L.A. Noire

• Basic Tips
  ◦ General Tips
  ◦ 5 Essential Tips from Team Bondi
• Walkthrough
  ◦ Patrol Desk
    ▪ Upon Reflection
    ▪ Armed and Dangerous
    ▪ Warrants Outstanding
    ▪ Buyer Beware
  ◦ Traffic Desk
    ▪ The Driver's Seat
    ▪ A Marriage Made in Heaven
    ▪ The Fallen Idol
  ◦ Homicide Desk
    ▪ The Red Lipstick Murder
    ▪ The Golden Butterfly
    ▪ The Silk Stocking Murder
    ▪ The White Shoe Slaying
    ▪ The Studio Secretary Murder
    ▪ The Quarter Moon Murders
  ◦ Vice Desk
    ▪ The Black Caesar
    ▪ The Set Up
    ▪ Manifest Destiny
  ◦ Arson Desk
    ▪ The Gas Man
    ▪ A Walk in Elysian Fields
    ▪ House of Sticks
    ▪ A Polite Invitation
    ▪ A Different Kind of War
  ◦ DLC Cases
    ▪ A Slip of The Tongue
    ▪ Nicholson Electroplating
    ▪ Reefer Madness
    ▪ The Naked City
    ▪ The Consul's Car

• Outfits
• Newspapers
• Golden Film Reels
  ◦ Golden Film Reel Locations
• Street Crimes
  ◦ Traffic
  ◦ Homicide
- Vice
- Arson
- **Hidden Vehicles**
  - Cadillac Series 75 Town Car
  - Chrysler Woody
  - Cisitalia Coupe
  - Cord 810 Softtop
  - Davis Deluxe
  - Delahaye 135MS Cabriolet
  - Duesenberg Walker Coupe
  - Voisin C7
- **Landmarks**
- **Achievements / Trophies**
  - Asphalt Jungle
  - Public Menace
  - Lead Foot
  - Miles on the Clock
  - Stab-Rite
- **Frequently Asked Questions**
  - Things to Know about L.A. Noire
  - L.A. Noire Staff Credits
  - Nudity in L.A. Noire
Basic Tips

Overview

L.A. Noire is unlike any Rockstar game you've come to know and love. You control Cole Phelps, a war veteran trying to make a name for himself and rise in the ranks of the police hierarchy. He's sort of a straight arrow and a paragon of justice who doesn't shy away from exposing the truth through rational thinking and cold hard evidence. While there's a vast virtual 1940s Los Angeles to explore, the game is structured entirely around a blend of sometimes exciting and sometimes less glamorous detective work, which includes finding clues, apprehending suspects and interrogating witnesses. It's a small looking glass into the life of a LAPD detective without the filter for the dramatic or excitement of CSI.

Rank

You gain experience points, the amount of which is predicated upon your performance during the interrogation, after every interrogation. As you rank up, you gain an Intuition Point, as well as unlock special Outfits and the locations of special cars hidden throughout the sprawling Los Angeles city.

Notebook

Your notebook is the impetus behind what drives the case or narrative forward. Whether you need to set a destination, pore over clues and persons of interests, or just check what the current objectives are, you'll need to consult the notebook. Even during interrogations, you'll be viewing the notebook and pitching pre-written questions at the person. The interface is simple enough to use. With Cole's pencil acting as a cursor, select the page you'd like to view. You can press the trigger buttons to flip through each page manually.

Clues

Concrete evidence is the backbone of any case and key to avoiding false convictions and condemning innocent people to the gas chambers. At any crime scene or place of interest, investigation music begins to play in the background and stops playing only once all vital clues have been gathered. This and the intrinsic rumble feature that alerts you to an item of interactivity can be turned off to make the sleuthing experience feel more real and far more difficult.

Items of interest that bring Cole to his knees can either be trivial, like a bottle of booze, or a vital clue, like a bloodstained knife. Not all items possess any relevance to the case at hand, and it's important
to make this distinction when combing through an area. Thankfully, Cole announces its needlessness so you can toss it aside. Things like booze, boxes, and a few other trite items fall into this category.

When Cole finally picks up an item worth examining, rotate the object around until the camera zooms in on a small but crucial detail. Some items can be interacted with further, such as opening a purse, checking behind photo frames, etc. Any noteworthy evidence is added or updated in the notebook. When collecting evidence, making sure to exhaust all methods of close examination is an imperative.

**Capturing Suspects**

The quiet segments devoted to the discipline of gathering evidence are counterbalanced with loud, action-packed sequences that involve apprehending suspects. The first instinct for a lot of these people is to run, thus creating many circumstances in which you need to chase the fleeing suspect on foot, run him down by car, or knock him out in a fist-fight. It could even be a combination of all three. Remember that when attempting to catch a suspect you mustn't resort to shooting unless you yourself are being shot at.

**Interrogations**

Your role as a detective is to seek information and wring it out from often very obstinate suspects. Questions are written down in the notebook and derived from evidence of clues or crime scene observations. Select a question from the notebook, pose the question, and determine whether the person under current questioning is telling the truth (Truth), harboring secrets (Doubt), or outright lying (Lie). A musical cue gives you immediate feedback as to whether you responded correctly or not. Answered questions are then scratched out and flanked by either a checkmark (correct) or X (incorrect).

Choosing the incorrect response can unleash a torrent of umbrage that deletes your chance to garner more helpful information or more questions to ask. You have to rely on carefully observing the person's facial changes. None of the persons you encounter are particularly skilled at lying, but there are some interesting ones. An unwavering, piercing gaze usually indicates the person's forthrightness. In contrast, the most common visual tell of someone lying is his tendency to avoid eye contact and shift his eyes rapidly to another direction, as if fabricating a detail on the fly. You'd be woefully surprised if you think one person's tells for lying are the same as the next person's.

Other times, you have to peruse the list of clues at your disposal and compare them to the statement being made. If there is definitely something fishy about what was said, you can call him out on the lie and select the evidence to back up your accusation. Only then does the person divulge the needed details. If you've already accused the person of lying, but realize you may not have the appropriate evidence you can back out of the accusation. But what happens when you're really at a complete loss...
as to which to choose? See below!

**Intuition Points**

You gain one Intuition Point for every rank you gain. These Intuition Points can be applied at a crime scene or during an interrogation. When you use an Intuition Point during a line of questioning, you can choose to eliminate a choice, making it still a tough choice between a right answer and a wrong answer. In addition, all the irrelevant clues are crossed off should you select Lie. If all clues have been eliminated, then it's likely you just don't have the appropriate clue handy.
General Tips

The problem with attempting to pass on tips is that a lot of detective work relies on intuition, but there are least some universal principles to be passed along to any aspiring detective. Here are some tips that will hopefully make your sleuthing go more smoothly.

Save your game often

While it's nearly impossible to "fail" at solving a case, you might be keen on gathering every bit of evidence available and extracting all the pertinent information from interrogations. If you stumble on a line of questioning, you may quit the game and start over from the last save point. The game constantly saves whenever you arrive at a new location. Sometimes you can force an auto-save by leaving the building and attempting to hop in the vehicle. This doesn't always work and, in some instances, can even prematurely end the case. It's certainly a precarious line to walk on, but then again, if you're using this guide you won't really require any reloads.

Find clues first

The golden rule of sleuthing in L.A. Noire is to ignore everything, including talking to witnesses in the room, and gather evidence first and foremost. This payoff for this odd habit shines when you start throwing information you've learned from observations and examining evidence in the person's face, backing them into a corner until at last he or she spills all the beans. Remember, if you left it enabled, there is an audio clue when you've found all evidence at a crime scene and the music will fade. If the music's still playing, keep on looking!

Not everything is relevant

It's probably a detective's first instinct at a crime scene to leave no stone unturned, no leaf unfurled, and try to connect every minute detail to the case. It's not like that here. Not every clue you can interact with is relevant to your case. Often times Cole zeroes in on inconsequential items like empty beer bottles that have no direct bearing on any case. The most helpful thing is that Cole at least vocalizes its irrelevance, allowing you to dismiss the item with confidence. This tip is especially important if you've opted to turn off the investigation music cue, since you're likely to painstakingly pick through every object in proximity.

Check your notebook often

When you're uncertain whether you've cleaned out the area of relevant clues, refer to your notebook to see whether the location has been scratched out. If not, then there's probably someone else that needs to be questioned or something else that needs to be found.

On reading faces
You can tell a lot about a person just from reading his or her body language and facial expressions rather than only listening to what is actually said. In this sense, some people are better at hiding things than others, leading to sometimes fairly nebulous deductions. Every person acts differently under scrutiny and has their own idiosyncrasies. For the most part, however, the most telling signs of a person withholding information are the very obvious "shifty eyes" and reluctant eye contact. Carefully study the person's behavior and facial features before you proceed with your response. A twitch at the mouth, furrowing of the brows, clenched fists, a nervous scratch -- these are some of the most common signs of people broadcasting lies.

Consider the context

Not everyone is hiding something malicious, although everyone does have reason for harboring secrets. Try to consider where the person is coming from. For example, if it's the child of the victim, the child has no reason to lie about the case details, but might try to hide details about her home life. Another example is an innocent bystander who approaches you with information. This person likely is eager to tell the truth. It's just all about context.

How to choose the correct evidence

The correct evidence isn't always the most obvious, although it is more often than not the one most relevant to the statement that was just made by the person under fire. But sometimes Cole can steer the conversation in a new direction, which simultaneously sheds light on new opportunities in which you can pin evidence on the guy. If you are certain the person is lying but don't have the evidence to show for it, then you may have missed a clue. Thus, it is doubly important to amassing every vital piece of information before jumping into an interrogation.

When in doubt, Lie

When you find the line between all the choices blurred in an uncertain haze, go ahead and point a finger at the suspect for lying. Often times Cole's approach to undermining the suspect's statement can reveal loopholes and can more easily connect the person's statement with a piece of evidence already in your possession. If the evidence still doesn't support this new avenue of dialogue, then it might be safe to assume the person is not lying. You can always retract the accusation with no penalty.

When to Doubt

You'll often find yourself walking a very thin line between Doubt and Lie. The difference between them at first is hazy and unclear. If you ever find your choices narrowed between the two and are still ambivalent, go ahead and accuse the person of lying. There is no penalty until you follow up with presenting evidence that may or may not corroborate the accusation. However, Doubt should be your safety net and be arrived at last through eliminating two criteria: If there is clearly no evidence that would repudiate the person's statement, and second if you are positive the person is not telling the truth. The conjuncture of these criteria would allow you to Doubt the person with conviction.
Tailing suspects

In any instance involving tailing a proposed target on foot or by car, the best way to swerve around failing the mission is to always maintain a good distance from the target. The game is very forgiving with how far you can lag behind before you outright lose the target.

Let Your Partner Drive

If you're covering long distances, for example, when searching for hidden cars or landmarks, why not let your partner drive? Pick your target location on the map, then simply press and keeping holding the button to enter the car. Your partner will take over and drive to the marker you placed on your map. Any important, case-related dialog will still play, so you're not missing anything.
5 Essential Tips from Team Bondi

It may have car chases, shoot-outs and an open-world, but L.A. Noire actually has more in common with a classic adventure game than Grand Theft Auto. That's what makes the title unique; the fact that its gameplay is grounded in gathering clues and observation, interrogating suspects and keeping track of information.

So what should you know going into L.A. Noire? What crucial pieces of advice will help you most enjoy your stay in 1947 L.A.? We went straight to the source for the answers. Team Bondi’s Lead Designer Alex Carlyle was kind enough to supply us with his 5 Essential Tips. Take it away, Alex…

1) Be a Bookworm

"The Notebook is Phelps' most useful weapon when solving crimes. The Notebook contains all of the information you will need to get through the game, where you need to go, who you have or have not questioned and what you have found. If you are in doubt about what you need to do, you will be able to review your Case Objectives and notes and work out what your next step will be."

"One cup chopped porcini mushrooms.... oh no... this is my recipe book!"

2) The Camera is Your Friend

"A nice little pro tip, whilst mid chase, either on foot or in a vehicle, holding the camera focus button... will aim the camera towards your quarry. This can come in very handy when scaling buildings and leaping over fences or weaving in and out of traffic."
If he'd just used Alex's handy camera tip he'd still be alive...

3) How Hard Do You Want Your Hardboiled?

"L.A. Noire allows you to tailor your game experience at any point during the game. A large part of what we worked on was accessibility, and to that end we have a few subtle underlying systems that assist the Player such as music indicating when all of the clues have been discovered, Player head tracking to clues or sounds that will suggest proximity to a clue. Many of these options can be turned off if you feel like giving yourself a bit more of a challenge. I personally like to play the game with the Clue Music hint On, but the Clue proximity hints Off."

(Cue clue music) ...or not, depending on your settings.

4) Use Your Intuition Wisely

"Resist the urge to use up all of your Intuition as soon as you get it! The Intuition system can be a very useful tool to help you get out of a jam when you just can't find that vital piece of evidence, or are not completely sure whether the person you are interrogating is lying. Make sure you have enough to get you through those more challenging sections of the game."
Intuition, don't fail me now!

5) Look, Listen and Pay Attention

"Above all else, when playing LA Noire, you need to pay attention to what is around you, what you have found, and what the person you are questioning is saying and doing. Review your evidence, and make sure you know what it relates to, and then while interrogating someone from the game, look out for those tell tale signs that they are hiding something, pay attention to what they say, and you will catch them out!

"Phelps! Listen up and stop playing Angry Birds... by which I mean, erm, throwing paper aeroplanes."

"Lastly, as a cover all situations bonus tip, if in doubt, ask your Partner. He can direct you to a location or suggest what your next course of action should be."
Walkthrough

About this Walkthrough

L.A. Noire is a special breed of Rockstar game. In order to portray its dichotomous nature of having a linear ludonarrative and heavy narrative without spoiling the suspense, we’ve designed a special kind of walkthrough for the game. We will first present a flowchart of steps you need to complete and expand on certain steps if they require additional attention, like insights, alerts to key items or people, and general musings.

We also assume -- and whole heartedly encourage -- that you would investigate everything regardless of what is written in the walkthrough.

Walkthrough Table of Contents

Patrol Desk

• Upon Reflection
• Armed and Dangerous
• Warrants Outstanding
• Buyer Beware

Traffic Desk

• The Driver's Seat
• A Marriage Made in Heaven
• The Fallen Idol

Homicide Desk

• The Red Lipstick Murder
• The Golden Butterfly
• The Silk Stocking Murder
• The White Shoe Slaying
• The Studio Secretary Murder
• The Quarter Moon Murders

Vice Desk

• The Black Caesar
• The Set Up
• Manifest Destiny

Arson Desk
• The Gas Man
• A Walk in Elysian Fields
• House of Sticks
• A Polite Invitation
• A Different Kind of War
These types of crimes are usually "beat" cop stuff that covers a wide variety of crime. Consider it an introduction to the life of a patrolman. Local crime is generally limited to property damage and personal injury (seldom death).

While murders and capital crimes (such as kidnapping and rape) have seldom seized national attention in the past (an exception would be the Lindburgh kidnapping and Black Dahlia murder), the growing presence of ever-present news trends strongly that a local crime may catapult itself into the national or global spotlight.

Please check the table of contents to the left for the appropriate case for details.
Upon Reflection

New Objective: Investigate Crime Scene

**Destination / Actions**
Drive to the yellow flag indicated on the mini-map while following the on-screen prompts about the controls for driving.

**Info / Clues / Tips**

**Clues To Find:**
- Bloodstain
- Smith & Wesson Revolver

At the Alleyway Crime Scene, move into the alleyway.

Proceed to the end of the alleyway, where your partner is.

You'll also find the first of many newspapers lying on the crates in alley. These allow you to peer into pertinent back stories of certain characters.

**Tip:** When in doubt about what to do next, your partner often looks at or stands near what you need to inspect.

Examine the bloodstain to add to your notebook.

Head left and inspect the window above.

Approach drain pipe and climb it to the rooftop.

When you pick up an object that can be closely examined, move it around until you find the sweet spot where the controller rumbles and the camera zooms in. This is one of the best ways to glean crucial clues that lead to more case-busting locations or clues.
Pick up gun and inspect it further. In this case, the gun turns out to be a Smith & Wesson Revolver with two rounds that have already evacuated the chamber.

