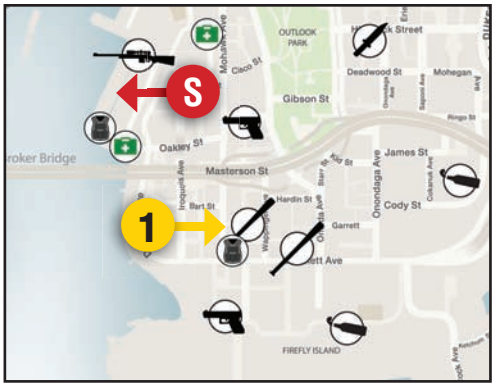


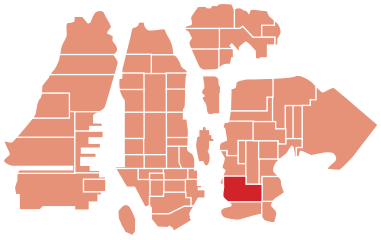
Our story begins aboard the Platypus, a merchant navy vessel arriving portside in Liberty City, gateway to the "land of opportunity." One of the crew is a Serbian national named Niko Bellic, a man haunted by war memories and running from past mistakes. Niko is a realist, but like many immigrants, he dreams of making it big in America. His plan is to meet up with his successful cousin, Roman.

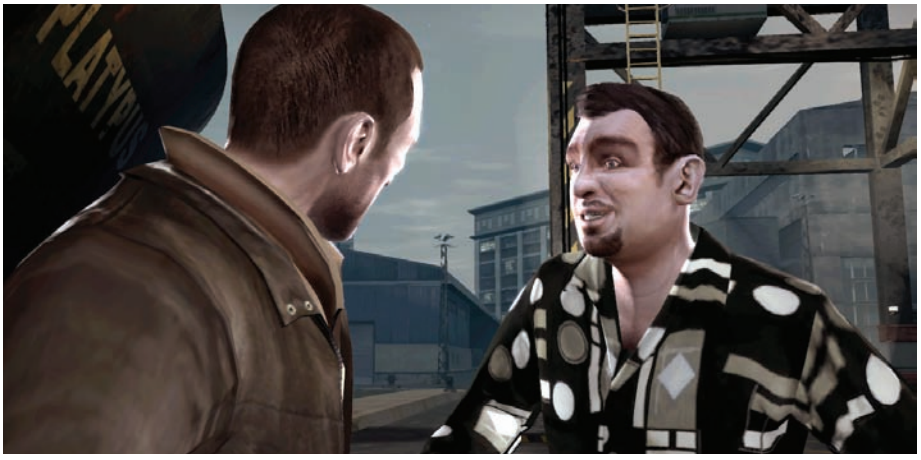
The Cousins Bellic

Roman

Unfortunately, Roman Bellic has overstated his success just a bit. When he finally arrives at the East Hook docks, his sports car turns out to be a city taxicab… and he's a little too "happy" to drive. Maybe Niko had better take the wheel.







Main Objectives

- Drive to Roman's apartment.
- Park in the yellow marker.

Prerequisites

- Start the game.

Fail Conditions

- Roman dies.
- Roman's cab is destroyed.

New Elements Introduced

- Basic movement.
- Driving a vehicle.
- Using the radar map to follow a route.
- Following yellow GPS routes to destinations.
- Opens the first safehouse (Roman's apartment).

▲ Make it Quick!

Although the yellow line plotted on the radar map always indicates the "shortest legal route" to your destination, it is not always the *fastest* route.

✱ Mission

Drive to Roman's place.

This is a simple tutorial mission. You start out near the East Hook docks **(S)** at the wheel of Roman's cab; Roman sits in the passenger seat. Onscreen instructions guide you through the basics of driving a vehicle and using the radar map. Your goal is to simply follow the yellow line plotted by your GPS system to reach Roman's apartment **(1)** in Hove Beach, indicated on the map by the yellow blip.

Feel free to cruise the city streets a bit and get comfortable with the driving controls. (Roman keeps you entertained with inebriated banter.) But note Roman's comment about the city's bridge access being cut off because of terrorist threats. When you arrive at Roman's place, drive into the yellow marker to complete the mission and trigger the next scene.

