

Grand Theft Auto IV: The Lost and Damned

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.

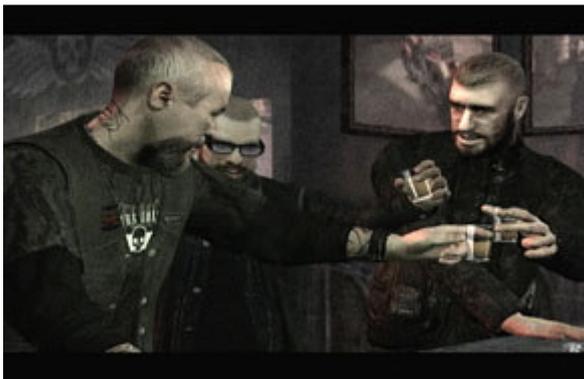
#	Mission Name	Contractor
01	<u>Clean and Serene</u>	Billy
02	<u>Angels in America</u>	Billy
03	<u>It's War</u>	Billy
04	<u>Action/Reaction</u>	Billy
05	<u>Liberty City Choppers</u>	Jim
06	<u>Bad Cop Drop</u>	Jim
07	<u>Buyer's Market</u>	Elizabetha
08	<u>Politics</u>	Stubbs
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10	<u>Off Route</u>	Stubbs
11	<u>This Shit's Cursed</u>	Billy
12	<u>Hit the Pipe</u>	Jim
13	<u>End of Chapter</u>	Jim
14	<u>Bad Standing</u>	Jim
15	<u>Heavy Toll</u>	Elizabetha
16	<u>Marta Full of Grace</u>	Elizabetha
17	<u>Shifting Weight</u>	Elizabetha
18	<u>Diamonds in the Rough</u>	Ray
19	<u>Roman's Holiday</u>	Ashley
20	<u>Collector's Item</u>	Ray
21	<u>Was It Worth It?</u>	Jim
22	<u>Get Lost</u>	Stubbs
<u>Clean and Serene</u>		Billy

The initial mission in the game, following the introductory cutscene, places you on a snazzy new motorcycle automatically. It's up to you to drive northward across the borough of Alderney (where your DLC experience begins) with your assembled crew of biker goons. As the game informs you, if you drive too quickly or scatter too far from your brethren (which can be watched on your HUD, as they are represented by turquoise dots), you won't be able to hear them speak. Thus, for the sake of the story, stick close to your friends as you head

northward. Thankfully, you won't have much of a choice. The route the game brings you along via the HUD's GPS, from Vitullo Avenue and Babbage Drive and further northward, is full of hard turns and myriad traffic.



When you arrive at your destination near the north end of Alderney, which is a biker bar controlled by the dangerous gang known as The Lost, your character (Johnny) will have a rather stern, serious conversation with a man who appears to be the boss of the gang (named Billy). He wants his motorcycle back, so he can enjoy what appears to be his final days of freedom before he's inserted back in the slammer. After some back-and-forth, and after some fighting, you'll be asked to travel all the way to Bohan to retrieve the chopper.



The route you're going to be taking eastward towards Bohan will, naturally, force you to cross the Manhattan-equivalent borough known as Algonquin. The GPS should dump you on Panhandle Road in Alderney, which leads directly to the Hickey Bridge, which can be taken eastward to reach the adjacent borough. From there, you'll be brought to the winding Frankfort Avenue, which leads over the Northwood Heights Bridge. You'll thereafter find yourself snugly in the small borough of Bohan. From there, simply drive to your destination on the southeastern end of the island, which is at the end of the Northern Expressway.



Upon your arrival at this shady-as-hell chop shop, Johnny will meet up with a man he appears to be familiar with, a mechanic working on an unrelated motorcycle. However, when he's approached by Johnny and his crew about the missing bike, the mechanic gets smart. When Billy shows up, he gets the information out of the mechanic that he needs in a rather crude fashion. Then, after bashing his face in with a mallet, the gang can move on and finally grab the bike.



From Bohan, you're going to be heading back towards the west, since your destination is at the northern end of Algonquin. Since this is such a brief drive, we'll gloss over it (you'll simply be taking the Northwood Heights Bridge back to Algonquin.) When you arrive at the abandoned lot at the north end of Algonquin, get ready for a fight with some rival bikers. You'll be automatically equipped with a Shotgun, so you'll have plenty of firepower to survive the fight, and what's more, your biker thug friends will back you up. This is an almost-impossible situation in which to get killed, so keep your head up, keep shooting, and of course, gather dropped money and weapons from your victims when all is said and done.



After collecting what goods you can, the game will prompt you to jump back on your bike and follow your crew back to what's termed in-game as their "clubhouse," which is essentially your safe house equivalent in this piece of DLC. The house is located on the western edge of Alderney. En route back there, you'll learn a bit about biking mechanics, riding with your crew, et cetera. And when you arrive back at the clubhouse itself, you'll learn more about the minor ins-and-outs of this GTAIV DLC. Pay close attention, because not everything is the same as it was in GTAIV, especially your crew/relationship mechanics, which are *completely* different.



[Angels in America](#)

Billy

It's pretty clear that the recently-sprung Billy is a man out of control. You won't need any more evidence of this than when you go to the clubhouse to speak with Billy and end up getting this mission. After yet another confrontation between Johnny and Billy, some "deadbeats" show up outside. When the crew heads on outside to see what's going on, they find a trio of rival gang members from the Angels of Death attempting to crash the party. When one gets smart with Billy, he puts a bullet point-blank in his back. And then his friends scamper off. It's up to you to catch up.



The drive is a relatively leisurely one, simply because you're in such a huge group of bikers (and are chasing such a huge group of bikers), that's it's essentially impossible to get lost or not keep up. Plus, you and your crew are represented as blue dots on the HUD, while your enemies have red arrows over them and are represented on the HUD as red dots. You'll have the option, en route, of using your sawed-off shotgun on enemies in front of you. This is a good idea, and the game seems to encourage you to do so by making a biker or two fall behind the rest of the group and attack you here and there. But, this leaves you susceptible to

being damaged by enemy fire *and* runs the risk of shooting and killing a friendly, which will result in an automatic mission failure.



Whether or not you thinned out the enemy ranks is irrelevant to where the fight will end up -- a lot off of Union Drive West on the western edge of Algonquin. If you thinned the enemy ranks, then you'll have to deal with less foes here, but either way, you're going to have your hands full. An interesting technique to employ at the outset of the mission is to go to the overpass overlooking the lot. Fill the cars below full of gunfire and watch them light up and explode, taking some thugs with them. Then, drive down off of the overpass and seek refuge behind one of the concrete support beams, laying into the enemy contingent once you're nice and safe. When all are dead, scour their bodies for some valuable ammunition. In addition to your sawed-off, you should now have a pistol to tote as well.



When the dust has settled, your crew will take off, reestablishing itself at an overpass off of Beaverhead Avenue at the far north end of Algonquin. Get back on your bike and head over to their location to finish this mission off.



When you revisit the Lost clubhouse after slaughtering the Angels of Death, you'll again run into Billy. However, Billy is entertaining a guest first, a lawyer friend of his who he proceeds to drug with mescaline. After that rather humorous scene, Johnny walks in and Billy's friend takes his leave. When the two sudden-rivals begin talking, however, Billy receives a text message. Apparently, some of the Lost are presently being jumped. Obviously, we're gonna have to do something about that.



From the Alderney clubhouse, you're going to have to head to the far southern end of the borough, where another large group of the Angels of Death can be found. You know how the southern part of Alderney is essentially its own island, connected to the main borough by Plumbers Skyway, Mandrel Road and Latchkey Avenue? Well, you're heading to that segment of the borough. You'll want to follow your crew as they go (try to heal your character by staying in the gang emblem when it appears on the screen). Your destination is an abandoned lot on the western side of the small island, off of Red Wing Avenue.



When you arrive, get ready for a heated firefight. You should now have a Shotgun, Pistol and Uzi at your disposal -- at the outset, go for the latter and immediately eliminate the enemy on the roof of the vacated warehouse. Once he's felled, you can then deal with the first wave of foes placed before you. Many are using old cars and other crap as cover, but if you see a foe or group of foes near an intact car or, better yet, an explosive barrel or gas tank, shoot the barrel or tank to detonate it, sending surrounding enemies flying. Then, press behind the location of the initial wave to deal with more enemies underneath and around a rusting trestle. Again, focus on the lone enemy shooting down on your party before dealing with the residuals.



