



# grand theft auto IV

## *the Lost and Damned*

COVERS MICROSOFT XBOX 360<sup>®</sup>

BASED ON A GAME RATED BY THE  
ESRB **M** MATURE 17+

Written By Tim Bogenn  
& Rick Barba



# Table of Contents

## WELCOME BACK TO LIBERTY CITY

What's New	2
Liberty City	2
Getting Around	3
Health and Body Armor	4
Weapons	4
Police Wanted Levels	6
100% Completion	7
Xbox Live Achievements	7

## VEHICLE SHOWROOM

## MAIN STORY WALKTHROUGH

### BILLY GREY

Clean and Serene	18
Angels in America	23
It's War	26
Action/Reaction	29
Buyer's Market	32

### JIM FITZGERALD

Liberty City Choppers	35
Bad Cop Drop	37
I Want One of Those	39

### PROCEDURAL MISSIONS: Bike Thefts

Take Out Liquor	40
Ex Display	41
Strip Club Hog	42
Zorst Fumes	43
Get Off Your High Horse	44
Short Stay Parking	45
Tattoo Parlor Lament	46
Delivery Boy's Hardship	47
A Ride in the Park	47
Beachcomber	48

### THOMAS STUBBS III

Politics	49
Off Route	51

### PROCEDURAL MISSIONS: ODD JOBS

Knowing Me, Knowing You	54
Phone Ho'	56
When the Blue Chips Are Down	57
Communication Breakdown	60
First Impressions	61

### ASHLEY

Coming Down	63
-------------	----

### BILLY GREY

This Sh*t's Cursed	65
Random Character: Dave Grossman	68

### JIM FITZGERALD

Hit the Pipe	69
End of the Chapter	71
Bad Standing	73
Random Character: Brian Jeremy	75

### ELIZABETA TORRES

Heavy Toll	77
Marta Full of Grace	79
Shifting Weight	81
Random Character: Malc	
Mission 1	85
Mission 2	85

### ASHLEY

Roman's Holiday	86
-----------------	----

### RAY BOCCINO

Diamonds in the Rough	88
Collectors Item	90
Was It Worth It?	92

### THOMAS STUBBS III

Get Lost	95
----------	----

## OTHER ACTIVITIES

### FRIEND ACTIVITIES

BIKE RACES	100
------------	-----

### BIKE RACES

Alderney Industrial	101
Park Circuit	102
Alderney Casino	103
Alderney Beach	104
Holland	105
Bohan Steps	106
Bohan Strip	107
Bohan Beach	108
Schottler Station	109
Tudor Docks	110
Alderney City	111
NW Alderney	112

### GANG WARS

	113
--	-----

## LIBERTY CITY MAPS

### ALDERNEY

Points of Interest	116
Pickups	118
Seagulls	120

### ALGONQUIN

Points of Interest	124
Pickups	126
Seagulls	128

### BOHAN/DUKES/BROKER

Points of Interest	132
Pickups	134
Seagulls	136

## MULTIPLAYER

140

# Welcome Back to Liberty City

## What's New

Welcome back to Liberty City... assuming you ever left, that is. Once you've downloaded The Lost and Damned from Xbox Live, enter Grand Theft Auto IV and access the Pause menu. Select the last option, "Game" and then "New" from the drop down list. Here you will find the new game. Select "The Lost and Damned" to begin your new, jam-packed adventure. The following is an incredible list of the new features included in the downloadable content:



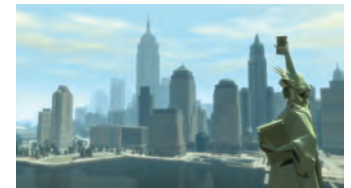
- New motorbike and vehicle handling
- New motorbikes
- New weapons
- New races
- New Quick Play mode (drops you into unranked multiplayer deathmatch with no lobby)
- New multiplayer outfits
- New multiplayer games
- Annihilator helicopter now has explosive rounds
- Shotgun drive-bys while on a bike
- New games: Arm Wrestling, Hi-lo Card Game, and Air Hockey
- New TV Shows
- New comedy act at comic clubs
- New radio content
- New Internet content
- New Hidden Packages (50 Seagulls)