Roman's Apartment

The Hove Beach district is an enclave of struggling Eastern European immigrants, and Roman Bellic's "mansion," like his car, is somewhat underwhelming. As Niko puts it, "Immigrants here do not make it very far from the boats they come in on." Roman rushes off to get his taxicab back to the cab office and tells Niko to meet him there.

As Roman exits, he gets a nasty phone call from somebody named Vlad…



Save your game!

Roman's apartment is your first safehouse. If you want to save your game here, approach the bed and press the button indicated onscreen to trigger the save sequence: Niko takes a nap, advancing the game's time by six hours, and your progress is saved in the slot you select. Later in the game, you can arrange appointments with characters. You can use the bed to pass time more quickly while you wait, just don't be sleeping during the appointment hour!



Auto Saving

You have the option of turning Auto Saving on or off in the Pause menu. Auto Saving does not save over your save files you create in the safehouse, instead it has its own reserved slot below your selectable slots. When turned on, Auto Saves save your progress after missions are passed, any Friend activity is completed, and other such accomplishments (but not for Flying Rats or Unique Stunt Jumps). If you were to shut down your system without saving, the Auto Save will save you! Look for the extra slot below your safehouse save slots and load the game from there if you forgot to save in one of your slots.

Liberty City Garages

You're introduced to the new car-saving procedure when you step outside the apartment. It can be easily overlooked as you may be looking for a garage of sorts. Notice the "Reserved" or "Residents Parking Only" paint on the street outside your front door. This is where you park and save your car, just as garages were used in previous Grand Theft Auto games. You can find these parking areas outside each safehouse.

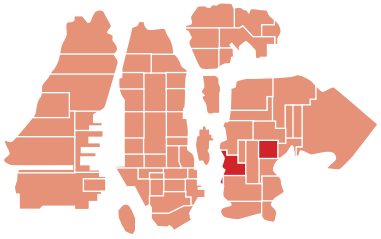


Free Weapons & Body Armor

Free Weapons and Body Armor are much more "out-of-sight" in this game than ever before. Refer to our mission maps for general locations of nearby Weapons, Health, and Body Armor to gain the upper hand in battles before you are "formally" introduced to these amenities. There's Body Armor directly across the street from your first apartment; but it's not easy to get. See our location tips in the Liberty City Maps section of this guide for all the details.







Main Objectives

- Drive Roman to the hardware store.
- Call Roman when the Albanian loan sharks show up.
- Drive Roman to safety at the cab depot.

Prerequisites

- Complete "The Cousins Bellic."

Fail Conditions

- Roman dies.
- Roman's cab is destroyed.
- Block the gambling den entrance.
- Fail to warn Roman about the loan sharks arrival.
- Fire a gun near, aim at, or injure the Albanians
- Keep blocking the path of the Albanians with your car.

New Elements Introduced

- Using/adjusting your cell phone.
- Red blips (enemies).

▲ Phone Contacts

Note the icon with Roman's name flashing above your radar map, indicating that his number has been entered in your phone. This happens every time a new contact is added to your phone list.

It's Your Call

Roman

To trigger your next mission, follow the "**R**" icon on the radar map to the marker outside Roman's cab office, Express Car Service. (If there aren't any cops around, try jacking a car to speed up your trip.) This mission introduces you to phone use and controls, and engages you in your first car chase.



Mission

Take Roman to the hardware store.

The opening scene introduces you to Mallorie and a nasty Russian named Vlad, and you learn that Roman has debts. Roman wants you to take him to a hardware store on Dillon Street. Enter his cab **(1)** and drive, following the yellow GPS route to the destination in the Schottler district. On the way, he explains that the hardware store has backroom gambling, and he's playing with money he owes to some Albanian loan sharks. When you arrive, park in the marker outside Discount Hardware **(2)**.



Spot the loan sharks and phone Roman to warn him.

Roman gives you a cell phone with his new number programmed in it. He tells you to call if the Albanian loan sharks show up in their beige Willard, but instructs you not to hurt them, and then enters Discount Hardware. You must remain parked in the marker to trigger the loan sharks' appearance.



Bring up your cell phone interface, select Menu, and then select your Phonebook; Roman's name should be highlighted since it's the only one in the contacts list.

Spin your camera view around and check in all directions. If Roman calls, you can answer the phone to hear about his luck. After you hang up, get the phone ready to call Roman again, as before. A few seconds later, a beige Willard pulls up across the street and its two occupants get out—the Albanians! As they enter Discount Hardware, press your phone's Call button to warn Roman.