After all of the enemies in the location are dead, you'll be summoned back to your bike, since the cops will be on-scene shortly. However, you'll first want to run around and comprehensively grab all of the dropped weapons from the twenty-or-so enemies you just killed. There should also be some health near the back end of the compound if you need any. The cops aren't really your concern as you roll out with your abbreviated crew. When you arrive at your next destination, another abandoned compound on the southeastern edge of the borough, get off of your bike, load your weapons, and get ready for a battle.



This fight is much more daunting than the previous battle with your rival gang, since there are many, many more members here to defend the gang's honor than were available at the previous melee. Start, as you did last time, by shooting the enemy ahead overlooking the entire area. Then, concentrate on his friends on the ground. You should be able to detonate an explosive tank which will kill all enemies surrounding it. Then, begin to work your way leftward, aiming at foes hiding behind cars, as well as the enemies entrenched in a bombed-out building ahead and on your left.



If the enemies in the bombed-out building are frustrating you, then make sure the rest of the area is cleared (including enemies on the stairs and pipeline overlooking the area), and breach the building, laying waste to whomever you find inside. Then, with your back facing the leftmost wall of the building, head forward towards another branch of this abandoned locale. This is where the final enemy resistance in the area can be found. Simply move forward and aim at the enemies hiding behind and around the vans ahead after taking care of a stray hostile or two to your left. Once *all* enemies in the area are killed, you will need to head back to your bike, but not before running around, patiently grabbing whatever health you can find, as well as a ton of guns dropped by all of the enemies you just wasted.



Once you get back to the location of your bike at the entrance to the abandoned compound, you won't actually be able to mount your bike before a cutscene takes over. It appears a dear member of the Lost, a man named Jason, has been killed by an Eastern European gangster for fooling around with the wrong girl. And while Billy vows revenge on behalf of his entire gang, he makes it very clear -- to Johnny, especially -- that he expects loyalty above all else. And with that, this bloody, intense mission comes to a screeching halt.



Action/Reaction

Billy

Back at the clubhouse, it becomes immediately apparent that Billy is mixing with a lot of different thug-filled crowds. And now, it appears that Liberty City's Italian Mafia contingent is no different. Regardless, the seemingly-serious conversation Billy has with his friend from the Mafia quickly turns light-hearted. And then, as if a fire was suddenly lit underneath him, Billy immediately gets up and declares that the gang is going to go take care of some business.



After the brief loading sequence, you'll find yourself in a familiar situation -- in the alley next to the Lost clubhouse on your motorcycle, ready to roll out. Your destination is the Angels of Death clubhouse on the western edge of Algonquin, but that won't be immediately evident to you. After a brief conversation during the beginning of your drive, Billy declares that everyone is going to race to the Angels of Death clubhouse. This will bring you along a northerly route on Plumbers Skyway before veering eastward over Panhandle Road. Panhandle Road turns into the Hickey Bridge, which gaps the West River. From there, you'll end up at the Angel of Death's clubhouse off of Union Drive West.



The race to the clubhouse should have been an easy victory for you -- you should win it by a ten or fifteen second margin if you're especially good at driving your chopper (just be careful for that sick hairpin turn at the end of the run!) When the rest of your team arrives, a cutscene will take place. Johnny and Billy will once again get into it (things will come to a head soon, so it seems). Although it appears Eastern European gangsters did ex-Lost member and now-deceased Jason, Billy insists it was the Lost's rival gang. To take care of business, he hands Johnny a Grenade Launcher and asks him to bomb-out the Angel of Death's hideout.



Aim at the open window leading into your rival's clubhouse. One properly-aimed grenade from your Grenade Launcher will send the interior of the building ablaze. But unfortunately, that's not the end of your mission. A dozen or so surviving gang members will pour out of the building in an attempt to engage you in battle. Thankfully, you have plenty of residual ammunition in that Grenade Launcher of yours, so get to work. Start shooting around the staircase where the foes pour out of, as well as at the vans they hide behind. While you want to save four or five grenades for later (and you'll see why shortly), be liberal with launching them at your foes. Then, clean up the scraps with your Pistol, Shotgun or Uzi. You'll have plenty of cover to use via the jersey barriers and support beams in the area. When all of the enemies are eliminated outside, make sure to collect all of the ammunition they dropped.



Your fight *still* isn't over. Now that the enemies that poured out of the burning structure have been downed, you have to head on inside and take care of the rest of the foes. Simply head through the front door and bear leftward to reach the small bar area of the clubhouse. Shoot a grenade or two in the room to clear it of foes immediately, and then breach the stairwell beyond. Don't bother going upward, as flames will stop you from doing so. Instead, go down into the lounge/gym area of the clubhouse. Launch a few more grenades in here to kill the final remaining Angels of Death in the building, and then watch the cutscene that ensues thereafter.



Things are clearly coming to a head with Johnny and Billy. While Billy swore up and down outside that the Angels of Darkness were responsible for the untimely death of one of the Lost, it wasn't true. He forced his boys to go into this dangerous place in order to steal the rival gang's heroin, and nothing more. Though Johnny puts up a bit of a fuss, and although Billy is clearly getting fed up with Johnny's more reasonable attitude, things don't yet hit the fan. Once this cutscene plays through, you'll be ordered back to your bike. Once again, the LCPD is headed to the scene. Simply dodge them and get out of the area, and the mission will come to a conclusion.



Liberty City Choppers

Jim

A Lost member named Jim will eventually become available for you to visit. This guy is located off of Plumbers Skyway, between that expressway and Aspdin Drive on the east. When you arrive, Johnny and Jim will strike up a rather friendly conversation. The two haven't worked together for a while, and although Johnny is reluctant (as usual) to help Jim steal bikes from their rival gang, he decides to help nonetheless. And just like that, the duo are on their bikes, with Jim leading the way and Johnny in pursuit.



From where you met Jim, the trip you and your new friend will take it a brief one. Your destination is in an alleyway off of Asahara Road, where Asahara runs into Babbage Drive. Although Jim will lead the way, he has the strange tendency of going extremely slow -- probably because he wants to talk to you while he rides. So, feel free to ride ahead and follow the GPS on your HUD to get to your destination on your own. Either way works fine.



When you arrive at the aforementioned alleyway, you'll find something very strange (for *The Lost and Damned*, anyway)... a *truck*. This is likely the first time in the DLC that you've ridden in something other than atop a chopper. But we're stealing a load of bikes, and this is how we're going to do it. Your destination is basically due south from the alleyway. The GPS will bring you along Babbage Drive in a southerly direction, until you arrive on Niblick Street (which seamlessly starts where Babbage Drive ends.) Nearby, you'll be able to park your truck and get down to business.



The first two bikes of the five you have to steal are relatively easy to acquire, since you won't come under fire from nearby foes ahead and to your left. So load both of those bikes onto the truck, and then follow your friend's advice and give one of your boys a call for backup (the names of your friends that you can call will flash on-screen). When your much-needed back-up arrives, you can then head forward along the building and look ahead and to your left, where a contingent of foes and the remaining three choppers are located.



You can get into a firefight here, which is a reasonable and obvious solution to your problem. However, if you sit and think about what it is you can do here, you'll see a much, much easier solution to your problems. Instead of outwardly risking life and limb by getting into a firefight at inherently awkward angles with few pieces of cover to use, simply dash to one of the cars in the lot. Once hotwired, you'll be able to drive around the parking lot and run over all of your enemies, killing them rather effortlessly. Remember -- if any enemy is hiding behind a car, you can collide with their cover and ram it into them; this will still lead to their rather untimely death. When the enemy threat is nullified, you can then run around grabbing dropped ammunition. But more importantly, you'll want to take the remaining three choppers and park them in the back of the truck.



Once the truck is loaded with five stolen choppers, it's time to head back north along Babbage Drive to the alleyway where we originally picked up the truck. Of course, your trip northward won't be quite as easy as it was heading southward, because well-armed motorcycle-riding thugs will chase you all the way northward. Thankfully, you're in a pretty tough vehicle, and what it lacks in speed it makes up for in durability. As long as the bikers aren't in front of you or next to you, you won't even remotely be in danger of being struck by their bullets heading forward. Nonetheless, the pursuers shouldn't be underestimated as you head northward.