## Liberty City

The actual structure of Liberty City has not changed from Grand Theft Auto IV to The Lost and Damned; you can still visit the same haunts and find all the weapons, health, and armor in the same places (see the Liberty City Maps chapter of this guide for details). Johnny's story takes place in the same time period as Niko's. In fact, Johnny's story moves in parallel with Niko's, and on more than one occasion, their stories intermingle.



Liberty City is divided into four boroughs: Algonquin, Dukes, Broker, and Bohan. And then there's Alderney, a New Jersey-ish sort of place hunkering across the West River from the great towers of Algonquin. Taken together, these areas form one of the densest, most vital urban centers in the world. It's a place where dreams come to flourish or die.



### ■ Episode Completion

**Play through all 22 missions to finish the main story, but keep in mind that this new episode also includes 15 new Procedural Missions, extra encounters with three Random Characters, and a number of new activities—including games, bike races, various odd jobs, and gang wars. Plus, there are 50 seagulls out there that must be eviscerated!**

# Getting Around

## Vehicles

Liberty City is like a big, teeming car lot, laid out in a nice grid for your exploration. Gleaming autos ride bumper to bumper in traffic, just waiting to be jacked—you can't beat free transportation. Watch out, though—some fools refuse to give up their ride without a fight. Check our Places of Interest maps for locations of three auto dealerships where you can find everything from a fine Italian sports car to a faster-than-lightning sport bike.

### ■ GPS Waypoints

The GPS mapping system lets you set waypoints on your map; it then marks a route to your chosen destination. The map also creates routes to all yellow, red, or blue blipped destinations that are automatically designated in your missions. Note that any GPS-created route is the most direct *legal* route. You can also usually find plenty of illegal shortcuts (like driving against the flow of traffic) to get places faster.

## Taxis

You can hail a taxi on almost any street at any hour in Liberty City. Cabs are cheap and provide, by far, the fastest way to reach any destination. The beauty of taxi travel is that you can set a waypoint anywhere in the city and it automatically becomes a selectable destination on the cab's meter. Better yet, for a few extra bucks, you can skip the trip and arrive within seconds. This eliminates cross-town car travel, which is otherwise a great way to get to know your surroundings. Remember, though, that you cannot hail a taxi while you have an active Wanted Level.



### ■ Taxi Jacking

The taxi is the only vehicle you can jack in plain view of a police officer without getting a Wanted Level—provided you are pulling the passenger (fare) out of the backseat and not the taxi driver.

## Trains

Cheap, easy public transportation is one of Liberty City's hallmarks, along with prostitution, depravity, organized crime, and brutal police corruption. You can catch the El-train or the subway and get to the next borough in moments. As with taxis, you can choose to skip the trip, but you'll miss out on some pretty spectacular views of the city.

## Helicopter

Helicopters aren't easy to find, but they can take you places you can't reach otherwise—certain rooftops, for example. The standard Maverick chopper can be stolen from the Helitours location in southeast Algonquin and from a private helipad in northeast Alderney. Heavily armed Annihilators appear on top of a police building in northeast Algonquin and also in the northern area of the Francis International Airport. The Annihilator's weapon has been upgraded! The machinegun-like rounds now explode on impact, giving more punch to this already formidable aerial weapon.



### ■ Airport Off-limits

Francis International Airport is a high security environment. In story or side missions, any attempt to get past the security fence onto the runways immediately slaps a Wanted Level on you. However, you can access the tarmac without triggering a police alert in multiplayer games.



