

Grand Theft Auto IV: The Ballad of Gay Tony

This section of our guide covers the Xbox360-exclusive DLC (downloadable content) in detail. Below, you will find links to the various missions available in the DLC. Click on the corresponding link to get help on any given mission.

Please keep in mind that there are numerous permutations in regard to the order in which these missions can be taken on. The list below is in order of how we went through, but you can find different ways to get through all of the missions if you so desire.

Please note that any mission name with an asterisk (*) next to it represents a made-up mission name, as those missions have no in-game title.

<u>#</u>	<u>Mission Name</u>	<u>Contractor</u>
01	<u>I Luv LC</u>	Tony
02	<u>Chinese Takeout</u>	Tony
03	<u>Sexy Time</u>	Yusuf
04	<u>Practice Swing</u>	Tony
05	<u>Kibbutz Number One</u>	Mori
06	<u>Blog This!</u>	Tony
07	<u>Bang Bang</u>	Tony
08	<u>Frosting on the Cake</u>	Tony
09	<u>Boulevard Baby</u>	Tony
10	<u>The Pill Popper</u> *	Margot
11	<u>The Frenchman</u> *	Arnaud
12	<u>Momma's Boy</u>	Mrs. Lopez
13	<u>Corner Kids</u>	Mrs. Lopez
14	<u>High Dive</u>	Yusuf
15	<u>Blog This! (Part Two)</u>	Tony
16	<u>Suicidal Margot</u> *	Margot
17	<u>Caught With Your Pants Down</u>	Yusuf
18	<u>Clocking Off</u>	Mrs. Lopez
19	<u>This Ain't Checkers</u>	Mori
20	<u>Going Deep</u>	Bulgarin
21	<u>No. 3</u>	Mori
22	<u>Dropping In</u>	Bulgarin
23	<u>A Compromising Video</u> *	British Club Girl
24	<u>A Pimp Robbery</u> *	Arnaud

25	<u>In the Crosshairs</u>	Bulgarin
26	<u>For the Man Who Has Everything</u>	Yusuf
27	<u>Not So Fast</u>	Tony
28	<u>Ladies' Night</u>	Tony
29	<u>Ladies Half Price</u>	Tony
30	<u>Party's Over</u>	Rocco
31	<u>Departure Time</u>	Tony
Etc.	<u>Base Jumps, Seagulls, Drug Wars, etc.</u>	Extra

As the game's opening cinema takes place, you'll find The Ballad of Gay Tony's main character, Luis, in a bit of a bind. Veterans of Grand Theft Auto IV's main story will remember the bank robbery scene involving the McReary brothers, and you'll find yourself viewing said robbery from a different point of view. Luis is on the ground, with a man armed with a pistol next to him. The bungling Irish brothers go through the motions, but as their explosive device detonates, many of them are shot. Ultimately, the robbery comes to a conclusion, with Luis briefly being interviewed by the police before heading off on his way.



Luis will then walk the streets of Liberty City for a couple of minutes. Take in the sights and sounds of this pseudo-New York City, as you see some familiar faces, including Niko, in various scenes. Ultimately, Luis will arrive at his destination. It's at this point that you will meet "Gay Tony" himself, a rich nightclub owner who employs Luis as his bodyguard. The two catch up with each other, and clearly have a good rapport. Luis and Tony fill each other in on business as Tony gets ready for the day.



Suddenly, an unexpected surprise occurs. Two low-level Italian mobsters bust into Tony's apartment, and they're clearly looking for something. Just what is it that they want? Money, of course! After some racial slurs are thrown back and forth, the mobsters cut to the chase, wield

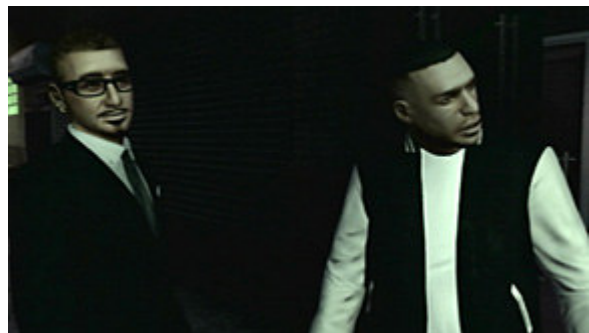
a pistol, point it at Luis and Tony, and make off with some cash Tony had stashed on a nearby shelf. And just like that, the mobsters leave. Following them out the door thereafter is Luis, and the surprisingly-calm Tony.



You'll find yourself on Feldspar Street, where Tony's pad is. Walk to the car Tony gets into in front of his building, and you'll be ordered to drive him to the Hercules Nightclub, which is located on Galveston Avenue in between Kunzite Street and Lorimar Street. When you arrive, a brief cutscene will ensue, as Tony gives instructions to one of his bouncers about an important client rolling through. When you regain control, turn the car around and head to Maisonette 9 Nightclub, also located on Galveston Avenue, in between Jade Street and Iron Street. This is your next destination.



When you arrive at Masionette 9, you'll get to roam around the club a bit. You'll be shown how to drink, dance and party, and you can do all of that at will. Eventually, however, Tony will call you on your cell phone, so be sure to pick up. When you do, he'll tell you that some of your (Luis') friends are outside causing trouble with another one of the bouncers. Head on upstairs and outside, and see what's going on. After cooling down the situation, Luis is given the night off by Tony, and heads off with his two friends.



All that's left to do now is drive your two friends back to their apartment. As usual, the GPS will bring you there in short order. Pay close attention to the conversation the three men have as the car heads northward towards their home on the western edge of Vespucci Circus, and you'll get filled in on a bit of the game's back story. Seems that Luis' friends are drug dealers, and that Luis himself was once caught up in that game, and even did some time in prison as a result. After dropping your friends off, you can then head to your own safe house on Galveston Avenue, in between Wardite Street and Vauxite Street. Pay attention to the in-game information on how to use all of your safe house's amenities!



Following the game's introductory mission, you'll get to explore your safe house and otherwise drive around Liberty City for a minute or two. During this time, you should receive a text message from Tony to meet him at the Maisonette 9 club. Drive due south from your safe house, and you'll get there easily enough, and in short order. Upon your arrival, you'll watch as Luis heads inside automatically, and waits for Tony to conclude a phone conversation. Hereafter, Tony rushes Luis back outside. It appears he needs to be driven to a location in Chinatown.



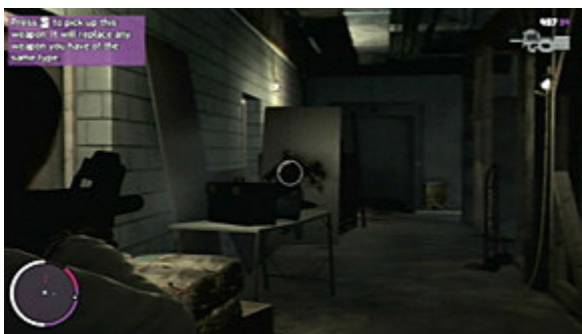
What's going on in Chinatown? As you'll find out when you're driving Tony to your destination at the southern end of Algonquin (more specifically, at the intersection of Albany Street and Diamond Street), he'll be pretty tight-lipped about what's happening. However, when you finally arrive at your destination, you'll get a better idea of just what's going on. Before you even enter the meeting, you'll see a Chinese mobster speaking with a familiar character (if you've played *The Lost and Damned*, that is). Then, you'll get your chance to do the talking.



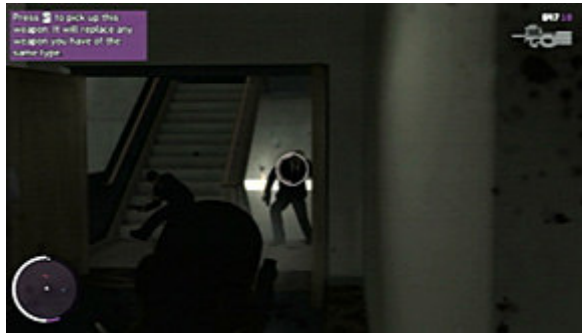
Indeed, it appears something nefarious is afoot. This Chinese mobster will try his hardest to keep things easy and polite, but it won't take long for the conversation to devolve. After Luis is rather clear that he and Luis aren't patsies to sort out the Chinese character's licensing issue, a gun is drawn. Seemingly in a bind, Luis eventually flips the script on this man, kicking the gun out of his hand and sending him to an unconscious swoon on the concrete ground. Unfortunately, a bullet is fired off from the gun, and the noise from the shot has alerted his friends to what's going on up here. Good thing Tony handed Luis a gun on the way over.



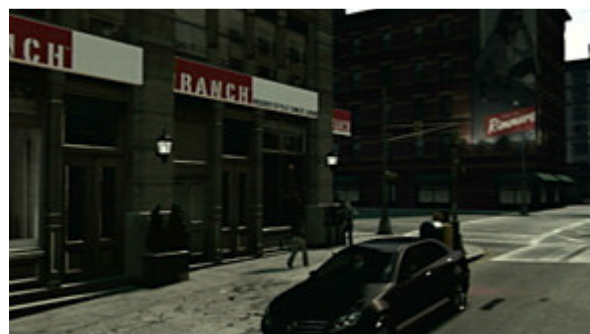
This strange looking gun "out of a sci-fi movie," as Luis puts it, will be your best friend as you attempt to get out of this half-finished building. You're several floors up, and getting down to the ground level and back outside will be no easy feat. If you've played Grand Theft Auto IV (and I can't imagine you haven't, if you're playing this DLC), you'll know exactly what to do, how to fight, et cetera. Combat hasn't changed at all. However, if you're in need of some combat-based help, be sure to follow the on-screen prompts as you move forward, since they'll instruct you on all of the rules of combat. There is *one* thing you'll want to ignore, however, and that's how to swap guns. While this will come in handy later, there is absolutely, positively no reason to swap out your powerful assault rifle for an Uzi. Keep that in mind as you move out.



Take things slowly. Luis is Tony's bodyguard in addition to being his partner, so don't expect Tony to wield a gun and help you out. As far as combat is concerned, you'll be on your own. Don't round any corner without looking first, and be sure to stare down to the bottom of stairwells when you approach them, since enemies are almost always on their way up. This is a pretty straight-forward battle with unintelligent AI, so there's no excuse for dying here, especially because not only will you be drowning in ammunition, but you'll encounter two pieces of body armor moving forward as well, if you need it.



Eventually, you'll reach the building's bottom level, an indoor mall of sorts. This is where your Chinese adversaries will put up their final fight. Clear these enemies out and emerge outside via a double glass door. You won't be able to proceed until the scared (and slow) Tony finally comes down the final hallway and emerges outside himself. Once he does, get in the car and drive him back to his place on Feldspar Street, following the GPS to get you there. Once you arrive, the two partners will, for the time being, bid each other adieu.



After completing the game's initial two missions with Tony, you'll be able to branch out a little bit. However, this won't be an instantaneous thing, so drive around for a few minutes until you receive a phone call from an unknown caller. Pick it up, and you'll find that it's a man named Yusuf. This is the guy Tony and Luis ran into at the club as they were leaving during the beginning of the game's second mission. Yusuf is a man with a lot of money, and he wants to meet up with Luis to discuss business. Since Yusuf got Luis' number from Tony, he figures it's okay, and heads on over to his penthouse, located on the eastern side of Middle Park, off of Columbus Avenue.



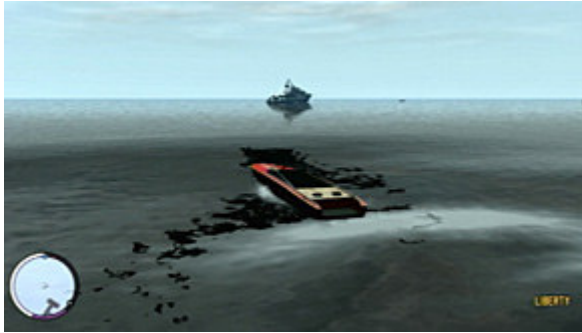
Upon your arrival, you'll run into the one and only Yusuf. This raging cokehead has too much money to burn, as evidenced by just about everything around you, including the mock replica of Liberty City made out of pure gold. Nonetheless, Yusuf isn't *all* talk. It appears he has something he wants Luis to do, and that something is to steal a helicopter for Yusuf's father. It sounds easy enough in premise, but as you'll soon learn, this mission can be a bit of a nuisance, and a bit of a hassle. Let's get going.



For starters, you'll need to boost a car and begin a southerly drive down to Algonquin's piers on the southwestern end of the borough. These piers are located off of the curvy Castle Drive. Your trip over should be an uneventful one. When you arrive at the docks, get out of your car. The game should prompt you to steal a nearby boat. Any boat will do. Once you're in the boat, head off from the docks, and the next leg of this pesky mission will begin in earnest.



