

ROCKSTAR GAMES PRESENTS

L.A. NOIRE

COVERS MICROSOFT XBOX 360[®] AND
PLAYSTATION[®] 3 COMPUTER
ENTERTAINMENT SYSTEM

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REEFER MADNESS



This is a Vice squad case originating in LAPD's Hollywood Division, and your partner is Roy Earle. Lieutenant Archibald Colmyer explains the latest case.

Freddie Calhoun, 26-year-old Caucasian male, drug addict, and sometime police informer, requests a meeting. Roy and the Lieutenant are familiar with the kid. They both seem doubtful his information will be worth the asking price. Cole and Roy are to meet Freddie at Mike Lyman's bar. Even if he knows nothing about marijuana distribution, Roy might enjoy the chance to catch up.

Objectives

- * Drive to Mike Lyman's Bar
- * Talk to Freddie Calhoun
- * Investigate Cruz residence
- * Subdue Juan Garcia Cruz
- * Search Cruz's home for clues
- * Investigate Parnell's soup factory
- * Interrogate Howard Parnell
- * Interrogate Sergio Rojas
- * Investigate 20th Century Market
- * Apprehend grocery clerk (Sanchez)
- * Interview Arto Sanchez
- * Raid Parnell's soup factory
- * Investigate Parnell's soup factory
- * Investigate Masangkay Metals

CASE REPORT

TOTAL NUMBER OF KEY CLUES	13
TOTAL NUMBER OF INTERVIEW QUESTIONS	9

Fail Conditions

- * Phelps dies.
- * Lose Sanchez.

Prerequisites:

- ✓ The Black Caesar

LOCATION: HOLLYWOOD POLICE DEPARTMENT, DE LONGPRE AVE.

TRAVEL TO MIKE LYMAN'S BAR.

You are at the Hollywood Police Station ①. Your destination is already set to Lyman's bar ② on Hollywood Blvd. and Wilcox Blvd. Take Roy's convertible parked in the station's side parking lot. Oh, and although you probably don't want to, take Roy with you too.



LOCATION: LYMAN'S BAR

TALK TO FREDDIE CALHOUN, THE INFORMANT.

When you enter the bar, Roy spots Freddie in the back room. Enter the back room and press the appropriate button to trigger a quick cinematic where Freddie asks for an informant payment from Roy. Roy offers him less than he is expecting,

and both Cole and Roy sit down with the informant. Cole starts out by asking Freddie about the reefer. Freddie says they bring in fifty pounds a week to Juan Garcia Cruz at 1452 North Las Palmas.

That's all the information you need. Cole and Roy get up from the table and toss the informant a twenty for his info. "Investigate Cruz Residence" becomes a new objective. Juan Garcia Cruz's Residence becomes a new location and Juan Garcia Cruz becomes a P.O.I.



LOCATION: JUAN GARCIA CRUZ'S RESIDENCE

TRAVEL TO JUAN GARCIA CRUZ'S RESIDENCE.

Exit the bar and drive to Juan Garcia Cruz's Residence ③ a few blocks west of the Hollywood Police Station. When you arrive at 1452 North Las Palmas, you and Roy walk down the sidewalk toward the home. In the establishing cinematic, a gunman is seen pointing a machine gun out the window in your direction.



When he opens fire, both you and Roy duck down for cover behind a cement yard wall. You yell at Roy to call for help while you find another way inside the house.



SUBDUE JUAN GARCIA CRUZ

Stay covered behind the short wall in front of Cruz's

house to avoid machine gun fire from two gunmen in the front windows. Look for unbroken cover further toward the privacy fence to the left. While you squat-walk, you can pop up and shoot the two gunmen during the brief moment when they empty a magazine and begin to pull back from the window into cover to reload.

Unload on them during that short period of vulnerability. After you kill both gunmen, the property is barricaded as a crime scene and you find yourself inside the home when control returns to you.

INVESTIGATE THE CRIME SCENE.

INVESTIGATE THE LIVING ROOM.

You begin the investigation in the living room, where one of the gunmen lies dead in a pool of blood on the hardwood floor. Straddle the victim and search his body thoroughly. A wallet is in his right coat pocket (the left side, looking down at the body). Investigate the left flap to confirm that this is in fact Cruz's body. Juan Garcia Cruz becomes a P.O.I. Cole deduces that the house is his residence, but obviously a front with all the boxes stacked around.