New Objective: Investigate Gun Store
Set gun store as destination and drive there. Tip: Make your partner drive by holding down the "enter vehicle" command when next to a vehicle. Just be sure to set a destination via your notebook.

New Objective: Investigate Schroeder's Apartment
In gun ledger, tap the name Schroeder, Errol.

New Objective: Search Schroeder's Apartment
Head to apartment 2.

Clues To Find: Schroeder's Notebook.

Inspect contents of open drawer.

Flip through the pages.
Armed and Dangerous

New Objective: Subdue Robbery Suspects

Drive to destination.

Clear out the bank robbers.
Warrants Outstanding

New Objective: Pursue Suspect

<table>
<thead>
<tr>
<th>Destination / Actions</th>
<th>Info / Clues / Tips</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chase down suspect.</td>
<td>Throughout the course of the game, you'll encounter many suspects -- whether they be innocent or guilty -- who have a tendency to flee at the sight of authority. Chase them down simply by holding down the run button and counting on Cole’s athleticism to carry him over any obstacle. It's possible to lose your suspect if you trail too far behind. At the same time, if you get rapidly close the distance while climbing, say, a ladder, expect to get kicked down. Eventually, you'll be able to apprehend suspects by shooting them down, firing in the air to frighten them, or straight up tackling them.</td>
</tr>
</tbody>
</table>

Beat down Wendell.
Buyer Beware

New Objective: Search Crime Scene

Witness: Clovis Galetta

Find the layaway voucher in victim's left pocket.

New Objective: Question Edgar Kalou

Suspect: Edgar Kalou

Pursue Kalou.

Do not actually shoot Kalou.

Turn the gun in hand until Phelps identifies the make of the weapon and a nearby shop that carries it.

Details of shooting: Truth

Head to Eagleson's Gun Store

Get information on Kalou.

Investigate Hartfield's Jewelry Store

Evidence: Layaway voucher

Enter Nunn Bush Shoes to begin interrogation of Galetta.

Possible murder suspect: Doubt

Possible religious motive: Doubt

Present evidence: Suspect positively identified

Present argument: Lie

Inspect the litter of .32 shell casings near body.

Dig up tossed FN Browning handgun from nearby trash can.

Witness: Clovis Galetta

Eyewitness account:

Tip:

Generally speaking, you'd benefit more from extracting every single clue in the area before speaking to witnesses.

This being the first of many questioning processes in the game, it's hard to miss any questions with the game telling you exactly how to respond to Ms. Galetta's assertions. Either way, you can start picking up on small nuances in facial features to discern whether a witness or suspect is twisting the truth.

Evidence: Layaway voucher

Possible religious motive: Doubt

New Objective: Question Edgar Kalou
These types of crimes principally deal with felonies committed in automobiles (Grand Theft Auto laws will not be introduced until the late 1980s). With the crime scene being in cars, many of the victims are transient individuals, such as traveling salesmen, those in between jobs, and people who do plenty of travel by car.

State troopers and highway patrol carry on this legacy of "auto crime" as they patrol the interstates and highways which have sprung up over the past half-century.

Please check the table of contents to the left for the appropriate traffic case for details.
The Driver’s Seat

New Objective: Investigate P.E. Freight Depot

Witness: Nate Wilkey
At crime scene, start combing area for clues.

Destination / Actions
Clues To Find:
Blood splashes
Receipt for live hog
Wallet
Glasses
Bloody pipe

Receipt for live hog found in car trunk.

Knowledge of Adrian Black:
Truth
Inspect messy car interior.

Contents of wallet:
Doubt

Speak to Officer Clyde Hart.

Knowledge of Adrian Black:
Truth

Clues To Find:
Water heater
Glasses case
Concealed message
Cavanagh’s matchbook
InstaHeat receipt
InstaHeat flyer
Train ticket

Head outside and to the right side of the house to find an unfinished installation of Instaheat.

Solution: The short orange pipe connects under the vertical orange pipe. The second curved orange pipe clicks together with the remaining open orange sockets. The gray pipe on the left goes next to the vertical orange pipe. The last piece goes on the lower left.
Search the house for clues.

Witness: Margaret Black

New Objective: Investigate Cavanagh's Bar

Slaughterhouse receipt: Truth

New Objective: Investigate Morgan's Apartment

Alibi for Mrs. Black: Truth

Cavanagh's Bar matchbook and open it to obtain a trace address. Use a telephone to piece together the rest of the address.

Location of Adrian Black: Truth

Go to apartment 2.

Pursue the porkster.
### A Marriage Made in Heaven

**New Objective: Investigate Ray's Cafe**

| Examine victim's pockets for the wallet and **insurance letter** clues. | **Clues To Find:**  
| --- | ---  
|  | • Red Lincoln Continental  
|  | • Wallet  
|  | • Insurance letter  
|  | • Coroner's report  
|  | • Bloody knife  
|  | • Argument overheard  
|  | • Lynch’s statement  

| Follow the evidence exhibits from the inconsistent blood trails to the tire marks. |  
| --- | ---  
|  |  

| The alleyway’s trash can hides an important clue: **Bloody knife**. It's the small trash can, stood up.  
The trash can is labelled with a yellow sign with an "E" on it. | Cole’s cohorts are quick to dismiss the bloody knife, but finding it now will help your case later.  
| --- | ---  
|  |  

**Witness: Shannon Perry**

<table>
<thead>
<tr>
<th>Eyewitness report: <strong>Truth</strong></th>
<th>It's important to first interview the Shannon first to unlock more conversation options with Dudley.</th>
</tr>
</thead>
<tbody>
<tr>
<td>?</td>
<td></td>
</tr>
<tr>
<td>Suspect vehicle description: <strong>Truth</strong></td>
<td></td>
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<tr>
<td>?</td>
<td></td>
</tr>
<tr>
<td>Argument overheard: <strong>Doubt</strong></td>
<td></td>
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<tr>
<td>?</td>
<td></td>
</tr>
<tr>
<td>Call in for the rest of the reported Lincoln's license plate and owner.</td>
<td>Identifying the owner of the car paves the way to a new destination.</td>
</tr>
<tr>
<td>?</td>
<td></td>
</tr>
<tr>
<td>Question the Cafe's hired help.</td>
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</table>

**Witness: Dudley Lynch**

<table>
<thead>
<tr>
<th>Hit and run incident: <strong>Doubt</strong></th>
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<tr>
<td>?</td>
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</table>
**Association with victim:** Truth

By steering the conversation in the right direction, you'll gain significant insight into the relationship between Lorna and Leroy. You will also find another **newspaper** atop the bar counter.

**Argument overheard in bar:** Doubt

**Joint business venture:** Doubt

---

**New Objective: Investigate Shelton Residence**

**Pursue Shelton to the train station.**

Car chases usually involve you driving alongside them and counting on your partner to blow out their tires. In this instance, however, you must follow Shelton to the train station, where he'll jettison the vehicle and try to bolt.

**Arrest Shelton.**

---

**New Objective: Notify Mrs. Pattison**

**Head to the Pattison residence.**

**Speak to Mrs. Pattison.**
**Witness: Mrs. Pattison**

| Hit and run incident: **Doubt** | Mrs. Pattison's tumultuous relationship with Mr. Pattison and her nonchalant attitude about his death are enough cause for suspicion. If you obtained Lynch's Statement from properly ferreting information out of Perry and Dudley at Ray's Cafe you'll access an additional line of questioning with her. |
| Nature of argument: **Doubt** |  |
| Partnership with Leroy Sabo: **Lie** |  |
| Present insurance letter to back up your accusation. |  |
| After questioning, use the phone to access messages. |  |

**New Objective: Report to Central Morgue**

|  | Talk to the coroner. |
|  |  |
|  |  |
Coroner reveals new evidence that the victim was stabbed.

New Objective: Apprehend Lorna Pattison

Return to the Pattison residence and crack down on the widow.

Chase Leroy.

Leroy must be taken in alive and unharmed. Simply train your gun on the body, preferably when he’s running down the long stretch of road between houses, until the circle fills.
The Fallen Idol

New Objective: Investigate crash site

Reach the vehicle by heading down a dirt path behind the coroner’s car.

<table>
<thead>
<tr>
<th>Clues To Find:</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Underwear</td>
</tr>
<tr>
<td>• Letter from mother</td>
</tr>
<tr>
<td>• Prop shrunken head</td>
</tr>
</tbody>
</table>

Look inside the vehicle for signs of impact.

On the trunk are **underwear** and **letter from mother** clues.

Speak to coroner for **prop shrunken head**.

Question the driver.

### Victim: June Ballard

<table>
<thead>
<tr>
<th>Doping allegation: <strong>Doubt</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>June is still under the influence of the drugs and acting a bit loopy. Plus, there’s the interesting lightning scar on her forehead resembling a certain wizard.</td>
</tr>
</tbody>
</table>
Injured female passenger: Lie

Show evidence: underwear.

Fake shrunken head: Doubt

Suspect "Mark Bishop": Doubt

New Objective: Interview Jessica Hamilton

Head for the Central Receiving Hospital.

Though the doctor already provides you with evidence of abuse, read her medical record on the bed frame before you question the convalescing girl to update the clue.

Victim: Jessica Hamilton

Crash incident report: Lie

Jessica's naivety and young age trump her judgment. She has a lot to hide, but for good reason.
<table>
<thead>
<tr>
<th>Task</th>
<th>Outcome</th>
</tr>
</thead>
<tbody>
<tr>
<td>Throw the underwear evidence in her face.</td>
<td>?</td>
</tr>
<tr>
<td>Contact with parents: Lie</td>
<td>?</td>
</tr>
<tr>
<td>Proof: Letter from mother.</td>
<td>?</td>
</tr>
<tr>
<td>Association with Bishop: Doubt</td>
<td>?</td>
</tr>
<tr>
<td>Evidence of criminal abuse: Truth</td>
<td>?</td>
</tr>
</tbody>
</table>

**New Objective: Tail June Ballard**

<table>
<thead>
<tr>
<th>Task</th>
<th>Outcome</th>
</tr>
</thead>
<tbody>
<tr>
<td>Follow June's car.</td>
<td>?</td>
</tr>
<tr>
<td>Tip: As with any tailing objective, simply maintaining a safe distance from the target lets you complete these without fail.</td>
<td></td>
</tr>
<tr>
<td>Enter the cafe and go incognito by the table with a newspaper.</td>
<td>?</td>
</tr>
</tbody>
</table>

**New Objective: Investigate Bishop's Apartment**
**Visit Bishop's apartment.**

**Clues to find:**
- $20,000 check
- Saddle
- Movie set photograph
- Movie set replica
- Prop store photograph
- Blackmail

**Take the elevator up to Bishop's place.**

**Comb through to find clues.**

Poke around the ransacked apartment to find a **$20,000 check** in the first bedroom, a **saddle** displayed outside between the two bedroom doorways, a supine **movie set photograph** and **movie set replica** on the counter overlooking Gloria. Finally, there is a **prop store photograph** found atop the dresser in the living room.

**Speak to Gloria Bishop.**

---

**Victim: Gloria Bishop**

**Domestic disturbance:** **Doubt**

**Whereabouts of Bishop:** **Truth**

**Check for $20,000:** **Lie**
New Objective: Investigate Silver Screen Props

<table>
<thead>
<tr>
<th>At Silver Screen Props, follow the owner to the back.</th>
<th>Clues to find:</th>
</tr>
</thead>
</table>
| ? | • Chloral hydrate  
• Film reel  
• Empty film reel  
• Prop shrunken head molds  |

<table>
<thead>
<tr>
<th>Take a look around the casting set.</th>
<th>?</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>Inspect the mirror on the set to discover a secret room.</th>
<th>Make sure to inspect the mirror to expose the existence of a secret room. On the set rummage through the rack for chloral hydrate.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Outside, inspect the section of painted-on wall.</td>
<td>Newspaper sits on the adjacent work bench.</td>
</tr>
<tr>
<td>Go inside the Secret Camera Room.</td>
<td>In the secret room, get your hands on the film reel to disclose Bishop's whereabouts. There's also an empty film canister. Back outside, inspect the work bench and pick up the yet-to-be-painted shrunken head to learn about prop shrunken head molds.</td>
</tr>
<tr>
<td>Talk to Hopgood.</td>
<td></td>
</tr>
</tbody>
</table>

**Person of Interest: Marlon Hopgood**

| Association with Bishop: **Lie** | |
| Show the empty film reel or chloral hydrate to loosen up his lips. | |
| Whereabouts of Bishop: **Truth** | |
| Relationship with Ballard: **Lie** | |
| Present the empty film canister. | |
Evidence of blackmail: Lie

Flash the $20,000 check or blackmail evidence.

After you're done with Hopgood, a hectic car battle commences.

Take out McAfee's men.

Set the destination to Jungle Drums Set.

New Objective: Investigate Movie Set

<table>
<thead>
<tr>
<th>Chase Bishop through the set.</th>
<th>Most of the set will collapse as you chase him through. Raise your weapon at him at the very top at Cole's vocal cue.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Follow Bishop and protect him from McAfee's men.</td>
<td></td>
</tr>
<tr>
<td>After you’re done with Hopgood, a hectic chase scene commences.</td>
<td></td>
</tr>
<tr>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td>?</td>
<td></td>
</tr>
<tr>
<td>Hit red barrels whenever possible.</td>
<td>When you reach the bottom of the movie set against a myriad of bad guys, look up to your right and shoot the red barrels to eliminate them all at once.</td>
</tr>
<tr>
<td>?</td>
<td></td>
</tr>
<tr>
<td>Help the police clear out the rest of the assailants.</td>
<td></td>
</tr>
</tbody>
</table>
Homicide Desk

Homicide Desk Walkthrough Table of Contents

- The Red Lipstick Murder
- The Golden Butterfly
- The Silk Stocking Murder
- The White Shoe Slaying
- The Studio Secretary Murder
- The Quarter Moon Murders

Homicide (n) of killing one person by another. Defined in legal terms, the victim is known to the assailant (compared to murder).

Homicide cases are generally complex, and the prime focus would be for an investigator to find possible motive from individuals who knew, or know of, the victim, or whom may stand to gain from the deceased.

Please refer to the table of contents for the cases on the homicide desk.
## The Red Lipstick Murder

### New Objective: Investigate "The Moors" Crime Scene

<table>
<thead>
<tr>
<th>Inspect all the evidence available.</th>
<th>Clues To Find:</th>
</tr>
</thead>
<tbody>
<tr>
<td>?</td>
<td>• Size 8 shoe prints</td>
</tr>
<tr>
<td></td>
<td>• Lipstick</td>
</tr>
<tr>
<td></td>
<td>• Writing on body</td>
</tr>
<tr>
<td></td>
<td>• Blunt force trauma</td>
</tr>
<tr>
<td></td>
<td>• Missing jewelry</td>
</tr>
<tr>
<td></td>
<td>• Bamba Club lighter</td>
</tr>
</tbody>
</table>

There are four points of interactivity that gives evidence.  

?  

A closer examination of the footprints leads to a **size 8 shoe prints** clue. Pick up the red purse to add details on the **lipstick** to the smorgasbord of clues. When you inspect the body, be sure to pay more attention to the writings on the body, the head injury, and her left hand.

At exhibit B, you find a sort of golden globe puzzle. Twist the top three segments until the continents properly align, using the immovable bottom segment as the starting point. Successful realignment of the globe reveals a **Bamba Club lighter**.

<table>
<thead>
<tr>
<th>Head to the Bamba Club.</th>
<th>?</th>
</tr>
</thead>
</table>

### New Objective: Investigate The Bamba Club

The bartender points to the owner in the back of the club.  

?
| Suspect seen with victim: | **Truth** |
| Clues To Find: | License plate: 2B8899  
- Husband's alibi |
| |  
| Ring stolen from victim: | **Doubt**  
? |
| | McColl has some history with the victim, but he clearly wishes her no ill will. It's crucial at least getting the first question right in order to obtain the taxi's license number: **License plate: 2B8899**. Plus you get husband's **alibi** from answering correctly to the topic of her husband. |
| Knowledge of husband: | **Doubt**  
? |
| Pick up a phone and dial in for more information on the taxi. |  
? |
| For now, head to the Henry residence. |  
? |

**New Objective: Investigate Celine Henry's Residence**
New Objective: Investigate Jacob Henry's Apartment

Search Jacob's house for two clues.

