L.A. NOIRE Speedrunning Site

THE DRIVER’S SEAT

Your first assignment is to investigate a rail depot with a vehicle showing signs of foul play, put Phelps' mastery to work.

<img>

**Central Station**

Out of the two-minute introductory cutscene, hold sprint and move forward to leave the briefing room. Turn right out of the door and go down the stairs. Open the right door on the first set of doors to your left.

As you open the door, turn the camera around 180deg manually instead of using the look back button, and walk towards the car.

<img of how getting out of central should work>

As Cole asks if Bekowsky “knows the place,” hold the enter vehicle button and sprint to make Bekowsky drive to the crime scene, and to make sure he at least jogs to the driver’s side door.

Manually looking back means the camera can stay directed towards the open door. If the camera was not pointed at the open door, it would close automatically and your partner would have to open the door again, losing time in the process.

This is what the start of most cases would look like.

Once in the car, skip the drive using A or X on the controller, or backspace on the keyboard.

\*Note for PC users: all skippable cutscenes use backspace to skip; however, some may use enter which will be specified throughout\*

**Crime Scene**

Skip the cutscene and sprint forward out of the cutscene. Go in between the trashcans and the telephone pole to avoid talking with the patrolman and head for the wallet and glasses in front of the car.

Pick up the wallet and inspect the ID of Adrian Black on the left side pocket.

<img of the path> <img of wallet>??

As Cole inspects it, open the map to mark the Black Residence as a destination on the map (hit M on the keyboard to immediately bring up the map). It’s northwest from the crime scene, and it’s quite far so zooming out helps. You can avoid this strat all together if you wish, but a useful skill to pick up later as it helps shave a couple seconds of time.

<img of the map>

Put down the wallet and sprint back to the car. Make Bekowsky drive you to the Black Residence. If you didn’t marker, the notebook will come up automatically.

**Black Residence**

At the Black Residence, knock on the front door to be met with an unskippable cutscene. Once the cutscene ends, you can either turn right to inspect the matchbook on the dining table, or head straight to the bedroom nightstand to pick up the matchbook there.

While inspecting the matchbook, you must marker to Cavanagh’s bar manually as getting the location from R&I is very slow.

<img of where to marker for Cavanaghs>

Once marked, you can put the matchbook down, and have your partner drive you to the bar

**Cavanagh’s**

Where you place the marker depends on where the car spawns, it may take a while to get situated but the goal is to get inside the bar (I’m still working on the perfect marker).

Sprint towards the bar and hit the talk button (X, (square), space) on the corner of the bar to talk to the bartender. Once done talking to him, go to the back of the bar and talk to Frank using the talk button.

Link to Abandoned Vehicle: Doubt

Location of Adrian Black: Truth

Once the interrogation is over, skip the cutscene and you will be put in a tailing mission to tail Morgan back to his apartment.

Immediately turn on your siren and get close to Morgan’s green car heading left. Retry this and do it two more times until the game gives you the option to skip. The skip will teleport you to Morgan’s Apartment.

**Morgan’s Apt**

Out of the cutscene, you will still be in the car. Drive towards the green awning on the right, crash into the corner and head into the apartment building.

Go up the flight of stairs, turn left at the top of the stairs and it’s the door on the left.

<img of the inside of the apartment>

Going up to the door triggers a cutscene. Skip it, and immediately hold sprint and forward as Cole will automatically path towards the window and up the fire escape. Chase Adrian across the rooftops and down the pipe and skip the ending cutscenes.

At the end of this case, you would’ve learned the basic principles of the Any% run that can be used for all cases going forward.

<img of the result>

Overview A Marriage Made in Heaven

The Consul’s Car (DLC)

A MARRIAGE MADE IN HEAVEN

A simple hit and run case in front of a local bar. Seems to be a simple case for the Traffic Detective and his partner to deduce, but as they uncover more evidence, it reveals that there was something more than just a driver hitting a drunk guy on the street.

<img intro>

**Central Station**

Out of the shorter cutscene from last time, go the same way towards the exit and use the same exit strategy to have Bekowsky drive you to Ray’s Café.

**Crime Scene @ Ray’s Café**

Immediately skip the cutscene, and go around the right of the first barrier on the right to skip the dialogue with the patrolman for the moment. Head into the alleyway, and inspect the “steak knife” in the garbage can. The angle for the knife is (up-right-arrow)

<img of the path> <img of bloody knife>

Then head back towards Mal and inspect the victim’s left jacket pocket to check the ID in his wallet.

<img of the pocket> <img of the wallet>

Putting back the wallet will make you go through two cutscenes. Once done with that, use the patrol car behind you to have Bekowsky drive you to the Pattison residence.

**Pattison Residence**

Skip the intro cutscene and walk up to the door. Skip the next cutscene, and walk over to the couch on the left and start spamming the talk button to talk with Mrs. Pattison about her husband’s death. After Bekowsky says “You’re going to have to run that one by us again, sister,” you can skip the cutscene and start to ask questions.

During any part of the cutscenes or the interrogation, marker over to the Central morgue to skip talking on the phone to receive the location.

<img of the marker for the morgue>

* Hit and run incident: Truth

After the interrogation, make Bekowsky drive you to the morgue.

**Central Morgue**

This one is a fast one: go in the morgue and head into the room on the far right, skip the cutscene, go out of the morgue and to the right and have Bekowsky drive you back to the Pattison Residence

Make sure to climb over the little wall on the right to gain some extra speed

**Back to the Pattison Residence**

Skip the cutscene after going up to the door, and immediately sprint forward out of the cutscene as you are chasing Leroy Sabo.

