



Wiki Guide PDF

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 at 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 keep 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.

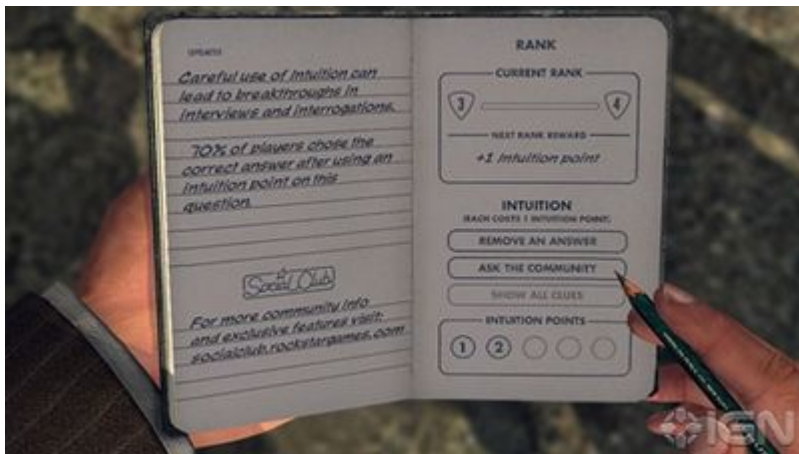
5 Essential Tips from Team Bondi

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

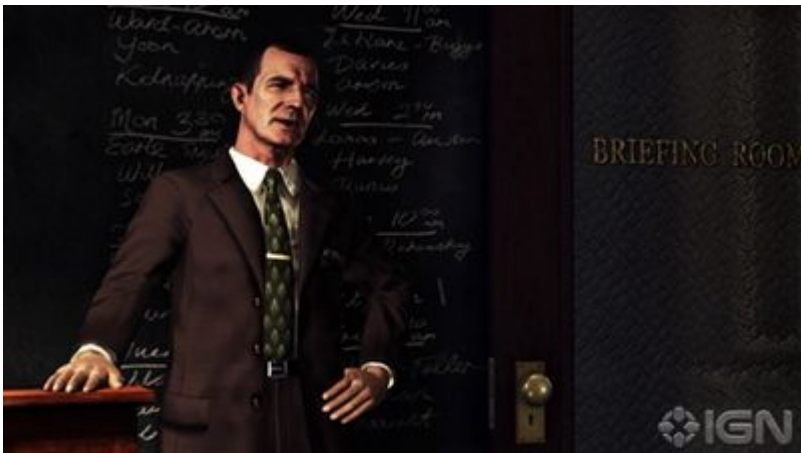
"Resist the urge to use up all of your Intuition as soon as you get it! The Intuition system can be a very useful tool to help you get out of a jam when you just can't find that vital piece of evidence, or are not completely sure whether the person you are interrogating is lying. Make sure you have enough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

Patrol Desk

Patrol Desk Walkthrough Table of Contents

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

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 Lindbergh 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.

New Objective: Investigate Gun Store

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

New Objective: Investigate Schroeder's Apartment

Set gun store as destination and drive there.

Tip: Make your partner drive by holding down the "enter

New Objective: Search Schroeder's Apartment

Head to apartment 2.

a vehicle. Just be sure to set a

Destination / Actions

Inspect contents of open drawer.

Take notes on the name of the Schroeder's Notebook. Schroeder, Errol.

Flip through the pages.

Info / Clues / Tips

Clues To Find:

Errol Schroeder

Schroeder's Notebook.

Errol Schroeder

Armed and Dangerous

New Objective: Subdue Robbery Suspects

Drive to destination.



Clear out the bank robbers.

Warrants Outstanding

New Objective: Pursue Suspect

Destination / Actions

Chase down suspect.

Info / Clues / Tips

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.

Beat down Wendell.

Buyer Beware

New Objective: Search Crime Scene

Witness: Clovis Galetta

Find the layaway voucher in victim's left pocket.

Destination / Actions
Eyewitness account: Lie

Suspect: Edgar Kalou

Pursue Kalou.

Destination / Actions

Argument with Gage: Lie

Present evidence: Suspect positively identified
Dig up tossed **FN Browning** handgun from nearby trash can.

Possible religious motive:

Doubt
Inspect the litter of **.32 shell casings** near body.

Evidence: Layaway voucher
Enter Nunn Bush Shoes to begin interrogation of Galetta.
Possible murder suspect: **Doubt**

Details of shooting: **Truth**

Head to Eagleson's Gun Store

Get information on Kalou.

Investigate Hartfield's Jewelry Store

Info / Clues / Tips

Clues To Find:

Info / Clues / Tips

Tip: Generally speaking, you'd benefit more from extracting

Info / Clues / Tips

Do not **shoot** Kalou before speaking to witnesses.
Pull out your weapon and point

Info / Clues / Tips

Tip: Murder weapon services the 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

you can start picking up on small nuances in facial

features to discern whether a witness identifies the make of

the weapon and a nearby shop that carries it.



Traffic Desk

Traffic Desk Walkthrough Table of Contents

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

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.

Clues To Find:

New Objective: Interview Mrs. Black

Purpose at scene: **Truth**

Wilkey has no relation to the victim at all, just an innocent

Destination / Actions

Head to the Black Residence.

Clues To Find:

Bleddy pipe
Water heater
Glasses case

Receipt for live hog found in car trunk.

Knowledge of Adrian Black:

Truth

Inspect messy car interior.

Contents of wallet: **Doubt**

At exhibit A, Wallet and

Speak to Mrs. Black.

Glasses added to Clues.

Bloodstained pipe found: **Truth**

Concealed message

Cavanagh's matchbook

InstaHeat receipt

InstaHeat flyer

Train ticket

Closely examine glasses for its

brand name, Stenzel.

Head outside and to the right.

Examine InstaHeat bloody pipe.

Speak to Officer Clyde Hart.

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

The bedrooms host a plethora of items to gather in preparation for your questioning of Margaret Black.

New Objective: Investigate Cavanagh's Bar

Slaughterhouse receipt: Truth

picture frame containing a concealed message sit on the

Suspect: Frank Morgan

Clues / Tips

Visit Cavanagh's Bar

Cavanagh's matchbook and open it to obtain a trace

New Objective: Investigate Morgan's Apartment

Link to abandoned vehicle: Lie
Stenzer glasses case: Truth

Frank Morgan's car rearview mirror. Search it when you piece together the rest of the

Destination / Actions

Info / Clues / Tips

Head over to the destination.
Location of Adrian Black: Truth

Clues To Find: In the closet, you'll find a note with a reason to pin Adrian's disappearance on him. In the kitchen, you'll find the disfigurement kit. A glowing blood Instaheat flyer, which you'll

Photograph signed "Nicole": Lie
Prove with receipt for live hog.

The above clue is obtained by flipping it over in order for it to be added to your notebook from a KGPL call on the way

Evidence: Concealed message
Location of Adrian Black: Doubt

to Morgan's apartment. This is after inspecting the car at the crime scene at the beginning. You'll also find another

and ransack the bedrooms.
Cavanagh's Bar matchbook: Truth
or leave him be.

newspaper you can interact with on the dining table.

Go to apartment 2.

Pursue the porkster.

A Marriage Made in Heaven

New Objective: Investigate Ray's Cafe

<p>Examine victim's pockets for the wallet and insurance letter clues.</p> <p>?</p>	<p>Clues To Find:</p> <ul style="list-style-type: none">• Red Lincoln Continental• Wallet• Insurance letter• Coroner's report• Bloody knife• Argument overheard• Lynch's statement
<p>Follow the evidence exhibits from the inconsistent blood trails to the tire marks.</p> <p>?</p>	
<p>The alleyway's trash can hides an important clue: Bloody knife. It's the small trash can, stood up.</p> <p>The trash can is labelled with a yellow sign with an "E" on it.</p> <p>?</p>	<p>Cole's cohorts are quick to dismiss the bloody knife, but finding it now will help your case later.</p>

Question the female witness. ?	
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Witness: Shannon Perry

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

Witness: Dudley Lynch

Hit and run incident: Doubt ?	
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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. ?	
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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. ?	Clues To Find: <ul style="list-style-type: none">• Underwear• Letter from mother• Prop shrunken head
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

Doping allegation: Doubt ?	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.
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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. ?	Clues to find: Evidence of abuse
Speak to doctor and enter the room. ?	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.
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Throw the underwear evidence in her face. ?	
Contact with parents: Lie ?	
Proof: Letter from mother. ?	
Association with Bishop: Doubt ?	
Evidence of criminal abuse: Truth ?	