Clues To Find:
- Death threat note
- Size eleven shoes

The notepad on the kitchen counter holds a secret message that is revealed by shading the surface with the pencil, giving you death threat note. Press the action button while moving the pencil around to start shading the paper. Canvass Jacob's bedroom for size eleven shoes lying atop the suitcase.
Time to ask Jacob some questions.

**Suspect: Jacob Henry**

- **Movements of victim:** Lie
- **Evidence, husband's alibi or Bamba lighter, contradicts his persistence in remaining ignorant.**
- **Last contact with victim:** Truth
- **Motive for murder:** Lie
- **Push the death threat note.**
- **Beat Jacob in a slug-fest.**
- **Pick up the telephone and recieve more important clues.**

**New Objective: Interrogate Jacob Henry**

**Note:** You could skip the interrogation of Jacob to close the case, but if you're keen on securing 100% case completion rate then we advise you to visit Central Police Station first.
### Suspect: Jacob Henry (Part 2)

<table>
<thead>
<tr>
<th>Access to murder weapon: <strong>Lie</strong></th>
<th>Further questioning of this suspect reveals that Jacob simply is not our guy, but finishing his interrogation would light the neon arrows pointing to Mendez.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Husband’s alibi proves Jacob was not home.</td>
<td></td>
</tr>
<tr>
<td>Lipstick markings: <strong>Truth.</strong></td>
<td></td>
</tr>
<tr>
<td>Deterioration of marriage: <strong>Lie</strong></td>
<td></td>
</tr>
<tr>
<td>Horgan’s testimony of the couple’s marital problems blows the lid off of Jacob’s lie.</td>
<td></td>
</tr>
<tr>
<td>Missing jewelry: <strong>Truth</strong></td>
<td></td>
</tr>
</tbody>
</table>

**New Objective: Investigate Mendez’ Residence**
<table>
<thead>
<tr>
<th>Mendez lives in apartment 16 on the 4th floor.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clues To Find:</td>
</tr>
<tr>
<td>- Used lipstick</td>
</tr>
<tr>
<td>- Socket wrench</td>
</tr>
<tr>
<td>- Size eight shoes</td>
</tr>
<tr>
<td><strong>Find the incriminating evidence in his bedroom.</strong></td>
</tr>
<tr>
<td>Pick up the <strong>size eight shoe</strong> clue before inspecting the murder weapon; otherwise, the ensuing chase scene might force you to inadvertently miss the clues, destroying a perfect case run-through. So, check the <strong>socket wrench</strong> and <strong>lipstick</strong> last just to be on the safe side.</td>
</tr>
<tr>
<td><strong>Chase after Mendez on foot.</strong></td>
</tr>
<tr>
<td><strong>Run down his vehicle by racing alongside until your partner blows out his tires.</strong></td>
</tr>
</tbody>
</table>
# The Golden Butterfly

## New Objective: Investigate Crime Scene

<table>
<thead>
<tr>
<th>Speak to the coroner.</th>
<th>Clues To Find:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• Rope pattern</td>
</tr>
<tr>
<td></td>
<td>• Missing jewelry</td>
</tr>
<tr>
<td></td>
<td>• Small men's footprints</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Inspect all the evidence available labeled with alphabet letters A-C.</th>
<th>Pay attention to the entire body, particularly the strangulation marks on the victim's neck. Pull out the nametag from the victim's purse to learn the name.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

| A background check on the victim's name reveals a missing persons report filed by the husband. | |
|--------------------------------------------------------------------------------------------||

## New Objective: Interview Hugo Moller

<table>
<thead>
<tr>
<th>Head to the Moller residence.</th>
<th>Clues To Find:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• Size eight work boots</td>
</tr>
<tr>
<td></td>
<td>• Husband's alibi</td>
</tr>
<tr>
<td></td>
<td>• Butterfly brooch</td>
</tr>
<tr>
<td></td>
<td>• Bloody shoes</td>
</tr>
</tbody>
</table>

In the bedroom, you'll find **size eight work boots** and the **empty jewelry boxes** that corroborate the evidence of missing watch and rings.
Canvass the Moller residence.

Person of Interest: Michelle Moller

Missing watch and ring: Truth

Last contact with victim: Doubt

State of parents’ marriage: Doubt

You get husband’s alibi and butterfly brooch through the correct line of questioning.

Suspect: Hugo Moller

Footprints at crime scene: Lie

Hugo’s size eight work boots say otherwise.

Alibi for Hugo Moller: Lie

Michelle rats out her dad with husband’s alibi, so use it against him.
Missing persons report: **Doubt**

History of violence: **Lie**

The sentiment behind the butterfly brooch is consistent with Hugo’s history of violence.

**New Objective: Question the neighbor**

Enquire the neighbor about the Moller family.

**New Objective: Apprehend Hugo Moller**

Chase and tackle Hugo Moller. You can rapidly tap the action button to tackle fleeing suspects if you’re close enough.

Examine the incinerator to recover the bloody shoes.

Access a telephone.

**New Objective: Return to Central Morgue**
First visit the Central Morgue for the new coroner’s report.

Choose the last rope down as the rope used for murder of victim.

Examine the shoe print molds on counter to update clue and briefly examine corpse.

Make another call to retrieve an important message.

**New Objective: Investigate Belmont High School**

**Apprehend the fleeing child molester.**

**Clues To Find:**
- Rope
- Overalls
- Bloody tire iron

The child molester can be tackled, but if you don't catch up to him your partner will cut him off, backing him up to a wall. Rough him up a bit to get him to cooperate.

Afterwards, peek inside the trunk to obtain three crucial pieces of evidence.
New Objective: Charge A Suspect With Murder

You have two suspects to interrogate. Once you've finished each suspect's interrogation, you may choose to charge the current suspect with murder or continue on to the next. It's a very close race between the two, but a false conviction begets disappointment.

The key to getting 5-stars is to first interrogate Rooney and then speak to Moller. In addition, exercise speed and discretion, which means avoiding collectibles and Street Crimes for the moment to invest all your energy in the current case.

Suspect 1: Eli Rooney

- Footprints at crime scene: **Doubt**
- Place of employment: **Doubt**
- Access to braided rope: **Truth**
- Motive for Moller murder: **Doubt**

Suspect 2: Hugo Moller
<table>
<thead>
<tr>
<th>Evidence</th>
<th>Answer</th>
</tr>
</thead>
<tbody>
<tr>
<td>Disposal of evidence</td>
<td>Truth</td>
</tr>
<tr>
<td>Access to braided rope</td>
<td>Doubt</td>
</tr>
<tr>
<td>Victim's vehicle recovered</td>
<td>Lie</td>
</tr>
<tr>
<td>Present evidence</td>
<td></td>
</tr>
<tr>
<td>Access to tire iron</td>
<td>Lie</td>
</tr>
</tbody>
</table>

The bloody tire iron seems to be the nail in the coffin.

If you've gotten all the questions correct and have obtained every piece of evidence, the evidence is solid against either suspect. However, if you are keen on getting 5-stars, you should pin the crime on Rooney and not Moller. The latter draws annoyance from your chief and only 3-stars.
The Silk Stocking Murder

New Objective: Investigate Downtown Crime Scene

<table>
<thead>
<tr>
<th>Look at every examinable part of the body.</th>
<th>Clues To Find:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>• Bloodied stocking</td>
</tr>
<tr>
<td></td>
<td>• Blood trail</td>
</tr>
<tr>
<td></td>
<td>• Ladies hat</td>
</tr>
<tr>
<td></td>
<td>• Personal effects</td>
</tr>
<tr>
<td></td>
<td>• Key</td>
</tr>
<tr>
<td></td>
<td>• Dot pattern note</td>
</tr>
<tr>
<td></td>
<td>• Library card</td>
</tr>
</tbody>
</table>

The blood trail should pique your morbid curiosity. Follow it, making sure to focus on the **ladies hat** and **personal effects** in the metal trash bin. It continues on to **key**, to a piece of paper on the ground with a **dot pattern note**, up the fire escape, through a pigeon coop, and finally a make up case. The blood trail crosses paths with more clues: a wedding ring hanging from a roof vent, a bucket of presumably the victim's blood and at last, the victim's purse, where you'll find a **library card**.

<table>
<thead>
<tr>
<th>Follow the <strong>blood trail</strong> to the <strong>ladies hat</strong> clue.</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Continue following the blood trail as it goes on for a while.</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>
When the final item is picked up, you'll be transported back near your car.

When you reach your car again, turn around to find John Marston's cowboy hat from Red Dead Redemption sitting in the alley's trash can.

New Objective: Investigate Antonia's Residence

Go to Antonia's room in room 5.

Clues To Find:
- Attorney's letter
- Charm bracelet photograph
- Iron picket
- Broken window

Comb through her belongings to find two items of interest.

Be sure to take a look at the broken window.

Speak to the boarding house owner.

Person of Interest: Barbara Lapenti

Possible suspects: Truth

Pressing Barbara with enquiries unlocks a new location: El Dorado Bar.

Movements of victim: Doubt

Evidence of break-in: Lie

Proof: broken window.

Breakdown of marriage: Lie
The charm bracelet photograph will jog her memory.

<table>
<thead>
<tr>
<th>New Objective: Investigate El Dorado Bar</th>
</tr>
</thead>
<tbody>
<tr>
<td>Talk to the bartender to get a hold of divorce papers.</td>
</tr>
<tr>
<td><strong>Clues To Find:</strong> Divorce papers</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Person of Interest: Diego Aguilar</th>
</tr>
</thead>
<tbody>
<tr>
<td>Missing jewelry: Doubt</td>
</tr>
<tr>
<td>Movements of victim: Truth</td>
</tr>
<tr>
<td>Speak with the fruit delivery man around the back.</td>
</tr>
<tr>
<td>Drop by Just Picked Fruit Market (if it's available) to find out it is closed.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>New Objective: Investigate Maldonado's Residence</th>
</tr>
</thead>
<tbody>
<tr>
<td>Maldonado resides in apartment 304.</td>
</tr>
<tr>
<td>Fight Maldonado.</td>
</tr>
<tr>
<td>Take a look at the bloodied shirt.</td>
</tr>
<tr>
<td>Question the neighbors in 305, 301 and 302.</td>
</tr>
<tr>
<td>The resident in 302 gives the <strong>husband's alibi</strong>.</td>
</tr>
</tbody>
</table>
### New Objective: Return to Central Station

<table>
<thead>
<tr>
<th>Action</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Make for the Technical Services room downstairs.</td>
<td>At some point between snooping around El Dorado and Maldonado’s place, you’ll get the icon prompt on your mini-map to make a telephone call. When you do, you’ll be asked to report back to Central Station.</td>
</tr>
<tr>
<td>Examine the messages sent by the killer.</td>
<td></td>
</tr>
</tbody>
</table>

### New Objective: Interview Angel Maldonado

Angel is found in Interview Room 2.

### Suspect: Angel Maldonado

<table>
<thead>
<tr>
<th>Last contact with victim: Lie</th>
<th>You'll acquire the <strong>Brown Ford Coupe</strong> clue from correctly responding to Angel, but even if you don't there's another opportunity later.</th>
</tr>
</thead>
<tbody>
<tr>
<td>The husband's alibi discredits his claim of staying home.</td>
<td></td>
</tr>
<tr>
<td>Divorce proceedings: Lie</td>
<td></td>
</tr>
</tbody>
</table>
New Objective: Investigate Just Picked Fruit Market

Clues to find:
- Scalpel Completion of Angel's interrogation opens Just Picked Fruit Market to investigation.

Witness: Clem Feeney

<table>
<thead>
<tr>
<th>Distinctive necklace: Doubt</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Contact with victim: Doubt</td>
<td></td>
</tr>
<tr>
<td>Movements of victim: Truth</td>
<td></td>
</tr>
<tr>
<td>Open the double green doors to the left.</td>
<td></td>
</tr>
<tr>
<td>Find damning evidence that now casts suspicion on Clem.</td>
<td></td>
</tr>
<tr>
<td>Pursue Clem and puncture his tires.</td>
<td></td>
</tr>
</tbody>
</table>

Find the blood-tinged scalpel on the desk next to the tire iron. Cole will pull out a special box that's locked by a unique combination of dice. Refer to the dot note pattern clue for the correct combo: 2-5-3.
The White Shoe Slaying

New Objective: Investigate Signal Hill Crime Scene

Destination / Actions
Standard clue-gathering protocol here.

Info / Clues / Tips
Clues To Find:
- Time of Death
- Tire Tracks
- Boot prints
- Laundry label

Witness: Catherine Barton

New Objective: Investigate Superior Laundry Services

Destination / Actions
Make a call for the rest of the laundry label.

Info / Clues / Tips
Clues To Find:
- Matches to the rest of the label.

Suspect: Lars Taraldsen

New Objective: Investigate Taraldsen Residence

Destination / Actions
Go over the clues in and around the house.

Info / Clues / Tips
Clues To Find:
- Bow rope
- Matchbook
- Victim's handbag
- Wet jacket
- Muddy boots

Victim's state of mind: Doubt

Last contact with victim: Lie

Suspect: Richard Bates

New Objective: Locate Yellow Cab 3591

Destination / Actions
Access the phone across the street.

Info / Clues / Tips
Clues To Find:
- Victim's movements

Tip: It's important that you do not allow your partner to drive or you will skip the whole cab sequence; you also must get back into the default cop car.
Gun it straight for the yellow blip (set it as destination) on the map without delay.

**New Objective: Interrogate James Jessop**

<table>
<thead>
<tr>
<th>Destination / Actions</th>
<th>Info / Clues / Tips</th>
</tr>
</thead>
<tbody>
<tr>
<td>Head for Central Police Station</td>
<td>For clarification, the option to follow the cab's sightings until you catch up to it appears only if you did not make an early visit to the hobo camp part and were therefore later notified to the target's sightings.</td>
</tr>
</tbody>
</table>

**Suspect: James Jessop**

- Contact with victim: Doubt

**New Objective: Investigate the Bus Depot**

<table>
<thead>
<tr>
<th>Destination / Actions</th>
<th>Info / Clues / Tips</th>
</tr>
</thead>
<tbody>
<tr>
<td>Head to Interview Room 2.</td>
<td>The bus driver provides victim last seen.</td>
</tr>
</tbody>
</table>

**New Objective: Investigate Hobo Camp**

<table>
<thead>
<tr>
<th>Destination / Actions</th>
<th>Info / Clues / Tips</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fight Stuart Ackerman</td>
<td>The last two questions appear if you continued the investigation on James Jessop's allegations.</td>
</tr>
</tbody>
</table>

**New Objective: Interrogate Stuart Ackerman**

<table>
<thead>
<tr>
<th>Destination / Actions</th>
<th>Info / Clues / Tips</th>
</tr>
</thead>
<tbody>
<tr>
<td>Head into Interview Room 1.</td>
<td>The last two lines of questioning are available only if you stopped the cabbie mentioned earlier in the case. For your troubles, you'll acquire the All American 249 clue.</td>
</tr>
</tbody>
</table>

**Suspect: Stuart Ackerman**

- Contact with victim: Doubt
- Alibi for Stuart Ackerman: Lie

**New Objective: Investigate Hobo Camp**

- Fight Stuart Ackerman

**Alibi for Stuart Ackerman: Lie**

- Present evidence: Purse
The Studio Secretary Murder

New Objective: Investigate Globe Loan & Jewelry

**Destination / Actions**
Speak to the shop owner.

**Info / Clues / Tips**

**Clues To Find:**
- Pawned rings

New Objective: Investigate Railyard Crime Scene

**Destination / Actions**
Speak to the coroner.

**Clues To Find:**
- Handbag
- Movie lot job
- Upper half of torn letter
- Vagrancy
- Missing ring
- Time of death

Examine the engravings on the rings.

Talk to owner one more time.

Head to the crime scene.

Peruse the evidence in the area.

There are two witnesses to speak to, but speak to the African trainyard worker first to note a quick detail.
Speak to Ferdinand for the lipstick clue.