You can find a large coin in Cruz's left pocket. This adds **Juan's Silver Dollar** as a new clue. Move to the stack of boxes to the left of Cruz's body (toward the house's front wall). Here you find a notepad with "Masangkay" scribbled on it. **Masangkay** becomes your latest clue.



Head to the boxes stacked near the kitchen doorway. When you find the clue vibration, investigate closer and you discover the label on the boxes: **Parnell's Soup Co (?)**. This becomes a new Location. A phone call is necessary to confirm the location.



SEARCH THE BEDROOM.

Find the newspaper on a stack of boxes in the bedroom.

Pick it up and examine it to obtain the new objective: Investigate 20th Century Market. This also becomes a new Location in your notebook. Cole deduces that Parnell is keeping Juan stocked with soup. After thumbing through the interesting art book on the kitchen counter, exit the home through the back door to find a chicken coop in the backyard.

SEARCH THE CHICKEN COOP.

Examine the cans on the shelves in the chicken coop's first room. When you pick up a can, reposition it in your hand until you can investigate it further. Upon further investigation, Cole opens the can and looks inside. Most cans contain screws and bolts. One contains a surprise pop-out clown, which tickles Roy's



funny bone. But the most important one unlocks the secret door to the back room.

Enter the back room in the chicken

coop, and use the can opener to open the soup cans near the opener. Marijuana is stashed inside both of the cans near the opener. "Someone at the cannery has a lot of explaining to do," says Cole. "Investigate Parnell's Soup Factory" becomes a new objective, and **Soup cans** become a new clue.

Search the table at the back of the small chicken coop room, and you can find a ledger with the title, "Parnell's Soup Company Delivery Ledger." Finding the ledger adds the factory to your Locations in your notebook.

You need to find a pattern in the deliveries. As you glide your finger over the entries in the ledger, you see that "E.J." is repeatedly the name associated with the person delivering the product originating from Tijuana. **Tijuana dope shipments** becomes your new clue and "E.J.?" becomes a new P.O.I.

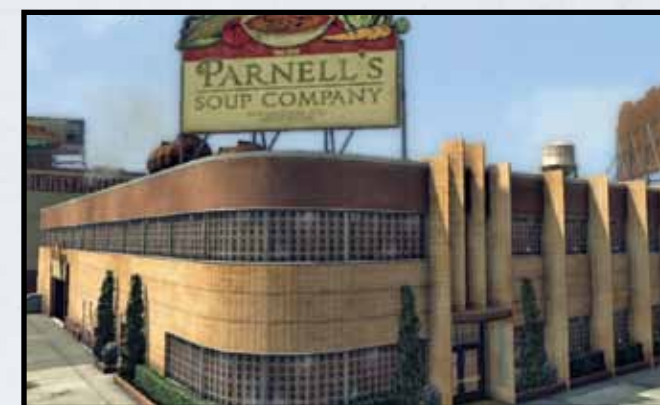


Key Clue Checklist: Juan Garcia Cruz's Residence

- ✓ Juan's silver dollar
- ✓ "Masangkay"
- ✓ Tijuana dope shipments
- ✓ Soup cans

DRIVE TO PARNELL'S SOUP CO. FACTORY

Exit Cruz's home and enter Roy's convertible cruiser. Set Parnell's Soup Co. Factory as your next location ④. When you reach the location, you gain control of Cole with Roy by his side, standing a few yards from the factory entrance.



LOCATION: PARNELL'S SOUP CO. FACTORY

Enter Parnell's and speak to the receptionist at the front desk. Cole asks the receptionist for the name of the factory owner. "Howard Parnell," she answers. As she attempts to leave the room to announce your arrival, Cole insists that he and his partner accompanies her so there's no chance of an escape. Howard Parnell becomes your latest P.O.I.



Follow the receptionist up the stairs to the second floor, where she puts you in the care of Parnell's personal secretary, Doris. Follow Doris into Parnell's office on the left. Your entrance goes the way you planned; Howard Parnell was not prepared for your entrance. He's surprised to find you and your partner in his office.



SPEAK WITH HOWARD PARNELL

Sit down in front of Howard Parnell at his desk. Cole asks Parnell why they found five-dollar bags of marijuana in sealed Parnell's soup cans. He denies knowing anything about it, so Cole asks for a list of employees. His secretary brings in a list of employees.