Take a look at your HUD. A blue dot should be beckoning you out towards open water, where a beautiful, expensive yacht sits. This yacht has its own helipad, and on that helipad rests -- you guessed it -- the helicopter you have to steal. Unfortunately, simply approaching the yacht at breakneck speeds isn't going to benefit you very much in your pursuit to steal the helicopter. There's a patrol boat working its way around the yacht, and if you move too loudly or too quickly, you'll draw attention to yourself. So, patiently and slowly make your way to the yacht. Don't rush.



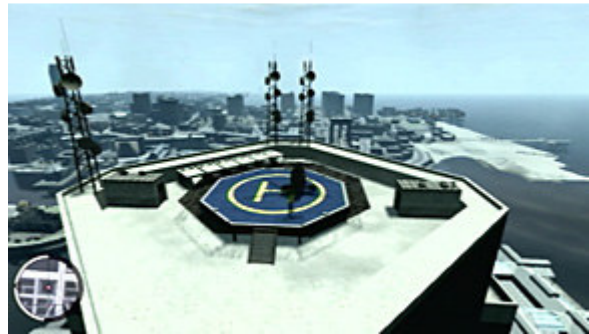
When you arrive at the back end of the yacht, quickly jump off of your small boat and onto the back of the yacht. A brief cutscene will show the party-goers on the boat, and they are oblivious to your presence, and will remain so until you get into the helicopter (unless you make a big scene on the ship, which you obviously shouldn't do). Run up the stairs leading to the yacht's deck, and quickly dash to the helipad. Get into the helicopter; at this point, the party-goers know you're here, so quickly lift off and begin making your way back towards the Liberty City skyline.



Don't get too excited, though! Perhaps one of the most obnoxious moments in the realm of Grand Theft Auto IV now takes place. Thankfully, if you fail this section of the mission, you'll start right back at the beginning of the segment, so you'll be able to try as many times as you want without having to do everything else you've already done. Three speedboats appear from near the yacht, and they are running drugs back to the shore. Your job is to take them out before they reach their destination. This sounds fun, and it would be if the helicopters in Grand Theft Auto IV had even the remotest semblance of control. However, because of the completely broken helicopter controls, you're going to have to work cleverly to get these speed boats, since your rockets don't heat-sink, and your machineguns aren't on a swivel. This means that if you want to fire at your enemies (which you must), you'll need to aim the entire helicopter at your target. There's no "good" way to do this, though your best bet might be to speed ahead of the speedboats, turn the chopper around, and fire at them from above as they run underneath you.



When the speedboats have been destroyed, all that's left to do is to turn the chopper around, and to head back to the city once more. A new marker will appear on your GPS, representing a helipad atop one of Algonquin's many towering skyscrapers. Take a leisurely ride over to the designated location, and remember to land your helicopter carefully and slowly. One wrong move, and you'll destroy the chopper. Land it down gently on the helipad, watch the brief cutscene that closes out the mission, and be thankful you don't have to fly that helicopter anymore... for now.



[Practice Swing](#)

Tony

To undertake this mission, head over to Tony's apartment on Feldspar Street. When you arrive, you'll find Tony freaking out. Something's always happening in Tony's world, and this time, it seems he's really messed up. He's sold the same property to two separate buyers, and now he's unsure about how to straighten things out. Luis lifts his spirits by telling him that he'll take care of things, and after a while, the two resolve to do just that.



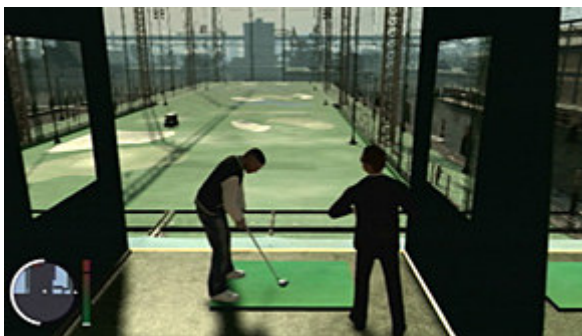
Your destination is the Golden Pier Driving Range, which is located near your starting position. The driving range is located on the western edge of the borough of Algonquin, due north of Castle Drive, west of Union Drive West. As usual, your GPS should get you there rather easily. When you arrive, it won't take long for you to get to the meat of the mission.



A cutscene will ensue, and you'll be introduced to a mobster named Rocco. Tony seems to owe money to a lot of people in Liberty City, and Rocco happens to be one of them. After friendly insults are thrown back and forth between the three men, Rocco gets down to business. Rocco, of course, requires a favor from you. A low-level mobster is down on the green below, and Rocco is going to go capture him and coerce information out of him. As you'll soon find out, you'll get to help Rocco out in a rather interesting manner.



Rocco heads on down to the green, and he'll hand Luis his golf club. It's up to you to do some golfing now, but you're not just going to wantonly hit the ball here. Instead, Rocco will find the aforementioned low-level mobster, tie him to the front of a golf cart, and drive around in an attempt to extract information from him. To help him, you have to aim at the front of the golf cart and hit a perfect shot, so that the ball strikes the man in his crotch (and ultimately, in his head). You'll have to do this three times, and after each successful strike, the cart will move, forcing you to readjust. Thankfully, golfing is easy enough here. Simply aim the reticule where you want it to go (the front of the golf cart), and use the meter at the bottom left portion of the screen to hit the ball properly. Follow the on-screen prompts if you need more detailed help while golfing.



The third strike on the mobster will cause more information to come out of him, but it's just at this time that his protection comes to save the day. A couple of vehicles full of armed

mobsters rolls up onto the green and begins to open fire on you. Naturally, you're going to have to help out. Absolutely, positively *do not* go down to the green itself. At least, not yet. Instead, head down a floor and use the perch there to shoot down on your enemies from above, in a relatively safe position. Seek cover when necessary, and don't commit to going down to the green until you've all but wiped out the enemies down below.



When the last enemy mobster has been dispatched, the game will prompt you to jump into the nearby golf cart, which you should do as quickly as possible. Then, begin driving in pursuit of Rocco, and away from your armed pursuers in the trucks behind you. Don't worry about returning fire on your enemies, as Tony will actually wield a pistol of his own here to help you out. As long as you keep pace with Rocco and keep sustained damage to a minimum, you should be able to escape relatively easily to a predetermined location, at which point Rocco will bid you a temporary adieu. Now all that's left to do is to drive Tony back to his pad on Feldspar Street. For massive lulz, do so in the slow-moving golf cart.



[Kibbutz Number One](#)

Mori

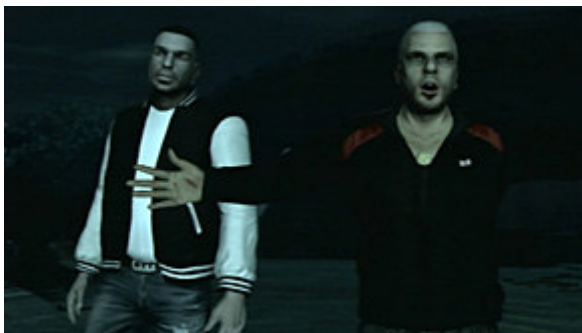
At some point, Tony will call you up and let you know that someone he owes money to needs some help (big surprise!) This guy's name is Mori, and he's located over in Broker, off of Mohanet Avenue on the western edge of the borough. Get there however you want -- it will likely involve you driving over the Broker Bridge or Algonquin Bridge from the borough of Algonquin. When you arrive, you'll find a rather strange, eccentric bodybuilder named Mori. This guy seems awfully familiar, doesn't he? Well that's because, as you will soon find out, Mori's little brother is none other than Brucie, who shows up on the scene eventually. Nonetheless, after some ribbing back and forth, Mori and Luis head outside to go about their business.



When the cutscene's run its course, you'll find yourself automatically placed in a nice car outside of Mori's and Brucie's place. You'll have to drive due northward, to the borough of Bohan, in order to continue on with your quest. As usual, the GPS will get you to your destination rather easily, but if you're looking for a good route to use, simply head northward to Harrison Street, bear westward over the East Borough Bridge, drive north over the bridge, over Charge Island, and into Bohan. You can then head to the southern end of Attica Avenue, along the docks, to proceed with the mission at hand.

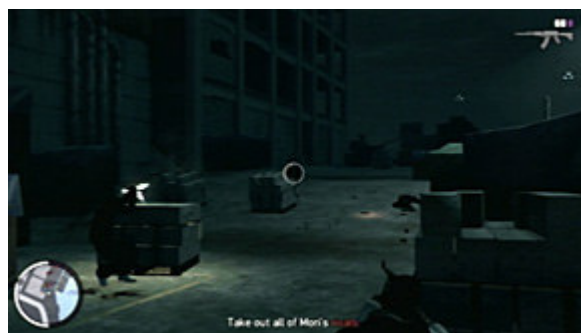


When you arrive at the southern edge of Attica Avenue, you'll be asked to step out of the car and approach the nearby dock. Do just that. When you do, a cutscene will ensue. It appears that some low-life drug dealers are Mori's new target. These guys have been ripped off by Mori in the past, and refuse to do business with him anymore. Instead of doing business, these guys become outright hostile, forcing you into a gunfight right there at the docks.



Luis will automatically seek cover, and you'll be able to kill most of the enemies from behind this very cover. Mori will also take up arms against these foes, so you'll have some help in taking down this rather minor threat. The red dots on your HUD represent enemies in your vicinity, so you should be able to spot where they all are. If you're getting shot at from an unknown location, the fired shots are likely raining down on you from the building to your left, so be sure to take out any gunners up there, *especially* the foe with the RPG, as he can

end your day *real* quick if you aren't careful. Then, continue to press down the dock, eliminating any remaining foes.



When the last enemy at the far end of the dock is finished, a brief cutscene will show Luis and Mori running to a boat docked nearby. The drug dealers are making their getaway in three boats of their own, and it's up to you to chase them. Don't worry about firing shots, as Mori will do all of that for you. Instead, follow the on-screen instructions to wield and toss explosives at the enemy boats. To do this effectively, you're going to need to get right next to the boat in question. Then, use the D-Pad, as instructed on-screen, to detonate the explosives. Do this to all three ships before they reach their destination, and you'll be right as rain. All that's left to do now is to drop Mori off at shore, and this mission will come to a conclusion.



[Blog This!](#)

Tony

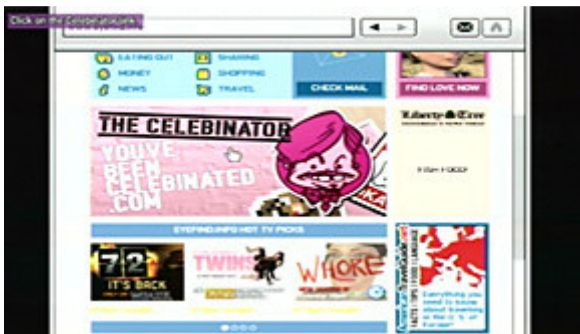
Acquiring this particular mission will require you to head to one of Tony's clubs, the one called Hercules, located on Galveston Avenue in Algonquin. When you arrive there, you'll find Luis dishing back and forth with one of the doormen, an artist who isn't content working the door of a club. After Luis puts him in his place, Tony shows up with a girl named Gracie. After doing some complaining, Tony orders Luis to come with he and Gracie. So, get in the car, and we'll be on our way.



Your first order of business is to bring Tony and Gracie back to Gracie's place, which is located in Alderney. More specifically, it's located on the main thoroughfare known as Babbage Drive. Getting there is simple enough with your GPS -- you'll be forced to use the Booth Tunnel to get over to Alderney, where you can go south from there to reach her house. All the while, you'll hear Gracie, Luis and Tony talk about all sorts of stuff, but the conversation will ultimately deviate back to the blogger that's been talking smack about Tony. Tony wants something done about him, and Luis obliges. You can undertake this next leg of the mission as soon as Tony and Gracie have been dropped off.



The end of the mission is easy. Once you've dropped your passengers off, all you have to do is head to the nearby internet cafe, located off of Vitullo Avenue on the western end of the borough. Your GPS (of course) will provide you with the quickest route there. Once you've arrived, head on inside and sit at any computer. Logon to the internet and use the link from the first page you encounter to reach The Celebinator's page. You'll find a few stories about Luis and Tony on there, but it's the one at the very top of the page that's key. Read what it says, and then click to leave a comment. Luis will write a little something, and you can post it. Then, leave the internet cafe. Luis will call Tony, which will end this brief mission.



Bang Bang	Tony
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This mission has a rather humorous opening cutscene. After heading to Tony's place on Feldspar Street, Luis will walk inside to find Tony's friend Evan dancing to a Hall and Oates record. After a humorous interaction between Evan and Luis, Luis will go into Tony's room to find him drugged-up and passed out on his bed. Luis gets him out of bed, drags him into the bathroom, splashes some water on his face, and helps him out of the room. After knocking Evan out, Luis and Tony walk to the front door. It appears Tony has some bombing to do -- literally -- but he's in no shape to be executing such attacks. After Luis knocks Tony out for being belligerent, he takes the case of explosives from Tony and goes on his way.



