Phelps, Cole

# L.A. Noire

## Unofficial Case Guides

# L.A. Noire

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By SLee

# Preface

Thank you for choosing *L.A. Noire: Unofficial Case Guides*. As the title says, these guides are unofficial and are not licensed by the makers of the game in any way. However, they will lead you through each case in the game, helping you find every clue, handle every question correctly, and get five stars on every case. Each case guide has been tested for accuracy multiple times to ensure your success. Guides for all the DLC cases are also included.

## Getting the Most Out of These Case Guides

If you follow these guides carefully, they will lead you to every clue, help you respond correctly in every question, show you where to go, and help you charge the right suspect. These are the most important steps in achieving a five star rating at the end of each case. Keep in mind, though, that your behavior during the case can also have an effect on your rating. For instance, if you rack up a lot of vehicle, personal, or city damage (statistics that can be seen on the case summary at the end of the case), your rating will be negatively affected, preventing you from getting five stars even if you have done everything else correctly.



### The Newsletter

If you got these guides by signing up for the newsletter, keep an eye on your inbox for more tips for *L.A. Noire* and other info from SLee.


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# Patrol Desk


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# Upon Reflection

The main purpose of Upon Reflection, your first case in *L.A. Noire* is to teach you how to move about in the game and complete a case. The case starts as you are on the way to the Alleyway Crime Scene.

## Alleyway Crime Scene

Your objective at the Alleyway Crime Scene is to locate the murder weapon. When you first start investigating the crime scene, you can find the first newspaper on a stack of crates by the stairs on the right side of the alleyway.

After the newspaper cut-scene, go to the end of the alley to the bloodstained door and investigate it using the A button when the controller vibrates (this is how you investigate any clues in *L.A. Noire*). Back out of your investigation of the door with the B button. Next, look up and investigate the open window. Phelps sees the location of the gun you are looking for in the reflection of the window.

To get to the gun, walk past the window you just investigated, and turn left. There is a drainpipe that you can climb up to get on top of the building. When you're on top of the building, walk towards the open window that showed you the gun. When you approach the gun, your controller vibrates. Press A to investigate the gun. Use the joystick to manipulate it into the correct position and press A to investigate it further. After you are done investigating the gun, you and your partner Ralph decide to research the gun at the gun store.

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## Gun Store

Go back in your car and head to the Gun Store. (The store will be a marked with a yellow flag on your mini-map; if it's not, you can set it as your current destination from the locations section of your notebook.)

When you enter the Gun Store, the owner tells you about the gun that you found. Find the owner in the ledger the owner provides. Click on the name Errol Schroeder and then head over to Schroeder's apartment.

## Schroeder's Apartment

When you arrive at Schroeder's Apartment, head inside using the door next to the Moxley's. Investigate the mailboxes by the entrance to find Schroeder's apartment number.

Head upstairs to the apartment. There is a brief cut-scene, and then you learn to "brawl." (This will give you practice in brawling, which you'll need to get the Keep a Lid On Achievement.) After subduing Schroeder, investigate his chest of drawers to find the clue: Schroeder's Notebook. There is another cut-scene, and the case ends.

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# Warrants Outstanding

Your second case in *L.A. Noire* has no questions or clues. It starts as your partner Ralph spots a parole violator walking down the street. You have to chase the suspect on foot as Ralph tries to cut him off in the car. He fails to cut him off, and you must chase him up ladders and drain pipes and across rooftops until the suspect clothes lines you. Here you have your second brawl of the game, and then the case is over.


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# Buyer Beware

Buyer Beware starts out with Phelps as the first responder to a murder on the street close to his beat. This is your first opportunity to investigate a crime scene with an actual body (don't worry; there will be many more).

## Crime Scene at Nunn Bush Shoes

After the cut-scene, look around the crime scene at Nunn Bush Shoes for clues. The first clue is on the body of the victim. Press A when you are close to the body to crouch down over it. You are then able to move Phelps' hand around to decide which part of the victim you want to investigate. Investigate his jacket pocket to find the clue: Layaway voucher. You can investigate his arms and head like the game suggestion says, but there aren't any clues to be earned from it. Press B when you are done with the body to continue searching the rest of the crime scene.

The next clue is in the trashcan by the street. Walk over to it and investigate it to find the clue: FN Browning handgun. This also adds the location: Eagleson's Gun Store.

About halfway between the body and the trashcan, you can find the third clue: .32 shell casings. To find them, keep your eyes open for the casings glistening in the sunlight and wait for your controller to shake.

After you find the three clues, your partner Ralph tells you to talk to an eyewitness. The eyewitness refers you to a woman in the store. Go talk to her, and then it's time to get some practice with questions. When you first start speaking, you get two new people of interest: the victim Everett Gage and the

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witness Clovis Galletta.

Question Clovis like this:

- Eyewitness account >> Choose “Lie” and use the clue “Layaway voucher” as evidence.
- Possible murder suspects >> Choose “Doubt.”
- Details of shooting >> Choose “Truth.”

After this interview, you should have these clues: Shooting, Layaway voucher, FN Browning handgun, .32 shell casings, Suspect positively identified, and Possible religious motive. You should have these People of Interest: Everett Gage, Clovis Galletta, and Edgar Kalou. You should have these locations: Nunn Bush Shoes, Eagleson’s Gun Store, and Hartfield’s Jewelry Store.

It’s time to move on. Set Eagleson’s Gun Store as your destination by using your notebook. Go there to find out more about the murder weapon.

## Eagleson’s Gun Store

Enter the store, and the owner greets you. In the cut-scene, the owner gives you information about the murder weapon and the owner. He also tells you that Kalou recently came in to have the gun serviced, giving you the clue: Murder Weapon Serviced. That’s all here. Go look for Kalou at the Jewelry Store.

## Jewelry Store

When you enter the store, the owner greets you. When Phelps asks if he is the owner, he says he’s not and then tries to escape out the back. Chase after him and you have a choice of how to subdue him.

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1st option: When you pull out your gun, aim at Kalou and hold the Left Trigger until the circle fills up to fire a warning shot. This stops Kalou in his tracks. This is the same method used later to get the Not So Hasty Achievement. You won't get the Achievement at this time in the game because for the achievement, you have to be a detective.

2nd option: Chase after Kalou until the game suggests that you tackle Kalou. Tap the A button as fast as you can to sprint and tackle Kalou. This is the method used later to get the Asphalt Jungle Achievement. You have to be a detective for this achievement also.

3rd option: Neither fire a warning shot nor tackle Kalou; just keep chasing him, and eventually he stops.

## Wilshire Police Station

After Kalou is taken in, there is a cut-scene where you are asked to interrogate him. Time to practice some more questioning:

- Argument with Gage >> Choose "Lie" and use "Suspect positively identified" as evidence.
- Possible religious motive >> Choose "Doubt."

There is then another cut-scene, and that's it for this case. You are promoted and get the Police Academy Achievement.

# Traffic Desk


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# The Driver's Seat

After your introduction to the Traffic Desk, your boss sends you to investigate the P.E. Freight Depot.

## P.E. Freight Depot

When you arrive at the P.E. Freight Depot, head over to the crime scene to be greeted and briefed by an officer. He gives you the name Adrian Black and then tells you to take a look around the crime scene. Before you talk to the witness, start looking for clues.

The center of the crime scene is the car. Walk over to the trunk and open it to take a look around. In the trunk you find the clue: Receipt for live hog. Back out of the trunk and walk around to the driver's side of the car. You can look at the gore, but there's no clue there. Walk in front of the car to marker A to find the clues: Glasses and Wallet. To the left is marker B, where you can find the clue: Bloody pipe.

After finding all the clues, it's time to question the witness Nate Wilkey:

- Purpose at scene >> Choose "Truth."
- Knowledge of Adrian Black >> Choose "Truth."
- Contents of Wallet >> Choose "Doubt."
- Bloodstained pipe found >> Choose "Truth."

There's nothing else to see at the Freight Depot, so it's time to go talk to the wife.

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## Black Residence

Go up to the house, and Mrs. Margaret Black invites you in. There is a cut-scene as you first talk with Black. After you are done talking, look around the house for clues.

On the table in the dining room is a collectible newspaper; watch the cut-scene if you wish and then get back to your search for clues. Next to the newspaper is a book of matches; investigate it for the clue: Cavanagh's matchbook (use the phone to get the address for Cavanagh's).

Toward the back of the house, there are two bedrooms. There is a picture of Margaret in one and a picture of Adrian in the other. There's nothing to learn from Margaret's picture, but when you are investigating Adrian's picture, press A to investigate it further. This finds you the clue: Concealed message. Next to the picture of Adrian is a case. Investigate it for the clue: Glasses case. In Adrian's wardrobe, you can find the clue: Train ticket.

Move onto the kitchen, and on the table is the clue: InstaHeat receipt and InstaHeat flyer. To get the InstaHeat flyer clue, you have to pick up the flyer, scroll to the bottom, press A to investigate further, and scroll to the bottom on the second side. Also in the kitchen is another matchbook, but you won't get a clue from it if you got the one in the dining room.

After finding the clues inside the house, your partner will tell you to take a look outside. Outside you will have your first *L.A. Noire* puzzle, which if completed correctly will unlock the Plot Thickens Achievement. In this puzzle, you have 4 pieces of pipe to put into place. When you put the pieces in place, the

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achievement will unlock, and you will discover that there is a piece missing – the piece that you found at the crime scene. After you have found all the clues, go back into the house to question Margaret.

- Slaughterhouse receipt >> Choose "Truth."
- Cavanagh's Bar matchbook >> Choose "Truth."
- Location of Adrian Black >> Choose "Truth."
- Photograph signed 'Nicole' >> Choose "Lie" and use the clue Concealed message as evidence.
- Stenzel glasses case >> Choose "Truth."
- Alibi for Mrs. Black >> Choose "Truth."

After this unusually long series of questions, you have found all you can at the Black residence. Continue your investigation at Cavanagh's Bar

## Cavanagh's Bar

When you get to Cavanagh's Bar, walk in and talk to the bartender. He will direct you to Frank, who is sitting in the back room. Go question Frank:

- Link to abandoned vehicle >> Choose "Lie" and use the clue Receipt for live hog as evidence.
- Location of Adrian Black >> Choose "Doubt."

At this point you can choose to arrest Morgan or let him go. Either way, head over to his apartment to continue the case. If you are in a police car when you are on your way over, you hear a message over the radio, giving you a new clue: Swine blood – although if you've been paying attention, you should already be aware of that information.

## Morgan’s Apartment

When you arrive at Morgan’s Apartment, go inside and head to Morgan’s apartment. You can check the mailboxes inside if you want to or if you forgot what Morgan said. Then head upstairs to the apartment. Adrian answers the door, says he’s going to pack his things, but decides to run instead. Chase him down to finish the case.

# A Marriage Made in Heaven

Your second Traffic Desk case starts off with a hit-and-run cut-scene, and you are quickly told to go investigate.

## Ray's Cafe

Head over to Ray's Cafe, the scene of the crime, to get started. When you arrive at Ray's Cafe, walk up to the crime scene, and the officer gives you two people of interest: Lester Pattison and Shannon Perry. Before you talk to them, investigate the crime scene for clues.

Go check the body for your first clue. In one of his jacket pockets you find the clue: Insurance letter. In the other pocket you find clue: Wallet. Those are the only clues you can find on his body, but when you back out of the investigation, the coroner talks to you, and you get the clue: Coroner's report.

The only other clue outside the café is the Bloody knife. This clue is located in the trashcan in the alley beside Ray's Cafe (you need this to unlock the Stab-Rite Achievement). You can take a look at the yellow markers close to the body, but they don't give you any clues.

After finding the clues you need, it's time to start questioning witnesses. Go talk to Shannon Perry in front of Ray's Cafe:

- Eyewitness report >> This gives you the clue: Argument overheard. Choose "Truth."
- Suspect vehicle description >> Choose "Truth." This updates your clue: Hit-and-run vehicle.
- Argument overheard >> Choose "Doubt." This gives you new POI: victim's wife.

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That's all for Shannon Perry. Head inside the café to talk to the bartender:

- Hit and run incident >> Choose "Doubt."
- Association with victim >> Choose "Truth."
- Argument overheard in bar >> Choose "Doubt" and he gives you the clue: Lynch's statement.
- Joint business venture >> Choose "Doubt."

After questioning the bartender, make sure to grab the newspaper of the bar if you haven't already. Watch the cut-scene if you'd like and then get back to your investigation.

When you're finished at the bar, go to the back of the cafe to use the telephone. You run a trace on the description of the hit-and-run vehicle and come up with the new person of interest William Shelton. Go to Shelton's Residence to continue the case.

## Shelton Residence

When you pull up, Shelton is leaving home, bags in hand. You tell him to stop, but he tries to escape. In your chase, try to stop his car by ramming the wheel wells when you are close. If you are unable to stop him on the road, it's okay because you can get him once he stops at Union Station. (If you are trying to get the five-star rating on this case, be careful during your car chase; running over pedestrians is one of the fastest ways to ruin your star rating.) After apprehending Shelton, head over to the Pattison residence to talk to the widow.

## Pattison Residence

At the Pattison Residence, you find not only Mrs. Pattison, but her lover Leroy Sabo as well. After the cut-scene, start your questioning of Mrs. Pattison:

- Hit and run incident >> Choose “Doubt.”
- Nature of argument >> Choose “Doubt.”
- Partnership with Leroy Sabo >> Choose “Lie” and use the clue Insurance letter as evidence.

After you’re done with your questions, Mrs. Pattison asks you to leave, but oddly enough, you are supposed to go use her phone. Follow the icon on your mini-map to find the telephone in the room behind where Mrs. Pattison was sitting. The coroner is asking for you to go see him.

## Central Morgue

Head over to the Central Morgue to talk with the coroner. Go into the morgue and find the coroner in the room that says “Staff Only.” There is a cut-scene where the coroner tells you the victim was stabbed.

## Pattison residence (again)

With your new revelations, head back to the Pattison residence. After a cut-scene, Leroy tries to escape out the back, and you get to chase him down on foot. You can try to fire a warning shot, just flat-out shoot him, or continue to pursue until he grabs a hostage. If he has grabbed a hostage, carefully put one in his head without hitting the hostage. This ends the case.

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# The Fallen Idol

The Fallen Idol is your third and last Traffic Desk case. After the introduction, head over to the Crash Site to get started.

## Crash Site

At the Crash Site, the attending officer tells you what happened. Then it's time to find some clues. Go down to the actual crash site, which is located below the cliff where you talk to the first officer. To get down there, you just have to follow the path on the east side of the cliff.

The coroner has some evidence presented for you on the trunk of the car. Investigate the evidence to find the clue: Underwear, and the clue: Letter from mother is in the purse next to underwear. You can take a look inside the car and at the license plate on the ground, but they don't give you any clues. Go talk to the coroner, and he gives you the clue: Prop shrunken head. That's all down here; it's time to get some more information from the victim.

Head back up the hill and find victim June Ballard sitting in the back of an ambulance. Approach her to start your questions:

- Doping allegation >> Choose "Doubt." She drops the name Mark Bishop.
- Injured female passenger >> Choose "Lie," and use the clue: Underwear as evidence.
- Fake shrunken head >> Choose "Doubt."
- Suspect 'Mark Bishop' >> Choose "Doubt."

After finishing your questions, there's not anything else to be found or learned at the Crash Site. Head over to the hospital to visit the other victim.