When the truck is securely parked in the alleyway, the mission isn't quite over. While you won't get the chance to control Johnny again during this mission, you can rest assured that a pair of crooked cops will ruin your day. After pushing you and your friend around a bit, and after pushing over one of the stolen choppers, the cops make it clear that they want a payoff, and they want it soon. If they don't get it, they'll report what they just witnessed -- the theft of five bikes and the deaths of about a half-dozen men. And on that happy note, the mission concludes.



Go visit Jim in the same place you visited him last time, on the western edge of Alderney along Plumbers Skyway and Aspdin Drive. When you arrive, Jim will be worried because of your earlier rendezvous with the cops after the stolen bikes seemed to have been fully secured. While Jim admits that they could simply pay the cops off and be done with the problem completely, he doesn't want the situation to escalate to the point where the cops think they'll constantly roll over for them. Johnny concurs. The two decide to head out to a place near where the choppers were stolen, where they think the cops are hiding out.



Travel southward along Aspdin Drive to the presumed cop hideaway. When you need to turn onto Berners Road in order to continue following the GPS, do so. This is a pretty short route, so there's little else to say here. After you arrive, your character and Jim will lay the beatdown on those cops, which will necessitate getting out of the area posthaste. You're going to be bringing them to a lot at the far southern end of Alderney, but you'll need to survive the trip there. And then... well, then, you're in for a hell of a gunfight.



There are two ways to solve your problem with the cops. That is to say, there are two effective ways to set yourself up and go after your foes. The first is to stay on the ground behind the staircase leading up to the surrounding catwalks. While your friends shoot down at the cops and their myriad reinforcements from above, you can use the various cover on the ground to protect yourself from flying bullets as you return fire with that automatic pistol Jim handed to you earlier. This is one difficult, arduous firefight, however, so if you're having trouble with that more straight-forward technique, then read below for an alternate way to go about things.



When you arrive at the area from the outset, park in front of the stairs leading up into the catwalks overlooking the area, and quickly scamper up. Duck down to cut off the angles at which you can be shot at from up here, and then begin aiming at foes from above. As long as you tuck yourself properly on one end of the catwalk or the other (widthwise), collisions with enemy bullets should be kept at a bare minimum. This requires patience and time, the latter of which you won't have much of (since if Jim dies, the mission ends automatically in failure). Nonetheless, it makes for a good alternative if you're having trouble dealing with the endless amount of cops here with brute force.



When the final cop falls (the cops, as you've likely realized by now, are represented by red dots on your HUD), you're told via on-screen prompt to get out of the area quickly. Simply hop back on your bike and ride out of the search radius of the cops. Since you should only have a rather mild two star wanted level, this should take all of ten or fifteen seconds. When you've lost the cops, the mission then ends in success.

[Buyer's Market](#)

Elizabeta

Remember Elizabeta? Of course you do. She was one of Niko's first connections in Bohan after the Eastern European thugs ran he and Roman out of Broker. Elizabeta has her hands in all sorts of illegal activities, and now she's in the heroin trade. When you arrive at her place off of San Quentin Avenue on the western edge of Bohan, you'll find a familiar scene. In fact, the events of this cutscene are in many ways identical to your first encounter with Elizabeta during GTAIV's main story. Niko and Playboy X are present here, but Johnny wants to get down to business. And get down to business he shall.



When you're ready, jump back on your bike and begin heading south along San Quentin Avenue. It will eventually lead you to the East Borough Bridge, over Charge Island, and into Dukes. Once you arrive in Dukes, the bridge will turn into Harrison Street, and you'll be deviating southward towards an alleyway in between Livingston Street and Huntington Street. Upon your arrival, one of Billy's pets will protest that he didn't get to work with this deal, but Johnny quickly sets him straight. Once the package of illegal substances is handed over, we can continue on with our mission.



Your destination is a short distance from where you picked up the package. You'll be heading towards the Dukes-Broker border, towards a street called Cassidy Street. When you arrive here after a brief drive, get off of your bike and head on into the building. As the game tells you automatically, the apartment you seek is on the third floor. When you get to the third floor, the game will tell you to patiently wait for Niko and Playboy X to arrive. Do so. When they get there, a familiar cutscene will take place, one identical to the cutscene that took place on the same mission in Niko's main story. This drug deal is, in fact, an LCPD sting operation.



Of course, these undercover officers didn't come alone. They came with backup. Lots of it. SWAT officers galore will swarm your location, and you'll regain control post-cutscene in a rather awkward predicament. You're being gunned at by about a half-dozen SWAT officers, and you're ducked down behind a concrete slab right in front of them. Here, you'll want to go for headshots -- *don't* use the Shotgun right next to you here. Use a Pistol or something else. Eliminate the enemy threat, and then work your way rightward (bear right into a room here to get Body Armor). Once you're out in the hallway, it's time to start climbing down, but not before you down a few more SWAT officers in the corridor.



You'll want to walk down the next two flights of stairs you encounter towards the main floor with your gun trained ahead of you. This will help you get a rather advantageous jump on SWAT officers waiting for you around every corner. As soon as you approach a staircase leading down and a SWAT officer's head can be seen, clip it off. Then, proceed down the stairs and continue this process as usual. When you reach the first floor, you can bust out of the front door if you want, but obviously that's a horrible idea. Instead, run towards the back door, where you can attempt to make an easier getaway.



There are only a few enemies waiting for you in the alleyway. One will be tucked behind the building on your right, while two or three more will be waiting for you atop the stairs leading out of the alleyway. Try to kill these enemies from as far away as humanly possible. There should be a contingent of cops here, as well as an ever-roving helicopter, so you'll need to jack a car quickly and get out of dodge. Your cop slaughter will have netted you a three star wanted level -- not too shabby. Drive around a bit to lose your pursuers, which will end the mission in success.



Politics

Stubbs

Stubbs is a politician. A crooked, crooked politician. And he's in dire need of your help. Go visit him in Algonquin, at an upscale lounge off of Columbus Avenue. When you arrive, a stiff gentleman will greet you at the door. After some back-and-forth, he realizes that you're here to see an important person, and guides you to the massage room where he's located. Stubbs and Johnny have a lengthy, amicable conversation about what Johnny needs to do. In essence, he's being blackmailed by Stubbs, coerced into killing his uncle for Stubbs' political gain. Oh, and don't mind that heinous full-frontal nudity you just witnessed.



It's at this point that you will automatically be handed an RPG, and your HUD's GPS will tell you to head over to the Dukes-Algonquin border. More specifically, you're headed to Liberty City's airport, Francis International Airport on the far eastern end of the Broker-Dukes borough island. Have a leisurely drive over there -- nothing should happen of any consequence en route. However, you'll need to be punctual to some degree in order to arrive at the airport in time to take out Stubbs' uncle.



It's time to execute the faux terrorist attack. Following your HUD's GPS destination carefully, as it will bring you to a very specific area where you can aim at and shoot the helicopter as it lands. You need to be *somewhat* quick here, but there's no reason to be outright hasty. You'll also need to be *within* the gates in order to get a good shot off (this will also contribute to the post-shot sequence). A single projectile from your RPG will do the trick, but thankfully you have about a half-dozen missiles, and thus six tries at hitting the helicopter.



Obviously, this is going to draw the ire and attention of the LCPD and airport police in a major way. Expect a staggering four-star wanted level here. Your best bet is to jump into one of the heavily-armored, bulky airport vehicles found on the tarmac as seen in the pictures below. This will allow you to withstand just about every attack the LCPD throws at you in exchange for an admittedly-slow speed. Stubbs will send you a text to tell you to follow your HUD's GPS to an open gate (now that the gate behind you is locked). Once off of the tarmac, your wanted level should fall to two stars. Use this opportunity to switch to a more nimble vehicle, and use it to get out of harm's way. The mission will end thereafter.