## 2-Door Vehicles

Blista Compact



Buccaneer



Faction



Fortune



Futo



Manana



Peyote



Rhapsody



Uranus



Virgo



Voodoo



## 4-Door Vehicles

Admiral



Cabby



Chavos



DF8-90



Dilettante



Emperor



Esperanto



Feroci



# Main Story Walkthrough



The episode-opening sequence introduces you to the esteemed officers of The Lost Motorcycle Club, Liberty City's alpha badass bikers. The gang rides to meet Billy Grey, the club's President, who is being released on probation from an Alderney rehab facility.

Leading the crew is Johnny Klebitz, Vice President and your alter ego in this game. You also meet Jimmy "The Fitz" Fitzgerald, Treasurer; Brian "B.J." Jeremy, Club Secretary; Jason Michaels, Enforcer; Terry Thorpe, Sergeant at Arms; and Clay "Crow Dog" Simons, Road Captain.



## Main Objectives

- Ride to The Lost clubhouse.
- Ride to the chop shop in Bohan.
- Ride to the Angels of Death hangout and wipe them out.
- Ride in formation behind Billy back to the clubhouse.

## Prerequisites

- Start the game.

## Fail Conditions

- Any of The Lost is killed.

## New Elements Introduced

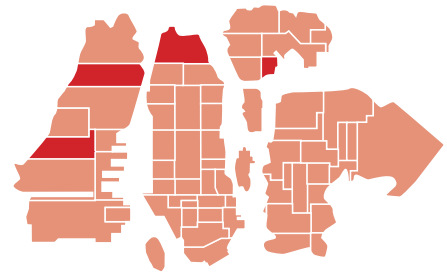
- Riding in formation
- Using the sawn-off shotgun
- Big group combat
- "Special Friend" ability

## Clean And Serene

### ✦ Billy Grey

After his release, Billy hops onto the back of Johnny's bike for the ride home to The Lost clubhouse down on Berners Road. This mission introduces you to some of the episode's basics, including riding in formation.





**Episode Completion**

Play through all 22 missions to finish the main story, but keep in mind that this new episode also includes 15 new procedural missions, extra encounters with three random characters, and a number of new activities—including games, bike races, various odd jobs and gang wars. Plus, there are 50 seagulls out there that must be eviscerated!

**Friend Activities Unlocked**

This mission unlocks Friend Activities with Jim, Terry, and Clay. Jim will call you at some point and ask if you're up for some fun, but you can invite any of these guys to join you for a little recreation.

Grab some food, hit a comedy club, play air hockey, darts, or pool, go to a strip club, and so on—there are 10 Friend Activities in all.



# Main Story Walkthrough



## \* Mission

| Ride to the clubhouse.

Your first task is to transport Billy from the rehab center (1) back to the gang's main hangout on Berners Road in the Acter district of Alderney. To reach The Lost clubhouse (2), follow the yellow line on your radar. On the way, you'll notice the new and improved bike handling and that you must stay close to a biker convoy if you want to hear their conversations. When you reach the yellow chevron marker, ride directly into it to trigger a cut-scene.

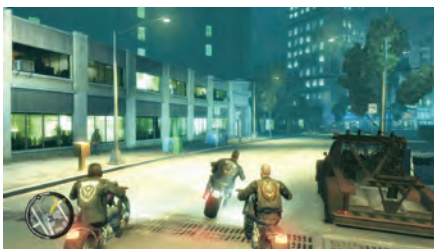
Billy can't believe Johnny hasn't retrieved Billy's bike yet. He lost it to the Angels of Death, a rival motorcycle club, before the current truce between The Lost and the Angels of Death. But "peace and prosperity be damned"—a man's bike is a sacred thing, brother. Johnny, Billy, and the others head out to get Billy's bike back.



| Ride to the chop shop.

The group must first pay a visit to Pretty Boy's chop shop (3) over in Bohan on Guantanamo. Follow the yellow GPS route across Alderney and Algonquin into Bohan. It's a *long* ride, so listen in as Johnny and Billy exchange philosophical differences over the club's *raison de etre*.