New Objective: Tail June Ballard

Follow June's car. ?	Tip: As with any tailing objective, simply maintaining a safe distance from the target lets you complete these without fail.
Enter the cafe and go incognito by the table with a newspaper. ?	

New Objective: Investigate Bishop's Apartment

<p>Visit Bishop's apartment.</p> <p>?</p>	<p>Clues to find:</p> <ul style="list-style-type: none"> • \$20,000 check • Saddle • Movie set photograph • Movie set replica • Prop store photograph • Blackmail
<p>Take the elevator up to Bishop's place.</p> <p>?</p>	
<p>Comb through to find clues.</p> <p>?</p>	<p>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.</p>
<p>Speak to Gloria Bishop.</p> <p>?</p>	

Victim: Gloria Bishop

<p>Domestic disturbance: Doubt</p> <p>?</p>
<p>Whereabouts of Bishop: Truth</p> <p>?</p>
<p>Check for \$20,000: Lie</p> <p>?</p>

Remind Lorna of \$20,000 check. ?
Abuse of Jessica Hamilton: Doubt ?
After the conversation with Gloria, make a quick call to get the address for Silver Screen Props. ?

New Objective: Investigate Silver Screen Props

At Silver Screen Props, follow the owner to the back. ?	Clues to find: <ul style="list-style-type: none"> • Chloral hydrate • Film reel • Empty film reel • Prop shrunken head molds
Take a look around the casting set. ?	
Inspect the mirror on the set to discover a secret room. ?	Make sure to inspect the mirror to expose the existence of a secret room. On the set rummage through the rack for chloral hydrate.

<p>Outside, inspect the section of painted-on wall.</p> <p>?</p>	<p>Newspaper sits on the adjacent work bench.</p>
<p>Go inside the Secret Camera Room.</p> <p>?</p>	<p>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.</p>
<p>Talk to Hopgood.</p> <p>?</p>	

Person of Interest: Marlon Hopgood

<p>Association with Bishop: Lie</p> <p>?</p>
<p>Show the empty film reel or chloral hydrate to loosen up his lips.</p> <p>?</p>
<p>Whereabouts of Bishop: Truth</p> <p>?</p>
<p>Relationship with Ballard: Lie</p> <p>?</p>
<p>Present the empty film canister.</p> <p>?</p>

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

Chase Bishop through the set. ?	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.
Follow Bishop and protect him from McAfee's men. ?	

<p>After you're done with Hopgood, a hectic chase scene commences.</p> <p>?</p>	
<p>Hit red barrels whenever possible.</p> <p>?</p>	<p>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.</p>
<p>Help the police clear out the rest of the assailants.</p>	

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

<p>Inspect all the evidence available.</p> <p>?</p>	<p>Clues To Find:</p> <ul style="list-style-type: none">• Size 8 shoe prints• Lipstick• Writing on body• Blunt force trauma• Missing jewelry• Bamba Club lighter
<p>There are four points of interactivity that gives evidence.</p> <p>?</p>	<p>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.</p> <p>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.</p>
<p>Head to the Bamba Club.</p> <p>?</p>	

New Objective: Investigate The Bamba Club

<p>The bartender points to the owner in the back of the club.</p> <p>?</p>
--

Witness: McColl

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

<p>Discover signs of forced entry.</p> <p>?</p>	<p>Clues To Find:</p> <ul style="list-style-type: none"> • Female shoe • Forced entry • Missing jewelry • Marital problems
<p>Pore over the dining room, the kitchen, and bedroom.</p> <p>?</p>	<p>On the fridge is a piece of paper that directs you to Jacob's place of residence. Pick up the female shoe by the dining table and confirm the missing jewelry in the bedroom. There's also a newspaper just by the front door.</p>
<p>Solicit the neighbors for information.</p> <p>?</p>	
<p>Head to the blue house next door and question the female resident.</p> <p>?</p>	

New Objective: Investigate Jacob Henry's Apartment

<p>Search Jacob's house for two clues.</p> <p>?</p>	<p>Clues To Find:</p> <ul style="list-style-type: none"> • Death threat note • Size eleven shoes <p>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.</p>
---	---

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 receive more important clues. ?

New Objective: Interrogate Jacob Henry

Drive to Central Police Station ?	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.
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Suspect: Jacob Henry (Part 2)

Access to murder weapon: Lie ?	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.
Husband's alibi proves Jacob was not home. ?	
Lipstick markings: Truth. ?	
Deterioration of marriage: Lie ?	
Horgan's testimony of the couple's marital problems blows the lid off of Jacob's lie. ?	
Missing jewelry: Truth ?	

New Objective: Investigate Mendez' Residence

<p>Mendez lives in apartment 16 on the 4th floor.</p> <p>?</p>	<p>Clues To Find:</p> <ul style="list-style-type: none">• Used lipstick• Socket wrench• Size eight shoes
<p>Find the incriminating evidence in his bedroom.</p> <p>?</p>	<p>Pick up the size eight shoe 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 socket wrench and lipstick last just to be on the safe side.</p>
<p>Chase after Mendez on foot.</p> <p>?</p>	
<p>Run down his vehicle by racing alongside until your partner blows out his tires.</p>	

The Golden Butterfly

New Objective: Investigate Crime Scene

Speak to the coroner. ?	Clues To Find: <ul style="list-style-type: none">• Rope pattern• Missing jewelry• Small men's footprints
Inspect all the evidence available labeled with alphabet letters A-C. ?	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.
A background check on the victim's name reveals a missing persons report filed by the husband. ?	

New Objective: Interview Hugo Moller

Head to the Moller residence. ?	Clues To Find: <ul style="list-style-type: none">• Size eight work boots• Husband's alibi• Butterfly brooch• Bloody shoes <p>In the bedroom, you'll find size eight work boots and the empty jewelry boxes that corroborate the evidence of missing watch and rings.</p>
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<p>Canvass the Moller residence.</p> <p>?</p>

Person of Interest: Michelle Moller

<p>Missing watch and ring: Truth</p> <p>?</p>	
<p>Last contact with victim: Doubt</p> <p>?</p>	<p>You get husband's alibi and butterfly brooch through the correct line of questioning.</p>
<p>State of parents' marriage: Doubt</p> <p>?</p>	

Suspect: Hugo Moller

<p>Footprints at crime scene: Lie</p> <p>?</p>
<p>Hugo's size eight work boots say otherwise.</p> <p>?</p>
<p>Alibi for Hugo Moller: Lie</p> <p>?</p>
<p>Michelle rats out her dad with husband's alibi, so use it against him.</p> <p>?</p>

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

--	--

<p>First visit the Central Morgue for the new coroner's report.</p> <p>?</p>
<p>Choose the last rope down as the rope used for murder of victim.</p> <p>?</p>
<p>Examine the shoe print molds on counter to update clue and briefly examine corpse.</p> <p>?</p>
<p>Make another call to retrieve an important message.</p> <p>?</p>

New Objective: Investigate Belmont High School

<p>Apprehend the fleeing child molester.</p> <p>?</p>	<p>Clues To Find:</p> <ul style="list-style-type: none"> • Rope • Overalls • Bloody tire iron <p>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.</p>
<p>Afterwards, peek inside the trunk to obtain three crucial pieces of evidence.</p> <p>?</p>	

Call Central after collecting the clues. ?	
Report back to the Central Police Station. ?	