**Witness: John Ferdinand Jamison**

**New Objective: Investigate Levine's Liquor Store**
- Interference with evidence: Truth
- Clues To Find:
  - Book Liquor purchase

**Person of Interest: Robbins**

**New Objective: Investigate Mensch's Bar**
- Make a phone call for address on Levine's Liquor.

**New Objective: Investigate Rawling's Bowling Alley**
- The bowling pin introduces a new location to investigate: Rawling's Bowling. Open the cover of the book for the true owner of the book.

**Person of Interest: Grosvenor McCaffrey**

**New Objective: Investigate Rawling's Bowling Alley**
- Go through Evelyn's belongings.

**Person of Interest: Grosvenor McCaffrey's Apartment**
- McCaffrey is in apartment 6, which is upstairs and to the left.
- Clues To Find:
  - Torn letter
  - Tire iron

Around this time you'll be asked to return to Central Station for an impromptu meeting with the captain and the coroner.

Ascend to the pigeon coop at the top of the building.
McCaffrey flees - you know what to do.

### New Objective: Return to Central for Interrogations

Return to Central Police Station.

<table>
<thead>
<tr>
<th>Destination / Actions</th>
<th>Info / Clues / Tips</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tiernan is in Interview Room 1.</td>
<td></td>
</tr>
</tbody>
</table>

**Suspect: James Tiernan**

<table>
<thead>
<tr>
<th>Destination / Actions</th>
<th>Info / Clues / Tips</th>
</tr>
</thead>
<tbody>
<tr>
<td>Relationship with victim: Lie</td>
<td></td>
</tr>
</tbody>
</table>

**Clues To Find:**

- Tiernan's accusation
- McCaffrey's accusation
- McCaffrey's criminal record

Grosvenor's testimony of "victim last seen" exposes Tiernan’s lie.

There's going to be a lot of going back and forth between the two suspects. Interview Tiernan first to gain an additional question with McCaffrey and new ammo in the form of **Tiernan's accusation**. In return, McCaffrey fires back with **McCaffrey's accusation**. After the interview with McCaffrey, the telephone icon appears. Making the call brings to light a crucial piece of evidence against McCaffrey: **McCaffrey's criminal record**.

**Victim's book found:** Doubt

**Alibi for James Tiernan:** Lie

**Show James the liquor purchase clue.**
Access to murder weapon: Doubt

Suspect: Grosvenor McCaffrey

Events prior to murder: Lie

Present: McCaffrey's accusation.

Destination / Actions Info / Clues / Tips
Alibi for McCaffrey: Lie

New line of questioning that appears only after speaking to McCaffrey after speaking to Tiernan first.

Present evidence: Torn Letter

Present: McCaffrey's accusation.

Access to tire iron: Lie

Tiernan's accusation is strong enough evidence of that.

Make a telephone call, where you get McCaffrey's criminal record.

Military service: Lie

The Military Service question appears after going back and forth between Tiernan and McCaffrey and acquiring McCaffrey's criminal record. This then solidifies the case against McCaffrey.

Present evidence: McCaffrey's criminal record.

Charge McCaffrey with the murder of Evelyn Summers.
New Objective: Investigate Pershing Square

Destination / Actions
Walk into the fountain ahead to find second excerpt and social security card.

Info / Clues / Tips
Clues To Find:
- Shelley excerpt
- Social security card

New Objective: Investigate the Hall of Records

Destination / Actions
Set the Hall of Records as the next destination and drive there.

Info / Clues / Tips
Clues To Find:
- Third excerpt
- Deidre Moller’s watch

New Objective: Investigate the Public Library

Destination / Actions
Climb the bronze-colored drain pipe to the roof.

Info / Clues / Tips
Clues To Find:
- Fourth excerpt
- Antonia’s necklace

New Objective: Investigate the Westlake Tar Pits

Destination / Actions
Head to the site floor to take a look at the clues in front of you to decide where to go from here. This case is unlike any case you’ve investigated so far. The killer leads you on a wild goose chase through the city, dropping cryptic excerpts to tease you with past victims’ personal effects.

Info / Clues / Tips
Clues To Find:
- Fifth excerpt
- Theresa Taraldsen’s shoe

Go to your map and look for the question mark icons (unless you’ve already discovered them) on the map. You can set these as the next destination. If the objective updates, then you’re on the right track. If you’re still having trouble, Cole will talk aloud to himself, revealing the next destination after enough time has passed. As an aside, your partner’s annoying inability to drive to a custom set destination means it’s probably better for you to drive there yourself.

Tip: When traversing the treacherous tar pit, don’t accidentally fall off the side of the submerged bridge or you’ll lose Cole and fail the mission.

Find the killer’s message in one of the victims’ personal effects.

Find the entrance into the tar pit itself and wade in.

Tread carefully across the wooden bridges, opting to go left, with the ultimate aim of reaching the middle island.

Find the killer’s message in one of the victims’ personal effects.

Tip: When traversing the treacherous tar pit, don’t accidentally fall off the side of the submerged bridge or you’ll lose Cole and fail the mission.
The excerpt points to the LA County Art Museum just further north from here.

New Objective: Investigate the LA County Art Museum

**Destination / Actions**
Make your way to the entrance of the giant hedge maze.

**Info / Clues / Tips**

**Clues To Find:**
- Sixth excerpt
- Celine Henry's garnet ring

New Objective: Investigate the Intolerance Set

**Destination / Actions**
Climb to the upper levels of the movie set.

**Info / Clues / Tips**

**Clues To Find:**
- Seventh excerpt
- Evelyn Summer's ring

**Tip:** Cole runs into a rather precarious predicament when he causes the platform to become violently unsteady. Centralize the body weight as much as possible and start shifting around to counteract the gravity.

Keep the teetering platform from falling and jump toward Galloway when he busts down the wall. Slide down the ladder to reach the throne.

Approach the throne for the clues.

Keep running straight as the set collapses.

The last and final excerpt directs you to the Christ Crown of Thorns.

New Objective: Investigate the Church

**Destination / Actions**
Bust through the front double doors.

**Info / Clues / Tips**

Leave the church and enter the adjacent cottage.

Search the interior until you find the catacomb's entrance. Navigate the maze to the center to find the clues. Keep the teetering platform from falling and jump toward Galloway when he busts down the wall. The next port of calling is at the Intolerance set.

New Objective: Kill the Murderer

**Destination / Actions**
Chase him through these underground corridors.

**Info / Clues / Tips**

The murderer's powerful shotgun awaits behind every corner. Your aim is to follow him 'til you can shoot him down. Ideally, hug the corner of the wall and pop-out to shoot him as he peeks out around every corner.
Vice Desk

Vice Desk Walkthrough Table of Contents

- The Black Caesar
- The Set Up
- Manifest Destiny

Vice constitutes activities not condoned by the local community, which may include substance abuse, prostitution, and other "immoral" behavior or actions.

Since the definition of "vice" varies from community to community, vice crimes have been left chiefly to the local authorities to pursue, enforce, and prosecute. The exceptions to this have been few in the history of the United States -- the Harrison Anti-Narcotic Act (1915) and the Volstead Act (1919) were two attempts at the national level to regulate substance on a "moral" basis.

In the post-Cold War era, the Drug Enforcement Agency continues to enforce the spirit of the Harrison Act, while the Federal Bureau of Investigation targets new "vice" crimes such as child pornography and human trafficking.

Please refer to the table of contents for the cases on the vice desk.
The Black Caesar

New Objective: Investigate Crime Scene

New Objective: Search Black Caesar Food Hut

Suspect: Fleetwood Morgan

New Objective: Search Jones' Booking Agency

New Objective: Investigate Ottie's

New Objective: Search Black Caesar Food Hut

Suspect: Jermaine Jones

New Objective: Investigate Ottie's

New Objective: Investigate Crime Scene

Destination / Actions

Info / Clues / Tips

Enter the apartment.

Clues To Find:

- Numbers slip
- Popcorn cups with morphine
- Radio station note
- Strange doodle

Tip: Throughout the case, you'll keep coming across morphine syringes. Be sure to keep examining them as they come up to update the information in your notebook.

Inspect the bodies.

Gather evidence from around the apartment.

The wallet on the ground yields the numbers slip and the wallet from Tyree's left pocket gives up the radio station note. Searching the apartment, you'll also find a strangle doodle on the small table, but it is the kitchen that contains the most important clue: popcorn cups with morphine, gotten by picking up the popcorn cup by the toast and inspecting it further.

New Objective: Search Black Caesar Food Hut

Destination / Actions

Info / Clues / Tips

Chase down and rumble with Fleetwood.

Morphine overdose victims: Lie

New Objective: Search Jones' Booking Agency

Suspect: Jermaine Jones

New Objective: Search Black Caesar Food Hut

Suspect: Fleetwood Morgan

New Objective: Search Jones' Booking Agency

Suspect: Jermaine Jones

New Objective: Investigate Ottie's

New Objective: Investigate Crime Scene

Destination / Actions

Info / Clues / Tips

Inspect the bodies.

Take a look around to collect clues.

Tag him with the distributor identified clue.

Beat down Jones' goons.

Link to Ramez Removals:

Doubt

Call in for Ramez Removals exact address.

Pursue Ottie, who runs after you've opened the hidden compartment.
Suspect: Merlon Ottie
Examine his cane to net an IOU note.

New Objective: Investigate Ramez Removals

Army surplus morphine: Lie

New Objective: Investigate Polar Bear Ice Company

Destiny / Actions
Set Ramez Removals as the next destination.

Info / Clues / Tips
IOU note from Jose Ramez: Truth

New Objective: Investigate Polar Bear Ice Company

Destination / Actions
Shoot your way to Finkelstein, eventually killing him.

Info / Clues / Tips
Examine his cane to net an IOU note.

New Objective: Investigate Polar Bear Ice Company

Destination / Actions
Shoot the ice block to shatter it and check inside the box.

Info / Clues / Tips
Examine the stolen loot from S.S. Coolridge.

On the desks to the left of the entrance is the ledger; open it to confirm the identity of a frequent customer: Polar Bear Ice Co. Don't forget to pick up the newspaper here too.

Make your way to the very back of the Ramez warehouse, following the odd puddle of water.

Climb the ladder to reach the catwalk above.

Gain access to the crane controls and position the crane above the crates blocking the entrance to the cold room in the corner.

Lift the crates out of the way to enter the cold room.
# The Set Up

## New Objective: Investigate Fighters' Dressing Rooms

**Destination / Actions**
Head toward the livid manager and trainer and enter the locker room.

**Info / Clues / Tips**

**Clues To Find:**
- Bookmakers' odds

## New Objective: Investigate Hotel El Mar

**Destination / Actions**
Read through the list of hotel registrants.

**Info / Clues / Tips**

**Clues To Find:**
- Telegram
- Movie ticket stub
- Magazine coupon
- Bookmakers' payout

## Witness: Candy Edwards

**Destination / Actions**
Candy is in apartment 7.

**Info / Clues / Tips**

**Clues To Find:**
- Bus ticket
- Cunard Ascania

## New Objective: Investigate Candy Edwards' Address

**Destination / Actions**
Call in for the next destination. Out in for the next destination. name for the room number.

**Info / Clues / Tips**

**Clues To Find:**
- Bus ticket
- Cunard Ascania

## New Objective: Tail Candy Edwards

**Destination / Actions**
List of odds recovered: Lie

**Info / Clues / Tips**

**Clues To Find:**
- Telegram from the overturned trash bin and a movie ticket stub next to the box of chocolates. One of the most vital clues, a magazine coupon listing a potential witness' address, sits on the table. Finally, bookmakers' payout on the bedside table.

**Plans to leave town:** Doubt
Discreetly tail Candy to a store.

**New Objective: Investigate Examiner Drugstore**

**Clues To Find:**

- Bookie's notepad

Tailing Candy (or anyone for that matter) can be tricky business simply because her paranoia increases according to your proximity to her. The best thing to do is to maintain a comfortable distance that is still safe enough to be permitted by the game until Cole voices his concerns about being too far. In any case, you can still use the various store fronts to go incognito and running from cover to cover to remain unseen.

Head inside to unveil more of Candy's scheme.

Salvage the note by shading in the white area to get bookie's notepad.

**New Objective: Investigate Examiner Drugstore**

**Destination / Actions**

- Pick up the Yellow Cab Co. card by the phone.

**Info / Clues / Tips**

**Clues To Find:**

- Yellow Cab Co. card

Make a call to trace the location of the cab.

**Destination / Actions**

- Head to the store to obtain the location of the cab.

**Info / Clues / Tips**

**Clues To Find:**

- Yellow Cab Co. card

Follow the yellow cab without being detected to talk to the shopkeeper about Ray.

**Destination / Actions**

- Stay out of sight and go incognito with the newspaper.

**Info / Clues / Tips**

**Clues To Find:**

- Revolver

You'll also find an update to the earlier movie ticket stub and a new location to scope out.

**New Objective: Investigate Interstate Bus Depot**

**Destination / Actions**

- Head to the destination marker.

**Info / Clues / Tips**

**Clues To Find:**

- Revolver

Follow the yellow cab without being detected.

**New Objective: Investigate Interstate Bus Depot**

**Destination / Actions**

- Head to the destination.

**Info / Clues / Tips**

**Clues To Find:**

- Revolver

Stay out of sight and go incognito with the newspaper.

**New Objective: Investigate Egyptian Theater**

**Destination / Actions**

- Enter the theater proper.

**Info / Clues / Tips**

**Clues To Find:**

- Revolver

Neutralize the three or so men in the theater.

Salvage the note by shading in the white area to get bookie's notepad.

Check the victim's scattered belongings.
Manifest Destiny

New Objective: Investigate the 111 Club

**Destination / Actions**
Sweep the area for clues.

**Info / Clues / Tips**

**Clues To Find:**
- Morphine
- Blue Room pass
- Valor cigarettes
- BARs (Browning Automatic Rifles)
- Coolridge Heist

**Witness:** The Hostess

111 Club shooting incident:

**New Objective: Investigate The Blue Room**

**Destination / Actions**
Person of Interest: Elsa Lichtmann

**Info / Clues / Tips**

There's a bunch of junk cluttering up the room, but the most notable clues are already called out by the A, B, C evidence labels. The instrument case at exhibit B holds a peculiar secret. When you pick up each of the three mouth pieces and return them, a secret compartment pops out, providing the Blue Room pass and morphine clues. Be sure to pat down the lifeless corpse for an update to the morphine clue. The room in the back boasts some interesting clues: BARs and Valor cigarettes.

**New Objective: Tail Elsa Lichtmann**

Army surplus morphine: Doubt

**New Objective: Interview Mickey Cohen**

Follow Elsa's cab back to her home.

**New Objective: Meet with Robbery Detectives**

Follow the host to Mickey's table.

**Person of Interest: Meyer Harris "Mickey" Cohen**

Finkelstein drug operation: Doubt

In addition to the new manifest clue, you'll update existing info on the Valors and BARs.
Take a look at the manifest and tap on all the red circles.

**New Objective: Attend Bus Stop Shooting**

**Destination / Actions**
Run around the building until you find a ladder leading upwards to the roof.

**Victim: Felix Alvarro**

**Info / Clues / Tips**

**Clues To Find:**
- Sniper’s handbook

**New Objective: Interview Jack Kelso**

**Destination / Actions**
Informed of Coolridge heist:

**Pat down the shooter’s body for his sniper’s handbook.**

**Infomed of Coolridge heist:**

**Info / Clues / Tips**
From Felix’ successful interview you'll gain knowledge of the 6th marines.

**Person of Interest: Jack Kelso**

**Destination / Actions**
Victim: Felix Alvarro

**Inspect the weapon to confirm the BAR.**

**Mosey on over to the newly revealed address for Jack Kelso.**

**Person of Interest: Jack Kelso**

**Destination / Actions**
Army surplus morphine:

**Mosey on over to the newly revealed address for Jack Kelso.**

**Person of Interest: Jack Kelso**

**Destination / Actions**
Ex-Marine McGoldrick: Truth

**Mosey on over to the newly revealed address for Jack Kelso.**

**New Objective: Attend Robert’s Diner Shooting**

**Destination / Actions**
S.S. Coolridge robbery: Doubt

**Hurry to Robert’s Diner.**

**Arms stolen from Coolridge:**

**Truth**

**Clues To Find:**
- Shooter’s notebook
- Copy of manifest

**New Objective: Attend Robert’s Diner Shooting**

**Destination / Actions**
Pursue the troublemakers by car.

**Shoot them down in the alleyway.**

**Examine the corpses to collect evidence afterwards.**

**You'll also find another newspaper in the alleyway. It's hard to miss. You should now also have two locations to look into.**
The front pockets of the nearest corpse yield both the **shooter's notebook** and a copy of the manifest.