The idea of this mission is to use the explosives in the case to go after three different targets. The first target is a construction foreman. He's located at the nearby construction site, and operates the gigantic crane there. Jump into any car, and the GPS will get you to your destination in short order. You're looking for the segment of Frankfort Avenue that's under construction, nestled in between Iron Street and Hematite Street. Once you're there, the game will instruct you on how to use your explosives. Run up to the base of the crane, chuck three explosives onto it, and then back out of the construction area. Follow the on-screen instructions to detonate the bombs, and watch as the crane hurdles towards the ground. That's one target down.



Your next target is a moving, out-of-service train. Since it's not a static target, you need to jump into a car and get to the train's location as soon as you can, or you may miss it completely. You'll be able to meet up with the tracks the train is running along near the northern end of Frankfort Avenue in Algonquin. Jump down onto the tracks and keep an eye out on your HUD, since it'll inform you when the train is forthcoming. Keep moving slowly and let the train get next to you. Then, throw three explosives at it through your window as quickly as possible. With three explosives affixed to the side of the train, you can then back off and let the train pass you by. Detonate the explosives when the train is in front of you, and watch the fireworks.



Your final task is to blow up an airplane at the Francis International Airport, which is located at the far eastern end of the large island that Broker and Dukes share. There's a catch with this final task, however, since you'll have to get to the airport before a certain time (which will depend on what time it is in your game when you undertake the mission). So, book it like crazy over to the airport, doing whatever's necessary to give yourself enough time to destroy the plane as possible. After breaking through the gate onto the tarmac at the predetermined location shown on your HUD, a new dot will appear. This red dot represents the plane, which may or may not be moving by the time you arrive at the airport, depending on how quick you were. Pull up next to the plane and throw three explosives at it. Then, give yourself enough room and detonate the bombs. With the plane destroyed, this mission will conclude, but first, you'll have to lose the significant cop presence that's all over you. Good luck!



[Frosting on the Cake](#)

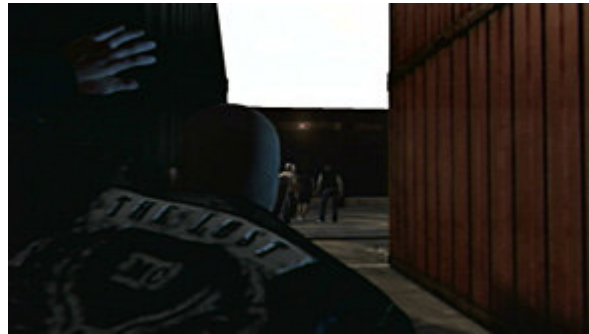
Tony

To undertake this mission, you'll once again need to head over to Tony's apartment on Feldspar Street, at the southern end of Algonquin. When you arrive, you'll find some familiar faces in Tony's living room, doing coke and generally having a good old drugged-out time. Evan is there, as well as Rocco, Gracie, and an unknown girl. Tony, of course, is passed out on the floor. Tony wakes him up and runs his head under the water yet again, and then they go outside. Tony gets into his limousine, leaving Luis to drive around his favorite person in the world -- Evan.



Your destination is over in Broker, a pretty familiar location for you if you're a veteran of Grand Theft Auto IV's main quest. Specifically, you're headed over to the Broker Navy Yard; your GPS will bring you there easily enough. After driving with Evan for a time and finally extracting some information out of him, you'll know by the time you arrive at the yard that you're going to buy some black market diamonds for two million dollars, money which may or may not be Tony's. The deal seems to go off without a hitch, but if this seems familiar to you, that's because it is. In the other GTAIV-centric DLC, The Lost and Damned, you play this mission from another point of view. You'll see some familiar bikers sneaking around,

waiting to spring on those diamonds. After the deal is done, you'll be able to spring into action, defending the diamonds from the aggressive biker gang, The Lost.



For the first part of the escape, you won't be driving. Instead, someone else will take the wheel while you expertly throw explosives out of the window towards various enemies you encounter. Don't worry about spamming explosives here, as the game appears to give you more if you need them. You won't only have twenty-five to use for the duration. Remember to throw explosives and quickly detonate them. Static targets are easy enough to destroy, but since you'll be encountering plenty of moving targets as well, it's definitely a good idea to work on timing your throws and subsequent detonations. Throw at areas where you think the enemies will be when you decide to detonate the bombs. And of course, with enemies coming near you, you can simply throw the bombs on the ground directly behind you and detonate immediately.



Eventually, things will get decidedly more complicated. When you've managed to shake the bikers, the cops show up. You'll need to bomb them off of the face of the planet as well, so use the same techniques you've been using, and you should be fine. They'll throw a wrench in your escape plans when you're crossing the bridge back to Algonquin, first by sending a helicopter your way, and then an armored tank. Thankfully, both can be taken out easily with your explosives; simply wait for them to get close, throw, and detonate. It's at this point that the driver of your vehicle will be shot by the cops, so you'll now regain control of driving the vehicle. All you have to do is lose the cops, and you can then bring Tony back to his place to end the mission.



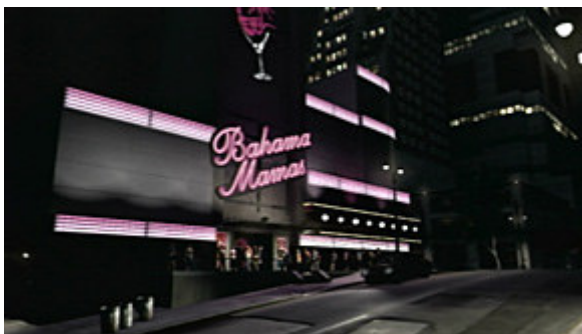
[Boulevard Baby](#)

Tony

This particular mission can be undertaken by visiting Tony at the Maisonette 9 club, located on Galveston Avenue, on the western edge of Algonquin. When you arrive, you'll watch a rather interesting (and all together inappropriate) scene, before you finally see Luis meet up with Tony. Seems that Tony has some powerful Russian mobsters at the club tonight, and he's going to play nice with them. These are guys that can make or break Tony, so free drinks is the least he can do. After schmoozing with the Russians for a few minutes, Luis and Tony then head on out to a car parked outside.

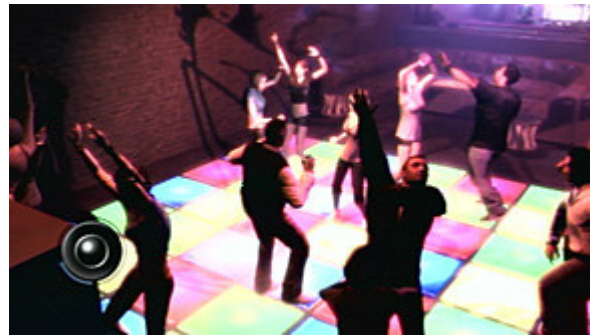


The first leg of this mission involves driving northward for just a moment, to the Bahama Mamas club, located on Lorimar Street. When you arrive, you'll see what a bustling club actually looks like, with a long line of patrons waiting to get in. Get out of the car and head on inside; none of the bouncers, or anyone else, will give you a hard time when you do. What you want to do is head to the dance floor, which is covered with people. The ridiculous, disco-like flashing lights should give away its location.

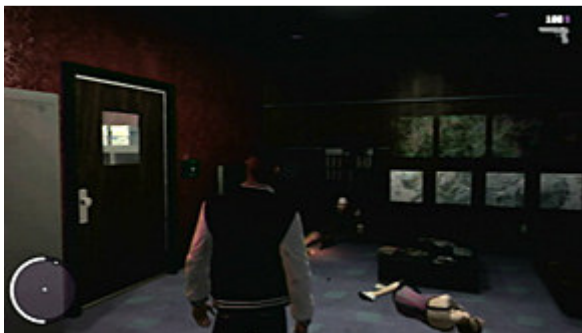


The game will eventually prompt you to meet a woman named Monique. She'll appear as a turquoise dot on your HUD. Approach her, and you'll be asked to start dancing with her. If you were paying attention early in the game, then you'll know full-well how to dance by now.

It's simple, and you can even tell the game to give you instructions if you need them. The idea here is to dance successfully with Monique long enough that the circular dance meter in the lower left hand corner of the screen fills up entirely. This will impress Monique.



Monique is so impressed, in fact, that she'll whisk Luis into the back room of the club, and the two will begin to go at it with one another. Unfortunately for Luis, however, this doesn't last very long. Monique's boyfriend busts into the room and catches Luis and Monique in the act. And that's when everything falls apart. After beating Monique, this guy will pull a gun on Luis. Put him down quickly, and then work your way out of the club slowly, shooting the various bouncers that will pull guns on you. Don't advance too rapidly, or you'll get cut apart. Instead, coerce enemies out of their hiding spots by moving towards the front doors slowly. Once you're outside, you're home free. Simply dash away from the club as quickly as you can, and when you're far away enough, the game will tell you that the mission has ended in success.



[The Pill Popper](#)

Margot

If you head to the corner of Kunzite Street and Frankfort Avenue on the western side of Algonquin, you'll find a girl sitting on a stoop. When you approach here, a cutscene will take place. It appears that Luis and this girl know each other. Her name is Margot, and she was one of Luis' many flings. Except, while Luis is over it and has moved on, she hasn't, and it's been over a year. Margot is a quintessential drama queen, evidenced by the fact that she just took over thirty sleeping pills and pain killers. On the verge of death, it's up to you to get her to the hospital before all is lost.



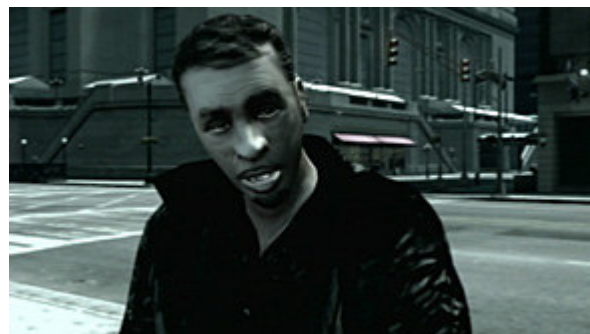
This brief side mission will conclude shortly. Get into any nearby car, and Margot will follow. All that's left to do now is to follow the GPS on your HUD to get to the nearest hospital, which is almost certainly going to be the one on the eastern side of the borough, on Jade Street near Albany Avenue. Time is of the essence for Margot, though it's not certain whether she'll just up and die in your car if you don't drive to the hospital quickly enough. Nonetheless, enjoy the psychotic ramblings of an obsessed girl en route to the hospital. When you arrive, Luis will ask her to go into the hospital on her own. That's that.



[The Frenchman](#)

Arnaud

On Columbus Avenue in between Garnet Street and Hematite Street, you'll find a restaurant called Viendemorte. And in front of that restaurant, you'll find a Frenchman named Arnaud. A cutscene will ensue when you approach him. This cigarette-smoking character has a lot to say on a lot of issues, but in general, he seems pretty good natured. After he and Luis strike up a bizarre conversation for a few minutes, Arnaud will rather bluntly ask Luis if he has a car. After all, he needs a ride to some random appointment.



Arnaud's appointment will bring you to the southern end of Algonquin, where a massage parlor sits on Amsterdam Avenue. The GPS on your HUD will bring you there quickly enough. Enjoy the rather random conversation Arnaud and Luis have en route, and when you

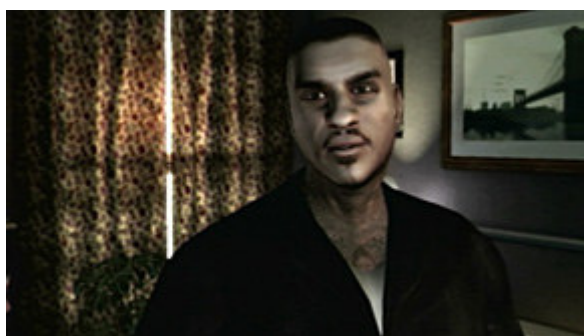
arrive at your destination, simply pull in front of the massage parlor to let Arnaud out. Now *that* was a random encounter, and a brief one at that.



Momma's Boy

Mrs. Lopez

Undertaking this mission will require you to go up to Luis' mother's house, which is located at the far northern end of Algonquin. More specifically, the apartment is located at Frankfort Avenue, near Xenotime Street. When you arrive, you'll walk into Luis' mother's apartment only to find another young man in there, drinking a cup of coffee. Don't worry though -- Luis' mom isn't dating a younger man. No, this is a loan shark, and his name is Santo. It appears that Luis' mom fell on hard times and approached him for some money, and now she can't pay it back. After some words are exchanged between the two men, Luis agrees to help Santo out in order to pay off his mother's debt.