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## Central Receiving Hospital

Walk up to the receptionist at the Central Receiving Hospital, and she tells you which room the Jessica is in. Before you go into the room, you can talk to the doctor in the hall to get the clue: Evidence of abuse. Then go into the girl's room. You can update the clue: Evidence of abuse by looking at her chart at the foot of her bed. Then question her:

- Crash incident report >> Choose "Lie" and use the clue: Underwear as evidence.
- Contact with parents >> Choose "Lie" and use the clue: Letter from mother as evidence.
- Association with Bishop >> Choose "Doubt."
- Evidence of criminal abuse >> Choose "Truth." This gives you the clue: Mermaid.

After you question Jessica, walk out of the room, and after the cut-scene you have to tail June Ballard. Follow her car from a distance; if you get too close, you'll blow your cover. Her car pulls up at a cafe. Use cover (by pressing the right bumper, RB) to hide by the door until she's not looking around anymore. Then go sit at the booth with the newspaper to eavesdrop on her phone conversation. (If you successfully avoid detection during this part, you will unlock the Shadow Achievement.) Listening to Ballard gives you the address to Bishop's apartment. When she leaves, head out of the cafe and over to Bishop's apartment.

## Bishop's Apartment

When you arrive at the apartment building, go inside and the receptionist tells you where the apartment is. Take the elevator up and go to the apartment. Mrs. Bishop greets you, and then it's time to search for clues. There are a lot of objects that

you can investigate in this apartment, but only some of them are clues.

In the first bedroom, on the floor by the foot of the bed is the clue: $20,000 check. Just outside of that room, by the door, you find the clue: Saddle. It's hard to miss that one. Go into the next room, and on the left of the counter there is a photograph. Investigate it for the clue: Movie set photograph. To the right of that is another clue: Movie set replica. Go to the room that Mrs. Bishop is in, and on the furniture by the window to the room that you just came from is a photograph of two men; investigate it to update the clue: Mermaid, and Mrs. Bishop speaks up to give you a new person of interest: Marlon Hopgood.

After finding the clues, walk towards Mrs. Bishop and press X to start questioning her:

- Domestic disturbance >> Choose "Doubt."
- Whereabouts of Bishop >> Choose "Truth."
- Check for $20,000 >> Choose "Lie," and use the clue: $20,000 check as evidence.
- Abuse of Jessica Hamilton >> Choose "Doubt."

After you question Mrs. Bishop, use the telephone to get information on the prop store. After you get the address, head to the prop store to continue the case.

## Silver Screen Props

When you arrive, enter Silver Screen Props to talk to Marlon Hopgood. He leads you through the store to the sound stage behind Silver Screen Props. Then start looking for clues.

On the shelves on the right side of the stage, find the clue: Chloral hydrate. On the opposite side of the stage, go investigate the mirror to discover a room on the other side. Go out of the sound stage building and around to the left. There are some worktables there. A newspaper is on one of the tables. The table to the left of the table with the newspaper on it has another clue: Prop shrunken head molds.

To your left when you are facing the worktable with the prop shrunken head molds, there is a life-sized painting of an alleyway. Investigate it to kick it open, and then go through the door that is revealed. This is the secret camera room. In the secret camera room, investigate the shelves to find the clue: Film reel. On the table to the right of the shelves, there is another clue: Empty film canister. If you turn around and investigate a little bit, you see that there is another one-way mirror that views the restroom; this doesn't give you a clue, though.

After finding these clues, go back into the other side of the sound stage building. It's time to question Hopgood:

- Association with Bishop >> Choose "Lie," and use clue: Chloral hydrate as evidence.
- Whereabouts of Bishop >> Choose "Truth."
- Relationship with Ballard >> Choose "Lie," and use the clue: Empty film canister as evidence.
- Evidence of blackmail >> Choose "Lie," and use the clue: $20,000 check as evidence.

After you question Hopgood, there are a couple cut-scenes. Then there is a car chase. Your objective is to evade or subdue the mobsters. It's not too difficult to subdue them. Your partner

will try to shoot out their tires, and you can ram their cars into things to make them wreck. After the chase, head over to the ‘Jungle Drums’ Set.

## ‘Jungle Drums’ Set

At the ‘Jungle Drums’ Set, you find Bishop. You have to chase him to the top of the movie set, but when you catch him, a bunch of gunmen show up. You have to escort Bishop out of the set without getting him or you killed. Kill all the bad guys, and get Bishop out of the set. This ends the case, and you are promoted to the Homicide Desk, which unlocks the Paved with Good Intentions Achievement.


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# Homicide Desk


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# The Red Lipstick Murder

The Red Lipstick Murder is Phelps' first case on the Homicide Desk, and things are about to get heavy. After a brief introduction, the captain sends you to investigate the crime scene.

## Crime Scene

When you arrive, a brief cut-scene introduces you to the crime scene. Go talk to the coroner to get more information. Then investigate the body to get clues. Investigate the head to get the clue: Blunt force trauma. Investigate the victim's left hand to get the clue: Missing jewelry. You can look at the victim's torso. You won't get a clue from it, but the coroner talks a bit about it once you are done investigating the body.

Next, look around the crime scene for other clues. Behind the body, at marker C, you find the clue: Size 8 shoe prints. Leaving marker C, to the right of the victim at marker A, you find the victim's purse and the clue: Lipstick. Moving counter-clockwise to marker B, you find an object that looks like a globe. Investigate it further, and align the shapes so that the continents of the globe are in place. The object opens, and you get the clue: Bamba Club lighter. This is the last clue at the crime scene and the only lead you have. Go to the Bamba Club to continue the case.

## The Bamba Club

When you arrive at the Bamba Club, head inside and talk to the bartender. He sends you over to the owner. Go question the owner Mr. McColl to see what you can find out about the case:

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- Suspect seen with victim >> Choose “Truth.” McColl gives you the clue: License Plate 2B 8899. This unlocks the Round Heels Achievement.
- Ring stolen from victim >> Choose “Doubt.”
- Knowledge of husband >> Choose “Doubt,” and you get the clue: Husband’s alibi.

When you’re done questioning McColl, go use the telephone. Then head over to the Henry Residence to continue the case.

## The Henry Residence

When you arrive at the Henry residence, you discover that no one is home and it looks like someone has “creeped the joint.” After the cut-scene, go inside and start looking for clues.

Almost as soon as you walk in the door there is a newspaper on the floor. In the dining room you by the window you find the clue: Female shoe. From there, walk to the back of the house to the broken window to find the clue: Forced entry. Behind you on the refrigerator is a note. It won’t give you a clue, but it gives you a new objective to investigate Jacob Henry’s Apartment.

After you share some words with your partner, you get the objective to canvas the neighbors, but you need to investigate the bedroom first. The bedroom is on the opposite side of the house from the kitchen. Look on the dresser to find an empty ring box, which updates the clue: Missing jewelry. That’s all there is to find inside the house.

Head outside to talk to the neighbor. She should be close to the stone fence between the Henry Residence and the neighbor’s

house, kind of towards the back. Talk with her for a minute, and she gives you the clue: Marital problems. That's the last clue at the Henry Residence. Now head over to Jacob Henry's Apartment.

## Jacob Henry's Apartment

When you arrive at Jacob Henry's Apartment, follow your partner to his residence to start a short cut-scene. After the cut-scene, start looking around for clues. Close to the front door on the counter is a blank notepad. Click to investigate it, and Phelps picks up a pencil. Use the pencil to shade over the blank piece of paper and reveal the clue: Death threat note. From there, head through the door to your left into Henry's bedroom. In the suitcase on the bed, you find the clue: Size eleven shoes. Those are the only clues to find in the apartment.

Head back to the living room to question Henry:

- Movements of victim >> Choose "Lie," and use the clue: Husband's alibi as evidence.
- Last contact with victim >> Choose "Truth."
- Motive for murder >> Choose "Lie," and use the clue: Death threat note as evidence.

After your questions, things get a little heated, and you get into a brawl with Henry. If you don't have it already, this is a good place to unlock the Keep a Lid On Achievement. After your bout, go use the phone. After your phone conversation, head over to the Central Police Station to continue question Jacob Henry.

## Central Police Station

When you arrive at the station, the Captain instructs you to get a confession out of Henry, even though you try to tell him you

have a better lead. Go into the interview room and question Henry:

- Access to murder weapon >> Choose “Lie,” and use the clue: Husband’s alibi as evidence.
- Lipstick markings >> Choose “Truth.”
- Deterioration of marriage >> Choose “Lie,” and use the clue: Marital problems as evidence.
- Missing jewelry >> Choose “Truth.”

Those are all the questions for Henry. You head out of the interview room, despite the Captain’s disappointment, and head over to Mendez’s Apartment.

## Mendez’s Apartment

When you arrive at the apartment building, check the mailboxes to find Mendez’s apartment number. When you go inside, you can use a sign by the stairs to discover that the apartment is on the top floor of the building. Head up the stairs to the apartment.

When you get to the apartment, kick down the door and start looking for clues. Go down the hallway to Mendez‘s bedroom to find all the clues in the apartment. It’s important to find the clues in this room in the correct order because if you don’t, a cut-scene will play and prevent you from getting the other clues. On the floor by the bed, you find a shoe. Investigate it for the clue: Size eight shoes. Next, investigate the box on the floor by the window. In the left side of the box, you will find the clue: Used lipstick. On the right side of the box, you will find the clue: Socket wrench.

When you are done investigating the box, the cut-scene plays, showing Mendez coming home and trying to escape out the window. Chase Mendez out the window, across the roof, and down to the street. The chase then continues by car. Again, be careful about pedestrian casualties so as not to hurt your rating at the end of the case. While you are chasing Mendez, your partner shoots out his tires. Ram his car to cause Mendez to wreck. After you capture Mendez, there are some cut-scenes, and then the case is over.

# The Golden Butterfly

Phelps' second case on the Homicide Desk is the Golden Butterfly. After a very short introduction, it's time to go to the crime scene to get started on the case.

## Crime Scene

When you arrive at the crime scene, there is a brief cut-scene with the Captain filling you in on some details of the case. After the cut-scene walk over to the officer standing by the police barrier. He walks you up to the crime scene, where you can talk to the coroner for more information about the murder. Then it's time to start looking around for clues.

First, investigate the body. Look at the head, and move it to the left to show the victims neck, giving you the clue: Rope pattern. Investigate the victim's left hand to see another piece of missing jewelry, but this doesn't give you a clue. Investigate her other arm to find out that her watch was torn off; this gets you the clue: Missing jewelry. Investigate her torso to find the clue: Small men's footprint.

After you are done investigating the body, look around the crime scene for other clues. At marker B, next to the tree, you can look at the ground, but this doesn't give you a clue. Go over to marker C to look in the victim's purse. On the left side of the purse, you find the victim's name: Deidre Moller. On the right side of the purse, you can look at her folding money, but this doesn't give you a clue. When you are done looking at the purse, you get a response back from R. & I. letting you know the address of the victim. It's your only lead, so head over to the Moller Residence to continue your investigation.

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## Moller Residence

When you arrive at the Moller Residence, a girl answers the door. After the cut-scene, look around the house for clues before you question the girl. In Mr. and Mrs. Moller's bedroom on the floor by the window, find the clue: Size eight work boots. On the dresser in the same room, you find an empty watchcase and an empty ring box, which updates your clue: Missing jewelry. These are all the clues for now.

Head back into the living room to talk to the girl:

- Missing watch and rings >> Choose "Truth."
- Last contact with victim >> Choose "Doubt." This gives you the clue: Husband's alibi.
- State of parents' marriage >> Choose "Doubt." This gives you the clue: Butterfly brooch.

As soon as you are done with your questions, Mr. Moller comes home and is very upset to find you there. He sits down and you start to question him:

- Footprints at crime scene >> Choose "Lie," and use the clue: Size eight work boots as evidence.
- Missing persons report >> Choose "Doubt."
- Albi for Hugo Moller >> Choose "Lie," and use the clue: Husband's alibi as evidence.
- History of violence >> Choose "Lie," and use the clue: Butterfly brooch as evidence.

After your questions, there is a brief cut-scene. Your next objective is to go talk to the neighbor across the street. While you are talking, she spots Moller by his incinerator. You go over to stop him burning whatever he is burning, and he tries to flee. Chase him down. If you are quick enough, you can tackle

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him and unlock the Asphalt Jungle Achievement, if you don't have it already.

After you have apprehended Moller, investigate the incinerator to find the clue: Bloody shoes. Some officers show up to take Moller down town. Before leaving the Moller Residence, go use the phone by the street to trace the address for the Belmont High School. Head there to continue the case.

## Belmont High School

When you arrive at the school, there is a brief cut-scene and then another chase sequence. This is another chance to unlock the Asphalt Jungle Achievement. After catching the suspect, there is a cut-scene where he identifies himself as Eli Rooney. You make him turn out his pockets, and he gives you the missing butterfly brooch. Rooney is then taken into custody.
There is then another cut-scene as you talk to the High School Janitor.

After the cut-scene, check the trunk of the car for clues. On the right, find the clue: Rope. On the bottom is the clue: Bloody tire iron. On the left, you find the clue: Overalls. Those are all the clues. Go use the phone by the street to schedule interviews with your suspects (a little odd that you have to schedule interviews), and then head to the Central Morgue to continue the case.

## Central Morgue

When you arrive at the Central Morgue, go inside and through the door marked "Staff Only" to talk to the coroner. He presents you with a rope puzzle. Choose the bottom rope sample and hold it up to the picture to complete the puzzle. On the counter to the

right of the rope puzzle, you can investigate the footprints from the crime scene to update your clue: Small men's footprints. While you are there, you can also take a look at the body, but this doesn't give you a clue. When you have done those things, head to the Central Police Station to question your suspects.

## Central Police Station

When you arrive at the station, go inside to start questioning your suspects. Start off with Moller in Interview Room 2:

- Disposal of evidence >> Choose "Truth."
- Access to braided rope >> Choose "Doubt."
- Access to tire iron >> Choose "Lie," and use the clue Bloody tire iron as evidence.
- Victim's vehicle recovered >> Choose "Lie," and use the clue Overalls as evidence.

You have asked all your questions, and you are given the option to charge him, but remember you have another suspect to question. Leave the interrogation by pressing B and head to Interview Room 1 to question Rooney. At the door, the Captain greets you and expresses a personal grudge against Rooney. Head inside to start your questions:

- Place of employment >> Choose "Doubt."
- Access to braided rope >> Choose "Truth."
- Motive for Moller murder >> Choose "Doubt."
- Footprints at crime scene >> Choose "Doubt."

After questioning both Rooney and Moller, you have to make a decision on who to charge. If you charge Moller, you won't be able to get more than three stars. Charge Rooney to get the five-star rating, and that closes the case.

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# The Silk Stocking Murder

The Silk Stocking Murder is Phelps' third case on the Homicide Desk. After a very short introduction with your partner and the Captain at a diner, it's time to go to the Downtown crime scene to get started on the case.

## Downtown Crime Scene

When you arrive at the crime scene, there's a brief cut-scene, and then your start looking for clues. Start off by investigating the body. Investigate the head and move it to the right to notice the lacerations, but you don't get a clue with this information. Investigate the victim's left hand to see another ring is missing, but this doesn't give you a clue either. Investigate the right hand to find half of a library card; you'll need this to get a clue later on. Investigate the torso to see the message on this body, but that doesn't get you a clue either. When you are done looking at the body, there is another brief cut-scene.