INSPECT PARNELL'S OFFICE

Doris lays the employee records ledger on the desk in front of Cole. Open it up and slide your finger to the middle of the second page. Tap your finger on the name "Jorge Garcia Cruz" to make him a new P.O.I. His address is also confirmed.



INTERVIEW: HAROLD PARNELL

TOPIC: PARNELL'S SOUP COMPANY

Cole asks Parnell about his sales. Parnell responds that everything is just dandy. His face drops from a smile to a blank stare.



CORRECT ASSESSMENT: DOUBT

Cole points out how much trouble Parnell is in and demands that he comes clean. Parnell admits that things are a little flat. Because of the lack of military contracts, they are lowering production.

TOPIC: FACTORY-SEALED SOUP CANS

Cole tells Parnell that the factory-sealed cans suggest a very professional operation. Parnell sticks to his guns. He continues to deny involvement with the same doubtful face seen before.

CORRECT ASSESSMENT: DOUBT

Cole threatens Parnell by unleashing half of the LAPD into his factory to tear it apart looking for evidence. With that, Parnell admits that he employs a lot of illegals.

TOPIC: KNOWLEDGE OF CRUZ BROTHERS

Cole asks Parnell if he knows Juan Garcia Cruz. Parnell answers "no." Cole points out that Juan has a brother employed at the factory. Parnell continues to deny knowing the Cruzes. He ends with the same troubled look on his face.

CORRECT ASSESSMENT: DOUBT

Cole points out that the brothers have the same address and that Juan was shot dead less than an hour ago. Parnell tries to change the subject.

TOPIC: INSIDE MAN JORGE GARCIA

Cole asks Parnell to tell him what he knows about Jorge Garcia Cruz. Parnell claims not to even know his last name. With a very straight face, Parnell says that Jorge's team does daily maintenance on the conveyor belts and cookers.



CORRECT ASSESSMENT: TRUTH

Parnell shares Jorge's nightshift schedule with Cole. Cole tells Parnell that he'd like to take a look at the factory floor.

FOLLOW PARNELL TO THE FACTORY FLOOR.

Follow Parnell out of his office, down the hallway past his secretary, through a doorway, and down a set of stairs to reach the factory floor. First, he shows you where the produce is loaded onto the conveyor. Next, follow him as he climbs a set of stairs and stops next to a second staircase. He shows you the hopper that boils and purées the vegetables.

Follow him down the stairs and follow him to the ladling area. Cole asks to see the packing and dispatch area. Follow Parnell a few more yards. He introduces you to Sergio Rojas, who becomes a new P.O.I. Sergio is one of the factory's dispatchers. He records all deliveries in a book on the nearby desk.



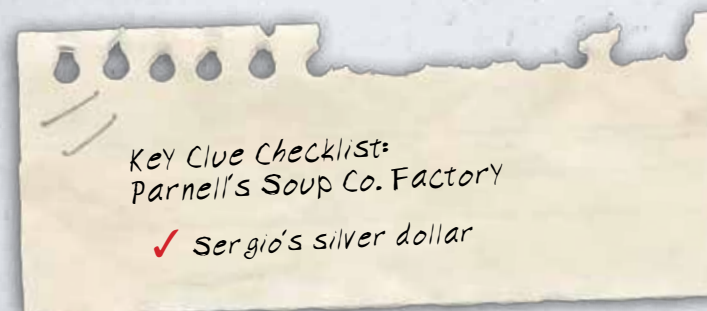
INVESTIGATE FACTORY FLOOR. Open the ledger on the dispatcher's desk. Roy reminds you that you should be looking for repeat business in large quantities. Tap on 20th Century Market, and Cole tells Parnell that there's enough soup

going to this place every day to feed a company of Marines. The ledger doesn't give up any clues.

Head to the soup can shelf behind desk and use the can opener to pop open a couple cans. Soup is all you find. Parnell boasts, "What were you expecting?" Cole assures him that he'll be back during the nightshift.

SPEAK TO SERGIO ROJAS.

Now walk up to the dispatcher leaning against the wall, and Cole asks the man to show him the coin that he's twirling in his fingers. It turns out to be similar to the one found on Cruz's dead body. **Sergio's silver dollar** becomes a new clue. Sergio says it brings him luck.



