockett Avenue. You'll have to pursue them, naturally.



Their car will speed off rapidly, so pursue it as closely as you can. Because there are thugs pointing their Uzis out of the car trying to get a shot at you, chances are they'll be going relatively slow. This should give you a great opportunity to spin their car out almost immediately. Once that happens, begin peppering the front of their car with return fire of your own. If the driver is killed, the rest of the foes will get out of the vehicle to take you out. This makes them susceptible to attack more-so than if they were in the car, so use this opportunity to eliminate the rest of them posthaste.





## Freddy Paparo

Our friend Freddy here is wanted by the LCPD for grand theft auto (go figure), and he's known to hang out in the Steinway region of Dukes. After accepting the offer to go after him from the police computer and locating him on the map, the GPS will take you there easily. However, killing Freddy isn't going to be as easy as it might sound. He's accompanied by some of his thug friends, and they're going to be mobile, not in a static area.



As you approach Steinway in Dukes near Hewes Street and Dukes Drive, Freddy will speed out of a nearby area in his car. His friends will all be leaning out of the car shooting at you, so pursue them carefully, returning as much fire on them as possible. Remember that the best way to get these guys to stop and (preferably) get them out of the car is by ramming them and attempting to spin them out. Killing the driver will also get them to stop. When they've all been eradicated, you'll be victorious.





## Frederick Harrison

Frederick Harrison hangs out in the Tudor area of Alderney and is wanted for the apt crime (in this game), grand theft auto. We'll cut right to the chase here, because this is a lengthy chase indeed. Harrison and his numerous automatic weapons-toting friends are waiting for a life-or-death gun battle at the unnamed trestle connecting the two segments of Alderney on the west side (off of Emery Street on the north and an unnamed road connected to Plumbbob Avenue on the south). Depending on where you are when you accept this mission from the police computer, you may approach it from the aforementioned Plumbbob Avenue, or from Emery Street. Either way, the fighting and the techniques utilized are identical.



The trestle, naturally, is multi-tiered and quite high off the ground, but the enemies are scattered around all over the place, so your best bet here is to keep an eye on your HUD and go from there. Red dots represent all of the enemies you have to kill, and black marks over the red icons mean those particular enemies are either above or below your current altitude. As you climb the relentless series of staircases up the trestle, be sure to turn around and shoot the enemies behind and above you, since they'll have great shots on you as you continue to run up. Once you reach the top of the trestle, run back the way you came (but *above* where you came) and eradicate any remaining enemies to win this rather time-consuming wanted mission.



## Glenn Lushbaugh

Mr. Lushbaugh here is wanted for perhaps one of the most deplorable of all crimes—human trafficking. He can be found most of the time in Alderney City, which is, of course, located in the borough of Alderney. A word to the wise as you go to capture this guy, however. You're not going to be in a static area, but rather engage in a car chase, so as soon as you arrive at the waypoint on Lockowski Avenue, expect that he and a few friends will take off away from you in a rather fast vehicle.



The idea here is to pepper Glenn and his friends with gunfire as much as possible as you pursue them around northern Alderney. When you get a chance to make contact with their car, do so, ramming it. Try to spin it out if you can, but damaging it in any way you can is good too, since it will gradually slow them down. If you do enough damage to their vehicle without killing the driver, they'll eventually be forced out of the car where they can easily be cut down with gunfire.



## Jimmy Kand

The shaven Jimmy Kand is located in the Northwood section of Algonquin, and is wanted for gang related violence. Upon selecting his name from the police computer, you'll have a location to head to off of Vespucci Circus in northeast Algonquin. So, head there from your current location. Once you arrive, you'll see that you're at a complex of several apartment buildings. Following the red dot on your HUD, which represents Jimmy Kand, head inside the appropriate building where he's located.



The black mark over the red dot representing Jimmy Kand means he's on a level either above or below you. In this case, Jimmy is located on the second floor, so once inside his building, head to the staircase and head up to the next floor. Then, draw your weapon and go down some seedy corridors to Jimmy's location. Thankfully, he'll be on the floor, passed out from his drug and alcohol use. Aim at his head and do him in, being sure to collect the money he drops before heading back outside and on your way.





## Juan Haimo

Juan Haimo is a dangerous criminal wanted for burglary. He can be found in the ever-busy center of Liberty City, Star Junction in Algonquin. He, like so many other Liberty City-based criminals, hangs with a group of friends, and you'll need to take them *all* out in order for you to successfully finish the mission. Star Junction is a bit nebulous as far as directions are concerned, however. In between Lorimar Street and Manganese Street on Burlesque, an alleyway can be found. When you arrive there, Juan and his friends will speed off into Algonquin traffic in an attempt to allude you.



Naturally, you'll want to give chase. Hopefully, congestion is bad enough where the bikers won't scatter and get too far (because if any of them get away, you'll lose the mission automatically). Regardless, use your car as a weapon to knock these guys off of their bikes. Once they're off, they're off, so make it a priority to continue to chase anyone on a bike, eliminating them. Use whatever you have—a car or firearms—to make sure no one strays too far. When all of the bikers are eliminated, including our friend Juan, this mission concludes.





## Keenan Burdett

For us here at IGN Guides, the very last wanted mission we went on was for Keenan Burdett, a suspect wanted in connection with armed robberies occurring around Liberty City. Keenan is known for hanging out in the Leftwood region of Alderney, and that's exactly where you'll find him once you accept this mission. Whether or not this is the last wanted mission you decide to undertake or not, rest assured that this is one of the more difficult and time consuming wanted missions in the entire game. Since there are thirty of them, that's truly saying something.



Keenan is holed up in a massive parking garage with numerous friends off of Sacramento Avenue at the northeast end of Alderney. He's at the very top of the garage, but as you approach this position, a plethora of red dots will appear on your HUD. Naturally, the black lines over certain red dots mean that those enemies are above or below you, while straight-up red dots mean that enemy is likely on-level with you at the current time. Your best bet (so you don't have to backtrack) is to slowly-but-surely drive up and around each level of the parking garage, surveying your HUD to see if there are any enemies to kill on that floor. Your car can be used as a weapon here almost exclusively, though shooting an Uzi out of your window or getting out of your car to clean up a mess with an automatic rifle carries with it no shame. When all of the enemies here are killed, this mission concludes.



## Leo Brodell

On Vauxite Street north of Middle Park in Algonquin, you will find a man named Leo Brodell. The police computer should tell you that Leo is wanted for the trafficking of illegal drugs, and is therefore of great interest to the peace officers of the LCPD. However, like so many other hoodlums you've been forced to terminate, Leo isn't by himself. He's got plenty of friends with him, making him a real pain in the butt to pin down without incessant gunfire. But you have to do what you have to do, so drive over to his apartment building after accepting this wanted mission, and let the games begin.

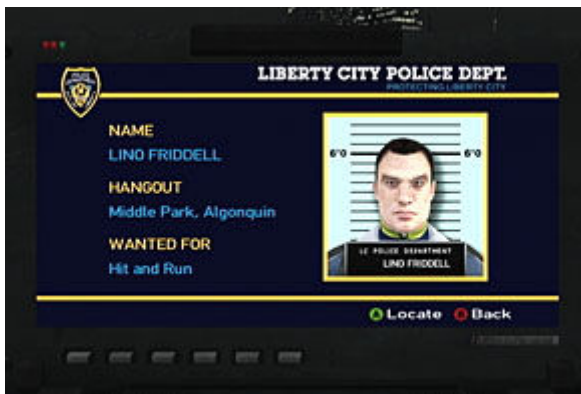


This apartment building is a tall one, and gun-toting friends of Leo's will be all over the place attempting to stymie your advances. So, keep a close eye on your HUD (remembering that the red dots representing bad guys will have a black marker over it if they are on floors above or below you). Keep your gun trained ahead of you at all times, especially when climbing a staircase, since most enemies will try to assault you as you're ascending to the floor they're on. When you finally reach the top floor, you can eliminate Leo Brodell on the roof of the building to put an end to this wanted mission.



## Lino Friddell

Lino Friddell appears to be a reluctant criminal, someone who is guilty of a hit and run crime on the streets of Liberty City. The LCPD finds this unacceptable, of course, so it's up to you to find him around his usual hangout in Middle Park, the Central Park clone of the Algonquin borough. Lino has lots of friends with him, though, and this can be a bit of a hybrid mission, because it may end with gunfire and lots of violence, or it can end with an epic car chase. It all depends on how you go about things and how quick you're able to execute your plan.



The GPS will bring you to Columbus Avenue on the east side of Middle Park where, in between Obsidian Street and Pyrite Street, you should turn down a tight alleyway. Here, you'll see Lino and two of his friends running away. *This* is do or die time, because if you can kill all three of them with your car (using a wall to violently squish them), then it's over, and there will be no chase. But if even one of them staggers away and gets to their vehicle, then you're in for an additional chase. So, a word to the wise—kill them in the alleyway with all due haste to avoid any messy cleanup work.





## Marty Boldenow

This weird looking guy has a tattoo across his forehead and hair that makes him look like that idiot from Powerman 5000. Nonetheless, he's a hardened criminal wanted by the LCPD for gang-related violence. Marty most often hangs out in the Westdyke region of Alderney, which is the northernmost sector of the borough. So, once this mission is accepted from the police computer, northward is where you'll want to head. But Westdyke isn't a completely accurate representation of where you'll actually find Marty, because he's actually hiding out with friends on the east side of the borough in Alderney City.



When you arrive at the point on the map where Marty and company are located off of Strower Avenue, be ready for a fierce firefight. This is one of those few times where you really don't want to rush into anything, because there are explosives littering the compound where Marty is hiding. You run your vehicle into one of the volatile containers or shoot one when you're too close and you'll go up like so much smoke in a chimney. Use this to your advantage by taking aim at those volatile containers to take out enemies in their vicinity, however, and then run around and clear out the rest of the foes in the area to taste victory once more.





## Maxwell Caughlin

Wanted for the rather vague term gang-related violence, Maxwell Caughlin can be found in the Hollowback Street area of Bohan, which is on the southern end of the small borough. Specifically, you're going to want to drive along Joliet Avenue once you arrive in Bohan (after accepting this mission and adding his location to your HUD). Maxwell is with a friend, however, and they're both in a vehicle, so driving along Joliet Avenue is going to force them mobile, and you're going to have to give chase.



Thankfully, the old vehicle they're driving simply isn't that slow, nor is their driving all that deliberate. The end result is that it'll be fairly easy to spin them out or shoot their car up beyond recognition before they get too far, because the police car you're driving has a one-up on their vehicle in just about every imaginable way. Try your hardest to kill the enemies while they're still in the vehicle, because if they get out, they'll likely begin running in two directions, forcing you one way or another. If this happens, shoot a guy running in one direction from a stationary position and then run or drive after the other to take him out. With both enemies dead, this wanted mission concludes successfully.



## Mervin Eskuchen

The man with the unfortunate name Mervin is wanted for drug trafficking by the LCPD (but then again, who isn't in this city?) Mervin is most often found in Berchem, a small section of Alderney on the west side of the borough, wedged in between Alderney City and Acter. As for a specific position where Mervin can be found, there really isn't one. Mervin will be in a small mobile caravan, but they always start in the same place and go from there—from a dirt road onto Aspdin Drive, where the chase will begin in earnest.



As soon as you get near the designated area, Mervin and his friends will begin their drive down Aspdin Drive in, of all vehicles, two Hummer-like SUVs. These well-armored and tenacious vehicles will make this chase hard, but there's a few ways to stop the caravan dead in its tracks. The easiest way is to hit them head on, aiming your Uzi at the driver of the first SUV, forcing everyone out of that car. If things go according to plan from there, enemies in the second SUV will also get out, ending a short chase and thrusting you into a firefight in the middle of suburban Alderney. This is a much-desired situation, for keeping on both SUVs as they weave around Alderney is something you don't want to do. If they do manage to get away and you're forced into a chase, aggressive maneuvering is the only way you're going to win.



## Noel Katsuda

Noel Katsuda is wanted for gang-related violence in the borough of Alderney. After accepting this mission from the police computer (assuming you're in Alderney), you're going to have to travel to the southwestern edge of the northernmost Alderney island (do you follow all of that). In other words, if you examine the map of the borough of Alderney, you'll see that a majority of it is one island, while there's another island underneath it connected only on the eastern edge. You'll want to head to the southwestern edge of the top island.



More specifically, Noel and his buddies are holed up outside of a compound off of the Plumbers Skyway service ramp. Upon your arrival, numerous red dots will appear on your HUD, representative of all of the foes you have to kill here. Noel's friends are well-armed and willing to fight, so try to stay in your police cruiser for as long as possible as you use it both for protection and to ram and kill as many enemies as possible. Once you've thinned out their ranks a bit, you can then get out of the car and run around killing any remaining foes.





## Phil Bacerra

This man, named Phil Bacerra, is wanted by the LCPD for a hit and run somewhere in the confines of Liberty City. This makes him an especially callous and brutal man, to leave the scene of a violent crime. So, it's time to turn the tables on Mr. Bacerra and show him the other end of brutal violence. As the police computer will show you, his primary hang out is in Alderney City (naturally located in Alderney), so once you accept this mission, follow the GPS directions on your HUD to the designated area, off of Asahara Road on the east side of the borough.



Now, Phil and his friends are tough to catch. They're both riding in pick-up trucks, which take an incredible amount of damage before they become immobile. And once the trucks get onto Asahara Road, you're going to be hard-pressed to contain them both. We don't often call for drastic measures on these kinds of missions, but this time we have no choice. Since both cars, as you approach the area, will come out of a garage as they approach the main road, you have plenty of time to set up in front of the curve they'll be forced to take. Wield an RPG and do in the first truck, and then the second for quick, easy and clean kills on all wanted persons.





## Preston Pecinovsky

Mr. Pecinovsky isn't wanted for the most glamorous or hardest crimes. There are murderers, robbers, and all sorts of other hardened criminals running around the streets of Liberty City. Preston, on the other hand, is wanted for the unspectacular (yet highly lucrative) crime of credit card fraud. Preston hangs out in the Northern Gardens area of Bohan, so once you accept this wanted mission from the police computer, head to Bohan to get this show on the road.



Preston and his thug friends are hanging out in an abandoned lot off of Coxsack Avenue on the east side of the borough. Once you drive in, you'll see that they're well-prepared for your arrival, having made their vehicles into makeshift barriers between you and them. However, the wide open nature of this abandoned lot means you can smash through their barriers and use your car to bludgeon as many enemies as you can before getting out. Once you get out of the car, however, you'll want to work as quickly as you possibly can to eradicate the rest of the enemies in the area. This is because some of them, Preston included, will try to speed off in one of their vehicles if given enough time. This will cause an otherwise completely unnecessary chase, so keep that in mind as you go into this battle.



## Rodney McEniry

This scumbag named Rodney is wanted in connection with racketeering and can most often be found in the Berchem region of Alderney. Berchem is one of the smaller sectors of Alderney, on the west side of the borough in between Acter and Alderney City. More specifically, Rodney is hanging out with some of his well-armed thug friends in a series of alleyways off of Cockerell Avenue. The entrance to the alleyway is a tight one, but you should try to sHow isneak your cruiser in there regardless. It'll work well as both an offensive implement and defensive cover.

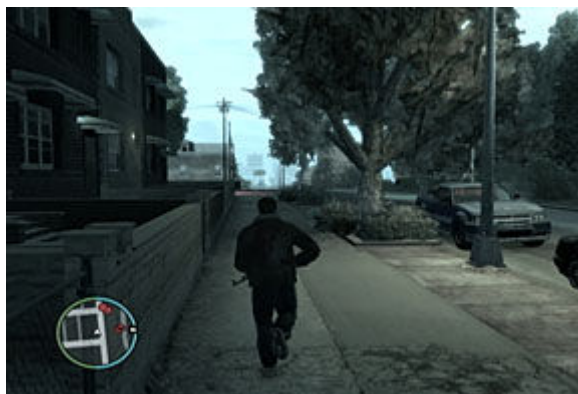


Stay in your car to cover yourself from the initial onslaught of enemy bullets as you try to thin their ranks out with some good old-fashioned vehicular homicide. Then, when you've had enough of that, you can then get out of your car (trying to have the driver's side of the car facing away from the fray so you don't walk right into an enemy attack). Using the car as cover, pick off Rodney and the rest of his friends to end this police-driven mission successfully.



## Rodrigo Stavnes

There are a lot of racketeers in Liberty City, and you can add Dukes resident Rodrigo Stavnes to the list. Rodrigo is known to hang out in the Steinway region of Dukes. More specifically, this action will occur in the Dukes Drive/Franklin Street region. When you approach the initial area where Rodrigo and his friends are located (after accepting the mission with your police computer), he and his three friends will immediately take off towards the north, on a dirt road between Dukes Drive and Franklin Street. Give chase in your car or on foot, but either way, give chase.



The group of four will generally split into two groups of two each. One group will likely run eastward down the dirt road while the other two will run down the hill towards Dukes Drive. Because you should hold the high ground on the latter group, make them your first target, shooting both of them before proceeding eastward down the unnamed dirt road towards the other two (Rodrigo himself is in this group). Have an assault rifle or other weapon accurate at a distance equipped, and when you have a clear shot on one or the other, take them out. Killing all four enemies will complete this mission.





## Scott Guzowski

In the Steinway area of Dukes, you can find a bearded man named Scott Guzowski. Scott is wanted for gang-related violence and is a real threat, so once you accept this wanted mission and his location is added to your HUD, you're going to want to drive to his area prepared for a fight. Scott is huddled in with some buddies at the northwestern end of Dukes. There's a semi-circular road there called Franklin Street, which encapsulates a small park area with Concord Avenue as its eastern border. You'll find Scott and company there.



Scott and his boys are strapped, so as we told you earlier, approach this situation with care, making sure you're armed and ready to go. As usual, the police cruiser is your best weapon, though you'll be able to eradicate easily the enemies in the area by getting out and using a heavy automatic weapon as well. This park gives Scott and his cronies plenty of room to move around, and they are certainly scattered about pretty well, but none will flee the scene, so you should have no worries in cleaning up this mess and successfully completing the mission.





## Sergi Szerbin

When you're wanted for burglary in Liberty City, you're likely to be an under the radar and low priority criminal. But for some reason, the LCPD really wants Sergi Szerbin, and thankfully, the police computer will tell you exactly where to find him. If you take a look at the Leftwood region of Alderney, you should come across him rather easily. He'll be holed up with some gun-toting friends in a small parking lot off of Panhandle Road towards the northern end of the borough.



The tight space you'll have to work with off of Panhandle Road can work both for and against you. You can use your police cruiser to drive around wildly in this area, thinning out Sergi's group of thug friends. But ultimately, you're going to be forced out of your car, where you'll have to fight the old-fashioned way—with firearms. This is where things can potentially work against you, because there are few places to effectively hide, and what's more, if you leave too many enemies alive after getting out of your car, you might find yourself surrounded. So, be careful!



## Shon Kikuchi

In the North Holland sector of Algonquin, a dangerous criminal named Shon Kikuchi can be found. Shon is wanted for gang related violence, so he's not necessarily going to be an easy criminal to take down. Locate him using the police computer and then head to his location. Shon is going to be a roving target, so once you reach his initial location on Frankfort Avenue in between Vauxite Street and Uranium Street, he's going to take off in a sports car and you're going to have to give chase.



His car is almost certainly going to be faster and have better handling than your cop car, so you're going to have to be creative. It's all about damaging his car as much as possible at any given opportunity. Ram his car as hard as you can when you get a chance and pepper it with Uzi shots. This should eventually rip his tires to shreds, ruin his vehicle's handling and performance, and ultimately set the car ablaze. Once this happens, Shon will light on fire and that will be the end of him. Of course, if you have a good shot, you can do him in before it even gets to this point.



## Simon Nashly

The biker dude Simon Nashly is wanted for racketeering, and it's up to you to go after him and put him out of commission. Once you've chosen him from the police computer, you'll find that his location is in Fishmarket South in Algonquin. More specifically, you can find him off of Privateer Road at the southeast end of the island. So, drive on over there and get ready for a fight, because we have some unfortunate news for you. Simon Nashly might be your target, but racketeering is a group activity, and you're going to have to deal with five of his friends too.



As soon as you arrive at the large building that houses Simon and his friends, you're going to start taking fire from them. Park your car in such a way that you can use it as cover. Thankfully, the barrage is only temporary, so when your foes retreat, you can give them chase. Remember that the red dots represent your enemies on the HUD, and that a black mark over the dot means they aren't on your level (meaning you need to climb up or down one or more levels to track them down). Try to take it level by level, killing enemies on the second floor, then the third, and then the fourth. This will allow you to avoid being flanked by violent criminals. When all six foes are dead, this particular wanted mission concludes.





## Tommy Francovic

You can find Tommy Francovic in Castle Garden City, located in the borough of Algonquin. Tommy is wanted for racketeering. However, his location isn't a static one. Once you get near his initial location on the unnamed road south of Castle Drive, you can make a slick move to immediately end the chase, making this one of the shortest and easiest of all of the wanted missions.



As you barrel down Castle Drive towards the unnamed road, Tommy will begin to ride his motorcycle up that road so that the two of you are going towards each other. He can maneuver on his bike pretty well, but if you can nudge him hard enough or otherwise force him to strike your vehicle, he's going to go flying off of his bike, nullifying any chase. From there, all you have to do is turn your car around and run him over, or wield a firearm and do him in the old-fashioned way. If he gets onto Castle Drive, however, you're going to have to give chase and kill him somewhere else!





## Tyler Pickrel

Tyler Pickrel is a young man that is wanted for the rather heinous crime of human trafficking. He hangs out in a pretty familiar area of the city to you, though—Meadows Park in Dukes. In fact, he often hangs out around the Queens Unisphere shoutout, The Monoglobe. You can breach this area from a number of different areas, but you'll likely get there from Savannah Avenue, which will lead to one of the numerous unnamed paths and smaller roads that weave in and out of the park.



Unlike so many criminals we are tirelessly tracking down, Tyler will be by himself and seemingly unarmed, since as soon as you get even remotely close to him, he'll take off. He'll run around the path next to the Monoglobe, making him a prime target for vehicular homicide. If you're not up to that kind of brutal murder, however, then just get out of your car when you get near his location and cap him a few times to end his life once and for all.



Most Wanted	Random Characters
-------------	-------------------

The following characters are a sampling of the men and women strewn around Liberty City you will randomly meet during your journey. Generally, you'll encounter them after certain missions and other requirements are fulfilled, which differs from character to character. However, they aren't going anywhere, so as a result we recommend that you wait until you complete the story mode. Then, you can quickly drive around to each character to do their mission or missions. The reason these characters are different from main story characters is that your time with them is incredibly abbreviated, and the missions are usually of the mindless variety.

Keep in mind that our list of characters below isn't exhaustive, but rather shows you a sampling of some of the characters you will meet. Often, characters will be met more than once at different times and at different places, and you'll build a sort of perverse rapport with them. So, enjoy our list below, but remember!—it's not all-inclusive.

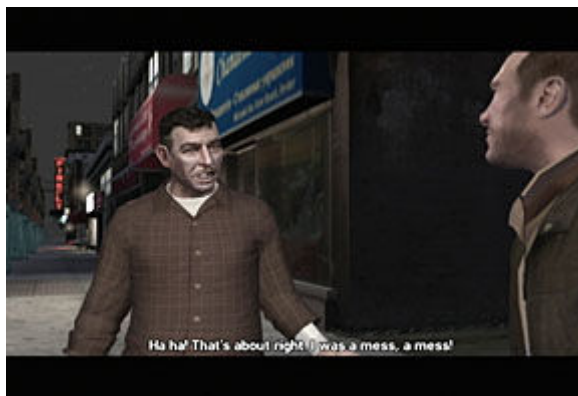
### Brian (First Encounter)

You'll first encounter Brian near Roman's original cab stand on Iroquois Avenue in western Broker. When you run into him standing idle on the street corner, he'll immediately begin talking crap to Niko, insulting him. This is only a conversation, so you don't have to actually do anything. What's more, the arrogant Brian will hand you a hundred dollar bill just to show you how awesome he is. Thanks, idiot!



### Mel (Only Encounter)

If you have a good memory, you'll remember that early on in the game, a guy got plastered at the bar called Comrades in Broker, and fell all over the place. Well, that guy's name is Mel, and if you head to where Masterson Street and Mohawk Avenue run into each other in Broker, you'll find him standing on the street. Believe it or not, Mel is straight-up now—no more booze and drugs. But, he has a debt to pay off and is afraid to go alone. Naturally, he coercively asks Niko to go with him, and Niko agrees.



Your destination is off of Soldier's Plaza, where Sundance Street intersects with the traffic circle surrounding the plaza (the GPS will get you there once Mel gets into Niko's vehicle). When you arrive, hostilities will immediately erupt. It appears Mel was a bit of a violent, idiotic drunk and pissed a lot of people off. Three thugs pull guns on Niko (Mel cowardly stands on the far side of the street). Kill them all, and then go back and pick up Mel. He'll hand over \$500 for your trouble, but you'll need to bring him back to Masterson and Mohawk for the short mission to conclude.





### Badman (Only Encounter)

Remember Badman? He's Little Jacob's good friend, and is completely incomprehensible in his speaking, even more so than Little Jacob himself. You can find him chillin out on Dukes Boulevard in between Morris Street and Harrison Street. When you arrive, he'll talk to you, but even with subtitles you're going to have a hard time understanding exactly what it is he's asking you or telling you. Regardless, one thing is clear—some Russian dudes are giving him a hard time, and thus it's time to clean that mess up.



Grab a car and wait for Badman to get in. Your destination is a tight alleyway off of Carrollton Street in Dukes, in between Cleves Avenue and Saratoga Avenue. Once you arrive, you have two realistic options. The first is to take your vehicle into the tight alleyway and use it as a weapon, driving down the alley to kill, maim or otherwise injure the five enemies waiting for Badman here. Otherwise, you can walk in with Badman with guns blazing. Explosives work on your foes especially well here because there's little place to run. Chucking a Molotov Cocktail or grenade, for instance, will incinerate your foes rather easily. Once they're all dead, Badman will thank Niko and go on his way.



### Ilyena (Only Encounter)

Faustin had a wife as you may remember, and her name was Ilyena. She was a nice Russian woman who had to deal on a daily basis with an abusive husband and an out-of-control daughter, but she hung in there. But now, her husband is dead and her daughter is hanging out with the wrong crowd again. You can find Ilyena on the boardwalk along the water on the southern end of Broker, right where the boardwalk runs into the leftmost unnamed street off of Crockett Avenue. When you speak with her, she'll fill you in. Niko has a soft spot for her, so he agrees to get the guy turning her daughter into a stripper off of her back.



When the conversation with Ilyena concludes, grab a vehicle and follow the GPS directions on your HUD. They will lead you to an alleyway off of Dillon Street in between Tuscarora Avenue and Seneca Avenue in Broker. When you arrive, the scumbag boyfriend will be nonchalantly hanging out at the mouth of the alleyway. Ilyena asked you not to be violent, so Niko simply threatens him. But when he runs off after talking a load of crap to Niko, Niko has no choice but to pull a gun on him and shoot him. So, when he runs, be sure to train a gun on him and take him out. Once slain, this mission concludes.





### Pathos (First Encounter)

On Denver-Exeter Avenue in Algonquin, a major road that splits the island in half, you can find a man named Pathos (look near Star Junction, in between Kunzite Street and Lorimar Street). Pathos is an independent rapper trying to sell his wares on the street. After a rather humorous conversation with Niko, however, some haters come by and start talking some (really funny) crap to Pathos. Pathos goes off to fight them thereafter.

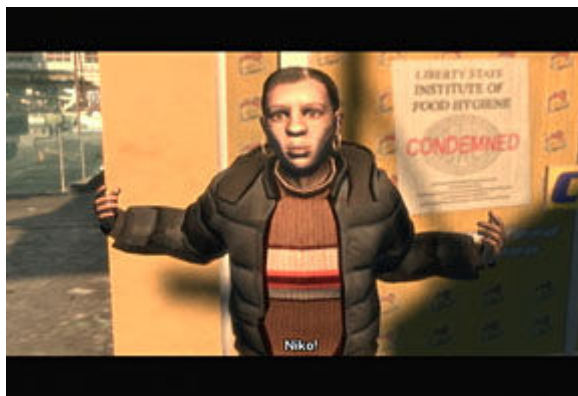


Pathos is a really nice guy, so Niko agrees to help him out. The game will prompt you to go and assist him. Thankfully, there are only two guys to deal with, and neither are armed with anything more than their fists, so you should have no issues here. Unfortunately, flagrant firearm use in the middle of Star Junction is almost certainly going to attract unwanted police attention, so after helping Pathos out, be sure to lose your wanted level!



### Cherise (Only Encounter)

Head to the northernmost section of Algonquin, where a familiar face can be found (if you spared her life during the game's main missions, that is). This is Cherise, Dwayne's ex-girlfriend. She'll be hanging out outside of Cluckin' Bell on the corner of Exeter Avenue and Wardite Street, and she'll recognize Niko as soon as you get close enough. Unfortunately for her, though, Niko doesn't recognize her at first. But when he does, the two get talking, and it appears that Niko needs to teach Cherise's new boyfriend a lesson in how to treat women. Why? Well, because he's hitting her.



Upon telling you not to kill him, Cherise sends you on your way. Her boyfriend is located at the apartment complex off of Frankfort Avenue at the far northern end of the borough. So, grab a car, let Cherise get in, and drive up there via your GPS coordinates on the HUD. When you arrive, Cherise will stay behind as Niko goes forward towards the red dot on his HUD, representing her deadbeat boyfriend. He has too much to say, though, and although Cherise asked Niko not to kill him, you're going to have to do so anyway. When you report back to Cherise, however, she doesn't seem all that upset about it. She promises to do better from now on and then goes on her way.





### Jeff (First Encounter)

Jeff is a guy you can find at the northeast section of Algonquin, hanging out on the corner of Bismarck Avenue and Uranium Street. Upon arrival, Jeff will immediately start freaking out like he even knows Niko (but make no mistake about it, he doesn't). It seems his wife is cheating on him and he's privy to this knowledge. By the time he gets himself together, Niko attempts to go off on his way only to find himself once again intercepted by Jeff, who asks him to follow his wife and her boy toy and snap some pictures for him. It's not immediately clear if he wants these pictures for perverted reasons or as evidence, but either way he offers money. A job's a job, right?



Jeff's wife isn't going too fast so there's really nothing to worry about as far as losing her. The car will appear as a red dot on your HUD in case you're in danger of losing her, but the fact is this almost certainly won't happen (in fact, you'll probably have to actively *not* go fast just so you don't bump the car). You'll eventually arrive at a multi-floored restaurant on Bismarck Avenue. Head on inside and use the stairs on your right to go to the second floor. Here, you'll find Jeff's wife and the unknown male. Pull out your phone and take a picture of the two, and then send it to Jeff. Thereafter, head outside. After a brief phone conversation, this initial Jeff mission concludes.



### Marnie (First Encounter)

Marnie is fiending. She needs a fix, and she needs it bad. You can find this mess of a woman sitting on a bench in a small park off of Liberty Lane on the west side of Algonquin. She'll do whatever it takes to get her fix of "junk" apparently, including presenting Niko with a plethora of perverse offers to get the money she needs to buy her drugs. But when Niko just offers to give her money for nothing, she lets him know that she really needs the drugs more than the money, and tells him that there's a place they can go to get the goods. Niko, of course, reluctantly agrees.



Unfortunately for you, there's no real benefit in completing this mission (other than the fact that it gets completionists one step closer to 100%). In fact, it's going to cost you \$500 by the time you arrive at your destination, since Marnie needs not only a ride to her drug dealer, but the money to purchase the goods from him as well. The dealer isn't located in Algonquin, unfortunately, so you'll need to drive westward to Alderney (likely taking the Booth Tunnel to get there). Once in Alderney, all you have to do is bring her to an alleyway off of Roebuck Road. From there, she'll abscond with your money and the mission will end, but worry not, for you'll be seeing her again real soon.





