L.A. NOIRE Speedrunning Site

The Red Lipstick Murder <img of title card>

Cole Phelps is now a part of the homicide squad of the LAPD. What he doesn’t know is that with this first case, he’ll be tasked with the biggest murder mystery of the 20th century…

<img of intro>

Central

Going out of Central is the same routine as always. It will be easier this time since the door is swung wide open automatically so no camera tricks are needed and you can have your new partner drive you to the crime scene.

Crime Scene

Arriving on the scene, skip the initial cutscene, then sprint forward between the gap of the wire barriers and skip another cutscene. Now head for the table lighter that is straight ahead and past the greenery. You will want to take a curved path where you go through the edge of the bush, allowing Cole to still be jogging. If you don’t do that and you’re too close to the body, Cole will start to walk.

Once the table lighter is in hand, spam the “interact more” button to solve the puzzle:

<img of table lighter with graphics?>

1. Rotate left 3 times, move up
2. Rotate right 1 time, move up
3. Rotate left 2 times

The table lighter will open up to reveal an address to the Bamba Club. Put down the lighter and backtrack on the same path and have Galloway take you to the Bamba club in the coroner’s van, which is the first car on the left.

Bamba Club

Entering in this tropically themed bar will put you in an unskippable cutscene, where a guy who has barely worked there can easily identify a woman upon vague descriptions.

<img of mason>

After the cutscene, go down to the end of the restaurant at the very last table in the middle to talk to the owner, Mr. McColl

* Suspect seen with Victim: Truth
* Knowledge of Husband: Truth

After talking with Mr. McColl, go out the left door and have Galloway drive you to Celine Henry’s house.

Henry Residence

Skip the initial cutscene, then go up to the front door and skip the next cutscene where Galloway is able to let you in. Then go around the left corner going into the living room and turn right past the couch. Go through the two archways and look at the note on the refrigerator on the other side of that tiny section of the wall.

<img of note>

Once Cole lets you put the note back, turn left out of the kitchen and stand in this exact spot as pictured below while Cole and Galloway have their conversation. This will have Galloway in the perfect position to make a phonecall without taking extra steps.

<img of picture described above>

As Galloway makes the call, use your notebook to manually mark Jacob’s apartment as a waypoint. Head back towards the car, and once you hear Galloway put the phone down, make him drive you to the apartment.

Jacob’s Apartment

The initial cutscene transitions into gameplay, quickly aim and shoot your gun, then skip the cutscene of Galloway kicking open the door. Then sit down with Jacob using the talk button to question him about his wife’s murder.

* Movements of victim: Lie – top clue
* Last Contact with Victim: Truth
* Motive for murder: Truth

The cutscene after the interrogation immediately follows a fist fight with Jacob, so be ready to dodge any incoming punches. If he doesn’t punch immediately, you can try to bait him by punching once and then dodge his incoming punches. The optimal situation is to get two dodge counters back to back.

So, the ultimate goal is to punch him 4 times to trigger the next cutscene where you cuff him. Skip that cutscene, and then turn right around the wall to use the phone on the counter for a 95 second phone call.

During the call, make a custom marker over to Mendez’s apartment. Upon hitting the map key, pan down and marker to the street corner nearest to the top of the C in CENTRAL. You can always make your own reference to remember where to marker.

<img of the marker>

You can also use this time to get a snack, drink, or go to the bathroom.

Skip the cutscene that follows the phone call, then turn around and have your partner drive you to the marker. Don’t skip the drive yet, because you need a radio call to come in, to give you the objective of going to Mendez’s apartment. If there is dialogue between the detectives, press the skip button once to get the radio call, but most of the time the radio call will come in on its own. Once the new objective comes up on the left, skip the drive.

Mendez’s Apartment

If the spawn location is bad, going to the southernmost building usually works, or go to the building opposite to the billboard with the condiments on it. Skip the cutscene that triggers when you get near the building. Then go through the entrance and go up three flights of stairs to get to the top floor.

<imgs of paths>

Bust down the door at the end of the hallway. Turn right around the corner and go down the hall and open the far door on the left. Go to the bloody box on the other side of the room and inspect the socket wrench by rotating it left.