From here, you can wrap this mission up quickly, and with very little effort. All you have to do is walk southward down Frankfort Avenue with Santo, as he talks to you and tells you what you need to do. You'll eventually approach and walk down an alleyway, which leads to a door that itself leads to a secret cage fighting location. You have to fight and defeat the first two fighters, and then take an intentional dive in the third fight. Doing this is rather easy -- follow the on-screen instructions to fight effectively, and then follow the on-screen instructions again to take a dive. Be certain you take a dive only when your health is more than half gone, or you will fail the mission and have to try again!



Corner Kids

Mrs. Lopez

Head over to Luis' mother's apartment at the north end of Algonquin, off of Frankfort Avenue. When you arrive, you'll watch a lengthy cutscene with Luis and his two friends from the old neighborhood. While Luis has moved on to other parts of the city, and to a much more lucrative job, his old friends are still slinging drugs, and not being too smart about it, either. Luis gets into a conversation with them as they walk towards Luis's mother's apartment. After speaking to his mother outside, the boys tell Luis that they have a deal that they can loop him into. Luis says that the last time they went into business together, he went away for two years. Nonetheless, he agrees to go see what's up. This has "bad news" written all over it.



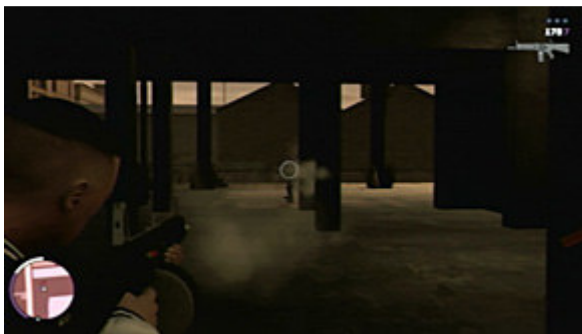
Get in Luis' friends' SUV, and begin your drive towards the western coast of Broker. As usual, the GPS will bring you where you need to go. The quickest route will no doubt bring you south in Algonquin, and then east over the Broker Bridge. Once you're over the bridge, you can then nestle your way towards the docks on the western edge of the borough, off of Mohanet Avenue. When you arrive, you'll run into Luis' friends' connection, but it doesn't take long for things to sour. Sirens are heard in the distance -- lots of them -- and the boys scurry away from one another after spreading around the blame as to who brought the cops to the scene. Regardless of who's to blame, you better get ready for a fight!



This fight with the cops will be a lengthy one, but thankfully, you'll never be in much danger, as long as you battle smart. Stay behind the brick wall you begin the fight behind for the duration of the first half of the conflict. Your friends may run out and fight the cops from a closer range, but don't follow their lead until you're sure it's safe. Simply take your time and fight from behind the wall. If you want to cause the cop cars the police are using as protection to explode, feel free to aim at their front ends, which will detonate both of them in short order. When this first wave of cops are felled, you can then run forward to the other side of the street, to clean up any residuals.



The second half of the battle will begin when the enemies across the street from where the drug deal was supposed to go down have been eliminated. You may be confused as to how to proceed, but just wait. Police reinforcements will show up on the far side of the wall ahead of you and to the left, and they will bust a hole through said wall, allowing you to head through. Deal with these heavily-armed police as well, again staying behind cover for as long as possible. Things will get complicated when you and your friends try to flee the scene, and a police chopper shows up. You'll find yourself automatically armed with an RPG, which you can use to take down the helicopter with one well-aimed shot.



Once the last wave of police are killed and their chopper is downed, you're free to jack any car around you and head back to Algonquin. Be sure you don't leave the area without *both* of your friends in the car, or you may fail the mission and be forced to try again. As usual, follow the GPS back to where you need to be, and listen to the humorous conversation that ensues as you head off. It appears that Luis' friends have roped him back into the business, and as a result, a new feature in this DLC appears -- Drug Wars. These optional side missions are now unlocked, and by undertaking them, you'll help Luis' friends gain more and more money, and earn a profit yourself. Once you've dropped your friends off at Vespucci Circle, this mission will come to a conclusion.



High Dive

Yusuf

Head over to Yusuf's ridiculously nice apartment off of Columbus Avenue, overlooking Middle Park. When you arrive, the ever-crazy Yusuf will be on the phone with a business associate. Then, his father calls, and you suddenly realize that all of the money, wealth and material possessions around him aren't really his, but his father's. Nonetheless, Yusuf is undeterred. It appears that he has a big deal in the works, and he needs Luis to come along with him to somehow legitimize it. Luis agrees, and the two men head outside.



Once outside, you'll find yourself automatically placed in one of Yusuf's convertibles. The idea is to drive over to the Rotterdam Tower, which is near the southern end of Algonquin. It's a posh building squeezed in between Denver-Exeter Avenue, Hematite Street, Frankfort Avenue and Garnet Street. The drive over there should be an uneventful one. However, when you arrive at the tower, you'll find that Yusuf is apprehensive to head on up and speak with his friends. Instead, he asks you to go up and scope things out. Agree, and head inside the tower's lobby. Once inside, you can take the elevator up to the tall building's observation deck.



Once you're up on the observation deck, take a look at your HUD. The turquoise-colored dot represents Yusuf's two friends, so seek them out. When you approach them, a cutscene will

ensue. These guys almost immediately seem nervous, and for good reason. They're planning on taking out Yusuf and doing business without him. Luis quickly hones-in on their plan and threatens one of them. When he doesn't spill the beans, Luis rather casually throws him off of the building. His bloodied, deceased body lands in a cab on the surface. Then, Yusuf's other "friend" runs off in an attempt to escape. Let the ambush begin.



You'll have to fend off the heavily-armed police here, as well as other goons, but thankfully, Yusuf handed you an extremely powerful auto-shotgun before you got out of the car. This weapon is a beast, and will easily be able to take out enemies with a single hit. Indeed, even the helicopters that show up on-scene can be destroyed with four or five hits of the shotgun. Don't neglect to take the choppers out, as their machineguns can rip you to shreds, and are the only real danger throughout this mission. You'll run into a few helicopters, so always be on the lookout for them as you continue to climb higher up the building, using various staircases and ladders. Don't rush around, however, as there could be a foe around any corner or atop any staircase or ladder. Be cautious!



When you finally reach the long ladder heading up to the very tippy-top of the building, you'll have to climb quickly (follow the on-screen prompt to do so). Eventually, you'll reach the apex of the building, where Yusuf's "friend" can be found. He offers up a parachute so that Luis can take a dive off of the building to reach safety below. Luis even seems like he's going to let the man live, but when he postures like he's going to hit him, the man falls off of the side of the building, and meets the same fate as his associate did a few minutes ago. Now, it's time to jump off of the building. Do so, following more on-screen prompts to correctly navigate, use your parachute, et cetera. When you land on the ground in one piece, the mission will conclude. And there's more, because now, you can do base jumping missions around the city. Nice!



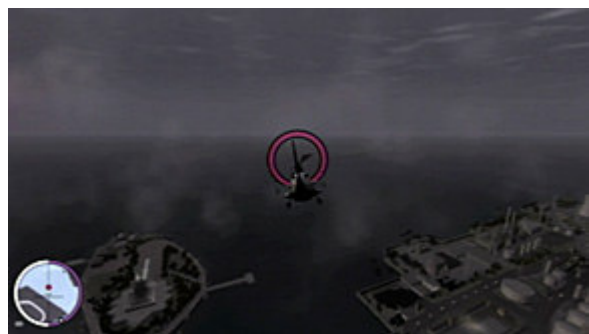
[Blog This! \(Part Two\)](#)

Tony

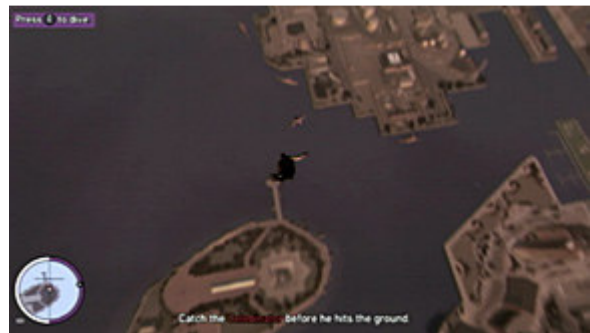
At some point, you'll get a phone call from Tony. Remember the mouthy blogger, the guy who has been talking a lot of smack about Luis and Tony on his celebrity blog? Well, we're going to finally deal with him. In an earlier mission, called Blog This! (just like this one is), you sent him a message and asked if there was any way they could bury the hatchet. Now, you'll get the chance to do just that. Drive over to the docks on the western edge of Algonquin, off of Union Drive West. You'll be able to drive right up to the dock holding a helicopter. We're going to go on a brief little tour of Liberty City, aerial style.



Get into the helicopter, and get ready to deal with GTAIV's epically-broken chopper controls. Thankfully, the level of frustration you'll deal with here isn't anything when compared with the level of frustration you met during the helicopter theft mission, so no worries. If you got through that mission successfully, you'll be fine here. Simply fly upward, and take a look at your HUD. Pink dots will represent circles in the air that the helicopter must collide with in order to continue. Make sure not to miss these circles! They exist at different altitudes in addition to being scattered over the water, so keep moving, take your time, and be sure not to miss any of the circles.



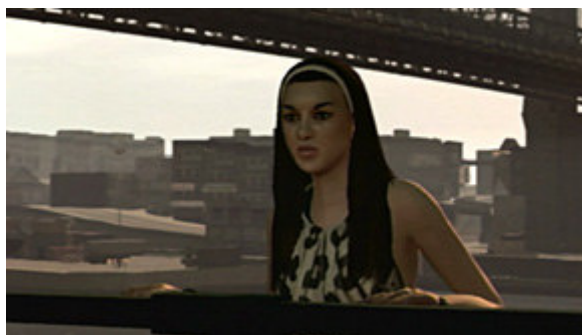
After you go through the third circle, Tony will take control of the chopper, and you'll now get to do exactly what you thought this mission would allow you to do -- rough up the blogger. You'll get to punch him and slap him all you want, but to get the ball rolling on the mission's endgame, you'll ultimately have to shove him out. But you can't let him die! Immediately bail out of the helicopter yourself, and chase after the blogger's falling body. Catch up to him as quickly as you can, and once you catch him, immediately let loose your parachute. Land on the ground carefully, and avoid the water at all costs. If you let the blogger fall to his death, catch him but neglect to open your parachute, or land in water, you'll have to do this all over again. So be careful!



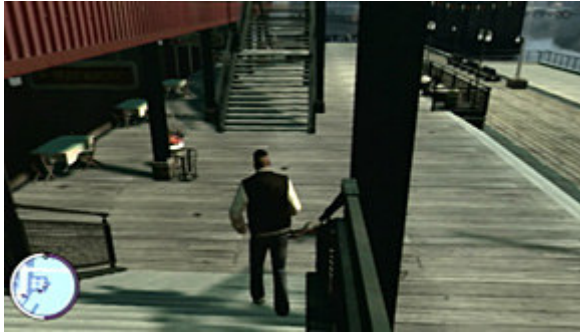
Suicidal Margot

Margot

Remember Margot? She's the crazy girl that Luis dated a year or so ago. If you did the side mission we named "The Pill Popper," then this mission will pop up later. You'll have to head to the stick-figure icon located off of Privateer Road/Union Drive East, at a dockside building. Climb the stairs upward to run into her. Margot is a drama queen, and she's now threatening to commit suicide because Luis doesn't want to marry her. Luis tries to talk her out of her plan, but she then wields a letter saying that it says Luis is responsible for her death. Then, surprisingly, she jumps, killing herself. Luis is now in a bind.



Because Luis was with her when she jumped, all passer-bys saw was Luis standing where Margot was. It appears as if he actually pushed her, and now, these passer-bys are chasing Luis, and are out for blood. All you have to do is get out of the vicinity. The cops will eventually be called, meaning you need to lose them as well. It doesn't really matter *how* you get out of dodge here, as long as you get away. Just get in a car and drive away, until you lose the cops.



Caught With Your Pants Down

Yusuf

Head over to Yusuf's posh apartment, located on Columbus Avenue, overlooking Middle Park. When you arrive, you'll run into a rather humorous scene, where an extended cutscene will take place. Yusuf, with no pants on, is running around his apartment dancing with a gold-plated Uzi in his hand, doing coke and hanging out with a disgruntled hooker. After speaking for a few minutes, things get even more interesting when Yusuf's father shows up. Extremely angry at the scene he's found, Yusuf forces Luis to leave. He'll get in touch with him once he can give his father the slip.