### Hossan (Only Encounter)

On Frankfort Street in Algonquin, Niko will run into an old friend named Hossan. Apparently, these two go way back and haven't seen one another since their time back in the old country. Hossan is keeping busy selling knockoff handbags on the street corner, and the two men begin to catch up with one another. When Hossan receives a phone call from an unknown party, he asks Niko to take a walk with him while he goes and picks up some cash owed to him. And just like that, you'll be on your way.

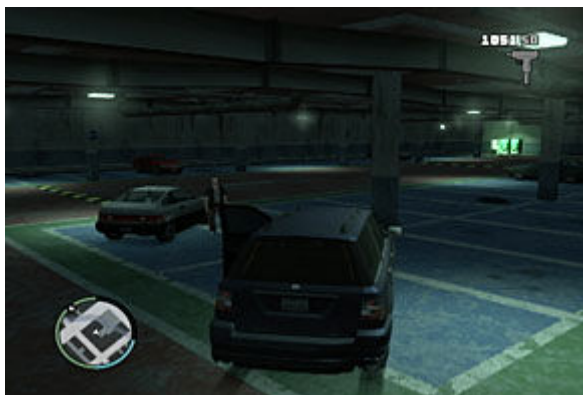


Castle Drive is near your location, and that's where Hossan needs to be taken to collect his cash. But upon arriving, the guy who owes him money balks because Hossan isn't a legal immigrant to the country. After brutally head-butting Hossan, the man then makes off in his sports car. Wait for Hossan to jump back into your car and give the man chase, bumping him when you can and taking shots at him with a gun of your choice while driving. The latter is going to attract police attention, especially in well-to-do Algonquin, so be ready for that. When you finally get his car to crash, kill him when he gets out, and grab the money he drops (which belongs to Hossan). Then, drive Hossan to a new destination as seen on your HUD. For your help, he'll fork over \$500. Not bad!



### Jeff (Second Encounter)

Remember that crazy guy Jeff, the guy who was losing it on the side of the street as his wife apparently cheated on him with another man? Well, yeah, Jeff's gone ahead and lost it completely. You'll get a phone call from him randomly after you initially meet him and help him out. He's killed his wife, and he needs you to dispose of the body. Niko is confused how a man like Jeff can lose it so easily, but he agrees to meet up with him a parking garage in Algonquin off of Topaz Street (bordering the northern end of Middle Park). From wherever you are when you accept his phone call, you're going to have to head to that location. The GPS will take you there, so no worries.



After arriving and having a rather interesting conversation, Niko will name his price (\$5,000) and take Jeff's car from him to dispose of it and his wife's body. The location in which you have to dispose of the body, thankfully, is really close by—due north of the parking garage on Grummer Road, the northernmost road in Algonquin. However, if any police cars are in your vicinity as you drive (and they most likely will be), they'll give you a one star wanted level as you go north (and the route will disappear from your GPS). Just continue to head north if and when this happens, since a one star wanted rating is easy to lose. When you arrive at the designated area, drive the vehicle as fast as you can towards the ramp leading into the water. Bail out at the last second to make sure you don't go down with the car, but remember! You can still bail out and land in the water yourself, just as long as you're not in the car when it touches down.





Most Wanted & Random Char.	Brucie's Races	Jacob's Drug Runs	The Fixer's Assassinations	Brucie's Carjackings
-------------------------------	----------------	-------------------	-------------------------------	-------------------------

Race 1	Race 2	Race 3	Race 4	Race 5	Race 6	Race 7	Race 8	Race 9
--------	--------	--------	--------	--------	--------	--------	--------	--------

Race One: Northern Alderney	Five Laps
-----------------------------	-----------

This race begins on Bridger Street at the northern section of the borough of Alderney. The race will bring you eastward down Bridger Street until the road runs into Beaverhead Avenue. At this point, you will be brought north on Beaverhead Avenue. This wide-open road is the primary road the majority of the race takes place on. Beaverhead Avenue will bring you north, then wraps around west and southward, reconnecting with Flathead Road as the road swings east once more. Then, Flathead Road will reconnect with Bridger Street, making for one full lap.



This race is surprisingly simple, because the lengthy stretch on Beaverhead Avenue will give you plenty of time to put space in between you and your opponents. The race might be tight from the get-go as everyone jockey for position on Bridger Street, but as soon as you're on Beaverhead Avenue, you should be able to accelerate plenty to put space in between you and your opponents. Several laps in, Beaverhead Avenue should give you plenty of room to even lap one or two of your opponents.



There is an excellent shortcut to take as the course's lap concludes. As Beaverhead Avenue runs into Flathead Avenue, seek out a driveway leading to a small alleyway. If you're able to successfully traverse this tight space, you can get back to Bridger Street without even having to worry about going on Flathead Avenue at all. Just be sure to take the driveway and alleyway slowly and carefully, because a crash there could be catastrophic.



Race 1	Race 2	Race 3	Race 4	Race 5	Race 6	Race 7	Race 8	Race 9
--------	--------	--------	--------	--------	--------	--------	--------	--------

Race Two: Central Alderney	Three Laps
----------------------------	------------

The starting point of this race is on Boyden Avenue in the central section of Alderney. You'll begin the race facing southward, and the first stretch of the track will bring you straight southward down Roebuck Road, an elevated bridge-like road. The straight-aways here will give you plenty of room right off the bat to pull ahead of your opponents once and for all. But be mindful! Roebuck Road proceeds *past* where you have to veer downward into a tunnel. Miss that tunnel, and you're gonna have to backtrack to the tunnel. This is almost certainly going to guarantee you your failure on this mission.



After the tunnel, you have to swing westward briefly on Barsac Avenue along an inlet. Again, be careful when descending down the tunnel off of Roebuck Road, because there's a ramp at the end going over the inlet that represents one of the game's stunt jumps. This is a gnarly jump, to be sure, but if you take it during the race, you're going to end up on the south end of Alderney, and the race will be lost for sure. So, turn sharply on Barsac Avenue, and then turn again on Julin Avenue, this time heading northward. Julin Avenue will shortly thereafter connect with Niblick Street.



Once you're on Niblick Street heading north, you'll find yourself in yet another awesome straightaway that leads almost directly to the finish line. Speed northward as Niblick Street segues into Babbage Drive. As Babbage Drive begins heading northeast, you'll soon have to swing on Koresh Square heading eastward, which will then bring you back to Boyden Avenue and the start of the race. As you can clearly see, therefore, there are two great, long straight-aways to be found on this track—one heading southward, the other northward.





Race 1	Race 2	Race 3	Race 4	Race 5	Race 6	Race 7	Race 8	Race 9
--------	--------	--------	--------	--------	--------	--------	--------	--------

<b>Race Three: Southern Alderney</b>	Three Laps
--------------------------------------	------------

After speaking with Brucie and getting invited to this race, head to Argus Street at the southern end of Alderney (but not far south enough that you're in the industrial park). Heading south, the race begins on Argus Street, bringing you in a southwesterly direction down Tinderbox Avenue. This is the first of several locations where you can really pick up a head of steam as you press forward. But keep an eye on your HUD!—Tinderbox Avenue will swing in a northwesterly direction down Ivy Road before long.



Ivy Road is a nice, straight road that appears to be a good place to pick up a head of steam. But don't be tempted, because Ivy Road bears rightward onto Hardtack Avenue and then northward along the lengthiest stretch of the entire race, up Aspdin Drive. Once on that road, hit the gas and get momentum heading in a northeasterly direction. Be aware that the road will swing due north towards the end, however.



After the road swings due north, it won't be long before the hardest turn on the entire course will occur, as you swing east and then south down Vitullo Avenue. Again, you can get a head of steam here, since the road is nice and straight, but it will begin swinging southwesterly as opposed to due south about halfway down, so keep that in mind. Eventually, the road will end, running into Hardtack Avenue (a road we were on very briefly earlier in the race). Head east down Hardtack Avenue, and then go hard right on Argus Street to cross the finish line.



Race 1	Race 2	Race 3	Race 4	Race 5	Race 6	Race 7	Race 8	Race 9
--------	--------	--------	--------	--------	--------	--------	--------	--------

<b>Race Four: Algonquin-Bohan</b>	Three Laps
-----------------------------------	------------

This multi-borough race is all about the straight-aways, and its three laps is more than enough time for you to leave all five of your opponents in the dust, even if you aren't using the fastest of cars (you can see in our screens that we *were* using one of the game's faster cars, however). The starting point of the race is facing north on Frankfort Avenue after clearing the area of that road that's bordering the western edge of Middle Park. It's this starting area that's most congested and hardest to navigate, so while you may be used to typically taking the leads almost immediately on these races, you're going to have to be a little more patient this time around.



Once you turn rightward on Frankfort Avenue to the segment of the road that heads towards the Northwood Heights Bridge (en route from Algonquin to Bohan), you can step on the gas and begin to maneuver around your opponents and any traffic in your way. The Northwood Heights Bridge is another great place to pick up some steam, but keep in mind that as soon as the bridge brings you to the Bohan side of the race (via Grand Boulevard), you're going to need to take a sharp right onto San Quentin Avenue.



San Quentin Avenue itself is another nice straight-away, heading in a southerly direction alongside the Humboldt River. This road will lead you directly to the most tumultuous part of the race, the East Borough Bridge. This can be a pain because the game is somewhat vague about how to proceed—be sure to take an entrance ramp from San Quentin Avenue onto the bridge, and follow the bridge carefully around and over the Humboldt River until it brings you back into Algonquin, at which point you can turn right on Union Drive East, and then left onto Topaz Street. This street marks the last great straight-away of the race, heading westward as it borders the north end of Middle Park. Once you reach Frankfort Avenue from Topaz Street, swing north to make one full lap.





Race 1	Race 2	Race 3	Race 4	Race 5	Race 6	Race 7	Race 8	Race 9
--------	--------	--------	--------	--------	--------	--------	--------	--------

Race Five: Southern Algonquin	Three Laps
-------------------------------	------------

The Southern Algonquin begins on Castle Drive on the western side of Algonquin along the West River. Castle Drive is a rather tame road, but it's certainly the only tame road on this race, and out of the nine races in the game, this should certainly be considered one of the harder ones. This is because as soon as you get off of the ever-winding Castle Drive, you'll meet up with Union Drive West heading in a southeasterly direction. This is a congested and busy road at most times in the game, day or night, so you (and thankfully, your opponents) should have a bit of a hard time, unless it's in the middle of the night, at which point congestion should be minimal.



Union Drive West ultimately connects with a tunnel called Castle Tunnel. Castle Tunnel almost exclusively winds back and forth, so take it slow and make sure not to veer into oncoming traffic. The lane divider is slightly raised, as well, so this can send your car spinning completely out of control. The tunnel might not always be congested, but the way it's laid out means you have to go in there carefully if you want to come out of there alive!



Once you emerge from the tunnel, you'll have to make a sharp turn heading back towards the west along South Parkway. This turn signifies the only time you might be able to take somewhat of a shortcut, since you don't have to follow the outer (proper) lane to reach the first yellow marker on South Parkway. Once back on South Parkway, it's a northerly drive to Union Drive West, where you'll eventually reconnect with Castle Drive, signifying one full lap. Keep in mind that the careful congestion rules on your way southward are also in effect on your way back north.



Race 1	Race 2	Race 3	Race 4	Race 5	Race 6	Race 7	Race 8	Race 9
--------	--------	--------	--------	--------	--------	--------	--------	--------

<b>Race Six: Central Algonquin</b>	Five Laps
------------------------------------	-----------

This race takes place on a tighter course right at the heart of Liberty City—at the center of Algonquin. Your starting point is located right at Star Junction, where Kunzite Street intersects with Denver-Exeter Avenue. You'll start the race heading southward, immediately bearing to the left on Burlesque (so don't be fooled right off the bat, heading onto Denver-Exeter Avenue immediately). Eventually, you'll have to swing westward onto Iron Street, and then quickly southward onto the aforementioned Denver-Exeter Avenue.



From there, you'll head south for a bit before heading westward on Garnet Street. Be sure to stay with your own traffic flow here, since you'll soon have to turn right on Galveston Street (going into oncoming traffic will only make the turn much harder). Galveston Street represents your only real chance during the entire race where you can get a head of steam and put some distance between you and your opponents.



Galveston Street will eventually run into Kunzite Street, at which point you should turn right. *Don't* keep driving down Kunzite Street towards Star Junction, however. Instead, take your first left up Frankfort Avenue, and then turn right on Manganese Street and right again on Burlesque to do one full lap. It's important to remember that there will be traffic here at almost any time in the game, because you're racing at what is the heart of all of Liberty City, not only of Algonquin. However, the short nature of the course necessitates a five lap race as opposed to the three laps you might be more accustomed to.





Race 1	Race 2	Race 3	Race 4	Race 5	Race 6	Race 7	Race 8	Race 9
<b>Race Seven: East Broker</b>							Three Laps	

This particular race begins on the Broker-Dukes Expressway on the eastern end of that duel-borough island. This race is chock full of twists and turns, and because of the immense traffic you're likely to find on various parts of the course laid out for you, you're rarely going to be able to hit high speeds and sustain those speeds for long. Instead, this is really a race of skill—you'll have to grab your lead and try to keep it as you twist and turn throughout the wild course.



The Broker-Dukes Expressway will hit Hickcock Street. When it does, swing right, and then take the next turn onto Saponi Avenue. When that small road runs into Ringo Street, head west, turning south on Onondaga Avenue thereafter. You might be able to get a bit of speed on Onondaga, but don't push it, because you're going to have to make a hard right onto Crockett Street, and then another hard right on Oneida Avenue, this time heading northward.



Oneida Street is another place where a minor burst of speed is possible, but you'll need to veer onto Kid Street and then northward once more on Oneida Avenue, where you can really pick up speed for what is essentially the only extended period of time throughout the entire course (about the length of three blocks). When you run into Soldiers Plaza (the traffic circle), head right on Sundance Street, swing left on the diagonally-placed Cayuga Avenue, and then use Dillon Street heading eastward to reconnect with the Broker-Dukes Expressway. That will make one full, well-fought, difficult lap. Only two more to go!



Race 1	Race 2	Race 3	Race 4	Race 5	Race 6	Race 7	Race 8	Race 9
Race Eight: Francis International Airport								Three Laps

Out of all of the nine races available to you in the game, *this really is* a race. You'll find more straight-aways and wide open roads than you'll know what to do with, even in broad daylight or at the peak of rush hour. That's because you'll be driving near the airport, and that's all about speed. The race begins at the corner of Tudor Street and Cleves Avenue in Dukes, perhaps the point of the race furthest from the airport. From that starting position, you'll be thrust forward along road after road that allows you to push your vehicle to the absolute max.



From the starting point, zoom eastward down Tudor Street. Tudor Street will remain straight east for a while, but will eventually veer southward, so keep an eye on your HUD to anticipate the turn. The road will again turn towards the east, and it's at this point that you'll be in your typical "airport circle" outside of the airport itself. This represents what truly feels like a quintessential, oval-shaped racetrack. You can really pick up steam here, though you should have left your opponents far behind long ago.



Coming out of the circle, you'll be on Dukes Boulevard heading in a northeasterly direction. This road will allow you to completely open up and show your car's power, so if there was any question of your winning this race, now would be the time to really put some distance between you and your adversaries. Keep a very careful eye on the HUD, however, because you'll eventually need to exit to your right and follow a tight circle back down to Cleves Avenue. Once you arrive back at Cleves Avenue, all you have to do is head south and then turn east on Tudor Street to complete your lap. Two more of those, and you're in the clear!





Race 1	Race 2	Race 3	Race 4	Race 5	Race 6	Race 7	Race 8	Race 9
Race Nine: Dukes								Three Laps

This race, much like one of the other races in the Dukes borough, is all about speed and agility. Unlike some other races that forced us to take it slow, take it easy as we wound here and there and everywhere, this road lets you open up on a series of straight-aways that allow you to hit maximum speeds regularly. You'll begin on Dukes Boulevard heading southward for a while (your first chance to really test your car's agility) before having to swing eastward on Huntington Street.



Huntington Street grants you another opportunity to put the pedal to the metal, though you need to keep a careful eye on your HUD as you do so, because the road will quickly turn leftward for a brief time (along Stillwater Avenue) before continuing a winding westerly path using Savannah Avenue and Seymour Avenue as a conduit to reach Cleves Avenue.



If you already did the Francis International Airport race than you will no doubt notices that the Cleves Avenue route overlaps their route. If not, then remember this area leading up to the traffic circle at the north end of the borough, because you'll be traversing it again during another race, albeit in a different way. After the circle, you'll reconnect with Dukes Boulevard heading southward, where one full lap can be completed. This is a three lap race because of the breadth of the course, so keep up those speeds, because you won't have much time to make up for mistakes.



Most Wanted & Random Char.	Brucie's Races	Jacob's Drug Runs	The Fixer's Assassinations	Brucie's Carjackings
-------------------------------	----------------	-------------------	-------------------------------	-------------------------

Run 1	Run 2	Run 3	Run 4	Run 5	Run 6	Run 7	Run 8	Run 9	Run 10
-------	-------	-------	-------	-------	-------	-------	-------	-------	--------

The following information covers the ten "Drug Runs" Little Jacob sends you out on. To access these jobs, you must select Little Jacob on your cell phone and choose the "Job" option. The jobs we've listed as "Drug Run #X" are in the order we received the jobs, but you won't necessarily get the jobs in this order. Therefore, in order to identify which job you are on and need help on, use what information you have (such as a destination) to find the needed information. While you will retrieve Jacob's drugs at the same location on each and every run, the destination is always different, so that will be a dead giveaway as to which mission you're on and need help with. Please also keep in mind that if you fail any given mission, you can attempt it over and over again, but you won't be able to proceed to the next mission until that mission is completed successfully.

### Drug Run One

In an alleyway off of Tutelo Avenue in Dukes, you'll find the car that Little Jacob will tell you about on the phone when you call him about this first job. You have to head over to that car and drive it to a location given to you by Little Jacob. This car is the only one that can be driven to the location because the drugs that need to be handed off are already in the vehicle. So go ahead and grab the car first. We'll wait.



You've got the car? Great. Now it's time to head to an alleyway off of Saratoga Avenue, where this deal is gonna go down. The GPS will take you there once you pick up the car, and it's a brief drive in a northerly direction. Head for the location of the interested parties in the alleyway. Exit your car and walk into the arrow near them and the deal will seem to go down.



But it's too good to be true! As the deal is happening, cops burst onto the scene from the opposite end of the alleyway. If you put up a fight with them (which you should), more cops will pour in, including from the part of the alleyway you came in through, effectively surrounding you. To dodge this situation, fend off nearby cops and then jump back in your car and make a clean getaway. As long as none of the dealers are injured in your getaway (don't shoot them or run them over), the deal will be a success so long as you shake the cops, which will require a brief, high speed drive around the borough. And just like that, your initial mission for Little Jacob is a sealed deal.





Run 1	Run 2	Run 3	Run 4	Run 5	Run 6	Run 7	Run 8	Run 9	Run 10
-------	-------	-------	-------	-------	-------	-------	-------	-------	--------

### Drug Run Two

Go ahead and grab Little Jacob's car on an alleyway off of the Broker-Dukes Expressway after speaking with him on the phone about this, the second drug running job. The car Little Jacob sends you to retrieve has drugs aplenty in it, and it's your job to get them to their destination. Your destination this time is extremely nearby the Broker-Dukes Expressway location where you initially retrieved the vehicle—Outlook Park in the borough of Broker.



The drive over to Outlook Park should be a relatively leisurely one. You'll be brought due westward into the park via a route laid out for you on your HUD's GPS. After driving briefly around part of Soldier's Plaza, you'll see that the destination marker on your HUD is actually *in* the park, so drive to the location, driving around as the ground slopes downward to get underneath the footbridge. When you get there, get out of your car to run into the marker and stash your drugs in the predetermined location.



This drug run isn't over, though. In fact, the difficult part is still forthcoming. When the drugs are stashed away, the game will prompt you to let you know that a rival gang knows of the location of the stashed drugs and has come to seize them. And just like that, five firearm-toting enemies show up on the scene and begin firing. Your best bet here is to actually run away for the time being, heading away from the footbridge as you arm yourself. Then, return to the scene, looking at your HUD to locate the five thugs' locations marked as red dots. Slay each and every one of them to complete the drug run successfully.



Run 1	Run 2	Run 3	Run 4	Run 5	Run 6	Run 7	Run 8	Run 9	Run 10
-------	-------	-------	-------	-------	-------	-------	-------	-------	--------

### Drug Run Three

Little Jacob will, as usual, stash his car full of drugs on an alleyway off of Broker-Dukes Expressway, so drive over to it and jump on in. When you do, you'll get your instructions almost immediately. The recipient of the drugs is getting jumpy, and you have to get to him in a certain amount of time before he freaks out completely and leaves the scene of the drop. The time you're given is an hour (in-game) from the time you pick up the car, so there's little time to waste.





The ride over to your destination in a trestle off of Creek Street on the west side of Dukes is going to be a heated one, because you really don't have much time to work with (sixty in-game minutes really only equates to a couple of minutes in real-time, max). So, quickly follow the GPS route laid before you as you get into the car. Be careful as you bob and weave out of traffic, around tight turns and the like, because one mistake and you're almost certainly going to run out of time. This has to be a flawless drive, so while you should drive with a sense of urgency, don't get too crazy that you begin crashing your car and the like.



When you finally arrive on Creek Street, keep an eye on your HUD and you'll see the location of the drop, which is underneath a trestle along the water. Drive your car up to the side of the trestle, and then jump out, quickly hopping the stone wall and entering the trestle. Gun it all the way to the yellow dot on your HUD. If you make it in time, the guy will still be there waiting for his drugs. Hand them off and this brief side mission comes to a successful conclusion.

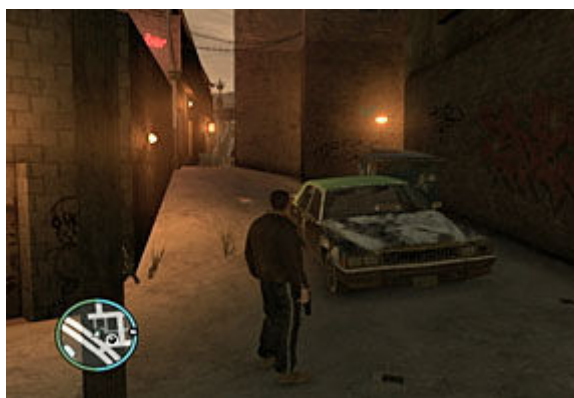




Run 1	Run 2	Run 3	Run 4	Run 5	Run 6	Run 7	Run 8	Run 9	Run 10
-------	-------	-------	-------	-------	-------	-------	-------	-------	--------

### Drug Run Four

This drug run might be the most difficult and frantic of them all, since it requires you to complete your run in thirty in-game minutes, which is barely a minute in real time. This won't be an easy run, but you can manipulate the game a little bit to give you some extra breathing room. How? Well, first, head to the location of Jacob's drug-filled car, in the same place it's always in off of the Broker-Dukes Expressway. But don't get in. Take a look at your in-game clock, and wait until it reads 22 of the hour. When it does, get in. This should give you eight in-game minutes of extra time to get to your location, which will help you immensely. If you get in at, say, 32 of the hour, you'll actually cut two minutes off of your time. See what we mean?



The drive to your destination, which is adjacent to and underneath a trestle attached to the Algonquin-Dukes Expressway on the Dukes side, is going to be frantic, even if you gave yourself a little extra breathing room. Because of this, it's essential that you don't mess up at any given time during the trip, getting to your destination as quickly as humanly possible without losing control of your vehicle. This means making your many turns as quick and tight as you can, but not too quick or too tight that you lose complete control of your vehicle. Just follow the route on your GPS to a tee, and you should be all set, as long as you have a carefully-managed lead foot.



One *extremely important* thing to remember here is that the GPS location can be deceiving. Although you'll be approaching the trestle of the Algonquin-Dukes Expressway, *do not* go underneath it. Instead, as you approach the overpass, quickly veer rightward before you head underneath, and then turn left sharply when you can (being careful not to hit the barrels of volatile fuel en route). You'll see the druggie here anticipating his stash, so get out of the car and head towards him before the time runs out. If you make it in time, you'll exchange the drugs for money and the mission will end successfully.



Run 1	Run 2	Run 3	Run 4	Run 5	Run 6	Run 7	Run 8	Run 9	Run 10
-------	-------	-------	-------	-------	-------	-------	-------	-------	--------

### Drug Run Five

Upon calling Little Jacob and receiving this mission, head to the usual location off of the Broker-Dukes Expressway and pick up your car. This time around, you're going to need to drive from that location where Jacob's drug-filled car is located to Liberty State Pavilion Towers at the north end of Dukes, in Meadows Park. Well, easy enough, at least from the get-go.





Since you'll be on the east side of Broker when you pick up the car, the GPS will likely take you northward and a little bit westward to reach your destination. When you reach Tudor Street, continue to follow the route you're given until you have to swing north into Meadows Park itself along not a road, but a pathway. This pathway will wind northward and westward and bring you to your destination, which is at the circle surrounding Liberty State Pavilion Towers.



Upon your arrival, get out of the car and approach the three guys waiting for their drugs. The deal will go off without a hitch, at least initially, as the guys take their drugs and hand over the money. But the peace won't last long. The druggies are fine, don't worry about them. It's the cops that show up suddenly on the scene that are of true concern, and you'll need to lose your wanted level in order for the mission to end completely and successfully. Let your drug associates take shots at the cops, but don't fire on them yourself or you'll only make your wanted level situation worse. Instead, run away and get into a car to get away from the cops easily and quietly. When you've lost them, the mission is won.





Run 1	Run 2	Run 3	Run 4	Run 5	Run 6	Run 7	Run 8	Run 9	Run 10
-------	-------	-------	-------	-------	-------	-------	-------	-------	--------

### Drug Run Six

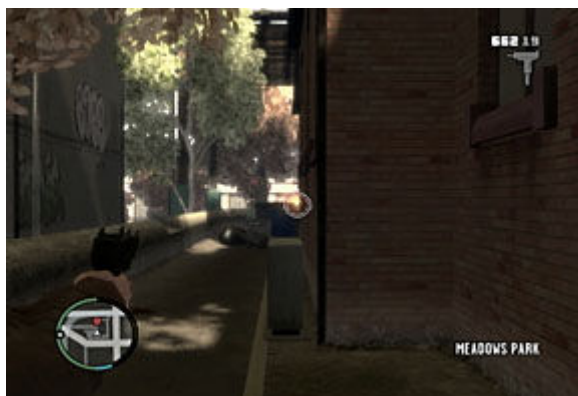
Well, if you aren't used to this by now, you're going to be shortly. After calling up Little Jacob and receiving this assignment, you'll have to head back to the Broker-Dukes Expressway to grab Jacob's car. Once you grab the vehicle, you can head to your destination, which is located off of Savannah Avenue in Dukes.



The drive there should be a relatively easy one, though it's going to take a little bit of time to get from the car's initial location in Broker to northern Dukes, where the drug deal is going to go down. When you finally arrive on Savannah Avenue, continue to drive until you find the yellow dot on your HUD adjacent to your location. Then, get out of the car and hop over the concrete fence in order to approach the drop point next to a house.



The dumpster at this location seems like a great place to drop the drugs before you run off on your way, but as soon as Niko drops the drugs there, a rival gang shows up on the scene to grab the drugs for themselves. They've got you in a bit of a pincer here, too, since they come from both sides of the alleyway. Your best bet here is to jump over the nearby concrete fence into the adjacent property, and then run around and flank the enemies from one side. You can also chuck some explosives up towards the enemies as you flee to thin them out or kill them outright. When all four enemies (represented as red dots on your HUD) are eliminated, the mission ends successfully.



Run 1	Run 2	Run 3	Run 4	Run 5	Run 6	Run 7	Run 8	Run 9	Run 10
-------	-------	-------	-------	-------	-------	-------	-------	-------	--------

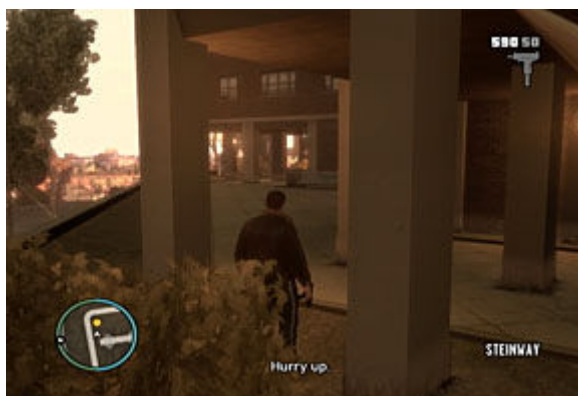
### Drug Run Seven

You're used to this by now, no? Call up Little Jacob to get your next job and he'll send you to the usual location near the café where his drug-filled beat-up vehicle is located. Once you get there and get inside the car, the GPS on your HUD will direct you to a location at the end of Yorktown Avenue in northern Dukes. So, go there!





The drive there should be an uneventful one, but it should come as no surprise that there's *some* catch to this mission. The catch is that you will be timed, so it's actually quite important to the overall success of this mission that you get into the car (and therefore undertake the beginning of the mission) as close to the hour or half-hour as you can. Why? This will maximize the amount of time you're given to get to your destination, which should be, at best, about an in-game hour. Yorktown Avenue, your destination, is a dead end, so once you reach the dead end, you can get out of your car and go on foot.



If you're facing the dead end, then your customer in want of drugs will be waiting to your right. As long as you have enough time, you can run towards this guy's location (there will be a yellow arrow there) and exchange the drugs for an easy mission completion. You should have no issues in getting to your destination in time, but be sure to take our earlier advice and try to maximize your time and give yourself a few more minutes than you might otherwise have. This is a way to give yourself some breathing room as you head from the café to Yorktown Avenue. Remember—if the game prompts you to hurry, listen to that cue, because your time is running out!





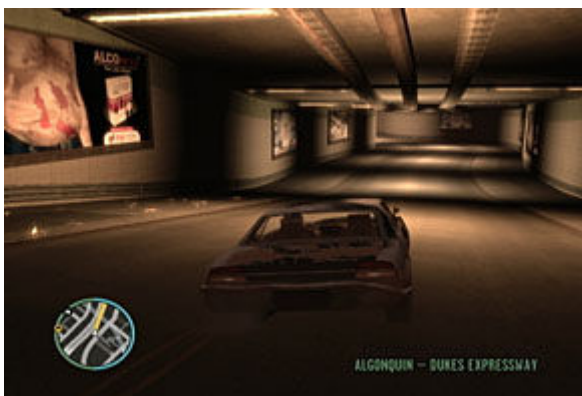
Run 1	Run 2	Run 3	Run 4	Run 5	Run 6	Run 7	Run 8	Run 9	Run 10
-------	-------	-------	-------	-------	-------	-------	-------	-------	--------

### Drug Run Eight

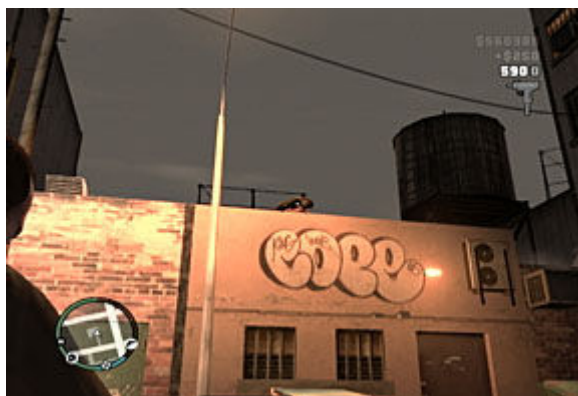
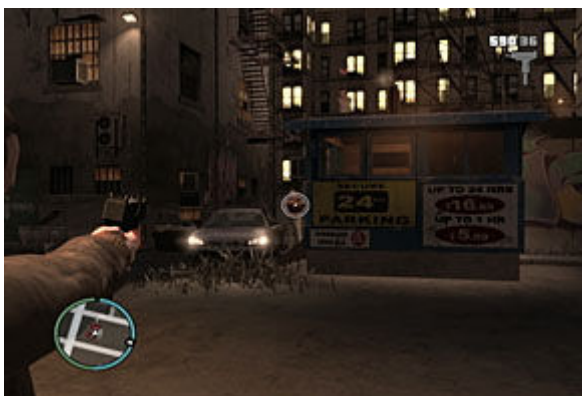
Well, by now you probably get the idea. Give Little Jacob a call and he'll tell you to, once again, pick up a vehicle from his ever-replenished supply of drug-filled cars. Once you arrive and get in the car, there is no time limit to worry about. All you have to worry about for the time being is getting to Incheon Avenue in southern Dukes, since your destination is located in an alleyway that can only be accessed from that particular road.