Roman slips out the store's back door, then hops into his taxi and tells you to drive back to the cab depot. He also reiterates not to hurt the loan sharks or the debt will just increase (and you'll fail the mission). Note that the Albanians' beige Willard now appears as a red blip on the radar map.



Lose the loan sharks and take Roman back to the cab depot.

The Albanians give chase—again, the car appears as a red blip on your radar, so you can monitor their position. Drive Roman to the cab depot **(1)** back in Hove Beach by following the yellow GPS route. Avoid ramming the Albanians and focus on a clean escape. During the ride, listen as Roman warns how Russian mobsters, "Vlad's bosses," run everything now. When you arrive, drive into the marker to reach safety. Then complete the brief tutorial on customizing your phone settings.





▲ Stay Out of the Way!

Don't try to block the Discount Hardware store entrance! You'll just spook the loan sharks and fail the mission.

▲ You Snooze, You Lose...

Putting your phone into Sleep Mode stops all of the story's phone calls and text messages. This halts your story progress until you disable it again.

Random Character Unlocked: Brian

Keep an eye out for blue Random Character icons on the map from here on out. When you see it, approach the person indicated by the icon to trigger an interaction. The nearest "Random Character" is a whack-job named Brian. Your first meeting with crazy, coked-up Brian nets you a cool Benjamin.



Prerequisites

- Complete Roman's mission, "It's Your Call."

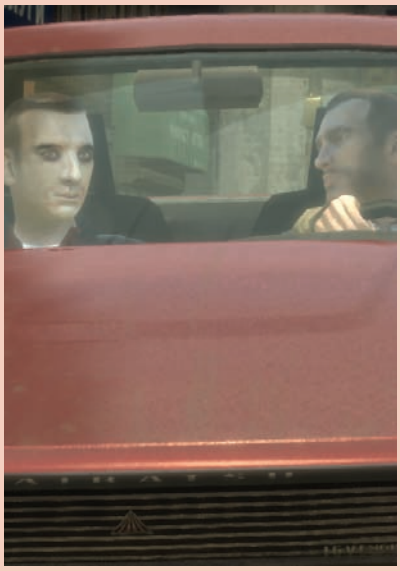


Prerequisites

- Complete Roman's mission, "It's Your Call" and "Brian: First Encounter."

Fail Conditions

- Brian dies.
- Niko dies.
- You get busted.
- Showing up to deal in a police car.



Random Character: Brian

First Encounter

Brian is usually the first Random Character you encounter in the game. You find him next to Roman's cab business after "It's Your Call." Look for the blue Random Character icon on the radar and approach Brian standing alone on the sidewalk.



Details

This segment is more of an introduction to Random Characters than it is a mission. All you need to do is approach Brian and talk to him. After he makes fun of you and your "just-off-the-boat" look, he hands you $100 as if it were an insult. That's it. Mission over.

Second Encounter

The second time you run into Brian is near Vlad's favorite watering hole, Comrades Bar, and your Schottler safehouse. He's tweaking hard this time and asks if you want to make a quick buck by taking him to his dealer to pick up the "biggest rock in the world."



Mission

Take Brian to his dealer in Hove Beach. Follow the yellow blip on the radar, then pull into the marker near an alley. Brian makes the deal and gets back into the car. Your next stop is in Wappinger. Follow the yellow GPS route just a few blocks away and drop Brian off. Simple, quick money.



Third Encounter

The third and final time you meet Brian is Downtown, on a street corner as usual. He seems to have cleaned up his act a bit and feels guilty for the mess he's made of his life. He's engaged and is receiving professional help for his addiction. He wants you to help him with his nine-step plan for recovery.



Prerequisites

- Complete Roman's mission, "It's Your Call."
- Complete "Brian: First Encounter."
- Complete "Brian: Second Encounter."

Fail Conditions

- Brian dies.
- Niko dies.
- You get busted.
- Showing up to deal in a police car.

Mission

Get a car and pick up Brian. Follow the yellow blip on the map to the group of Brian's former dealers to whom he must apologize. They do not accept his attempt at remorse and ground him with a baseball bat. Remain in the car and use drive-by shooting or jump out of the car with an assault rifle and take out the two dealers. Then get back into the car and wait for Brian to enter. Take him back to his place, following the yellow blip to Wappinger.