When you reach the destination, drive into the yellow chevron marker to trigger another cut-scene. The Lost convince Pretty Boy to reveal the missing bike's location. It appears the machine is now in the custody of some Angels of Death at their Northwood hangout.





## Ride to the Angels of Death hangout.

Follow the yellow GPS route to the marker inside the Rusty Schit Salvage yard (4) up on the northwestern tip of Algonquin. Your gang's arrival triggers a wild shootout.

## Take out the Angels of Death.

Red blips mark the Angel of Death bikers on your radar. Eliminate all eight of these targets spread across the salvage yard. It's a big lot with plenty of open space, so keep moving and use cover wisely. The sawn-off shotgun packs a wallop, but loses some accuracy with distance, so don't be a long-range sniper—flank and get around behind targets for closer shots, if you can. Look for explosive barrels. Avoid standing near them, but target these objects when enemies don't heed this warning. You can then collect the fallen enemies' weapons. When the last Angel of Death drops, Billy grabs his bike and starts heading back home.



## Follow Billy back to the Clubhouse.

Find Johnny's motorcycle and hop aboard. Then get in formation and follow Billy (blue marker overhead) as he leads The Lost back to the gang's clubhouse. If you lose sight of Billy, he's marked on your radar map as the big blue blip. Note also that you can hold down the B button at any time to focus the camera on the convoy's leader.

Here you learn how The Lost club badge works. Steer into the badge to maintain the convoy's formation. When you do this, you also boost Johnny's health a bit and repair his bike, as well. Listen for the tone that indicates the repair event and note how Johnny's health circle increases (and maybe his armor, as well—see our tip).



## The Lost MC Badge

When you ride in formation following a leader, The Lost club badge icon appears whenever you stray too far from the leader. If you steer your bike onto the badge, you get a health boost and so does your bike if it's damaged. If your health is already full, you get an armor boost. If you are low on health, purposely move in and out of formation to get multiple health boosts.

# Main Story Walkthrough



Check out the clubhouse features.

When Billy finally pulls up at The Lost clubhouse, you trigger one last cut-scene. This leads into a brief overview of clubhouse features and activities—arm wrestling, hi-lo card games, the gang’s memorial wall and television, internet access via the clubhouse computer, and a bed in the first floor store room where you can “sleep” to save your progress and advance the game clock six hours.

You also get a closer look at Johnny’s Hexer, a classic chopper of regal lineage. If you lose a bike, a phone call to Clay ensures the quick delivery of a new one to your current location. You learn how to “save” any vehicle for future use by parking it in the space marked by diagonal yellow lines just outside the clubhouse.

Finally, you learn how to acquire more heat using the “Special Friend Ability.” To buy discounted weapons/ammo or body armor, activate your cell phone and call Terry; he conveniently parks his Slamvan in an alley near you (look for the “T” icon on the map) and opens for business. Or call Jim, who leaves a fully loaded weapon in the arm-wrestling room of The Lost clubhouse.

## Mission-Giver Markers

Whenever you complete a mission, check the map for initials of mission givers—“B” for Billy, “S” for Stubbs, “E” for Elizabeta, and so on. (These change as you move through the story, of course.) Then find and move into the yellow chevron marker at the indicated location to trigger a new mission.



## New Mission Strand Opens!

Shortly after finishing “Clean And Serene,” Johnny gets a call from Jim Fitzgerald, gang brother and The Lost Treasurer. Jim wants to meet Johnny over on Aspdin Drive down in the Acter district of Alderney—just a couple of blocks from The Lost clubhouse. This puts Jim’s “J” icon on the map at that location.

The choice is yours: You can ride to meet Jim and trigger “Liberty City Choppers,” the first mission of the Jim Fitzgerald mission strand. Or you can go meet Billy at the clubhouse and trigger “Angels in America,” the next mission in the Billy Grey mission strand.

Pick up the next mission.