INTERVIEW: SERGIO ROJAS

TOPIC: FACTORY-SEALED SOUP CANS

Cole asks the dispatcher if he has access to the canning area. The suspect says he does but he keeps to his station, which is loading and unloading. He gives you an odd look after finishing his sentence.



CORRECT ASSESSMENT: DOUBT

Cole threatens the man with deportation. Sergio then explains that they get a shipment once every two weeks. Ernesto does the driving. He doesn't know the driver's full name. It arrives at night and Jorge gets it canned up, and from here, it is sent all over the country.

TOPIC: 20TH CENTURY MARKET

Cole asks Sergio what he knows about the 20th Century Market. Sergio claims he knows nothing and that he gets his orders from upstairs. Cole follows up, "so you don't know Juan Garcia Cruz?" The dispatcher denies knowing Juan. He squints and looks out the corners of his eyes and blinks. He's lying and you have proof.

CORRECT ASSESSMENT: LIE
EVIDENCE: SERGIO'S SILVER DOLLAR

Cole accuses Sergio of lying; to back up the accusation, choose "Sergio's silver dollar" from evidence. Cole tells Sergio that they found a matching silver dollar on Juan Garcia. Sergio says that Juan and Jorge aren't brothers and that they are actually cousins. They work for the same evil gabacho. This man is the one giving out silver dollars. Also, 20th Century is always on the list of deliveries.

Cole asks Sergio to keep his mouth shut for a day to keep him from having to be arrested. Sergio agrees on the deal.

As you leave the factory, Cole announces that it is imperative that things appear as normal so their bust goes off without a hitch. Parnell relaxes a bit and plays along to avoid being stuck with a factory with no illegals.



TRAVEL TO 20TH CENTURY MARKET

As you set your destination for 20th Century

Market 5, Roy asks if you know who's running this operation. You know one thing for sure: it's not those guys at the factory.

LOCATION: 20TH CENTURY MARKET

When you arrive at the market, Roy tells Cole to sit tight and stake out the joint for a while to get a feel for what's going on there. Roy calls for support shortly after watching multiple suspicious customers walk in and out the market. When the cops move into position, Roy and Cole sprint into action. When Cole tells everyone inside not to move, a clerk takes off running through the back door.



APPREHEND GROCERY CLERK

Run after the clerk as he sprints out of the market through the back door. Veer left out the back door and chase the clerk as he heads southeast around a filling station. The suspect climbs a ladder to a rooftop, to a nearby building behind the filling station.

Follow the suspect across the rooftop. When you lose sight of the suspect on a rooftop patio, Cole gets cold-cocked by the clerk from around a corner. Now the chase turns into a fistfight. Defeat the clerk in this hand-to-hand challenge, and a cinematic takes you back into the market with the clerk in custody.

Cole demands the clerk to hand over whatever he is holding. He hands over a bag of marijuana. When asked to turn out his pockets, the clerk produces another silver dollar. The Shopkeeper's silver dollar becomes a new clue.



When asked for identification, the shopkeeper hands Cole his wallet. Investigate the left side to get the Airtó's silver dollar clue, and Airtó Sanchez becomes a new P.O.I. The I.D. proves that Airtó is a resident of Mexico. Leverage. Cole demands information and threatens to hand him over to immigration if he doesn't comply.



Key Clue Checklist: 20th Century Market

- ✓ Shopkeeper's silver dollar
- ✓ Airtó's silver dollar

INTERVIEW: AIRTO SANCHEZ

TOPIC: KNOWLEDGE OF "E.J."

Cole demands Airtó to give up E.J., the driver bringing the shipments. Airtó says all he does is run the shop and then looks at Roy and Cole as if he had just swallowed a jalapeño.



CORRECT ASSESSMENT: LIE
EVIDENCE: AIRTO'S SILVER DOLLAR

Choose "Lie," and Cole strongly demands that Airtó admit that he is in with the other suspects. Airtó asks what makes him part of that gang. Select "Airtó's silver dollar" to back up your accusation. Airtó claims that the silver dollars are Ernesto Juarez's mark. He continues to tell you where and when you can find Juarez. Ernesto Juarez becomes your new P.O.I.



TOPIC: SHIPMENTS OF PARNELL'S SOUP

Ask Airtó about the soup, and he simply responds that everyone loves the soup. He obviously looks like he's lying but you have no evidence to prove him otherwise.