The drive will be a lengthy one, but otherwise completely uneventful. Because you aren't timed or in any other way rushed, this can be a leisurely drive. No pressure! Just follow the route on your HUD that the GPS lays out for you, and you'll get there easily enough. When you reach Inchon Avenue, you're almost there.



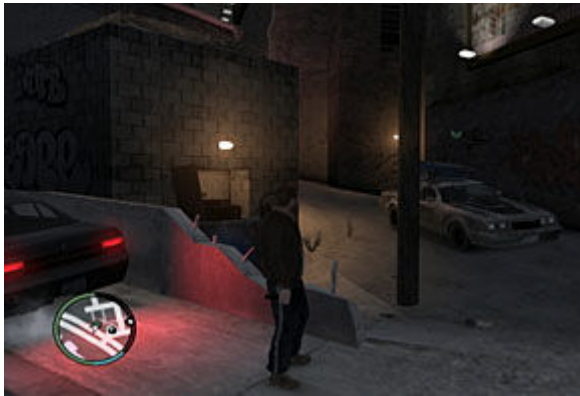
The GPS will take you from Inchon Avenue rightward into an unnamed alleyway that opens up into a larger (though not very large) area. The yellow arrow in front of the blue dumpster there will be your destination. When reached, Niko will chuck the drugs underneath the dumpster, but naturally, *something* is wrong. It won't take long for a rival gang to show up on the scene to take the drugs. These guys are especially well-positioned, with half of them on a nearby roof (giving them the high ground) and some others showing up from Inchon Avenue in a car, trapping you inside. The guys on the roof hold a great position, but it's the ones that get out of the car are trapping you inside, so who you go at first is up to you. Just keep in mind that all must be slain for the mission to end successfully.



Run 1	Run 2	Run 3	Run 4	Run 5	Run 6	Run 7	Run 8	Run 9	Run 10
-------	-------	-------	-------	-------	-------	-------	-------	-------	--------

### Drug Run Nine

Yet again, you're going to have to head to your usual location in Broker, where another of Little Jacob's shady vehicles is waiting. Once you approach and get into the vehicle, nothing is a problem initially. You won't be timed here, nor will you have any other point of imminence hanging over your head, so the drive should be a relatively leisurely one (about as leisurely as a paranoid drug run can possibly be, that is).





Your destination is a rather elaborate series of alleyways off of Parr Street, which is located just to the east of The Monoglobe at Meadows Park. You can actually breach this series of alleyways from other streets as well—most notably the parallel roads Stillwater Avenue and Seymour Avenue—but the GPS route from the Broker-Dukes Expressway will almost certainly bring you to this area from Parr Street, so prepare to drive up towards your ultimate destination (marked as a yellow dot on your HUD) via the lengthy alleyway from that road.



Since you weren't timed getting here, your instincts are naturally kicking in at this point to tell you that this was all too easy. And too easy it was, for as soon as the dead drop takes place, rival gang members show up. This series of alleys is shaped like some sort of uppercase T, meaning there are three routes you can use to get out of here. All three are covered by at least one enemy, however. Two routes will be covered by foes on foot while the third route will be covered by enemies using their vehicle as cover. All of the enemies must be eliminated before you successfully complete this mission, but that shouldn't be too difficult a task for you. Keep in mind that all enemies are represented by red dots on your HUD, so killing all of the foes is as simple as tracking down the red dots and eliminating the people who represent them!





Run 1	Run 2	Run 3	Run 4	Run 5	Run 6	Run 7	Run 8	Run 9	Run 10
-------	-------	-------	-------	-------	-------	-------	-------	-------	--------

### Drug Run Ten

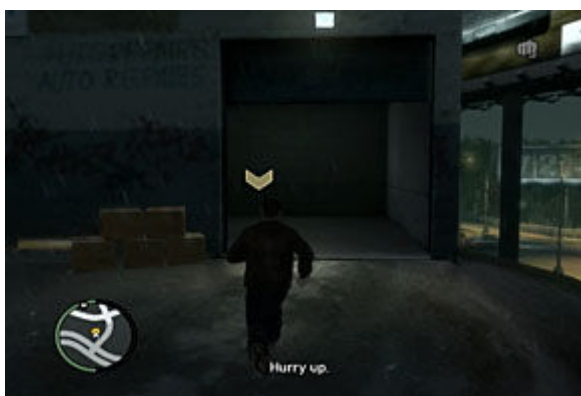
The final mission we received during our playthrough finally gave us a *nice* car for once, an SUV that actually has some pick-up and doesn't completely suck like all of the other beaters Little Jacob gave us (your experience may vary, however—this could be a last drug run mission thing, meaning it can happen on any of the ten missions depending on which one is completed last). After picking up this new car, your destination will show up on your HUD.



Your ultimate destination is located in a garage off of the southern end of Saratoga Avenue in Dukers. The drive from your initial location off of the Broker-Dukers Expressway will be a brief one, which is good because you only have about thirty in-game minutes to get to the garage in question. Like all of the other drug running missions, however, you won't be able to drive into the yellow event arrow—you're going to have to bail out of your car and run into it on foot. So hustle!



Naturally, this mission was all about time, so if you arrived at the garage located off of Saratoga Avenue, then you're in the clear, and the mission is over. If not, you'll have to do it over again. For us, this was our final drug running mission, so if it was for you as well, then congratulations! Little Jacob has much respect for you, now.



Most Wanted & Random Char.	Brucie's Races	Jacob's Drug Runs	The Fixer's Assassinations	Brucie's Carjackings
-------------------------------	----------------	-------------------	-------------------------------	-------------------------

Assass. 1	Assass. 2	Assass. 3	Assass. 4	Assass. 5	Assass. 6	Assass. 7	Assass. 8	Assass. 9
-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------

All assassination missions come from a character named the Fixer. He will only give you jobs by contacting him with a payphone where Traeger Road runs into Odhner Avenue in Alderney, and all nine assassinations will take place in Alderney, so a lot of travel around Liberty City's five boroughs isn't necessary. If you fail a mission, just go back to the pay phone and try again. Also, sometimes we mention that there are weapons and armor on the other side of the fence from the payphone. This gear is there for *every* mission and usually gives you a good hint on how you might want to go about completing the mission. And most importantly, these missions happen in *random order*, so while ours are listed in the order we received them, it's the name of the assassination mission that's of real importance.

#### Assassination One: Bailing Out For Good

This first assassination mission takes place outside of a police station on Franklin Street, which is located at the eastern edge of Alderney. When your contact gives you your instructions, the camera will pan to an area behind the fence lining the area where the payphone is located—you can grab a pistol and some armor from there if you need it before heading on your way. The GPS will automatically show you your route to the police station once in a vehicle, so you should have no worries about getting to your destination. There's simply nothing ambiguous about it.





When you approach the police station, you're going to have to make a quick choice. The roving red dot on your HUD represents your target, and since he's being escorted by some police officers, getting close to him is going to be hard (especially because he and his friends open fire on you when you approach, even if you don't fire first). We therefore recommend that you actually let him get in his car and then chase him and his goon friends as they travel around the nearby Alderney neighborhood. Doing so will draw a lot of fire your way, for sure, but they also won't move very quickly, making a drive-by shooting your best option. Once your target is slain, the assassination mission concludes successfully, even if his cohorts are still alive.





Assass. 1	Assass. 2	Assass. 3	Assass. 4	Assass. 5	Assass. 6	Assass. 7	Assass. 8	Assass. 9
-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------

### Assassination Two: Migration Control

This is one of those missions the Fixer will give you where you'll have to be mindful of the tools given to you. After speaking with the Fixer on the payphone at Odhner Avenue and Traeger Road, hop the nearby fence to grab some body armor (if you need it) and, much more importantly, an RPG sitting there. You're going to need this to destroy a helicopter taking off from a helipad on the east side of the borough. Without it, you're going to be hard pressed to bring the chopper down, so it's absolutely integral you grab this high-powered weapon before proceeding. With the RPG in hand, you can then travel to the Booth Tunnel on the east side of Alderney, which connects Alderney to central Algonquin.



The key here is to *not* head into the tunnel, but once you arrive at the tunnel's entrance, to instead head leftward. Once around the tunnel, the game will prompt you to head to the helipad on top of the tunnel. Your mark is getting into the helicopter, so using your RPG, you have to shoot it down before it flies off. You should have plenty of time to shoot it while it's still prone on the helipad, but if it takes to the air, be sure to shoot it down before it gets too far away! Also, do your best to dodge your mark's gun-toting friends who will try to stymie your assassination attempt. Strangely enough, once the helicopter is downed, his friends will lay off (perhaps they know how deadly you are?) But if you're still feeling angry, feel free to kill them anyway.



Assass. 1	Assass. 2	Assass. 3	Assass. 4	Assass. 5	Assass. 6	Assass. 7	Assass. 8	Assass. 9
-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------

### Assassination Three: R.U.B. Down

The Fixer will give you your next assignment, which involves killing multiple targets as they make a deal nearby on a pathway in southern Alderney, one wedged in between Grommet Street and Toggle Avenue. Unfortunately, the weaponry he provides for you before the assignment is to take place isn't really adequate. What you're going to need are some explosives, preferably an RPG, so be sure to have one before attempting to undertake this assignment. Otherwise, it can be heinously annoying. With the proper weaponry in hand, you can then head towards the target on your HUD, but don't get too near the targets as you approach.





Your targets (yes, multiple) will be down a path off of Grommet Street, which is probably near where you'll first encounter them. There is a police station nearby, unfortunately, so you're going to have to be both as discrete as you can *and* awfully fast. When you see the thugs (who are all on dirtbikes), aim your RPG at the middle of the group and launch a missile their way. One well-placed rocket will fry alive all of the foes simultaneously, making this a rather easy mission. Without an RPG, you'll have to rely on Molotov Cocktails or grenades, or worse yet, guns. If this battle goes to the streets, the bikes are going to split up, and you're almost definitely going to fail. So, remember, an RPG here is your best friend.





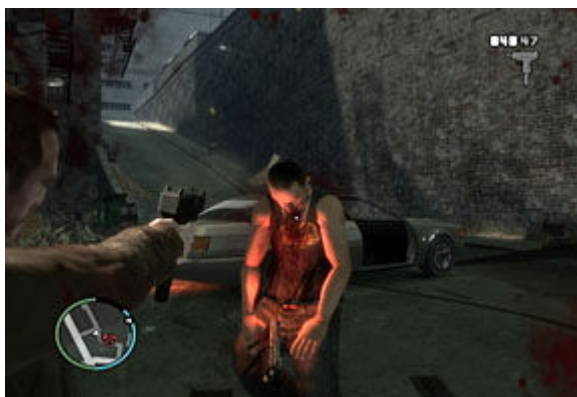
Assass. 1	Assass. 2	Assass. 3	Assass. 4	Assass. 5	Assass. 6	Assass. 7	Assass. 8	Assass. 9
-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------

#### Assassination Four: Dead End

When you receive your instructions this time around from the payphone at Odhner Avenue and Traeger Road, you can go behind the nearby fence to grab your usual pre-payment of body armor and (this time) hand grenades. Then, you can head to your initial location, which is off of Rand Avenue on the east side of Alderney. However, once you arrive to your location, the red dot on your HUD will begin moving, and a huge Hummer-like vehicle will come careening down the street. You should give it chase, of course, to its ultimate destination in a series of alleyways off of the southern end of Rand Avenue.



Once you arrive, it's time to let your guns do the talking. There's no realistic way your targets are going to get away (in fact, they seem itching for a stationary fight), so use your car as a weapon on the vehicle that shows up on the far end of the alleyway in an attempt to trap you. Once both of the persons that come out of that car are killed, you can get out of your vehicle and use the high ground you currently occupy to kill the remaining foes below. Any stragglers that are using cover expertly can then be hunted down individually and eliminated. Once the last red dot on your HUD disappears, the mission ends successfully.



Assass. 1	Assass. 2	Assass. 3	Assass. 4	Assass. 5	Assass. 6	Assass. 7	Assass. 8	Assass. 9
-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------

### Assassination Five: Hook, Line and Sinker

This mission involves a bit of a chase, because your two targets aren't even on land. Instead, you'll find them on a speedboat off of the northern end of Alderney. Thankfully, you have some options as to how to go about killing them. We'll give you our technique, but rest assured there are multiple ways to go about killing these enemies, including using your sniper rifle. Our solution to this assassination is much more straight-forward and to the point, however. So, begin by following the route the GPS lays out for you on your HUD, which will lead you to the northern Alderney beachfront.





The ship is well off-shore (it will probably flicker in and out of view without the use of a sniper rifle's scope). However, a speedboat should be parked off of the beach that you can get into and use on your own. Now, delicate use of this boat will allow you to use your sniper rifle, but a missed shot or killing the passenger instead of the driver will allow the boat to get away (as will getting too close to the boat). Our solution, therefore, is simple. Wield an Uzi and approach the boat quickly, chasing it as it speeds off. Then, execute a well-placed drive-by shooting on the boat's two occupants to end this mission as quickly as it began.





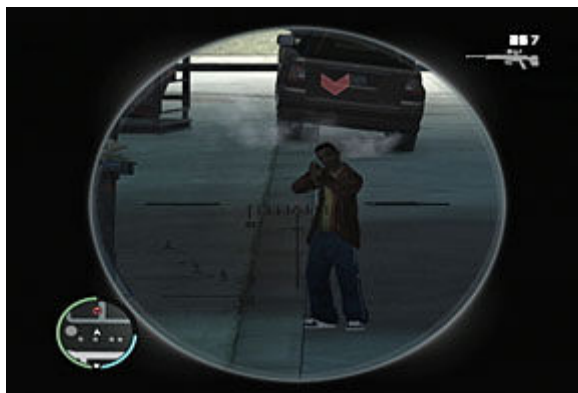
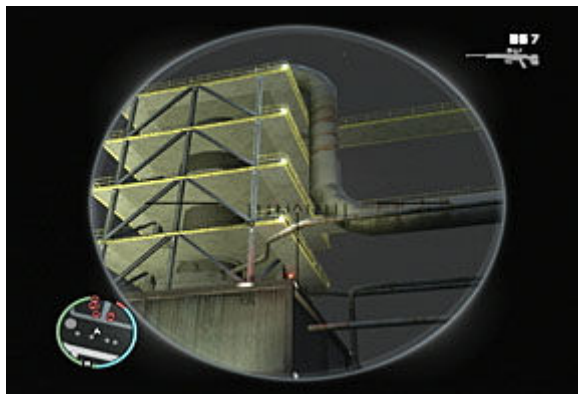
Assass. 1	Assass. 2	Assass. 3	Assass. 4	Assass. 5	Assass. 6	Assass. 7	Assass. 8	Assass. 9
-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------

### Assassination Six: Industrial Action

After speaking with the Fixer, it's time to go on this rather elementary assassination mission. What makes this mission even remotely difficult isn't the fact that your targets are mobile or attempt to get away. Rather, it's that there are simply a lot of enemies that need to be dealt with. Thankfully, as long as you have a sniper rifle in your arsenal (and you certainly should), you're in the clear. So, from where you talk to the Fixer on the payphone, head southward to the industrial island at the southern end of Alderney. It's in one of the industrial complexes south of Musketeer Avenue along the water's edge that the action is going to go down.



Once you arrive near the complex, you're going to have to bust through the chain link fence (preferably with your car) and take a heightened position along one of the many catwalks in front of the enemy positions (marked as red dots on your HUD). As long as you don't wildly open fire on them as you're positioning yourself, or otherwise get too close to them, you should be just fine in completing this mission covertly... at least initially. Use your sniper rifle's scope to hone in on enemies, shooting them in the head after locating them with sight and some HUD direction. The enemies will begin to scramble, but you should certainly be able to thin their numbers out considerably before they make it to the ground floor. Their incessant gunfire and constant movement (not to mention the red dots on your HUD) will give away their positions adequately. When the last one is slain, this assassination mission comes to an end.



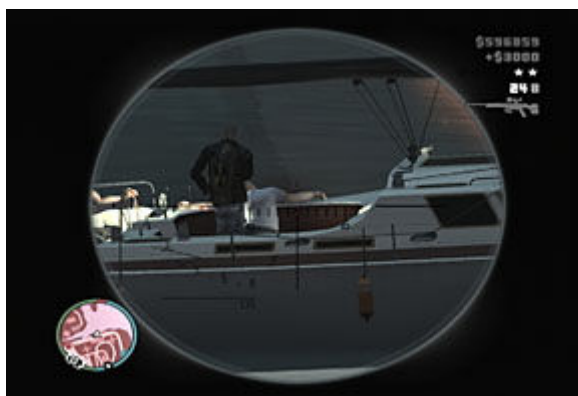
Assass. 1	Assass. 2	Assass. 3	Assass. 4	Assass. 5	Assass. 6	Assass. 7	Assass. 8	Assass. 9
-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------

### Assassination Seven: Water Hazard

This mission is a surprisingly simple one with little chance for error. So, to begin, after speaking with the Fixer at Odnher Avenue and Traeger Road in Alderney, head southward towards Emery Street, which lines the southern border of the northernmost Alderney-based island. The GPS on your HUD will get you there easily enough. Once you reach the southwestern end of the island, on the western side of Alderney, you're already in the vicinity of your target.



The game will prompt you to eliminate your lone target, who is on a boat offshore between the two Alderney islands. So, with your sniper rifle in hand, do this foe in rather easily, being absolutely positive you don't miss. Your target is designated with a red arrow over his head, so he should be easy enough to spot amongst the rest of the people aboard his ship. Missing means the boat may take off, leaving you stranded on land with nothing but a sniper rifle, so be positive your first shot counts! Remember—headshots are key.





Assass. 1	Assass. 2	Assass. 3	Assass. 4	Assass. 5	Assass. 6	Assass. 7	Assass. 8	Assass. 9
-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------

### Assassination Eight: Taken Out

This mission is one of the more difficult ones, because you're going to have to chase around sections of Alderney a roving target under heavy guard. Of course, this mission becomes exponentially easier if you have explosives (especially an RPG), but without that gear, you're going to be forced to undertake this mission the old-fashioned way. So, after taking this call from the Fixer over on Odnher Avenue and Traeger Road, head towards your target. The GPS will take you to a predetermined location every time (the same location) and set you loose on your target from there.



The red dot is slow moving and won't even realize you're after it until you either initiate hostilities or get in the caravan's way. Your target, a female, is in the limousine, while most of her heavily-armed associates are in two SUVs accompanying the limo. If you have explosives like an RPG, you can use it to eliminate the limo right off the bat. Otherwise, start dropping grenades out of your window and shooting up the limo. Do your best to run the limo off of the road, forcing your target out of the car (the best way to do this is to kill the limo's driver). Then, focus your murderous energies on the target to end this as quickly as possible before you're overwhelmed by her numerous henchmen.



Assass. 1	Assass. 2	Assass. 3	Assass. 4	Assass. 5	Assass. 6	Assass. 7	Assass. 8	Assass. 9
-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------

### Assassination Nine: Derelict Target

The final assassination (on our list, anyway—yours will likely come to you in a different order) sends us to an enemy-infested warehouse where not one or two, but three enemies must be slain. After speaking with the Fixer about this mission, all you have to worry about is making sure you have the right weaponry for the job. This time, an automatic weapon is necessary. We decided to go in wielding an Uzi, but any assault rifle-like weapon will do well for you here. Properly-equipped, head to the abandoned warehouse where your marks are waiting. It's wedged in between Applewhite Street, Rand Avenue and Mahesh Avenue on the east side of Alderney.



The warehouse is chock full of enemies, but only the three marks will show up as red dots on the HUD. That doesn't mean that all of the other foes aren't violent, though, because they are, and chances are you're going to need to take out most, if not all of them as you work your way up the various floors of the warehouse. The first mark should be outside of the entrance to the warehouse, while you'll need to do some climbing to find the locations of the other two enemies (they'll be on separate floors). Once all three enemies are dead, this assassination mission concludes.





Most Wanted & Random Char.	Brucie's Races	Jacob's Drug Runs	The Fixer's Assassinations	Brucie's Carjackings
-------------------------------	----------------	-------------------	-------------------------------	-------------------------

Carjack 1	Carjack 2	Carjack 3	Carjack 4	Carjack 5	Carjack 6	Carjack 7	Carjack 8	Carjack 9	Carjack 10
-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	------------

Brucie is a bit of a maniac, as you may or may not already know, and that man has some plans for you. If you check your e-mail at any internet café in the city after getting the go-ahead from him, you'll receive instructions, one after another, of vehicles that have to be stolen from certain locations. Sadly, the vehicles and locations are randomly mixed and matched, meaning yours won't necessarily correlate with ours, but *each* location will be covered once, as will *each* vehicle. So, use our instructions below as a primer, since the vehicle you steal at a particular location may be different but the place you have to steal it from and the circumstances of the theft won't differ.

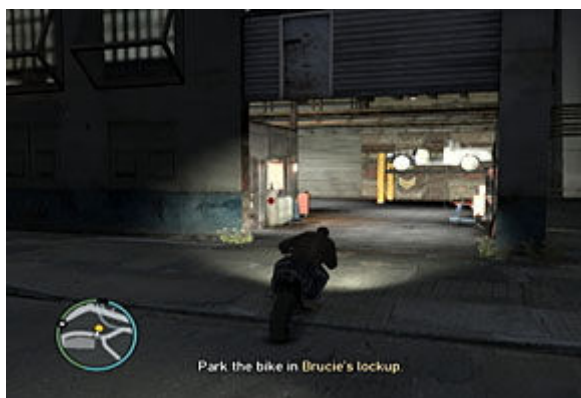
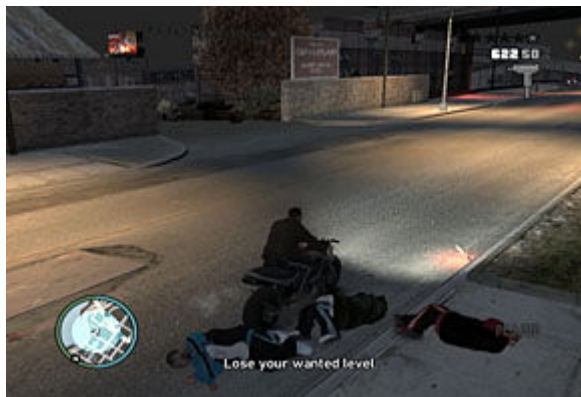
Some keys to keep in mind. Each vehicle must be dropped off at Brucie's garage, which is located on Monahet Avenue in Broker. Conveniently, there's an internet café in the vicinity of the garage on Munsee Avenue (on the west side of Outlook Park) that can be used after dropping off each car to keep things going. Repairing damaged vehicles will up their value, as well, so a Pay 'N Spray is located nearby off of Gibson Street as well. Other than one of the ten theft trips, they'll all take place on the Dukes-Broker island, so it's theoretically possible to do all of this in an hour or so. Good luck!

### Stolen Vehicle One

The first vehicle Brucie asked us to steal is a PCJ600. The PCJ600 is a motorcycle, and in our playthrough it was being held by a group of thugs hanging out outside of the Firefly Projects on Mohegan Avenue. Mohegan Avenue is located on the east end of the Dukes-Broker island (more specifically, in the Broker section of the island). After reading your e-mail, you should head over to this location posthaste.



The vehicle (whether it's a car or bike) you are to steal here will be well-protected by three armed enemies. One of them will be armed with a baseball bat, so he should be of no concern to you. His two friends will be packing firearms, however, so make them your priority as you *carefully* eliminate them. You don't want to ruin your vehicle in any way, as it will hurt its value when you drop it off in lockup (you can get this fixed by heading to a Pay N' Spray if you so desire). Your violent offing of the three enemies will likely draw police attention, so you'll need to lose them before returning the vehicle to Brucie's lockup off of Mohanet Avenue on the west side of Broker.



## Stolen Vehicle Two

The second vehicle Bruce asked us to boost for him was a Cavalcade, which is a rather large SUV. He tells you in his e-mail that it's located at Cerveza Heights, a rather easy location to reach from the nearby internet café on Munsee Avenue. To be specific, the car is located in an alleyway off of Incheon Avenue in Dukes, so begin heading there as soon as you accept the mission via e-mail, boosting a car outside to get there quickly.





There's a little twist to this mission, since there's no one guarding the vehicle but rather a lone driver in the vehicle itself. As you approach his location off of Incheon Avenue, he'll begin to drive away. He won't necessarily be onto you following him (as long as you don't make any overt gestures), but it's in your best interest to finish this off quickly. We opened fire on him through the driver-side door and window, forcing him to get out of the car (where we shortly thereafter sealed the deal). How you choose to deal with it is up to you, but if you employ our technique, be sure to bring the car to a Pay 'N Spray to fix the bullet holes and other damage before bringing it to Brucie's lockup on Monahet Avenue, thus maximizing the value of the vehicle.





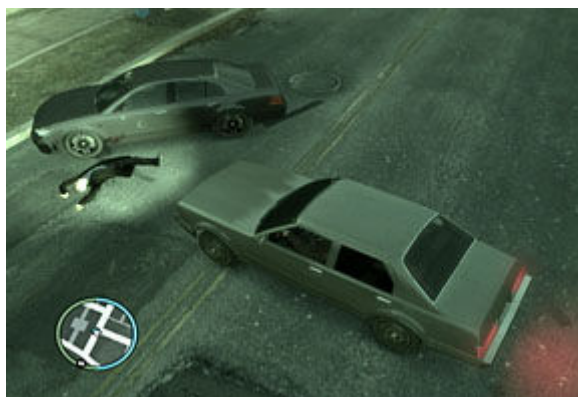
Carjack 1	Carjack 2	Carjack 3	Carjack 4	Carjack 5	Carjack 6	Carjack 7	Carjack 8	Carjack 9	Carjack 10
-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	------------

### Stolen Vehicle Three

The third vehicle Bruce's made a request for us to boost is a fancy luxury vehicle called an Intruder. The Intruder can be found roving around the Meadows Park area of Dukes, which is along the northern end of the borough. Confusingly, however, the GPS won't give you a dedicated route to reach the car, because the car is moving around. So, you'll have to employ your old-school GTA skills and simply drive towards your target on the HUD (brings back some memories of simpler days, eh?) Don't worry – as long as you don't get too close to your target, he won't even know you're there until it's too late. Otherwise, expect some erratic driving from your mark.

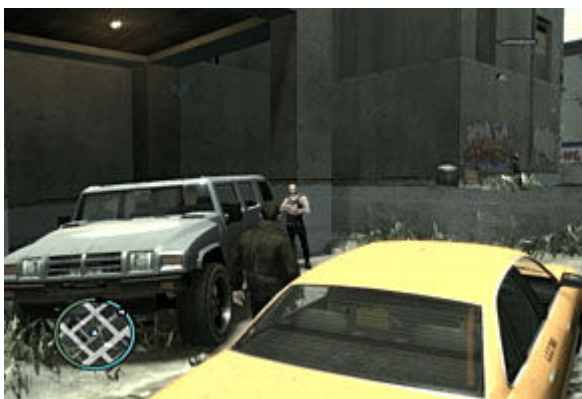


The car will have a turquoise arrow hanging over it as it traverses the various streets in the Meadows Park area. It will also be represented as a turquoise dot on your HUD if you happen to lose it in the fray. The easiest way to get your car is to open fire on the driver, killing or injuring him. One way or another, this will force him from the car so you can get in and bring it back to Brucie's lockup on Monahet Avenue (we tracked down the car where Seymour Avenue runs into Argon Street, if you're curious). The use of firearms may alert cops in the area to your presence, so be sure to lose the heat before bringing the car to lockup and retrieving your reward!



## Stolen Vehicle Four

This time around, Brucie had us go after the Patriot, an aptly-named gigantic SUV of a vehicle that's more akin to a Hummer (in real life) than anything else. Emblazoned with an all-American paint job, this vehicle should certainly stand out. As the e-mail instructs you, you're going to find this vehicle in one of Schottler's many alleyways. More specifically, the alleyway in question is tucked nicely in between Seneca Avenue and Tuscarora Avenue near the Broker-Dukes border, and depending on where you're approaching the alleyway from, you might breach it from one road or another.





Upon your arrival, things will be peaceful enough. Three guys will be standing around the car, and nothing will happen until you step out of the car or begin firing on them. None of these enemies *have* to be killed, but it will make your life a lot easier if they're all eliminated before you hop into the car and begin heading towards Brucie's. Try to keep the firefight away from the car, however, so you avoid damaging it (thus forcing you to lose some money when you finally get it to Brucie's lockup). Remember two important things here. The first is that the vehicle can be fully repaired at a Pay 'N Spray if you want to recapture lost value. The second (and more important) thing to remember is that you must lose the cops, if you've attracted any unwanted attention, before heading to Brucie's garage on Monahet Avenue to drop the car off.





Carjack 1	Carjack 2	Carjack 3	Carjack 4	Carjack 5	Carjack 6	Carjack 7	Carjack 8	Carjack 9	Carjack 10
-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	-----------	------------

## Stolen Vehicle Five

This request of Brucie's will bring us on a rather unique (albeit fairly easy) boosting mission. This car (which was, for us, a Sabre GT) is located on Montauk Avenue in Broker south of Soldiers Plaza (where the road splits into two more readily-identifiable streets). What makes this mission unique isn't that you're expected to steal another car here. On the contrary, it's actually unique because there will be a cop car parked directly behind the vehicle you are to steal, and what's more, the occupants of that car are currently being frisked and arrested by the LCPD. This means that no matter how hard you try, you're going to garner yourself a wanted level from this fiasco.



Drive up nonchalantly. You can kill the cops and the prior occupants of the target car if you want, but it could definitely make things messier for you than you might want. Stealing this car is going to net you at least a two star wanted level regardless of what you do, so to keep it that "minor", consider stealing the car without making a fuss with your weapons. Two stars will immediately show up on-screen, but you can simply drive around until you lose the heat, and then bring the vehicle in question back to Brucie's lockup on the west side of the Broker-Dukes island. Remember – making a mess of the cops and others here is certainly appealing and hard to resist, but it's just going to make getting away from the cops even more difficult (which, in the end, will mess your car up considerably, cutting into your profit). So we can't recommend enough to avoid a melee, although whether you do or not is your choice.



## Stolen Vehicle Six

This vehicle is perhaps the easiest to reclaim, especially if you've been visiting the internet cafe near Brucie's lockup on Munsee Avenue. That's because this vehicle (which was, for us, a Feltzer) is located on the very same block that Brucie's lockup is on – Monahet Avenue. Naturally, if everything aligns well, this will be the fastest of all of the ten missions Brucie gives you via e-mail, so savor it!





You'll find your vehicle on the road near a huge box truck. It appears some thugs were intending to ship it out of Liberty City and you've arrive just in time to stop them! Your best bet here is to use your car as a weapon, since there are four or five pretty well-armed enemies you'll have to deal with on foot otherwise. Go back and forth with your car, trying to pincer what enemies you can in between your car and the car you're picking up and/or the box truck. This should do them in without much of a fuss (and better yet, without the cops knowing, as long as none were in your direct vicinity). Then, all you have to do is drive back down Monahet Avenue and drop the vehicle off at Brucie's lockup, though you may want to repair any damage done to it before you do.