Look around the Downtown crime scene for some more clues. At marker A, you will find the clue: Bloodied stocking. Walk to the bloodstain between the tree and the victim to find the clue: Blood trail. You have to follow this trail for quite some distance.

## The Silk Stocking Murder Blood Trail

Follow the blood trail towards the door to find the clue: Ladies hat. Follow the blood trail back towards your car, and you find some trashcans. Investigate the shoe in the trashcan to find the clue: Personal effects. Continue to follow the blood trail, and you see some red pipes in the shadows. Investigate them to find the clue: Key. Continue on the trail to the left, and in about

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the middle of the alley, there is a piece of paper; investigate it to find the clue: Dot pattern note. Walk towards the ladder and go up it. When you're on the roof, follow the blood trail into the birdhouse to find an empty envelope, but this doesn't give you a clue. Follow the blood trail across the roof to find a makeup case, but again this doesn't give you a clue. Follow the trail further to a drainpipe. Climb the drainpipe, and when you get to the top, follow the trail to find a ring hanging on a string – again, no clue. Keep following the trail up to the next level, and you find a bucket and paint brush, which updates your clue: Blood trail. Put the brush down and walk ahead to find the victim's purse in the corner of the roof. You find the other half of the library card, giving you the clue: Library card. You also get the victim's address from this.

After following the blood trail, you have found all of the clues at the Downtown crime scene. The address of the victim Antonia that you got off the library card is the only lead you have at this point. Go over to her residence to continue the case.

## Antonia's Residence

When you arrive at Antonia's Residence, the Land Lady Barbara Lapenti greets you. There will be a brief cut-scene, and then you will need to investigate Antonia's room. Go upstairs to the last room on the left to find Antonia's room. Investigate the broken window for the clue: Broken window. In her chest of drawers, investigate the photograph to get the clue: Charm bracelet photograph. Next, look in the suitcase on the bed for the clue: Attorney's letter.

You have found all the clues in Antonia's room, so head back downstairs to question the Land Lady:

- Possible suspects >> Choose “Truth.”
- Movements of victim >> Choose “Doubt.” This gets you the Location: El Dorado Bar.
- Evidence of break-in >> Choose “Lie,” and use the clue Broken window as evidence.
- Breakdown of marriage >> Choose “Lie,” and use the clue Charm bracelet photograph as evidence.

After you question the Land Lady, head over to the El Dorado Bar to continue the case.

## El Dorado Bar

When you arrive at the bar, there is a brief cut-scene. The bartender gives you a letter that the victim left at the bar, updating the clue: Attorney’s letter. After the cut-scene, it’s time to ask the bartender some questions:

- Missing jewelry >> Choose “Doubt.”
- Movements of victim >> Choose “Truth.”

After you question the bartender, walk out the back of the bar to meet a man pushing a dolly around. This will be important later. Go back in the bar and investigate the telephone. It doesn’t give you a clue, but it shows you that the phone was out of order at the time of the murder. Head over to the Maldonado Residence to continue the case.

## Maldonado Residence

When you arrive at the Maldonado Residence, check the mailboxes to find the correct apartment. Head up to the apartment on the third floor. When you kick in the door, you will get into a brawl with Maldonado and his friend. If you don’t have it

already, this is a good place to unlock the Keep a Lid On Achievement.

After you subdue the suspects, it's time to search the apartment for clues. On the kitchen counter, there is a matchbook for the El Dorado bar. (If you've been following this case guide from the beginning, this won't give you a clue or location, because you would have already gotten that from the Land Lady.) On the wall opposite the sink, there is a shirt hanging up; investigate it for the clue: Bloodied shirt. Next, investigate the box on the kitchen floor. Again, you should already have this location if you've been following this case guide. You should have all the clues from the apartment now.

Your next objective is to canvas the neighbors. (One of them really gave me a jump.) The only neighbor of interest is in 302, which is on the far end of the hallway. The resident Ms. Aranda gives you the clue: Husband's alibi. The other neighbors don't have anything important to add, but in order for the location to be marked out in your notebook, you have to check every door on the third floor. After you finish canvassing the neighbors, go back to the Maldonado apartment to use the phone. You will have a new objective to go back to Central Station.

## Central Police Station

Head inside and downstairs to start a cut-scene. After the cut-scene, you are presented with two pieces of evidence. Investigate them both.

Then head upstairs to question Maldonado:

- Last contact with victim >> Choose “Lie,” and use the clue: Husband’s alibi as evidence. He gives you the clue: Brown Ford coupe.
- Jewelry taken from body >> Choose “Truth.”
- Divorce proceedings >> Choose “Lie,” and use the clue: Divorce papers as evidence.
- Bloodstained shirt found >> Choose “Doubt.”

After you finish questioning Maldonado, it’s time to check out your last location: Just Picked Fruit Market.

## Just Picked Fruit Market

When you arrive at the Just Picked Fruit Market, follow the man (Clem Feeney) into the store and talk to him at the counter. Question Feeney at the counter:

- Distinctive necklace >> Choose “Doubt.”
- Contact with victim >> Choose “Doubt.”
- Movements of victim >> Choose “Truth.”

After you question Feeney, look around for some clues. Walk through the green doors directly in front of you to go into the back room. On the desk by the door, you find the clue: Scalpel. Next, investigate the open file cabinet. You pull out a box that requires a combination. Open your notebook and look at the clue Dot pattern note for the combination. The box opens and reveals the victim’s religious necklace. When you are done investigating the box, Feeney tries to flee. Chase him down in your car to finish the case.

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# The White Shoe Slaying

Another brief introduction to this Homicide Desk case and then you're off to the crime scene to get started.

## Crime Scene

When you arrive at the crime scene, there is a cut-scene describing the case. During the cut-scene, you get the clue: Time of death. Then you need to start looking for clues on your own. Investigate the body. Look at the head and move it to the right to find the clue: Laundry label. You can check the arms, but there are no other clues on the body. Move on to marker B to find the clue: Boot prints. Look at marker C to find the clue: Tire tracks.

After you have found these clues, head over to use the telephone. Another cut-scene starts. After the cut-scene, it's time to question a neighbor Catherine Barton:

- Suspicious person >> Choose "Truth." This gives you a new person of interest: disfigured man, and a new location to investigate: Hobo camp.

After you question Barton, go use the telephone to find the location of the laundry and the hobo camp. After you get your locations updated, head over to Superior Laundry Services to continue the case.

## Superior Laundry Services

When you arrive at Superior Laundry Services, head to the back to talk to the man at the desk. The man produces the register for you to look through. This gives you the clue: Laundry ledger. You are looking for Ticket # F1363 – 1 Green Silk Dress.

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This updates your information for the victim. Head to the victim's house at 43 Emerald Street.

## 43 Emerald Street

When you arrive at the house, head up to the house to continue the case. You meet the victim's husband Lars Taraldsen. When the cut-scene is over, it's time to start searching the house for clues.

Head to the bedroom to start your search. On the dresser in the first bedroom you find the clue: Matchbook, which also gives you a new location. (You can also find the matchbook clue by the chess table in the living room). To the left of the matchbook is a picture that is facing down. That's useful information about the status of their relationship, but it doesn't give you a clue.

Head through the kitchen to the mudroom in the back. To your right as you enter from the kitchen, find the clue: Wet jacket. After you get that clue, find the victim's purse on the counter behind you. Search it to find two objects: her driver's license and lipstick. Neither object gives you a clue. By the door opposite the door to the kitchen you can find the clue: Muddy boots.

After you have found these clues inside the house, go outside to continue your search. Head around to the right to the boat. At the bow of the boat, you find the clue: Bow rope. You have found all the available clues at this point. Now it's time to question Taraldsen:

- Possible suspects >> Choose "Lie," and use the clue: Bow rope as evidence.

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- Alibi for Lars Taraldsen >> Choose “Doubt.”
- Victim’s state of mind >> Choose “Doubt.”
- Last contact with victim >> Choose “Lie,” and use the clue: Wet jacket as evidence.

After you are done questioning Taraldsen, use the telephone to have Bobby Ross checked out to confirm Taraldsen‘s alibi. Next, head over to Baron’s Bar to continue the case.

## Baron’s Bar

When you get to the bar, head over to the bartender, and question him:

- Last contact with victim >> Choose “Truth.” He gives you the clue: Yellow Cab 3591.
- Vagrant male suspect >> Choose “Doubt.” This gives you two new POI: Richard Bates and Sailor.
- Yellow Cab 3591 >> Choose “Truth.”

After you are done questioning the bartender, make your way towards Richard Bates, who flees out the back of the bar. Start pursuing him on foot, and then by car. When you get Bates to stop, you have some questions for him:

- Contact with victim >> Choose “Doubt.”
- Account of movements >> Choose “Doubt.”

After you question Bates, some police come to take him away. Then use the telephone to get information about the taxicab. You also find out that the Sailor has turned himself in for questioning at the police station. He can wait. The next part of the case is to find the taxicab.

## Finding the Taxi Cab

As soon as you get back in your police car, you get a radio broadcast giving you an update on the location of the Taxi Cab you are looking for. As you are making your way there, you receive a couple different reports of the Taxi Cab's location. Head to whichever one the game tells you to. If too much time passes, the game glitches and the driver gets stuck at 7th Street and Garland Avenue, so if you have been driving around a while and can't find the Taxi Cab, go look for it there. When you find the Taxi Cab, the driver gives you the clue: Victim's movements.

## Central Police Station

Head to the Central Police Station. When you arrive, go to Interview Room 2 to question the Sailor:

- Contact with victim >> Choose "Doubt."
- Incident with Bates >> Choose "Doubt."
- Movements prior to murder >> Choose "Doubt." This gives you the clue: All American 249.
- Cab ride with victim >> Choose "Doubt."

After you are done questioning the Sailor, head over to the Bus Depot to continue the case.

## Bus Depot

When you arrive at the Bus Depot, head inside for a cut-scene. You get the clue: Bus route map. Then you have to go out and find the bus. It's not very hard. Just follow the highlighted path on your mini-map until you find the bus. When you find the bus, make sure your siren is on so that the bus driver knows to pull over. Get out and talk to the bus driver. He gives you the

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clue: Victim last seen. When you're done talking to the bus driver, head over to the hobo camp.

## Hobo Camp

When you get to the Hobo Camp, there is a brief cut-scene. Then there's a brawl with the disfigured man. If you don't have it already, this is a good place to get the Keep a Lid On Achievement. After the brawl, head into Ackerman's shack to look for clues.

There is a newspaper as soon as you walk in to the shack on top of some crates. On the table next to the bed, find a photograph (which doesn't give you a clue) and a green bag, which gives you the clue: Purse. Open the purse to find a dance hall ticket. On the nightstand behind you, you can find the clue: Bloodstained rope piece. That's all the clues here. Head back to the Central Police Station to question Ackerman.

## Central Police Station

When you arrive at the station, head in to Interview Room 1 to question Ackerman:

- Motive for murder >> Choose "Lie," and use the clue: Bloodstained rope piece as evidence.
- Contact with victim >> Choose "Doubt."
- Alibi for Stuart Ackerman >> Choose "Lie," and use the clue: Purse as evidence.

After you question Ackerman, the cut-scene shows Phelps charging Ackerman with the murder. The case is over.

# The Studio Secretary Murder

After the introductory cut-scene, you get the clue: Pawned rings automatically. Then head over to the Pawnbroker to start The Studio Secretary Murder case.

## Pawnbroker

When you arrive, head into the Pawnbroker shop and talk to the shopkeeper. The keeper produces two rings. Investigate them both, though they don't give you any clues. The keeper then gives you some information about the person who brought the rings in. There's nothing else to do at the Pawnbroker, so head over to the crime scene at the Railyard.

## Railyard

Upon your arrival to the Railyard, you are instructed to follow a car back to the crime scene. At the crime scene, an officer fills you in on the case. Go talk to the coroner for some more information. Then proceed to investigate the body. Look at the head, and you get the clue: Vagrancy. Look at the victim's right hand for the clue: Missing jewelry and the clue: Time of death.

After finding all the clues on the body, look around the crime scene for the remaining clues. There is a blanket with some evidence laid out. On the right side of the blanket is the clue: Handbag. Inside the handbag on the right side, you find the clue: Upper half of torn letter. On the left side of the handbag, you find the clue: Movie lot job. That's it for the handbag. In the middle of the blanket, you find a matchbook, which gives you a new location. On the left side of the blanket, you find a receipt that gives you the location of Levine's Liquor store. Those are all the clues.

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After finding the clues, you can talk to the man standing by your partner, but he just tells you to talk to the other guy. Head over to the man (Jamison) by the police officer to question him. Before you start questioning him, though, he gives you the clue: Lipstick. Then you start to ask the questions:

- Interference with evidence >> Choose "Truth."
- Discovery of victim's body >> Choose "Doubt."

After you are done questioning Jamison, he gets carted off, and you need to go use the telephone to find the address for Levine's Liquor. Head over to the store to continue the case.

## Levine's Liquor

When you arrive at Levine's Liquor, head inside and talk to the owner. He leads you back to the victim Evelyn Summer's bed. Search the area for clues. On the floor next to the bed you find a photograph and a book. There's no clue with the photograph, but the book gives you the clue: Book. Investigate it further to find the person of interest: Grosvenor McCaffrey. Close to the entrance to the Evelyn's room is a trophy and a bowling pin. Once again, there's no clue with the trophy, but the bowling pin gives you a new location. Between the pin and the trophy is Evelyn's nameplate. No clue here either.

After you have found these clues, it's time to question the storeowner Robbins:

- Contact with victim >> Choose "Truth." This gives you the clue: Liquor purchase.
- Relationship with victim >> Choose "Truth."
- Knowledge of McCaffrey >> Choose "Doubt."

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After you are done questioning Robbins, move on to your next location: Mensch's Bar.

## Mensch's Bar

You walk into the bar and start talking to the bartender. The bartender refers you to the patrons of the bar. Go to the man sitting directly in front of you, who just happens to be Grosvenor McCaffrey. Question McCaffrey:

- Criminal history >> Choose "Doubt."
- Relationship with victim >> Choose "Lie," and use the clue: Book as evidence. This gives you the clue: Victim last seen.

After you are done questioning McCaffrey, go back to your police car. You are then summoned back to the police station. Go there to continue the case.

## Central Police Station

Head into the station and follow your partner to the basement. There is a cut-scene where the Captain expresses some doubts he has about the recent series of murders. That's all. Head back upstairs and use the phone to find McCaffrey's address. Save the address for later and head over to Rawling's Bowling Alley.

## Rawling's Bowling Alley

At the bowling alley, the lady at the counter tells you to go talk to James Tiernan, A.K.A. Jimmy. Walk through the door on the side of the alley, the same side that the desk where you talked to the lady is on. When Tiernan sees you, he tries to flee. There's a brief car chase, and Tiernan is taken into custody. Now, head over to McCaffrey's Apartment.

## McCaffrey's Apartment

When you arrive at McCaffrey's Apartment, check the mailboxes for his apartment number. He's in apartment 6, so head up the stairs and to the left to McCaffrey's apartment. You knock on the door, but no one is there, so kick in the door and start looking for clues.

On the floor next to the sofa you find the clue: Tire iron. After you're done looking at the tire iron, a lady comes in and tells you where McCaffrey is. Before you go look for him, check the desk for the bottom of half of the letter that you found earlier. This updates the clue: Torn letter. Then head upstairs to find McCaffrey. He flees, and you pursue on foot. You have a chance to tackle him to unlock the Asphalt Jungle Achievement if you don't already have it. Head back to the station to question your suspects.