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

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Disposal of evidence: Truth		
?		
Access to braided rope: Doubt		
?		
Victim's vehicle recovered: Lie		
?		
Present evidence: overalls.		
?		
Access to tire iron: Lie		
?		
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

<p>Look at every examinable part of the body.</p> <p>?</p>	<p>Clues To Find:</p> <ul style="list-style-type: none">• Bloodied stocking• Blood trail• Ladies hat• Personal effects• Key• Dot pattern note• Library card <p>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 alibrary card.</p>
<p>Follow the blood trail to the ladies hat clue.</p> <p>?</p>	
<p>Continue following the blood trail as it goes on for a while.</p> <p>?</p>	

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: <ul style="list-style-type: none"> • 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. ?

New Objective: Investigate El Dorado Bar

Talk to the bartender to get a hold of divorce papers. ?	Clues To Find: *Divorce papers
---	---------------------------------------

Person of Interest: Diego Aguilar

Missing jewelry: Doubt ?
Movements of victim: Truth ?
Speak with the fruit delivery man around the back. ?
Drop by Just Picked Fruit Market (if it's available) to find out it is closed. ?

New Objective: Investigate Maldonado's Residence

Maldonado resides in apartment 304. ?
Fight Maldonado. ?
Take a look at the bloodied shirt. ?
Question the neighbors in 305, 301 and 302. ?
The resident in 302 gives the husband's alibi . ?

New Objective: Return to Central Station

Make for the Technical Services room downstairs. ?	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.
Examine the messages sent by the killer. ?	

New Objective: Interview Angel Maldonado

Angel is found in Interview Room 2. ?	
--	--

Suspect: Angel Maldonado

Last contact with victim: Lie ?	
The husband's alibi discredits his claim of staying home. ?	You'll acquire the Brown Ford Coupe clue from correctly responding to Angel, but even if you don't there's another opportunity later.
Divorce proceedings: Lie ?	

Present evidence: Divorce papers. ?	
Jewelry taken from body: Truth ?	
Bloodstained shirt found: Doubt ?	

New Objective: Investigate Just Picked Fruit Market

Speak to the cashier. ?	Clues to find: <ul style="list-style-type: none"> Scalpel Completion of Angel's interrogation opens Just Picked Fruit Market to investigation.
--------------------------------	--

Witness: Clem Feeney

Distinctive necklace: Doubt ?	
Contact with victim: Doubt ?	
Movements of victim: Truth ?	
Open the double green doors to the left. ?	
Find damning evidence that now casts suspicion on Clem. ?	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.
Pursue Clem and puncture his tires.	

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

Destination / Actions

Suspicious persons: Truth

Info / Clues / Tips

Clues To Find:

New Objective: Investigate Taraldsen Residence

Make a call for the rest of the label.

Info / Clues / Tips

Clues To Find:

Suspect: Lars Taraldsen

Go over the clues in and around the house.

Info / Clues / Tips

Clues To Find:

New Objective: Investigate Baron's Bar

Possible suspects: Lie

Info / Clues / Tips

Matchbook
sort of tricky. You do need to

Destination / Actions

The boat to be friends boat is perfect match.

Info / Clues / Tips

Clues To Find:

Person of Interest: Benny Cluff

However, if you visit the Hobo Camp, you will lose off an Lots of damning evidence that a venue of investigation in, the

Info / Clues / Tips

Clues To Find:

Destination / Actions

Last contact with victim: Truth

Info / Clues / Tips

Don't give up on the case. It's still raining by following the victim's path. We will note the branching points in the case.

Victim's state of mind: Doubt

Suspect: Richard Bates

Last contact with victim: Lie

When we come to it, it thanks to finding the various victims' notes for clarity. It has an early

New Objective: Locate Yellow Cab 3591

Contact with victim: Doubt

Info / Clues / Tips

find the change of laundry room, where you'll find a red and someone later.

The wet jacket tells a different

Destination / Actions

But you can't move in. It's a Doubt

Info / Clues / Tips

Clues To Find:

started to look inside the ledger.

You'll also find a matchbook

Starts the non-Persator Bates up

that opens up a new location.

Access the phone across the

• Victim's movements.

phone into a vehicle to

look for the Green Silk Dress

resume with a car chase.

item that was laundered and

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 with it.

New Objective: Interrogate James Jessop

Destination / Actions

Head for Central Police Station

Info / Clues / Tips

For clarification, the option to

Follow the cab's sightings until you catch up to it. New James Jessop

Suspect: James Jessop

appears only if you did not make an early visit to the hobo

Destination / Actions

Contact with victim: **Doubt**

Info / Clues / Tips

Clues To Find: target's sightings.

You get victim's movements from the cab to the target's sightings. Clue: All American 249

New Objective: Investigate the Bus Depot

Clue: All American 249
camp part and detain Stuart

Destination / Actions

The clerk gives you a **bus route map** to track down the head to Interview Room 2. driver.

Info / Clues / Tips

Clues To Find: available only if

New Objective: Investigate Hobo Camp

you stopped the cabbie mentioned earlier in the case. • Bus route map
staying in the case. the All American 249 clue.

Destination / Actions

Fight Stuart Ackerman. Incident with Bates. **Doubt** the bus.

Info / Clues / Tips

Clues To Find:

- Purse

New Objective: Interrogate Stuart Ackerman

Cab ride with victim. **Doubt** The bus driver provides victim

Foodstuffs and rope are

last seen

Don't miss the **newspaper**

Destination / Actions

Head into Interview Room 1.

Info / Clues / Tips

either!

Suspect: Stuart Ackerman

Destination / Actions

Motive for murder: **Lie**
Scour his shack for clues. Don't miss the purse and rope.

Info / Clues / Tips

You will still get this question correct even if you select Doubt.

Show the bloodstained rope.

Return to Central Station.

Contact with victim: **Doubt**

Alibi for Stuart Ackerman: **Lie**

The last two questions appear if you continued the investigation on James Jessop's allegations.

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:

New Objective: Investigate Railyard Crime Scene

Pawned rings

Destination / Actions

Speak to the coroner.

Clues To Find/Tips

The name he drops is obviously

a fake name, as **Percy B.**

Shelley is a well known early

1800s vagrancy

- Missing ring
- Time of death

Examine the engravings on the rings.



A thorough look at the personal effects laid out on the yellow

blanket supplies a plethora of evidence. Rummage through the handbag to find **movie lot job** and **upper half of torn letter**.

Talk to owner one more time.



Examine the body, specifically the head and the victim's right hand for the **vagrancy** and **missing ring clues**. The blood spatter on the train indicates the point of trauma from a standing position. The **matchbook** points to a new location of interest.

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

Destination / Actions

Follow the shopkeeper to the

Info / Clues / Tips

Clues To Find:

Disclosure of victim's body

Doubt

Person of Interest: Robbins

Book Liquor purchase

Destination / Actions

Contact with victim: Truth

Make a phone call for address

Info / Clues / Tips

The bowling pin introduces a

new objective: Investigate Mensen's Bar

Relationship with victim: Truth

Destination / Actions

Ask the patrons about Evelyn.

bowling's Bowling. Open the

cover of the book for the true

owner of the book.

Knowledge of McCaffrey: Doubt

Go through Evelyn's

belongings

Destination / Actions

Criminal history: Doubt

Info / Clues / Tips

It's possible to trace a

New Objective: Investigate Rawling's Bowling Alley

strong suspicion on Grosvenor

Evelyn by visiting Levine's first.

Don't provoke Grosvenor's

Destination / Actions

Another runner.

Info / Clues / Tips

The jovial elderly lady

you need to get info on victim

introduces you to James

last seen.

Tiernan if you don't already

know who he is.

New Objective: Investigate McCaffrey's Apartment

Relationship with victim: Lie

Destination / Actions

McCaffrey is in apartment 6,
Present Evidence: Book
which is upstairs and to the left.

Info / Clues / Tips

Clues To Find:

fingers pointing at McCaffrey,

so the order is put out to snoop

around his place. Pick up any

phone and get his full address.