## Stolen Vehicle Seven

Out of the ten vehicles Brucie asks you to reclaim for him, this is the only one that will bring you out of Broker and Dukes. More specifically, you'll be brought to Bohan to pick up this particular car, which was (for us) a Banshee. This car is located in Bohan on Guantanamo Avenue near the southern end of the small island borough. To get there, you'll likely be brought along the East Borough Bridge via Charge Island, coming down on Rocket Street, which you can take directly to Guantanamo Avenue.



Now, Bohan is a bit of a sketchy place, so when you arrive to your destination on the HUD, the guy who is in control of the car you are to steal is soliciting a prostitute. If you don't care about damaging the car a little bit, the best way to go about this is to simply drive up discretely next to the car, pull out your Uzi, and do the guy in. Even if you don't manage to kill him with that, he'll step out of the car, making him an easy target for slaying. Then, you can simply get into his car, leaving your previously-boasted vehicle behind. Travel all the way back to Dukes and Broker from Bohan, and leave the car in Brucie's lockup on Monahet Avenue to receive your reward.



## Stolen Vehicle Eight

For the eighth Bruce-inspired theft, we've been asked to steal a Sanchez, which is basically a pretty fast dirtbike. After reading Bruce's e-mail and agreeing to head over to the location of this bike, the GPS on your HUD will bring you there rather easily. The location is an alleyway off of Tutelo Avenue in Dukes (along the Dukes-Broker border). It's on the east side of the island, so getting there from the normally-used internet café on Munsee Avenue shouldn't be too much of an issue.





When you arrive, a small group of people will be standing around the bike (or whatever vehicle it is you've been dispatched to recover in this area). You can dispatch them any way you so desire, but keep in mind that you're going to have to do your best to keep the bike in tact not only so you can ride it away, but so you can get top dollar from Brucie for it. We recommend simply pulling up next to the vehicle and using your Uzi from the relative safety of your car to dispatch the enemies, jumping onto or into the vehicle and bringing it back to Brucie's lockup thereafter.





## Stolen Vehicle Nine

Brucie wanted us to steal yet another bike (this one called an NRG 900) for our ninth stolen vehicle. The vehicle he'll want you to boost will likely differ, but the location of the roving vehicle will remain relatively the same. As the e-mail from Brucie instructs, the South Slopes area of Broker is where you're going to want to look for this motorcycle (or car). When you get close enough to it, your GPS directions on the HUD will disappear and you'll be left to head towards the vehicle old-school GTA style by driving towards the target on your HUD.



We ran into the vehicle where Hickcock Street runs into the Broker-Dukes Expressway on the east side of the borough. Naturally, your experience may be different, but you should run into the car in that vicinity. Once you do, begin shooting at the driver to him or her out of or off of the vehicle, and then finish them off. When the coast is clear, you can then drive the vehicle back to Brucie's lockup off of Monahet Avenue to reap your reward.



## Stolen Vehicle Ten

Our tenth and final target for Brucie was in the form of a beautiful car indeed, a PMP 600. This car is located at a static location on or around Savannah Avenue, to the east of Meadows Park. Once you acknowledge the e-mail from Brucie by e-mailing him back, you can go on your way to find this car. It might seem rather easy to steal this car, since no one is around it, but breaking into it will get you plenty of police attention each and every time.





As a result, you're going to have to hotwire this car quickly and get out of dodge as fast as you can. Then, it's on you to lose the cops before you head back southward from Dukes and into Broker, where you can reach Brucie's lockup on Monahet Avenue with relative ease. After arriving (assuming this was your last pickup), Brucie will let you know that all of the vehicles he wanted you to steal have indeed been stolen. And just like that, this sequence of side quests, for us anyway, comes to an end.

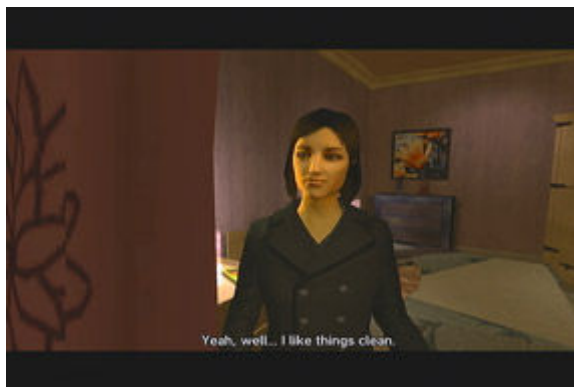




## Grand Theft Auto IV Relationships

<<	Dating	Friendships	>>
----	--------	-------------	----

The relationship aspect of Grand Theft Auto IV is perhaps one of the most nebulous areas of this epic game. However, that shouldn't daunt you from building as many relationships as you can, because they happen to provide some of the deeper and more rewarding experiences Grand Theft Auto IV has to offer. In fact, without building up relationships with myriad characters in the game, you're going to miss out on a lot of what the game intends for you to see.



There are two different kinds of primary relationships in the game. The first type of relationship is any that Niko has with various females he encounters. These relationships take on a more light-hearted and pseudo-romantic tone and are completely optional for the most part. There are two females in the game you *must* date—Mallorie's 'friend' Michelle and the O'Reary boys' sister Kate—but other than that, dating is completely optional. However, there's a lot of fun to be had by partaking in the Liberty City singles scene.

If you want to date girls other than Michelle and Kate, you can do that, but it involves some legwork. You're going to have to go to an internet café and browse the in-game websites LoveMeet and Craplist (which are always on your homepage when you logon). From there, you can try to contact various women and hope that they respond to your advances. The status of various inquiries can be found by checking your e-mail at a later date, where you'll either get a counter-inquiry or a downright rejection. Try to press the various girls on the site for dates, but keep in mind that there are some girls that you can date and others that won't date you no matter how hard you try.

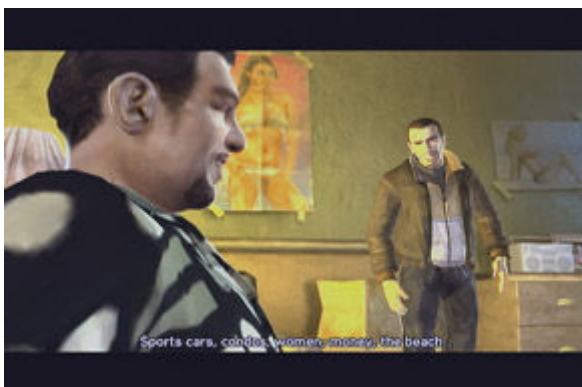


So now that you know how you can potentially score a date with one of Liberty City's beautiful single females, what should you do when you're on a date? How do you prepare for a date, and what are some of the things to keep an eye out for while on a date and perhaps most importantly *after* the date has concluded? Below are five tips to keep in mind before, during and after any given date to make them sure successes.

01	<b>Dress and Drive to Impress</b>
<p>Not all girls are going to like the same things. In fact, Michelle likes it most when Niko dresses in the low class garb he walked off the boat donning. But for the most part, it's a safe bet that if you dress in <i>at least</i> moderately nice clothing, the girl you're dating isn't going to be disappointed. You don't have to wear a suit and tie 24/7, but try to keep Niko looking fresh and fashionable when in the company of females. And since you're almost certainly going to pick up a date in a stolen car, why not make sure that car is as fancy and well-taken care of as possible? Would it be corny to quote Good Charlotte's 'girls don't like boys, girls like cars and money' here? Well, too late, I just did. But speaking of picking up your chick...</p>	
02	<b>Be Punctual</b>
<p>Other than subjecting your date to vehicular homicide or in some other way murdering and dismembering her, few things will ruin the vibe of a good date from the very get-go more than being late to pick up your special lady friend. When a date is made, therefore, you want to be on time. Usually, from the point of cellular contact, you're going to have an <i>in-game</i> hour to get to your date before she gets miffed for standing her up. The date can still go on to a certain point even if you're late, but it's definitely not the way you want to get things started. If you don't think you'll make it even remotely on time, be sure to call her up to cancel the date. She'll likely be pissed, but not as pissed as if you just don't show up at all.</p>	
03	<b>Rock Out!</b>
<p>Niko and his date should have a good time from the get-go, so bring your girl to a local eatery or other place of amusement and have an awesome time. Usually, this will involve a burger at Burger Shot, or perhaps some beers and darts at a local Irish pub. There are a lot of possibilities. Regardless of what it is, try to diversify each time you go out with a girl, and be especially mindful to listen to their feedback as you walk around and drive around <i>at all times</i>. This is the <i>best</i> way to get plenty of insight into what a particular girl thinks about certain activities. If she complains, don't bring her there again. If she loves it, you can go back another time, but <i>not</i> the next time. You gotta use your imagination!</p>	
04	<b>Seal the Deal?</b>
<p>Perhaps the most difficult part of any date in GTAIV is the end, when you're bringing a girl back to her place (likely swerving all over the road and killing innocent bystanders since, y'know, you're drunk). The game will give you an option to say goodnight or to try and go into the girl's place with her. This is <i>all</i> about personal feel and how much the girl likes you. There are no absolutes, but it should go without saying that trying to get with a girl on after your first or second date is likely to backfire, while she might be confused if you're <i>not</i> asking to come upstairs after, say, your fifth or sixth date. So, try to act like a gentleman at first. Then, when the girl really likes you, going upstairs for some coffee is a given.</p>	
05	<b>Post Date Analysis</b>
<p>So, how did your date go? That should be the first question you ask yourself when you and your female friend part ways. If it went well, then you can expect another date, but even girls subjected to really bad dates can be salvaged. There's always hope in GTAIV. Wait a few in-game days at the very least before you call a girl for another date, and be sure to keep an eye on your relationship meters to see how much a girl does or doesn't like you. This is the best gauge to see how well you're doing with any girl. As far as <i>receiving</i> calls from prospective dates, you can answer the calls and let them know that you do or don't want to go out, or you can do what I do in real life—dodge the calls and go to Hobson's Choice with Dave Clayman instead.</p>	

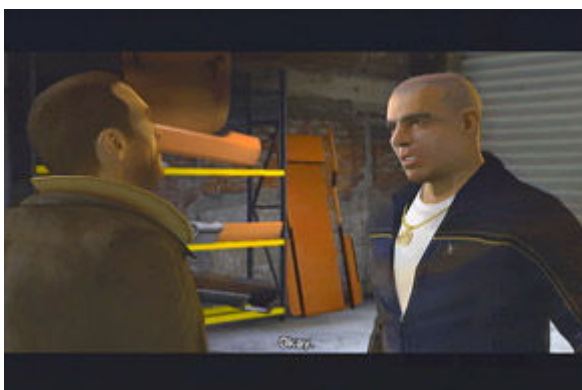
<<	Dating	Friendships	>>
----	--------	-------------	----

Well, we mentioned *two* types of relationships, and we weren't lying. We've already extensively covered Niko's relationships with the ladies, but it's a fact that his relationship with the various male friends he meets in the game are far more important. Characters like Niko's cousin Roman, the crazy Irishman Packie, the forever-stoned Little Jacob, and the meathead Brucie are not only hysterically funny in their own ways, but they're integral to the story, and befriending them is important to open up *even more* features that will help you reach 100% completion in the game.



You'll meet these guys as you go through the regular missions in the game, as they all begin in one way or another as your employers. Many of them will remain friends to you through the game and even after the last mission has concluded, so you always have plenty of time to nurture your friendships with them. Unlike your relationships with various females, relationships with your boys will be more of a two-way street. Therefore, you should expect calls from them often. You can always turn them down if you don't want to hang out with them, but expect some negative responses from them next time *you* call them to hang out if you do that too often!

All of your friends have such specific likes and dislikes that, as you get to know them better, can be selected from your cell phone before the call is placed in order to cater to them about a specific activity (such as pool, darts, drinking, shows and the like). This is often a good way to cut to the chase and ask them to do something specific without having to pick a place later. Otherwise, you can call them generally and pick a spot from there, but remember!—your boys, just like the girls, are only awake at certain hours and won't answer their phones if you call them at off hours! They're all unique though, so the personal schedules of your various friends is something you'll have to learn as you go. If you get their voicemail, for instance, you know you probably called them at an off time, while they're unavailable.



Below are five tips that you should consider when hanging out (or not hanging out) with your friends.

01	<b>Punctuality is Key</b>
<p>Girls don't like to be kept waiting when you promise them a date, and when you have some chill time set up with your boys, they'll be pissed if you keep them waiting too. So, when you call a friend up, try to be in his general vicinity before you make contact, that way you won't be late. Calling up Packie when you're in Alderney and he's in Broker isn't really a good idea, you know? Believe it or not, there's no such thing as being <i>too early</i>, but being <i>too late</i>? Well, that's another story entirely.</p>	
02	<b>Go to Multiple Places</b>
<p>An option that you won't get with the girls but that you will get with some of your friends (especially your cousin Roman) is the ability to hit up multiple places during one runaround. So, consider perhaps going bowling or playing darts as a sort of primer before you hit up a bar to go drinking. Once you go drinking, you and your friend will be drunk and it'll be almost bedtime. Good luck getting home without killing people (or maybe even yourself!)</p>	
03	<b>Play the Games for Real</b>
<p>There's no denying that bowling, pool, darts and the like aren't exactly awesome games in their in-game execution, but winning them against your friends and breaking your own records actually has its own place in the game, mainly that all games must be played and essentially mastered for you to reach a 100% rating. So while it might seem like it's all a formality (and in many ways it is), you should still put effort into winning each game handedly, at least one time. That way, if and when you go for a 100% rating, you don't have to deal with the tedium of billiards as your very last task (or worse yet, being at a loss as to why you don't have a 100% rating when you've done everything else).</p>	
04	<b>You <i>Want</i> Your Friends to Like You</b>
<p>Why? It's easy, really. Sure, getting with your girlfriends is all fun and good, but if you get in good with your buddies, they're going to reward you for liking you so much. If you manage to get each friend to like you enough, he'll offer you something special that you would otherwise not be able to obtain. For instance, Packie can send a car bomb to a destination of your choice if he likes you enough, while Little Jacob will roll up to your location anywhere in Liberty City to sell you weapons out of his trunk. Dwayne has some thug buddies that will accompany you on various missions as support, while Roman has perhaps the most simplistic benefit of all, which also happens to be the most beneficial—he can send you a cab anywhere in Liberty City, for free. So, you really <i>want</i> these guys to be your friends, there's really no doubt about that.</p>	
05	<b>Take the Time</b>
<p>Maintaining a relationship with your friends is time consuming stuff, and having a full social calendar can really slow down your progress in the game. But remember—the GTAIV experience isn't only about completing missions and side quests. It's about seeing everything this vast, wide open game has to offer you. Hanging out with your friends can be a drag after a while, because the activities can get a little monotonous. But persevere with all of them as much as you can, because as we mentioned in tip #4 above, the perks to a strong friendship speak for themselves.</p>	



## Grand Theft Auto IV Multiplayer

<<	<b>Multiplayer Basics</b>	<b>General Tips</b>	<b>Game Types</b>	<b>Co-op Missions</b>	>>
----	---------------------------	---------------------	-------------------	-----------------------	----

Multiplayer is the latest addition to the GTA console franchise, but it's easy to get lost in the myriad modes and options, which is why we're here to help!

### Game Options

Most of the options in GTA are pretty self-explanatory. You can control what weapons appear, whether police, traffic, and pedestrians are turned on or off, and how long the match lasts for. But there are a couple of options you may not be familiar with...

### Blip

A "blip" refers to the icon that appears above your opponent's heads, but this can be adjusted so it only appears based on a few criteria: whether someone's on your team, how close to you an opponent is, or whoever's winning.

### Reticule Health

With this option enabled, a reticule will appear above any opponent's head you engage in battle which displays the amount of health and body armor they have remaining. Use this to your advantage; if an opponent is fully stocked and you're low on health, avoid them like the plague. But if the reverse is true, then pepper them with bullets to have them your way.

### Respawn Distance

This setting dictates how close you respawn to where you last died. If it's set to "near," you'll pick up the battle right where you left off. However, if it's set to "far," it'll give you some breathing room, allowing you some time to collect weapons and better plan your attack angle.

Needless to say, "near" is better for those looking for quick, twitch based matches, while "far" is best for those who prefer a slightly slower, more strategic experience.

<<	<b>Multiplayer Basics</b>	<b>General Tips</b>	<b>Game Types</b>	<b>Co-op Missions</b>	>>
----	---------------------------	---------------------	-------------------	-----------------------	----

So here's the deal: everything you do is measured in money. Complete an objective? You earn money. Kill someone? Money. You get the idea. But in order to earn money, you're going to have to master some basic skills.

#### **Burst Fire is Key**

Because your aim becomes less accurate (due to the recoil) the longer you fire your weapon, try firing in quick bursts instead. So hold it down for a second or two, release, then hold it again—repeat until your opponent is dead.

#### **Crouch**

Firing while crouching not only makes you harder to hit, but also increases your accuracy immensely! Try it out and watch your kill count rise.

#### **Become Invisible**

Crouch or take cover to make the gamer tag that appears over your head invisible to other players—handy for trying to ditch a chasing opponent or catching an opponent by surprise.

#### **Driving is for Suckas**

Yeah, yeah, we know, the game's called "Grand Theft Auto." That aside, driving a car should only be used from getting to Point A to Point B, and should not be relied upon as a weapon. Truth is, being inside a vehicle makes you a giant target. Even worse, vehicles aren't very maneuverable, nor can you shoot from them with any amount of accuracy. If you do happen to encounter an on-foot enemy while in a vehicle, either drive away, or attempt to run them over in one pass; if you miss, give up and continue on.

However, if you're on foot going up against a car, it's best to play chicken with it. That is, try and shoot the driver while he's driving toward you, then quickly dive out of the way just before he connects. Ideally, try to lure him into a wall so you can lay into him while he tries to turn around or get out—in either case, he's extremely vulnerable.

#### **Aim for the Head**

Right, so aiming for the head probably isn't news to you, but it's an important tactic to keep in mind. If you're using lock-on, get in the habit of aiming slightly upward as soon as you get a lock, ensuring an instant headshot. Also, when battling a vehicle, aim for where the driver's head should be, they can be surprisingly easy to hit.

<<	<b>Multiplayer Basics</b>	<b>General Tips</b>	<b>Game Types</b>	<b>Co-op Missions</b>	>>
----	---------------------------	---------------------	-------------------	-----------------------	----

### Deathmatch

You know the drill: kill or be killed. Each time you kill someone, you earn \$100; whoever has the most cash at the end wins. Thankfully, you don't lose money for being killed by another player; however, you will lose \$100 for deaths by any other means, such as by drowning, explosions, cops, etc. In addition, fallen foes drop additional cash that can be collected for another \$10-\$20, but act fast before someone else grabs the stash.

### Mafiya Work

Become Kenny Petrovic's lackey in a race against your opponents to complete the tasks he assigns. He'll contact everyone simultaneously with the same objective, which will then appear on your radar. The objectives range from killing specific targets, destroying objects, stealing specific cars, collecting a particular item, or escorting a target.

You'll typically earn \$500 for each completed objective, while any additional kills will net you \$100. If an objective provides you with two possible outcomes (such as steal or destroy a vehicle), the more difficult option (steal, in this case) will earn you a bit more moolah.

### Car Jack City

Hijacking cars is the name of the game. The cars will be marked on your radar as either a blue or green square; the blue ones are normal cars, while the green ones contain drugs, and are worth more. Sometimes the cars are guarded by a thug or two—it's generally in your best interest to wipe them out before hopping in, as they can quickly dwindle your health.

#### TIP

It's not always best to head toward the closest vehicle; instead, look for one that's closest to you, but furthest from your opponents.

#### TIP

If you encounter some thugs watching over a car, try using the vehicle as a shield to guard yourself against any other nearby thugs while you try to get a head shot on the first one, for a quick death. Then quickly turn your focus on the remaining ones and take them down.

After stealing a car, a yellow marker will appear on your radar, showing the drop-off location. Carefully maneuver around the city toward that location to receive your reward, but remember, the amount of money you earn decreases as your car takes damage (unless the car is full of drugs, in which case damage doesn't matter).

If you spot a yellow marker on your radar, but you didn't steal a vehicle, that means someone else did. At this point you have a few options: Track them down and either steal or destroy their car or wait for them to complete the objective and go for the next car. If you manage to steal their vehicle, you can then deliver it yourself for the reward, but if you destroy it, then no one will get the reward. On the other hand, if you're too far from your opponent, it may just be best to let them have it, while you wait for the next car to appear.

## Race

A straight-up race that'll take you across town through a series of checkpoints. You can't exit your vehicle at all in this mode (unlike GTA's Race), nor can use weapons of any kind. This is just a straight-up race, baby.

As you race, you'll have to drive through the yellow checkpoints that appear; if you miss one, you had better go back, otherwise you won't be able to complete the race. In addition, if you're racing using helicopters, it can be tricky triggering the checkpoints. Make sure to check out your radar to find an arrow showing whether the next checkpoint is above or below you.

### TIP

If you get too far off the beaten track, try holding down the "Enter Vehicle" button for several seconds to appear at the last checkpoint you cross with a new vehicle.

## GTA Race

Now this is what we're taking about. Like with Race, your ultimate goal is to drive through the various checkpoints, but now you can collect weapon and health power-ups by driving over them. After someone has been killed, they'll respawn next to one of the game's slowest vehicles: the faggio.

### NOTE

Since you can only carry one weapon at a time in this mode, you'll have to ditch your current one first if you'd like to grab another. To ditch a weapon, hold down the Jump button for a second or two.



## Cops 'n Crooks

So the name pretty much gives this one away. In short, the players are divided into two teams: One consisting of cops, the other robbers. The goal of the robbers is to help the boss (or themselves, depending on the game mode) reach the getaway car, while it's up to the cops to stop that from happening. To make things a little bit more unfair, the cops can always see where the robbers are on their radar, but not visa-versa. Even worse, the crooks always start off on foot, while the cops already start with a police car. And to top things off, everyone has infinite lives...except for those who must reach the getaway vehicle (either just the boss, or all of the crooks, depending on game mode) who only have one—ouch.

### All for One

When playing as the robbers, your ultimate goal is to ensure the boss gets to the getaway vehicles, without him being killed. The getaway vehicle is marked on your radar, but it's going to a long journey. Thankfully, in this mode only the boss needs to reach the getaway car; the others are just for his protection.

If playing as the cops, it's up to you to prevent the boss from reaching the getaway car. Thankfully, all of the crooks' locations are visible on your radar, as the boss is even designated with a unique icon. However, the cops cannot see where the getaway vehicle is located at, allowing the crooks to mislead them.

### One for All

In this mode, *all* of the crooks must reach the getaway vehicle. When someone reaches the getaway vehicle, they can drive it around to pick up the remaining gang members until they have enough to complete the objective. Once you have enough crooks in the vehicle, drive away from Liberty City to complete the objective. Also, keep in mind that everyone on the crook's team has only one life.

When playing as the cops, you'll have to kill a majority of the crooks in order to prevent them from completing their objective. Likewise, if you're able to find the location of the getaway vehicle, you can destroy it to win as well.

## Turf War

If you've ever played King of the Hill, then you know the deal. After being split into teams, your goal is to take control of as many of the turf spots (marked on your radar) as possible. You can gain control of a turf spot by standing inside the designated area; the more people on your team standing there, the faster you'll gain control. Once you've gained control, you'll begin earning money—the key to victory. The more turf spots you possess, the more money you'll earn.

Of course, while this is happening, you'll have to defend your turf spots from opponents, as well as try to reclaim the ones that they currently possess.

## Free Mode

The city's your sandbox in this mode. There are no goals, no time limits, no tasks that need completing. Just you and up to 15 others doing whatever the hell you want to. Have fun!

<<	Multiplayer Basics	General Tips	Game Types	Co-op Missions	>>
----	--------------------	--------------	------------	----------------	----

Deal Breaker	Hangman's Noose	Bomb da Base II
--------------	-----------------	-----------------

**Deal Breaker**

This co-op game sends you, and up to three others, on a mission to bust a drug deal. There are several objectives you'll have to complete in order to finish this mission. Also, the amount of lives you have is dictated by the difficulty level you chose (easy: 5, medium: 4, hard: 3).

Objective #1	"Make your way to the deal."
--------------	------------------------------

Hop into one of the nearby cars and follow the route shown on the map to where the deal's taking place. It's best if your entire team catches a ride in the same car, that way you'll all arrive at the same time.



Objective #2	"You've found the deal. The targets are spread over every floor of this building. Work your way up, clear them out."
--------------	--

You'll find thugs spread across every floor of the building, and not only will you have to kill all of them, but you'll have to collect the drug bags that they drop after dying. It's best to stick together with your teammates and tackle the floors one at a time. Try to stick to the perimeter of each level and use the support pillars to minimize your exposure. Also, don't depend on your radar too much, as it doesn't display which floor the enemies are on.

#### TIP

Look for a couple of rocket launchers on the fourth and fifth floors, which can be helpful for taking down your opponents.



After collecting the last package, you'll be given your next objective.

Objective #3

"The remaining Angels of Death are fleeing. Eliminate them."

There are three potential groups of Angels that you'll have to chase down, but the exact ones seem to be random. Here are the three groups you may have to track down:

1. A pair of bikes leaving the parking lot at the base of the structure, traveling down Trinity Road.
2. A boat leaving the dock, west of the structure.
3. A van leaving the parking lot at the base of the structure, traveling down Trinity Road.



Although the exact groups are random, you can use your radar to quickly check out who you'll have to chase down. If they take off in the van or on bikes, chase them down using the remaining bikes and shoot their vehicle until it explodes. If they use the boat, hop into the available one along the western dock and chase them down.

**TIP**

To get a head start on catching your opponents, avoid grabbing the last dropped drug bag until the rest of your team is at the base of the structure, this way they'll already be in position when the thugs try to escape.



Objective #4

"You've taken the drugs and eliminated the witnesses. Get to the rendezvous point."

After taking down the escaping thugs, you'll have to regroup at the safehouse where you began the mission (shown on your radar). Don't worry about rushing, as there's nothing to worry about now.

Objective #5

"Wait here for the rest of your crew to arrive."

Once at the safehouse, wait for your teammates inside the garage. Once everyone has arrived, you'll complete the mission.



Deal Breaker	Hangman's Noose	Bomb da Base II
--------------	-----------------	-----------------

# Hangman's Noose

Petrovic's private jet is surrounded by the cops, and it's up to you and your team to save him! In short, you'll have to clear the area around the jet of cops so that Petrovic can exit the jet. You'll then have to pick him up in a vehicle and drive him across town to his destination, all the while keeping the chasing cops at bay. Thankfully, you can expedite this journey by using a helicopter, noted below.

Objective #1	"You must secure the area."
--------------	-----------------------------

Before Petrovic will exit his jet (the small one right behind you at the start) for pick up, you'll have to clear the immediate area of police presence. The easiest way to do this is have a team member or two hop into the Swat trucks just left of the starting point (near the large airplane). You're practically invincible when driving these, so use them to plow over the cops. If you somehow can't gain access to a Swat vehicle, use the boxes for cover as you shoot the targets beyond.

TIP

Look for a couple of health packs surrounding Petrovic's private jet's (ones on the outside wing, the other on the ground on the other side).



Objective #1-B

"Find a vehicle and bring it back to Petrovic's jet."

While the rest of the team is battling the cops (hopefully by using the Swat trucks, mentioned above), one of your squad mates should find a small, faster vehicle (such as the trolley, right of the starting location, by the large aircraft) to pick up Petrovic.

Objective #2

"One of your crew has got some transport and it's on its way. Keep Petrovic alive until it gets here."

Once the cops have been cleared out, Petrovic will finally exit his jet (the small one, located right behind you from the start). You must quickly pick him up in a vehicle (any vehicle works) before the cops respawn and take him down. Ideally, one of your teammates should be ready to pick him in a quick vehicle as soon as he disembarks.



Objective #3

"You have collected Petrovic. Take him to the safe zone."

After collecting him, you'll have to take him to his destination, marked on your radar as a yellow box. While you can attempt to drive him there, the route is pretty convoluted, and the cops will be on your tail the entire way. Instead, quickly drive him to the back of the airport (past the large jet, and follow the airport around a couple of corners) to find a helicopter. Hop aboard, along with Petrovic and the rest of your team, then lift off and fly straight to your destination—you won't face any resistance along the way.



Objective #4

"Wait here for the rest of your crew to arrive."

Both Petrovic and your entire team must arrive at the destination in order to complete the mission—if you took the helicopter, hopefully everyone else hopped aboard. If not, you'll have to wait for them to arrive by their own means.





Deal Breaker	Hangman's Noose	Bomb da Base II
--------------	-----------------	-----------------

# **Bomb da Base II**

This multi-objective mission is perhaps the most complex of all the co-op challenges. In short, you'll have to hijack an armored vehicle and use it to reach a helicopter. From there, you'll fly to a ship that you'll then destroy using a couple of explosives. Let's get started!

Objective #1	"Find the convoy. Steal the armored vehicle."
--------------	---

Have your entire team hop into either of the two cars as the starting point, then follow the icon shown on your radar to find the armored vehicle.

Objective #2	"If you damage the armored vehicle enough it will stop and you can steal it."
--------------	---

As soon as you can come across the armored car, open fire! As you do, the truck will open the trunk, exposing a couple of enemies. Shooting them is not necessary, but we do recommend it, so you don't have to deal with them when they vehicle comes to a stop. Keep shooting the truck until it comes to a stop.



Objective #3

"The vehicle is stopping, steal it."

Stop shooting the moment this objective appears, otherwise you may destroy the vehicle and fail the mission. Get inside the truck and let your teammates catch a ride in the trunk.

Objective #4

"Take the vehicle back to the rendezvous point."

Drive the armored truck to the rendezvous point shown on your radar (a helipad just west of Union Drive West).



Objective #5

"Wait here for the rest of your crew to arrive."

Once at the helipad, wait for your teammates to arrive if they haven't already.

Objective #6

"You each have some explosives. Head out to the docks in Broker."

After your teammates arrive, have everyone hop aboard the helicopter that appears and fly it to a ship on the east side of the Humboldt River (shown on your radar). Once there, you can land the helicopter wherever you wish, though we suggest landing directly on the main deck of the ship itself.



Objective #7

"Place the explosives at the weak spots on the ship."

After landing on the ship, quickly duck into the alley on either side (to better protect yourself) and begin taking down the enemies. Just take it slow and you shouldn't have any trouble. Once the main deck is clear, it's time to plant a couple of bombs: one in the cargo bay and the other in the middle of the bridge.

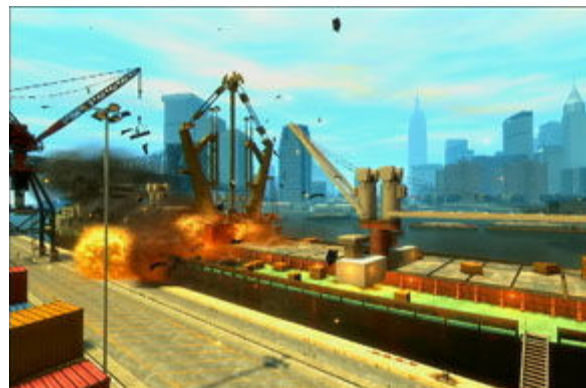


Work your way to the stern at the south end of the bridge and enter the galley via the door. Inside, you'll find two routes: One leading down to the cargo bay, the other leading through a series of rooms up to the bridge. Fight your way to each location and make sure you clear out the respective rooms completely before attempting to plant the bombs, as you're vulnerable during the setting animation.

Objective #8

"The bombs have been placed. They will detonate in 60 seconds. Get off the boat."

After planting both bombs, hightail it the hell off the boat! Simply jump off the side and into the water to complete this objective.





Grand Theft Auto IV Secrets

<<

Pigeons

Stunt Jumps

Achievements

>>

A grayscale map of the Broker district in Grand Theft Auto IV. The map shows a dense grid of streets and a body of water to the right. Twenty-two numbered locations are marked with white circles containing black numbers. The numbers are: 01, 02, 03, 04, 05, 06, 07, 08, 09, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, and 22. The word 'Broker' is written in a large, bold, white font on the right side of the map.