As soon as you find yourself outside, get into the convertible in front of you. Yusuf will eventually call you and tell you to head southward to Star Junction. So, do just that. The GPS will bring you to your destination, which is specifically located at the intersection of Kunzite Street and Burlesque. When you arrive there (just outside a Burger Shot), you'll see Yusuf flying towards you in a diesel-looking helicopter. You'll be ordered to get in the chopper, so abandon your car and get in the helicopter to continue.



Use the helicopter's broken controls (you should be used to them by now) to catch up with another helicopter, which will be flying around Liberty City, and will be represented on your HUD. This helicopter is carrying an APC to police headquarters, and Yusuf wants it. The idea

is to fly up close to the helicopter, which is easy enough to do. Once you do that, the more complicated leg of the mission begins. Yusuf will take control of the helicopter (thankfully) while you wield a sniper rifle. You have to shoot the four bolts off of the helicopter's cables that are holding the APC in place, and you should use the sniper rifle's scope to do this. This can be frustrating, but all-in-all, your patience (and accuracy) will pay off. If you're confused, the bolts are attached at the end of the ropes, along the APC, and are yellow in color.



As long as you're quick enough in shooting the four bolts, the APC will fall wherever it may. It all depends on where you were when the bolts were shot off. Once the APC falls to Earth, you can jump out of the helicopter, using your parachute to land safely on the surface below. Once you do that, follow the dot on your HUD to reach the APC's location. You may want to use a car to get there quickly and efficiently, though you can walk or run if you so desire. Once you get to the APC, the endgame will commence.



The APC is heavily-armored, but it doesn't have much in the way of weaponry (after all, it's a personnel carrier, not a tank in the classical sense). So, you're going to be hard-pressed to combat the cops that are swarming all over you as soon as you arrive at the APC's location. Quickly get in the armored vehicle, and Yusuf will call you, telling you to bring the APC to a predetermined location. Unfortunately, until you lose the cops, you won't see this destination on your map or HUD. So, lose the cops. It's going to take some time, because the APC just doesn't have much speed behind it, but because it's so heavily-armored, you should be able to sustain massive amounts of damage, and smash through most vehicles as well. Once you finally lose the cops, you'll find that your destination is at the far southern end of Algonquin, in an industrial location off of Flatfish Place. Bring the APC there, and your mission will end in success.



Clocking Off

Mrs. Lopez

Head up to Luis' mother's house, located at the far northern end of Algonquin, off of Frankfort Avenue. When you arrive, you'll find Mrs. Lopez feeding both of Luis' delinquent friends, who are eating up her home cooking ravenously. However, your time spent at your old home will be short, as Luis has come here to get his friends and go about their business. The cutscene ends with Mrs. Lopez, as usual, scolding Luis for his lifestyle. After rightfully pointing out that she still takes money from him regardless of where she thinks he gets it from, Luis and his two buddies are on their way.

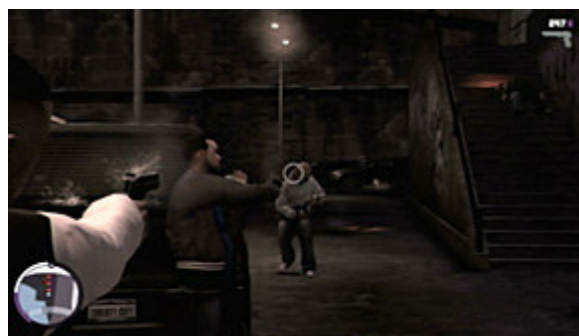


Once you gain control outside, head over to the SUV that they're already sitting in. Your destination isn't too far off. You're headed to an isolated pier off of the western edge of Bohan. Your GPS will get you there in one piece; you'll likely need to go ahead and cross the Northwood Heights Bridge to get there, but the trip won't take you more than a minute or so. When you arrive at the predetermined location off of San Quentin Avenue, you'll catalyze a cutscene. Your friends' friends will be moving drugs off of a boat and into the back of the SUV. Meanwhile, you have some business of your own to take care of.

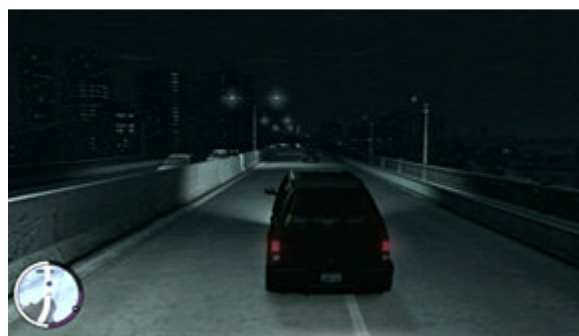


Head down to the docks, where the speedboats are being unloaded of their illicit cargo. You'll need to hang down there for a moment or two, which will catalyze the violent events that end

this mission. A rival gang predictably shows up and tries to take the drugs by force. This will ignite a multi-wave assault on the docks. As usual, your GPS will be your best friend here. The myriad red dots on your HUD represent enemies. If arrows that point up or down appear over any red dot, that means the enemy is above or below you. Keep that in mind as you plan your assault. The three primary waves of enemies that appear will do so higher and higher up, so keep that in mind as well. This gives your foes a distinct height advantage, since they can shoot down at you rather easily while resisting your counterattack attempts. Even the playing field by attacking from close quarters.



Eventually, you'll fell the third and final wave of enemies. It's at this point that you have to get away from the docks where everything went down. Quickly make your way back to your car and escort the other SUV back to your final destination, which is a garage located back in Algonquin, along Vespucci Circle. As long as you get to your car rapidly and get away from the docks, you'll pass the cops coming to the scene, and they won't be any the wiser as to who you are. So work quickly! Cross back into Algonquin, follow the GPS to the garage, and leave the drugs there. This will conclude the mission.



[This Ain't Checkers](#)

Mori

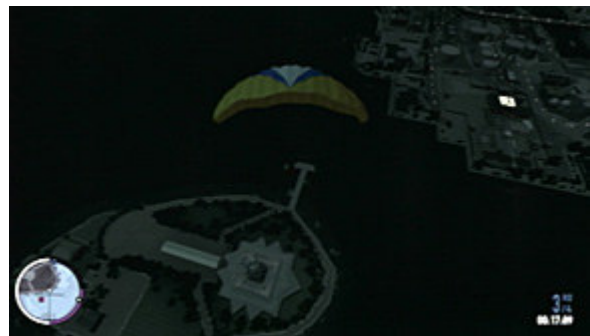
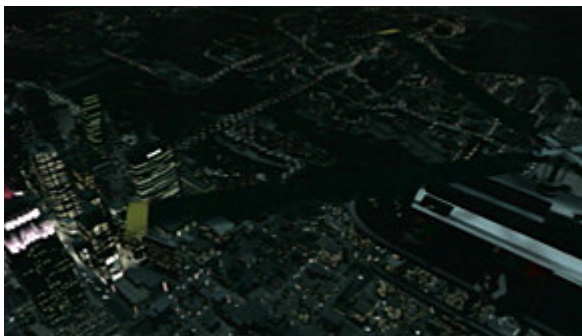
Undertaking this mission is as easy as going to Mori's place along the water in Broker, on Monahet Avenue. When you arrive, you'll see an extremely brief cutscene, especially when compared to many other mission-starting cutscenes you've seen in this game so far. You'll see Mori playing chess with his brother Brucie. However, you're only seeing the last move, as Mori mates his brother, puts him down, and then leaves the apartment. Sadly, Brucie is left crying at the table, by himself. C'est la vie.



When you find yourself outside, get into Mori's car. He'll ask you to drive to a helipad on the southern end of Algonquin, which will require you to head back over the Humboldt River, due westward. The GPS will give you the best route to get there, which will have you take either the Algonquin Bridge or the Broker Bridge. Either way, you'll ultimately arrive at Flatfish Place, where the "Helitours" helipad can be found. But don't worry -- this mission won't require you to utilize GTAIV's horrendous helicopter controls. Be thankful!

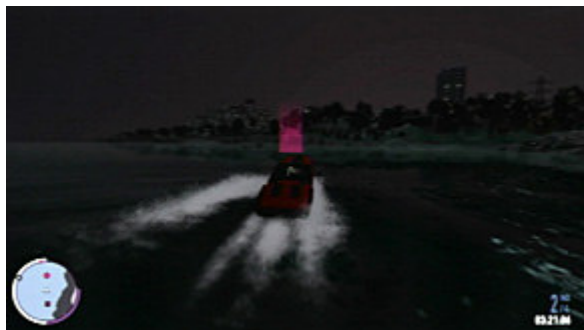


You'll actually get the gist of what this mission is all about, and what it entails, as soon as you get into the car with Mori en route to the helipad. But just to quickly recap for you, Mori has challenged you (as Luis) to a multi-vehicle race around Liberty City. If you win, Mori will remove Luis and Tony from any more contractual obligations with him, and you won't have to deal with him anymore. If you lose, Luis will be compelled to forever be Mori's servant. Of course, the latter doesn't actually happen, because if you lose, you can simply try again.



You'll start things out by parachuting out of a moving helicopter over Happiness Island. The first of two vehicles you'll use in this race is docked off of the western coast of Happiness Island, so pay attention to your HUD and attempt to land as close to the dock as possible. Then, quickly scurry over to one of the speedboats waiting there for you and begin heading on your way. To stop you from taking any route you want to the end of the race (which is near Middle Park in Algonquin, if you're curious), you'll have to collide with dozens of pink-

colored markers strewn around the race. While you don't have to run directly into these with your boat, you must get near them. Be sure not to miss any, or you'll be forced to turn around, effectively ending your race. As long as you can get to shore in second place (or better), you'll be in prime position to win it all. The water race is certainly not difficult, and there are very few obstacles to avoid.



The final section of the race requires you to get into one of four extremely nice, fast cars parked along the shore where the boat leg of the race ended. Just like during the water race, this will require that you collide with pink markers strewn throughout the course, so that you don't try to cut any corners. As mentioned earlier, if you're in second place (or better) by the time you get here, you can go at a pretty leisurely pace and still win it all. The markers are a little more sensitive on land, so be sure to collide directly with them, and pay attention to the arrows within the markers, since they'll indicate the general direction of the next marker. When you reach the finish line in first place, you will have won it all. Goodbye, Mori!



[Going Deep](#)

Bulgarin

Remember Bulgarin? If you played Grand Theft Auto IV's main quest with Niko, then you certainly will. In this DLC pack, you initially ran into him at one of Tony's clubs earlier in the game. Now, he wants you to take care of some business for him directly. When you're ready, head over to his house in Dukes, located on Stillwater Avenue. When you arrive, you'll be let in by one of his goons, and you'll quickly get to talking with him. It appears that Bulgarin has a hankering for a hockey team. More specifically, it appears that he wants to own one. But there are some obstacles in his way that you'll need to take care of for him, primarily in the form of federal agents.



When you gain control after the introductory cutscene, get into a nearby car. Your destination is back in Algonquin, on Topaz Street. As usual, your HUD's GPS will give you the best, most effective, and most efficient route over to your destination. This will likely require you to use the East Borough Bridge to gap the Humboldt River and Charge Island, although the GPS may bring you in another direction entirely. When you arrive at your destination on Topaz Street, pull into the nearby parking garage and park your car in the specific spot the game dictates.



From here, the fun begins. You'll first be ordered to plant an explosive device on your own car, once it's parked in the proper spot. Do so, and then scurry behind the car designated on your map, which will protect you from the blast. *Don't* detonate the bomb until the game prompts you on how to do so, since this will give enough time for the federal agents to gather around your car, thus maximizing the destruction you wreak. Once the bomb is detonated, pull out your gun of choice and begin to do battle with the well-armed federal agents swarming your location. As usual, your GPS will be your best tool in determining where your enemies are (they will be represented by red dots on your HUD). Make quick work of these foes, since your two Russian companions can be killed if you dilly-dally too long. And if that happens, you'll be forced to try again. Also, try to stay away from cars that haven't yet exploded, since if a car explodes near you (caused by enemy gunfire), you'll likely perish.



With the initial waves of enemies killed, the game will prompt you to start making your way out of the parking garage. When you do, reinforcements will show up, and you'll be forced to deal with them as well. Stay close to your two friends, being sure the damage they sustain is kept to an absolute minimum. Again, if either of them fall in battle, you'll be forced to try again. These last waves won't put up nearly as good of a fight as the previous waves did, so you have little to worry about here in reality. When the last of the reinforcements are felled, steal one of their sweet cars and drive Bulgarin and his bodyguard back to his home, on Stillwater Avenue in Duker. Easy!



No. 3

Mori

Alright, so I lied. You're still going to have to deal with the obnoxious Mori even after you beat him in the boat/car race the last time you saw him. Head over to Mori and Brucie's place in Broker, off of Monahet Avenue. When you arrive, you will, as usual, find Mori harassing his younger brother to death. Doing sit-ups in front of Mori, Brucie seems annoyed. Luis actually stands up for him a bit and gets Mori to lighten up on his brother, but that lasts all of ten seconds. Ultimately, Mori will ask Luis *and* Brucie to come along for this mission.