Around this time you'll be asked

to return to Central Station for

an important meeting with the

Search in the room for two

pieces of incriminating

evidence.

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.

Destination / Actions

Tiernan is in Interview Room 1.

Info / Clues / Tips

Suspect: James Tiernan

Destination / Actions

Relationship with victim: **Lie**

Info / Clues / Tips

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:

Suspect: Grosvenor McCaffrey

Events prior to murder: **Lie**
Destination / Actions

Alibi for McCaffrey: **Lie**

New line of questioning that
Info / Clues / Tips

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.

The Quarter Moon Murders

New Objective: Investigate Pershing Square

Destination / Actions

Walk into the fountain ahead to

Go / Clues / Tips

Clues To Find:

second person and social security card.

Shelley excerpt

- Black Dahlia letter

Destination / Actions

Set the Hall of Records

Go / Clues / Tips

Clues To Find:

Social security card

destination or you have to drive there.

Third excerpt

Destination / Actions

Climb the bronze-colored drain pipe to the roof.

Go / Clues / Tips

Clues To Find:

Tip: When crossing the tightrope, keep Cole from leaning too far in one direction or he will lead you on a wild goose chase through the city, dropping cryptic excerpts

- Deidre Moller's watch

New Objective: Investigate the Westlake Tar Pits

Destination / Actions

There's a dirt path entrance. Head to the top above from San Marino Street side.

Go / Clues / Tips

Clues To Find:

You with past victims' personal effects.

- Fifth excerpt

Scale the large scaffold here. Climb the ladder in the maintenance room. Decide on the cross the way out the location of your next lead.

Go to your map and look for the question mark icons (unless you already discovered them)

Balance across the tightrope to climb up the drain pipe to more scaffolds.

Tip: When traversing the treacherous tar pit, don't fall on the map. You can set these accidentally fall off the side of the submerged bridge or you'll lose Cole and fail the mission

Pick up the clues left there. Navigate the series of scaffolds. Find the entrance into the tar pit itself and wade in.

If you're 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.

Proceed carefully across the wooden bridges, opting to go left, with the ultimate aim of reaching the middle island. Set out for the Westlake Tar Pits on the southeast of the Hall of Records is where you need to go.



The excerpt points to the LA County Art Museum just further

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:

New Objective: Investigate the Intolerance Set

Sixth excerpt

- Celine Henry's garnet ring

Destination / Actions

Climb to the upper levels of the maze.

Info / Clues / Tips

Clues To Find:

New Objective: Investigate the Church

Seventh excerpt
center of the maze, follow the one-way entry until you hit the

- Evelyn Summer's ring

Destination / Actions

Bust through the front double doors.

Info / Clues / Tips

Tip: Cole runs into a rather tight spot. Follow this. When you hit the next juncture, head right again and work around the

New Objective: Kill the Murderer

Destination / Actions

Chase him through these adjacent cottages.

Info / Clues / Tips

Tip: You can't see him until he's almost on top of you. Hug the wall as much as possible and start shifting ground to counteract the gyration.

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.

Tip: If 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.

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.

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

Destination / Actions
Enter the apartment.

New Objective: Search Black Caesar Food Hut
Clues To Find:

Suspect / Clues / Tips
Chase down and rumble with Fleetwood.
Clues To Find:
Numbers slip

Destination / Actions
Morphine overdose victims: Lie

New Objective: Search Jones Booking Agency
Clues / Tips:
• Ramez's cure with morphine
• Numbers racket
• Radio station note

Suspect / Actions
Jones Booking Agency in room 238.
Show him the morphine for distribution you found.

New Objective: Investigate Otlie's
Clues / Tips:
• Distributor identified

Destination / Actions
Army surplus morphine: Doubt
Check the radio and dial into it.

Clues / Tips
• Examined them as they came
• excessive investigation code
• identified Jones' information in
• film store that reports on an
• recommended that you do that
• before dealing with Otlie.

Destination / Actions
Head for the numbers operation.
Make a telephone call for Jermaine Jones' location.

Clues / Tips
• Open a line of questioning
• Open up the cardboard box on
• the floor to acquire morphine
• distribution. Then open up
• the instrument case in the wallet
• back. Reproduce the winning
• combination from the strange
• code you picked up earlier by
• pressing the Field button.

Destination / Actions
Inspect the bodies.
Search for Otlie in the food hut.
Take a look around to collect clues.
Gather evidence from around the apartment.
Tag him with the distributor identified clue.
Beat down Jones' goons.

Clues / Tips
• a Blue Room pass itself
• whenever the correct code in
• leads an important clue on both
• its front and backside. The most
• important clue: popcorn cups
• with morphine gotten by
• evidence to sift through.
• Specifically, examine the
• morphine packets, the numbers
• and the green sticker.

Destination / Actions
Link to Ramez Removals: Doubt
Call in for Ramez Removals exact address.

Clues / Tips
• Pick up the popcorn cup by
• the toast and inspecting it
• further.

Destination / Actions
Pursue Otlie, 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

Pat Ramez: Finkelstein's as the

next destination.

Destination / Actions

Shoot your way to Finkelstein,
IOU note from Jose Ramez:
eventually killing him.
Path down the rogue truck.

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.

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

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.

You'll also find the eighth

Info / Clues / Tips

Clues To Find: bench in the locker room.

- Telegram
- Movie ticket stub
- Magazine coupon
- Bookmakers' payout

New Objective: Investigate Candy Edwards' Address

Hammond's locker:

bookmakers' odds

Destination / Actions

Candy is in apartment 7.

Info / Clues / Tips

Clues To Find:

Witness: Candy Edwards

Call in the next day's match.

name for the room number.

- Bus ticket
- Cunard Ascania

Destination / Actions

Whereabouts of Hammond: **Lie**
Room 207 is your place.

Info / Clues / Tips

Check the unconscious man's

pockets for a sharp surprise
and look for a dump, on the
dresser for the two clues

New Objective: Tail Candy Edwards

Presented in the magazine
take a look for the empty
coupon.

room.

Destination / Actions

List of odds recovered: **Lie**
Punch out the aggressive
woman-beater and feel around
for clues after
Bookmakers' payouts ought to
loosen her lips.

Info / Clues / Tips

them is the **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. **Clues To Find:**

New Objective: Investigate Examiner Drugstore

Bookie's notepad

Destination / Actions

Pick up the Yellow Cab Co.

Info / Clues / Tips

Clues To Find: Calling Candy (or anyone for

New Objective: Locate Yellow Cab

Destination / Actions

Make to the destination location of the cab.

Info / Clues / Tips

Yellow Cab Co. card
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

New Objective: Investigate Interstate Bus Depot

Follow the yellow cab without being detected. Stopkeeper about Rav.

safe enough to be permitted by the game until Cole voices his concerns about being too far. In

Destination / Actions

Stay out of sight and go unnoticed with the newspaper

Info / Clues / Tips

various store fronts to go investigate and try to find cover to cover to remain

Destination / Actions

Enter the theater proper restroom.

Info / Clues / Tips

• Revolver

Head inside to unveil more of Central's scheme. Three or so men in the theater.

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

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:

Witness: The Hostess

- Morphine
- Blue Room pass

Destination / Actions

111 Club shooting incident:

Info / Clues / Tips

- BARs (Browning Automatic Rifle)
- Coolidge Heist

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

New Objective: Tail Elsa Lichtmann

Army surplus morphine: **Doubt**

Destination / Actions

Follow Elsa's cab back to her home

Info / Clues / Tips

peculiar secret. When you pick up the things from the evidence pieces and return them, a secret compartment pops out

New Objective: Interview Mickey Cohen

Destination / Actions

Follow the host to Mickey's table.

Info / Clues / Tips

Providing the **Blue Room pass** and morphine clues. Be sure to pat down the lifeless corpse for an update to the morphine

Person of Interest: Meyer Harris "Mickey" Cohen

Destination / Actions

Finkelstein drug operation:

Info / Clues / Tips

boasts some interesting clues: **BARs** and **Blue Room pass**

New Objective: Meet with Robbery Detectives

Destination / Actions

Drop by the Robbery Detectives' office.