[Coming Down](#)

Ashley

This isn't a mission you have to go seek out. Rather, you'll find yourself in the midst of it automatically when Johnny's friend Ashley gives him a call and tells him that she needs his help immediately. For us, we got this phone call as soon as the Politics mission had concluded. Nonetheless, Ashley is holed-up in a crack house at the north end of Algonquin. Get there however the GPS on your HUD directs you, but keep in mind that you may be anywhere when you get the call from Ashley, and that it will interrupt whatever other business you were attending to. In other words, no other mission will be available once this one begins. Them's the breaks.



When you arrive at Ashley's general location off of Astoria, the game will prompt you to enter her apartment building. Do so, and seek the stairs leading up to the second floor. Once there, the game will again prompt you, this time telling you to seek out Ashley. She and her drugged-up captors won't show up on your HUD until you pound through the proper apartment on the second floor. Once you arrive, however, you'll have to fend off about a half-dozen drug addicts. Thankfully, none of them are well-armed.



Once you've downed all of the hostiles in the apartment, head to the far end of the main corridor, where the crappy bedroom Ashley is laying in can be found. Once Johnny arrives, Ashley will be extremely happy that he's come to save the day. But Ashley is in a bad way after a hardcore crack binge, and Johnny knows it. After the two finish exchanging pleasantries, you'll regain control. You're certainly not out of dodge. Not quite yet, at least.



Ashley lives all the way back in Alderney, near where the Lost clubhouse is. To get there, use whatever mode of transportation you have handy, and begin to follow your HUD's GPS to get to the desired location. Since you're at the northern end of Algonquin, chances are you'll take

Union Drive West to the Hickey Bridge to cross into Alderney. Then, you'll begin heading in a southerly direction to reach Ashley's pad, which is located on the major road known as Babbage Drive.



The outro cutscene for this mission will show that Johnny is truly rethinking his life, and certainly has a soft spot for some people -- even the druggie known as Ashley. Though Ashley proposes several times that she and Johnny should run off and have a new life, it appears Johnny has some things to think about. He loves Ashley and cares about her, but he knows what she's all about. And on that note, he leaves her to sleep off her down, as he hits the streets of Liberty City once more.



[Off Route](#)

Stubbs

Why not go pay your good friend Stubbs a visit? He's at the same ritzy location he was located at earlier, on the east side of Middle Park on Columbus Avenue. When you arrive, the door man and Johnny will have an interesting, humorous conversation with each other. Then, you will be escorted to the steam room, where the crooked politician awaits. Johnny listens to Stubbs' new instructions as he suffers the unbearable heat of the steam room in his leather riding jacket. Johnny has to "liberate" some prisoners from a bus. Easy enough, right?



From your location on the east side of Middle Park, you need to head northward and then westward to reach your destination in Alderney. Thankfully, since you're starting in the neatest borough streetwise (Algonquin), your trip will be a relatively painless one. Simply head north along Columbus, bear westward on Quartz Street (which splits Middle Park in half), and then take Frankfort Street northward to Topaz Street, which will lead you directly to Hickey Bridge. Once on the other side of the West River in Alderney, seek out the prison bus' location on Rand Avenue.



When you arrive, a brief cutscene will allow you to survey the terrain, so you can figure out your next move. You're going to have to move forward, over the railing, and down the sloping pathway. The bus is located to your right once you've gone down the slope. Of course, there are myriad cops in between you and that bus, and it's going to be up to you to figure out how to breach their location and live to tell the tale.



After the cutscene ensues, you can approach the entrance to the driveway. A cop will likely mutter something to you about not even trying to cross onto police property -- if you do, you'll

be shot at. With this in mind, it's in your best interest to initiate hostilities. Take a shot at one of the officers guarding the entrance to get things going. Then, scamper down the sloping pathway towards one of the cop cars, extinguishing the lives of any other cops that get in your way. Break into a cop car and use it as a lethal battering ram to deal with any other cops in the area. Remember -- all you have to do is approach the bus nearby to get the next section of this mission going. So taking out all of the cops in the area, while possible, is hardly necessary. All that *is* necessary is to kill as many cops as you need to in order to get to the bus in one still-standing piece.



A quick cutscene will occur once you've gotten close enough to the bus to catalyze it. You never actually have to board the bus; rather, you just need to get close enough to set this scene in motion. You'll witness Niko sneaking on the bus behind a cop escorting the final prisoner. After killing the driver of the bus, one of the prisoners will brutalize the other cop on board. And just like that, you're in charge of a bus full of criminals.



All you have to do now is lose the cops, which is obviously a deed much easier said than done. Stealing the bus from the cop depot means you have a fairly significant three-star wanted level. What's more, you're driving an extremely slow, clumsy bus. So, getting away from the cops is going to be time-intensive and, frankly, obnoxious. Your best bet is to pause your game and figure out a good straight-away where you can pick up a lot of speed and lose the cops by going into another borough. Try to keep further crimes to a minimum so as to not escalate your wanted level, and steer carefully, since the bus can easily flip, ending your mission instantaneously.



Once you lose the cops, it's on to the drop point, where the prisoners can be dropped off so they can make the next leg of their escape. Naturally, the drop is on your home turf in Alderney, and you're going to be heading to the far southern end of the borough. There's a boat waiting to take the prisoners away docked off of the factories alongside Musketeer Avenue. Once you arrive (from wherever you lost the cops), the gratified and thankful prisoners will head on their way. Congratulations on yet another successful mission.



[This Shit's Cursed](#)

Billy

Head over to the Lost clubhouse after getting a phone call from Billy. When you arrive, you'll find Jim and Billy at each other's throats over the heroin that the gang just stole from their rivals. It appears that the Angels of Death were in cahoots with a much, much more dangerous group of Chinese gangsters. That heroin belonged to them, and they want it back. Billy is eventually convinced by Johnny that the best idea is to get rid of the heroin as soon as possible, so as to dodge the LCPD/federal investigations *and* the Chinese gangsters out for blood simultaneously.



After the cutscene ensues, you'll find yourself in the alleyway next to the Lost clubhouse. It's time to ride in a convoy for the first time in a while. This convoy will ride fairly slowly, as there's a lot all of the characters have to say to each other. Patiently ride in your proper place in the convoy to fill up health en route. When you finally get to Algonquin, Billy will give the okay for everyone to race to your destination, which is at the far southern end of Algonquin. More specifically, you're headed for the intersection of Albany Avenue and Diamond Street, due west of the Broker Bridge. But don't worry -- once the race begins, the route to your destination will show up on your HUD.



Things are clearly suspicious as the crew of four roll up to deal with the Triads. It appears that Billy and his rabid yes-man have no intention whatsoever of heading into this meeting with you. Whether or not this is a setup is yet to be determined, but what's for sure is that Johnny and Jim head in to meet the Triads on their own. And naturally, when the Chinese gangsters make it clear that they have no interest in buying back the heroin that was stolen from them in the first place, they open fire on Jim and Johnny. It's time to get the hell out of here.



After Jim and Johnny made a run for it, they jumped onto the roof of the building. So, first things first -- we have to fight our way off of the roof and back inside. Standing in between you and that goal, at least initially, is about eight Triad soldiers. Immediately seek cover and begin returning fire on the foes in your vicinity. While Jim concentrates on enemies directly around you, take out the three enemies using heightened positions to fire down on you. Then, destroy any residuals and swing around to the side of the building. You'll be able to ultimately hook back into the building from here, but you'll need to deal with a handful of foes en route.



When you're back inside, you're going to again have to deal with a group of enemies that attack both on-level with you and from a wooden catwalk surrounding you. Utilize the same technique here that you did earlier -- concentrate first on the enemies above, and then below (you can find some health atop the catwalk, however.) Then, bear rightward back outside, and head back on in to your left. Here, you'll need to deal with the final Triad resistance, but this time, you've managed to mostly flip the script on your adversaries. Shoot down on them from above, concentrating fire on the explosive barrel there to send their burning corpses flying. When all enemies are felled, this story-intensive mission will continue.



The inevitable has finally happened here. All of the gunfire and gang fighting here in Chinatown has attracted the attention of the LCPD. As Johnny and Jim overlook the street below, the police surround Billy. Billy screams that it was all a setup, but it's irrelevant at this point. Though he vowed that he would never be captured by the cops again, there he is, with his hands high in the air. With Billy under arrest, expect his yes-man to converse with Johnny briefly on the cell phone. Hereafter, it's time to head to the bikes and get to his location.