You'll automatically start in a car when you regain control, so head to the destination marked on your map, which is in Algonquin. More specifically, you're heading to Topaz Street, which is the road in Algonquin that marks the northernmost edge of Middle Park. The GPS will get you there with a solid route, as always. When you arrive at your destination, you'll find yourself in a mechanics' garage. Mori will hand the mechanic some cash, and you'll gain access to three valuable, pristine cars. Veterans of GTAIV will find that high-end car theft must run in the family, because both Mori and Brucie are in on the action. Follow the on-screen instructions to get the cars off of the lift, and get in the third and final car you pull down.



When you pull down the third and final car from the lift, get in, pull out of the garage, and pull right behind the brothers' cars. The idea is to get these cars to their destination in one piece. That means that while you can crash the car, damage it considerably, and whatever else, you *must* still finish the mission in the same car. If you trash it, abandon it, or do anything else to it, you'll fail and be forced to try again. Mori is a maniac, and has called the cops in order to make things more interesting, so you're going to have to dodge them all the while. But even then, the primary hazards here come from the roads you'll be driving on. You'll need to keep up with the brothers while carefully navigating your way to the docks, where the cars will be unloaded. You can follow the brothers visually, or by way of your HUD, but either way, try to stay as close to them as you can. Take turns carefully, and be sure not to lose your car off of a sharp turn, by dumping it into the water!



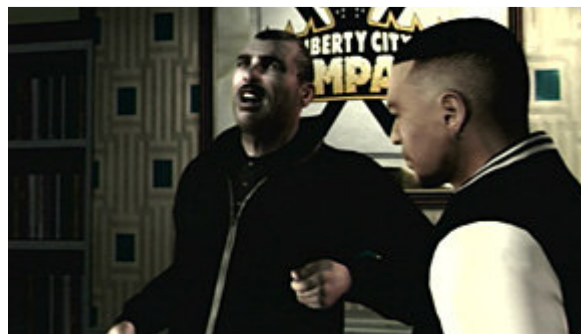
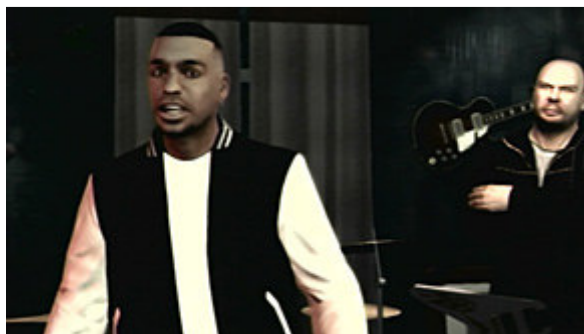
Finally, you'll get to the mission's endgame. You'll have to take the car off of several consecutive jumps. Ramps will appear near each jump, and each jump is pretty much a no-brainer. You don't have to go too fast here, but don't go too slow either. When you've finally reached the last boat, the three cars will be parked, and you'll get to witness a mission-ending cutscene. Mori continues to annoy both Luis and Brucie, to the point that Brucie actually punches him in the face. Of course, Brucie ends up regretting it, but at least you got to witness an act of vindication. By playing GTAIV, you would have never guessed that Brucie plays second fiddle in his family. Seems he's not so "omega" after all.



Dropping In

Bulgarin

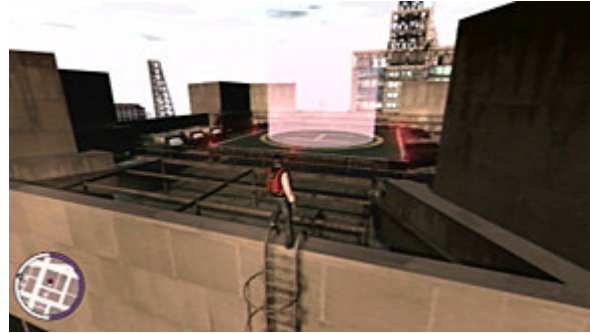
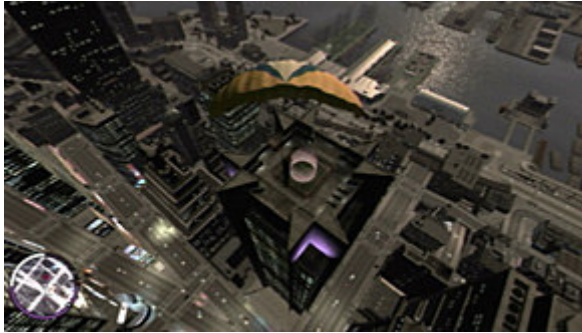
To begin this mission, head over to Bulgarin's house. As you know, it's located on Stillwater Avenue in Dukes, just west of Francis International Airport. When you arrive, you'll find Bulgarin and his bodyguard, Timur, playing some metal. Well, Timur is playing metal... Bulgarin is wielding an AK-47 and dancing around the room. Nonetheless, these two very drunk Russian mobsters have a job for you to undertake, if you are willing to play ball. Timur is going to come along with you on this mission, which unfortunately will require you to fly a helicopter.



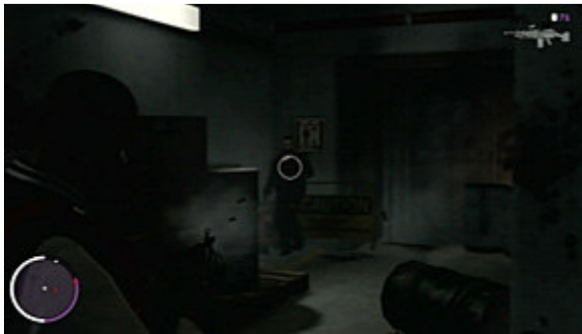
As has been the case multiple times as you've played through this DLC pack, your destination is the Heli Tours helipad, located at the southeastern end of Algonquin, off of Flatfish Place. Simply drive over from Dukes, following your GPS in order to get there in one piece. When you arrive, you'll have to take a helicopter sitting on the helipad there, and fly it high, high above Algonquin. Indeed, the helicopter controls are inherently awful, but you don't have to pull off any crazy maneuvers here, so you shouldn't have too much to worry about. Be sure to carefully fly through the pink rings you encounter, and listen to Timur's advice. Gaining altitude is key here.



When you've gained enough altitude and are sitting above (and near) the building you are to land on top (located in between Jade Street, Kunzite Street, Burlesque and Frankfort Avenue), take a leap of faith out of your helicopter by following the on-screen prompt. Then, you'll almost certainly want to pull the cord on your parachute immediately, because you're going to need to carefully glide over to the building in question, which will be marked both on your HUD and in real time (the latter by a huge pink halo). Overshooting the building, missing your landing completely, or otherwise botching this operation will force you back up into the air to try again. So land carefully. And remember, you don't have to land directly on the roof. If you land on the sides of the building, you may be able to climb up to the roof via a ladder, depending on where you are.



When you've managed to breach the building, you'll have an extended gunfight on your hand. Thankfully, none of the thugs you'll be dealing with are armored, or exceptionally armed, for that matter. This means that your task here will be a relatively easy one. Things are completely linear within the building's interior. You'll have to move forward down the initial hallway, drop down to a hallway below via some sort of elevator shaft, fight your way forward, to the left, and then to the left again. Once you go down these stairs and emerge via the other door, you'll be in the hockey team's office, where your target is located, along with the remnants of his guards. Bust through the resistance you meet, and work towards the glass-encased conference room. When you've shot your target, he'll fall out of the window and die a dramatic, painful death.



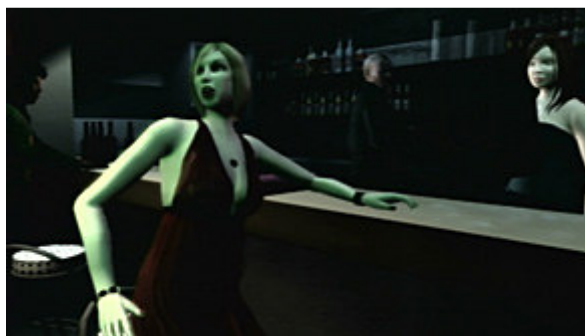
Now all that's left to do is make a getaway. Remember that when you have a parachute, you have your primary parachute *and* a reserve chute. It's time to use the latter now. Jump away from the skyscraper via the same broken window your target fell out of. Timur will be on the streets below with a flatbed truck, and he'll attempt to catch you and drive you to safety. If you manage to land this difficult jump (follow Timur on the GPS while trying to triangulate his location), then the mission will end without too much of an issue. If you fail to make the jump however, and chances are you will, you'll need to get away from a couple of cars' worth of thugs. Feel free to kill a couple of them and steal their car. Then, make your getaway to conclude the mission.



[A Compromising Video](#)

British Club Girl

Head to the Maisonette 9 club, which is located on Galveston Street in Algonquin, between Jade Street and Iron Street. Look for the little stick figure icon on your HUD. You should be able to find the person this icon represents at the bar right in front of the club's entrance. This British woman, who Luis somehow knows, is in a bit of a bind. Not only is she in a never-ending quest to find more coke to snort, but she was also filmed in a rather compromising scene without her knowledge. And since she is engaged, this could be a bit of a disaster for her. She asks you to help her out.



Basically, you're looking for a celebrity who took the video, and is going to post it online as proof of his own sexuality. Get in any vehicle once you're outside of the club, and your friend will follow his online Twitter-like posts to triangulate his position. You're going to be taken on a bit of a trip here, from location to location, but worry not. The fourth location you head to, the actor's movie premiere, is when you finally run into him. Sadly for Luis' friend, however, it's too late. The movie has been posted online for all to see, and her life is effectively ruined.



[A Pimp Robbery](#)

Arnaud

Remember Arnaud? Of course you do. He's the French guy you ran into earlier during this DLC pack. The last time you saw Arnaud, he was in good spirits. You struck up a conversation with him and ended up bring him to an illicit massage parlor out of the goodness of your own heart. This time, however, Arnaud isn't in such good shape. When you run into him off of Folsom Way in Bohan, Arnaud will be passed out on the street, laying in some trash. What happened to him? Well, he's in the wrong part of town, and a pimp jumped him and robbed him, taking his entire wallet. Naturally, Arnaud wants it back, and Luis is willing to help.



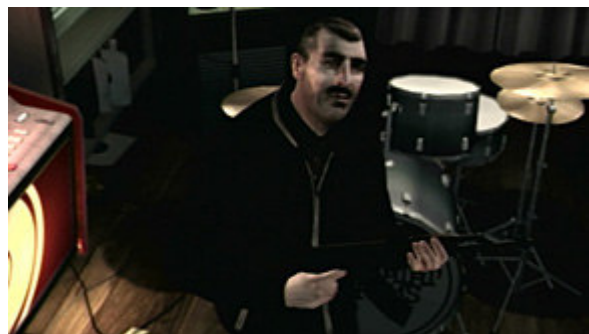
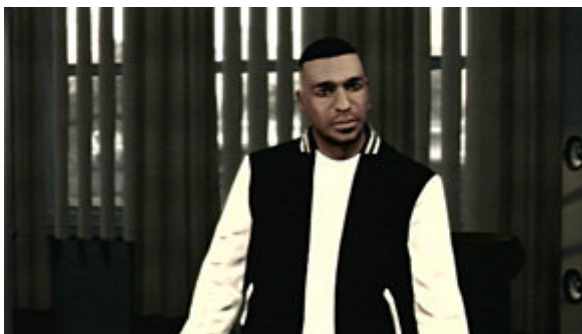
Begin by driving over to the predetermined location shown on your HUD, where you'll run into the pimp in his parked car. He'll speed off when you arrive, and it'll be up to you to pursue him. Thankfully, this isn't a typical high-speed GTA-style pursuit, because you'll be able to catch up with him easily, likely on the Dukes Bay Bridge or the Northwood Heights Bridge, where the pimp's car tends to run into some trouble. Put a bullet in his head to end his life quickly, and then approach the car to grab Arnaud's wallet. With the wallet returned, it's time to drop Arnaud off, in a mildly more-safe section of the city. Once you've dropped him off, this brief encounter concludes.



[In the Crosshairs](#)

Bulgarin

As you've done several times up to this point in the game, head over to Broker and pay Bulgarin a visit. He's located, as always, in a house off of Stillwater Avenue, near the airport. When you arrive there, Bulgarin is toting his AK-47 as usual, but his associate is nowhere to be found, and appears to be out on a job. Bulgarin tells Luis that he has some business to take care of, and after shooting multiple rounds through the ceiling at his screaming sister, Bulgarin sends you on your way.