<img of socket wrench>

Put down the socket wrench, skip the following cutscene and now you’ll be chasing Mendez.

To skip the chase, spam LMB, A, or X as Cole automatically chases after him. The goal is to inspect the key on the table next to all the liquor to stop Cole from going through the window.

If you’re successful, put down the key and run out of the front door and down the stairs to “fail” the chase.

If you’re not and Cole goes through the window, just go back through the window and out the front door and down the stairs. Do this three times to fully skip the chase.

After chasing, skip all the cutscenes leading to the finish line.

<img of end card>

You have now solved your first case, cheers to more!

<img of cole not getting a drink>

The Golden Butterfly <img of title card>

Another homicide has been called in, and another naked woman lying dead in a park. Phelps wants to believe that it’s the same murderer, but Galloway thinks it’s a copycat. When do the murders end?

Central

Same route out of the building, same camera trick, only this time walk more towards the Central entrance towards Galloway’s vehicle rather than the standard patrol car parked in the usual spot.

Crime Scene

Skip the initial cutscene and head around the left of the crowd and through the bushes and over the wire barrier. The first thing you’ll encounter is a purse with Mrs. Moller’s nameplate. When you’re putting away, you’ll notice that Phelps will have Patrolman Gonzalez run R&I on her name.

<img of nameplate>

Next, we must inspect the body. The head, and both hands will be inspected by holding left, and her chest will be automatically inspected.

<img of all needed inspection of the body>

After inspecting all the clues, go around the opposite side of where you came from to see Patrolman Gonzalez hanging up the phone on the callbox. Stand next to the log thingy and wait for Gonzalez to say “detectives.” Open up your notebook, go to locations, and marker to Moller Residence when it’s available. Then have Galloway drive you there in that patrol car right next to the callbox.

Moller Residence

Arriving at the Moller Residence, you’re going to walk up to the door, skip the two cutscenes, hit the talk button, then skip another cutscene, to then be able to question Michelle Moller

Michelle

* Doubt
* Lie
* Lie

Skip the following cutscene to then interrogate Hugo Moller, who is now a suspect

Hugo

* Truth
* Truth

Once the interrogation is done, skip the part of the cutscene where the pair of detectives are starting to leave. Then run across the street to find out what the neighbor wants with you.

She’ll point that she sees Hugo going over to the incinerator, run over to Hugo along the side of his house, then chase after him in the alleyway. Pretty self explanatory, tackle him down with the associated button.

Skip the cutscene, and walk over to the incinerator to inspect right on the bloody size 8 shoe. Put the shoe down immediately to skip the partial dialogue. A cutscene plays out the rest of the interactions with what is left of the Moller family.

Route to Belmont High

This will be one of the only times where driving to a location is faster than having your partner drive. Go into Galloway’s car, turn around and follow the route

< img of the route >

* The last turn is into a sidewalk, crash through those benches and go through to get to the school

Belmont High

Skipping the cutscene, you’ll be put into a foot chase. Instead, turn around and get into the second closest car, should be parked in front of the gap in the hedges.

Drive through that hedge gap, start driving and turning left, and aim to drive in front of the truck parked near the field goal post. The ultimate goal is to go in front of Eli to end the chase immediately.

Once in front of him, he will stop and put his hands up. Arrest him to go into a cutscene. Skip the cutscene of Cole pushing Eli, and then put the butterfly away as Cole exclaims about putting Eli into a cell. Skip the cutscene of him getting arrested, and you’ll now be speaking with the janitor.

After talking with him, inspect the trunk to inspect the rope, the tire iron, and the bloody work clothes. The order at which you inspect these clues will affect the order of the questions in the interrogation later on.

< img of trunk >

After inspecting, get in the nearest car which is usually behind you. As you get in, marker back to Central. Get out of the car, and then have Galloway drive you back to Central.

Central Station

Skip the arriving cutscene, and head into central, and go straight into Interview Room 2 to interrogate Hugo Moller.

* Rabbit: 1
* Rope: 1
* Tire iron: 3, tire iron
* Overalls: 3, overalls

Suspect him for the murder, and skip the cutscenes to finish the case

<img of end card>