Info / Clues / Tips

Clues To Find:

- Manifest

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.

Info / Clues / Tips

Clues To Find:

Victim: Felix Alvarro

- Sniper's handbook

Destination / Actions

Informed of Coolidge heist:

Take down the guy

New Objective: Interview Jack Kelso

Info / Clues / Tips

From Felix' successful interview you'll gain knowledge of the 6th marines.

Pat down the shooter's body for

Destination / Actions

Move on over to the

newly revealed address for Jack Kelso.

Person of Interest: Jack Kelso

Inspect the weapon to confirm

who shot the sniper's notebook.

Destination / Actions

Army surplus morphine:

Doubt

News for press reports

to locate Kelso.

Ex-Marine McGoldrick:

Truth

Truth

Info / Clues / Tips

New Objective: Attend Robert's Diner Shooting

to locate Kelso.

Ex-Marine McGoldrick: **Truth**

Destination / Actions

Hurry to Robert's Diner.

Arms stolen from Coolidge:

Truth

Info / Clues / Tips

Clues To Find:

- Shooter's notebook
- Copy of manifest

S.S. Coolidge robbery: **Doubt**

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**

New Objective: Investigate Grauman's Chinese Theatre

Destination / Actions

Check what's happening at the

Info / Clues / Tips

New Objective: Investigate Hollywood Post Office

Destination / Actions

Eliminate the four trigger-happy men in front.

Info / Clues / Tips

Clues To Find:

After putting their vehicle out of

- Beckett's confession

New Objective: Investigate 1640 North Las Palmas

masked shooters.

Destination / Actions

A heated action sequence: eliminate every armed criminal here that can be found from the

Info / Clues / Tips

when you start, manages to

New Objective: Interview Courtney Sheldon

Destination / Actions

Return to Hollywood Police Station

Info / Clues / Tips

Dig through the blue jacket

Suspect: Courtney Sheldon

pockets of the other corpse

across the room for the meeting place location.

Destination / Actions

6th Marines being targeted: **Lie**

Info / Clues / Tips

Head for the Meeting Place.

The shooter's notebook or note connects Sheldon and Cohen.

S.S. Coolridge robbery: **Lie**

Beckett's confession squeezes desperation out of Sheldon.

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

Info / Clues / Tips

Clues To Find:

Victim: Don Steffens

- Heater serviced by Ryan
- Competition Ticket

Destination / Actions

Travel competition: Truth

Info / Clues / Tips

New Objective: Investigate Gulliver's Travel Agency

Suburban Redevelopment:

Only one clue to be found here and it's from the detached

Destination / Actions

Both house fires are linked to

Info / Clues / Tips

Instaheat box lying on the left side of the remains. Don hands you the two other clues.

Person of Interest: John Cunningham

Make a call to the Agency on the Suburban Redevelopment.

Destination / Actions

Call the Agency on some

Info / Clues / Tips

New Objective: Investigate Suburban Redevelopment

Destination / Actions

Analyze the piece of paper on

Info / Clues / Tips

New Objective: Investigate Sawyer House Fire

Destination / Actions

Talk to the coroner except to meet Lynch at the fire

Info / Clues / Tips

New Objective: Investigate Fire House No. 32

There's a regulator valve



Destination / Actions

Complete Lynch's apparatus of the house theory.

Info / Clues / Tips

Clues To Find:

- Heater serviced by Varley

New Objective: Investigate Instaheat Factory

pyromaniac.

Instaheat Model 701

Destination / Actions

Solution: The regulator valve

Info / Clues / Tips

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 park.

Clues To Find:

Person of Interest: Ivan Rasic

- List of gas fitters
- Ivan Rasic's statement

Destination / Actions

InstaHeat Model 70: **Doubt**

Info / Clues / Tips

Rasic hands you the **list of gas**

New Objective: Interview Walter Clemens

- Ryan's criminal record
- Walter's criminal record
- Calling in will get you the criminal records.
- Clemens, anarchist

Destination / Actions

Approach Walter Clemens

Info / Clues / Tips

Clues To Find:

Suspect: Walter Clemens

- Pamphlets
- Walter Clemens' statement

Destination / Actions

Knowledge of Varley: **Doubt** by clue (Ryan or Varley works).

Info / Clues / Tips

You obtain a crucial testimony from Clemens: **Walter Clemens' statement**.

Make a call to cross reference the names on the list. Employment with InstaHeat:

Doubt

Return to chat up Rasic.

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

Work at Sawyer residence: **Lie**

Info / Clues / Tips

New Objective: Interrogate Matthew Ryan

Heater serviced by Varley

Destination / Actions

Ryan is held in Interview Room 1.

Info / Clues / Tips

Suspect: Matthew Ryan

Suburban Redevelopment: **Lie**

Destination / Actions

Anarchist literature: **Lie**

Water Clemens' statement rats him out.

Info / Clues / Tips

Present Ryan's anarchist pamphlets.

InstaHeat Model 70: **Lie**

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

Info / Clues / Tips

Clues To Find:

Witness: **Dudley Forman**
Witness and be disturbed by fire scene.

- Bodies moved
- Family photograph

Destination / Actions

Morelli fire witness report:

Info / Clues / Tips

- Cigarette butts
- Poor cement quality
- Weekend away
- Houses to be demolished

New Objective: Investigate Rancho Escondido

Destination / Actions

Break up the riot and beat

Info / Clues / Tips

Clues to find: **Clues to find: Elysian Fields flyer**
Poor cement quality
Continuing to badger the neighbor gives you houses to

New Objective: Investigate Elysian Fields

Destination / Actions

Meet Monroe in his office.

Info / Clues / Tips

Clues to find: **Clues to find: Rancho Escondido property to garner**

Examine A and B exhibits and follow Biggs outside.
Planned demolitions: **Doubt**

Clues to find: **Clues to find: List of contractors**

Destination / Actions

Elysian Fields to persons: **Doubt**
Promotional travel contest:

Info / Clues / Tips

Clues to find: **Clues to find: "The first one is the water heater by clues, grope around the right side side of the burnt blackened foundation for a very inconspicuous piece of brick to find the lone clue here."**

Truth

Promotional travel contest: **Lie**

Inspect the folded paper crane
The Elysian Fields flyer should be in the pockets of the **Elysian Fields flyer**.

Examine the lone piece of brick jutting out of the foundation.

Make a telephone call: **Doubt**

Clues to find: **Clues to find: newspaper lying on the right side (if facing the house from street) of the front lawn.**

complete the address on

Elysian Fields.

Rancho Escondido fire: **Lie**

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

New Objective: Investigate Chapman's residence

Destination / Actions

Poke through the trunk of

Chapman's car an APB on Herbert Chapman.



Info / Clues / Tips

Clues To Find:

- Mosquito coils
- .45 caliber ammunition

As you proceed, you'll get a call from KCPL regarding

Chapman's address.

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

Clues To Find:

Destination / Actions

Disputed claim payout: **Doubt**

Info / Clues / Tips

- Buchwalter case file

New Objective: Investigate Elysian Fields Site

Connection to Bushwalter:

Destination / Actions

Snoop around the office for

Info / Clues / Tips

Clues To Find:

New Objective: Investigate Accident Site

Motive for dispute: **Truth**

Cement delivery receipt

- Demolition order

Destination / Actions

Lead for the location of the

demolished house

Review the abrasive

overseer.

Info / Clues / Tips

Clues To Find:

- Broken wood

Go see Curtis Benson in his office following the interview.

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 bull dozer. 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:

New Objective: Investigate Elysian Fields Site Two

Lumber delivery receipt

- Inferior quality lumber

Destination / Actions

Investigate the source of the

Info / Clues / Tips

- Film

New Objective: Escape pursuers

Look around for clues

Destination / Actions

Get in a vehicle, the red one in front of you will already have the Wood boards are stockpiled. another castle.