CORRECT ASSESSMENT: DOUBT

Choose "Doubt," and Roy threatens to knock out Airtó's teeth. With that, Airtó spills the beans. He gets a delivery at 7:30 every other day from the factory. Jorge organizes everything.

TOPIC: KNOWLEDGE OF CRUZ BROTHERS

Cole tells Airtó that Juan is dead and asks him how he knows the Cruz boys. Airtó continues, "Ernesto put together this thing. He brought in Juan. Juan brought in Jorge."

CORRECT ASSESSMENT: TRUTH

Airtó says he was already in. Ernesto knows he's illegal, so he threatened to report him if he didn't help. Cole arrests Airtó but reassures him that he'll speak to the DA and see if he will agree to not seize his assets or deport him.

LOCATION: PARNELL'S SOUP FACTORY

After arresting Airtó, a cinematic shows Roy and Cole staking out Parnell's 4. Roy thinks it's an interstate operation moving dope around the country. Suddenly, a truck drives up to the factory. Roy suggests waiting to move after they unload the goods first. When it's go time, an entire squad rains down on the factory.



RAID PARNELL'S SOUP FACTORY

Drive up to the front of the building where you entered earlier in the day. Take a more powerful weapon from the trunk of the police car near the door. Enter the front door and find a couple of police officers covering the first-floor factory entrance. Kick in the door and shoot any uncovered enemies you lock onto as you



make a beeline for the nearest cover. Eight enemies appear on the mini-map. Take out flanking enemies before you move deeper into the factory; you don't want to move in too deep too soon, or you'll end up with enemies in front of you and behind you.

Try covering behind the first table you reach, and then shoot the man through the window on your left. Infiltrate the Machinery Repairs room to your left.

Take the dead man's shotgun. All other enemies are too far away for the shotgun to be effective, so move out of the room and seek cover behind the crates and sacks to the left. Use the shotgun to take down the three enemies covering among crates and boxes around the conveyor belt. The furthest enemy in this section is the man covering behind the conveyor. Take out all three from this position.



Cover behind the tall crate stack where the rightmost enemy was standing. Use his cover to target two more first-floor targets

under the upper-floor walkway. Work your way slowly up the stairs in this area, looking for the remaining two targets on the second floor. When these final two men are killed, a cinematic takes you back down to the first floor where the investigation begins.

INVESTIGATE PARNELL'S SOUP FACTORY

SEARCH THE BODY OF ERNESTO JUAREZ

Follow the uniformed policeman into the Machinery Repairs room on the left. Investigate Ernesto's dead body on the floor. Take the wallet out of the man's shirt and inspect the left side. Here you find positive I.D. and residence. He too has a Tijuana address.

In Ernesto's left hand, you can find a silver dollar. This adds **Ernesto's silver dollar** to your list of clues.



SEARCH THE CRATES NEAR ROY

Exit the Machinery Repair room and head toward Roy. Inspect the boxes behind him. Inside the largest box is a large stash of marijuana. This adds **Boxed marijuana shipment** to your list of clues.



SEARCH UPSTAIRS

Head to the top floor and investigate the dead body there—find the uniformed police officer upstairs, and you'll find the dead body nearby. Reach into the dead man's shirt pocket to find the clue: **Jorge's silver dollar**. In his left hand, you can find a large wad of cash.

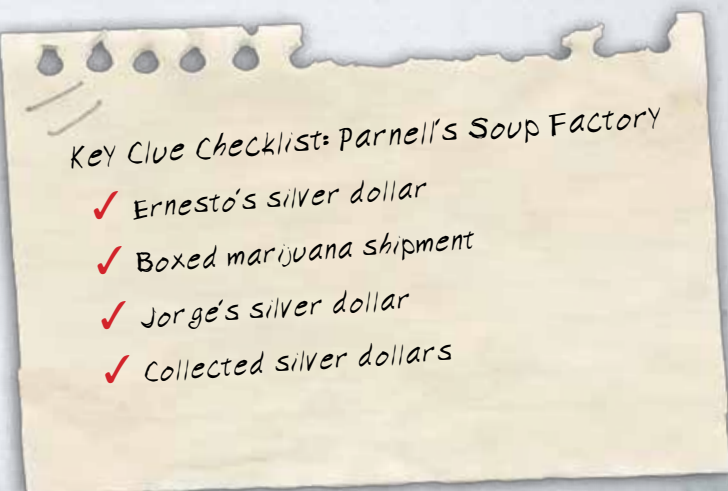


INVESTIGATE THE COIN COLLECTION

After discovering all the clues, Carruthers and Ray meet you on the first floor to show you more evidence. Ray asks you to look at the coin collection. Approach the dispatcher desk and investigate the coins. There are letters cut into each coin. Arrange the coins so that the dark lettering on them reads continuously from left to right. When you finish, the coins together should read, "Mas-ang-kay Met-als." When you complete the coin puzzle, **Collected silver dollars** becomes your latest clue.