Broker

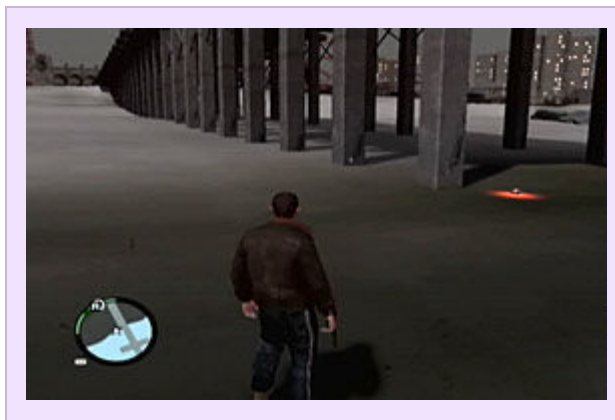
Dukes

Bohan

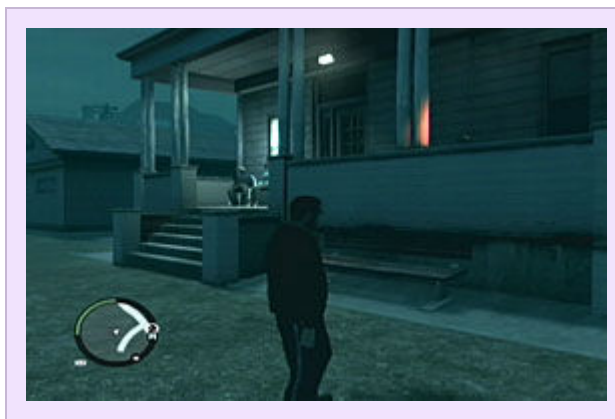
Algonquin

Alderney

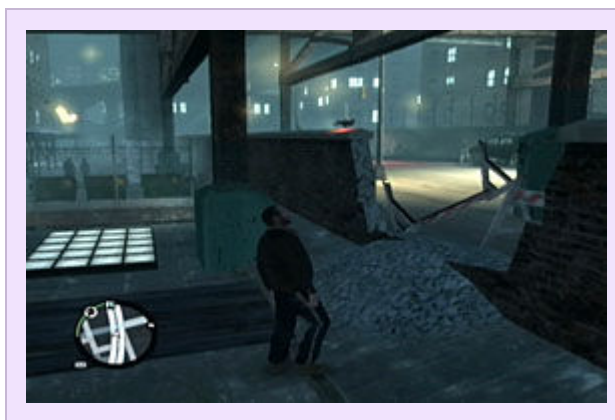
01 :: <b>On the Beach</b>	
Borough	<b>Broker</b>
District	Firefly Island
Under a dock, on the beach at the far south corner of Broker.	



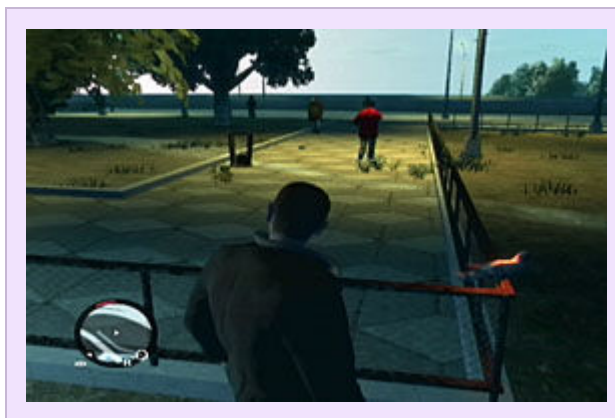
02 :: <b>Shinnecock Ave &amp; Ketchum St</b>	
Borough	<b>Broker</b>
District	Beachgate
On the porch railing of the house just south of Ketchum.	



03 :: <b>James St</b>	
Borough	<b>Broker</b>
District	Firefly Projects
Atop a brick wall just off the street under the freeway.	



04 :: <b>Duke's Expressway Entrance</b>	
Borough	<b>Broker</b>
District	Firefly Projects
On the corner of a railing between the street at the buildings.	



05 :: **Duke's Expressway Ramp**

Borough	<b>Broker</b>
District	Firefly Projects

At the base of the median between the two lanes of traffic.



06 :: **Crockett Ave**

Borough	<b>Broker</b>
District	Firefly Island

Sitting atop the highest part of the rollercoaster. Getting to the top seems impossible, so use a sniper rifle if you've got one.



07 :: **Ferris Wheel**

Borough	<b>Broker</b>
District	Firefly Island

On the upper part of the bottom of the large ferris wheels. We climbed on top of the building surrounding the base of the ferris wheel to view it from the top.



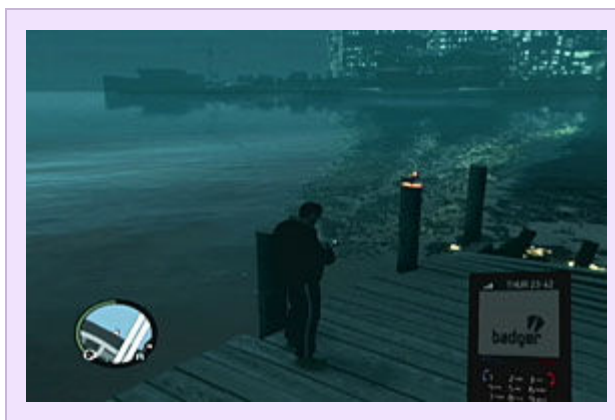
08 :: **Delaware Ave**

Borough	<b>Broker</b>
District	Firefly Island

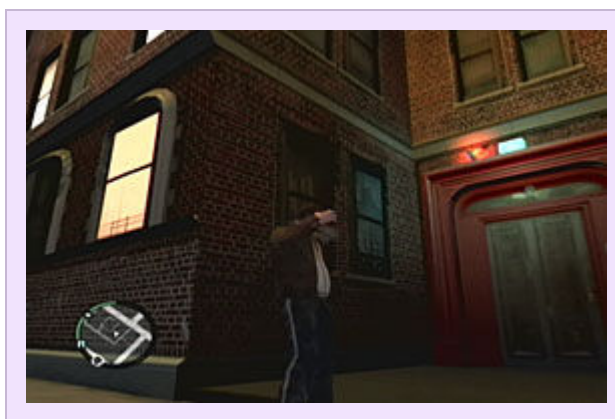
On top of the arches behind the gazebo overlooking the beach. If you're facing away from the beach, the pigeon is on the left.



09 :: <b>Delaware Ave &amp; Bart St</b> 111	
Borough	<b>Broker</b>
District	Hove Beach
Sitting atop one of the poles coming out of the small dock on the water.	



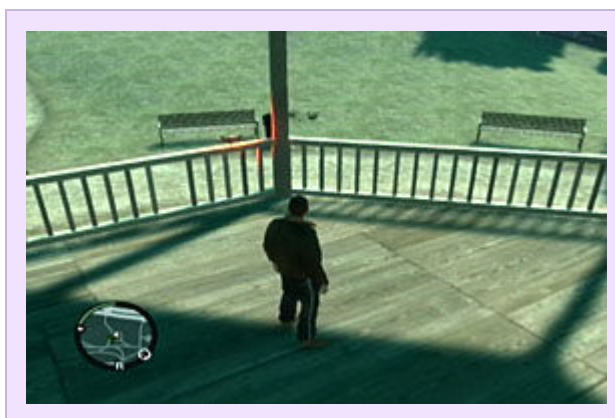
10 :: <b>Onondaga Ave &amp; Codty St</b>	
Borough	<b>Broker</b>
District	Hove Beach
At the top of a door, inside an alcove on the inside of the courtyard.	



11 :: <b>Tulsa St</b>	
Borough	<b>Broker</b>
District	Hove Beach
Sitting on top of the Perestroika awning. We sniped it from the freeway just south of Outlook Park.	



12 :: <b>Outlook Park</b>	
Borough	<b>Broker</b>
District	Outlook
Sitting on the railing of the gazebo in the park.	





**13 :: Cistco St & Delaware Ave**

Borough	<b>Broker</b>
District	Hove Beach

On top of the easter side of the large "Broker Navy Yard" sign.



**14 :: Mohanet Ave**

Borough	<b>Broker</b>
District	East Hook

On top of a pipe that runs along the inside edge of the red building.



**15 :: Mohegan Ave**

Borough	<b>Broker</b>
District	South Slopes

Go into the alley behind the houses and climb on top of the metal-roofed shed. The pigeon is on a landing to the right.



**16 :: Sundance Street & Canoy Ave**

Borough	<b>Broker</b>
District	South Slopes

On the corner of the Jerk N Gizzada building.



17 :: <b>Montauk Ave &amp; Earp St</b>	
Borough	<b>Broker</b>
District	Downtown
On top of a green canopy structure, north side.	



18 :: <b>Mohanet Ave &amp; Chicory St</b>	
Borough	<b>Broker</b>
District	Boabo
Enter an open garage door and look for the pigeon on the fire escape railing.	



19 :: <b>Cassidy St</b>	
Borough	<b>Broker</b>
District	Schottler
On the railing of an entryway to one of the houses right on the street.	



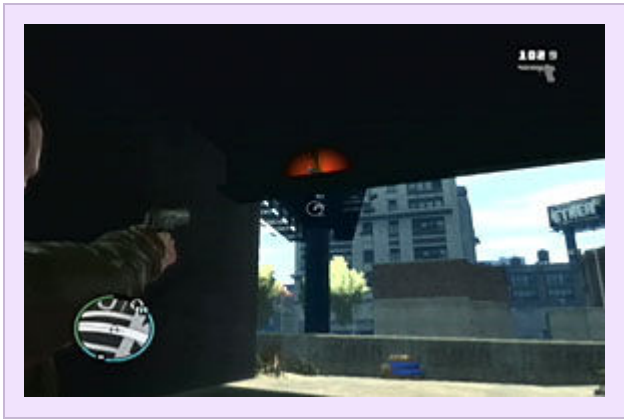
20 :: <b>Wenrothronon Ave &amp; Cassidy St</b>	
Borough	<b>Broker</b>
District	Beechwood City
On the lower part of the fire escape just off the street.	



21 :: <b>Pancho St</b>	
Borough	<b>Broker</b>
District	Beechwood City
At the base of the expressway wall, just south of the Burger Shot.	



22 :: <b>Dukes Expressway &amp; Montauk Ave</b>	
Borough	<b>Broker</b>
District	Schottler
Under the center lanes of the expressway. You can go under the expressway and look up to spot the glowing pigeon.	





Broker	Dukes	Bohan	Algonquin	Alderney
--------	-------	-------	-----------	----------



01 :: <b>Creek St</b>	
Borough	<b>Dukes</b>
District	Boabo
Perched on the huge wall behind Creek St Diner and just right of the "Storage" building.	



02 :: <b>Hooper St &amp; Franklin St</b>	
Borough	<b>Dukes</b>
District	East Island City
Inside the tunnel that runs under Hooper St.	



03 :: <b>Concord Ave &amp; Morris St</b>	
Borough	<b>Dukes</b>
District	Steinway
At the top of the diving board above the pool that's filled with water.	



04 :: <b>Dukes Drive &amp; Concord Ave</b>	
Borough	<b>Dukes</b>
District	Steinway
Atop a small A-frame building at the base of the hill just west of Dukes Drive.	



05 :: <b>Dukes Drive</b>	
Borough	<b>Dukes</b>
District	Steinway
On top of the monkey bars on the small jungle gym with a red roof.	



06 :: <b>Dukes Drive</b>	
Borough	<b>Dukes</b>
District	Steinway
Atop the brick wall at the entrance to the lot north of Dukes Drive.	



07 :: <b>Dukes Drive</b>	
Borough	<b>Dukes</b>
District	Steinway
On the ground at the base of the tree, right next to the entrance to the lot north of Dukes Drive (yes, right next to pigeon numero seven).	



08 :: <b>Franklin St &amp; Tinconderoga Ave</b>	
Borough	<b>Dukes</b>
District	Steinway
Sitting on a rock in the foresty area just off the north side of the street.	



09 :: <b>Brandon Ave &amp; Franklin St</b>	
Borough	<b>Dukes</b>
District	Steinway
Sitting under a ramp just off the northeast corner of Brandon & Franklin.	



10 :: <b>Morris St &amp; Brandon Ave</b>	
Borough	<b>Dukes</b>
District	East Island City
Climb the stairs from the street to reach the train platform above. The pigeon is in the rafters over the platform.	



11 :: <b>Morrist St &amp; Yorktown Ave</b>	
Borough	<b>Dukes</b>
District	Steinway
Sitting in a tree off the northwest corner of the intersection.	



12 :: <b>Yorktown Ave</b>	
Borough	<b>Dukes</b>
District	Steinway
On top of a fence in the alley behind the houses off Yorktown.	





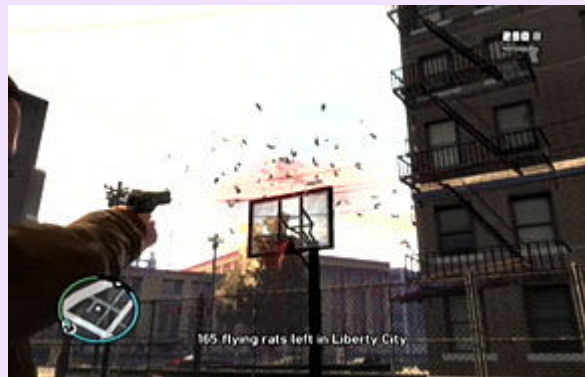
### 13 :: East Borough Bridge

Borough	<b>Dukes</b>
District	East Borough Bridge
Sitting at the base of a pillar on the south side of the bridge.	



### 14 :: Incheon Ave & Huntington St

Borough	<b>Dukes</b>
District	Cerveza Heights
Perched on top of a basketball hoop backboard.	



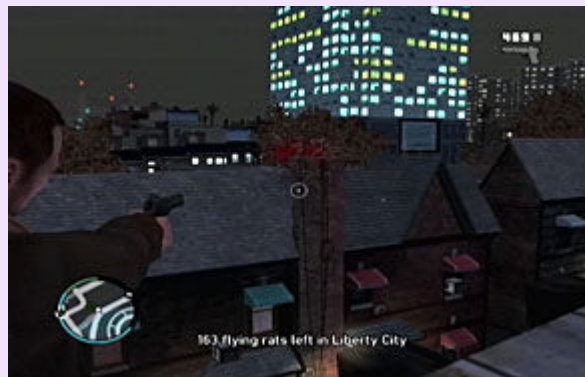
### 15 :: Hancock St & San Jacinto Ave

Borough	<b>Dukes</b>
District	East Island City
This pigeon is hiding inside the top portion of this building and is not visible from the streets. You can ride a chopper to the rooftop to spot it, or just throw a grenade into the window from the streets.	



### 16 :: Livingston St & Charleston Ave

Borough	<b>Dukes</b>
District	Meadows Park
The pigeon is at the top of the chimney of the southmost house on the street. You can get a good view of the chimney from the train tracks to the east of the houses.	





17 :: **Huntington St**

Borough	<b>Dukes</b>
District	Cerveza Heights

Two separate train tracks cross at this point. Go to the *first* train platform (up one level, still under another platform) and look for the pigeon on a roof behind a row of ticket machines.



18 :: **Middleton Lane**

Borough	<b>Dukes</b>
District	Meadows Park

At the base of a tall statue south of the water fountains.



19 :: **Meadows Park**

Borough	<b>Dukes</b>
District	Meadows Park

In the southwest entranceway to the circus arena (you can push through the doors to enter).



20 :: **Meadows Park**

Borough	<b>Dukes</b>
District	Francis International Airport

At the top of a short wall surrounding a small concrete structure between some trees.



### 21 :: Clews Ave & Carrollton St

Borough	<b>Dukes</b>
District	Willis

At the back of the green canopy overhanging the southwestern entrance to the building.



### 22 :: Seymore Ave & Howard St

Borough	<b>Dukes</b>
District	Meadow Hills

Sitting inside a doorway on the rooftop of the building at the northwest corner of Seymour and Howard. To get to it, go to the top of the train station to the south. At the west end of the train platform you can climb onto the rooftop (use a bench or short wall for a boost) and cross the roofs to the top at the other side of the street.



### 23 :: Lynch St & Saratoga Ave

Borough	<b>Dukes</b>
District	Willis

Perched in the rafters under the train tracks just north of the car wash.



### 24 :: Francis International Airport

Borough	<b>Dukes</b>
District	Francis International Airport

Sitting on a short pole just in front of the toll booths.



#### 25 :: Francis International Airport

Borough	<b>Dukes</b>
District	Francis International Airport

The airport building east of the parking lots has two circular openings in the wall near the rooftop. The pigeon is in the *southmost* circular opening. You can either take it out with a grenade from below or climb to the train platform (there are stairs at the entrance to the northern parking lot) and run south to peek into the opening with a sniper rifle.



#### 26 :: Francis International Airport

Borough	<b>Dukes</b>
District	Francis International Airport

Go north on the train tracks and watch the right edge. The track will eventually come very close to a rooftop at the northeastern edge of the oval track. You can hop over the track railing to land on the rooftop, and from there go right to find the pigeon between two air conditioners.



#### 27 :: Francis International Airport

Borough	<b>Dukes</b>
District	Francis International Airport

This pigeon is on the very center of the railing at the highest point of the airport control tower at the eastern end of the airport. To get this guy, you need two things: 1) a sniper rifle and 2) large cojones. Get behind the main airport building (the one with pigeon number 25 in the circular opening). There's a fence that separates the safe zone (west) from the highly secured airport runway (east). You need to cross this line and get close enough to the control tower that the game begins rendering the pigeon. This will trigger a four star alarm, but you have time to pull out your sniper rifle and peg the bird from directly west of its location.



28 : : **Dukes Bay Bridge**

Borough

**Dukes**

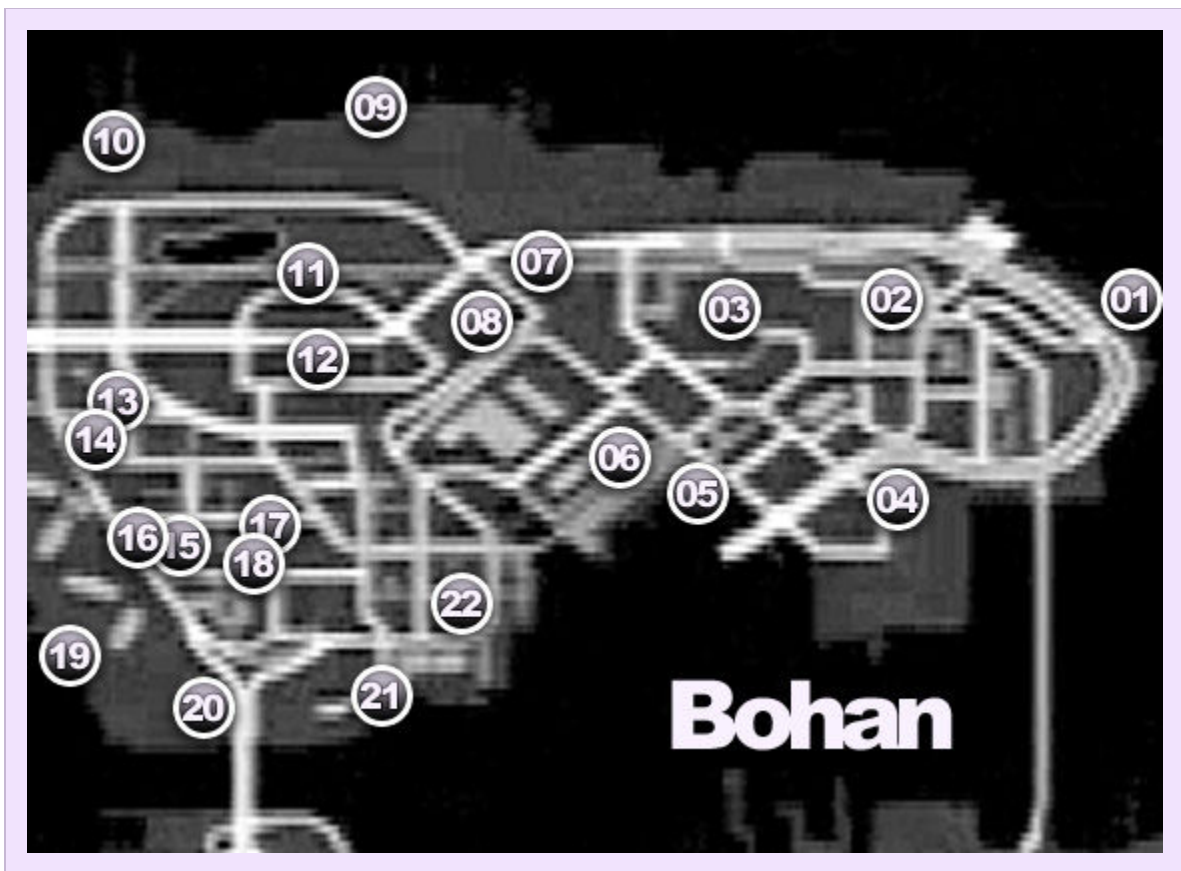
District

Dukes Bay Bridge

Sitting on the base of the sixth water-covered support under the Dukes Bay Bridge. The undulating water level will bring you high enough to grab onto the support so you can get the pigeon.





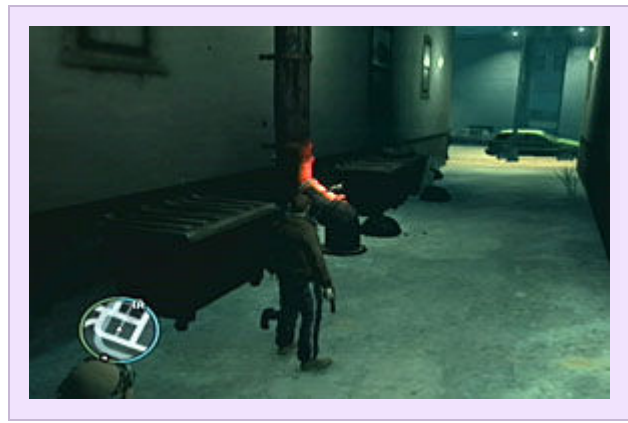


Broker	Dukes	Bohan	Algonquin	Alderney
--------	-------	-------	-----------	----------

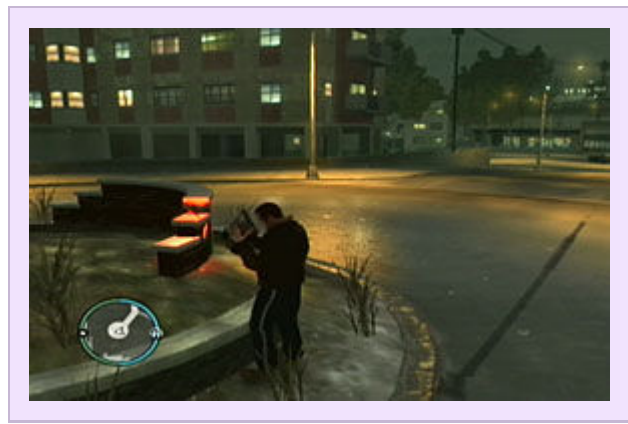
01 :: <b>Northern Expressway</b>	
Borough	<b>Bohan</b>
District	Little Bay
Northeast of the intersectng roads, sitting on some rocks right on the water's edge.	



02 :: <b>Planche St &amp; Flanger St</b>	
Borough	<b>Bohan</b>
District	Northern Gardens
Sitting on a trash can in the center of the alley between Planche and Flanger.	



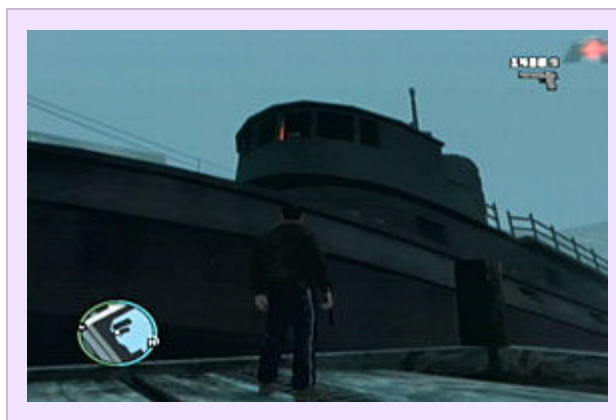
03 :: <b>Caterpillar St</b>	
Borough	<b>Bohan</b>
District	Northern Gardens
Sitting on a small wall at the center of the culdesac.	



04 :: <b>Leavenworth Ave &amp; Lompoc Ave</b>	
Borough	<b>Bohan</b>
District	Industrial
Sitting atop a light coming out of the northern corner of the building on the east side of the street.	



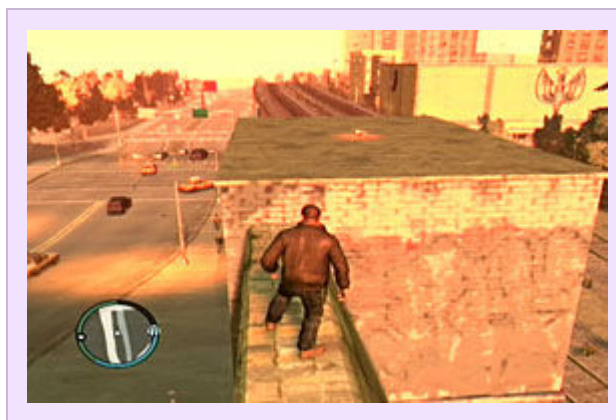
05 :: <b>Lompac Ave &amp; Drill St</b>	
Borough	<b>Bohan</b>
District	Industrial
Sitting in the front window of the rusted boat on the dock.	



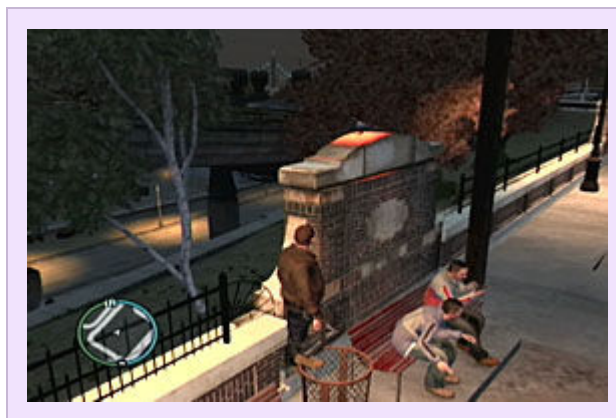
06 :: <b>Lompac Ave &amp; Jackhammer St</b>	
Borough	<b>Bohan</b>
District	Industrial
On top of the tall brick building across from the train track bridge. On the south side of the building is a set of stairs and ladders that'll get you to the top where you can find the pigeon.	



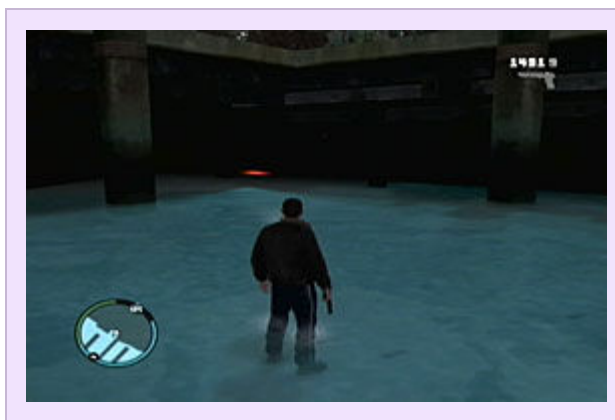
07 :: <b>Northern Expressway</b>	
Borough	<b>Bohan</b>
District	Northern Gardens
The pigeon is on a concrete wall on the south end of the roadway. You can climb the wall from the lower point to the west and move east to find the pigeon.	



08 :: <b>Green Ave</b>	
Borough	<b>Bohan</b>
District	Boulevard
Sitting on top of one of the high points on the brick wall in the corner of Green Ave.	



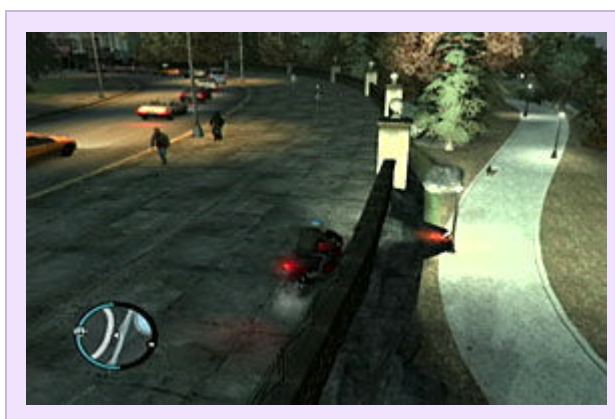
09 :: <b>Butterfly St &amp; Green Ave</b>	
Borough	<b>Bohan</b>
District	Boulevard
Underneath the pier on the north shore.	



10 :: <b>Butterfly St &amp; Uprock St</b>	
Borough	<b>Bohan</b>
District	Boulevard
Near the beach, sitting atop a small concrete wall.	



11 :: <b>Elbow St</b>	
Borough	<b>Bohan</b>
District	Boulevard
Sitting on a rock that juts out from the north side of Elbow, overhanging a grassy area and trail to the north.	



12 :: <b>Grand Boulevard</b>	
Borough	<b>Bohan</b>
District	Boulevard
On top of a gate post on the north side of the buildings just south of Grand Boulevard.	





**13 :: Folsom Way & Drop St**

Borough	<b>Bohan</b>
District	Fortside

Sitting on a fence pole in the southeast corner of the alley. The fence surrounds a part of the alley that recedes into the ground.



**14 :: Drop St & Mill St**

Borough	<b>Bohan</b>
District	Fortside

Inside a small area fenced in by tall wooden boards in the construction zone under the uncompleted roadway overhead.



**15 :: Walkill Ave & Switch St**

Borough	<b>Bohan</b>
District	South Bohan

Just off of Walkill, on the brick wall remains of a building that doesn't exist anymore.



**16 :: Walkill Ave & Switch St**

Borough	<b>Bohan</b>
District	South Bohan

Sitting on another part of the same brick wall as pigeon number 15.



17 :: Joliet Ave & Switch St	
Borough	Bohan
District	South Bohan
On the southeast corner of the cleaners' roof.	



18 :: Joliet Ave & Switch St	
Borough	Bohan
District	South Bohan
Uhhh, right next to pigeon number 17. Serious.	



19 :: San Quentin Ave	
Borough	Bohan
District	South Bohan
Look for a row of tall rocks leading out to the water. The pigeon is on the smallest rock, furthest from the land.	



20 :: Gainer St	
Borough	Bohan
District	South Bohan
In a large concrete tube south of Gainer and west of the East Borough Bridge.	



21 :: **Attica Ave**

Borough	<b>Bohan</b>
District	Chase Point

Underneath Attica, just off the water there's a set of stairs and a concrete walkway with the pigeon.



22 :: **Spin St & Beaumont Ave**

Borough	<b>Bohan</b>
District	Chase Point

On a railing just outside the corner of a building and an alley south of Spin St.







Broker	Dukes	Bohan	Algonquin	Alderney
--------	-------	-------	-----------	----------



**01 :: Vespucci Circus & Walnut Way**

Borough	<b>Algonquin</b>
District	Northwood

On the railing at the north end of the building, in between Vespucci and Walnut at the part where the two roads come closest together.



**02 :: San Juan Road**

Borough	<b>Algonquin</b>
District	East Holland

Right near the water, sitting at the south end of a long row of white concrete blocks.



**03 :: Algonquin Bridge**

Borough	<b>Algonquin</b>
District	Algonquin Bridge

On the south side of the bridge, near the large support structure.