### New Objective: Investigate Grauman's Chinese Theatre

<table>
<thead>
<tr>
<th>Destination / Actions</th>
<th>Info / Clues / Tips</th>
</tr>
</thead>
<tbody>
<tr>
<td>Check what's happening at the Chinese Theatre.</td>
<td></td>
</tr>
</tbody>
</table>
Arson Desk

Arson Desk Walkthrough Table of Contents

- The Gas Man
- A Walk in Elysian Fields
- House of Sticks
- A Polite Invitation
- A Different Kind of War

Arson is a crime committed through the use of incendiary materials, methods or substances.

Generally restricted to property damage, the setting of fires for criminal mischief or personal gain harkens back to the apocryphal story of the Roman Emperor Nero strumming his violin whilst Rome burned. Nero then used that as a pretext to rebuild and re-zone the Roman capital.

In some counties, a special circumstance for arson is included for certain capital crimes which result in injury or death of other individuals.

Please refer to the table of contents for the cases on the arson desk.
The Gas Man

New Objective: Investigate Steffens House Fire

Destination / Actions
Find the Instaheat box to the
left of the burnt house.

Victim: Don Steffens

Info / Clues / Tips

Clues To Find:

- Heater serviced by Ryan
- Competition Ticket

New Objective: Investigate Gulliver's Travel Agency

Destination / Actions
Info / Clues / Tips

Suburban Redevelopment:

- Both house fires are linked to
  the competition held by
  Gulliver's Travel Agency.

Person of Interest: John Cunningham

New Objective: Investigate Suburban Redevelopment

Destination / Actions
Info / Clues / Tips

Doubt

New Objective: Investigate Sawyer House Fire

Destination / Actions
Info / Clues / Tips

Talk to the coroner.

There's a regulator valve
of the house.

New Objective: Investigate Fire House No. 32

Destination / Actions
Info / Clues / Tips

Complete Lynch's apparatus
theory.

New Objective: Investigate InstaHeat Factory

Solution: The regulator valve

- Heater serviced by Varley
- InstaHeat Model 70

the balloon next to the
mosquito coil on the right while
the bunsen burner should be
positioned on the far left.
Activate the gas to survey the
demonstration.
Find Rasic in his office in the back.

**Person of Interest: Ivan Rasic**

**Destination / Actions**

**InstaHeat Model 70: Doubt**

**New Objective: Interview Walter Clemens**

**Destination / Actions**

**Approach Walter Clemens**

**Suspect: Walter Clemens**

**Destination / Actions**

**Knowledge of Varley: Doubt**

**Knowledge of Ryan: Lie**

Rifle through the workers’ lockers to find the clues. Clemens’ anarchist pamphlet sings to a different tune.

Round up the rest of the suspects.

Find Varley at his work site.

Varley runs, but you can point your gun at him to scare him.

Travel now to Ryan’s site.

Similarly, Ryan bolts, but you'll have to ram him off road.
Return to Wilshire Police Station.

**New Objective: Interrogate Reginald Varley**

**Suspect: Reginald Varley**

Head into Interview Room 2.

**Destination / Actions**

**Info / Clues / Tips**

**Work at Sawyer residence:** Lie

**New Objective: Interrogate Matthew Ryan**

**Suspect: Matthew Ryan**

**Destination / Actions**

**Info / Clues / Tips**

**Suburban Redevelopment:** Lie

**Anarchist literature:** Lie

Walter Clemens' statement rats him out.

Present Ryan's anarchist pamphlets.

InstaHeat Model 70: Lie

Show him the mosquito coils you found in his locker.

Ivan Rasic's statement shows how easy it is to tamper with regulator.

**Suburban Redevelopment:** Doubt

**Attempted murder charge:** Lie

At this point, the evidence seems to be leaning more towards Ryan, plus he has motives driven by his anarchist slant. It's best to charge Matthew Ryan for this case.

Ryan's criminal record highlights a history of violence.
A Walk in Elysian Fields

New Objective: Investigate Residential House Fire

**Destination / Actions**
Follow Carruthers into the house and be disturbed by the scene.

**Info / Clues / Tips**

**Clues To Find:**
- Bodies moved
- Family photograph

**New Objective: Investigate Elysian Fields**

**Destination / Actions**
Morelli fire witness report:

**Info / Clues / Tips**
- Cigarette butts
- Boot prints
- Weekend away
- Houses to be demolished
- Origami crane
- Elysian Fields flyers

Examine A and B exhibits and follow Biggs outside.

Gather evidence.

A few clues to find here. The first one is the water heater by the right side of the burnt down house. Littered cigarette butts and boot prints can be obtained from under the tree on the neighbor's front lawn (left side of house if facing from street). Don't miss the newspaper lying on the right side (if facing the house from street) of the front lawn.

**New Objective: Investigate Rancho Escondido**

**Destination / Actions**
Break up the riot and beat down some rowdy civilians.

**Info / Clues / Tips**

**Clues To Find:**
- Poor cement quality

**New Objective: Investigate Elysian Fields**

**Destination / Actions**
Meet Monroe in his office.

**Info / Clues / Tips**

Person of Interest: Leland Monroe

- List of contractors
- Elysian Fields flyers

Examine the folded paper crane to unfold it and pocket the Elysian Fields flyer.

Make a telephone call to complete the address on Elysian Fields.

Canvass the male neighbor.

The poor cement quality contradicts his promise for "returning heroes."
After the interview, check the piece of paper on the secretary’s desk for the list of contractors.

Call R&I to put an APB on Herbert Chapman.

As you proceed, you’ll get a call from KGPI regarding Chapman’s address.

**New Objective: Investigate Chapman’s residence**

<table>
<thead>
<tr>
<th>Destination / Actions</th>
<th>Info / Clues / Tips</th>
</tr>
</thead>
<tbody>
<tr>
<td>Poke through the trunk of Chapman’s car.</td>
<td><strong>Clues To Find:</strong></td>
</tr>
<tr>
<td></td>
<td>• Mosquito coils</td>
</tr>
<tr>
<td></td>
<td>• .45 caliber ammunition</td>
</tr>
</tbody>
</table>

Chase the hijacked trolley. When Chapman hijacks the trolley, stay behind it until your partner suggests blowing out the tires. In the meantime, the police will form barricades if the chase goes on long enough.

Put down the armed and dangerous Chapman.
**House of Sticks**

**New Objective: Deal with female client**

**Person of Interest: Elsa Lichtmann**

Peruse the case file, particularly the insurance

**Destination / Actions**

Disputed claim payout: **Doubt**

**Info / Clues / Tips**

- Buchwalter case file

**Clues To Find:**

- Settlement letter
- Buchwalter case file
- Slip of paper

**New Objective: Investigate Elysian Fields Site**

Connection to Bushwalter: **Doubt**

**Destination / Actions**

Snoop around the office for paper clues.

**Info / Clues / Tips**

**Clues To Find:**

- Cement delivery receipt
- Demolition order
- Company memo

**New Objective: Investigate Accident Site**

Motive for dispute: **Truth**

**Destination / Actions**

Lichtmann passes along a slip of paper after the interview.

Rescue up the abrasive overseer.

**Info / Clues / Tips**

**Clues To Find:**

- Broken wood

Go see Curtis Benson in his office following the interview.

**New Objective: Investigate Accident Site**

**Info / Clues / Tips**

**Clues To Find:**

- Broken wood

The text of the broken wood should read "Keystone Studios."

Move to the back of the giant wood pile, kind of near the bulldozer, to piece together broken wood.

**Escape the bulldozer!**

When escaping the wrath of vengeful manager, you'll need to sprint through the trench and climb over the obstacles to the ladder at the very end. You won't be able to make it without being proactive about shooting at the driver to slow down the bulldozer. Cock your weapon and just shoot without aiming. The gunfire should startle the driver enough to slow him down.
Access a street telephone to get an address on Keystone Studio.

**New Objective: Investigate Keystone Films**

- **Destination / Actions**: Hop the fence on the right.
- **Info / Clues / Tips**: Clues To Find:
  - Lumber delivery receipt
  - Inferior quality lumber

**New Objective: Investigate Elysian Fields Site Two**

- **Destination / Actions**: Investigate the source of the light within the empty house across the street.
- **Info / Clues / Tips**: Clues To Find:
  - Film

**New Objective: Escape pursuers**

- **Destination / Actions**: Get in a vehicle; the red one in front of you will do nicely.
- **Info / Clues / Tips**: Clues To Find:
  - Lumber delivery receipt and a torn off piece of paper that indicates inferior quality lumber
  - Film

Reach Elsa's apartment.

Use the telephone in the security guard's booth.
A Polite Invitation

New Objective: Pay Curtis Benson a Visit

Suspect: Curtis Benson

Destination / Actions
Head for Curtis Benson's apartment on the second floor.

Info / Clues / Tips
Motive for fraud: Lie

Suspect: Curtis Benson

Destination / Actions
Search through Curtis' place for clues. Take a look at the manila folder on the dining table and the piece of paper on the writing desk to add to your collection of clues. The closed doors to Curtis' bedroom attempts to conceal an interesting secret as well.

New Objective: Investigate California Fire & Life

Destination / Actions
Enter your old office.

Info / Clues / Tips
The share certificates point to Benson's stock in Elysian Fields.

New Objective: Investigate Hall of Records

Destination / Actions
Head up the stairs to the Land Registry Office and speak to the jaded fileskeeper there.

Info / Clues / Tips
Suburban Redevelopment: Lie

Buchwalter case settlement: Doubt

Take a closer examination of the property details for improved land value. Following the gentleman to the company register and flip to Suburban Redevelopment Fund.

Follow the gentleman to the company register and flip to Suburban Redevelopment Fund.

Tap on Courtney Sheldon's name.
Input the geographic coordinates and get the Elysian lot number. You have only geographic coordinates to work from. Using a very antiquated machine to triangulate on the exact location, you need to input the coordinates you learned from the Buchwalter file: latitude 34 degrees 04' 29" and longitude 118 degrees 17' 58". The left knob controls latitude whereas the right knob controls the longitude. Your efforts come up with a lot number 1876988.

There's more to do! Input the lot number and divide it by 90,000 on the calculator. Be sure to pull the golden lever for the final value.

Resume your investigation in the letter U aisle.

Search for the 1876988 lot number and tap on it.

Fight your way out of the Hall of Records.
A Different Kind of War

New Objective: Identify "Bug Sprayer" Arsonist

Destination / Actions
Pay a visit to each of the exterminator companies to

Info / Clues / Tips
The bug exterminator companies have been

Clues To Find:
- Fontaine's blackmail papers
- Freeway route
- Crystal ball
- Morphine cabinet

New Objective: Investigate Murder Scene

Destination / Actions
Find the four clues at the murder scene.

Info / Clues / Tips
Clues To Find:
- Fontaine's blackmail papers
- Freeway route
- Crystal ball
- Morphine cabinet

There are also a few things of interest, such as the lighter and the broken glass.

On the Fontaine's desk is a blank piece of paper that you can color in for an outline of the development plans. Shade it in until the camera zooms in on it.

Then slip the newspaper underneath the laminated sheet for the freeway route clue.

There's a newspaper alongside the freeway route clue. There's also a folder by the doorway that reveals Fontaine's blackmail papers.

The crystal ball lies on the ground by the body. Also check the cabinet in the other room to pinpoint the source of all the morphine.

New Objective: Investigate Rancho Rincon

Destination / Actions
Force your way into the dilapidated house.

Info / Clues / Tips
Clues To Find:
- Flamethrower
- Origami crane

Search for clues.

With the exception the flamethrower found on the messy workbench by the entrance, the remaining clues are found in the origami crane-overrun room. Check the blueprint of the L.A. River Tunnels to set your next destination.

New Objective: Escort Kelso to LA River Tunnels

Destination / Actions
Follow Jack to the tunnels.

Info / Clues / Tips

New Objective: Navigate the LA River Tunnels

Destination / Actions
Gun down the assailants.

Gun down the assailants.

Navigating the tunnels is pretty linear. As a point of guidance:

- go wherever there are people shooting you.
- you'll hit upon a couple weapon caches throughout that supply weapons and even a flamethrower at one point.

When you reach the water, hop into the water flowing to the left and wade through the water.

Climb up the ladder and continue your trek through the tunnels.

Slog through the treacherous pool of rising water diagonally across to the ladder.
Mow down the remaining henchmen to get to Elsa. Be sure to sit through the credits to the very end to watch a very crucial cinematic sequence!
DLC Cases

These cases are downloadable content from Rockstar Social Club, PSN Store, and Xbox Live Marketplace and correspond to three different desks.

Once downloaded, they can be accessed by selecting "Cases" at the main menu, and selecting the desk it belongs to, then the case itself. Each case comes with their own accolades, which can be viewed on the Achievements / Trophies page.

- A Slip of the Tongue-Traffic Desk
- Reefer Madness-Vice Desk
- The Naked City-Vice Desk
- Nicholson Electroplating-Arson Desk

Please refer to the table of contents for the DLC cases.
A Slip of The Tongue

...
Nicholson Electroplating

A Noire - DLC-Nicholson Electroplating case Walkthrough

1.

2.

LOCATION: BLAST SITE

Check out the bodies and then go down the path on the left. Take a right turn and go to the end. There are 2 metal pieces at the end. Rotate until the words line up. Boom! Achievement 1.

<table>
<thead>
<tr>
<th>File:</th>
</tr>
</thead>
</table>

The Nose Knows

Find and inspect the prop spinner at the Nicholson blast site

20

Now back to the path and take a right. Look down immediately at the destroyed shirt. Zoom in on the laundry ticket.

Go to the end of the path and look at the locker and briefcase inside. Check the camera, take the earring, look at the business card and then examine the note. Move the other wheel to K, the inner to H, and then rotate the outer to each letter of the message.

Now go back to the start and interview the owner:
Nicholson Planet Explosion : Doubt
Whereabouts of Okomoto : Lie – Spy Camera
Whereabouts of McLellen : Doubt

Use the phone at the end of the street. (I've had problems with it not being there so you can use a phone at next location if it's gone or missing)

LOCATION: DECIPHERED ADDRESS

Check the mailboxes to see she is/was in apartment 1. The door is open so head inside and check the refrigerator. Check the head, right hand ring and left wrist watch. Then get the retired LAPD Tie clip from in front of the fireplace and then the other earring in the bedroom on the left side.

<table>
<thead>
<tr>
<th>File:</th>
</tr>
</thead>
</table>

Skeletons In The Icebox

Find and inspect all clues inside Okamoto’s ransacked apartment

20

LOCATION: SUPERIOR LAUNDRY SERVICES
Just check the ledger to find the name and use the phone before leaving.

LOCATION: HUGHES AIRCRAFT

Talk to Vernon:
Nicholson Planet Explosion: Doubt
Whereabouts of Okomoto: Doubt
Whereabouts of McLellen: Lie – Prop Spinner

Behind him go up the stairs and into the office area. Look at the two photos in the back. Then back in the main hanger and go to the 3 engines in the middle. Look over the middle one. Then head to the Spruce Goose and check the barrels outside. Climb the ladder and check out the navigation note. Then sit down and dial in the coordinates.

LOCATION: POLICE STATION

Check in at the front desk and then go downstairs to technical services.

Pic of you: Nothing
Man by Car: Focus on watch/ring
Hughes and Vernon: Focus on Mape’s tie clip
Notes: Just focus on the page
Two guys walking: Focus on the 2 guys
House: Focus on the house number

Then just add drop from each of the 3 bottles.

Before you leave go back and around the pictures to see the microfilm.