"Masangkey Metals(?)" is added to your Locations. Ray just happens to know the address, saving you a trip to a gamewell. "Investigate Masangkey Metals" becomes your next objective. Exit the factory and head there now.



DRIVE TO MASANGKAY METAL WAREHOUSE

Masangkey Metals ⑥ is already selected as your destination in the Locations section of your notebook. Drive or be driven to the metal foundry now. It's a few blocks south of Parnell's at 1034 Vine St., Hollywood.

LOCATION: MASANGKAY METAL WAREHOUSE

When Roy and Cole arrive at the warehouse, they find the large front entrance gate locked up. Re-enter your vehicle and head right (south) around the building.



Take a left on Romaine Avenue and look for the alley opening on the left behind Masangkey. (You can also find a hole in the fence of the parking lot beside Masangkey for a more direct route.)



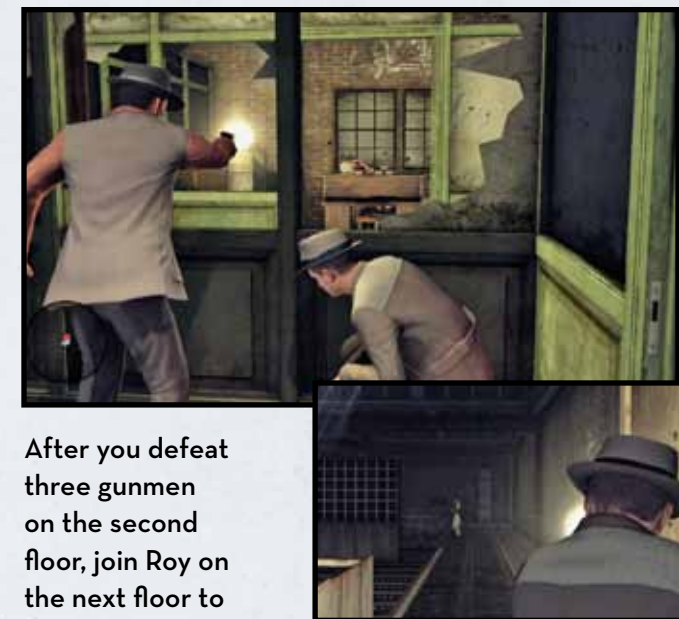
Follow the alley to the end, and climb the wall pipe in the

corner to the left. When you reach the rooftop, veer to the right and find a pipe over the right edge; climb down to reach Masangkey grounds. When you touch down on the asphalt, head left around the back of the building to cover the back door.

Cover against the large, open barn doors in the back. You can spot a group of three seated men playing cards in the warehouse's back-right corner. Don't wait for them to attack first. Go ahead and shoot one of the enemies before they get up from the table. If you get the chance, gun down one of the remaining two men running for cover. Move into the warehouse and find cover. Move to the back of the warehouse, always keeping cover or having cover objects a button press away.



Pick up the dropped weapon from the furthest enemy. Climb the stairs in the back-right stairwell to reach the second floor. The second floor is a network of small offices adjoined by a central hallway. Move through the offices or hallway slowly. Be ready to cover and shoot at enemies popping up in offices and on the mini-map at the last second.



After you defeat three gunmen on the second floor, join Roy on the next floor to help him defeat the remaining four enemies. Use the objects along the walls for cover, or use the outer catwalk edge's covered railing areas.

After you eliminate the gunmen, join Roy at a closed office door at the warehouse's west end, also on the second floor. Kick in the door, and a cinematic begins. Roy and Cole infiltrate the room and scream at Victor Sanders to put his hands up.

It quickly becomes apparent that Roy and Sanders know each other. They have "an arrangement," Sanders says. Sanders carries on about how they won't be able to make anything stick because of the connections he has. Regardless, he is arrested and the case is complete.