Naturally, once you find your bikes around the corner from the Triad's building, you'll reunite with the questionable Brian and be able to ride back to your clubhouse on the western edge of Alderney. Remember -- as the highest ranking member in the small convoy, *you* lead the way. No more following. Thankfully, your HUD's GPS will guide you rather briskly along the path you have to take to get back to your destination. Just try to keep your cool with all of the conversation and back-and-forth during the ride!



When you arrive back at the Lost clubhouse, things will start to get heated. Jason is pretty much 100% convinced that Johnny called the cops and ratted out Billy so that he can take over the crew. Bravely, he talks about Johnny like that even after Johnny threatens to kill him if he continues. Nonetheless, Johnny is now officially the president of the Lost, and with Billy in police custody, it seems like it's probably going to be like that for a while. As for Jason, well... how that whole mess is going to be straightened out is yet to be seen.



[Hit the Pipe](#)

Jim

Go ahead and visit your friend Jim. He's tucked into the northwestern edge of Algonquin, in an apartment complex location in between Frankfort Avenue on the south and Grummer Road on the north. When you arrive, you'll find Jim speaking with two of his friends, resting on Japanese bikes. After the men joke around about their motorcycles of choice, they get down to business. Three Angels of Death vans are roaming around Alderney, and these men want to give you some pipe bombs to take them out. That's it.



In some ways, this mission is straight-forward. After all, the task at hand is easy enough to comprehend -- you're to destroy three Angels of Death-owned vans endlessly roving the streets of Alderney. But when you have to actually execute these attacks, you'll find that the premise is actually much harder to make reality. The game implies that you should chuck the pipe bombs at the vans while driving your chopper or in a car, but this is ridiculously difficult and makes no sense. That's exactly what you *shouldn't* do.



Instead, drive around Alderney, looking for the three red dots on your HUD, which represent the ever-moving locations of the enemy vans. Get in a resilient car that provides some strength *and* speed, and unequip your bombs in lieu of an Uzi or Pistol. When you see one of the vans, open fire on the enemies within, making the driver your primary target. Once the driver is downed, the van isn't going anywhere, so it's at this point that you should use this sudden opportunity to bomb the static target. The bombs are powerful, so make sure to get away from the radius (don't cook them before throwing -- this will give you more time to get away.) Repeat this process on all three vans, and you'll be finished with this mission in no time. Oh, and there's good news, too. There's no time limit! So take your time and do the job right.



End of Chapter

Jim

You'll get right into the nitty-gritty of this mission almost immediately. Go visit your good friend Jim, who is waiting for you near the Lost clubhouse in Alderney. You can find him on the east-west section of Vitullo Avenue. When you arrive, Jim will inform Johnny that Brian, who was Billy's yes-man, wants a truce. Obviously, Brian said too many things that can't be taken back, and Johnny will have none of it. The bikers resolve to go get Brian here and now.



Brian is located at the southern end of Alderney, on the southernmost island where the borough splits in two. You can find him off of Grommet Street. No worries about getting there in one piece. As always, the GPS on your HUD will act as your guide towards your target. When you arrive at this wide open area, however, you'll quickly realize the obvious. You're not just gonna take care of Brian. It's gonna be a little more difficult than that.



Brian doesn't seem prone to be pushed around. When Jim and Johnny confront him and his nameless friends, Brian continues to insist that Johnny is to blame for Billy being behind bars.

And of course, he claims that Johnny just wanted power, and nothing more. Of course, this isn't true, but Brian doesn't necessarily know that. When Johnny threatens him once and for all, however, Brian sticks his newfound friends on the crew. It's time for a good old-fashioned gunfight.



This is a tough fight you'll find yourself in. At the end of it all, you will have exterminated most of what was once known as the Lost MC. But first, you have to survive the fight. Things will happen in very distinct waves, and if you fail the mission enough times, you'll learn that before long. The first wave of enemies you'll need to deal with are there automatically when you regain control after the cutscene. These enemies ride in circles on motorcycles while their passengers shoot at your location. After you successfully do these enemies in, you can then expect the arrival of a trio of vans, one after the other, that will unload with enemies. With these vans, try to use explosives on them before they park so that all passengers are incinerated. Otherwise, you'll need to deal with these enemies one-on-one, which can take some time.



When the vans have been dealt with, more motorcycles will show up on-scene. This is when Jim in particular will begin to find himself in trouble, so keep an eye on him and help him when he needs it. If he dies, the mission will end automatically in failure. When you've finally felled both the vans *and* the new wave of motorcycles, the last remnants of Brian's secessionist movement will be seen to the side of the compound, jumping over the wall. They are coming from a well-entrenched location, but some grenades and heavy gunfire will smoke them out really quick. Once this onslaught is nullified, we can move on to the next segment of the mission.



Take a breather when all of the enemies are dead. You and your supporters are on foot while Brian's remaining supporters are on the bike. Understanding they might have made the wrong choice, and that a Lost civil war has claimed many a life, Brian's movement attempts to escape on their bikes. Your bike, and the choppers of your crew are stashed nearby, so Johnny and company begin pursuing your new enemies shortly hereafter.



You've chased-and-gunned before, and this exercise is certainly no different. Simply follow the enemy motorcycles (which are represented, of course, by red dots on your HUD), and when you get the opportunity, aim your gun of choice at the motorcyclist in front of you and do him in. Repeat this process as you rove around Alderney. There doesn't seem to be a time limit affixed to this task, though you shouldn't get your hope too high for an absolute victory when all is said and done. Brian has, for now, managed to slip through your grasp.



[Bad Standing](#)

Jim

Head on over and see Jim off of Manzano Road at the northern end of Alderney. You remember Ray Boccino, don't you? If you played through the main quest of Grand Theft Auto IV, then you'll recognize this character as part of the Pegorino crime family. He, just like many other familiar faces, has his hands in what the Lost MC are doing. He gets his "supplies" straight from the Lost, and he doesn't like that the gang has destabilized since Billy went to prison again. He insists that the gang gets their act together so they can continue to do business with each other as usual. Johnny decides that it's time to see Brian as a result of all of this, and bids adieu to his crew for the time being.



Billy's safehouse is located at the southern end of Alderney, still on the main island that makes up a majority of the borough. More specifically, you can find the safehouse on the western edge of Emery Street, which is the southernmost horizontal route before you cross either Mandrel Road or Latchkey Avenue to reach the industrial section of the borough. When you arrive, you'll see Brian speaking on the phone. We'll go in after him shortly, but first, read the text message Jim sends to you at this point, and follow its advice. Call your boys for backup.



Regardless of whether or not you choose to utilize your friends to help you is irrelevant to how the task at hand is ultimately executed. You won't be able to breach the front door of the safehouse. Rather, you'll need to work your way around to the tiny, fenced-in backyard of the house. The back door, of course, is wide open. Now, it's important to realize here that Brian isn't alone in the house. Though he is the only red dot on your HUD, the house has about eight enemies within that you'll need to take out before you get to Brian himself. Start by clearing the first floor of thugs, scouring their bodies for dropped ammunition.



Once the first floor is devoid of hostile movement, you're free to head on up to the second floor, where Brian has conveniently stowed himself away. The biggest hazard in the house happens to be the shotgun-toting foe guarding the stairs, however, so head up cautiously. Then, once upstairs, deal with the final residuals of Brian's personal guard before eliminating the traitor himself. Though he swears up and down that Billy put him up to this, which actually sounds likely, it doesn't matter. For the Lost to move on and conduct business as usual, Brian must be eliminated. Execute him as ruthlessly as you so desire to finish this mission successfully.



[Heavy Toll](#)

Elizabeta

Go visit your friend Elizabeta over in Bohan. She can be found where she always can be found, in her apartment on the west side of the borough, off of the ever-pleasant San Quentin Avenue. When you arrive, you'll find some familiar faces, the Japanese motorcycle-riding friends of Jim that you met earlier. Elizabeta gets down to business immediately. She has a task for you and her friends to complete together on Charge Island. She sends you out to Charge Island hereafter, and believe it or not, you'll be travelling not on bikes, but in a car. Go figure.