**04 :: East Borough Bridge**

Borough	<b>Algonquin</b>
District	Charge Island

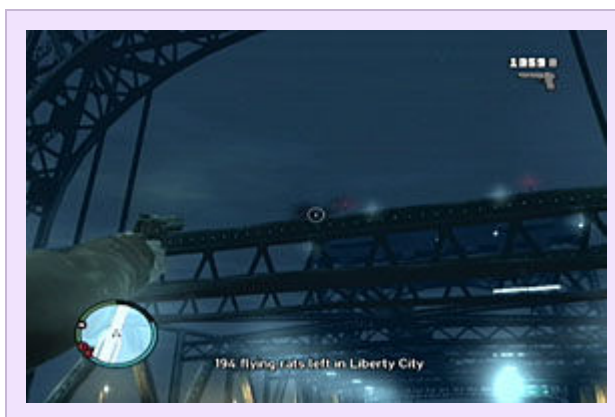
At the northwest corner of Charge Island, sitting on a beached boat at the beginning of the northern dock.



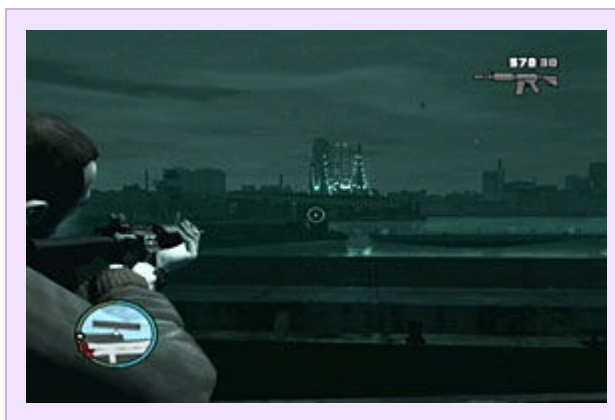
05 :: East Borough Bridge	
Borough	Algonquin
District	Charge Island
In the center of a parking lot, underneath the bridge thoroughway near a pair of car billboards.	



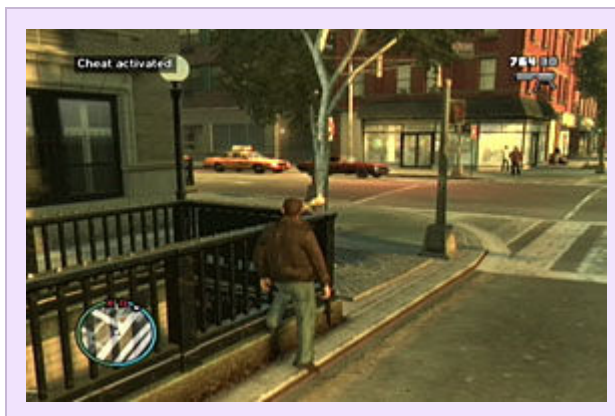
06 :: East Borough Bridge	
Borough	Algonquin
District	East Borough Bridge
If you're traveling eastward on the bridge (starting in Algonquin), you'll reach a portion of the bridge with a lot of overhead beams. On the very top of the first support beam is the pigeon.	



07 :: Union Drive East	
Borough	Algonquin
District	Middle Park East
At the south end of a ship in the bay, on top of a large box. From the water edge on Algonquin you can use the sniper rifle to shoot the pigeon.	



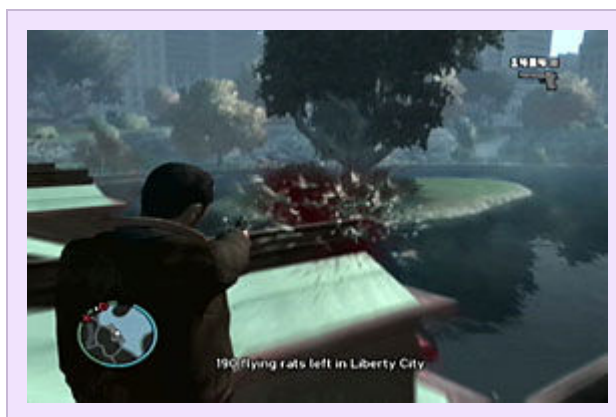
08 :: Quartz St & Albany Ave	
Borough	Algonquin
District	Lancaster
On the inside corner of Quartz and Albany, on the corner of a railing.	



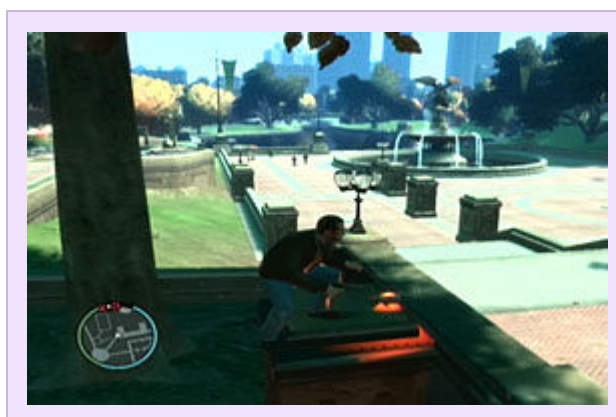
09 :: <b>Quartz St &amp; Columbus Ave</b>	
Borough	<b>Algonquin</b>
District	Middle Park
Sitting on top of the northern pillar at the eastside entrance to the park.	



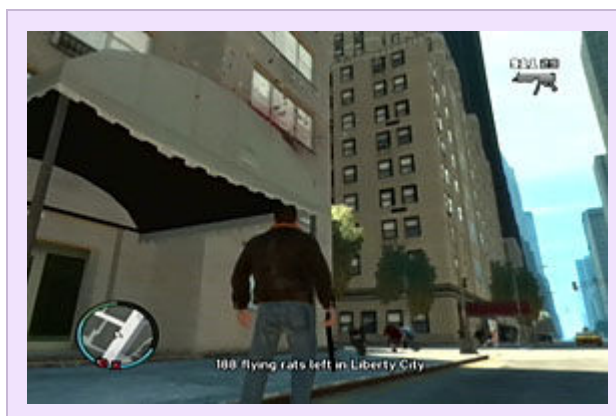
10 :: <b>Middle Park</b>	
Borough	<b>Algonquin</b>
District	Middle Park
On the east side of the roof of the green-topped building near the water. You can jump on top of the building.	



11 :: <b>Middle Park</b>	
Borough	<b>Algonquin</b>
District	Middle Park
Atop a short wall at the southwest corner of the plaza surrounding the fountain.	



12 :: <b>Obsidian St &amp; Columbus Ave</b>	
Borough	<b>Algonquin</b>
District	Middle Park
On top of a white awning on the northern corner of Obsidian and Columbus.	





**13 :: Pyrite St & Columbus Ave**

Borough	<b>Algonquin</b>
District	Middle Park East

On the west side of the building at the north corner of Pyrite and Obsidian, just south of the wide stairway that leads into the building.

**14 :: Uranium St**

Borough	<b>Algonquin</b>
District	East Holland

From Uranium, go south into the alley between the buildings. The pigeon is on a short wall in plain view.

**15 :: Xenotime St & Vespucci Circus**

Borough	<b>Algonquin</b>
District	Northwood

On the fire escape on the south side of the building at the northwest corner of Vespucci and Xenotime.

**16 :: Xenotime St & Frankfort Ave**

Borough	<b>Algonquin</b>
District	Northwood

Sitting atop one of the short car stops at the entrance to the alleyway on the north side of Xenotime.





17 :: **Xenotime St**

Borough	<b>Algonquin</b>
District	Northwood

This pigeon is actually accessed via the street *north* of Xenotime. It's atop a small wall ledge just off the south side of the street.



18 :: **Grummer Road**

Borough	<b>Algonquin</b>
District	Northwood

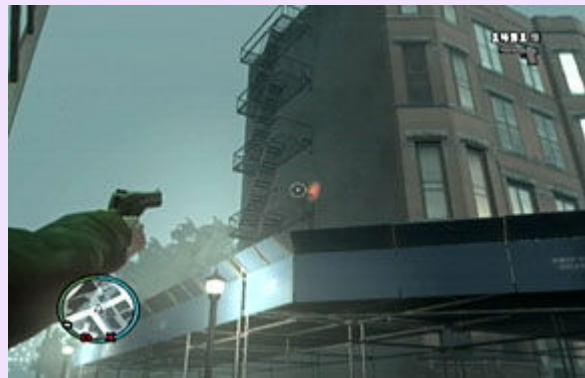
Inside a green garbage bin next to a stack of turquoise-colored pipes on the edge of the water.



19 :: **Astoria & Wardite St**

Borough	<b>Algonquin</b>
District	East Holland

On the southeast corner of Astoria and Wardite, midway up the fire escape on the north side of the building.



20 :: **Wardite St & Ivy Drive North**

Borough	<b>Algonquin</b>
District	North Holland

On a short wall overlooking the water's edge.



**21 :: Vauxite St & Galveston Ave**

Borough	<b>Algonquin</b>
District	North Holland

Perched between two massive air vents on the rooftop of the hospital. To get there, enter the hospital parking space on the north side (south from Vauxite) and enter the white doorway next to the ambulance. Climb the stairs behind the door all the way to the hospital rooftop and look for a short ladder that leads to an even higher section of the roof with the pigeon.

**22 :: Vauxite St & Galveston Ave**

Borough	<b>Algonquin</b>
District	North Holland

From the stairway that leads to the hospital rooftop (mentioned in the description for pigeon number 21), look for an early exit to a lower rooftop. At the northwest corner of this rooftop, on the corner of the railing is the pigeon.

**23 :: Frankfort Ave & Uranium St**

Borough	<b>Algonquin</b>
District	North Holland

Sitting on the short wall that overlooks the train tracks on the east side of the street.

**24 :: Topaz St & Galveston Ave**

Borough	<b>Algonquin</b>
District	Varsity Heights

On the top of a short building next to a playground south of Topaz.



#### 25 :: Hickey Bridge & Union Drive West

Borough	<b>Algonquin</b>
District	Varsity Heights

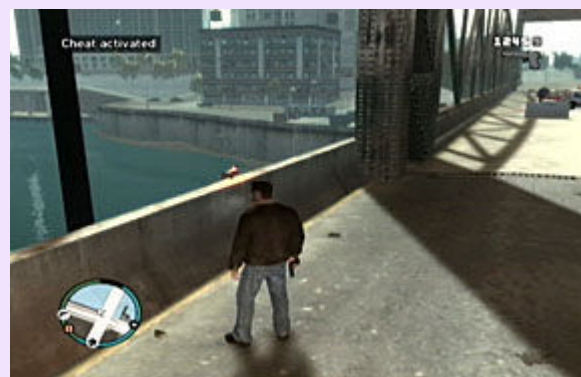
The Hickey Bridge has two large, green supports at its base, one on the west and one on the east. The pigeon is sitting atop the support on the east but on the west side of it. To snipe the pigeon, go to the area just south of the bridge that juts out into the river and look north.



#### 26 :: Hickey Bridge & Union Drive West

Borough	<b>Algonquin</b>
District	Varsity Heights

Sitting on the southern railing of the west side of the bridge.



#### 27 :: Ruby St & Galveston Ave

Borough	<b>Algonquin</b>
District	Varsity Heights

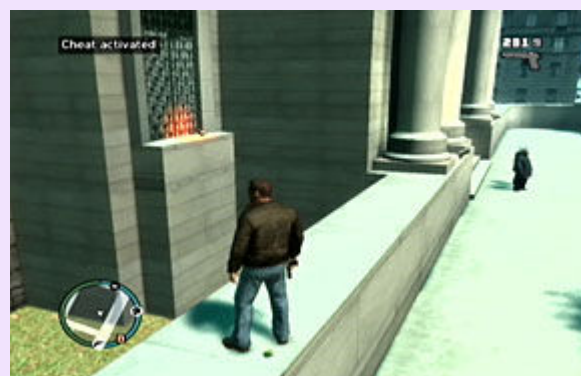
Sitting on a concrete block at the northwest corner of Ruby and Galveston.



#### 28 :: Frankfort Ave & Quartz St

Borough	<b>Algonquin</b>
District	Middle Park West

In the window sill left of the entrance to the natural history museum.





**29 :: Ivy Drive South & Union Drive West**

Borough	<b>Algonquin</b>
District	Middle Park West

On the western side of a government building between Ivy and Union.



**30 :: Nickel St & Union Drive West**

Borough	<b>Algonquin</b>
District	Middle Park West

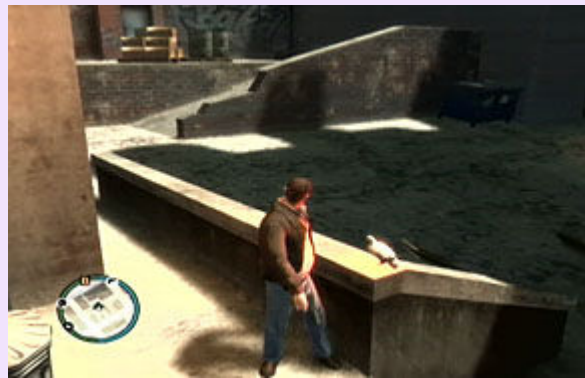
Sitting in a tree planter on an elevated courtyard that hangs over Nickel.



**31 :: Galveston Ave & Hell Gate**

Borough	<b>Algonquin</b>
District	Purgatory

In the alley behind the buildings on the southeast corner of Galveston and Hell Gate, sitting on a short wall.



**32 :: Lorimar St & Columbus Ave**

Borough	<b>Algonquin</b>
District	Star Junction

There's a cross-shaped shopping plaza in the center of the block. In the southern branch of the plaza, in a tree in front of the Seagull theater signs, is the pigeon.





### 33 :: Lorimar St & Bismarck Ave

Borough	<b>Algonquin</b>
District	Hatton Gardens

The pigeon is at the very top of the eastern steeple of the church. Snipe the pigeon from the southeast corner of Lorimar and Bismarck.



### 34 :: Union Drive East & Algonquin Bridge

Borough	<b>Algonquin</b>
District	Lancet

Tucked in a tight corner under the Algonquin Bridge. From Union Drive directly under the bridge, go up the off-ramp on the west and look over the western railing. The pigeon is down below.



### 35 :: Albany Ave & Algonquin Bridge

Borough	<b>Algonquin</b>
District	Lancet

On the top of the building south of the western entrance to the bridge is a set of cable cars. The pigeon is on the ground between the cable cars. We got on top of the building by jumping from the bridge, though there are also stairs in the center of the plaza under the cable cars.



### 36 :: Union Drive East

Borough	<b>Algonquin</b>
District	Presidents City

Underneath Union Drive as it curves left, against the wall and next to an arch supporting the freeway above.



### 37 :: President Ave

Borough	<b>Algonquin</b>
District	Colony Island

On the west side of the island, west of President Ave. Sitting on the wide stairway that leads down to the water.



### 38 :: President Ave

Borough	<b>Algonquin</b>
District	Colony Island

On the northwest corner of the eastern end of the cable car tram. You can snipe it from the corner of President Ave.



### 39 :: President Ave

Borough	<b>Algonquin</b>
District	Colony Island

On the northeast corner of the rooftop of the L-shaped building that's represented on the map. Snipe it from the street.



### 40 :: President Ave

Borough	<b>Algonquin</b>
District	Colony Island

Sitting on a playground merry-go-round in the center of the park.



41 :: **President Ave**

Borough	<b>Algonquin</b>
District	Colony Island

In a third floor window of on the eastern side of an abandoned building at the far south tip of the island.



42 :: **Jade St & Bismarck Ave**

Borough	<b>Algonquin</b>
District	Easton

Behind a large man-statue on the south side of Jade.



43 :: **Burlesque & Kunzite St**

Borough	<b>Algonquin</b>
District	Star Junction

Perched in the tree on the sidewalk off the east side of Burlesque, just south of the BAWSAQ building.



44 :: **Kunzite St & Denver-Exeter Ave**

Borough	<b>Algonquin</b>
District	Star Junction

On top of a blue metal box, just under the glowing "PARK" sign off the south side of Kunzite.





**45 :: Kunzite St**

Borough	<b>Algonquin</b>
District	Star Junction

The pigeon is on a railing on the outside of the building on the southeast corner Kunzite and an unmarked street (directly north of Split Sides), but very, very high. To get to it, ride a helicopter to the building rooftop (there's a landing pad). Climb down the ladder on the west side of the building to the walkway with the railing where the pigeon is waiting.

**46 :: Kunzite St & Union Drive West**

Borough	<b>Algonquin</b>
District	Westminster

To get to this pigeon you'll want to first get onto the top of the remnants of an old train track. To do so, climb the stairs in the alley just off Hematite between Galveston and Frankfort (at the location of pigeon number 47). Follow the tracks north to Kunzite, where they go through a building. The pigeon is on the tracks, between the pillars holding up the building.

**47 :: Hematite St & Galveston Ave**

Borough	<b>Algonquin</b>
District	The Meat Quarter

Sitting underneath the southernmost end of the train track remnants that ride over the streets on the west side of the island. The climb the stairs south of Hematite and look east to spot the bird.

**48 :: Galveston Ave & Iron St**

Borough	<b>Algonquin</b>
District	The Meat Quarter

On top of a covered bus stop.





**49 :: Union Drive West & Feldspar St**

Borough	<b>Algonquin</b>
District	Suffolk

From Union Drive West you can go behind a wall colored like the Italian flag (green, white, red). In the wooded area behind the wall is the pigeon.



**50 :: Union Drive West & Emerald St**

Borough	<b>Algonquin</b>
District	City Hall

On a railing in the alley between Union Drive West and Liberty Ln.



**51 :: Liberty Ln & Emerald St**

Borough	<b>Algonquin</b>
District	Suffolk

Perched on a grave stone in the cemetery behind the church.



**52 :: Denver-Exeter Ave & Hematite St**

Borough	<b>Algonquin</b>
District	The Triangle

To get to this pigeon, first go to the east side of the building on Denver-Exeter and Hematite. You can travel to the top of the building by walking into the blue arrow. The pigeon is on the concrete wall surrounding the rooftop observatory.



53 :: **Burlesque & Iron St**

Borough	<b>Algonquin</b>
District	The Triangle

In the mouth of the massive shark coming out of the north side of the building on the southeast corner of Burlesque and Iron.



54 :: **Columbus Ave & Hematite St**

Borough	<b>Algonquin</b>
District	The Triangle

On the southeast corner of the glass canopy at Viendemente.



55 :: **Garnet St & Privateer Road**

Borough	<b>Algonquin</b>
District	Fishmarket North

Behind a fence in the alley on the south side of the Garnet overpass.



56 :: **Broker Bridge**

Borough	<b>Algonquin</b>
District	Colony Island

Sitting on a railing at the very top of the westmost support of the bridge. To get there, you'll need to employ a helicopter.



57 :: **Bridge Lane South & Borlock Rd**

Borough	<b>Algonquin</b>
District	Fishmarket South

Sitting on top of the westmost ramp in the skate park under the south lane of the bridge. Park a car by the corner of the ramp so you can jump on top to get to the pigeon.



58 :: **Bus Lane**

Borough	<b>Algonquin</b>
District	Fishmarket South

Sitting on a hitch between the railing overlooking the water just off bus lane.



59 :: **Privateer Road & Fatfish Place**

Borough	<b>Algonquin</b>
District	Castle Gardens

Get on top of the buildings that line the southeast waterfront via the construction ramps in the yard northwest of the buildings. From the rooftop pictured to the right, look down into an alcove below. The pigeon is far back in the alcove, but launching a rocket into the alcove will take care of it.



60 :: **Privateer Road**

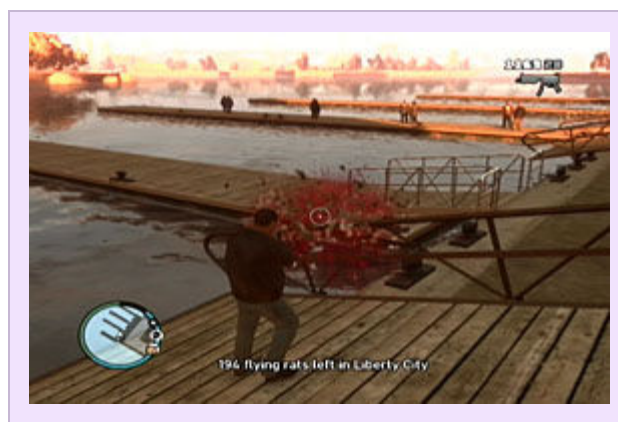
Borough	<b>Algonquin</b>
District	Castle Gardens

On top of the highest yellow shipping container at the south end of the island, just off the water.

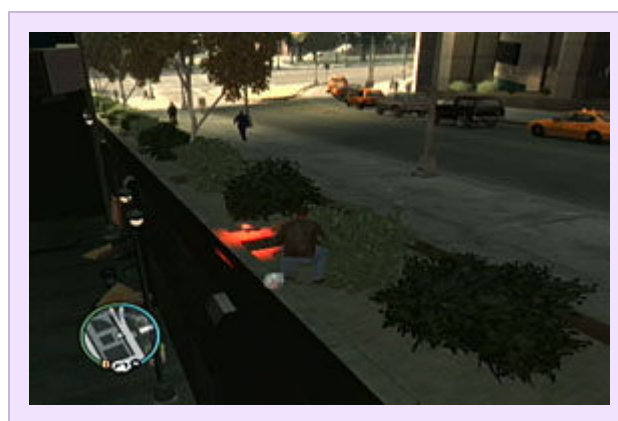




61 :: <b>South Parkway &amp; Union Drive West</b>	
Borough	<b>Algonquin</b>
District	Castle Garden City
Sitting on a railing of a boat ramp that leads into the water.	



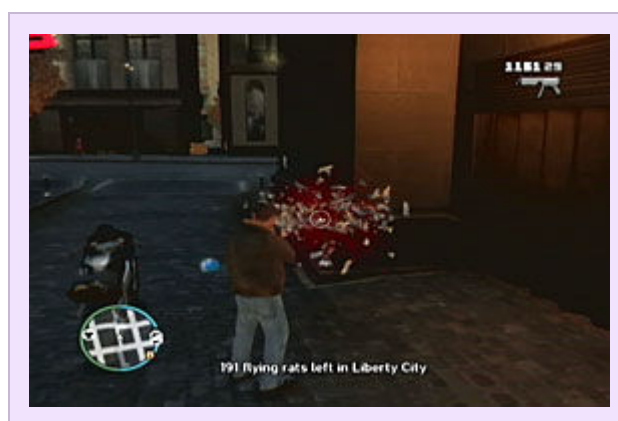
62 :: <b>Denver Ave &amp; South Parkway</b>	
Borough	<b>Algonquin</b>
District	The Exchange
Among the bushes in the planter boxes on the east side of Denver.	



63 :: <b>Privateer Road &amp; Bismarck Ave</b>	
Borough	<b>Algonquin</b>
District	The Exchange
Sitting in the center of a walkway between Privateer Road and South Parkway.	



64 :: <b>Bismarck Ave &amp; Barium St</b>	
Borough	<b>Algonquin</b>
District	The Exchange
Sitting on a small lightpost in the alley between Bismarck and Amsterdam.	

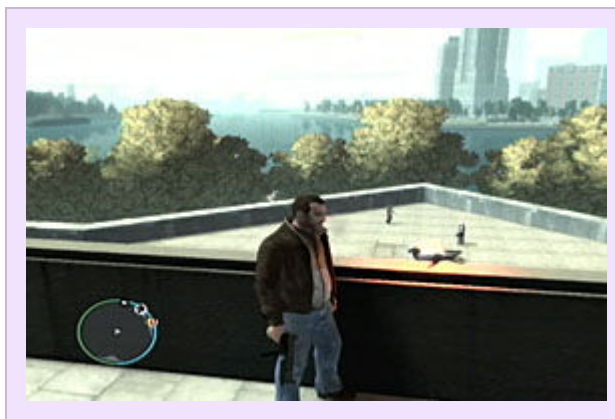




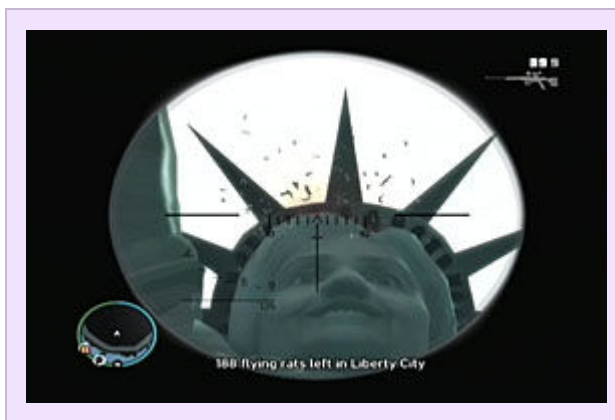
65 :: <b>Emerald St &amp; Columbus Ave</b>	
Borough	<b>Algonquin</b>
District	City Hall
On the north side of the city hall building, in between the row of benches.	



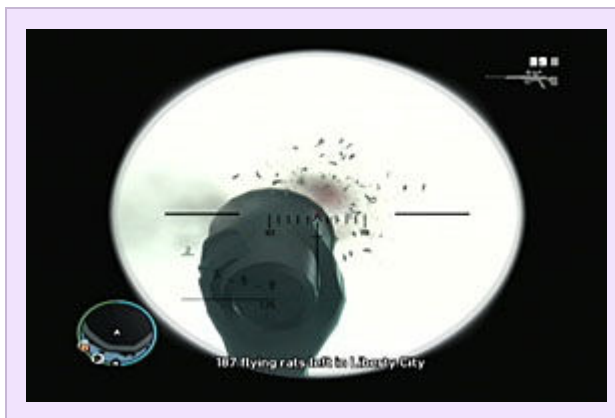
66 :: <b>Statue of Happiness</b>	
Borough	<b>Algonquin</b>
District	Happiness Island
Sitting on the top level of the platform at the base of the statue, on the north side.	



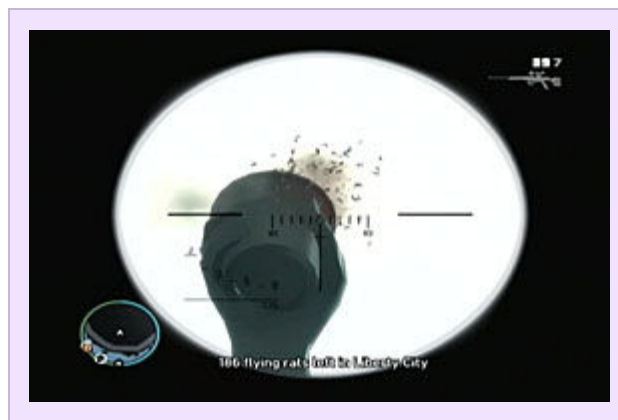
67 :: <b>Statue of Happiness</b>	
Borough	<b>Algonquin</b>
District	Happiness Island
On top of the front of the statue's crown. Can be sniped from the base of the statue, north side.	



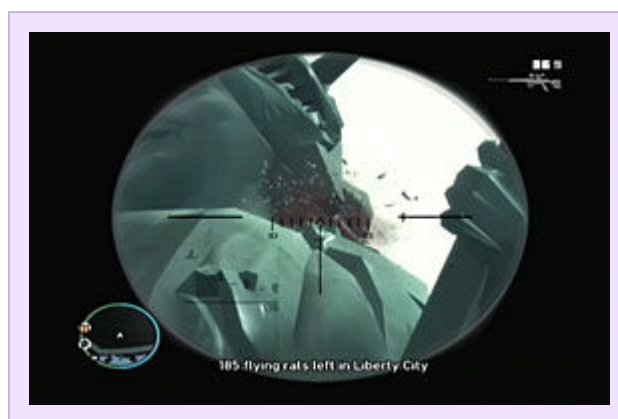
68 :: <b>Statue of Happiness</b>	
Borough	<b>Algonquin</b>
District	Happiness Island
On the edge of the lid of the cup the statue is holding in its right hand. Can be sniped from the same position as pigeon 67.	



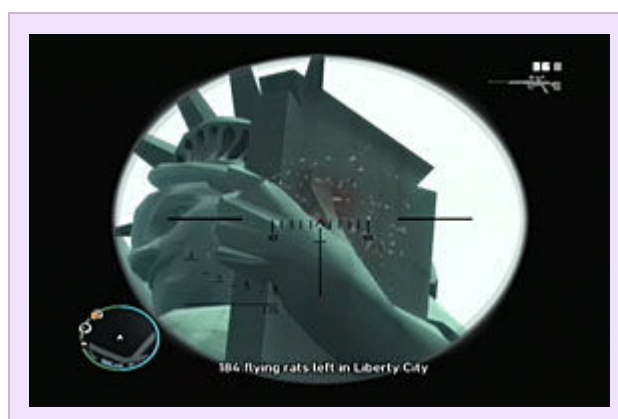
69 :: <b>Statue of Happiness</b>	
Borough	<b>Algonquin</b>
District	Happiness Island
On top of the right thumb of the statue that's holding the cup. Again, you can snipe it from the base of the statue, north side.	



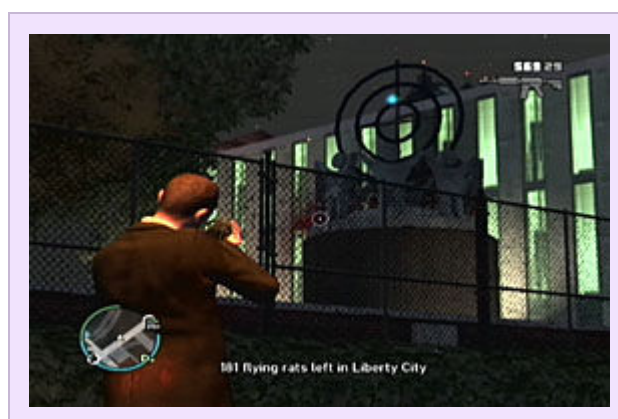
70 :: <b>Statue of Happiness</b>	
Borough	<b>Algonquin</b>
District	Happiness Island
On the statue's left shoulder, in the corner where the shoulder connects with the neck. Can be sniped from the base of the statue, northwest side.	

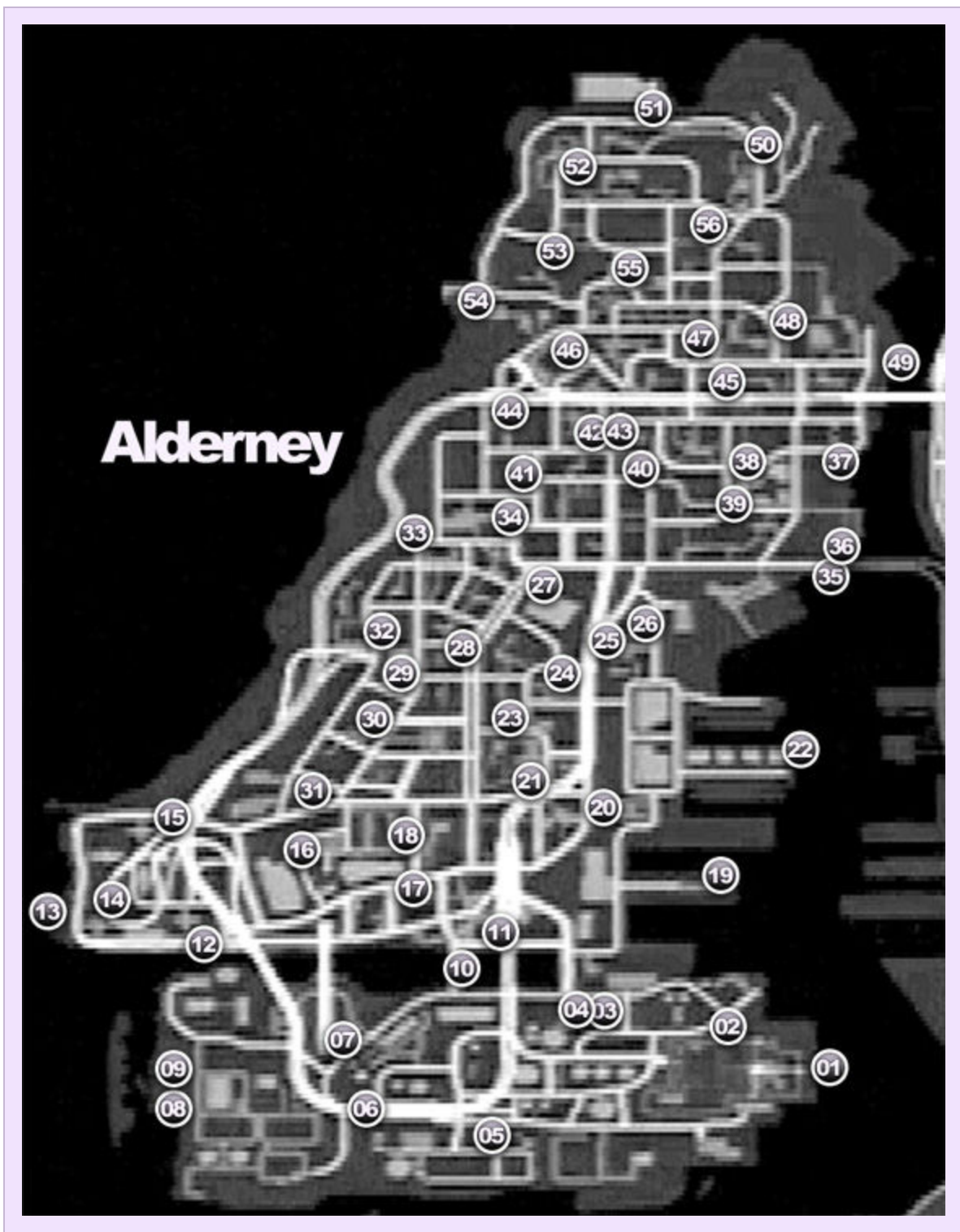


71 :: <b>Statue of Happiness</b>	
Borough	<b>Algonquin</b>
District	Happiness Island
On the left hand of the statue, between the thumb and forefinger holding the tablet. Can be sniped at the western side of the statue from the base.	