LOCATION: HOUSE IN THE PHOTOGRAPH

Look at the gas on the floor then head around left to the head of the bead and look at the ticket and the passport.

Time to leave in a hurry! Shoot the gas canister by the stove. (is adding explosive gas to actual gas a good idea?) Run through and to the back left window. Time for a car chase!

You can NOT destroy his car before the end so keep your distance and make sure you don’t crash and the achieve will be yours. There are 2 chase cars and they really don’t take much to destroy so no worries.

Out Of The Frying Pan
Pursue Vernon Mapes from the burning house to Hughes Aircraft on your first attempt

Now for the only hard part. There are 3 or 4 cars and you need to kill the drivers before they get out of their cars. One will come in front of you left to right immediately. Use your pistol to take him out. This is the only hard part. If he gets out of the car run in to the main area and die. If you quit or dashboard
you have to do the whole chase again also. Once you get to first car hold bank in the street and wait for a MP car to come from the left. Just stand in the street and shoot him as he comes straight at you. Achievement will unlock immediately if you got both cars. There are 1 or 2 more cars, but they are hidden in the back and are much tougher to so. best to get this on the first two.

![Bulletproof Windshield](image)

**Bulletproof Windshield**

Kill the drivers of two of the MP vehicles in the Hughes Aircraft gun battle before they pull up

3.

Before going into the hanger I suggest you get the M1 from the MP outside as this is a nice accurate range weapon. Now head into the hanger and eliminate all the enemies. Mapes is in the top back left. Just move from cover to cover until you get close enough to get a bead on him. Once they are all dead the case is over!
Reefer Madness
The Naked City

...
The Consul's Car

New Objective: Investigate Jacobs' Backyard

Witness: Oswald Jacobs

Destination / Actions

Info / Clues / Tips

At crime scene, start combing area for clues.

Clues To Find:
- Missing license plates
- Missing Argentinean flag
- Registration slip
- Missing wheel
- Dewey Bros. wrench

New Objective: Dewy Brothers Dealership

Suspect: William Dewey

Possible Suspect Vehicle: Truth

Destination / Actions

Info / Clues / Tips

Head to Dewy Brothers dealership.

Clues To Find:
- Missing wrench

Speak to William Dewy.

Solution: Put the wrenches in order to find the missing wrench.

New Objective: Interview Juan Valdez

Suspect: Juan Francisco Valdez

Destination / Actions

Info / Clues / Tips

Head to the Central Police Station.

Speak with Valdez in Interview room 2.

Evidence: Valdez's notebook
Go to apartment 3 and speak with Mrs. Rodriguez.

Examine the Argentinean flag in a vase on a living room table.

New Objective: Investigate Del Gado's Residence

Suspect: 

Destination / Actions

Info / Clues / Tips

Head over to the destination.

Clues To Find:
- Missing Argentinean flag
- Breakfast plates
- Missing license plates
- Missing wheel

Examine plates on kitchen table.

Examine pile of license plates in shed in backyard.
Suspect: Anna Rodriguez

Examine wheels in backyard shed.

New Objective: Attend Santa Fe Avenue Street Race

Motive for auto theft: Truth

New Objective: Apprehend Gabriel Del Gado

Evidence: Breakfast plates

<table>
<thead>
<tr>
<th>Destination / Actions</th>
<th>Info / Clues / Tips</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arrest Gabriel</td>
<td>Wreck Gabriel's car inoperable.</td>
</tr>
<tr>
<td>Diplomatic plates recovered:</td>
<td>Gabriel will avoid a police barricade and eventually total his car by hitting a train after getting off the spill way if he drives long enough.</td>
</tr>
</tbody>
</table>
### Outfits

There are a number of L.A. Noire outfits that can be unlocked while playing through the game. The suits provide the wearer some cool benefits, but they're mostly just fancy suits that look good.

<table>
<thead>
<tr>
<th>Outfit name</th>
<th>How To Unlock</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>The Outsider Outfit</strong></td>
<td>Reach Rank 13</td>
<td>Don't believe everything you read in the papers.</td>
</tr>
<tr>
<td>Chicago Lightning</td>
<td>Sign up for Rockstar Social Club</td>
<td>Shoot straighter with the Thompson and the Shotgun.</td>
</tr>
<tr>
<td>Sword of Justice</td>
<td>Reach Rank 3</td>
<td>The City of Angels is much more dangerous by night.</td>
</tr>
<tr>
<td>Golden Boy</td>
<td>Start Traffic Desk</td>
<td>Get yourself two suits and get them pressed.</td>
</tr>
<tr>
<td>Hawkshaw</td>
<td>Reach Rank 18</td>
<td>Take an extra dose of damage and stay standing.</td>
</tr>
<tr>
<td>Sunset Strip</td>
<td>Reach Rank 8</td>
<td>Best worn while rubbing shoulders with movie stars.</td>
</tr>
<tr>
<td>The Broderick</td>
<td>Pre-order bonus from Amazon</td>
<td>Hit harder and take more punches before going down.</td>
</tr>
<tr>
<td>The Sharpshooter</td>
<td>Pre-order bonus from Best Buy</td>
<td>Shoot straighter with the Garand and the Colt .45.</td>
</tr>
<tr>
<td>The Button Man</td>
<td>Pre-order bonus from Game Stop/Finish the Badge Pursuit Challenge (exclusive bonus from GameStop)</td>
<td>Carry extra ammo for all weapons, just in case.</td>
</tr>
</tbody>
</table>
Newspapers

There are 13 newspapers to collect in L.A. Noire. If you're interested in viewing the cinematic sequence and knowing where the newspaper is in video form, check out the video section of L.A. Noire tips and walkthroughs.

Here are all the newspaper locations in chronological order:

1. **Newspaper Headline: Shrink Says: "The Mind Is The Final Frontier"**
   Case: Upon Reflection
   Location: In the alley atop the crates on the side.

2. **Newspaper Headline: Alienist Fontaine Provides Help To Troubled Vets**
   Case: The Driver's Seat
   Location: On the Black's residence dining table.

3. **Newspaper Headline: Shrink To The Stars Promises Mental Breakthrough**
   Case: A Marriage Made In Heaven
   Location: Inside Ray's Cafe on the bar counter top

4. **Newspaper Headline: Dope Floods Streets. Cops Chase War Surplus Contraband**
   Case: The Fallen Idol
   Location: In the work area of Silver Screen Props in-between the main store and the casting set.

5. **Newspaper Headline: Family Burned To Death. Cops Say House Fire Deaths Are Suspicious**
   Case: The Red Lipstick Murder
   Location: Just inside the Henry residence.

6. **Newspaper Headline: Missing Morphine. Cops Say: Goons Fighting Dope War**
   Case: The White Shoe Slaying
   Location: Inside Stuart Ackerman's shack at the hobo camp.

7. **Newspaper Headline: Mickey Cohen Heir Apparent To Bugsy Siegel**
   Case: "The Black Caesar"
   Location: On a study desk inside the Ramez Removals warehouse.

8. **Newspaper Headline: Alienist Fontaine Working Selflessly To Help The Infirm**
   Case: The Set Up
   Location: On the locker room bench in the locker room.

9. **Newspaper Headline: LAPD Vice Scandal Could Go All The Way**
   Case: Manifest Destiny
   Location: Lying in the alley after you kill two goons.

10. **Newspaper Headline: Housing Development Burns Ex Serviceman Irate As GI Houses Raz ed**
    Case: A Walk in Elysian Fields
    Location: Outside the Morelli house on the side of the front lawn.

11. **Newspaper Headline: Suburban Redevelopment Fund Promises 10,000 New Homes**
    Case: A Polite Invitation
    Location: Atop the drawer behind Leland Monroe's desk.

12. **Newspaper Headline: "Crusade Against Corruption" Petersen Pledges To Clean Up LAPD**
    Case: A Different Kind Of War
Location: On the counter inside Rapid Exterminators.

13. **Newspaper Headline:** "The Face Of Progress" Says Mayor Of Developer Leland Monroe
   Case: A Different Kind Of War
   Location: On Fontaine's study desk inside his house.
Golden Film Reels

There are 50 well-hidden Golden Film Reels dispersed throughout the city of Los Angeles. Each Film Reel is named after actual noir films that came out in the 1940s and 50s. With each Reel you find, you gain an additional 5 experience to add to your Rank.

Reels 1 to 25

Reels 26 to 50

Checklist

1. The Big Sleep
2. The Letter
3. Brute Force
4. Nightmare Alley
5. Where The Sidewalk Ends
6. Gilda
7. In A Lonely Place
8. Odd Man Out
9. The Night Of The Hunter
10. The Spiral Staircase
11. The Woman In The Window
12. Sunset Boulevard
13. The Narrow Margin
14. White Heat
15. Crossfire
16. M
17. Thieves' Highway
18. The Killers
19. The Lady From Shanghai
20. The Third Man
21. Shadow Of A Doubt
22. Laura
23. The Set-Up
24. The Killing
25. Night And The City
26. The Big Clock
27. The Naked City
28. This Gun For Hire
29. Sweet Smell Of Success
30. Rififi
31. Murder, My Sweet
32. The Big Carnival
33. Mildred Pierce
34. Key Largo
35. Leave Her To Heaven
36. The Maltese Falcon
37. The Big Heat
38. Angels With Dirty Faces
39. Strangers On A Train
40. Touch Of Evil
41. Out Of The Past
42. The Asphalt Jungle
43. Pickup On South Street
44. House Of Bamboo
45. Scarlet Street
46. Detour
47. Notorious
48. Double Indemnity
49. Body And Soul
50. Gun Crazy
Golden Film Reel Locations

The list of L.A. Noire Golden Film Reels has also been arranged according to each one’s proximity to the next Reel for your own convenience and to reduce the amount of backtracking, working from the northwest most end of Los Angeles to the southeast most corner.

Click to expand the map below.

1. The Big Sleep
Under a small water tower.

2. Nightmare Alley
Adjacent a tan building under the Capt’n Saltee Potato Chips billboard, just off Franklin Ave.

3. The Letter

Head to the area indicated in the screenshot and take the only stairs leading to an upstairs patio to find the Reel.

4. Brute Force

On the sidewalk behind a football field at the end of a dead-end street adjacent Schrader Blvd.

5. Gilda

Behind the K Autshop building located off Homewood Ave and Cahuenga Blvd., under the Cola King billboard.

6. Where the Sidewalk Ends
Just beside the front doors to blue The Palladium theatre on Sunset Blvd.

7. In a Lonely Place

In the center of a park located between Romaine Ave. and Santa Monica Blvd.

8. Odd Man Out

In a series of mobile homes to the left of St. Andrews Place. It's sitting on the front porch of the second blue-colored house on the right.

9. The Night of the Hunter

By the poolside of The Hillside Motel at the eastern corner of Fountain Ave.

10. The Woman in the Window
On a picnic table in the middle of a collection of homes off Lemon Grove.

11. **Sunset Boulevard**

In the center of a small shop plaza off Melrose Ave.

12. **The Spiral Staircase**

Sitting under a tree of the playground that's next to Samuel's Delicatessen facing Santa Monica Blvd.

13. **The Narrow Margin**

Next to a fountain in a hedged backyard between Hobart Blvd. and Ardmore Ave.

14. **White Heat**
Inside the apartment complex, find stairs that lead up to the second floor and this Reel is sitting in front of an apartment on the upper floor.

15. The Killers

Just north of 1st St., you'll find a lot of houses still under construction. The first one on the right contains the Film Reel inside.

16. Crossfire

In the parking lot off Heliotrope Dr. and behind a giant Cola King billboard.

17. M

Under a see-saw next to a lavender colored house north of Rosewood Ave.

18. Thieves' Highway
On the front counter inside Joes Drive-In Diner located between Rosewood Ave. and Maplewood Ave.

19. The Lady from Shanghai

On the pitcher's mound directly south of where Juanita Ave. ends.

20. The Set-Up

On the back porch of the blue and white house facing 6th St.

21. The Third Man

Between a set of benches on a small overlook located far west of Westmoreland Ave.

22. Shadow of a Doubt
Inside the hangar with a bright red biplane parked out in front. While most of the air field is fenced off, you can access the air field by ramming through the gates under the First Prize Sauces billboard.

23. Laura

On a picnic table east of the giant 2nd Street lettering on the map.

24. The Killing

Head into the big building on the corner of Hoover St. and 6th St. beside a blue door.

25. Night and the City

In the park that's intersected by Wilshire Blvd. You'll find this Reel lounging out in the pagoda in the middle of the muddy water.

26. The Big Clock
On the porch of a white house with a red front door. Take the residential road up until you reach the gate that reads "131" and head into the driveway.

27. The Naked City

There's a blue-green house on Bonnie Brae St. just before Beverly Blvd that hides this Reel on its front porch.

28. The Gun for Hire

On Beverly Blvd. under the overpass is a plot of land that's still going under construction. Look for the giant red crane, where you'll find a half-completed scaffold of some sort with this Reel sitting at the edge.

29. Rififi

On the porch of a teal house north of 6th Street. Refer to screenshot to find its exact location.
30. Sweet Smell of Success

East of Union Ave. are neighboring houses - one white and red and another one that's teal. Adjacent to these buildings is a construction site, where the Reel can be found sitting under a small awning.

31. Murder, My Sweet

In the bottom level of a shopping plaza that's located between Burlington Ave. and Beacon Ave., right under a large tree.

32. The Big Carnival

On the porch of a house located between Francisco St. and Figueroa St, just off 9th St.

33. Out of the Past

In the large trolley depot off at the end of the map between Hill St. and Broadway.
34. Mildred Pierce

This one is located in an underground railroad that's accessed by one of two entrances. Head to the entrance indicated on the screenshot between Lucas Ave. and 2nd St. and drive through the tunnel until it splits. Right at the split you'll find the Reel lying there.

35. Key Largo

Follow the little curvey trail to the end to arrive at Ira's run-down house. Find the Reel on the front porch of it.

36. Leave Her to Heaven

Enter the green-colored pool house and head around to the corner facing the street to find the Reel wedged between some bushes.

37. The Maltese Falcon
In the empty lot next to Globe Bakery on Grand Ave.

38. The Big Heat

At the Angels Flight Railway structure on the corner of 3rd St. and Olive St.

39. Angels with Dirty Faces

There’s a half-finished building still undergoing construction on the corner of 2nd St. and Spring St. Find the street-side ladder and climb it one level up. Follow the outer platform that surrounds it and leads to a small hut with the Reel sitting atop a wooden spool table.

40. Strangers on a Train

Between Main St. and Los Angeles St. is a small parking lot adjacent 2nd St. The Reel is located on a pathway under a white building with the Elysian Field's Monroe billboard on it.

41. Touch of Evil
To access the roof of Los Angeles Theatre, head to a small alley on 6th St and climb the copper drain pipe. Take the ladder up to the roof and travel towards the front end roof of the theatre building, facing Broadway to find the Reel.

42. The Asphalt Jungle

Take the ramp leading up to a trolley station overpass located on Maple St. between 6th and 7th St.

43. House of Bamboo

Just east of Alameda St. is the Western Iron Works factory. Break inside and ascend to the upper catwalks, following it to one of the corners where this Reel rests.

44. Pickup on South Street

Found inside the Union Station, on the counter of the magazine/cigarette kiosk inside.

45. Scarlet Street
Between the docking platform and some dumpsters in the lot between Palmetto St. and 6th St.

46. Detour

Between two red containers at the train station on Bay St.

47. Body and Soul

Situated in the middle level between the bridge and Los Angeles River flood channel on 7th St., this Reel can be reached by going heading underneath the bridge to find some stairs leading to a higher level. You'll find the Reel among some hobos.

48. Gun Crazy
Right under a water tower. Follow the trolley tracks through the dirt road, which passes by this Reel.

49. Notorious

Take the dirt road on the eastern most street of the Los Angeles map, just north of Olympic Blvd. to a lumber mill. The entrance to the dirt road is marked by a First Prize Sauce billboard. Head inside the lumber mill and into the furnished lounge area within to nab this Reel.