## Central Police Station

When you get back to the station, head to Interview Room 1 to question James Tiernan:

- Relationship with victim >> Choose "Lie," and use clue: Victim last seen as evidence.
- Victim's book found >> Choose "Doubt."
- Alibi for James Tiernan >> Choose "Lie," and use the clue: Liquor purchase as evidence.
- Access to murder weapon >> Choose "Doubt." This gives you the clue: Tiernan's accusation.

Those are all the questions for Tiernan for now. You have the option to charge him at this point, but don't do it because you haven't even talked to McCaffrey yet.

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Go over to Interview Room 2 to question McCaffrey:

- Alibi for McCaffrey >> Choose “Lie,” and use the clue: Torn letter as evidence.
- Access to tire iron >> Choose “Lie,” and use the clue: Tiernan’s accusation as evidence. This gives you the clue: McCaffrey’s accusation.

You take a break from questioning McCaffrey to do some more research. Go use the telephone to check McCaffrey‘s background. This gives you the clue: McCaffrey‘s criminal record.
Go back to Interview Room 1 to question Tiernan again:

- Events prior to murder >> Choose “Lie,” and use the clue McCaffrey‘s accusation as evidence.

This time you are really finished questioning Tiernan. Head back to Interview Room 2 to question McCaffrey for the last time:

- Military service >> Choose “Lie,” and use the clue: McCaffrey‘s criminal record as evidence.

You are now done with the questions. Charge McCaffrey to finish the case and collect your five-star rating.

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# The Quarter Moon Murders

Phelps' last case on the Homicide Desk (and one of the most difficult in the game) starts off with the Captain congratulating you on your success on the last case, but there is a problem. You are presented with some items to investigate. On the right, you find the clue: Black Dahlia letter. Above that is the clue: Shelley excerpt. On the left is a red book of Shelley poems; it doesn't give you a clue, but you need to look at it to proceed in the Quarter Moon Murders case. After the cut-scene, you follow the clue from the Shelley poem to the fountain in Pershing Square.

## Pershing Square

When you arrive at Pershing Square, go into the fountain to look for clues. Climb on top of the fountain. On the left is the clue: Second excerpt. On the right is the clue: Social Security card. The second excerpt is referring to the Hall of Records. It is located on Broadway, two blocks north of 1st Street.

## Hall of Records

When you get to the Hall of Records, head inside and talk to the officer at the desk. After you talk to the officer, head up the stairs all the way to the top. Your partner is waiting for you at the top of the stairs, and you can follow him into a room with a ladder. Climb up the ladder, go through the door, and carefully traverse the cable to the chandelier. When you get to the chandelier, you find some more clues. On the left is the clue: Third excerpt. On the right is the clue: Deidre Moller's watch. The cables holding the chandelier break and you have to swing it back and forth in order to jump off it to safety. The third excerpt is referring to the Public Library. The Public

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Library is located on 5th Street between Flower Street and Grand Avenue.

## The Public Library

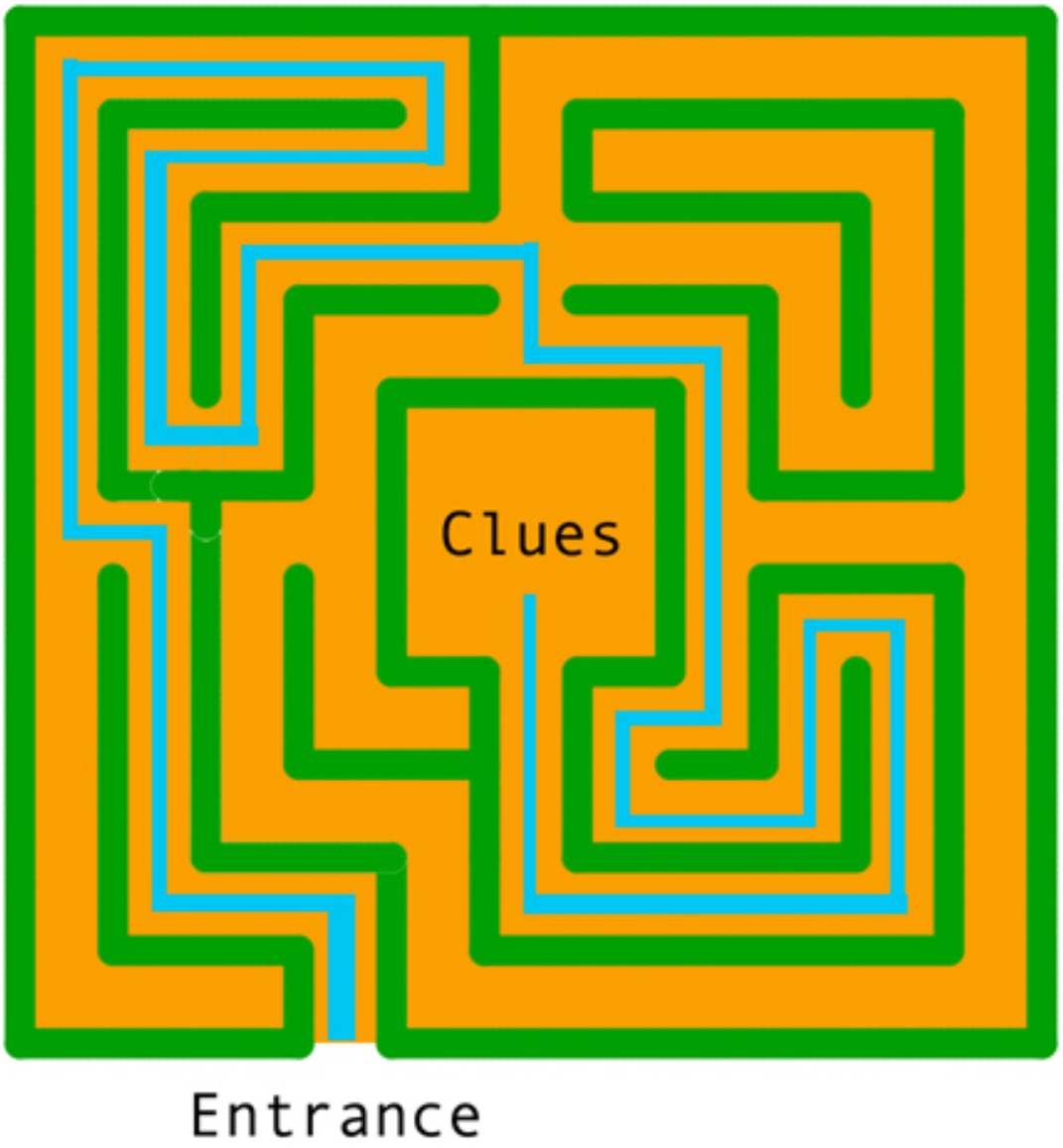
When you get to the Public Library, you have to get all the way to the top. Climb up a drainpipe and some scaffolding to get to the roof. Then climb up some more scaffolding in a mostly counter-clockwise direction to get around to the top of the tower. When you get to the top, the clues are in the north corner of the tower. On the left is the clue: Antonia's medallion. On the right is the clue: Fourth excerpt. This excerpt is referring to the Westlake Tar Pits. They are located on the far west side of the map, south of 9th and San Marino Street.

## The Westlake Tar Pits

When you arrive, head towards the Tar Pits, and you get some cool boots. You need to get to the island in the middle of the pits to find the clues here. There are platforms in the pits, connected with walkways that sink as you walk on them, so you have to make it quickly from one platform to the next. Look carefully where you are walking, and you should be able to make it without much trouble. When you get to the island, walk straight back and look by the tree for the clues. On the top, you find the clue: Theresa Taraldsen's Shoe. On the bottom, you find the clue: Fifth excerpt. This excerpt is leading you to the L.A. County Art Museum. It is located directly north of the Westlake Tar Pits, on Hoover Street between 8th Street and 9th Street.

## L.A. County Art Museum

At the Art Museum, the clues are located in the garden maze. When you first arrive, there is a sign directly in front of you pointing to the maze. Follow the path and the signs to get to the maze. To get to the center of the maze, follow the path until you can take a right. Follow the path that way until you are at a four-way intersection. Take a right there and follow the path around to the center of the maze.





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In the center of the maze is a globe-shaped, spinning sculpture with the clues placed on it. On the right you will find the clue: Celine Henry's garnet ring. On the left is the clue: Sixth excerpt. This excerpt is telling you to go to the Intolerance Set. It is located on 8th Street between Bixel Street and Francisco Street.

## Intolerance Set

At the Intolerance Set, you have to get to the top of the throne. Follow your partner into the set to a set of stairs in the back. Climb the stairs all the way to the top until you get to a platform. The supports for the platform give out, and you have to balance the platform until your partner tells you to advance. Walk forward on the platform to make it lean the way you want it to go, and it collapses away as you jump over to the next platform. Walk to the ladder in front of you and take it down to the level that the throne is on. Go over to the throne to find the clues. On the right is the clue: Evelyn Summers' ring. On the left is the clue: Seventh excerpt. When you are done investigating these clues, the set starts to collapse. Just keep running, and you should be able to escape the collapsing set easily. The seventh and last excerpt is leading you to the suspect's home, Christ Crown of Thorns (A.K.A. the Church), which is located south-west of the Intolerance Set, south of 9th Street and a couple blocks west of Francisco Street.

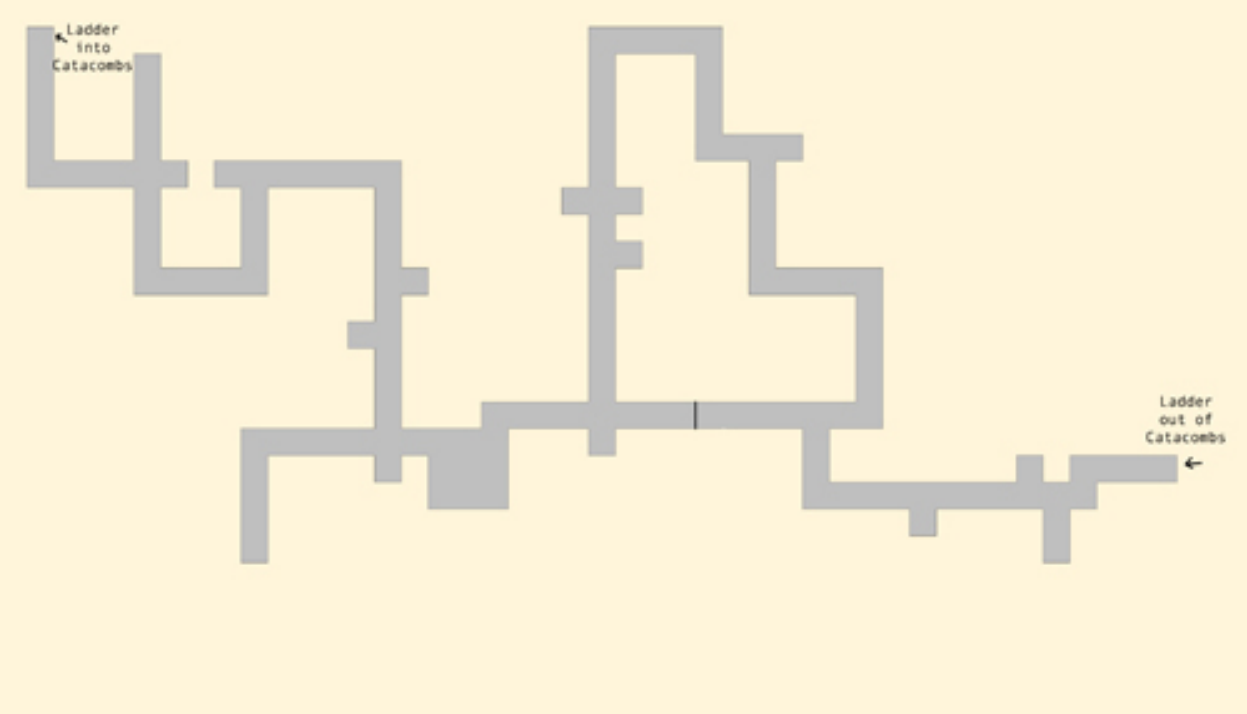
## Abandoned Church

When you arrive at the Church, head in through the doors directly in front of you. A cut-scene starts showing your introduction to the suspect. After the cut-scene, go up to the altar to see that the suspect isn't there anymore. Head out the door, stage left, to the house. There are a lot of things in the

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house that you can look at, but not any clues. You need to find your way into the catacombs. Go through the door in the back of the kitchen to find all kinds of gory things. The entrance to the catacombs is the ladder to the left when you enter this back room.

## Catacombs




After you look at whatever you want to in the house, head down the ladder to the catacombs. Be careful down here. There are lots of corners, and your suspect is armed with a shotgun, which he fires at you frequently. If you can shoot him in the catacombs, do it. If you don't get him down there, he climbs up a ladder into the cemetery, and you can shoot him out there. Once you put him down, there is a cut-scene and the case is over. This unlocks the Simple Art of Murder Achievement, and you are promoted to the Vice Desk.


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# Vice Desk


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# The Black Caesar

Welcome to the Vice Desk. To get started on your first case — The Black Caesar — go investigate the crime scene at the Junkies' Apartment.

## Junkies' Apartment

When you arrive at the apartment building, head upstairs, turn right, and go to the last apartment. When you enter, there is a cut-scene, and then it's time to look for clues. You automatically get the clue: Army surplus morphine. Then you have to search the apartment for the other clues.

There are two bodies in the apartment: one in the chair in front of you and one on the floor behind you. The body in the chair doesn't give you any clues, but the one on the floor does. His wallet is in his left shirt pocket. On the right side of the wallet is the clue: Radio station note. You can look at his license, but you already know who he is so you won't learn anything new. You can also look at the victim's left arm to see needle marks, but there isn't any clue there either.

After you investigate the bodies, look around the apartment for the other clues. On the table close to the wall in the living room, there are two things to look at. On the left is some sheet music that doesn't give you a clue. To the right is a piece of paper that gives you the clue: Strange doodle. Behind you on the floor in front of the couch there is a wallet and a cup for popcorn. In the wallet you find the other victim's license and the clue: Numbers slip. Investigate the cup for the clue: Popcorn cups.


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After you have found the clues in the living room, check for clues in the bedroom and the kitchen. There is another popcorn cup on the floor in the bedroom, but it won't give you any more clues. Head to the kitchen to look around. Just before you enter the kitchen to the right of the door is another clue. Stop to investigate, and on the left is the clue: Morphine syrettes. In the middle is another popcorn cup, and to the right of that is another syrette, but these don't give you clues. Proceed into the kitchen. There is another popcorn cup on the counter, but Cole says this one is heavy for an empty cup. Press A to investigate it further and you find a morphine syrette taped to the bottom, which updates your clue: Popcorn cups with morphine. Those are all the clues at the apartment. Head over to the Black Caesar Food Hut to continue the case.

## Black Caesar Food Hut

When you arrive at the Black Caesar Food Hut, there is a brief cut-scene, and then a foot chase. At a certain point in the chase, your suspect clotheslines you, and then you have to beat him in a brawl.

After the brief cut-scene, it's time to search the Black Caesar Food Hut for clues. Directly in front of you on the floor when you walk into the Food Hut is a case; open the case and investigate the contents to get the clues: Numbers racket and Blue Room pass and person of interest: Jermaine Jones. (If you didn't get all this information from the case, you missed something. Make sure to thoroughly investigate every object.) On the opposite side of the Food Hut, on the floor by the counter is a large cardboard box. Investigate it for the clue: Morphine for distribution.