After you complete Clean and Serene, a “B” icon appears on the map over the clubhouse location. This refers to Billy, who is now a “mission giver”—you can meet him to begin the next mission. To do so, find the yellow chevron marker on the sidewalk in front of The Lost clubhouse. Move into it to trigger the next mission, “Angels in America.” Jim also calls shortly after this mission ends, allowing you to begin his mission strand.



## Friend Activities

### Jim, Clay, & Terry

Jim, Clay, and Terry all ride together. When you invite one of these guys out, you all go out. One for all and all for one! The following is a list of activities you can do with your biker buddies. We've also noted which ones go toward 100% completion of the game when you win. Follow the same Activity icons that appeared in Grand Theft Auto IV to find these diversions—Air Hockey and Arm Wrestling are new. During your Friend Activities, you get to choose which of your three biker buddies you wish to challenge just before you begin the game.



ACTIVITY	REQUIREMENT FOR 100%
Strip Club	Visit with friend
Eating	Have meal with friend
Comedy Club	Visit with friend
Air Hockey	Win against friend
Pool	Win against friend
Darts	Win against friend
Arm Wrestling	Win against friend
Drinking	Drink with friend
Hi-Lo Cards	Play this game

#### ■ Arm Wrestling Locations

There are two other places to play Arm Wrestling, both in North Algonquin and represented by an icon on the map. These icons will appear when you pass near them or at the end of the story. You can't take your friends there, but you can go alone.

#### Prerequisites

- Complete "Liberty City Choppers."

#### Fail Conditions

- Do not achieve first place.
- Get wasted or busted.
- Kill another racer.

#### ■ Racing Bikes

You may be ridiculed for your choice of ride among biker gang loyalists, but we suggest using the racing bikes for these races. Hop on the new Bati 800, NRG 900 or PCJ 600. A couple of racers will sometimes match your selection, but most will ride bike gang type rides—slower, heavier bikes.

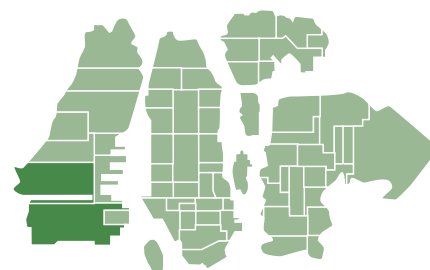
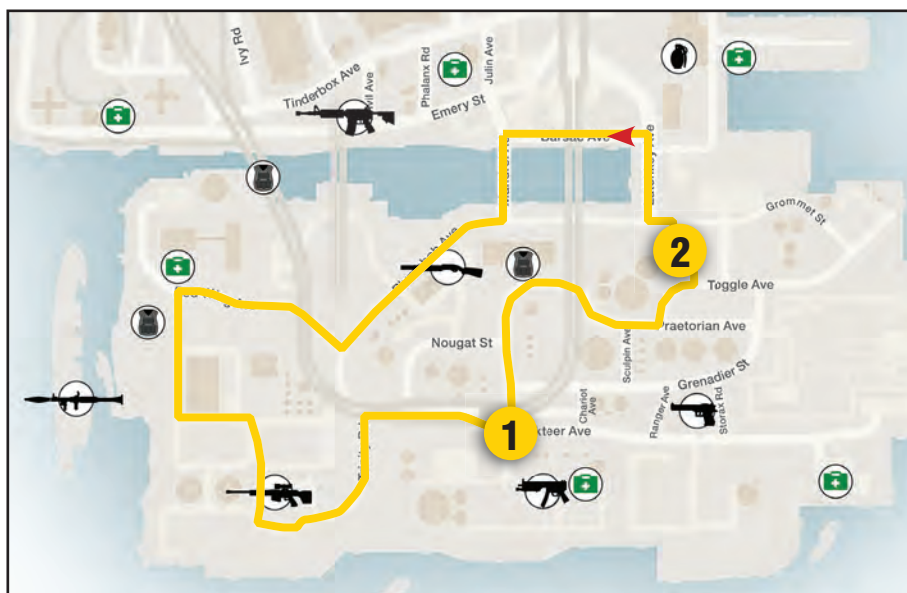
## Terry and Clay Bike Races