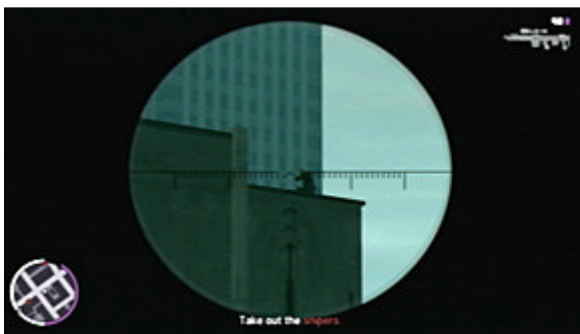


Your destination is back in Algonquin. Head to Columbus Avenue and Denver Avenue, as your destination is more succinctly tucked in that area of the borough, south of Star Junction.

When you arrive, you'll be forced out of your car to reach the mission's start arrow. Before you know it, you'll find Luis climbing some stairs to a nearby building's roof. It's at this point that Bulgarin gives Luis a call, and tells him to be on the lookout for a box on the roof. When Luis opens the box, he finds the severed head of the man who sold Luis those diamonds earlier in the game. Indeed, it appears that those rocks were stolen from Bulgarin, and assuming you're in on it, he wants you dead. Why he planned this elaborate setup to kill you when he could have offed you in his house without much consequence is anybody's guess, but nonetheless, this is the situation you find yourself in.



The first thing you're going to need to do here is take care of the snipers trying to take you out. The snipers are fairly well-hidden, and all four of them will take shots in sequence, only revealing themselves for a moment before you have to wait for them to be revealed again. Stay crouched down and keep an eye on your HUD, since red dots will appear and then disappear each time a shot rings out. Use this as a worthwhile tool to triangulate the location of each sniper, and take them out accordingly. Unfortunately, once the sniper threat is downed, your situation becomes even more precarious than it was.



A helicopter appears on the scene, as well as multiple enemies lining the rooftops adjacent to your position. The idea here is to kill as many enemies as you can as you jump from rooftop to rooftop in order to escape. The enemies in the helicopter can actually be downed, but because the helicopter will still be able to shoot rockets at you (which will kill you instantaneously if they hit you), you'll want to keep moving, and be as quick as possible in jumping from rooftop to rooftop. Be sure to toggle away from the sniper rifle and to an automatic weapon for this leg of the battle, since you'll be dealing with plenty of enemies in close quarters as you move forward. When you finally get to the fire escape with the pink arrow over it, you're almost home free. Make your way down to street level, jack the car nearest you, and get the hell out of there. Doing this successfully will end this mission. Damn you, Bulgarin!



[For the Man Who Has Everything](#)

Yusuf

To meet up with Yusuf to undertake this late mission, you'll need to head to what's become a rather familiar locale for you in this DLC pack -- Flatfish Place, off of the southern end of Algonquin. When you arrive, you'll find Yusuf hanging out at a construction site his dad's company is working on. After throwing around his usual collection of completely inappropriate slang and wrongly-used verbiage, Yusuf asks Luis for a favor. Just as Luis is about to leave the construction site, Yusuf convinces him to bring him to his helicopter. He also tells Luis that he has more to tell him, and Luis reluctantly agrees to go along.



Drive with Yusuf, and he'll quickly spill the beans on what he wants you to do. Shockingly (or not), Yusuf wants you to steal another ridiculous toy for him. This time, the toy in question is a subway car. Why he wants a subway car is anyone's guess, but nonetheless, that is what he wants. Your destination will be a highway off-ramp placed directly over some train tracks below. When you arrive, get out of your car and approach the side of the off-ramp. Keep an eye on your HUD (and keep your ears perked for the sound of an incoming train), and when the time is right, jump over the side of the off-ramp so that you land on the train below. Once you manage to successfully do that, all you have to do is fight your way to the very front of the train.



Of course, doing this is much easier said than done, because as soon as you make your leap off of the off-ramp and onto the train, you'll have a considerable four star wanted level, and will have to deal with myriad police helicopters that are going to attempt to ruthlessly do away with your train-bound antics. Your shotgun-like weapon will do well here, since it won't only allow you to do away with police infantry, but several shots from that weapon will also destroy any helicopter that encroaches on your space. This mission is all about patience and willingness to quickly do away with aerial threats. As long as you minimize your exposure to police choppers as they show up, they'll nary be able to get a shot off on you. Safe and sound, you'll eventually reach the front end of the train, where Luis will detach it automatically, and Yusuf will take it away. You'll be deposited in a field at the northern end of Dukes, and the mission will end thereafter.



[Not So Fast](#)

Tony

Undertaking this late-game mission will require you to head over to the Hercules Nightclub, which is located on Galveston Avenue on the western edge of Algonquin, wedged in between Lorimar Street and Kunzite Street. When you arrive, you'll find Luis having two separate conversations with two separate characters. First, Luis will get into an interesting conversation with the bouncer at the club (this brief talk references Manny from GTAIV). Then, Luis will go into the club, where a drunk and/or drugged-up Tony will give Luis a new mission to undertake. After their speech, you'll find Luis back outside and ready to go.



Luis will automatically get on his cell phone and give Yusuf a call. This may seem highly irregular, since Luis doesn't even like Yusuf, but as it so happens, Luis is in need of a favor. Yusuf allows Luis to borrow one of his choppers for this mission, so now, it's time to go get it. Thankfully, the drive to the helipad on the western coast of Algonquin, along the West River, isn't a long one from the Hercules Club. It's located directly off of Union Drive West. When you arrive, get into the small, yellow military chopper and take to the air. The helicopter controls in this game, as we've said so many times up to this point in the

walkthrough, are completely abysmal. However, at this late point in the game, you should be getting somewhat used to them.



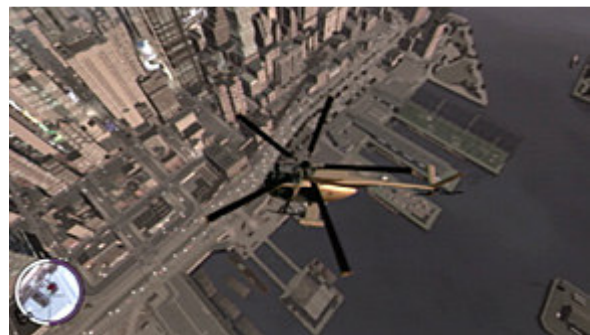
Your destination isn't too far away. It's located clear on the other end of the borough. The location should be a familiar one to you; it's the ornate museum building along the eastern side of Middle Park, on Columbus Avenue. A lot of action took place here both in GTAIV's main quest, as well as *The Lost and Damned*, and now, we're returning. Carefully fly the helicopter to the roof of this building, and land it anywhere on the roof. Then, follow the on-screen prompt, heading to the scaffolding at the back end of the building. Drop down onto the scaffolding, and then continue to drop down to lower and lower segments of it until you reach the window designated on your map.



It's from this window that you'll get a clear vantage point of a diamond deal going down within the confines of the building. You should be *plenty* familiar with this whole exchange by now if you've played GTAIV's main quest, and *The Lost and Damned*, since both give you alternate views of this same ordeal. As tired of it as you might be, it's still interesting to get a new perspective on a familiar event. The diamonds are exchanged for money, as you know, but these diamonds are the ones that were stolen from you, and that were ultimately stolen from Bulgarin. Luis watches the deal go down, and then opens fire on a few of the characters below. Niko and Johnny run off with the money, and one of the jewel brokers runs off with the diamonds. Luis quickly gets the diamonds back.



Now all that's left to do is bail out of the museum. Climb up the ladder directly in front of you when you regain control of Luis, and make a quick dash to your helicopter, ignoring the police helicopter and policemen on the roof adjacent to you. Once you're in the air, you'll be assailed by a police helicopter. After that helicopter is downed, two more will come at you simultaneously. Dealing with these threats will require you to use the game's broken helicopter controls, but in this particular case, you'll have an easier time if you go into first-person view. Keep an eye on enemy chopper locations by using your HUD, and go for broke with your helicopter's powerful weaponry. When all three police helicopters are destroyed, all that's left to do is to land the helicopter back at the same helipad you initially took it from, off of Union Drive West. Once you successfully land, you can watch a brief cutscene with Luis and Tony, and then the mission concludes.



[Ladies' Night](#)

Tony

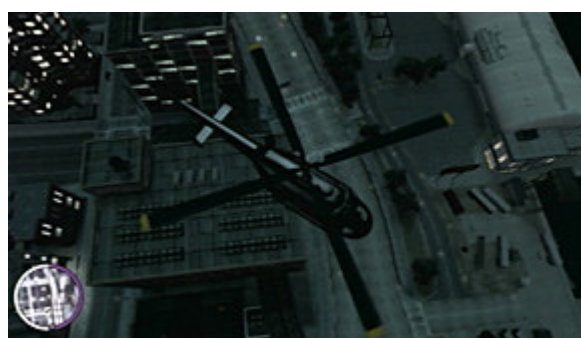
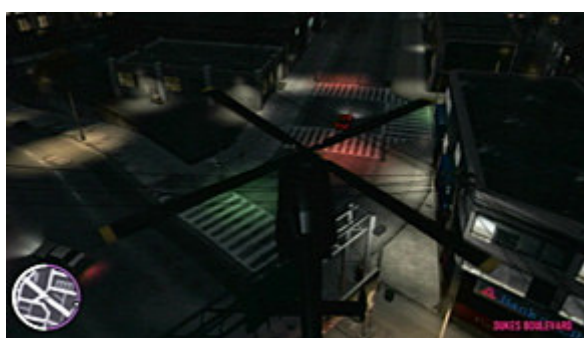
Head over to Tony's posh apartment on Feldspar Street in Algonquin, where you'll find Tony in a bit of a tizzy. It seems that Tony has been stood-up by his friend Gracie, and she could very well be missing. Kidnapped, even. Tony is a complete mess here, and even pulls a gun on Luis before holding that very same firearm to his temple, threatening to kill himself. As the drama crescendos, Luis brings things back down to Earth, and agrees to go look for Gracie for Tony. Tony comes along for the ride, and the mission begins in earnest.



Tony and Luis will get into a car, at which point you can begin driving towards yet another helipad located in Liberty City. The idea here is to drive over to the helipad directly over the Booth Tunnel (which gaps the West River from Algonquin to Alderney and back), and as usual, your GPS will get you there easily enough. When you arrive at the gate surrounding the helipad, knock it down or scale the fence, and get into your chopper. Tony will follow suit. The idea here is simple -- use the helicopter to follow a red car that will hopefully bring you to the location of Gracie. After all, she's been kidnapped by some pretty ballsy men, so the only way you're going to find out where she's being held is to follow the red car directly to the source.



Thankfully, the game's broken helicopter controls shouldn't burden you too much during this mission, both because you should be getting somewhat used to them by this point in the game, and because you don't have to partake in any combat here. So, be thankful as you fly around in pursuit of the bright red car. This car's location won't appear on your HUD, so you're going to have to follow it with your own eyes, using the on-screen prompt to zoom the camera in towards the car's location if you happen to lose it. When it reaches the Booth Tunnel towards Alderney, zoom over to the other side of the tunnel in Alderney and wait for the car to emerge. Then, follow it to a parking garage, and then finally to a house in Alderney that presumably holds Gracie. As long as you never get too close to the car with your chopper, tipping off the driver that you're following him, you should be as right as rain in executing this easy, late-game mission.



Ladies Half Price/B>	Tony
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To undertake this mission, head on over to the Maisonette 9 club located off of Galveston Avenue in between Jade Street and Iron Street on the western end of Algonquin. When you arrive, a cutscene will take place. At first, you'll see Brucie and Roman trying to get in the club. After being denied, Luis randomly shows up and lets them in. Brucie and Luis have some sort of completely bizarre interaction with each other once inside the club, and then

Tony shows up. Tony beckons Luis outside, and the two men get into a car. It appears Tony has some more business to take care of (not at all surprisingly).



Once in Tony's car, you'll have to drive for a couple of minutes to reach your destination. The location in question is the pier located due south of Broker Bridge, on the southeastern end of Algonquin. It's located off of Union Drive East/Privateer Road, and as usual, your GPS will get you there in one piece. You'll have to drive off of proper roads near the end of your trip, and drive directly onto the pier. This will ultimately lead to the edge of the pier along the Humboldt River. Get out of your car and jump down to the dock below, where you'll find a speedboat waiting for you.



Your destination, once in the boat, is Charge Island. Charge Island is the large island wedged in between Algonquin, Dukes/Broker and Bohan. It's the island to the north of Colony Island, the one with the East Borough Bridge running over it. Getting there is easy. You can follow the HUD to your destination, and listen to the conversation between Luis and Tony all the while. When you arrive at the dock on the southeastern corner of Charge Island, a lengthy cutscene will ensue. It will start with Luis and Tony going to the predetermined swap location, where Niko can be found with another goon and Gracie, all bound up.