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After you have found the clues in the Food Hut, head outside to question Fleetwood:

- Morphine overdose victims >> Choose “Lie,” and use the clue: Popcorn cups with morphine as evidence. This will give you the clue: Distributor identified.
- Numbers slips recovered >> Choose “Doubt.” He gives you a name.

After questioning Fleetwood, use the telephone to get the address for Jermaine Jones’ Booking Agency. Head over to Jones’ Booking Agency to continue the case.

## Jones’ Booking Agency

Head up the stairs and check the sign for the office number. Go inside to Jones‘ office and talk to Jones. Then start looking around for clues. Opposite Jones‘ desk, is a large radio. Check your notebook and review the clue Radio station note to find the station to tune the radio: 275 FM. Turn the volume all the way to the right, turn the knob to FM, and change the band to 275. The top of the radio opens, and Jones calls his goons on you. This is a good place to get the Keep a Lid On Achievement.

After the brawl, you are back at the radio investigating the clues. On the top right is a stack of cash, but no clue. Below that is a morphine syrette, which updates your clue: Morphine syrettes. To the left of that is another numbers slip, but no clue. There is a bag of marijuana to the left of that but no clue. Above the marijuana on the lid of the radio is a sticker, which gives you a new objective and a new location.

When you are done looking at the radio, go back to Jones‘ desk to question him:

- Army surplus morphine >> Choose “Doubt.” This gives you a new POI.
- Involvement of ‘Ottie’ >> Choose “Lie,” and use the clue: Distributor identified as evidence. This gives you the clue: Finkelstein identified.
- Link to Ramez Removals >> Choose “Doubt.”

After you question Jones, you find yourself outside. Use the telephone to get information on Ramez Removals. You get the information you need, but save that for later. In the meantime, head over to the Numbers Operation to continue the case.

## Numbers Operation

Go inside and up the stairs. The cut-scene introduces Ottie, and then you need to look for clues. In the back of the room is a red, illuminated object that looks like a slot machine. Refer to your notebook to review the clue: Strange doodle. This is what you are trying to get the slot machine to show: Cherry, Bell, WIN. Pull the lever to spin the wheels. If one of the pictures matches, press the button under the picture to hold it and pull the lever again. Keep doing this until the pictures match up with the doodle. When the pictures match up, the slot machine opens. Investigate the contents: morphine syrettes, numbers slips, and a Ramez Removals sticker.

After you are done looking at the slot machine, Ottie tries to escape. Chase him down. This is a good place to get the Asphalt Jungle Achievement. After the chase, you are back in the Numbers Operation. Investigate the cane your partner hands you to find the clue: IOU note. Then it’s time to question Ottie:

- Army surplus morphine >> Choose “Lie,” and use the clue Finkelstein identified as evidence.

- IOU note from Jose Ramez >> Choose “Truth.”

Questioning Ottie doesn’t give you any more clues, but it does get him a ride downtown. Head over to Ramez Removals to continue the case.

## Ramez Removals

When you arrive, you find out Ramez just left in a truck. Chase him down, and he’ll be arrested. Afterwards, you are back at the warehouse to look for clues.

There is a newspaper in the warehouse. To find it, go to the tables directly in front of you when you are first inside the warehouse. It is on the second row of tables.

After you collect the newspaper, turn around to look at the ledger. Click on Polar Bear Ice Company and Merlon Ottie. Cole then closes the ledger for you.

Navigate your way through the maze of furniture to the back of the warehouse. When you get to the back, climb the ladder to the walkway the wraps around the building. Go over to the crane controls, which have a spot light on them. Use the crane to move the boxes out of the way of the door close to the center of the screen. After clearing the doorway, go back down the ladder into the room. You find a block of ice with something in it. Investigate the block, and then shoot it to make it break. With the block broken, investigate the contents: morphine syrettes. Some men show up from the Polar Bear Ice Company, and Ramez escapes from the police into the warehouse. (Why he was there and not in jail, I have no idea.) Follow Ramez into the furniture maze and shoot him. The best way to do this is to

locate him (the red dot) on your mini-map and look for gaps in the furniture when you are close to him. Try to look for him and shoot him through the gaps. After dealing with Ramez, continue the case at the Polar Bear Ice Company.

## Polar Bear Ice Company

When you arrive, the security guard will greet you and try to tell you that the company is closed. You notice that he's packing heat, and your partner puts him down. Then you have a firefight with Finkelstein's men while chasing Finkelstein through the building. When you get through the room with all the ice, go upstairs to the room in the back. Finkelstein refuses to go quietly, and you have to gun him down.

With Finkelstein out of the way, look around to see what you can find. There is a large green crate full of morphine that you need to investigate, and that ends the case.


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# The Set-Up

The Set-Up, your second case on the Vice Desk, starts at a boxing match. After the match, you need to look for clues about the boxer who fled. Check the boxer's locker to find the clue: Bookmakers' odds. Behind the locker on the bench is a newspaper. After viewing the newspaper story, use the telephone highlighted on your mini-map. On the way there, a short cut-scene plays. After the cut-scene, continue towards the telephone to get the address for the phone number you found. Go to that address to continue the case.

## Hotel El Mar

When you arrive at the Hotel El Mar, go inside and talk to the man at the desk. He tells you that nobody uses their real names at that hotel and produces a register for you to see for yourself. The name you're looking for is Winston Churchill. Click on that name to get the room number: 207. Go upstairs, and it's the room directly in front of you.

Once inside the room, it's time to look for some more clues. On the floor between the chair and the dresser, you find the clue: Telegram. Investigate the dresser to find another. On the left is the clue: Movie ticket stub. To the right of that is a heart-shaped box of chocolates—not a clue but interesting nonetheless. On the table to the right of the dresser, there is a newspaper on the table (but not the collectible kind of newspaper). Investigate it and scroll to the bottom right to find the clue: Magazine coupon. This also gives you the name Candy Edwards. Behind you on the nightstand on the left side of the bed is another clue: Bookmakers' payouts.

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Those are all the clues at the Hotel El Mar. Next you need to go to the address you found for Candy Edwards.

## Candy Edwards Address (Aleve Motel)

Upon arrival at Candy Edwards Address, go inside and talk to the lady behind the desk to find her apartment number: 7. To get to the apartment, go back outside the door you came in and down the sidewalk to the stairs. Go up the stairs and to the left to get to number 7. (If you get lost, you can follow your partner.) When you get inside, you have to brawl with the man in the room; this is another good place to get the Keep a Lid On Achievement if you don't have it yet.

With Candy sulking and the man unconscious, it's time to look for clues. You can investigate the man on the floor to find a book with a list of names in his right jacket pocket and a switchblade in his left jacket pocket, but these don't give you any clues. You can look at the suitcase on the bed, but that doesn't give you a clue either.

To start finding actual clues, go to the dresser. On the left is a postcard, which gives you the clue: Cunard Ascania. To the right of that is the clue: Bus ticket. After you find these clues, there is a brief cut-scene, and then you get to question Candy Edwards:

- Whereabouts of Hammond >> Choose "Lie," and use the clue: Magazine coupon as evidence.
- List of odds recovered >> Choose "Lie," and use the clue: Bookmakers' odds as evidence.
- Plans to leave town >> Choose "Doubt."

## Tailing Candy Edwards

After you question Candy Edwards, there is another cut-scene. After the cut-scene, you have to tail Candy Edwards. If you do this carefully (follow Candy without being spotted and without going incognito), you can unlock The Moose Achievement.

After you finish tailing Candy Edwards on foot, you need to investigate her stops. The first location is Thrifty Liquor. There's a cut-scene when you enter. Then go look at the notepad by the telephone. This will give you the clue: Bookie's notepad. Afterwards, you need to go to the address you discovered: Examiner Drugstore.

When you arrive, head inside Examiner Drugstore. There is a brief cut-scene, then look next to the phone to find the clue: Yellow Cab co. card. Use the telephone to get information on the cab that picked up Candy Edwards. When you're done on the phone, go back to the man at the desk to get the address for Ray's Bookmakers — you're next stop.

At Ray's Bookmakers, you spot the cab Candy Edwards is in. It's time to do some more tailing. Tail the cab, making sure to leave enough distance so as to not be spotted. The cab leads you to the Interstate Bus Depot.

## Interstate Bus Depot

When you arrive at the Interstate Bus Depot, you have to keep hiding from Candy Edwards. After she checks a few things, she goes to the ladies' room. Head towards the door and you hear some screaming. Then there's a cut-scene.

After the cut-scene, look around for clues. Directly in front of you on the floor on the left you find the clue: Revolver. On the right, you find her purse, which gives you the clue: Movie ticket. Those are all the clues here. (At this point, I like to exit through the window.) Head to the Egyptian Theater to continue the case.

## Egyptian Theater

There's not much detective work at the Egyptian Theater. Go inside and there are some cut-scenes and some gunfights. After you kill everyone, there is another cut-scene and the case is over.

# Manifest Destiny

After a brief introductory cut-scene, it's time to get started on your last Vice Desk case. Go to the crime scene at the 111 Club.

## The 111 Club

When you arrive at the 111 Club, go inside for brief cut-scene. You get a few people of interest, and then you need to start looking for clues. You can take a look at the body by the bar, which updates your POI but does not give you a clue. Turn around and turn left out the door to go into another room with a body. There's no clue here either, though. Go back into the room where you looked at the first body. Go to the right past the bar and into the room with the stage.

In the middle of the room on the floor there is a trumpet case. Investigate the trumpet case carefully; pick up each mouthpiece and put it back down to reveal a secret compartment in the case. In the secret compartment on the left is the clue: Blue Room pass. To the right of that is a syringe, which updates your clue: Morphine.

When you are finished with the trumpet case, investigate the body on the floor behind you. In the right jacket pocket, you find a syrette, again updating your clue: Morphine. Continue through the door to the right of the stage.

In this room there are some very interesting clues. Directly in front of you when you walk in the room is a large crate of cigarettes. Investigate them to get the clue: Valor cigarettes. To the right of that, investigate the gun rack to find the clue:

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BARs. After some conversation with your partner, you also get the clue: Coolridge Heist.

After finding all the clues, head back into the room where you investigated the first body, the room with the circular bar. It's time to question the hostess:

- 111 Club shooting incident >> Choose "Doubt."
- Knowledge of McGoldrick >> Choose "Truth."

That's it for the 111 Club. Remember you found the Blue Room pass in the trumpet case. Head over there to continue the case.

## The Blue Room

When you arrive at the Blue Room, head inside to start another cut-scene. Your partner Earle then goes over to the bar while you question Elsa Lichtman:

- Army surplus morphine >> Choose "Doubt."
- Morphine overdose victims >> Choose "Doubt."

This is your last question for Elsa, and there is another cut-scene. After the cut-scene, you have to tail Elsa. Like any other tailing objective, keep a safe distance and don't get spotted. There is another cut-scene, and the case continues the next morning at the Mocambo Club.

## The Mocambo Club

The cut-scene continues when you arrive at the Mocambo Club. When the cut-scene ends, you have to follow the maître d' to the table where the Meyer Cohen is seated. Then another cut-scene and it's time to question Meyer Cohen:

- Finkelstein drug operation >> Choose "Doubt."
- 111 Club shooting incident >> Choose "Doubt."

It turns out Meyer Cohen isn't very helpful. After you are done with your questions, there is another cut-scene and the case continues at the Hollywood Police Station.

## Hollywood Police Station

The location changes, but once again you are still in a cut-scene. After the cut-scene, follow your partner Earle to Harold Caldwell's office. Then there is yet another cut-scene. At the end of that cut-scene, Caldwell produces a copy of the manifest. Investigate the right side of the manifest. Click on each line that is circled in red. Click on line number 3 to update the clue: Stolen BARs. Next, click on line number 5. Then choose line number 9 to update clue: Stolen Valors. Then choose line number 11; this won't give you a clue, but you need to click it to start another cut-scene. During this cut-scene you hear a report of a shooting. Make your way to the Bus Shooting to continue the case.

## Bus Shooting

At the Bus Shooting, you have to subdue (i.e. kill) the sniper. He's armed with a BAR, so you need to stay out of sight as much as possible. The best way to do this is to run as fast as you can up the sidewalk towards the building that the sniper is on. He will shoot you a couple times, but you should make it alive if you are running. When you are at the base of the building, he won't be able to shoot at you anymore, so you can easily go around the back of the building.

Climb up the fire escape on the back of the building. When you get to the roof, you have to kill the sniper. He will be aware of your presence, so be careful because he is still holding a

BAR. When you kill him, head over to his body to search for clues. You can investigate his gun, but it won't give you a clue. Go to the sniper's body. In the right jacket pocket, you find the clue: Sniper's pocketbook.

After you investigate the sniper's body, a brief cut-scene puts you back on the ground, and it's time to question Felix Alvarro (handling these questions correctly will unlock The Fighting Sixth Achievement):

- Informed of Coolridge heist >> Choose "Doubt."
- Motive for shooting >> Choose "Lie," and use the clue: Sniper's pocketbook as evidence. This gives you the clue: 6th Marines.

After questioning Alvarro, go use the telephone by the ambulance and get Jack Kelso's address. Head there to continue the case.

## Kelso's Apartment

There's another cut-scene upon arrival at Kelso's apartment. You don't actually do anything here. The cut-scene just shows you taking Kelso into the Hollywood Police Station for questioning.

## Hollywood Police Station

When the cut-scene is over, you are immediately questioning Jack Kelso:

- Army surplus morphine >> Choose "Doubt."
- Ex-Marine McGoldrick >> Choose "Truth."
- Arms stolen from Coolridge >> Choose "Truth."
- SS Coolridge robbery >> Choose "Doubt."

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After you are done questioning Jack Kelso, there is another brief cut-scene informing you of another shooting, this time at Robert's Diner. Go there and continue the case.

## Robert's Diner

You arrive at the diner just in time to chase the suspects. Chase them in your car until the ditch their car in an alley. Shoot them down to finish the chase.

After the chase is over, search around the bodies for clues. Between the bodies and behind your partner Earle, there is a newspaper on the ground. After the newspaper story, search the body to your left. In his right jacket pocket, you find the clue: Shooter's notebook. In his left jacket pocket, you find the clue: Copy of manifest. Those are all the clues. Head over to the Hollywood Post Office to continue the case.

## Hollywood Post Office

There's yet another firefight going on at the Hollywood Post Office. Shoot them down. After the gunfight, you are placed next to a body. Investigate the body for clues. While you are searching, the body murmurs some things, giving you the clue: Beckett's confession. In his left hand you find the clue: Business card. Before you leave, walk past the front desk and you see a lot of papers on the floor. In a little room on the right there is another body. Search the left jacket pocket for the clue: Note. After you find all the clues, go to Grauman's Chinese Theater.

## Grauman's Chinese Theater

There's a cut-scene when you arrive and then you have to chase down some masked gunmen. After the chase, they still want to

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fight. Shoot them down to end this section of the case. Then go to the Meeting Place.

## The Meeting Place

There is another gunfight at the Meeting Place. Kill the bad guys, and then go back to the station.

## Hollywood Police Station

When you arrive at the station, there is another brief cut-scene as the Captain summons Earle to his office. After the cut-scene, head to Interview Room 2 to question Sheldon:

- 6th Marines being targeted >> Choose “Lie,” and use the clue: Note as evidence.
- SS Coolridge robbery >> Choose “Lie,” and use the clue: Beckett’s confession as evidence.