Shake off your pursuers.

Fight off the gangsters.

Reach Elsa's apartment.

Use the telephone in the security guard's booth.

Inspect the stockpiles of

wooden boards for **lumber**

delivery receipt and a torn off piece of paper that indicates they are **inferior quality**

Loss by the fence. Next, throw into the Stoneley Room and You'll be captured no matter whether you win or lose the fight.

school projector. Fiddle with the knobs until optimum clarity of the picture and the correct speed of speech playback are achieved, then flip the switch to view the **film**.

A Polite Invitation

New Objective: Pay Curtis Benson a Visit

Suspect: Curtis Benson

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

Destination / Actions

Motive for fraud: Lie

Info / Clues / Tips

Clues To Find:

Info / Clues / Tips

- Redevelopment Fund

New Objective: Investigate California Fire & Life

The share certificates point to

Destination / Actions

Enter your old office.

Search through Curtis' place for

Info / Clues / Tips

- Redevelopment Fund

- California Fire & Life

- Insurance agreement

Info / Clues / Tips

Clues To Find:

Take a look at the manila folder

New Objective: Investigate Hall of Records

Suburban Redevelopment: Lie

Destination / Actions

Head up the stairs to the Land

Register Office and make the

dedicated fileskeeper there.

Info / Clues / Tips

Clues To Find:

Take a look at the manila folder

on the floor and the

Buchwalter case file

piece of paper on the writing

table. Improved land value.

Clues: Use the doors to

Curtis' bedroom attempts to

conceal his true intentions

well. 1876988

Buchwalter case settlement:

Tap on the geographic

coordinates at the top of the

company register and flip to

blue print for Buchwalter case

file. Suburban Redevelopment

Fund.



Take a closer examination of

Tap on Courtney Sheldon's

the property details for

Improved land value.



Input the geographic coordinates and the Monroe Estate lot number.

Destination / Actions

Answer the telephone.

New Objective: Search Monroe's office

Accept Leland's gracious

Destination / Actions

Look around the office until you head there. trigger a cinematic sequence.

Raid Leland Monroe's front door.

Punch it in the calculator to spit out the number. Go through the house until you reach Monroe.

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.

You have only geographic coordinates to go by. Using a very antiquated machine to triangulate on the exact

Info / Clues / Tips

location, you need to input the coordinates you learned from the Buchwaller file: latitude 34

degrees 04' 20" and longitude

Info / Clues / Tips

There's a newspaper, whereas well. Once inside, look for your Monroe's office. Inspect the contents of the safe and the folder on the desk. No actual clues to add to the notebook, on the calculator. Be sure to put the evidence you find in the golden lever for the final value.



A Different Kind of War

New Objective: Identify "Bug Sprayer" Arsonist

New Objective: Investigate Murder Scene

Pay a visit to each of the exterminator companies to

The bug exterminator companies have been

Destination / Actions

Find the four clues at the murder scene.

Info / Clues / Tips

Go to the list and visit them all

New Objective: Investigate Rancho Bincon

Destination / Actions

Force your way into the Rancho Bincon house.

Info / Clues / Tips

Call a witness you leave: Crystal ball

New Objective: Escort Kelso to L.A. River Tunnels

The last company on the list

Flamethrower
• Origami crane

Destination / Actions

Follow Jack to the tunnels. Kill the assassins of interest, such as the lighter, and the broken glass. Search for clues.

Info / Clues / Tips

On the entrance to a blank piece of paper that you can color in for an outline of the development plans. Shade it in to reveal a map of the

New Objective: Navigate the L.A. River Tunnels

Destination / Actions

Gun down the assailants.

Info / Clues / Tips

Next to the newspaper is pretty under the newspaper. The remaining clues are found in the origami crane for the freeway route. Check the override room. Check the newspaper. There's a blueprint of the L.A. River tunnels to set your next destination. There's also a folder by the doorway that reveals

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

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**.

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 Electropalting 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.

[[File:]]

The Nose Knows

20

Find and inspect the prop spinner at the Nicholson blast site

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.

[[File:]]

Skeletons In The Icebox

20

Find and inspect all clues inside Okamoto's ransacked apartment

LOCATION: SUPERIOR LAUNDRY SERVICES

Just check the ledger to find the name and use the phone before leaving.

LOCATON: 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.

[[File:]]

Out Of The Frying Pan

20

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.

[[File:]]

Bulletproof Windshield

20

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

Destination / Actions: Oswald Jacobs

area for clues.

Info / Clues / Tips
Clues To Find:

New Objective: Dewy Brothers Dealership

Witness report: Truth

- Missing Argentinean flag
- Registration slip

Destination / Actions

Hispanic Dues: **Doubt**

Info / Clues / Tips

Clues To Find:

Dewey Bros. wrench

Suspect: William Dewey

Missing Wrench

Possible Suspect Vehicle: Truth

New Objective: Interview Juan Valdez

Association with Valdez: Lie

Speak to William Dewey:

Suspect: Juan Francisco Valdez

Witness report: Lie

Solve missing wrench puzzle.

Solution: Put the wrenches in

New Objective: Investigate Del Gado's Residence

Whereabouts of Del Gado:

Doubt with Valdez in interview

Destination / Actions

Use your wren

Info / Clues / Tips

Clues To Find:

Theft of consular vehicle: **Doubt**

Wrench used in auto theft:

- Missing Argentinean flag

Doubt the wrench next to

baseball home mound.

Examine handle for owners

name: Dewey Bros

Association with "Gabriel": Lie

- Missing license plates
- Missing wheel

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.

Examine plates on kitchen table.

Examine pile of license plates in shed in backyard.

Suspect: Anna Rodriguez

Examine wheels in in backyard shed.

New Objective: Attend Santa Fe Avenue Street Race

Motive for auto theft: Truth

Destination / Actions

Dissect the illegal car trade

Info / Clues / Tips

New Objective: Apprehend Gabriel Del Gado

Evidence: Breakfast plates

Destination / Actions

Arrest Gabriel

Diplomatic plates recovered:

Doubt

Info / Clues / Tips

Wreck Gabriel's car inoperable.

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.

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.

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

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**
Manifest Destiny
Location: Lying in the alley after you kill two goons.
- 10. Newspaper Headline: Housing Development Burns Ex Serviceman Irate As GI Houses Razed**
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



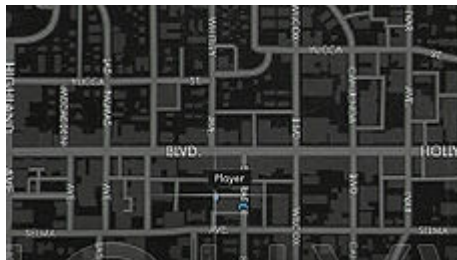
Adjacent a tan building under the Capt'n Saltee Potato Chips billboard, just off Franklin Ave.

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



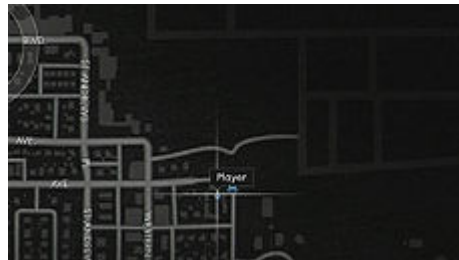
In the center of a park located between Romaine Ave. and Santa Monica Blvd.

8. Odd Man Out



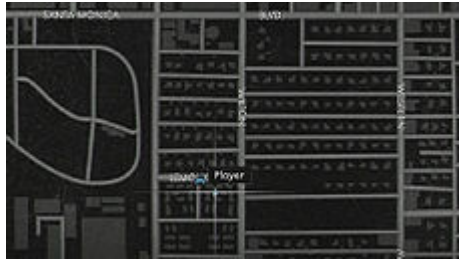
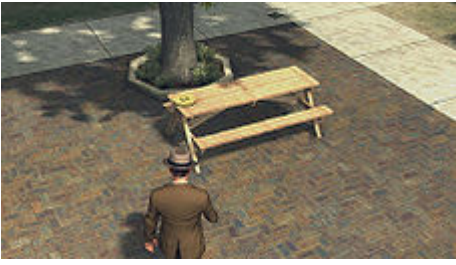
In a series of mobile homes to the left of St. Andrews Place. It's sitting on the front porch of the second blue-colored house on the right.