72 :: <b>Albany Ave &amp; Manganese St</b>	
Borough	<b>Algonquin</b>
District	Hatton Gardens
On the west side of the yard in front of the Civilization Committee building, sitting in a statue. You can see the statue from behind the fence that separates the yard from Albany, which is good because if you try to step foot in the yard you'll instantly get a four star wanted level. Snipe the pigeon from the street.	

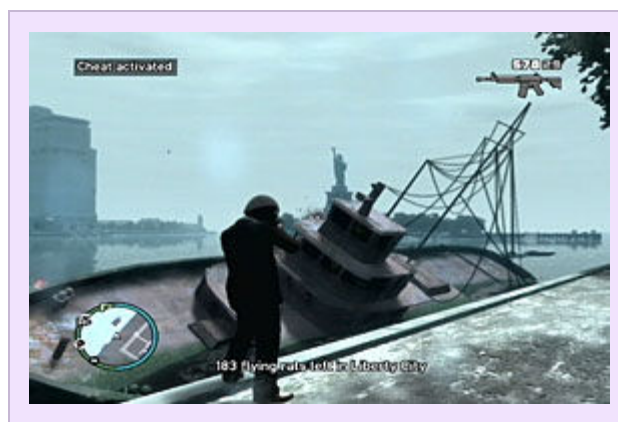




Broker	Dukes	Bohan	Algonquin	Alderney
--------	-------	-------	-----------	----------



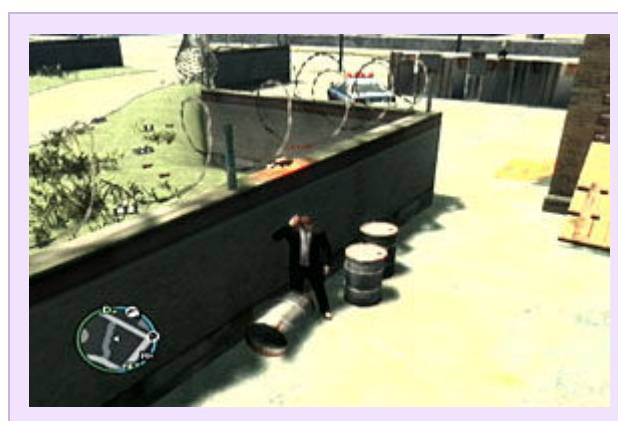
01 :: <b>Alderney State Correctional Facility</b>	
Borough	<b>Alderney</b>
District	Acter Industrial Park
Sitting on the edge of a half-sunken ship in the water behind the prison.	



02 :: <b>Toggle Ave &amp; Grommet St</b>	
Borough	<b>Alderney</b>
District	Acter Industrial Park
On the very top of a corrugated A-frame roof just off Toggle. You can climb the dumpsters nearby to reach the rooftops.	



03 :: <b>Grommet St</b>	
Borough	<b>Alderney</b>
District	Acter Industrial Park
Sitting on the on the western side of the police station.	



04 :: <b>Grommet St</b>	
Borough	<b>Alderney</b>
District	Acter Industrial Park
On the ground outside the police station fence, just below pigeon number 03.	

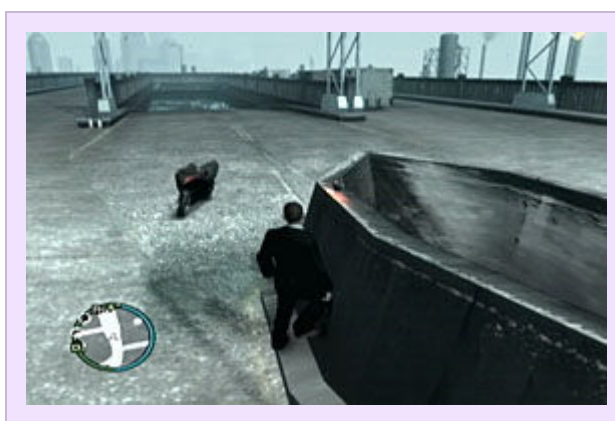




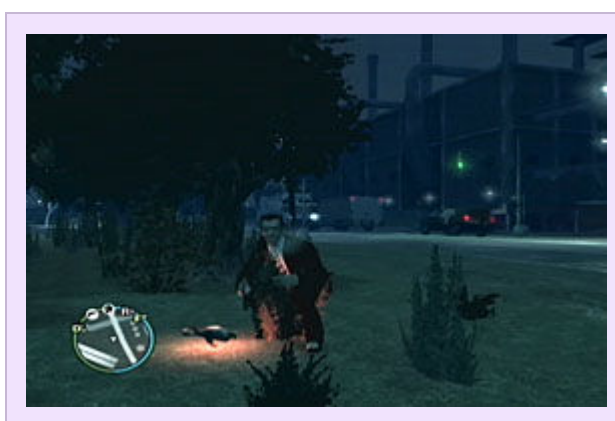
05 :: <b>Musketeer Ave &amp; Praetorian Ave</b>	
Borough	<b>Alderney</b>
District	Acterd Industrial Park
Sitting on a rusty pipe elevated off the ground behind the fence that's south of Musketeer. Climb the stars to the west and go east for an easy view.	



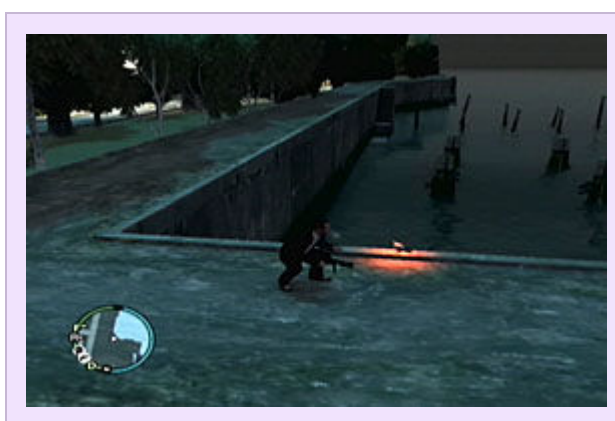
06 :: <b>Plumbers Skyway &amp; Nougat St</b>	
Borough	<b>Alderney</b>
District	Acter Industrial Park
On the skyway median just west of an entry/exit ramp.	



07 :: <b>Plumbbob Ave</b>	
Borough	<b>Alderney</b>
District	Acter Industrial Park
Sitting on the ground among some trees on the western side of Plumbbob.	



08 :: <b>Acter Industrial Park</b>	
Borough	<b>Alderney</b>
District	Acter Industrial Park
Sitting on the wall that separates the industrial park from the water	



**09 :: Acter Industrial Park**

Borough	<b>Alderney</b>
District	Acter Industrial Park

On top of a wall panel in a ditch dug out on the western end of the industrial park.



**10 :: Mandrel Rd & Barsac Ave**

Borough	<b>Alderney</b>
District	Tudor

On the eastern railing of the bridge.



**11 :: Plumbers Skyway & Barsac Ave**

Borough	<b>Alderney</b>
District	Tudor

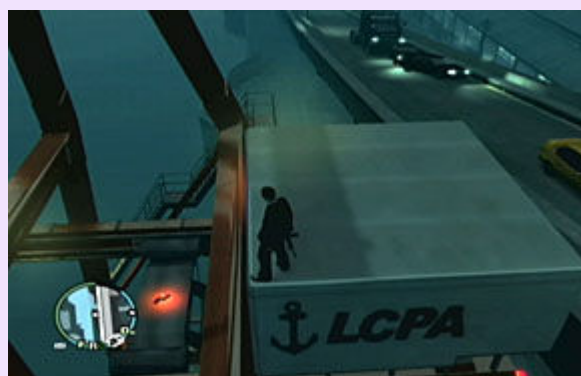
Follow the concrete pillar supporting the skyway that's on the north side of the water, west side of the skyway. The pigeon is at the very top of the pillar on the metal joint.



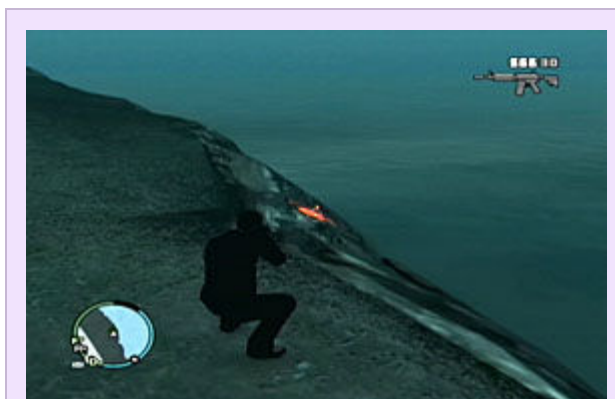
**12 :: Plumbers Skyway & Emery St**

Borough	<b>Alderney</b>
District	Tudor

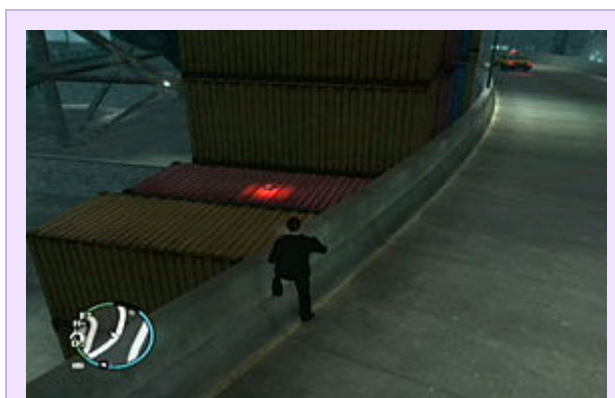
Follow the skyway on-ramp and climb on top of the portion of the crane marked "LCPD," from which you can spot the pigeon on the other side of the white box.



13 :: <b>Emery St &amp; Hardtack Ave</b>	
Borough	<b>Alderney</b>
District	Tudor
On the very edge of the cliff by the water.	



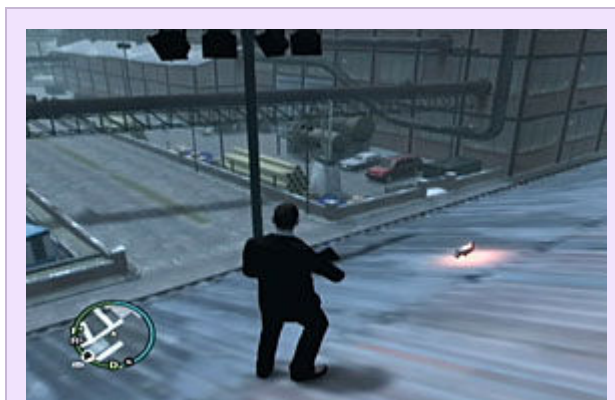
14 :: <b>Plumbers Skyway</b>	
Borough	<b>Alderney</b>
District	Tudor
From the skyway, look east on top of a tall stack of shipping crates to spot the bird.	



15 :: <b>Hardtack Ave &amp; Plumbers Skyway</b>	
Borough	<b>Alderney</b>
District	Tudor
On top of the northern wall that's underneath the skyway.	

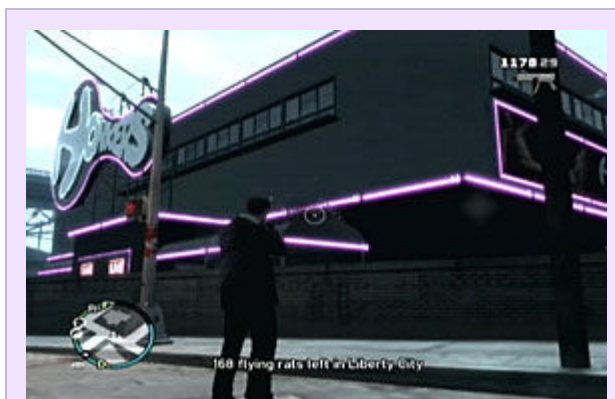


16 :: <b>Hardtack Ave &amp; Tinderbox Ave</b>	
Borough	<b>Alderney</b>
District	Tudor
On a corrugated rooftop south of Hardtack overlooking an intersection of two unnamed streets below.	

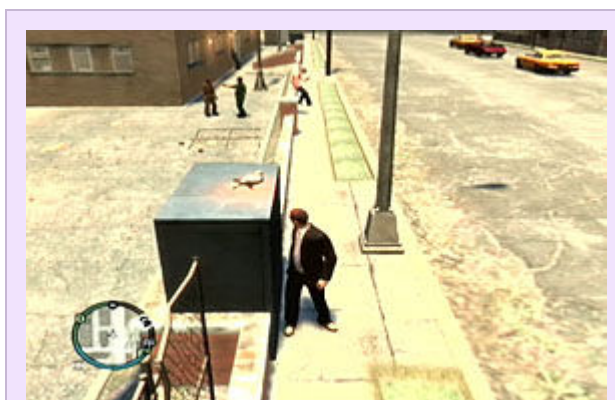




17 :: <b>Tinderbox Ave &amp; Argus St</b>	
Borough	<b>Alderney</b>
District	Tudor
On top of one of the lower awnings in front of Honkers.	



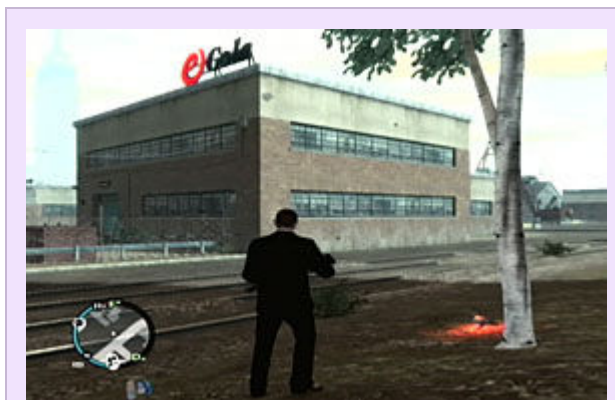
18 :: <b>Argus St</b>	
Borough	<b>Alderney</b>
District	Tudor
On top of a blue electrical box on the west side of Argus St.	



19 :: <b>Port Tudor</b>	
Borough	<b>Alderney</b>
District	Port Tudor
On top of some blue shipping containers on the north side of the east end of the pier.	



20 :: <b>Hardtack Ave &amp; Tinderbox Ave</b>	
Borough	<b>Alderney</b>
District	Port Tudor
East of the roadway, under a tree in front of the eCola building.	





21 :: <b>Odhner Ave &amp; Hardtack Ave</b>	
Borough	<b>Alderney</b>
District	Port Tudor
On the eastern part of the rooftop of the auto parts building.	



22 :: <b>Port Tudor</b>	
Borough	<b>Alderney</b>
District	Port Tudor
At the far east end of the pier, on top of a short pole.	



23 :: <b>Odhner Ave &amp; Mueri St</b>	
Borough	<b>Alderney</b>
District	Acter
On the corner of a brick wall just west of the intersection of Mueri and Odhner.	



24 :: <b>Mueri St &amp; Flemming St</b>	
Borough	<b>Alderney</b>
District	Acter
On top of one of the air conditioning units on the rooftop of the building just west of the northern entrance to the lot in the center of the block. You can climb the building from the western side.	



**25 :: Tinderbox Ave & Mueri St**

Borough **Alderney**

District Normandy

At the north end of the rail tracks that terminate at Tinderbox.



**26 :: Port Tudor**

Borough **Alderney**

District Normandy

Behind a statue of a propeller just north of the fenced entrance to the port.



**27 :: Babbage Drive & Asahara Rd**

Borough **Alderney**

District Alderney City

In some bushes next to a concrete wall at the southeast corner of the intersection at Babbage and Asahara.



**28 :: Babbage Drive & Drebbel**

Borough **Alderney**

District Berchem

On top of a small shed at the corner of Babbage and Drebbel, right in front of a Cluckin' Bell.



**29 :: Vitullo Ave & Kemeny St**

Borough	<b>Alderney</b>
District	Berchem

On top of a tall concrete wall outside an apartment building on the west side of Vitullo.



**30 :: Vitullo Ave & Edison Ave**

Borough	<b>Alderney</b>
District	Acter

On top of the church roof on the left side of the steeple.



**31 :: Lee Rd & Hardtack Ave**

Borough	<b>Alderney</b>
District	Acter

In the shrubbery surrounding the forgotten fountain in the park.



**32 :: Aspdin Dr & Plumbers Skyway**

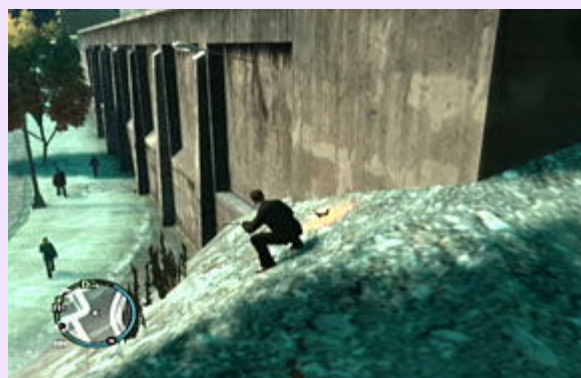
Borough	<b>Alderney</b>
District	Berchem

At the base of the stairs of one of the Victorian houses on Aspdin.





33 :: Virtullo Ave & Keneckie Ave	
Borough	<b>Alderney</b>
District	Berchem
On top of a short gravel hill at the right bend in Virtullo.	



34 :: Koresh Sq & Asahara Rd	
Borough	<b>Alderney</b>
District	Alderney City
On top of a concrete wall that overlooks the bend in Koresh Sq.	



35 :: Booth Tunnel	
Borough	<b>Alderney</b>
District	Booth Tunnel
At the western entrance to the tunnel, on top of the concrete wall, south side, on the surface.	

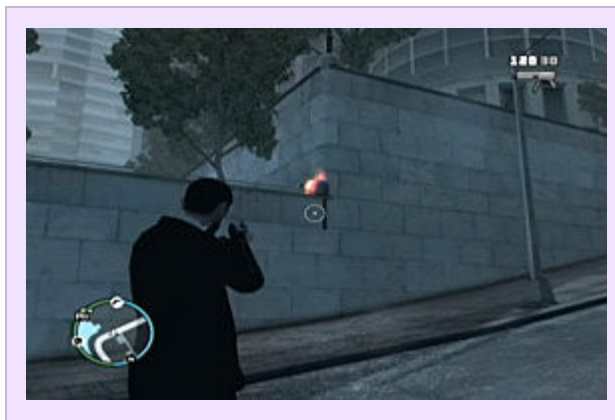


36 :: Booth Tunnel	
Borough	<b>Alderney</b>
District	Alderney City
Under the northern stairs that lead up to a concrete building off the pier.	

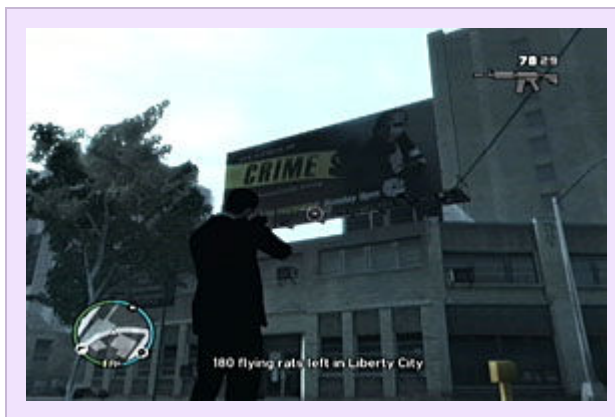




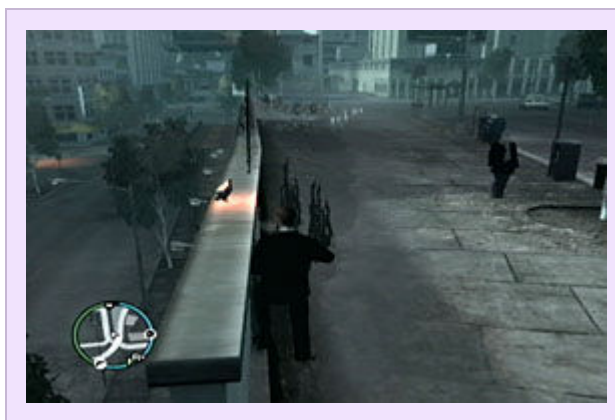
37 :: <b>Applewhite St &amp; Rand Ave</b>	
Borough	<b>Alderney</b>
District	Alderney City
East of the intersection at Applewhite and Rand, on the south side of Applewhite. The pigeon is atop a medium-height concrete wall. You can see it from the street.	



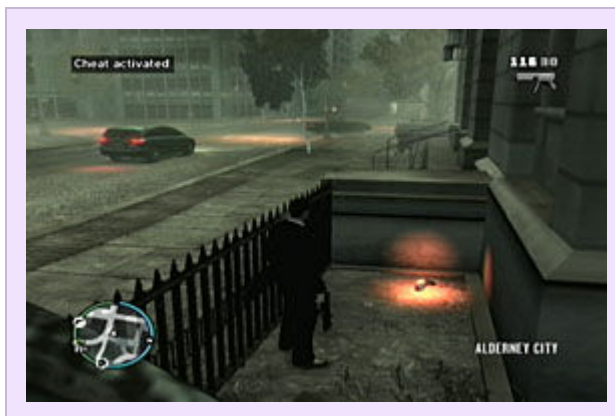
38 :: <b>Applewhite St</b>	
Borough	<b>Alderney</b>
District	Alderney City
Just west of Applewhite, in the area between it and Mahesh, the pigeon is at the very bottom of the large "The Science of Crime" billboard.	



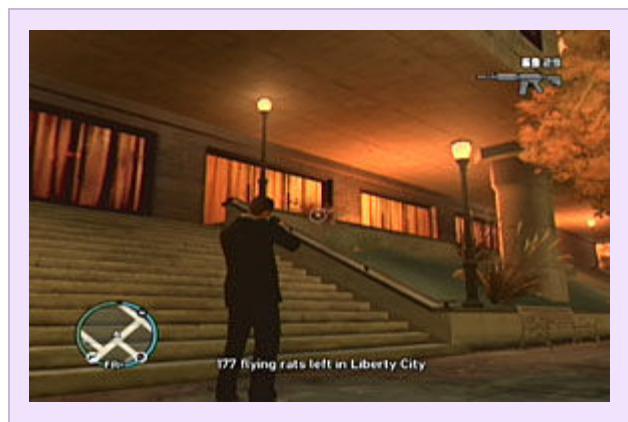
39 :: <b>Applewhite St &amp; Mahesh Ave</b>	
Borough	<b>Alderney</b>
District	Alderney City
Sitting on a concrete wall between Applewhite and Mahesh below it. Best viewed from Applewhite since Mahesh is so far below.	



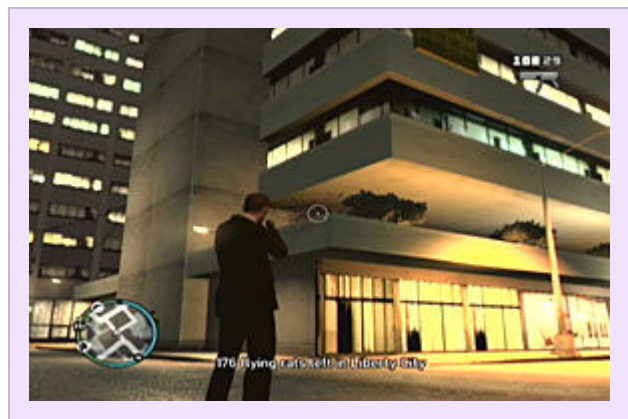
40 :: <b>Jonestown Ave</b>	
Borough	<b>Alderney</b>
District	Alderney City
East of the intersection of Jonestown and Boyden, behind a low gate on the north side of the street.	



41 :: <b>Myung &amp; Jonestown Ave</b>	
Borough	<b>Alderney</b>
District	Alderney City
On the west side of the intersection of Myung and Jonestown, on the short wall at the top of the stairs that lead into the apartment building.	



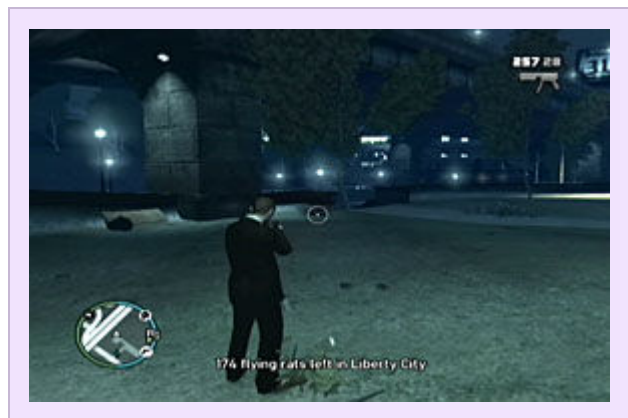
42 :: <b>Boyden Ave &amp; Mr. Fuk's Rice Box</b>	
Borough	<b>Alderney</b>
District	Alderney City
On the northeast corner of the first level of the tall gray building on the west side of Boyden.	



43 :: <b>Boyden Ave &amp; Mr. Fuk's Rice Box</b>	
Borough	<b>Alderney</b>
District	Alderney City
Sitting on the northern end of the lower portion of Mr. Fuk's rooftop.	



44 :: <b>Panhandle Rd &amp; Plumbers Skyway</b>	
Borough	<b>Alderney</b>
District	Leftwood
At the southern base of the skyway, below a tree that's right next to a skyway support column.	



**45 :: Panhandle Rd & Catskill Ave**

Borough	<b>Alderney</b>
District	Leftwood

East of Panhandle and Catskill, on top of a building and under a billboard that's just north of an entrance ramp to the skyway. From the skyway you can look north (and below) to spot the pigeon.

**46 :: Long John Ave & Bowline**

Borough	<b>Alderney</b>
District	Leftwood

On the north side of the hospital, below a tree that's next to an ambulance.

**47 :: Sacramento Ave & Bridge St**

Borough	<b>Alderney</b>
District	Leftwood

On top of the roof of the building between Bridger and Manzano, west side of Sacramento. You can climb onto the rooftops via a ladder in the alley off Sacramento. A second ladder leads to the highest rooftop where the pigeon is.

**48 :: Bridger St**

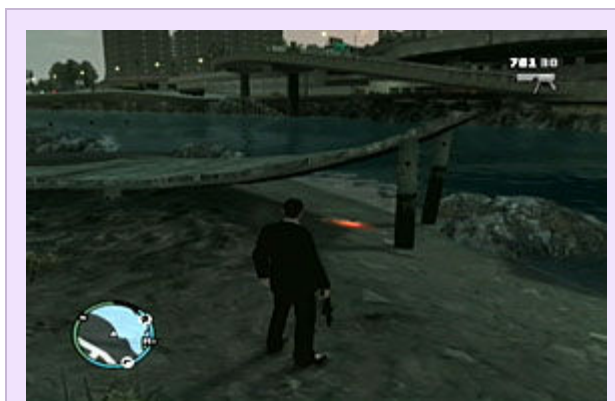
Borough	<b>Alderney</b>
District	Leftwood

Off the east side of Bridger, in the grass north of the police station fencing.





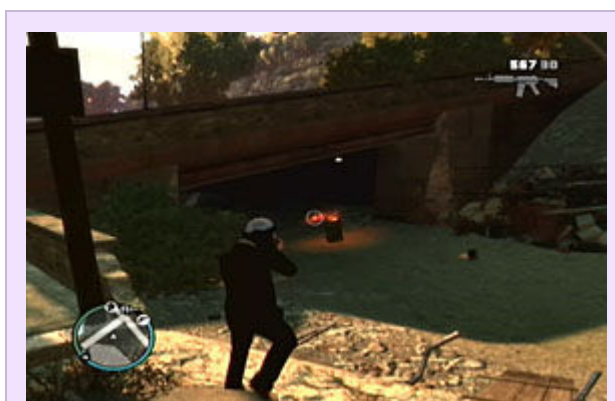
49 :: <b>Franklin St &amp; Applewhite St</b>	
Borough	<b>Alderney</b>
District	Liberty
On the eastern beach, sitting under a ramp just off Franklin and Applewhite.	



50 :: <b>Beaverhead Ave</b>	
Borough	<b>Alderney</b>
District	Westdyke
On top of the hill overlooking Beaverhead, just off some unpaved roads.	



51 :: <b>Beaverhead Ave</b>	
Borough	<b>Alderney</b>
District	Westdyke
Underneath a small bridge that leads north off of Beaverhead, behind a barrel fire.	



52 :: <b>Big Horn Drive</b>	
Borough	<b>Alderney</b>
District	Westdyke
On top of the fence on the south side of Big Horn that surrounds a backyard with a pool.	





<b>53 :: Big Horn Drive</b>	
Borough	<b>Alderney</b>
District	Westdyke
At the far south curve of Big Horn, on top of the brick fence on the south side of the street.	



<b>54 :: Beaverhead Ave</b>	
Borough	<b>Alderney</b>
District	Leftwood
On the rooftop of Fanny's Crab. You can get onto the roof of Leftwood Sports from the west side and jump to the Fanny's Crab rooftop from there.	



<b>55 :: Ortiz Rd &amp; Flathead Rd</b>	
Borough	<b>Alderney</b>
District	Westdyke
On top of an AC vent on the outside of a building on the east side of Ortiz.	



<b>56 :: Owl Creek Ave &amp; Sacramento Ave</b>	
Borough	<b>Alderney</b>
District	Westdyke
Behind the large Victorian home on Owl Creek, sitting on the brick post at the top of the long stairway.	





01 :: **Algonquin - Dukes Expressway**

Borough	<b>Broker</b>
District	Rotterdam Hill

Heading westbound on the expressway, the stunt jump is on the median as the two lanes split up and lead onto the bridge. To complete the jump, you need to land on your wheels on the platform below the bridge (it's at the top of a set of stairs). Use a motorcycle and get a running start from the westbound lanes so you're not riding against traffic.