Your trip from Elizabeta's place to Charge Island is going to be an extremely quick trip. Your GPS will likely take you southward down San Quentin Avenue, where you'll be able to meet up with the East Borough Bridge. Once you arrive at the toll booth in the middle of Charge Island before being able to deviate to another borough, a cutscene will ensue. Your new friends will take over the toll booth, and you'll be able to lie in wait for the targeted convoy to arrive. The key here is to not jump the gun.



The new gun that was handed over to you, termed a "Street Sweeper," is a powerful, powerful gun indeed. Unfortunately, it doesn't have a very robust cartridge, so only eight bullets can be shot from this automatic weapon before it needs to be reloaded. Nonetheless, it will do all of the damage you need it to do. Remember -- the van in the middle of the convoy is the target. *Don't* attack the two cars in front of the van. Instead, let them pass and let your friend in the toll booth open up fire when the van pulls up. Join in, killing the driver first and foremost, so that the van can't get away. Then, lay into all of the other goons around you. You want to be quick here. You don't want to stick around. At your first opportunity, get into the van, wait for your friends to populate the car you drove here in (as well as letting another friend into your van), and then get out of dodge as soon as possible.



This ride will be easy or hard, depending on what you managed to do before jacking the van. The two cars that were in front of the van will be a factor if you weren't able to eliminate the vehicles themselves, or the people populating them. If this is the case, the trip to the lockup in Bohan will be more arduous than you'd like. But if you stuck around long enough to kill everyone, this will be a nice, quiet ride. Just be sure your friends don't die, or you'll be forced to start again! Your GPS will bring you to the lockup rather easily, which is located on the eastern side of Bohan, off of Sing Sing Avenue. After dropping the van full of drugs off, you're free to take on your next mission.



[Marta Full of Grace](#)

Elizabeta

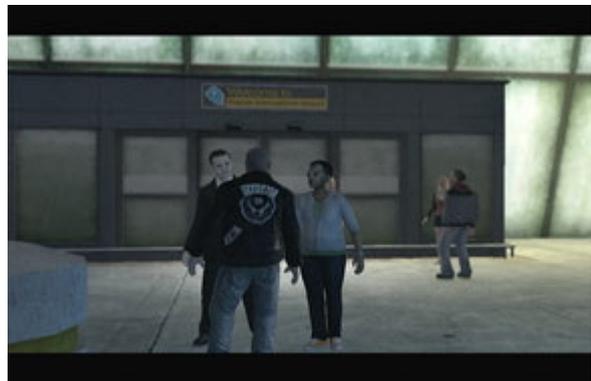
Head on over to Elizabeta's place on the western edge of Bohan, on San Quentin Avenue. When you arrive, she'll be all alone in her apartment (with her assistant), drunkenly wielding a pistol and heavily hitting the bottle. She and Johnny will have a back and forth, and surprisingly, you learn a lot more about her and her past in this conversation than you ever did during Niko's interactions with her during GTAIV's main quest. Nonetheless, after the conversation concludes, Elizabeta will send you on your way. She wants you to head over to Francis International Airport to pick up her drug mule friend.



You likely know where Francis International Airport is, but if you don't, simply keep reading. The airport dominates the eastern edge of the island that makes up Dukes and Broker. It's technically in Dukes, but you can take all sorts of routes through either borough to ultimately arrive at your destination. However, because you'll be travelling from Bohan, you'll almost certainly head south over the Dukes Bay Bridge, and use Dukes Boulevard to get to your destination.



When you arrive at the airport, you're immediately going to find trouble. Marta, Elizabeta's friend who you're supposed to pick up from the airport, has been caught by federal authorities. She rants in Spanish, but the federal officer detaining her can't understand her. Nonetheless, when Johnny intervenes, the federal officer clearly has no idea what he's in for. After verifying that Marta is who she says she is (in English, nonetheless), he incapacitates that officer and runs off. We have to gun our way out of here.



As usual, you'll begin this dangerous section of the mission automatically tucked behind some cover. So, for the time being, you're covered. Now, there are plenty of cops in the area to take

care of, and in order to leave, you have to eliminate *all* cops and feds in the area, as represented by red dots on your HUD. This doesn't include the roving helicopter overhead, though if you have an RPG handy, you could easily take out the chopper before doing anything else. As for the cops, equip your heaviest weaponry and go to town on them, while being sure to use cover. Also, watch your flank, since the LCPD loves nothing more than sneaking up on unsuspecting criminals. If you have leftover explosives from the van destruction mission, use them. Use your heaviest weapons, and go all out here.



When the police threat is eliminated at the airport, it's time to jack a car (preferably a Buffalo, one of the feds' dope cars), pick up Marta, and get out of dodge. The carnage at Francis International has given you at least a three star wanted level, so it's going to take some time and effort to get away from the cops here. Nonetheless, you're so far from your ultimate destination in Bohan, that you can place a marker on San Quentin Avenue and drive towards it while losing the cops; thus, you kill two birds with one stone. When you finally arrive back at Elizabeta's, drop off Marta to successfully complete the mission.



[Shifting Weight](#)

Elizabeta

When you go over to San Quentin Avenue on the western edge of Bohan, be sure to visit Elizabeta yet again. As if it comes as any surprise, Elizabeta has more work for you. While her assistant and drug mule friend cook, she barks instructions to you and your Japanese bike-riding friends. She feels like things are getting too heated, and that things are closing in quickly around her. She insists that the recently-stolen drugs be offloaded as soon as possible, just in case the worst happens and anyone gets caught. And just like that, you're off to take care of business.



You'll begin this mission on your bike automatically, and you'll be in an irregular convoy with non-chopper bikes. That's okay, though -- there's work to be done. Thankfully, your destination is just due north of your current location. You'll simply have to drive northward up San Quentin Avenue for just a few brief moments, and you'll arrive. But this drug deal won't go quite according to plan (then again, what does in Liberty City?) After handing over the coke, the two drug dealers attempt to steal your wares. Naturally, you won't have any of that. But after the bullets start flying, the cops show up. It's time to get out of dodge.



This is actually a pretty cool section of the mission, and fairly manageable as well. The next few minutes will be all on-rails. That is to say, movement will happen automatically in a predetermined fashion. All you have to do is fire on the endless stream of cops that are on your tail. There are some things to keep in mind as you go. The first thing is, ammunition is unlimited, and you never have to reload. Therefore, keep that finger pressed on the trigger the entire time. You have nothing to lose whatsoever by doing so. Secondly, you'll want to aim at the drivers of any of the cops cars that you find. Once the driver is dead, the car will cease moving, effectively ending its threat to you. And third of all, when a helicopter shows up on-scene, which will happen several times during this section, aim at the cops hanging out of the middle, shooting down on you. Without those enemies, the helicopters are hardly a threat.



At some point, you will reach a blocked-in intersection. It appears there's nowhere to go. However, a fancy-schmancy car dealer ship is adjacent to your position. Shoot out the windows within and the second segment of the on-rails section of this mission will continue. You'll need to shoot more cops and generally do what you've been doing. When you finally near the end of this frantic chase, you'll be forced to switch to grenades. Grenades are completely useless here if you don't cook them. So, hold the trigger to cook the grenade for a couple of seconds, and *then* drop it to destroy the pursuing cop cars. Easy-peasy.



When that hell-of-a-ride finally concludes, you'll see two cops automatically killed when their squad car crashed underneath a trestle. Underneath that same trestle, you'll bid adieu to your motorcycling friends, who will return to Elizabeta with the unsold drugs. After they leave and you regain control, Johnny will call Elizabeta up automatically to let her in on the news. Hereafter, Elizabeta asks you to stay away from she and Marta for the time being. Things are simply getting way too heated right now.



At some point, you'll receive a phone call from Ashley, who will request that you go see Ray Boccino. Johnny doesn't care much for this mobster, but nonetheless, he agrees to head over to his restaurant to meet him. The restaurant in question is located at the southern end of Algonquin, on Denver Avenue. When you arrive, Johnny will have an interesting and awkward conversation with Ashley. When he heads on inside, Ray gives him the down-low on what he needs. Though it's pretty clear to him that Johnny doesn't like him, he asks him to move a couple million dollars worth of diamonds for him. Johnny agrees.