When you see Leroy Sabo climbing over the balcony, that is the fastest point at which you can shoot Leroy Sabo. Shooting Leroy immediately will be faster than trying to skip it by any means.

<img of the end card>

The Driver’s Seat The Fallen Idol (DLC A Slip of the Tongue)

THE FALLEN IDOL

This is one of the first cases that get more involved with all kinds of action skips including a tricky ending that will have a huge payoff once you get the trick.

<img intro>

**Central Station**

Leave the station as usual. When leaving through the doors, the patrol car is on the left of the door. As you go into the door, make sure the camera is always facing the door so that it stays open. Have Bekowsky drive you to the crash site.

**Crash Site**

Skipping the intro cutscenes, head in between the two cars, go down the downward path leading to the car. Inspect both the underwear and the letter in the handbag: make sure to scroll down fast to fully inspect the letter.

<img of underwear> <img of letter>

Once you have inspected both, talk to Mal about the Indian shrunken head, tilt the head right when inspecting. You can also put down the head early after Mal tells you what the head is made from.

<img of the head>

After interacting with Mal, go back up the same path and speak to June Ballard straight across and is sitting on the back of the ambulance.

* Doping allegation: Truth
* Injured female passenger: Truth
* Fake shrunken head: Truth

After the interrogation, Bekowsky has a line of dialogue before the next destination opens up. Run to the car across the way as Bekowsky is talking. Once he stops, have Bekowsky drive you to the Central Receiving Hospital.

**Central Receiving Hospital**

Skip the intro cutscene and jog into the entrance, talk to the receptionist to find out where Jessica’s room is. Enter her room and a little bit of dialogue is unskippable before being able to question her with the talk button.

With interrogations that have Lie or Accuse as an answer, if a clue isn’t specified then just spam to select the first clue.

* Crash Incident Report: Doubt
* Contact with parents: Truth
* Evidence of criminal abuse: Lie

Once the interrogation ends, go out of the room and skip the cutscene. This starts the tailing mission where you tail June Ballard’s car.

Skipping the cutscene will put you in the car automatically. Turn on the siren and chase after her to fail the tailing. Repeat two more times until you are able to skip the action.

After skipping, the game wants you to hide in the restaurant to listen on Ballard’s phone call, but this can be skipped by immediately turning on the siren. Doing so two more times will allow you to skip it. After skipping, have Bekowsky drive you to Mark Bishop’s apartment.

**Mark Bishop’s Apartment**

Skip and sprint out of the cutscene and be met with an unskippable cutscene with the receptionist. Head up the elevators and to the door of the Bishop apartment as instructed.

Skip the cutscene going into the apartment. Head through the hallway and around the left corner, there is a photograph on the cabinet to inspect.

<img of the photograph>

Put it down as fast as possible before going to interrogate Mrs. Bishop.

* Domestic Disturbance: Truth
* Whereabouts of Bishop: Truth

Use the phone around the same corner to locate the prop store. Go back out the way you came and have Bekowsky drive you to Silver Screen Props.

**Silver Screen Props**

Go in and talk to Marlon Hopgood at the desk. Follow Hopgood after the cutscene ends. When you get through the fourth door, skip the cutscene.

Go to the far wall on the right and inspect the mirror to reveal that it’s a one way mirror. After Bekowsky says “Humor him,” there’s a point where you can skip by backing out of the clue early, but it’s a very hard skip to consistently pull off.

<img of mirror>

Once done inspecting the mirror, go out the way you came and turn left out of the building and inspect and further inspect the fake wall revealing the secret room. Go in the secret room, and inspect the red film reel on the left shelf.

<img of film reel>

By going into the map using M, and backing out immediately will allow you to put down the film reel faster, as well keep the doors open for your exit.

Go out the way you came to leave the prop store entirely. When you do, skip the cutscene that follows and immediately get out of the car while sprinting.

Shoot and eliminate the two guys in front of the store, one will run to the wall on the right while another will take cover behind the big truck.

After those two, aim behind you to try and take out the enemies in the car. Once they have been eliminated, run to the car and have Bekowsky drive you to the movie set.

**Intolerance Set**

\*Make sure to practice this part to get a sense of how to skip shootouts

Immediately skip the cutscene when you get there, and sprint back and to the left to get back in your car. Start reversing in your car, turn left going backwards and back into the wooden fence. Hop over the wooden fence and run across the street to fail the chasing of Mark Bishop. Do these two more times to skip the chase.

The next part, you will try to shoot Mark Bishop to skip the shootout with McAfee’s goons. The concept is to aim next to him, then as you shoot you put the cursor over him to kill. If you aim over him, it won’t allow you to shoot him.

For this first one, if you cant shoot him as he is about to climb the ladder, you can shoot him through the wooden scaffolding as shown here.

<img of ways you can attack MB>

In the next set of skips, try to be as fast as possible with shooting Bishop. Of course, practice makes perfect. If he goes down the ladder, there is a way to edge across on the right to try and shoot him. Otherwise, go down the ladder and around the right where he is crouched down.

Skipping all the shootouts will have cutscenes afterwards, skip those and it’s the end of the case.

<img of end card>

META TAG Descriptions!

No Skips

No Skips is a modifier to any category of L.A. Noire speedrunning that restricts the runner to use any driving skips or action skips, making for a fun and challenging run!