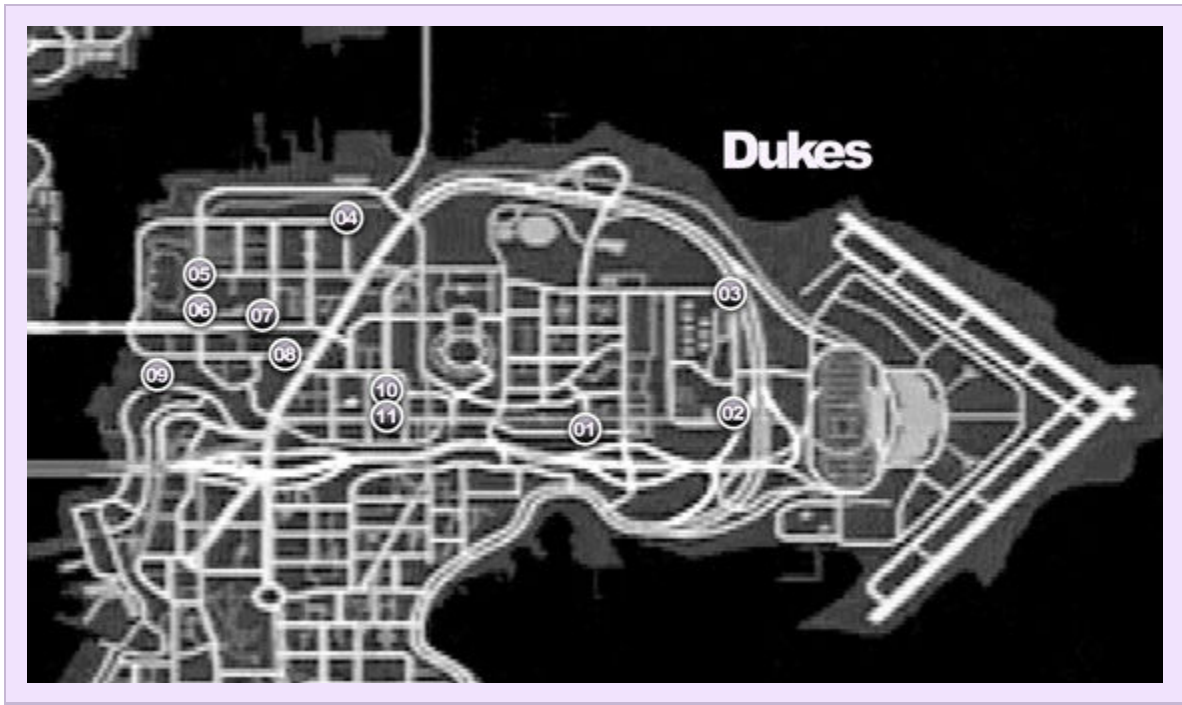


02 :: **Carson St & Tutelo Ave**

Borough	<b>Broker</b>
District	Cerveza Heights

On the north corner of Carson and Tutelo. Get a running start from far down Tutelo and nail the jump in a motorcycle. To complete the stunt jump, fly over both lanes of the expressway below.





Broker	Dukes	Bohan	Algonquin	Alderney
--------	-------	-------	-----------	----------



**01 :: Lynch St & Freetown Ave**

Borough	<b>Dukes</b>
District	Willis

Run south down Freetown on a motorcycle and hit the ramp slightly facing to the right. You need to jump between the two billboards that overhang the freeway below.



**02 :: Tudor St**

Borough	<b>Dukes</b>
District	Francis International Airport

Run south down Tudor and you'll find the ramp on the left, pointing toward the expressway to the east. You need to jump over the expressway to complete the stunt—easy enough.



**03 :: Tudor St**

Borough	<b>Dukes</b>
District	Francis International Airport

Head eastbound on the north end of Tudor and look for the ramp just off the road on the left. You need to jump onto the freeway. Another simple jump.



**04 :: Franklin St & Brandon Ave**

Borough	<b>Dukes</b>
District	Steinway

Go east on Franklin to build up speed and hit the ramp straight as the road bends right into Brandon. Where you need to land doesn't seem super particular.



05 :: **Concord Ave & Morris St**

Borough	<b>Dukes</b>
District	Steinway

Run west on Morris and hit the jump straight on to fly over the pools in the park below.



06 :: **Concord Ave**

Borough	<b>Dukes</b>
District	Steinway

Get a running start from the south of Concord and hit the ramp in the dumpster to jump over the top of the construction zone and past the ramp on the other side of a small building.



07 :: **Yorktown Ave**

Borough	<b>Dukes</b>
District	Steinway

On the upper level of an alley just off Yorktown. You don't need too much speed, just land in the dumpy area below.



08 :: **Hooper St**

Borough	<b>Dukes</b>
District	East Island City

Run eastbound on Hooper. This ramp is a proper concrete ramp that runs along a wall. Make the jump without hitting the power line pole.



09 :: <b>Creek St</b>	
Borough	<b>Dukes</b>
District	Boabo
Run west on the tracks just over a brick wall on the north side of Creek. Don't get too much speed or you'll fly over the landing zone and into the water.	

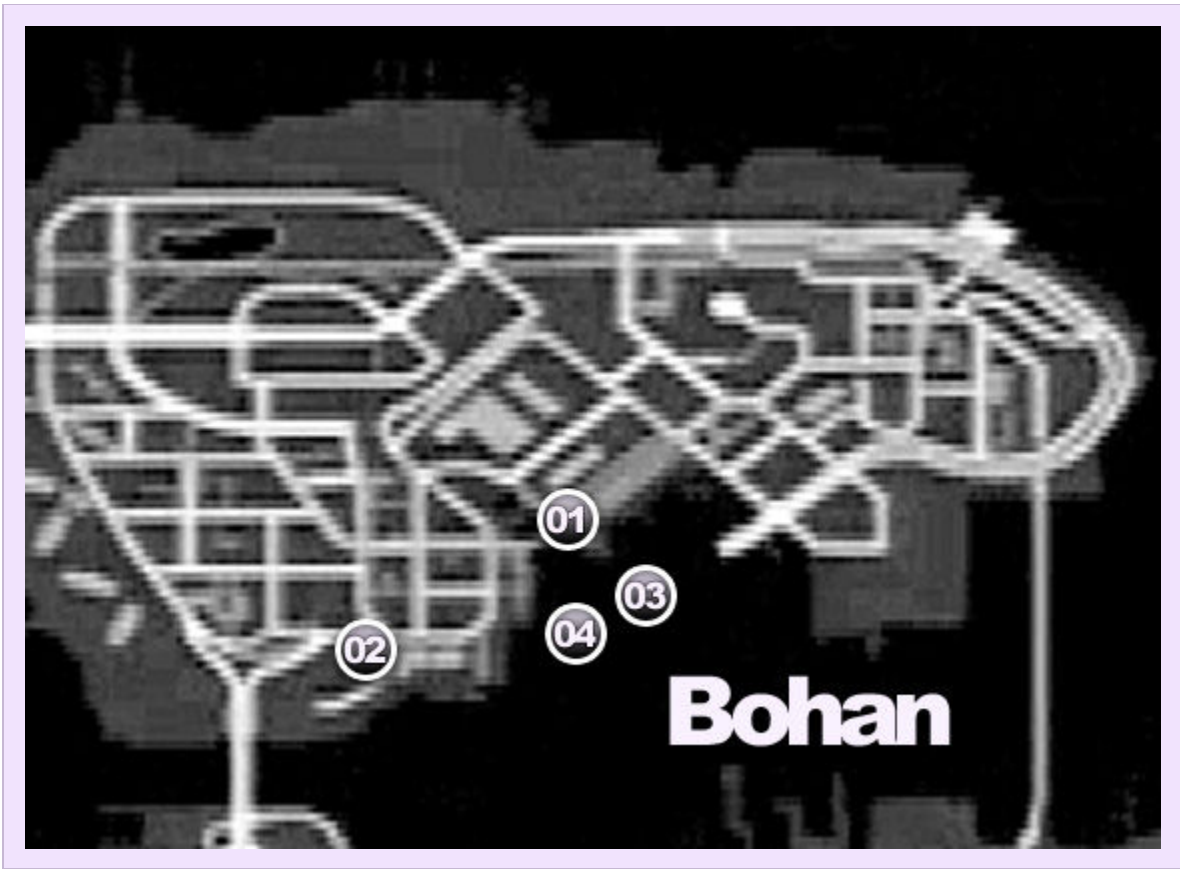


10 :: <b>Livingston St &amp; San Jacinto Ave</b>	
Borough	<b>Dukes</b>
District	Meadows Park
The ramp is in the alley just off Livingston, to the south. Hit the jump with speed to land on the rooftop south of it.	



11 :: <b>Huntington St</b>	
Borough	<b>Dukes</b>
District	Cerveza Heights
On the rooftop that you land on after taking the number 10 stunt jump. You need to land on another rooftop that has ramps of its own.	





Broker	Dukes	Bohan	Algonquin	Alderney
--------	-------	-------	-----------	----------



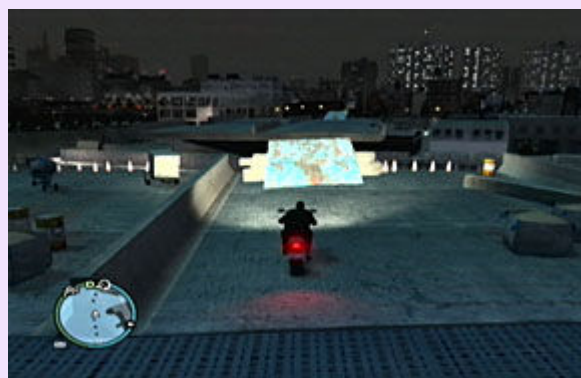
01 :: <b>Guantanamo Ave</b>	
Borough	<b>Bohan</b>
District	Industrial
Build up speed from the untrafficked alley to the east and hit the jump perpendicularly to launch over the water and onto the road to the west.	



02 :: <b>Rocket St &amp; Attica Ave</b>	
Borough	<b>Bohan</b>
District	South Bohan
The ramp is actually at the end of an unfinished freeway on-ramp that leads to nothing. It doesn't appear on your map and since it overlooks the intersection of Rocket and Attica you'll need to go further southwest to find the entrance. The stunt jump is otherwise straight-forward.	



03 :: <b>Northern Expressway</b>	
Borough	<b>Bohan</b>
District	Industrial
You need to enter an incomplete section of the Northern Expressway, starting from the east (the entrance is visible on the map). Stay on the northern side of the incomplete roadway as the southern lanes drop out. The stunt jump is at the end of the constructed road. Land on the next patch of the expressway to complete the stunt.	



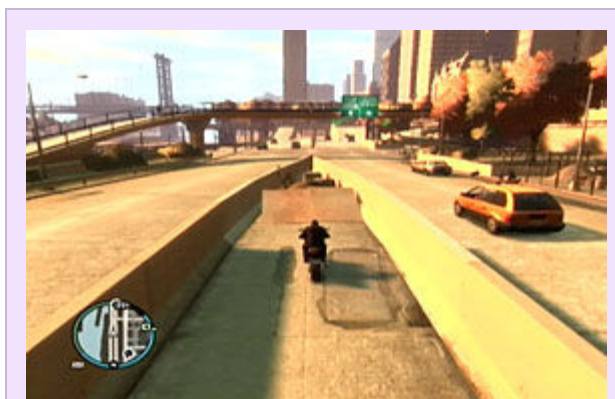
04 :: <b>Northern Expressway</b>	
Borough	<b>Bohan</b>
District	Industrial
This jump is on the patch of expressway that you land on following jump number 3. Hit the jump straight and land on the rooftop to the west to complete the stunt.	



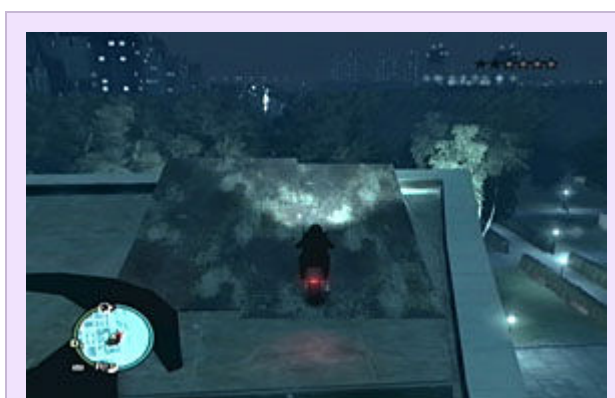


Broker	Dukes	Bohan	Algonquin	Alderney
--------	-------	-------	-----------	----------

<b>01 :: Union Drive East &amp; Obsidian St</b>	
Borough	<b>Algonquin</b>
District	Middle Park East
<p>Ride southbound in the emergency lane between the two normal lanes of the freeway. The ramp appears just as the emergency lane / median ends. Hit it at speed to complete the stunt.</p>	



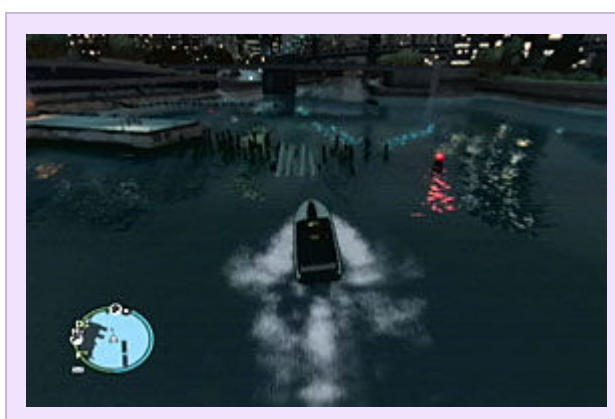
<b>02 :: Albany Ave</b>	
Borough	<b>Algonquin</b>
District	Hatton Gardens
<p>This jump is on top of the western building in the Civilization Committee grounds, so you'll have to do this with a four star wanted level. Ride a motorcycle up the stairs at the north end of the eastern building and follow the walkway around the building to a small ramp that'll put you on top of a skyway connecting the two buildings. Ride the skyway to the western building and build up speed to hit the ramp at the north end.</p>	



<b>03 :: Humboldt River</b>	
Borough	<b>Algonquin</b>
District	Hatton Gardens
<p>This jump is between two barges in the river east of Algonquin. You'll need a boat to hit the jump. Build up plenty of speed from the south and hit the ramp square to complete the stunt.</p>	

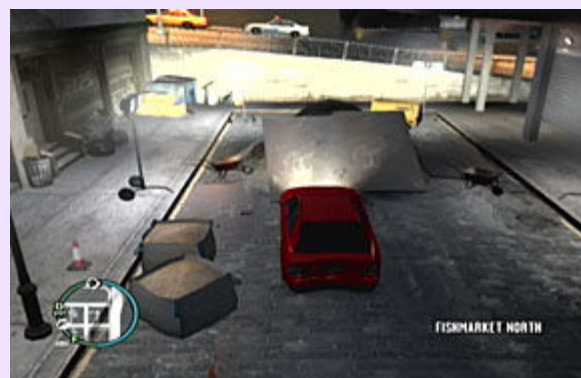


<b>04 :: Humboldt River</b>	
Borough	<b>Algonquin</b>
District	Liberty
<p>Between the pier and a series of barges just off the island, in the river. You'll need a boat to hit the jump. Start from the south and build speed as you run north to hit the jump.</p>	

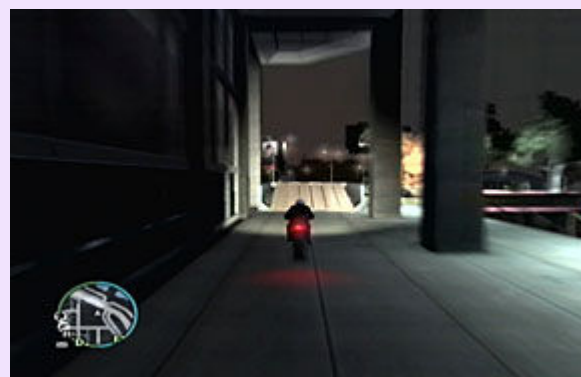




05 :: <b>Emerald St</b>	
Borough	<b>Algonquin</b>
District	Fishmarket North
Enter the alley from Emerald (south of the jump), pointing north to hit the ramp. Launch onto the roadway above to complete the stunt.	



06 :: <b>South Parkway &amp; Albany Ave</b>	
Borough	<b>Algonquin</b>
District	Fishmarket South
Ride eastbound on the walkway on the perimeter of the large building on the corner. The ramp will launch you eastward, over two lanes of traffic and onto Privateer to complete the stunt.	



07 :: <b>Diamond St &amp; Columbus Ave</b>	
Borough	<b>Algonquin</b>
District	Chinatown
Build up speed from the east end of Diamond and hit the ramp in the center of the street just as it passes through a breezeway in the building. You need to jump over the ramp on the other side of the breezeway to complete the stunt.	



08 :: <b>Burlesque &amp; Denver-Exeter Ave</b>	
Borough	<b>Algonquin</b>
District	Star Junction
The jump is on the northern tip of an island at the intersection of Burlesque and Denver-Exeter. Start from the north and hit the jump perfectly parallel with the jump so that you fly slightly to the left and land in the intersection of Burlesque and Jade.	





**09 :: Jade St & Denver-Exeter Ave**

Borough	<b>Algonquin</b>
District	The Triangle

Run eastbound on Jade and hit the ramp at speed to launch into the intersection.



**10 :: Booth Tunnel & Union Drive West**

Borough	<b>Algonquin</b>
District	Purgatory

This jump is off the top of the unfinished rail tracks overhead. You can get a bike onto the tracks by riding it carefully up the stairs in an alley off the south end of Hematite between Galveston and Frankfort. Hit the jump square to complete the stunt and land on Union Drive West.



**11 :: Xenotime St & Galveston Ave**

Borough	<b>Algonquin</b>
District	Northwood

You can build up enough speed on a bike from the northern part of the lot between the buildings. Hit the jump parallel with the ramp to launch over an A-framed building at the intersection of Wardite and Ivy Drive to clear the stunt.



**12 :: Astoria & Wardite St**

Borough	<b>Algonquin</b>
District	East Holland

Between some buildings just east of Astoria. Build speed up from west on Wardite and hit the jump square to complete the stunt.



**13 :: Vespucci Circus**

Borough	<b>Algonquin</b>
District	Northwood

This dirt ramp runs parallel to the north section of Vespucci Circus, just under some rail tracks. Build up speed from west on Vespucci and hit the dirt ramp square to launch into the river and complete the stunt.

**14 :: Grummer Road & Exeter Ave**

Borough	<b>Algonquin</b>
District	Northwood

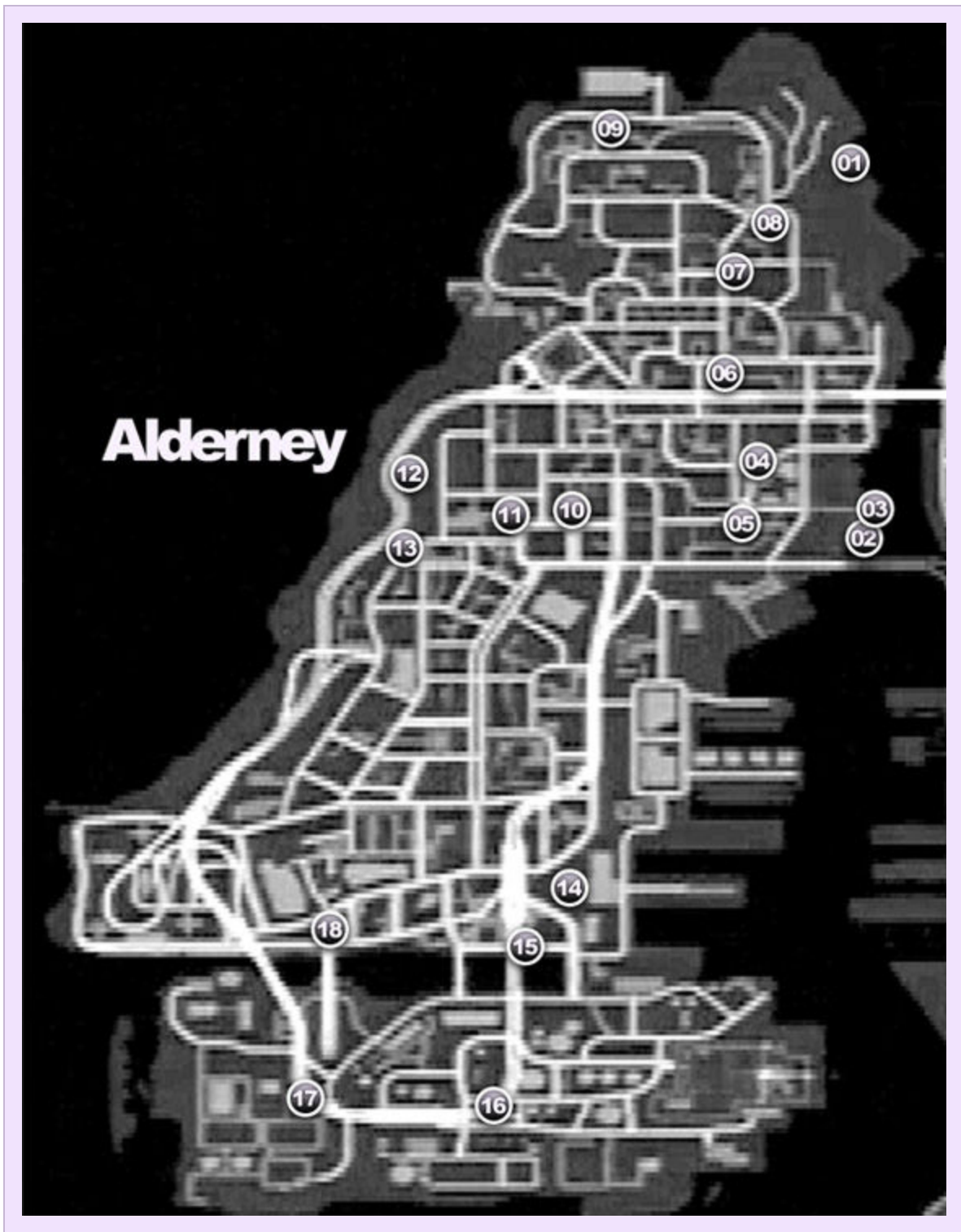
Behind some apartment buildings, this ramp runs along the north side of the building. Build some speed from the west and hit the ramp. You don't need a massive jump to complete the stunt.

**15 :: Grummer Road**

Borough	<b>Algonquin</b>
District	Northwood

You need to hit this jump while going east. However, building up speed from the west down Grummer is tough because you'll need to turn right to hit the ramp, slowing you down. Instead, look for a dirt path just off the north side of Grummer. Build up speed from down the dirt road and continue straight ahead to hit the jump square and land under the Northwood Heights Bridge.





Broker	Dukes	Bohan	Algonquin	Alderney
--------	-------	-------	-----------	----------



**01 :: West River**

Borough	<b>Alderney</b>
District	Westdyke

On the northern end of the river bank, this jump is simply a ramp made of dirt. Launch off the ramp and over the small jet of water underneath to complete the stunt.

**02 :: Booth Tunnel**

Borough	<b>Alderney</b>
District	Alderney City

You need to launch off this ramp that faces the water and land on the helipad just south of it. Get a running start on a bike from the beginning of the tunnel just north of the ramp—start any further back and you'll fly over the helipad and not complete the stunt.

**03 :: Mahesh Ave**

Borough	<b>Alderney</b>
District	Alderney City

This ramp is on a ledge overlooking the boardwalk where stunt jump number 2 is. Get a running start on a bike from west on Mahesh and hit the ramp to launch all the way over the river and back on Algonquin.

**04 :: Applewhite St**

Borough	<b>Alderney</b>
District	Alderney City

Start from the east end of Applewhite to build up speed on a bike. You'll need to bear slightly right to hit the ramp in the dumpster. With enough speed, you'll complete the stunt.





**05 :: Applewhite St & Mahesh Ave**

Borough	<b>Alderney</b>
District	Alderney City

This just is in an alley just off of Applewhite. Start in the lot across the street (west side of Applewhite) and build up speed into the alley. Hit the ramp straight with moderate speed to complete the stunt.



**06 :: Sacramento Ave & Franklin St**

Borough	<b>Alderney</b>
District	Leftwood

Start north of Sacramento and continue straight south through Franklin, into an alley and off the dirt ramp. Land on the Panhandle overcrossing to complete the stunt.



**07 :: Sacramento Ave & Percell Rd**

Borough	<b>Alderney</b>
District	Westdyke

Enter the parking structure off Sacramento and ride to the top level. Build up speed from the east end of the parking garage rooftop and hit the ramp straight to complete the stunt.



**08 :: Beaverhead Ave & Sacramento Ave**

Borough	<b>Alderney</b>
District	Westdyke

Run straight south down Beaverhead and continue through the intersection at Sacramento to hit a ramp between two buildings.



09 :: **Cassiar Ave & Beaverhead Ave**

Borough	<b>Alderney</b>
District	Westdyke

Enter the area behind the building off of Big Horn and build up speed by heading westbound before hitting the ramp. You need quite a bit of speed, so try to start as far back in the alley as possible and avoid hard turns while avoiding the clutter of the alley.



10 :: **Koresh Sq**

Borough	<b>Alderney</b>
District	Alderney City

Run north up the wide street that bisects Koresh and continue through Koresh to hit the wide stairway that forms the ramp for this jump. Jump over the stairs on the other side of the platform (north) to complete the stunt.



11 :: **Koresh Sq & Bear St**

Borough	<b>Alderney</b>
District	Alderney City

At the northwest corner of Koresh is an elevated alley with the ramp. Start from the north (on Bedrock) and hit the ramp at speed.



12 :: **Keneckie Ave**

Borough	<b>Alderney</b>
District	Alderney City

This ramp is off a dirt path that starts at the northwest corner of Keneckie. You need to build up some speed from the start of the dirt path. When you hit the ramp, aim slightly to the *right* to land in the southbound lanes of Plumbers Skyway. For some reason, landing in the same lanes after pointing straight off the jump didn't complete the stunt, though the last second correction to the right works.



### 13 :: Aspdin Dr & Vitullo Ave

Borough	<b>Alderney</b>
District	Berchem

This ramp points north, just north of the final bend in Aspdin Dr. Build up speed from south on Aspdin and hit the jump pointing a bit to the left. You need to land in the southbound lane of the Plumbers Skyway, so jumping slightly to the left will make that easier.



### 14 :: Tinderbox Ave

Borough	<b>Alderney</b>
District	Tudor

Build up speed from the north end of the tracks just off Tinderbox and hit the dirt mound to the south to complete the stunt.



### 15 :: Barsac Ave & Plumbers Skyway

Borough	<b>Alderney</b>
District	Tudor

Build up speed from the skyway on ramp directly north of the jump. Hit the jump at good speed to launch over the river and complete the stunt.



### 16 :: Plumbers Skyway & Musketeer Ave

Borough	<b>Alderney</b>
District	Acter Industrial Park

The ramp is a small dirt mound on the outside of the northbound lane of the skyway. Build up speed from the west and hit the ramp to *land* your bike on the road below (we hit the intersection of Grenadier and Chariot).





17 :: Plumbers Skyway & Trinity Rd

Borough	<b>Alderney</b>
District	Acter Industrial Park

Though this ramp is on the southern lane, you'll want to build up speed in the northern lane and cut across the break in the median to hit the ramp at speed. We landed deep into the park below (due west of the ramp) to clear the stunt.



18 :: Plumbbob Ave & Red Wing Ave

Borough	<b>Alderney</b>
District	Acter Industrial Park

North of the intersection of Plumbbob and Red Wing is an incomplete skyway entrance ramp. Ride north on the ramp's *western* lane (your left) and build up speed the entire way. You can't miss the ramp and, provided you build up plenty of speed, can't miss completing the stunt.





<<	Pigeons	Stunt Jumps	Achievements	>>
----	---------	-------------	--------------	----

Points	Achievement	Description
5	<b>Cut Your Teeth</b>	Earn a personal rank promotion in multiplayer.
5	<b>Lowest Point</b>	Complete mission "Roman's Sorrow".
10	<b>Retail Therapy</b>	Unlock the special ability of buying guns from a friend.
10	<b>Pool Shark</b>	Beat a friend at pool.
15	<b>King of QUB3D</b>	Beat the High Score in QUB3D.
10	<b>Courier Service</b>	Complete all 10 package delivery jobs.
5	<b>It'll Cost Ya</b>	Complete a taxi ride without skipping from one island to another.
10	<b>One Hundred And Eighty</b>	In a darts game score 180 with 3 darts.
5	<b>Fed The Fish</b>	Complete the mission "Uncle Vlad".
10	<b>Driving Mr. Bellic</b>	Unlock the special ability of taxi.
5	<b>Warm Coffee</b>	Successfully date a girl to be invited into her house.
5	<b>Off The Boat</b>	Complete the first mission.
15	<b>Finish Him</b>	Complete 10 melee counters in 4 minutes.
25	<b>Genetically Superior</b>	Come first in 20 singleplayer street races.
30	<b>Wheelie Rider</b>	Do a wheelie lasting at least 500 feet on a motorbike.
10	<b>Gobble Gobble</b>	Score 3 strikes in a row, a turkey, in 10-pin bowling.
30	<b>Rolled Over</b>	Do 5 car rolls in a row from one crash.
50	<b>Walk Free</b>	Lose a 4 star wanted rating by outrunning the cops.
20	<b>Chain Reaction</b>	You must blow up 10 vehicles in 10 seconds.
40	<b>One Man Army</b>	Survive 5 minutes on 6 star wanted level.

10	<b>Order Fulfilled</b>	Complete all 10 Exotic Export orders.
15	<b>Manhunt</b>	Complete the most wanted side missions from the police computer.
20	<b>Cleaned The Mean Streets</b>	Capture 20 criminals through the police computer.
5	<b>Sightseer</b>	Fly on all helicopter tours of Liberty City.
10	<b>That's How We Roll!</b>	Unlock the special ability of helicopter.
55	<b>Half Million</b>	Reach a balance of \$500,000.
10	<b>Impossible Trinity</b>	Complete mission "Museum Piece".
20	<b>Full Exploration</b>	Unlock all the islands.
20	<b>You Got The Message</b>	Deliver all 30 cars ordered through text message.
30	<b>Dare Devil</b>	Complete 100% of the unique stunt jumps.
20	<b>Assassin's Greed</b>	Complete all 9 assassin missions.
50	<b>Endangered Species</b>	Collect every hidden package in the game.
40	<b>Under The Radar</b>	Fly underneath the main bridges in the game that cross water with a helicopter.
10	<b>Dial B For Bomb</b>	Unlock the special ability of phoning for a bomb to be placed.
10	<b>Gracefully Taken</b>	Complete mission "I'll Take Her".
20	<b>Liberty City (5)</b>	After meeting all possible friends, the ones left alive all like you above 90%.
5	<b>No More Strangers</b>	Meet all random characters.
10	<b>That Special Someone</b>	Complete mission "That Special Someone".
60	<b>You Won!</b>	Complete the final mission.
30	<b>Liberty City Minute</b>	Complete the story missions in less than 30 hours.
100	<b>Key To The City</b>	Achieve 100% in "Game progress" statistic.
10	<b>Teampayer</b>	Kill 5 players who are not in your team, in any ranked multiplayer team game.
		Win a ranked multiplayer race without damaging your vehicle too much

10	<b>Join The Midnight Club</b>	and with damage enabled.
15	<b>Fly The Co-op</b>	Beat our time in ranked versions of "Deal Breaker", "Hangman's NOOSE" and "Bomb da Base II."
10	<b>Taking It For The Team</b>	Be on the winning team in all ranked multiplayer team games.
10	<b>Top Of The Food Chain</b>	Kill 20 players with a pistol in a ranked multiplayer deathmatch.
20	<b>Top The Midnight Club</b>	Come first in 20 different ranked standard multiplayer races.
20	<b>Wanted</b>	Achieve the highest personal rank in multiplayer.
30	<b>Auf Wiedersehen Petrovic</b>	Win all ranked multiplayer variations, all races and "Cops 'n Crooks", as both sides.
10	<b>Let Sleeping Rockstars Lie</b>	Kill a Rockstar developer in a ranked multiplayer match.