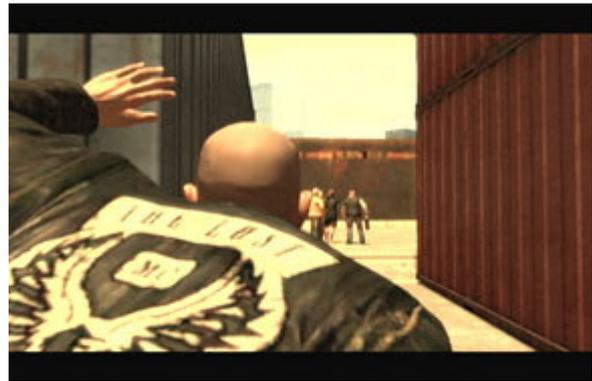
First things first -- Johnny will automatically call Jim once outside of the restaurant, requesting his help. Jim tells him that he'll hook him up with the Algonquin branch of the Lost, who will help on this. So first, you're going to have to head to a nearby location to meet up with these unknown bikers. They can be found to the southeast of Ray's restaurant, on Emerald Street. When you get near them, you'll realize they're already rolling, so simply get to the front of the caravan and begin moving towards Broker, where the diamonds are located.



Naturally, your GPS on your HUD will let you know exactly where you need to go, so there's little to worry about as far as direction. And since you're riding at the front of the group, the tempo of the ride will be up to you. Your destination is the heavily-winding road of Oakley Street, tucked in the southwest corner of the Dukes-Broker island, due north of Broker Bridge. When you arrive at the Broker Naval Yard and head to the predetermined location, get ready for a cutscene.



You'll witness the deal going down firsthand. The two sides exchange the goods for money after a mild dispute over the pricing. It seems these diamonds are too good to resist, which is a good thing in and of itself, since those diamonds will soon be changing hands. But as Johnny and his crew assemble and attempt to ambush the purchasers, they become privy to the situation, return fire, and scamper off. Obviously, it's going to be up to you to take care of them and reclaim the diamonds.



This is one hell of a car chase, and depending on the weaponry you do or don't have at the time you're asked to do this, this will be an easy or hard affair for you. You'll begin after the cutscene already on your bike, so all you have to do is drive forward and begin following the limousine, which is itself being tailed by a sedan full of armed thugs. You'll likely want to follow behind the latter car and deal with the armed thugs first, which will make things much, much easier for you. Of course, if you have explosives, like say a grenade, try cooking it *just so* and then launching it underneath the sedan to rid yourself of it quickly.



As for the limo, well, the passengers within are equally as dangerous, though you won't coerce them to return fire until the shooters in the back car have been eliminated. Pepper the car with gunfire to hopefully take out the driver (who is, by the way, the main target in *both* vehicles, since the car simply won't drive without its driver... duh.) With the destruction of the limousine comes an on-foot pursuit. Make sure you follow the proper person, the one holding the diamonds (marked by an arrow over his head, and on your HUD.) Once he's slain, be sure to pick up the diamonds that will show up on the ground next to his body.



With the diamonds in hand, the game will prompt you to place the diamonds in two trash bags. Astute GTAIV veterans will recognize this as a prologue to one of Niko's missions in the main quest, where Niko and company collect trash bags full of diamonds. Both drop offs are on the southern end of Algonquin, so getting to them (since the chase likely concluded in the same borough) shouldn't be an issue for you. The westernmost drop point is on Hematite Street. The easternmost drop point is on Emerald Street. Keep in mind that you'll encounter a car full of Ray's goons en route from the first point to the second point, but they are easily dealt with. The mission ends once the diamonds are dropped.



[Roman's Holiday](#)

Ashley

Head over to visit Ashley at her crack house on Babbage Drive in Alderney. As usual, she'll call you and ask for your help, which will catalyze the origins of this mission. When you arrive at her place, you'll notice the mysterious name of this mission. Roman, of course, is Niko's cousin in the main quest of Grand Theft Auto IV, and this mission very much has to do with the Cousins Bellic. It seems that Ashley over-borrowed from a man familiar to GTAIV veterans, Dmitri, and in order for Ashley not to be slain, Johnny has to kidnap someone for the Russians. And that someone is none other than Roman Bellic, who himself (as you know already) has a gambling problem.



When you get outside, jump on your bike. Even though you might not often call for backup when you get the chance, Johnny will automatically call his new good friend Malc for some help. Malc agrees to help him out and tells Johnny to come pick him up in Algonquin. More specifically, Malc can be found on Exeter Avenue at the north end of Algonquin in between Xenotime and Wardite Streets. When you arrive, you'll find Malc and his Japanese bike waiting for you. After some jovial back and forth, the two criminals agree to ditch their respective bikes for a sleek ride sitting nearby.



The gambling den where Roman Bellic is holed up in is located all the way in Broker, your old stomping grounds if you're a main quest veteran of GTAIV. Considering you picked up Malc at the north end of Algonquin, your easier route to Broker is likely eastward across Northwood Heights Bridge, then southward into Bohan, crossing over the East Borough Bridge via Charge Island. Once you reach Dukes, simply head south until you reach your destination in Broker, on Dillon Street. Park your car and wait, as the game prompts you to do, for Roman to emerge from his card game. When he does, Malc and Johnny will put him in the car -- an effective kidnapping -- automatically.



Begin driving towards the location in Bohan that will automatically appear on your HUD hereafter. This is where the Russians want their catch to be dropped off, so they can do whatever they need to do to him. You're going to no doubt feel bad for Roman en route to this new location. After all, Roman is a pretty nice, standup dude, as you know from playing through the game's main quest. This won't stop Roman from trying to make a run for it, however. This will likely happen when you stop/slow to pay the toll leading into Bohan. When this happens, reluctantly (yet effectively) chase after him. Do this on foot. Don't run him over or shoot him; simply aim your gun at him to threaten him, and then slowly walk him back to the car. He certainly won't try *that* again.



Now, it's time to head to our destination in Bohan once and for all. The GPS should guide you to where you need to go. You're headed to the far southeastern edge of the small island borough of Bohan, to an abandoned lot off of the busy Northern Expressway that covers the entire borough. When you arrive, the Russian gangsters will take Roman off of your hands. Prepare to feel guilty for delivering him to the enemy!



[Collector's Item](#)

Ray

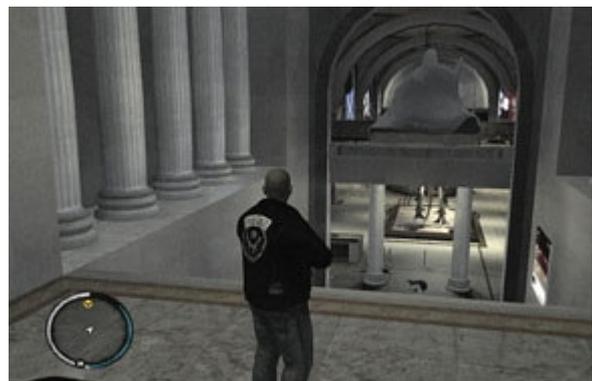
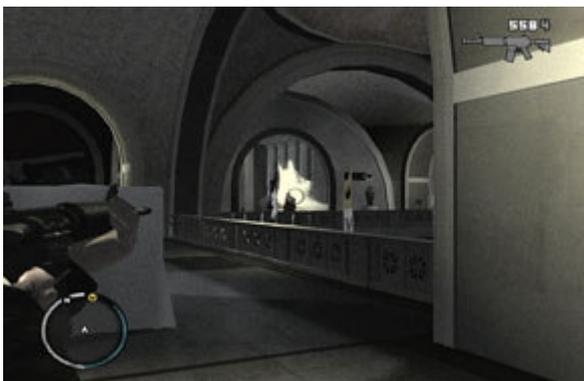
At some point after delivering Roman to the Russians to pay Ashley's drug debt, you'll receive a call from your good friend (not) named Ray Boccino. Ray needs you for another gig, and naturally, you're game. Remember -- this mission begins somewhat seamlessly from other events, so you won't have a priming event to give you an introduction to the mission. Instead, you'll be told to head to the north entrance of the Libertonian in Algonquin. The Libertonian is located on the eastern edge of Middle Park, off of the ritzy Columbus Avenue. Head on over from wherever your current location is -- your GPS will get you to your destination painlessly.