50. Double Indemnity

Drive north on the eastern most street, up from Olympic Blvd. until you head into the large compound on the left side of the map. Head around the central building to the firing range, where you'll find the Reel sitting atop one of the tables.
Street Crimes

While the main cases propel game progression, the city is still rife with Street Crimes, ranging from petty theft to bank robberies, that you can optionally deal with. You are alerted to the occurrence of Street Crimes through your police car's radio and by the appearance of a red-colored person icon on the mini-map. Driving near the icon on the map initiates the crime sequence. There are certain restrictions to when Street Crimes can be undertaken: between a set time and during an assigned case or set of cases (Homicide, Traffic, Arson, etc.). There are 40 in all, and we'll detail how and when to access the Street Crimes. The time is stated in military time.

The Street Crimes generally involve chasing down and detaining suspects, tailing people, or winning in shoot-outs. Most are pretty short and sweet as well.

Note: Normally you need to remain in a police car to receive dispatch calls, but ambulance cars work just fine as well.
### Homicide

<table>
<thead>
<tr>
<th>Street Crime Name</th>
<th>Window time</th>
<th>When It's Unlocked</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bank Job</td>
<td>0800 - 1600</td>
<td>The Red Lipstick Murder</td>
</tr>
<tr>
<td>Bowling Lane Robbery</td>
<td>0800 - 1600</td>
<td>The Quarter Moon Murders</td>
</tr>
<tr>
<td>Canned Fish</td>
<td>1900 - 0630</td>
<td>The Red Lipstick Murder</td>
</tr>
<tr>
<td>Cop Killer Shot</td>
<td>0800 - 1600</td>
<td>The Red Lipstick Murder</td>
</tr>
<tr>
<td>Death Plunge</td>
<td>0830 - 1800</td>
<td>The Red Lipstick Murder</td>
</tr>
<tr>
<td>Honey Boy</td>
<td>0800 - 1600</td>
<td>The Silk Stocking Murder</td>
</tr>
<tr>
<td>Killer Bandits</td>
<td>0800 - 1600</td>
<td>The Quarter Moon Murders</td>
</tr>
<tr>
<td>Misunderstanding</td>
<td>0800 - 1600</td>
<td>The Studio Secretary Murder</td>
</tr>
<tr>
<td>Running Battle</td>
<td>0800 - 1900</td>
<td>The Red Lipstick Murder</td>
</tr>
<tr>
<td>Thicker Than Water</td>
<td>0700 - 1900</td>
<td>The Studio Secretary Murder</td>
</tr>
<tr>
<td>Unsuccessful Holdup</td>
<td>0800 - 1600</td>
<td>The Red Lipstick Murder</td>
</tr>
<tr>
<td>Vengeful Ex</td>
<td>0830 - 1800</td>
<td>The Red Lipstick Murder</td>
</tr>
<tr>
<td>Would Be Robber</td>
<td>0830 - 1800</td>
<td>The Red Lipstick Murder</td>
</tr>
<tr>
<td>Street Crime Name</td>
<td>Window time</td>
<td>When It's Unlocked</td>
</tr>
<tr>
<td>---------------------------</td>
<td>--------------</td>
<td>--------------------</td>
</tr>
<tr>
<td>Against the Odds</td>
<td>0800 - 1600</td>
<td>The Black Caesar</td>
</tr>
<tr>
<td>Bad Date</td>
<td>2100 - 0500</td>
<td>Manifest Destiny</td>
</tr>
<tr>
<td>Camera Obscura</td>
<td>1900 - 0700</td>
<td>The Set Up</td>
</tr>
<tr>
<td>Commies</td>
<td>0800 - 1600</td>
<td>The Black Caesar</td>
</tr>
<tr>
<td>Daylight Robbery</td>
<td>0800 - 1600</td>
<td>The Black Caesar</td>
</tr>
<tr>
<td>Fatal Plunge</td>
<td>0800 - 1600</td>
<td>The Black Caesar</td>
</tr>
<tr>
<td>Secret Keepers</td>
<td>0830 - 1740</td>
<td>Manifest Destiny</td>
</tr>
<tr>
<td>The Badger Game</td>
<td>1900 - 0700</td>
<td>The Set Up</td>
</tr>
<tr>
<td>The Blue Line</td>
<td>0800 - 1600</td>
<td>The Black Caesar</td>
</tr>
<tr>
<td>Zoot Suit Riot</td>
<td>1900 - 0700</td>
<td>The Set Up</td>
</tr>
</tbody>
</table>
### Arson

<table>
<thead>
<tr>
<th>Street Crime Name</th>
<th>Window time</th>
<th>When It's Unlocked</th>
</tr>
</thead>
<tbody>
<tr>
<td>Accident Prone</td>
<td>1900 - 0700</td>
<td>The Gas Man</td>
</tr>
<tr>
<td>Bus Stop Shooting</td>
<td>0800 - 1600</td>
<td>The Gas Man</td>
</tr>
<tr>
<td>Cafe Holdup</td>
<td>0800 - 1800</td>
<td>The Gas Man</td>
</tr>
<tr>
<td>Hot Property</td>
<td>0800 - 1600</td>
<td>A Walk In Elysian Fields</td>
</tr>
<tr>
<td>Paper Sack Holdup</td>
<td>1900 - 1700</td>
<td>The Gas Man</td>
</tr>
</tbody>
</table>
Hidden Vehicles

This is a list of the hidden vehicles in L.A. Noire. There are 15 of them in all, the locations of which are unveiled to you as your Rank goes up. It appears as a question mark on the map. You must drive to the location and look for a blue-tinted garage door with the words "Angel City Security." Once you've entered the vehicle, the question mark is replaced with a car icon on the map, denoting its location for your convenience if you ever wish to return to it.

This is a map that shows the location of the hidden vehicles.

Click on a car name for more information and photos of the cars.

<table>
<thead>
<tr>
<th>Cadillac Series 75 Town Car</th>
<th>#4</th>
<th>Look for this one in Alaco Station on the corner of Bronson Avenue and Fountain Avenue in Hollywood.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chrysler Woody</td>
<td>#10</td>
<td>In a residential garage at the end of a long alley that starts at 7th Vermont Avenue and Wilshire.</td>
</tr>
<tr>
<td>Cisitalia Coupe</td>
<td>#8</td>
<td>Behind the Angel City Security garage door of the Wilshire Alaco Station on the corner of Vermont Avenue and Melrose.</td>
</tr>
<tr>
<td>Cord 810 Softtop</td>
<td>#15</td>
<td>Parked in an underground garage reachable via a side alley between Santa Fe Avenue and Mateo Street.</td>
</tr>
<tr>
<td><strong>Davis Deluxe</strong></td>
<td>#5</td>
<td>In a residential garage between Hollywood and Wilshire. It's near Melrose, Wilton and Western Avenue. The garage has a side door with a golden handle.</td>
</tr>
<tr>
<td>--------------------------</td>
<td>-----</td>
<td>----------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Delahaye 135MS Cabriolet</strong></td>
<td>#2</td>
<td>In a garage on the north side of Franklin Avenue, between Ivar Avenue and Vine Street.</td>
</tr>
<tr>
<td><strong>Delage D8 120</strong></td>
<td>#11</td>
<td>In a residential garage on the corner of Normandie Avenue and Lemongrove Avenue.</td>
</tr>
<tr>
<td><strong>Delage D8 S Poutout</strong></td>
<td>#6</td>
<td>Inside a garage in the alleyway behind Meisner's Hardware Store.</td>
</tr>
<tr>
<td><strong>Duesenberg Walker Coupe</strong></td>
<td>#3</td>
<td>In a garage behind the Automobile Club of Southern California, on the north side of Santa Monica Boulevard between Vine Street and El Centro Avenue.</td>
</tr>
<tr>
<td><strong>Ford H-Boy</strong></td>
<td>#9</td>
<td>Inside an Alaco station on the corner of Beverly Boulevard and Kingsley Drive.</td>
</tr>
<tr>
<td><strong>Phantom Corsair</strong></td>
<td>#13</td>
<td>Inside the Alaco station on the corner of 3rd Street and Traction Avenue.</td>
</tr>
<tr>
<td><strong>Stout Scarab</strong></td>
<td>#14</td>
<td>Just east of the Los Angeles River, directly east if the letter &quot;G&quot; in Los Angeles on the map. It's in a gray five-story building.</td>
</tr>
<tr>
<td><strong>Talbot GS26</strong></td>
<td>#12</td>
<td>Inside an Alaco station on the corner of 6th Street and Bixel Street.</td>
</tr>
<tr>
<td><strong>Tucker Torpedo</strong></td>
<td>#7</td>
<td>Inside a house garage near Melrose Avenue.</td>
</tr>
<tr>
<td><strong>Voisin C7</strong></td>
<td>#1</td>
<td>At the corner of La Brea and Sunset Boulevard, in an Alaco station</td>
</tr>
</tbody>
</table>
Cadillac Series 75 Town Car

Look for this one in Alaco Station on the corner of Bronson Avenue and Fountain Avenue in Hollywood.
Chrysler Woody

In a residential garage at the end of a long alley that starts at 7th Vermont Avenue and Wilshire.
Cisitalia Coupe

Hidden vehicle, located behind the Angel City Security garage door of the Wilshire Alaco Station on the corner of Vermont Avenue and Melrose.

Year: 1939

Power: 69HP

Top Speed: 109 MPH
Cord 810 Softtop

Parked in an underground garage reachable via a side alley between Santa Fe Avenue and Mateo Street.
Davis Deluxe

In a residential garage between Hollywood and Wilshire. It's near Melrose, Wilton and Western Avenue. The garage has a side door with a golden handle.
Delahaye 135MS Cabriolet

In a garage on the north side of Franklin Avenue, between Ivar Avenue and Vine Street.
Duesenberg Walker Coupe

In a garage behind the Automobile Club of Southern California, on the north side of Santa Monica Boulevard between Vine Street and El Centro Avenue.
Voisin C7

At the corner of La Brea and Sunset Boulevard, in an Alaco station
Landmarks

The city of Los Angeles is home to some of the most recognized landmarks in the nation. When you near a landmark, your controller rumbles and you can snap a picture. Drive close to each of the 30 total landmarks in the game to permanently add it to your map. It shows up as a camera icon.

1. Grauman's Theater
Right on Hollywood Blvd. between Orchid Ave. and Orange Dr.

2. Hotel Roosevelt
Between Hawthorn Ave. and Hollywood Blvd.

3. Max Factor Building
On Highland Ave.

4. Musso & Frank
Between Las Palmas and Whitney Ave.

5. Crossroads to the World
Near the corner of Las Palmas Ave. and Sunset Blvd.
6. Brown Derby
Located on Vine St. between Hollywood Blvd. and Selma Ave.

7. Bullocks Wilshire
On Wilshire Blvd. and Westmoreland Ave.

8. L.A. County Art Museum
On Hoover St. between 8th and 9th St.

9. Westlake Tar Pits
South of San Marino St.

10. Park Plaza
Between Wilshire and 6th St. near Park View St.

11. MacArthur Park
Just west of Alvarado St. on Wilshire Blvd.

12. The Good Samaritan Hospital
Near Wilshire and Lucas.

13. The Mayfair Hotel
Located at 7th St. between Columbia Ave. and Garland Ave.

14. Intolerance Set
On Francisco St just south of 8th St.

15. Christ Crown of Thorns
South of 9th St. and west of Francisco St.

16. L.A. Public Library
On 5th St. between Flower and Grand Ave.

17. Pershing Square
On Olive St. You automatically go here during The Quarter Moon Chase.
18. Angel’s Flight
On the corner of 3rd St. and Hill St.

19. Hall of Records
Between Spring St. and Broadway, slightly northeast to the letter "R" in Central.

20. El Pueblo De Los Angeles
Between Main St. and Los Angeles St. west of Alameda and the Union Station.

21. Bradbury Building
Corner of 3rd St. and Broadway

22. Union Station
Just off Alameda St. and slightly southeast from El Pueblo De Los Angeles.

23. Chinatown
Follow Broadway all the way north to the end.

24. RKO Theatre
Corner of 8th St. and Hill St.

25. Los Angeles Examiner
Corner of 11th St. and Broadway.

26. Main St Terminal
Drive down Main St. between 6th and 7th St.

27. L.A. Cold Storage Co.
On 4th St. between Central Ave. and Alameda St.

28. 4th Street Viaduct
Located on 4th St. above the Los Angeles River.

29. 6th Street Viaduct
Located on 6th st. above the Los Angeles River.
30. National Biscuit Company

East of Alameda and west of the Los Angeles River between 6th and 7th St.
Achievements / Trophies

15G
Asphalt Jungle
Chase down and tackle a fleeing suspect on foot as an LAPD Detective.

15G
Traffic Stop
Disable a suspect vehicle with help from your partner.

15G
Not So Hasty
Stop a fleeing suspect with a warning shot as an LAPD Detective.

80G
Shamus to the Stars
Complete all story cases with a five star rating.

30G
The Brass
Achieve maximum rank.

15G
The Plot Thickens
Find and solve an inspection puzzle.

15G
Golden Boy
Clear a case finding every clue as an LAPD Detective or Investigator.

15G
The Straight Dope
Use evidence to prove a lie as an LAPD Detective or Investigator.

15G
One for the File
Find and inspect a clue as an LAPD Detective or Investigator.

80G
The City of the Angels
Reach 100% Game Complete.

30G
The Up and Up
Complete a story case with a five star rating.

30G
The Long Arm of the Law
Complete all street crime cases.

15G
A Cop on Every Corner
Complete a single street crime case.

30G
Johnny on the Spot
Respond to 20 street crime cases.

30G
Public Menace
Rack up $47,000 in penalties during a single story case.
15G
The Moose
Follow Candy Edwards without using cover or incognito, except when starting or picking up the tail.

15G
Star Map
Discover all landmark locations around the city.

30G
The Third Degree
Correctly branch every question in every interview in a single story case.

30G
The Hunch
Use four intuition points in a single interview session, correctly branching each question.

30G
Auto Fanatic
Drive every vehicle in the city.

30G
Hollywoodland
Find and inspect all gold film reels.

15G
Auto Collector
Drive 40 different vehicles.

15G
Keep a Lid On
Complete a brawl without losing your hat as an LAPD Detective or Investigator.

15G
Auto Enthusiast
Drive 5 different vehicles.

15G
Lead Foot
Keep the needle above 80mph for more than ten seconds while driving.

15G
Miles on the Clock
Drive more than 194.7 miles.

80G
Magpie
Find and inspect 95% of all clues.

15G
The Shadow
Tail a suspect without being spotted, in a single case.

15G
Roscoe and Friends
Kill at least one bad guy with every gun.

30G
Wooden Overcoats
Bring down a total of 30 bad guys with head shots.

15G
Dead Men Are Heavier
Shoot and kill a total of 100 bad guys.
Secret Achievements

15G
Stab-Rite
At Ray’s Cafe, find the bloodstained knife on your first sweep of the crime scene.

15G
No Rest for the Wicked
Complete all cases on the Vice desk.

70G
Moth to a Flame
Complete all cases on the Arson desk.

15G
The Simple Art of Murder
Complete all cases on the Homicide desk.

15G
Police Academy
Complete all cases on the Patrol desk.

15G
Paved With Good Intentions
Complete all cases on the Traffic desk.

15G
Huckster
At Elysian Fields, outwit Leland Monroe when discussing his developments or advertising campaign.

15G
Round Heels
At the Bamba Club, get Dick McColl to give up the license plate of Celine Henry’s male companion.

15G
The Fighting Sixth
At the Bus Shooting, talk Felix Alvarro into giving up the Marines involved in the Coolridge heist.

A Slip of the Tongue Achievements / Trophies (100 G)

20G
The Printer's Devil
Complete 'A Slip of the Tongue'.

Secret Achievements

20G
Racing for Pinks
Find and inspect all of the Marquee-printed pink slips.

20G
Femme Imbécile
Correctly branch every question in the interview with Jean Archer.
Chop Shop
During the Industrial Street raid, kill a goon by shooting the hanging engine block.
20G

Nowhere in a Hurry
Catch and arrest Cliff Harrison before he is stopped by uniformed backup.

**The Naked City Achievements / Trophies (100 G)**

20G
Eight Million Stories
Complete ‘The Naked City’.