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



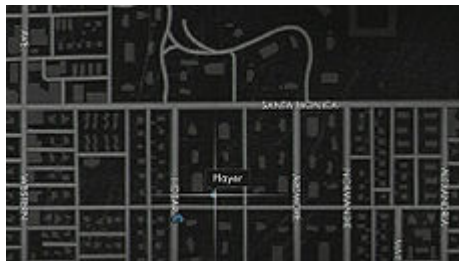
In the center of a small shop plaza off Melrose Ave.

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



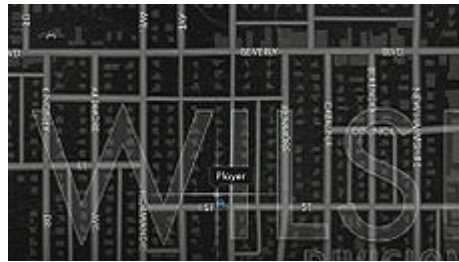
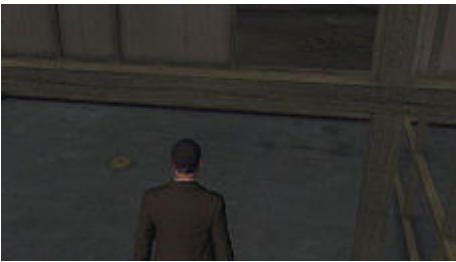
Next to a fountain in a hedged backyard between Hobart Blvd. and Ardmore Ave.

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



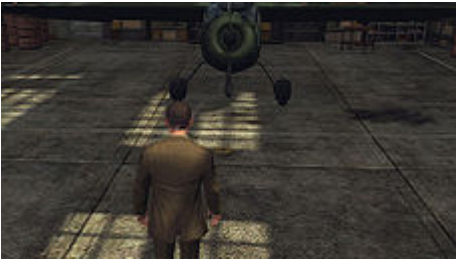
On the back porch of the blue and white house facing 6th St.

21. The Third Man



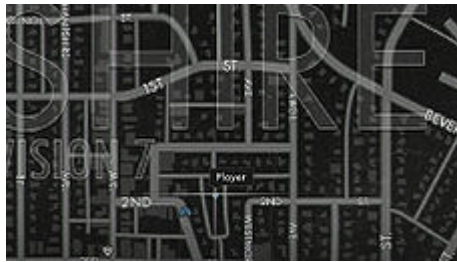
Between a set of benches on a small overlook located far west of Westmoreland Ave.

22. Shadow of a Doubt



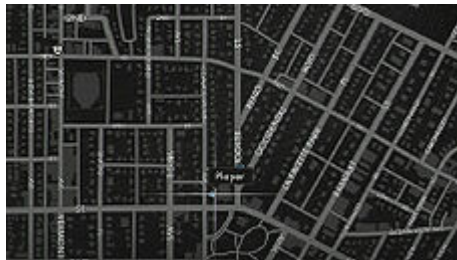
Inside the hangar with a bright red biplane parked out in front. While most of the air field is fenced off, you can access the air field by ramming through the gates under the First Prize Sauces billboard.

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



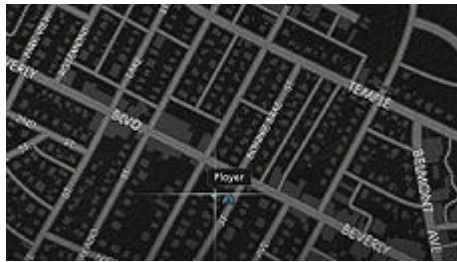
In the park that's intersected by Wilshire Blvd. You'll find this Reel lounging out in the pagoda in the middle of the muddy water.

26. The Big Clock



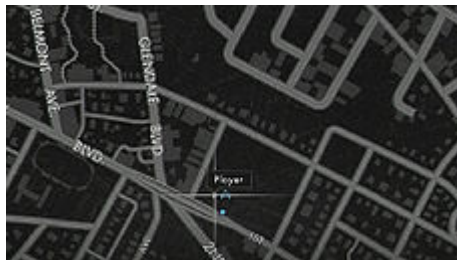
On the porch of a white house with a red front door. Take the residential road up until you reach the gate that reads "131" and head into the driveway.

27. The Naked City



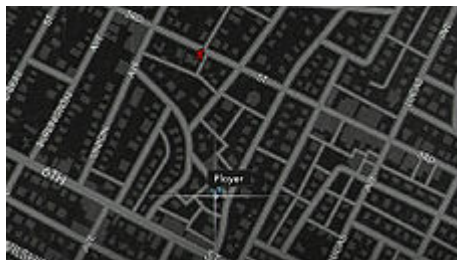
There's a blue-green house on Bonnie Brae St. just before Beverly Blvd that hides this Reel on its front porch.

28. The Gun for Hire



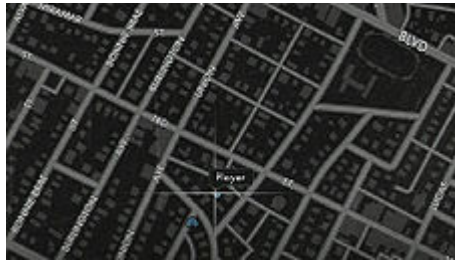
On Beverly Blvd. under the overpass is a plot of land that's still going under construction. Look for the giant red crane, where you'll find a half-completed scaffold of some sort with this Reel sitting at the edge.

29. Rififi



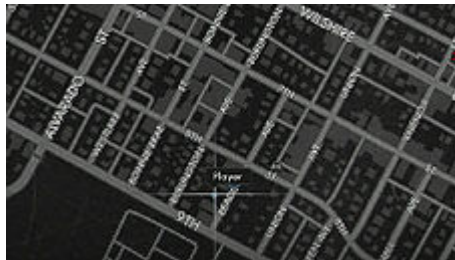
On the porch of a teal house north of 6th Street. Refer to screenshot to find its exact location.

30. Sweet Smell of Success



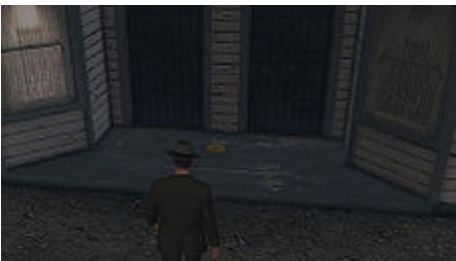
East of Union Ave. are neighboring houses - one white and red and another one that's teal. Adjacent to these buildings is a construction site, where the Reel can be found sitting under a small awning.

31. Murder, My Sweet



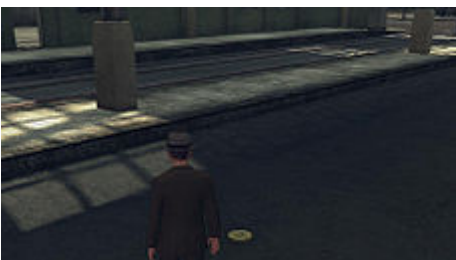
In the bottom level of a shopping plaza that's located between Burlington Ave. and Beacon Ave., right under a large tree.

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

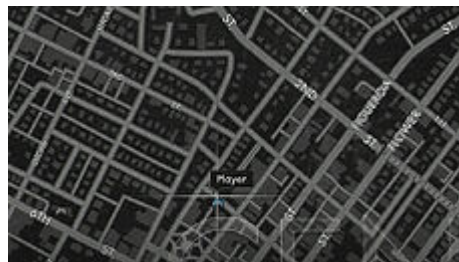


In the large trolley depot off at the end of the map between Hill St. and Broadway.

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.