When you arrive, begin following the on-screen prompts. Head on into the gigantic establishment, and run on through to the far (southern) end of the building. You'll see a yellow dot on your HUD, which represents Niko Bellic's current location. However, to actually reach him, you're gonna need to cross the museum, as we've already mentioned, and then scale down some stairs you come across. This will ultimately cause a cutscene, where money and diamonds are exchanged... or at least, the exchange is attempted. In a familiar scene ripped straight from GTAIV's main quest, you'll find yourself in a dangerous firefight at this point hereafter.



This firefight is somewhat similar to your experience in the very same predicament as Niko. However, this firefight won't be as arduous or last nearly as long... at least, not for the time being. Begin by fighting your way forward, taking cover when necessary and eliminating the enemies you encounter en route. Considering none of these hostiles within the Libertonian are necessary to kill, none will appear on your HUD. Thus, take your time and be careful! When you reach the staircase leading down to the first floor, swing leftward through the door, and you'll emerge outside. This is when things get considerably tougher.



Do you have a lot of firepower? I sure hope so. Ray's men are on to the deal, and now that you have the money in hand, they're after you. All of these foes, in their fancy black cars, will appear as daunting red dots on your HUD. And unlike your adversaries inside, these foes *must* be killed in order to move on. Seek cover and return fire on this large group of enemies. Do you have explosives, like grenades, or even an RPG? If so, now's the time to break 'em out. Aim your explosives at Ray's men's cars to force them to explode, taking out enemies nearby. If you are out of options, however, consider jacking one of their cars, and use it as a battering ram. It's not exactly the cleanest and simplest way to go about things here, but it sure is effective.



Once the very last red dot is eliminated from your HUD (marking the death of the last of Ray's men at the museum), you'll receive a call from Jim. He'll tell you to meet him and a friend over in an alleyway at the north end of Algonquin. From your current location near Middle Park, this drive will only take you a moment or two. When you arrive at the location, which is situated in between Wardite and Vauxite Streets, the men will take Ray's money and disappear into the night. But believe us -- you haven't heard the last of Ray Boccino.



Was It Worth It?

Jim

After the brutal ordeal at the museum is over, you'll soon thereafter get a text message from Jim. Strangely, this occurs *after* you speak with Ray on the phone, so things aren't quite as they seem. Jim's text message instructs you to meet him at, at all places, Ray Boccino's restaurant at the southern end of Algonquin. Head over there from your likely current location at the northern end of Algonquin. This drive should be relatively short and straight-forward. Remember -- Ray's restaurant is located on Denver Avenue.



You may have assumed Jim's text message was a setup, and if you thought so, you were right. But Jim didn't set you up. Instead, Ray and his goons are on to what's going on. They know Johnny somehow made off with the money, and he wants it back. He's even torturing Jim in the basement with a tiny blowtorch, burning his face ruthlessly. But Johnny and Jim, assuming they're gonna die, decide to go down with the boat. That is, until Jim breaks free from his ropes and holds Ray's man hostage. When Ray loses control of his gun, Johnny and Jim make a getaway, but not before killing Ray's good friend. Naturally, you'll see Ray again.



Begin by taking Jim's advice and drive back towards Alderney. We need to meet up with the Lost MC crew and get down to business, since a gang war seems all but imminent. Your drive will be leisurely until you arrive at Alderney. When Ashley calls you up on your phone, take a look at your HUD. Your destination and route to it have disappeared. What's appeared in its place are four red dots on your HUD, which represent four cars roving around Alderney looking for you. Naturally, this won't be a safe scene for you.



Your best bet here is to stay on the offensive. Go after one of the cars and gun them down, staying in your own car for good measure (make sure you're not driving around on a motorcycle or a car -- use an SUV or truck for maximum protection from enemy bullets). Always go after the driver first, so the car stops moving. Then, take out any residuals. If you stick around in the same spot for too long, the cars will congregate at your location. So keep moving, stay mobile, and isolate the cars so you can take them out one at a time. A car is considered eliminated when its passengers are slain and the car itself is destroyed. This isn't as tall of an order as it may seem, so long as you can keep the cars isolated. If they work their way towards you and attack you en masse, well, that's a different story entirely. Make sure that doesn't happen to you.



When you're clear, you can then continue on towards the Lost clubhouse on Berners Road, where you can meet up with Ashley. This leads to a rather touching cutscene, where Johnny seems to have given up on Ashley once and for all. Making matters worse, while Johnny managed to allude Ray's hit squads, Jim wasn't so fortunate. He's fallen victim to Ray assassins, making Johnny even more mad. Ashley recommends that Johnny speak with Congressman Stubbs, since Ray and Billy are in cahoots to make Johnny take the ultimate fall. Johnny agrees to take her advice, but not before leaving her and tell her he's done.



[Get Lost](#)

Stubbs

This mission will begin as soon as the Was It Worth It? comes to a conclusion. And since you'll get a phone call from Stubbs automatically, and since he'll agree to meet you at the Lost clubhouse on Berner Street, you shouldn't move one inch after you bid Ashley adieu. That way, when Stubbs calls and tells you to meet him, you can turn around and start this mission

immediately. Stubbs is good for a favor, as he promised you earlier. And he encourages you to head to the prison at the southern end of Alderney, to take care of Billy, your arch-rival, once and for all. He even promises more help once you get there.



The Alderney State Correctional Facility is located at the southeastern end of the borough. It was a location we visited a handful of times during GTAIV's main quest, but up until now, you've had no reason to think twice about it in *Lost and the Damned*. The prison is located off of Toggle Avenue. When you arrive, you'll see a cutscene with Billy talking to some of his fellow prisoners in the yard about how he's getting out. You'll then see Johnny on his cell phone, asking for much-needed back up. It's time to take Billy out once and for all.



Before you can break into the prison to get at Billy, you have to figure out a way to *get in* to the prison. This problem somewhat solves itself, however. The Lost's very own arms dealer, who you may or may not have utilized during your DLC experience, shows up on the scene. Better yet, everything you want from his wares is going to be free, this time only. Take advantage by stocking up on everything you could possibly want. Automatic weapons are huge, and having a fully-stocked RPG launcher is a must. Everything else is secondary compared to a trusty assault rifle and some heavy duty explosives.



With your trusty RPG, bust a hole through the front gate of the prison, and begin your assault on the myriad cops, SWAT team members and correctional officers you encounter. You'll need to deal with a strong contingent of enemies directly behind where the entrance gate once stood. Once they're downed, you can then head leftward into a grassy, gated area, where more cops can be eliminated. As you turn the corner rightward, be sure to take out a sniper rifle and deal with the pesky foe atop the roof. That will make your journey forward a whole lot easier.



This thinned out area will lead to a larger gated area ahead. Train your assault rifle on the group of cops ahead and lay into them. Remember that the rampant use of explosives here is recommended. After all, this is the DLC's final mission, and there's no reason not to expend everything you have up to this point to make the fireworks show at the prison especially poignant. When you reach the guard tower in the center of the prison yard, helicopters will show up with heavily-armed SWAT officers within. This is where the prison protectors will make their last stand.



Surviving this final onslaught is as easy as staying put. The crate you're automatically behind after the cutscene finishes gives you an awesome location in which to spring attacks from. As long as you keep your head down, your friends should do a lot of the work automatically. With your supplemental fire, the cops here won't last very long. Remember -- *this* marks the final fight in the final mission in the game, so everything goes. There's no reason to hold back or reserve good weapons for future use -- you won't need them after this (unless you're doing the myriad DLC side quests, which don't necessitate amazing weaponry.) All cops must be killed here in order for you to get the okay (from an in-game prompt) to go after Billy. Therefore, don't neglect climbing the guard tower itself to waste the well-positioned foes there. The cops are marked by red dots on your HUD (but you likely figured that out ten minutes ago.)



When you've capped Billy, the game will prompt you to get back to your chopper, which has magically appeared in front of the guard tower. While more cops will show up as you and your cronies bike back towards the entrance of the prison, you don't have to stop and deal with them. Rather, you should be able to buzz through them without so much as a gunshot grazing you. When you've reached the streets of Alderney once more, head north and head back to the Lost clubhouse, as you've done so many times before.



We won't say much about what happens after you reach the Lost clubhouse, since the events constitute the abbreviated ending of the DLC content. Congratulations! You've defeated the Lost and the Damned.