After completing "Bad Cop Drop," Terry calls on the cell phone and introduces you to the bike races being held around the city. A circular red icon with a helmet appears on the map relative to your location in Liberty City. The icon represents the meeting point for the race. Go there to meet with Terry or Clay, who will race alongside you. You must be on a motorbike to enter the race. Battle other bikers for first position using a baseball bat as a drive-by weapon. If you try to kill other bikers (say, by jumping off a bike and using weapons), you will fail the challenge. Press the X Button for a left attack or the B Button for a right attack.



You can participate in these races continually, but must complete all 12 to get a little closer to 100% completion of the game. Doing so also spawns a Hakuchoh outside your nearest safehouse. The order in which each race unlocks is determined by your position on the map, so it may not match the sequence we've listed here.

## Alderney Industrial



This race takes place in Alderney Industrial in Tudor. You face west at the starting line of this two-lap race. The idea in this challenge, as with all others, is to get ahead of the pack early so you don't have to worry about getting knocked off your bike by some guy riding next to you with a baseball bat. As you make your way to the head of the pack, swing left or right at the bikers next to you. Knocking down the competition will keep them off your back for a while—as long as you race the course almost flawlessly.

Cut corners and drive on sidewalks when it's advantageous to do so. Take it easy in the turns and go full throttle in the straight-aways. To beat AI competitors, you usually just need to concentrate on racing the course with caution to avoid falling or getting hung up in a bad turn.

There are two areas that could catch you off guard. The first one is a sharp left **(1)** after a short straightaway. It's easy to miss this turn and continue beside the freeway off-ramp to your left instead of heading under it. Look for the freeway overhead near the front of Globe Oil and use both brakes to slow down for the turn.

The second area of caution is the shortcut through the path **(2)** beside the police station. It's a hard left turn off the street to get on the path without hitting the sidewalk fence. Take it easy here and keep your tires on the pavement for maximum grip.



# Grand Theft Auto IV



## *The Lost and Damned*

## GRAND THEFT AUTO IV: THE LOST AND DAMNED

### OFFICIAL STRATEGY GUIDE

Written by Tim Bogenn & Rick Barba

DK/BradyGames, a division of Penguin Group (USA) Inc.  
800 East 96th Street, 3rd Floor  
Indianapolis, IN 46240

© 2006-2009 Rockstar Games, Inc. Rockstar Games, Rockstar North, the Rockstar Games , the Rockstar North , Grand Theft Auto, and the Grand Theft Auto The Lost and Damned logo are trademarks and/or registered trademarks of Take-Two Interactive Software, Inc. in the U.S. and/or other countries. The ratings icon is a trademark of the Entertainment Software Association. All other marks and trademarks are properties of their respective owners. All rights reserved.

The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are properties of their respective owners.

Please be advised that the ESRB ratings icons, "EC", "E", "E10+", "T", "M", "AO", and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit [www.esrb.org](http://www.esrb.org). For permission to use the ratings icons, please contact the ESA at [esrblicenseinfo@theesa.com](mailto:esrblicenseinfo@theesa.com).

ISBN 10: 0-7440-1107-8  
ISBN 13: 9-7807440-1107-4

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 09-1 shows that the first printing of the book occurred in 2009.





12 11 10 09 ..... 4 3 2 1

Printed in the USA.

### BradyGAMES Staff

-  **Publisher**  
David Waybright
-  **Editor-In-Chief**  
H. Leigh Davis
-  **Licensing Director**  
Mike Degler
-  **Marketing Director**  
Debby Neubauer

### Book Credits

-  **Senior Development Editor**  
David B. Bartley
-  **Screenshot Editor**  
Michael Owen
-  **Book Designer**  
Colin King
-  **Production Designer**  
Wil Cruz