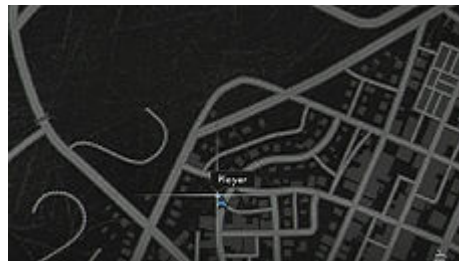


35. Key Largo



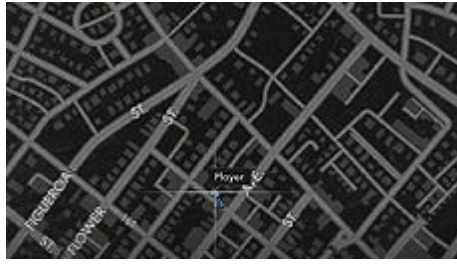
Follow the little curvey trail to the end to arrive at Ira's run-down house. Find the Reel on the front porch of it.

36. Leave Her to Heaven



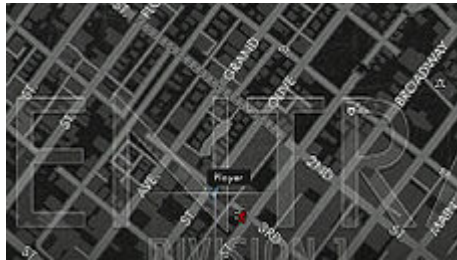
Enter the green-colored pool house and head around to the corner facing the street to find the Reel wedged between some bushes.

37. The Maltese Falcon



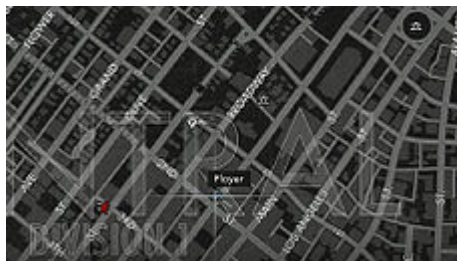
In the empty lot next to Globe Bakery on Grand Ave.

38. The Big Heat



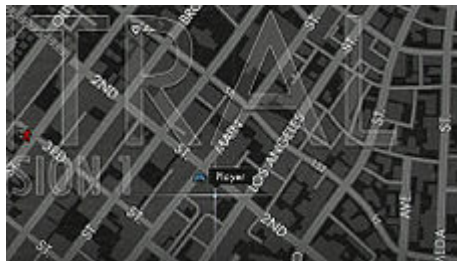
At the Angels Flight Railway structure on the corner of 3rd St. and Olive St.

39. Angels with Dirty Faces



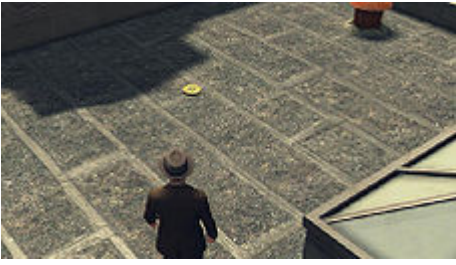
There's a half-finished building still undergoing construction on the corner of 2nd St. and Spring St. Find the street-side ladder and climb it one level up. Follow the outer platform that surrounds it and leads to a small hut with the Reel sitting atop a wooden spool table.

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



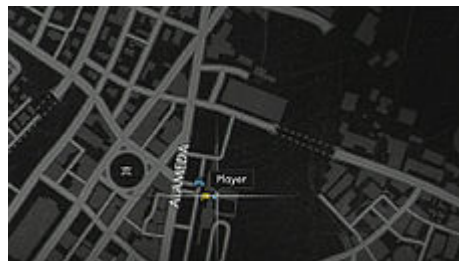
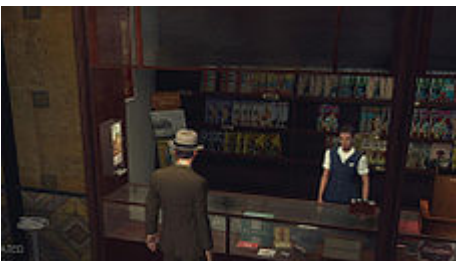
Take the ramp leading up to a trolley station overpass located on Maple St. between 6th and 7th St.

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

Street Crime Name	Window time	When It's Unlocked
Bank Job	0800 - 1600	The Red Lipstick Murder
Bowling Lane Robbery	0800 - 1600	The Quarter Moon Murders
Canned Fish	1900 - 0630	The Red Lipstick Murder
Cop Killer Shot	0800 - 1600	The Red Lipstick Murder
Death Plunge	0830 - 1800	The Red Lipstick Murder
Honey Boy	0800 - 1600	The Silk Stocking Murder
Killer Bandits	0800 - 1600	The Quarter Moon Murders
Misunderstanding	0800 - 1600	The Studio Secretary Murder
Running Battle	0800 - 1900	The Red Lipstick Murder
Thicker Than Water	0700 - 1900	The Studio Secretary Murder
Unsuccessful Holdup	0800 - 1600	The Red Lipstick Murder
Vengeful Ex	0830 - 1800	The Red Lipstick Murder
Would Be Robber	0830 - 1800	The Red Lipstick Murder

Vice

Street Crime Name	Window time	When It's Unlocked
Against the Odds	0800 - 1600	The Black Caesar
Bad Date	2100 - 0500	Manifest Destiny
Camera Obscura	1900 - 0700	The Set Up
Commies	0800 - 1600	The Black Caesar
Daylight Robbery	0800 - 1600	The Black Caesar
Fatal Plunge	0800 - 1600	The Black Caesar
Secret Keepers	0830 - 1740	Manifest Destiny
The Badger Game	1900 - 0700	The Set Up
The Blue Line	0800 - 1600	The Black Caesar
Zoot Suit Riot	1900 - 0700	The Set Up

Arson

Street Crime Name	Window time	When It's Unlocked
Accident Prone	1900 - 0700	The Gas Man
Bus Stop Shooting	0800 - 1600	The Gas Man
Cafe Holdup	0800 - 1800	The Gas Man
Hot Property	0800 - 1600	A Walk In Elysian Fields
Paper Sack Holdup	1900 - 1700	The Gas Man

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.

Cadillac Series 75 Town Car	#4	Look for this one in Alaco Station on the corner of Bronson Avenue and Fountain Avenue in Hollywood.
Chrysler Woody	#10	In a residential garage at the end of a long alley that starts at 7th Vermont Avenue and Wilshire.
Cisitalia Coupe	#8	Behind the Angel City Security garage door of the Wilshire Alaco Station on the corner of Vermont Avenue and Melrose.
Cord 810 Softtop	#15	Parked in an underground garage reachable via a side alley between Santa Fe Avenue and Mateo Street.

Davis Deluxe	#5	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	#2	In a garage on the north side of Franklin Avenue, between Ivar Avenue and Vine Street.
Delage D8 120	#11	In a residential garage on the corner of Normandie Avenue and Lemongrove Avenue.
Delage D8 S Poutout	#6	Inside a garage in the alleyway behind Meisner's Hardware Store.
Duesenberg Walker Coupe	#3	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.
Ford H-Boy	#9	Inside an Alaco station on the corner of Beverly Boulevard and Kingsley Drive.
Phantom Corsair	#13	Inside the Alaco station on the corner of 3rd Street and Traction Avenue.
Stout Scarab	#14	Just east of the Los Angeles River, directly east if the letter "G" in Los Angeles on the map. It's in a gray five-story building.
Talbot GS26	#12	Inside an Alaco station on the corner of 6th Street and Bixel Street.
Tucker Torpedo	#7	Inside a house garage near Melrose Avenue.
Voisin C7	#1	At the corner of La Brea and Sunset Boulevard, in an Alaco station

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.
- 20G

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

<http://www.ign.com/videos/2011/01/24/la-noire-story-trailer>

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 accessible 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

- Travis Draper
- 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 Gilandas
- 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 Côté
- 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 Wheatly

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 Dhaliwal
- 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.