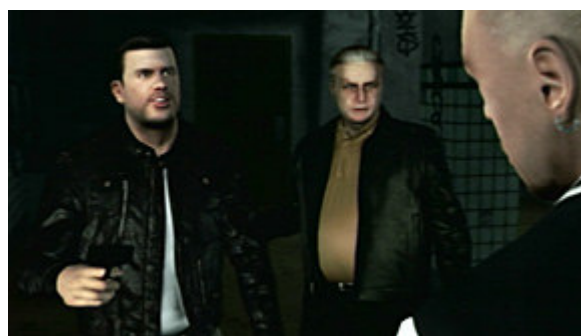
After much negotiation, the two sides decide on how to swap the diamonds for the girl, and they do just that. But just when things seem to be going fine, Gracie loses her cool, orders Tony and Luis to kill her captors, and sets off an unfortunate chain of events. With Tony and Gracie scurrying back to the speedboat, Luis is forced to kill one pursuer. Unfortunately, the second guy he shoots at he misses, and now, he's hanging off the back of the speedboat. As you drive back to the pier you started this mission at, you'll need to shake around the boat in order to try and lose the guy hanging off the back. Once you've managed to do that, it's a straight shot back to the pier, where the mission will end. And don't worry about Gracie's belligerence. Luis makes sure to take care of her, and blames it on an unfortunate boating accident.



Party's Over

Rocco

Remember Rocco? He's an Italian mobster, and you dealt with him earlier in the game. In fact, he straight-up walked into Tony's apartment early in the game and stole some money from him, so you should remember him rather vividly. At some point, Rocco will give Luis a call on his cell phone and tell him to meet him at the public restrooms at Middle Park. At this point, the location will show up on your GPS, so ride over to Middle Park, and then run over to the public bathrooms in question to catalyze a cutscene. Rocco has a stern warning for Luis. It seems as if multiple parties, the Russians paramount in that group, are about to come down hard on Luis and Tony. In order to appease them, Rocco suggests that Luis kill Tony, and then they can run the clubs together. Luis ultimately takes this information and leaves Middle Park.

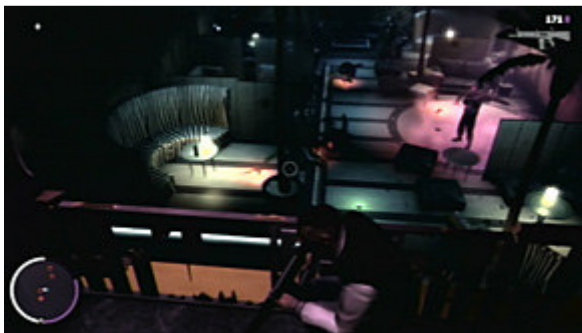


After the conversation commences with Rocco and another goon at the bathrooms in Middle Park, you'll be ordered to head over to the Maisonette 9 club, which as you well-know by now, is located off of Galveston Avenue on the western edge of Algonquin. When you arrive, Luis will briefly speak to the bouncer and then head downstairs, where he'll find Tony in the company of the same two mobsters he just met up with. After some more back-and-forth, Rocco throws Luis a gun and tells him to shoot Tony. After seemingly considering it, Luis

turns the gun on Rocco's friend and shoots him in the head. However, when he goes to shoot Rocco, Tony reminds Luis that he's a made man, and Rocco scurries off just as the Russians arrive at the club to collect on their debt.



Now the fun truly begins. You'll have to deal with two primary waves of enemies, one inside, and then one outside. First, concentrate on the task at hand -- protecting Tony from the invading waves of Russian hitmen coming through the front door and into the club. You start this mission in a rather advantageous position, looking below onto the club from the relative protection of an upper tier. Your best bet here is to use your shotgun, since it can kill all of these enemies in a single hit. If you're really good, you can get these enemies as they come down the hallway and forward towards your position, but on the floor below. Any thugs that make it past your initial barrage will climb the stairs adjacent to you and begin shooting at you from behind. If and when this happens, quickly turn around and do them in before concentrating one more on the hordes of enemies coming at you from below.



Once you've cleared the inside of literally dozens of enemies, you'll get a view from one of Maisonette 9's security cameras. It appears more of Bulgarin's men have shown up outside. So, head on outside yourself, again using your shotgun to lay waste to the enemies that show up in vehicle after vehicle. Remember -- your shotgun is powerful enough to set these cars ablaze with only a couple of well-placed shots, so if you want to try and kill multiple enemies at once, attempt to make the cars the thugs arrive in explode. Also, if you need to take a breather or are getting torn up by enemy bullets, quickly duck back inside before rearing your head out once more. With the outside wave of enemies killed, you'll then witness a brief cutscene between Luis and Tony before the mission ends.



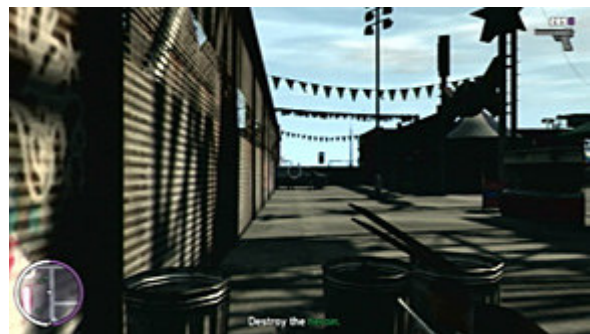
Departure Time

Tony

The game's final mission starts off at Tony's apartment, located on Feldspar Street in Algonquin. When you arrive, you find a frantic and drunk Tony packing his suitcase, ready to flee Liberty City forever. Holding a pistol and a bottle of booze, Tony is on the verge of freaking out. Angry at Luis for contemplating killing him, Tony is hell-bent on getting out of the city. Slowly-but-surely, however, Luis talks him out of it, and instead, they decide to take their collective destiny into their own hands. And just like that, the two men walk outside.



Your destination is Crockett Avenue, a road that runs horizontally along the southern end of Broker. Getting there from your current location is easy; your GPS will bring you over the Broker Bridge from Algonquin, and you'll be there in no time. En route, Luis and Tony go back and forth. Tony wants to help out in this final fight, but Luis convinces him not to, and even talks to him and tells him what to do if he doesn't get out of this alive. After agreeing to flee the scene, Luis will arrive at his destination on Crockett Avenue, and Tony will drive off towards a predetermined meeting spot. Move forward down the alleyway in order to catalyze the next leg of this final mission.



To get at the Russians, you'll need to destroy their source of income. In this case, their source of income is their heroin, which is hidden around this waterside theme park in chicken dolls.

These dolls will appear as olive green dots on your HUD. You'll have to fend off plenty of angry Russians while you go about your business here, but as long as you take things slowly and cautiously, you'll be just fine. Don't go willy-nilly at the dots on your HUD. Instead, make sure the enemies in your vicinity (which unfortunately won't show up on your HUD) are nullified, and then go after the heroin. A single shot with your shotgun to each heroin chicken will be all it takes to obliterate the drugs. Repeat this process on the other side of the theme park when you're prompted to, and the next leg of the mission will take place.



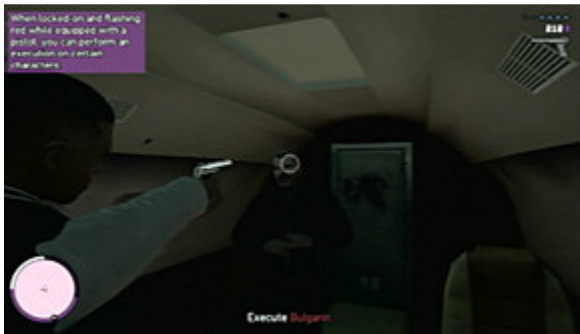
Timur, Bulgarin's right hand man, shows up on the scene at this time. The game tells you that you now have two hours to kill Timur and then scramble over to the Francis International Airport. Remember -- those are *in-game hours*, and two hours in GTAIV time goes quite quickly. Timur will appear as a red dot on your HUD, and he's easy enough to track down and kill, but you'll need to be wary of his friends, who won't appear on your HUD. Be quick, but don't be reckless. Then, once you've downed Timur, you can ignore any of his still-living friends and scurry over to the motorcycle waiting for you at the point determined on your HUD/map.



Once you're on the motorcycle, there's no time to waste. Follow your GPS to the Broker-Dukes Expressway, which will then bring you to Francis International Airport. Since the airport is on the far eastern end of the Broker/Dukes island, you need to make haste. Yusuf will call Luis up en route and provide protection from his helicopter, as Russian mobsters begin to assault you from their vehicles as you drive. Don't worry about them at all -- let Yusuf do all of the dirty work. When you finally reach the airport's exterior, Yusuf will bid you adieu and you'll be able to ultimately drive onto the airport tarmac, where you'll be forced to chase Bulgarin's private jet. This can be a bit annoying, so rush forward, move over the grass, and rush down the tarmac. When the plane turns right, be sure to turn with it, or you'll potentially overshoot the plane completely.



When you finally reach the area marked underneath the plane, the game will take over for a brief time. Luis will open fire on a guard at the back end of the plane, and then board the plane himself. The plane has taken flight now. How will Luis get out of this jam? Easily. First, direct your ire at the few thugs protecting Bulgarin, and then approach Bulgarin himself. After a brief cutscene shows Bulgarin pulling a grenade out, you'll get the opportunity to kill him. Do so, and once the plane explodes (due to the live grenade), use your parachute to land back safely on Terra Firma. Then, go to Tony's location in Dukes, off of Savannah Avenue, where the game's ending will take place.



Congratulations! You've beaten the Ballad of Gay Tony. But remember, there's more to do, including drug wars, cage fighting, base jumping, racing, seagull hunting, and much more. Get to it!

[Base Jumps, Seagulls, Drug Wars, etc.](#)

Extra

Below are brief explanations on all of the non-mission activities you can partake in during your time with The Ballad of Gay Tony. Indeed, there are many story-based missions to undertake, but be sure to try out some of the activities below to round out your experience. In fact, if you're going for a 100% completion rating in the game, then you'll have to do everything listed below.

Base Jumping - The Ballad of Gay Tony introduces the base jumping activity into the mix, and once you learn how to base jump and use your parachute in a main story mission, you'll have the opportunity to jump off of all sorts of skyscrapers all over Liberty City. The pink parachute icons on your map represent places where base jumping can take place. Base jumping isn't easy, and will take plenty of practice, since it involves landing on targets on the ground while jumping from high above. Nonetheless, those going for full game completion, or simply looking for a good time,

ought to do some base jumping.

Club Managing - Luis works for Tony at his various nightclubs strewn around Algonquin. If you want, you can actually head to any of these clubs to drink, dance, and yes, even work. The work can be a bit monotonous, and of course, you'll always go underappreciated, but nothing's quite like finding some hoodlum at your club and roughing him up. Go see for yourself!

Drug Wars - Drug Wars appear on your map as a pink pill icon, and initially, only one will be available to you (and only after you undertake the appropriate main story mission). Drug Wars involve Luis and his two friends from the old neighborhood, and they all play out the same way. Go to the Drug War icon on your map, then head over to the next icon that appears on your HUD, which represents the location of some stashed drugs. Kill the rival drug dealers guarding the stash, claim the drugs as your own, and then return them to the safe house designated on your map. Be aware that these wars get harder and harder the more you do!

Fight Club - During The Ballad of Gay Tony's main quest, you'll be presented with a mission that forces you to take a dive at an underground, illicit fight club. Thereafter, you'll be able to fight in one of these clubs at any given time. Although it's underground and illegal, these fight clubs have their own hierarchy and championship circuit, and if you want, you can actually join the circuit and climb your way to the very top. Of course, you're doing so at your own risk!

Golfing - Early on in the game, you get to help out an Italian mobster rough up an informant at a driving range. Any time after that, you can visit the driving range on your own to take care of some business. And by business, we of course mean hitting golf balls to your heart's content.

Racing - Remember the main story quest Mori and his brother Brucie give you, where you're racing boats, cars, and all sorts of crap all over Liberty City? Well, once you've gotten through that mission in one piece, you can take on a whole slew of optional races all over the five boroughs of the city, and they are all quite similar to the one you experienced during the main story. By car or boat, these races are sure to challenge even the best drivers.

Seagull Hunting - In GTAIV's main quest, there were hundreds of pigeons to kill. In The Lost and Damned DLC, there were fifty seagulls to kill. And now, in The Ballad of Gay Tony, there are fifty new seagulls to kill. Seagulls can be difficult to find, however. Thankfully, our friends over at IGN.com's very own GTA Hood have their own [Seagull](#)

[Location Map](#) for you to use, with details on the fifty locations of the seagulls in this DLC pack. Now get hunting!