There are some more cut-scenes, and that ends your last Vice case, unlocking the No Rest for the Wicked Achievement.

# Arson Desk


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# The Gas Man

After Phelps' behavior on the Vice desk, he has been reassigned to Arson, the last Desk in *L.A. Noire*. In the introductory cut-scene, you are instructed to investigate two locations: Steffens House Fire and Sawyer House Fire.

## Steffens House Fire

When you arrive at the Steffens House Fire, there is a cut-scene and then it's investigation time. Your first objective is to interview Don Steffens. When you first go up to speak to him, he gives you the clue: Competition ticket. Then proceed with your questions:

- Travel competition >> Choose "Truth."
- Suburban redevelopment >> Choose "Doubt."

After the questions, go to the left side of the house (the side that the fire truck is parked on) to find the last clue: Heater serviced by Ryan. Go use the phone to find the address for Suburban Redevelopment fund. That will be useful later. In the meantime, go check out Gulliver's Travel Agency.

## Gulliver's Travel Agency

When you arrive at Gulliver's Travel Agency, there is another cut-scene. The man working there John Cunningham produces a ledger. Click on the line for Steffen and Sawyer. Then it's time to question Cunningham:

- Suburban redevelopment >> Choose "Truth."
- Promotional travel contest >> Choose "Doubt."

Time to move on to our next stop: the Sawyer House Fire.

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## Sawyer House Fire

Pull up to the Sawyer House Fire, and you are greeted with another cut-scene. After the first cut-scene, walk in to the crime scene, and there's yet another cut-scene. After the cut-scene, start your investigation. You can investigate the deceased, but there is no clue there. Walk towards the fire truck to find the only clue here: Regulator valve. There is another cut-scene, and then a chase sequence. If you are fast enough to catch him, you can tackle the suspect to get the Asphalt Jungle Achievement if you don't have it already. If you aren't fast enough, he will clothesline you, and you'll have to beat him into submission. There are some more cut-scenes, and then move on to Suburban Redevelopment.

## Suburban Redevelopment

When you get here, you learn that Elysian Fields is involved, and you get a new location: Fire Station No. 32. Head there to continue the case.

## Fire Station No. 32

When you pull up, it will put you inside the station, but you have to walk towards the fire chief to get things going. He shows you another heater to give you the clues: InstaHeat Model 70 and Heater serviced by Varley. Then he explains how the explosion works and asks you to figure out the puzzle.
Here is how to complete the Fire Station Puzzle (from left to right):

(source) >> Pilot Light (the pipe) >> Regulator Valve (blue knob) >> Expanding Gas (balloon)

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Turn the lever, and the Fire Station Puzzle is complete. The fire chief then tells you to go to the InstaHeat Factory.

## InstaHeat Factory

Walk inside the InstaHeat Factory, and the receptionist refers you to Mr. Vasic. On the way, you can take a look at the advertisement for the new heater model, but it won't give you a clue. Continue to the back of the room and Vasic's office is directly in front of you when you go through the door.
When you walk into his office, there is a cut-scene, and then you start your questions:

- InstaHeat Model 70 >> Choose "Doubt." This gives you the clue: Ivan Rasic's statement.
- Heater service history >> Choose "Lie," and use "Heater serviced by Ryan" as evidence.

After these questions, Rasic gives you the new clue: List of gas fitters. Go to the phone to check the history of the men on this list. This phone call gives you three new clues: Clemens' criminal record, Ryan's criminal record, and Varley's criminal record. Go back and talk to Rasic again. He then takes you to their lockers.

Investigate the men's lockers. To the left is Clemens' locker, where you find the clue: Clemens' anarchist pamphlet. The middle locker is Ryan's locker where you find the clue: Ryan's anarchist pamphlets. The locker on the right is Varley's locker, where you find the clue: Mosquito coils. This is it for the InstaHeat factory. Go to Clemens' Worksite to continue The Gas Man case.

## Clemens' Worksite

Go to Clemens' Worksite and question him:

- Knowledge of Varley >> Choose "Doubt" to get the clue: Walter Clemens' statement.
- Employment with InstaHeat >> Choose "Doubt."
- Knowledge of Ryan >> Choose "Lie" and use the clue: Clemens' anarchist pamphlet as evidence.

After the interview, it's time to go talk to Ryan.

## Ryan's Worksite

When you arrive at Ryan's Worksite, Ryan tries to escape, and you must pursue in your car. If you are going after a five-star rating in this case, be very careful because there are a lot of pedestrians around, and if you run over them, it will severely impact your rating at the end of the case. After the chase, Ryan is arrested, and it's time to move on to the next location: Varley's Worksite.

## Varley's Worksite

When you arrive at Varley's Worksite, he immediately starts to flee on foot. Don't shoot him. Fire a warning shot to get him to stop. If you don't have it already, this will unlock the Not So Hasty Achievement. After Varley is under arrest, head back to the station to question your suspects.

## Wilshire Police Station

When you arrive at the police station, go to interview room 2 to question Varley:

- Work at Sawyer residence >> Choose "Lie" and use the clue: Heater serviced by Varley as evidence.

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- Suburban Redevelopment >> Choose “Lie” and use the clue: Walter Clemens’ statement as evidence.
- InstaHeat Model 70 >> Choose “Lie” and use the clue: Mosquito coils as evidence.

You are given the option to charge Varley, but leave the interrogation instead to go talk to Ryan. Press B and go to interview room 1.

At interview room 1, question Ryan:

- Anarchist literature >> Choose “Lie” and use the clue: Ryan’s anarchist pamphlets as evidence.
- InstaHeat Model 70 >> Choose “Lie” and use the clue: Ivan Rasic’s statement as evidence.
- Suburban Redevelopment >> Choose “Doubt.” This gives you the clue: Matthew Ryan’s statement.
- Attempted murder charge >> Choose “Lie” and use the clue: Ryan’s criminal record.

Now you have the choice to charge Ryan or Varley.
Charge Ryan, and The Gas Man case is over.

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# A Walk in Elysian Fields

Start off your second case on the Arson Desk at the crime scene.

## Crime Scene

After the introduction cut-scene, go the crime scene with your partner. When you walk up to the house, the coroner greets you and asks you to follow him in. There is then a brief cut-scene explaining briefly what has happened and giving you the following information:

- POI: Morelli family
- Clue: Bodies moved
- Location: Morelli House Fire

Now it's time to look for some clues on your own. You can investigate the bodies, but there is no clue to be found. Directly behind you at marker B, you find the clue: Family photograph. After finding this clue, there is another little cut-scene, after which Biggs runs outside. Go outside to talk to Biggs.

While talking with Biggs, you decide to start canvassing the neighbors, but before you do, go ahead and get some more clues. In the front yard on the right is a newspaper for you to collect. After collecting the newspaper, move along the right side of the house to marker C to find a new clue: Water heater.

Head towards the neighbor to ask him some questions, but investigate his yard before you get to him. There are two clues by the tree in his front yard: Cigarette butts and Boot prints. After collecting the clues, go over to talk to the neighbor. When you first start talking to him, you get two pieces of information:

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- POI: Dudley Forman
- Clue: Weekend away

Then it's time for some questions:

- Morelli fire witness report >> Choose "Doubt" to get the clue "Houses being demolished"
- Suspicious activity >> Choose "Doubt" to get POI "Smoking man"
- Planned Demolitions >> Choose "Doubt" (new POI "Monroe?")
- Promotional travel contest >> Choose "Truth."

After your questions, your partner comes up to talk to you. He brings you the clue: Origami crane. Unfold the crane to get this information:

- Clue: Elysian Fields flyers
- Location: Elysian Fields?

Dudley comes out and shows you the same flyer.

After the cut-scene, go over to the phone to find out information on Elysian Fields Developments. You get the address but then have to talk to your commander who disapproves of your investigation of Elysian Fields, so you and your partner decide to investigate Rancho Escondido instead.

## Rancho Escondido

When you arrive at Rancho Escondido, the site of another fire, a short cut-scene plays, and you then must pacify the brawlers. This is another good place to get the Keep a Lid On Achievement if you don't have it already.

After the brawl, it's time to start looking for clues. Approach the burnt house directly front of you, and a little to the right is a clue: Poor cement quality. That's the only clue at Rancho Escondido, and you decide to head to Elysian Fields.

## Elysian Fields

When you arrive at Elysian Fields, enter the building and talk with the receptionist at the first desk. Then head up the stairs and speak with the second receptionist. While you are speaking with the second receptionist, Monroe comes out and invites you into his office. In Monroe's office, you can look at the displays, but there is no clue. Go to Monroe's desk to start questioning him:

- Elysian linked to arsons >> Choose "Doubt"
- Promotional travel contest >> Choose "Lie" and use the clue "Elysian Fields flyers"
- Local land acquisitions >> Choose "Doubt"
- Rancho Escondido fire >> Choose "Lie" and use the clue "Poor cement quality"

This line of questioning unlocks the Huckster achievement.

After questioning Monroe, go back towards the desk in front of you and investigate the information there. A list of names is displayed. Choose Herbert Chapman to get a new person of interest: Herbert Chapman and a new clue: List of contractors. Go downstairs and use the phone. After a cut-scene, you are alerted of Chapman's address.

## Chapman's Apartment

Go to Chapman's Apartment. After the neighbor tells you he's not there, investigate the trunk of Chapman's car. In the trunk you find two clues: Mosquito coils and .45 caliber ammunition.

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After you find the clues, you spot Chapman leaving the laundromat. He sees you, too, and hijacks a trolley. Chase the trolly down, and when it stops, get out of your car and shoot Chapman. There are a few cut-scenes and then the case is over.


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# House of Sticks

In this case, you are playing as Jack Kelso, whom you have already met through some cut-scenes in the game and in the case Manifest Destiny.

At the beginning of the case, you immediately get a clue: Settlement letter. You also get two people of interest: Elsa Lichtmann and Lou Buchwalter. After the cut-scene, you are looking at the case file. Find the pink property details and click the bottom right corner to flip it over and reveal the insurance statement below. This gives you the clue: Buchwalter case file. Close the file.

You now begin questioning Elsa Lichtmann.

- Disputed claim payout >> Choose “Doubt.”
- Connection to Buchwalter >> Choose “Doubt.”
- Motive for dispute >> Choose “Truth.”

After your questioning there is a brief cut-scene. Then follow a secretary to Curtis Benson’s office where there is another cut-scene. After the cut-scene, you are on the street and headed towards the Elysian Fields Site.

## Elysian Fields Site

When you arrive at the Elysian Fields Site, enter the office and go to the first desk. Investigate to find a clue: Cement delivery receipt. Move on to the next desk to find two more clues: Demolition order and Company memo. After finding these clues, walk out of the office. A man accosts you for snooping around. Beat him up, and he tells you where the Buchwalter accident occurred. Continue your investigation at the demolished house.


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## Demolished House

When you arrive at the demolished house, investigate around the red flags until you find one that is a puzzle. You have to select the broken piece of wood that spells out the name "Keystone Film Studios." This gives you the clue: Broken wood.

After solving the puzzle, a man on a bulldozer starts to chase you. This chase sequence can be difficult because the bulldozer moves a little bit faster than Kelso can run. You can turn around to shoot at the driver, but doing so is tricky because if you make a mistake, you'll be eating a bulldozer blade. The best way to escape the bulldozer is to turn and shoot after the second obstacle, and then run the rest of the way. After you escape from the bulldozer, go use a telephone to find the address for Keystone Film Studios.

## Keystone Film Studios

When you arrive at the studios, there is a cut-scene where you bribe the guard to let you in. After the cut-scene, climb over the gate to the studios, go straight, and enter the room on the left under the sign that says "Screening Room." Investigate the case in the middle of the room. Work the three dials to make the movie play: the top dial will be pointed straight up, the middle dial should be towards the left, and the bottom switch should be in the up position. Watch the movie to get the clue: Film. After the movie, go to the table behind you to find another clue: Film canister.

Go back towards the entrance to the studios, hop the gate you came in at first, and then hop the gate to your left where you see a lot of lumber piled up. Investigate the pile of lumber immediately to your right after hopping the fence for another

clue: Inferior quality lumber. Turn around and investigate the stack of lumber behind you to find the clue: Lumber delivery receipt. Hop back over the gate and go use the phone in the security guard's shack. After the cut-scenes, head to the Elysian Fields Site Two.

## Elysian Fields Site Two

When you arrive at the second Elysian Fields site, go into the house in front of you with the light on the second floor. Go upstairs and fight the three goons. After the fight and the cut-scene, escape from the goons and evade them in the chase. Go to Elsa's apartment to close the case.

# A Polite Invitation

In this case, you are again playing as Jack Kelso. After the introductory cut-scene, your first objective is to pay Curtis Benson a visit.

## Curtis Benson's Apartment

When you arrive at the apartment building, check the mailboxes to find Benson's apartment number; he's in #2. Go left at the top of the stairs to find it. After the cut-scene, search Benson's apartment for clues. Go into the bedroom and another cut-scene plays. After the cut-scene, walk around Benson's couch to the table to find the clue: Share certificate. Go to the desk to the left of the table to find another clue: Insurance agreement. Now go back and question Benson:

- Motive for fraud >> Choose "Lie" and use the clue: Share certificate as evidence.
- Suburban Redevelopment >> Choose "Lie" and use the clue: Insurance agreement as evidence.
- Buchwalter case settlement >> Choose "Doubt"

After questioning Benson, return to your car and go to California Fire & Life.

## California Fire & Life

Enter the building and take the elevator. Turn right off the elevator to go to your office. Investigate the case file on your desk and select the address on the blue print for the clue: Buchwalter case file. While still looking at the file, investigate the pink piece of paper, specifically the line that reads $3500 to find the second clue: Improved land value. Then there is a cut-scene.

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## Hall of Records

After the cut-scene, you find yourself at the Hall of Records. Enter the Hall and talk to the guard at the desk. Then go up the stairs to the land registry department. Talk to the man at the desk and follow him to the Suburban Redevelopment Fund records. While you are looking at the ledger, turn the page and click on the name C. Sheldon for person of interest: Courtney Sheldon.

Then follow the man to a map to locate 34 degrees, 4 minutes, 29 seconds north and 118 degrees, 17 minutes, 58 seconds west. This gives you the clue: Elysian lot number 1876988. Follow the man to the adding machine to convert the number to a letter. A little bit of a cryptic explanation helps you figure out to look in row U. When you get there, pull out a ledger and find the name Randall Jones. Click the name, and a cut-scene starts. After the cut-scene, shoot the goons to start another cut-scene, giving you the person of interest: Dr. Harlan Fontaine.

## Kelso's Apartment

After the cut-scene, you are back in your apartment building. Answer the phone to start another cut-scene. You get a new person of interest: Leland Monroe, and a new location: Leland Monroe's Mansion. After this cut-scene, go to Monroe's Mansion to continue the case.

## Leland Monroe's Mansion

When you arrive at the mansion, a cut-scene shows you meeting up with your friends before you storm the mansion. Fight through the men in the courtyard to get to the mansion. Once inside the mansion fight through each room until you find Monroe. A cut-scene plays, and then you are free to investigate his room. Find a newspaper on the table behind his desk. Investigate the

picture next to the newspaper as well. Look in Monroe's safe and investigate the three items there. Finally, look on Monroe's desk for a file with a list of names in it. Click the name "Sawyer" to start another cut-scene and close the case.