**Secret Achievements**

20G
A Good-Looking Corpse
Find and inspect all of the narcotics in Julia Randall's apartment.
20G
Fakeloo
Tail Henry Arnett from Hollywood Station to the pawnbroker and travel agent without being spotted.
20G
Chauffeur Service
Escort Heather Swanson to Arnett’s apartment without damaging your vehicle.
20G
Give My Regards
Shoot every letter down from the tower at the Broadway Hotel.

All achievement and trophy pages on IGN's wikis use a special template. Please visit the Template Page for the correct code and instructions on how to use them. Thank you.
Asphalt Jungle

To get this Bronze Trophy / 15G Achievement you must "Chase down and tackle a fleeing suspect on foot as an LAPD Detective." You can do this most of the missions that involve a foot chase. The first time you can pull off a tackle is in the Warrants Outstanding mission.

To actually perform a tackle, get close to the fleeing suspect and, when you see a button prompt to tackle him or her, press the button shown RAPIDLY (SQUARE on PS3 controllers, A on Xbox controllers).
Public Menace

For this 30G Achievement / Silver Trophy you must "Rack up $47,000 in penalties during a single story case." The best (and most entertaining) way to accumulate expensive penalties is to get in a car and smash into other cars. This may take some time, so be patient. Or EXTREMELY impatient, really.
Lead Foot

To get this Bronze Trophy / 15G Achievement you must "Keep the needle above 80mph for more than ten seconds while driving." You can easily complete this challenge in the Los Angeles River canal, found on the far east portion of the map. Start at one end of the canal and hold down the gas until you receive the achievement. Any of the police cars, as well as many of the hidden vehicles, are capable of maintaining the necessary speed.
Miles on the Clock

To get this Bronze Trophy / 15G Achievement you must "Drive more than 194.7 miles." This trophy/achievement is pretty straight forward. You need to rack up 194.7 miles driven. Letting your partner drive will not count towards your total. If you drive everywhere during the main story, you should be well over 100 miles. Driving around to collect the cars, landmarks, and golden film reels should put you over the needed distance. You can check your total distance driven by pausing the game and checking your statistics.
Stab-Rite

To get this Bronze Trophy / 15G Achievement you must find the bloodstained knife on your first sweep of the crime scene at Ray’s Café. This achievement must be completed on the “A Marriage Made in Heaven” Case from the Traffic Desk. When you arrive at the crime scene, check the left alley and you will find a trash can with the bloody knife. The achievement will not pop until later in the mission.
Frequently Asked Questions

Got a question about the game? Leave it here and someone will get back to you.

Can the game be played entirely in black and white?

Yep, you'll find the settings in the options.

I missed a clue in one area. Are clues area specific?

Most of the time they are not. The game is forgiving in the sense that you can pick up details and clues here and there from going about the investigation differently. For example, our walkthrough isn't, for the most part, an inflexible flow of events. You can do things in a slightly different order, but our walkthrough was designed with the purpose of getting you a perfect case rating.

Is there a language filter to turn off the swearing?

It doesn't look like it unfortunately. Hopefully that won't prevent you from checking out the game though!

How do I retry a specific interrogation sequence if I ask the wrong question?

It's okay to get some things wrong -- but if you absolutely can't live with having a few Xs, just restart the mission. The game usually saves right before an interrogation scene.

Where do I find the hidden vehicles?

Check out the Hidden Vehicles section of the wiki guide.

How can I get all the cars for the car fanatic trophy?
Things to Know about L.A. Noire

L.A. Noire is the latest from Rockstar Games, developed primarily by Team Bondi, a small Australian company. It's really different from anything else Rockstar has made.

What's the story?

You play as Cole Phelps, a war hero just back home from killin' Japanese. It's 1947 and the LAPD is so deeply corrupted only a golden boy like Cole Phelps could possibly improve their image. Phelps must deal with this corruption in the department first-hand while solving cases, lovin' up the ladies, and shooting gangsters.

Rockstar Games has stated that the cases throughout the game were "inspired by real cases" of the era, such as the infamous Black Dahlia case that occurred in Los Angeles around that time period. Every new investigation starts with a crime scene and depending on the details you discover there, you'll set the next story element in motion.

In addition to the case inspiration, Rockstar Games has also stated that "90 percent of downtown's buildings and signage were recreated for the game with authentic 40's type and design." Expect to see familiar landmarks such as the Los Angeles City Hall.

Click this link to see the video

When did it come out?

May 17, 2011 for PS3 and Xbox 360.

What's the gameplay like?

It's really an old-school adventure game, where you search for clues at crime scenes and then interrogate witnesses and suspects until you figure out who committed the crime.

From your start on the Patrol Desk in the LAPD, you work your way up through Traffic, Homicide, Vice, and Arson as you successfully solve cases along the way. Every case has "only one truth," so it's up to you to find the best route to get it.

How do interrogations work?
L.A. Noire features some pretty hot tech called MotionScan, which perfectly recreates the facial animations -- even the eye movements -- of actors. Your job is to read the character's face and mannerisms and figure out if they are telling the truth, holding something back, or flat out lying.

Given a button to decide if the suspect is telling the truth, lying, or if you doubt them, you'll then lock or unlock options as to how to proceed based on your success. Wrongly accuse someone and you may no longer be able to utilize their information to finish the case.

**How does it compare to GTA?**

It really doesn't. You're a good guy -- there's no question there. There is a free roam, but is only accessable after you have completed every case for a particular desk. You access it via the main menu's Cases option, in which you are brought to every desk's folder and the cases associated with it. Once you pick the desk you want to play as, you choose The Streets of L.A. where you will be allowed to patrol the city exploring landmarks, collecting film reels, and responding to street crimes. However, it is more about solving cases than playing darts with friends. There are shootouts though and the cover system and controls are like GTA IV. Car chases and the pursuit of suspects also play a critical role in the progression of the game, but this isn't a game where you'll be yanking citizens from their vehicles.

**Is there multiplayer?**

Nope. Not unless Rockstar is holding something back and waiting to surprise us. Multiplayer doesn't fit L.A. Noire. You won't miss it.

**Are there any differences between systems or version?**

Actually, yes there are. If you purchase the game on Playstation 3, you'll have access to an additional Traffic case called "Consul's Car" that isn't available on Xbox.

Certain retailers are also offering pre-order incentives to get you to use their services. Buyers who purchase at Walmart will get access to a Traffic Desk case called "Slip of the Tongue." GameStop is offering a Vice Desk case called "The Naked City." The retailer-specific cases will be available on both Xbox 360 and PS3.

**How long did it take to make L.A. Noire?**

Seven years, apparently. Source: IGN: Why Did L.A. Noire Take Seven Years to Make?
L.A. Noire Staff Credits

Written + Directed By

• Brendan McNamara

Producer

• Naresh Hirani

Technical Directors 1

• Franta Fulin
• Stuart Ashley
• Cameron Dunn

Lead Gameplay Programmers 1

• David Heironymus
• Jason Hutchens
• Laurent Benadiba
• Reece Elliot

Lead Design

• Alex Carlyle
• ART DIRECTOR
• Chee Kin Chan

Lead Artist

• Ben Brudenell

Production Designer

• Simon Wood

Graphic Design

• Andrew Hamilton

General Manager

• Vicky Lord
Production Coordinators 2

- Lara Derham
- Lexie Durbridge
- Jeannette Manifold
- Genevieve McMahon

Additional Production Coordination

- Christine Koole

Original Score

- Andrew Hale
- Simon Hale

Programming

Gameplay 2

- Joel Beach
- James Beaumont-Field
- Stephen Beeson
- David Bosnich
- David Bray
- Stuart Bryson
- Marc Butler
- John Christie
- Chris Cockburn
- Justin Cornish
- Alex Deem
- Glenn Fiedler
- Alexei Kuznetsov
- Ben Harding
- Tom Howard
- Zhen-Jock Lau
- Charles Lefebvre
- Jason McSweeney
- David Morris-Oliveros
- Hugh Rayner
- Amy Watson
- Christopher Wright
- Nicholas Young

Vehicle Dynamics
• Javier Carrion

Cinematics

• John McCarten

Havok Physics 2

• Rogier Fransen
• Pierric Gimmig
• AUDIO
• Fredrik Solenberg
• TOOLS 2
• Joel Beach
• Stephen Beeson
• Tim Clancy
• Andy Coates
• Ben Harding
• Simon Hegarty
• Zhen-Jock Lau
• Damyan Pepper
• Hugh Rayner
• Justin Saunders
• Jon Skinner

Additional Programming 2

• Gavin Bell
• Moe El-Ali
• Peter Georges
• Ben John
• ENGINE LEADS 1
• Franta Fulin
• Stephane Bertout
• Peter Budziszewski

Engine 2

• David Bryson
• Paul Geerts
• George Harris
• Claus Höfele
• Luke Hutchinson
• Justin Saunders
• Garry Wallis

Additional Engine Programming 2
• David Carson
• Shady El Mously
• Nicholas Londey

**Qa Tools / Build Analysts 2**

• Lara Derham
• Michael Hart

**Design**

**Designers 2**

• Timur Anoshechkin
• Brian Berryhill
• James Carlton
• Lyza Dator
• Christopher Glerum
• Jean-Francois Guastalla
• Darren Lim
• Angela Lin
• Dean Longmore
• Samuel Maniscalco
• Adam Markham
• Andrew Orman
• Conrad Ramakers
• Jennifer Sandercock
• Tim Stobo
• Jarrad Trudgen
• Shane Wicke
• Mark Wilson
• Jason Yamada

**Additional Design 2**

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• Leena Ganguli
• Brad Keyes
• Donald Kirkland
• Viljar Sommerbakk

**Additional Writing 2**

• Una Cruickshank
• Tim Lee
• Daniel McMahon
Qa Manager

- Todd Hutchinson

Qa Analysts 2

- James Betar
- Ben Hand
- Lino A Manansala
- John Pettie
- Vaughan Smith
- Jason Yamada
- Aya Yu

Additional Qa

- Christopher Peiti

Art & Cinematics

Lead - World

- Robert Jones

World 2

- Michael Anderson
- Aladar Apponyi
- Graham Ashworth
- Matt Barker
- Adam Celeban
- Paul Cherry
- Alex Courtney
- Nicholas Cuyten
- James Davies
- Chris Degeer
- Hemant Desai
- Saxon Dixon
- Alex Dubus
- Christopher Dunn
- Michael Farley
- Alex Fuller
- Amy Gallan
- Steven Gilandras
- Michael Gilvonio
- Ryan Hulslander
• Phillips Huynh
• Nick Kacevski
• Ivan Kintanar
• Alfred Lee
• Raymond Leung
• Craig Mackellar
• Brad McKay
• Joel Milne-Berry
• Wade Muller
• Jamie Pillarinos
• Brad Price
• Cam Ralph
• Jorge Hernandez Ruiz
• Ian Schmidt
• Mark Serena
• Salim Tighnavard
• Ned Walker
• David Whiddon
• Michael White
• David Whittaker
• Sam Williams

Lead - Interiors

• Sam Henman

Interiors 2

• Kevin Baker
• Thomas Diakomichalis
• Jianxiong (Kent) Li
• Ben Muller
• Carl Ross

Lead - Lighting

• Angus Bencke
• Carl Ross

Lighting 2

• Erik Charlebois
• Mark Evans
• Michael Farley
• Michael Hughes
• Jianxiong (Kent) Li
• FX 2
• Erik Charlebois
• Ben Muller

**Clues & Props 2**

• Fiona Bird
• Andrew Hamilton
• Gordon Kam
• Anella Petrie
• Brad Price
• Gabriel Rodriguez

**Characters 2**

• Alex Colvin
• Oliver Cook
• Luc Coté
• Alex Fuller
• Michael Gilvonio
• Gavin Muthukumaraswamy
• Alexandre Petrov
• Ilaria Ragusa
• Mark Soon
• Albert Susantio

**Vehicle Modelling 2**

• Graham Ashworth
• Michael Hughes
• Taylor Shawyer
• Fernando Szczepaniak

**Additional Art 2**

• James Bradley Anderson
• Billy Cheng
• Jodee Kelly
• Christian Poullay
• Rebecca Walsh
• Ben Wheatley

**Cinematics Leads 1**

• Samuel Jenks
• Sam Henman
• Philip Hook
Director Of Photography

• Andrew McLeod
• Aaron Smith

Cinematic Production

• Tina Chen

Cinematic Animation 2

• Daniel Armstrong
• Philip Hook
• Samuel Jenks
• Philip Sullivan
• David Zwierzchaczewski

Cinematics Layout 2

• Michael Anderson
• Kevin Baker
• Matt Barker
• Paul Cherry
• Nicholas Cuyten
• Thomas Diakomichalis
• Michael Farley
• Gordon Kam
• Jianxiong (Kent) Li
• Brad McKay
• Anella Petrie
• Salim Tighnavard
• Ned Walker
• David Whiddon
• David Whittaker
• Sam Williams

Flashbacks

• Thomas Diakomichalis

Animation Leads - In Game 1

• Dean Finnigan
• Eddie Prickett
• Philip Hook
Animation - In Game 2

- Rosaline Babayan
- Aaron Burton
- Josh Cooper
- Tim Dawson
- Mike Feil
- David Good
- Jerry Matthews
- Craig Peck
- Tor Sigurdson

Additional Animation - In Game 2

- Stephen Davison
- David Humphreys
- Mariya Kalachova
- Phil Lukasz
- Phil To
- Terry Veer
- Darren White

Assistant Production Designer

- Karmen Coker

Graphic Designer

- Gabriel Rodriguez

Principal Costume Designer

- Wendy Cork

Additional Costume Design 2

- Karmen Coker
- Simon Wood

Audio

Audio Design Lead

- Peret Von Sturmer

Audio Designer
• Michael Theiler

**Studio Support 2**

• Brad Anderson
• James Anderson
• Brendan Beveridge
• Brad Gordon
• Jenna Lock
• Therese Noble
• Jade Owens
• Denise Wang

**Depth Analysis - Motionscan**

**Head Of R&D**

• Oliver Bao

**Programmers 2**

• Matthew Downey
• Matt Gallagher
• Scott McMillan
• Douglas Turk

**Director/Consultant**

• Mike Uppendahl

**Unit Production Manager/1St 2**

• Vanessa Oxlad
• Rosanna Sun

**Production Coordinator 2**

• Stephanie Cramer
• Matthew Crossett

**Assistant Production Coordinator 2**

• Brandon Frazier
• Nicholas Kambic

**Production Assistant 2**
• Natalie Jeremic
• Katrina Lubans
• Andrew Nicholson
• Emily Sandifer

**Rig Operator 2**

• James Baldzani
• John Fitzsimons
• Nicholas Martin

**Video Editor**

• Josh Rifkin

**Sound Deluxe 2**

• Chip Beaman
• Dave Natale

**Studio Set Up 2**

• James MacLaughlin
• Brandon Tate

**Head Of Make Up & Hair Dept. (Au)**

**R&D Make Up & Hair**

• Margaret Aston

**Head Of Make Up & Hair Dept. (La)**

• Laini Thompson

**Make Up Department**

• Kali Balugo

**Hair Department 2**

• Linda Arnold
• Leslie Borchard
• Leonard Drake
• Kamaura Eley
• Darmesha Watkins
Production Company

- Oil Factory Inc
- ANIMATION SUPPORT
- Original Force Ltd
- Technicolor
- MoAnima
- GOATi Outsourcing Pty., Ltd.
- Ian Bright
- Wayne Byrden
- Mitchell Clifford
- Mitchell Coote
- Upinder Dhalwal
- Chris Kong
- Garth Midgley

Storyboard By Tui Studios

Casting

- Schiff Audino Casting
- Laura Schiff
- Carrie Audino
- Kendra Clark

Source: lanoirecredits.com
Nudity in L.A. Noire

L.A. Noire is rated Mature for its violence, language, and nudity scenes. Some people wonder about the amount of nudity in the game. There are 3 of 21 cases that involve pretty much full frontal female nudity (in a sort of grotesque fashion) at the crime scenes. These cases are in the Homicide section and include:

• The Red Lipstick Murder
• The Golden Butterfly
• The Silk Stocking Murder

Can You Disable / Block / Turn Off the Nudity?

There is no nudity censorship option in the game.