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# A Different Kind of War

After the introduction to the final case in *L.A. Noire*, you start off again as Kelso, and you are trying to find your suspect. Kelso has found the names of three pest control businesses where he thinks he might find his man. Start off your search at Rapid Exterminators.

## Rapid Exterminators

When you arrive, walk in the building and talk with the man behind the desk. He tells you that the man you're looking for doesn't work there. Be sure to collect the newspaper on the counter before you leave. Head to your next stop: Nuclear Bug & Rodent Control.

## Nuclear Bug & Rodent Control

Go in and talk to the man behind the counter. He's not very helpful. Move on to the next place: Westlake Pest Control.

## Westlake Pest Control

Walk into the shop to start a cut-scene. Kelso gets the address, and the gameplay shifts back to Phelps who is at the investigation at Dr. Fontaine's house.

## Dr. Fontaine's House

Walk in the house and keep going until you find the corpse. On the desk, you find another newspaper to collect. After collecting the newspaper, move to investigate the items on the desk. Trace the blank paper and then slide the newspaper over to get the clue: Freeway route.

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Go to the table next to the doorway to investigate a file there. Read the first piece of paper and then flip it over to reveal a list of names. Click on the name “Sawyer” to get the clue: Fontaine’s blackmail papers.

Close the file and look behind you for the crystal ball. Investigate it to get the clue: Crystal ball.

Walk through the doorway by the table where you found the blackmail papers into a room with medical supplies. There is a cabinet in the corner. Investigate the cabinet for the clue: Morphine cabinet. A cut-scene plays, and we are playing as Kelso again.

## Rancho Rincon

Kelso has gone to find his suspect at Rancho Rincon. Head into the house to start investigating. On the right when you enter, you find the clue: Flamethrower on the table. Walk to the back of the house to the right, and the camera pans around to show you the origami cranes. To the right of the door, there are pictures on the wall. Investigate these pictures for the clue: Photographs of Okinawa. Move over to the table to investigate the origami and get the clue: Origami cranes. A little to the left of the cranes, you find the clue: LA River Tunnels. When you walk out of the room, a cut-scene starts.

## Streets of L.A.

After the cut-scene, you are supposed to escort Kelso. Disable the attacking vehicles to continue. Then there’s another cut-scene.

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## L.A. Tunnels

Fight your way through the tunnels. There aren't any clues down here, just a bunch of bad guys. Fight your way through all of the goons, and eventually you find your suspect. Afterwards, there are several cut scenes and the end of the game, unlocking the Moth to a Flame Achievement.


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# Downloadable Content:

# Extra Cases


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# A Slip of the Tongue

A Slip of the Tongue starts with a report of a stolen car, your first clue. Head out of the police station and follow the yellow flag on your mini-map to find the stolen car. When you find the car, chase down the driver by ramming his car until you can end the chase. (If you are successful in stopping him before backup arrives, you'll get the Achievement Nowhere in a Hurry). When the chase is over, there's a cut-scene where the suspect Cliff Harrison produces the clue: Receipt. Then you have to question the Harrison:

- Vehicle reported as stolen >> Choose "Truth." He gives you the clue: Harrison's ownership papers.
- Motive for flight >> Choose "Doubt." Vehicle purchase details >> Choose "Truth."

When you are done questioning Harrison, he is taken away for grand theft auto, and you head over to where the car was purchased: Coombs Automotive Co.

## Coombs Automotive Co.

When you arrive at the Coombs Automotive Co., head into the lot towards the owner Richard Coombs. There is a brief cut-scene, and then you follow him into his office. He presents two items for you to peruse. On the left is the clue: Archer's ownership papers. When you are investigating the pink slip, investigate it further to find information about Marquee Printing Company. Put the ownership papers down, and to the right you find the clue: Bill of sale. Then it's time to question Coombs:

- Details of transaction >> Choose "Truth." This gives you the clue: Check.
- Description of suspect >> Choose "Truth."
- Association with Marquee >> Choose "Truth."

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- Check payment details >> Choose “Doubt.”
- Suspicious transaction >> Choose “Doubt.”

When you are done questioning Coombs, go use the telephone by the street. You get the person of interest: James Belasco, who is being held at the station for grand theft auto. Before you go back to the station, swing by the address on Archer’s ownership papers: 146 North Fremont Avenue. This gives you the clue: Fake address. Then go back to the station to question Belasco.

## Central Police Station

When you arrive at the station, go to Interview Room 2 to question James Belasco. Before you get to start asking questions, Belasco produces the clue: Belasco’s ownership papers. Undeterred, it’s time to question Belasco:

- Stolen auto courier >> Choose “Doubt.”
- Association with Archer >> Choose “Lie,” and use the clue: Archer’s ownership papers as evidence.
- Auto theft racket >> Choose “Doubt.”
- Stolen vehicles warehoused >> Choose “Doubt.”

Those are all the questions for Belasco. There’s a cut-scene with another detective Ray Pinker as you are heading out of the station. Pinker gives you an address, a person of interest: Gordon Leitvol and the clues: Note from Ray Pinker and Pink slips. When the cut-scene is over, a patrol man stops you as you are walking out of the station to tell you Jean Archer has been spotted. Go to the Western Union Office to intercept her.

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## Western Union Office

When you arrive at the Western Union Office, there is a cut-scene, and then you question Jean Archer (getting all these questions right unlocks the Femme Imbecile Achievement):

- Stolen Kaiser Frazer >> Choose “Doubt.”
- Association with Belasco >> Choose “Lie,” and use the clue: Belasco’s ownership papers as evidence. This gives you the new clue: Known associates of Archer.
- Stolen auto courier >> Choose “Doubt.” She gives you the address for the warehouse for the stolen cars.

After the questions and the following cut-scene are over, you can go to 58 Industrial Street to finish the case faster, but to get all the clues and five stars, you need to go to Marquee Printing Company first.

## Marquee Printing Company

At Marquee Printing Company, head inside to talk to the owner Gordon Leitvol. Question Leitvol:

- Knowledge of theft racket >> Choose “Doubt.”
- Pink slip supply >> Choose “Doubt.”
- Coombs Auto deliveries >> Choose “Doubt.”

Leitvol then produces a ledger. Click on the line for S. Bigelow at 58 Industrial Street. Head to 58 Industrial Street to continue the case.

## 58 Industrial Street

When you arrive at 58 Industrial Street, there is a brief cut-scene where you and your partner figure out a plan, and then you have a shootout with the goons of the auto theft racket. (During

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the Industrial Street raid, kill a goon by shooting the hanging engine block to unlock the Chop Shop Achievement.)

After all the bad guys are down, go in the door at the end of the walkway to find Steven Bigelow waiting for you with his hands in the air. Look around his office to get some more clues. On the desk behind Bigelow you find the clue: Box of pink slips (unlocking the Racing for Pinks Achievement). On the table by the filing cabinet, there are two items to investigate. On the left is the clue: Delivery note. On the right is the clue: Betting slips. After you find the clues, it's time to question Bigelow:

- Pink slip supply >> Choose "Doubt." This gives you the clue: Gambling debts.
- Association with Leitvol >> Choose "Lie," and use the clue: Note from Ray Pinker as evidence.

When the questions are over, head back over to Marquee Printing Company to finish the case.

## Marquee Printing Company

When you arrive go inside to question Leitvol again:

- Deliveries to Industrial St >> Choose "Lie," and use the clue Betting slips as evidence.

That's it. The case is over, and you earn The Printer's Devil Achievement.

# The Naked City

The Naked City starts with reports of a homicide with Army morphine as the weapon. The cut-scene gives you the clue: Morphine. Then head over to the Crime Scene to start the case.

## Crime Scene

When you arrive at the crime scene, go inside and up to apartment 6 on the second floor. After a cut-scene, investigate the apartment for clues. Go into the first room on the left for a cut-scene with the coroner.

There is a break in the cut-scene for you to investigate the body. Look at the head to get some information. Look at the victim's right arm for some other information. Look at the left arm for the clue: Black sapphire ring. The cut-scene continues, and you get the clue: Two suspects.

After the cut-scene is really over, continue your investigation of the apartment. Go out of the bathroom and into the second room in the apartment. There is a jacket hanging close to the wall opposite the door you just entered—investigate it for the clue: Men's smoking jacket. On the floor by the foot of the bed, there are some pills you can look at, but no clue. On the nightstand on the right of the bed is a pillbox. Investigate it to get the clue: Sleeping pills. Investigate it further to get the clue: Benzedrine prescription and a new person of interest: Dr. Stoneman.

Go back through the hallway and into the living room. On the other side of the couch is a cabinet with three pictures on it. Pick up each picture and investigate each picture further. The picture in the middle gives you the clue: Modeling job, and when

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you investigate it further, you get a new objective: Investigate D'Assine.

Those are all the clues in the victim's apartment. Go out of the apartment and downstairs to find your last clue at the crime scene. When you get to the first floor, on the right side of hall is a trashcan next to a potted plant. Investigate it to find the clue: Morphine syrette. (If you've followed this case guide carefully, you will have just unlocked the Good-Looking Corpse Achievement).

After you have found all the clues, head back up to the apartment to question the victim's maid Virginia Reynoldson (she's sitting at the table behind the couch in the living room):

- Victim's state of mind >> Choose "Lie," and use the clue: Sleeping pills as evidence.
- Victim's personal life >> Choose "Lie," and use the clue: Men's smoking jacket as evidence. This gives you the clue: Housekeeper's statement.
- Relationship with victim >> Choose "Doubt."

After your questions, head over to Dr. Stoneman's Practice to continue the case.

## Dr. Stoneman's Practice

When you arrive at the practice, go in the double doors in the front of the building and look at the sign on the right side of the hallway to find Dr. Stoneman's office: room 505. Take the elevator at the end of the hall up to the fifth floor. After a couple cut-scenes, it's time to question Dr. Stoneman:

- Relationship with victim >> Choose “Lie,” and use the clue: Benzedrine prescription as evidence.
- Additional medications >> Choose “Doubt.”

After your questions, head out of the office and continue the case at the D’Assine Dress Store.

## D’Assine Dress Store

At D’Assine Dress Store, go inside and talk to the lady at the desk, who turns out to be the owner of the store. After brief introductions, you question the Dress Store Owner:

- Victim’s employment history >> Choose “Truth.”

After you question the owner, you are introduced to the victim’s friend Heather Swanson. A brief cut-scene gives you the clue: Pearl ring. Afterwards, you have some questions for Swanson:

- Relationship with victim >> Choose “Truth.”
- Informed of ‘Mr. Henderson’ >> Choose “Truth.”

After your questions, there’s another cut-scene. After the cut-scene, go use the telephone by the street. The coroner wishes to see you. Head to the Hollywood Receiving Hospital to meet him.

## Hollywood Receiving Hospital

Go inside and find the morgue (there are signs on the walls with arrows pointing to the morgue). A cut-scene gives you the coroner’s autopsy report. This gives you the clue: Murder. The coroner asks you to take a look at something. Go to the counter and investigate the harmonica, but it doesn’t give you a clue.

Head out the door and across the parking lot to the police station. You need to question Henry Arnett in Interview Room 2:

- Relationship with victim >> Choose “Doubt.”
- Informed of ‘Mr. Henderson’ >> Choose “Lie,” and use the clue Housekeeper’s statement as evidence.
- Burglary suspect Leblanc >> Choose “Doubt.”

After questioning him there is another cut-scene, and then you have to tail the lying Henry Arnett (If you can tail him without being spotted, you’ll unlock the Fakeloo Achievement). After tailing him in your car, there will be cut-scene, and then you have to keep tailing him on foot. Duck into doorways and beside buildings to avoid being seen.

When you complete the tail, there is a cut-scene that gives you the clue: Train ticket. You then meet up with your partner again who gives you the clue: Fabergé cigarette case. When you’re done talking with your partner, go use the telephone highlighted on your mini-map. This conversation gives you some more information. Then, head over Hollywood Ninth Beat to continue The Naked City.

## Hollywood Ninth Beat

When you arrive you immediately have to start chasing some bad guys. Chase them to a construction site and shoot them down. After the gunfight, there’s a cut-scene. After the cut-scene, go back to the station

## Hollywood Police Station

At the station, there is another cut-scene. An officer provides the clue: Contraband list for you to investigate. Click on the Pearl ring, Sapphire ring, Fabergé gold cigarette case, and Silver pillbox. Then go find Mrs. Evestrom at the Evestrom residence.

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## Evestrom Residence

There is a cut-scene when you arrive, and then you question Mrs. Evestrom:

- List of stolen items >> Choose “Lie,” and use the clue Fabergé cigarette case as evidence.
- Burglary incident report >> Choose “Truth.”

After your questions, there is another cut-scene, and afterwards you need to drive Heather Swanson to Arnett’s Apartment (escort Heather Swanson to Arnett’s apartment without damaging your vehicle to unlock the Chauffeur Service Achievement).

## Arnett’s Apartment

When you arrive, head inside and talk to the man at the desk. He tells you Arnett is in apartment 30. Take the elevator up. When you get to the apartment, Arnett is on the floor, and you have to chase a fleeing suspect. Chase the suspect as far as you can, and then there is another cut-scene.

The cut-scene puts you back in Arnett’s apartment. Search the apartment for clues. Directly in front of you on the floor is a suitcase. Investigate the suitcase. On the right is the train ticket. On the left is the clue: Vacheron Constantin watch. Then question Arnett:

- Professional burglary ring >> Choose “Lie,” and use the clue Fabergé cigarette case again as evidence.
- Motive for Randall Murder >> Choose “Lie,” and use the clue Train ticket as evidence.
- Identity of ‘Mr. Henderson’ >> Choose “Lie,” and use the clue Contraband list as evidence.

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After questioning Arnett again, go back to Dr. Stoneman's Practice to continue the case.

## Dr. Stoneman's Practice

When you arrive at Dr. Stoneman's Practice, head inside for a cut-scene. Stoneman has a lot to share. After the cut-scene, use the telephone on Stoneman's desk, which gives you a new lead. Then head to Willy's Apartment.

## Willy's Apartment

There's another cut-scene when you arrive. After the cut-scene, search around for Willy. To find Willy, find the intersection of Vine and Hollywood. Walk north up Vine on the west side of the street. When you go far enough there is a cut-scene, and then you have to chase Willy to the roof.

When you get all the way to the top, you find Willy climbing a tower. Your job is to shoot him down. (While doing this, if you shoot every letter down from the tower at the Broadway Hotel, you'll unlock the Give My Regards Achievement).

After the gunfight, there's a cut-scene and the case is over, unlocking the Eight Million Stories Achievement.

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# Nicholson Electroplating

After a brief introductory cut-scene, drive with your partner to the explosion site to start the case.

## Nicholson Electroplating

When you arrive at the explosion site at Nicholson Electroplating, you first need to stop two fleeing looters. It's quite simple to just shoot them as they are fleeing.

After you stop the looters, follow your partner into the destroyed building to find the coroner by an ambulance and some corpses. There is a brief cut-scene, and then it's time to look for clues.

After taking a look at the corpses, continue further into the rubble and turn left at the vehicles that are parked there. There are two men talking. Walk past them on a path through the rubble. The path forks. Head to the left, and underneath a bent I-beam, you will find a tattered garment. Investigate it to get the clue: Laundry tag.

Continue on the path, and an officer summons you. Investigate the case that he is looking at. In the top left corner of the case, check the camera to find two clues: Espionage and Spy camera. To the right of that is an earring that doesn't give you a clue, but Phelps puts it in his pocket instead of back into the case. To the right of that is a business card that gives you the new POI: Tomoko Okamoto. Below that is a piece of paper and a ring to decipher the message. When you click to investigate it, it gives you the clue: Undeciphered message. You then use the ring to decipher the message.

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## Solving the Cipher Puzzle

The Cipher Puzzle in Nicholson Electroplating can easily be solved. The key to the cipher is written on the paper: H = K. There are two moveable parts on the tool to decipher the message. Move the outer ring, the one with the large letters on it, so that the letter K is at the top under the red arrow. Then move the smaller, inner ring so that H is also at the top, underneath the red arrow and under the large letter K. When the rings are in this position, you can then start to decipher the message. When you move the outer ring, the inner ring moves along with it.

The goal is to match up the letter that is at the top of the inner ring with the letter on the undeciphered message so that you can figure out what it says. For instance, the first letter on the undeciphered message is K. So you move the cipher rings so that the letter K on the smaller, inner ring is at the top under the red arrow. The letter N will then be written on the top left corner of your screen, and you can move onto the next letter: S. Move the inner ring so that the smaller, inner ring has the letter S at the top. The letter V will then be written in the top left corner of the screen, and you can move on to the next letter.

Follow this same method until you decipher each letter in the message, and you will spell out: N VERMONT AVE. This updates your clue to: Deciphered message.

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## Continuing the investigation at Nicholson Electroplating

Head back under the I-beam where you found the first clue, and take the other side of the fork that you passed earlier. Follow the path around to the right, and an officer calls out for you. Investigate the object he's looking at for another puzzle.

The prop spinner puzzle is a lot simpler than the last one. Simply line up the letters on the spinner. Your controller vibrates when you are in the right position, and you have to hold it still on the position for a few seconds to solve it. The words spell out: P&W WASP MAJOR R-4360. This gives you the clue: Airplane part, and it unlocks The Nose Knows Achievement.

Take the path back out to where the cars are parked, then continue on towards the entrance of the building to find the owner Fred Nicholson. He introduces himself, and then you have some questions:

- Nicholson plant explosion >> Choose Doubt.
- Whereabouts of Okamoto >> Choose "Lie," and use the clue: Spy camera as evidence.
- Whereabouts of McLellan >> Choose Doubt.

After you question Fred Nicholson, get in your car and go use the telephone at the corner of Hobart Boulevard and Oakwood Avenue to find the address of Superior Laundry Services. After you get the address, head over to the Deciphered Address.

## Deciphered Address

When you arrive at the Deciphered Address, look at the mailboxes to find that Tomoko Okamoto is in apartment 1. Go upstairs, and

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it is your first door on the right. Enter the apartment to see that it has been ransacked, and then start looking for clues. Find all the clues in Okamoto's apartment to unlock the Skeletons In The Icebox Achievement.

Open the refrigerator to find a dead body. The body falls out on the floor for you to investigate. Investigate the head and move it to the right to get the new POI: John Doe. Investigate the body's left arm to get the clue: Wristwatch. Investigate the right arm for the clue: ring. That's all on the body.

Walk around to the fireplace. There is a shiny, gold object on the hearth; investigate it to find the clue: Tie pin. Walk towards the bedroom door, and you can investigate the bloodstain on the wall and floor, but it doesn't give you a clue. Continue into the bedroom. Walk past the bed, and on a shelf you find another earring. Phelps discovers that it matches the one he found at the explosion site, and puts them together to give you the clue: Microfilm. This also unlocks the Skeletons In The Icebox Achievement. After you find all the clues, head to Superior Laundry Services to continue the case.

## Superior Laundry Services

When you arrive, head to the desk in the back to talk to the worker. He produces a ledger for you to look at. Click on the entry for J2620 to get the new POI: Oscar Hangstrom. Phelps puts down the ledger. Walk towards the door to use the telephone in the laundry (this updates your clue: Prop spinner). After your phone call, go to Hughes Aircraft.

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## Hughes Aircraft

There is a brief cut-scene when you arrive at Hughes Aircraft. After the cut-scene, follow Vernon Mapes into the facility. There is another brief cut-scene showing Howard Hughes "Spruce Goose." After the cut-scene, you question Mapes:

- Nicholson plant explosion >> Choose "Doubt."
- Knowledge of Okamoto >> Choose "Doubt."
- Knowledge of McLellan >> Choose "Lie," and use the clue: Prop spinner as evidence.

After you question Mapes, go up the stairs behind you and enter the office. In the back of the office, there are two photographs on a desk. The photograph on the right gives you an Unknown Address. The photograph on the left gives you the clue: Photograph. Go out of the office to the hangar. When you go down the stairs, walk straight to the three engines in front of you.

After you look at the center engine, walk to the nose of the airplane. At the nose by the stairs, investigate the barrels to get the clue: Linseed oil. Go up the stairs into the body of the plane. Go up the ladder on the right when you are inside. At the top of the ladder on a bulletin board, you find the clue: Navigation note. The note has the coordinates:

*Latitude 24° 15′ N,*
*Longitude 76° 00′ W*

After you get the navigation note, walk towards the nose of the plane and sit at the machine to the right. Put in the coordinates you found. This gives you the clue: Bahamas. Then it's time to go back to the police station.

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## Wilshire Police Station

When you arrive, go to the officer at the front desk. He informs you that you are wanted in tech services. Go downstairs to meet Pinker. (There are signs on the wall for technical services if you need them.)

When you find Pinker, he shows you some photographs that you need to investigate. These are the photos:

1st photo: Phelps (no information)
2nd photo: Zoom in on the watch and ring.
3rd photo: Zoom in on Mapes' tie pin.
4th photo: Zoom in on the notes.
5th photo: Zoom in on the two walking men.
6th photo: Zoom in on the house number.

After you are done looking at the photographs, Pinker wants you to do an experiment. Use the eyedropper to put a drop from each bottle into the petri dish. There is a cut-scene showing Phelps being knocked to the ground by the explosion caused by the concoction.

After the cut-scene before you leave tech services, walk around the desk that has the photographs to the other magnifying glass. Use it to zoom in on the document there to get the clue: Aluminum polishing patent. Go to the House in the Photograph to continue the case.

## House in the Photograph

Head inside the house, and investigate the gas on the floor. Walk into the area with a bed. At the foot of the bed there is a little table that has a ticket and a passport on it. Investigate

them both, and then you see a Molotov cocktail thrown into the house. Your partner Biggs instructs you to shoot the gas line by the stove (which is a large red tank). Shoot it and follow Biggs out of the house.

There is a cut-scene, and then you have to chase Mapes by car. Pursue him to Hughes Aircraft on your first attempt to unlock the Out Of The Frying Pan Achievement. Mapes will lead you through a few alleys and yards before getting onto a main road. When you are on the main road, some opposing vehicles will try to stop you. Give them a little nudge if you need to, and they shouldn't give you much trouble. When you arrive, if you were able to apprehend Mapes in your first attempt, you will unlock the Achievement, and then you have a shootout.

## Hughes Aircraft (again)

During the shootout at Hughes Aircraft, several vehicles pull up with bad guys in them. If you can kill the drivers of two of the MP vehicles before they pull up, you will unlock the Bulletproof Windshield Achievement.

This is a very difficult achievement to unlock. The first car pulls up in front of you, coming from your left. If you fail to get him before he gets out of the car, just get yourself killed so you can try again. After getting the first driver, go to the trunk of the car to pull out a machine gun. Stay in the street while you are fighting, and another car will approach you from the street (observe its approach on your mini-map). Stand in the middle of the street, and the car will drive directly at you. Shoot the second driver as he is pulling up. Once again, if you fail, get yourself killed so you can try again. There are two

other MP cars, but they come from a much more difficult angle and are even harder to get. The first two are your best bet.

After the firefight outside, head into the hangar that you were in before to continue the fight. When you kill all the bad guys in the hangar, the case will be over, unlocking the The Big Unfriendly Achievement.

# Reefer Madness

Back on the vice desk with your partner Roy Earle, the Reefer Madness case starts off with a very short intro cut-scene. You are given the POI Freddie Calhoun and the location Mike Lyman's Bar. Head to the bar to start the case.

## Mike Lyman's Bar

When you arrive at the bar, walk inside and straight to the back to find Freddie Calhoun. Go up to his booth and talk with him. There are no questions here; Calhoun just gives you some information in exchange for cash. Among the information he gives are: the new POI Juan Garcia Cruz and address of his residence—your next stop.

## Juan Garcia Cruz's Residence

When you arrive at Juan Garcia Cruz's Residence, a cut-scene plays showing Cruz opening fire on you and Earle. Though you could shoot the gunmen from the front, an easier way, and the way to get your first achievement in Reefer Madness, is to sneak around the back.

When the shootout starts, Cole is ducked on the sidewalk by a stone fence. Follow the fence to the left and go into the neighbor's yard. Walk to the back of the yard and climb over the fence behind Cruz's residence. Go in the back door and shoot the two gunmen. This unlocks the Forcible Rear Entry Achievement.

After a brief cut-scene, it's time to investigate the stash house. Directly in front of you after the cut-scene is the body of one of the gunmen. Investigate his right jacket pocket to find his wallet, informing you that this is the famous Juan

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Garcia Cruz. In his left jacket pocket, you find the clue: Gunman's silver dollar.

When you are done investigating Cruz's body, turn around to find a notepad on the cardboard boxes. This gives you the clue: Masangkay, a word that at this point makes no sense.

To you right you can see the door to the kitchen. To the right of the door to the kitchen there is a stack of cardboard boxes. Investigate the boxes, and Cole sees that they are from Parnell's Soup Company. You can use the telephone to your left to get an address for the Parnell Soup Company.

Go past the boxes and turn left into the bedroom in the back corner of the house. In the corner of the room, there is a newspaper opened to a page with an ad for Parnell's Soup Company, which gives you the address for the 20th Century Market. You need to find this to unlock an achievement.

In the kitchen, you can find a sketchbook on the counter with some sketches of a woman and some reefer. This doesn't give you any clues, though.

Go out the back door (the one you kicked in to raid the house in the first place), and walk to the shed directly in front of you as you exit the house.

Cole kicks in the door. There is a row of shelves on your left as you enter the shed. In the first section, there are two cans of no interest that you can investigate. In the second section, there are four cans, but you can only investigate the two in the

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middle. The one on the right gives you a surprise, and the one on the left opens a secret room.

Go into the secret room and directly in front of you there is a can opener. Investigate it to see two highlighted cans to the right. Open one to get the clue: Soup cans. Open the second can to unlock your second achievement in Reefer Madness: the Soup in the Pot Achievement.

After your done playing with cans, go to the desk to find a ledger. Juan is dead, so you're looking for a pattern in the deliveries to find a new lead.

Click on any line with E.J.'s name on it. This gives you the clue: Tijuana dope shipments. The musical signal that you have found all the clues plays.

At this point you have a choice. To find all the clues, answer all the questions, and get a five-star rating on Reefer Madness, you have to go to Parnell's Soup Factory first. This is your only opportunity to question Mr. Parnell and Sergio Rojas and to get the Sergio's silver dollar. However, to unlock the High Flyer Achievement, you have to go directly to 20th Century Market from Cruz's residence. The most efficient way to do this is to go to Parnell's Soup Factory on your first play-through of the case to get your five-star rating and then replay this first part of the case and go directly to the 20th Century Market to get the achievement.

## Parnell's Soup Factory

When you arrive, go inside and speak to the receptionist. She leads you up to Howard Parnell's office. Parnell presents a

ledger. Look for the name Jorge Garcia Cruz. After you find his name, it's time to question Parnell:

- Factory sealed soup cans >> Choose "Doubt."
- Parnell's Soup Company >> Choose "Doubt."
- Knowledge of Cruz brothers >> Choose "Doubt."
- Inside man Jorge Garcia >> Choose "Truth."

After your questions, Parnell shows you around the factory. During your tour, you get the new POI Sergio Rojas. Talk to him to get the clue: Sergio's silver dollar. Then ask Sergio a question:

- Factory sealed soup cans >> Choose "Doubt."

After you question Sergio, look at the ledger on the desk next to you. Click on any entry for 20th Century Market. You are done with the ledger. Then ask Sergio another question:

- 20th Century Market >> Choose "Lie," and use the clue: Juan's silver dollar as evidence.

After your tour of the Parnell Soup Factory, head to 20th Century Market.

## 20th Century Market

When you arrive at the 20th Century Market, there is a cut-scene. (If you skipped the soup factory and came here directly from Cruz's house, the High Flyer Achievement will unlock after the cut-scene.)

Don't be too distracted by the achievement, though, because one of the suspects has started to flee, and you have to chase him down. Chase the suspect out the back of the building. If you are fast enough, you can tackle him in the parking lot. If you can't

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tackle him, follow him up a ladder. When you catch up with him, you have to beat him in a brawl.

After you beat him, Cole convinces him to give up any drugs that he's carrying. A little bit later, he also turns over a silver dollar, giving you the clue: Shopkeeper's silver dollar. Then he hands over his wallet for identification. Investigate his identification to get his name: Airto Sanchez. You then question Sanchez:

- Knowledge of 'E.J.' >> Choose "Lie," and use the clue: Juan's silver dollar as evidence. This updates the POI to Ernesto Juarez.
- Parnell's Soup shipments >> Choose "Doubt."

(If you went to Parnell's Soup Factory first, you will also have a third question available)

- Juan and Jorge Cruz >> Choose "Truth."

Those are all the questions for Airto Sanchez. A cut-scene plays, and you are (back) at Parnell's Soup Factory.

## Parnell's Soup Factory

After the cut-scene you get to raid Parnell's Soup Factory. Grab a different gun out of your trunk if you like, then head into the building. Inside you find other police officers positioned for the raid. Like any other raid, just shoot all the bad guys. Be careful not to kill any civilians.

After all the goons are dead, there is a short cut-scene. Head into the room in front of you and investigate the body on the floor. In the body's left hand you find the clue: Gunman's silver dollar. In his shirt pocket you find his wallet,

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identifying the gunman as Juarez, but this doesn't give you a clue.

Go back out into the main room, and investigate the box that Earle is standing by. This gives you the clue: Boxed marijuana shipment. There is another brief cut-scene where an officer asks you a question. Then follow him through the factory and up some stairs to another body. In the corpse's left hand is a wad of cash. In his shirt pocket you find the clue: Jorge's silver dollar. Then there is another cut-scene.

After the cut-scene, Ray Pinker has laid out for you the US Morgan silver dollars puzzle. There are some letters printed on each silver dollar. Move the coins around so that the letters spell out Masangkay Metals. This unlocks the Spare A Dime Achievement and gives you the clue: Collected silver dollars. Go to Masangkay Metals to continue the case.

## Masangkay Metal Warehouse

The gate is locked at the Masangkay Metal Warehouse, so you have to find another way in. Most of the perimeter has barbed wire around the top, but if you follow the fence around to the left, there is a section in the wall where the barbed wire is missing. Climb over that section to get inside the fence.

Once inside, go around to the back of the building to find an open door. Go inside and shoot any hostiles, making your way back towards the front of the building. Go up the stairs you find at the end of that room. On the next level, go with Earle through the rooms, fighting of any gunmen that pop up. Go up another flight of stairs and there are more gunmen to subdue.

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Find the office on that top level to find the ringleader Victor Sanders. Another cut-scene plays, and the case is over, unlocking the Every Herb Bearing Season Achievement.


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