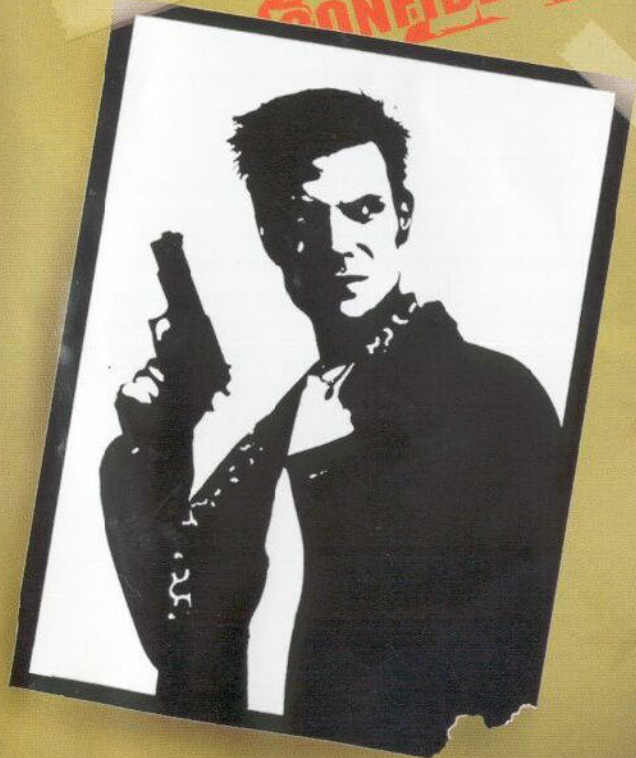


MAX PAYNE™

OFFICIAL POLICE DOSSIER

CONFIDENTIAL



Payne, Max

CODE: 187

FILE NO.: 100-042581
Serials: 1-60 NYPD

EmuMovies

DEVELOPED BY



PRODUCED BY



VERSION BY



CO-PUBLISHED BY



SLES-50325

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Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-50325

1 Player • Memory Card (2MB) (for PlayStation®2) : 215KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

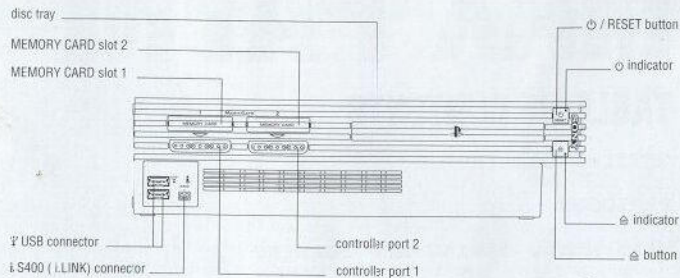
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MAX PAYNE™

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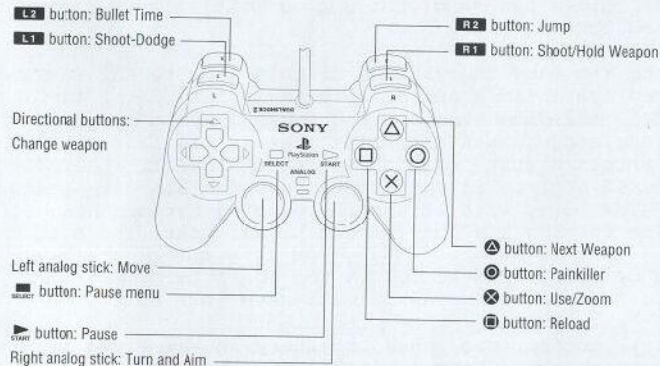
GETTING STARTED



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Insert an analog controller (DUALSHOCK®2) into controller port 1. If you wish to save single-player games in progress, insert a memory card (8MB) (for PlayStation®2) with at least 215KB of free space on it into MEMORY CARD slot 1. Max Payne only supports MEMORY CARD slot 1.
2. Press the Main Power switch ON. The indicator will be red.
3. Press the . The disc tray will open, the will turn green and the indicator will flash blue. The indicator will stay a solid blue when the disc tray has stopped moving.
4. Insert the Max Payne disc, label side up, into the PlayStation®2, and press the . The disc tray will close.
5. If the Rockstar Games logo does not appear, press the / RESET button. If the game still does not load, press the button to open the disc tray. Ensure that the Max Payne disc is properly inserted and press the button again. If the game does not load, press the MAIN POWER switch OFF; ensure that your console is set up correctly, press the MAIN POWER switch ON again, and then press the /RESET button.
6. It is recommended that you do not insert or remove accessories once the power is turned on. Do not remove the memory card (8MB) (for PlayStation®2), reset or switch off the power to the console during loading or saving, as this may destroy saved game data.

STARTING UP

ANALOG CONTROLLER (DUALSHOCK®2) CONFIGURATIONS

**NOTE:**

When your weapons inventory is displayed onscreen, and you have highlighted your chosen weapon, press the **R1** button (Shoot/Hold Weapon) to switch to it.

ALSO NOTE:

Press the **X** button to zoom in on your target while using the sniper rifle.

The digital controller cannot be used to play this game.

THANKS FOR BUYING THIS GAME!

Max is not your typical hero. A hero has a choice whether or not to risk his life. Max is simply trying to fight his way out of an impossible situation. Life dealt him a bad hand. But a good poker player can turn a bad hand into a winner.

Among the many innovations of this game is Bullet Time gameplay. It adds an entirely new dimension to action games, the dimension of time itself. We're not going to explain why Max can shift time in his favour, maybe he enters a state of high concentration, like a fully focused athlete in the "zone," and for him time seems to slow down, with adrenaline pumping through his veins forcing his body into a higher gear. The bottom line is that Max can do it, and it's one of the most fun gameplay innovations in the 3D-action genre. Use this feature often, as it will save your butt!

You'll notice, too, that the story in Max Payne has not been short-changed. It's integral to the action and enriches the entire game experience. The story is presented in many ways throughout the game, but most often through the game's graphic novel system. No other 3D-action game has used this graphic novel approach, which we believe adds a depth to the story not possible by other methods. We hope you'll agree.

Finally, Max Payne is the first action game that actually monitors your ability to play, and auto-adjusts the difficulty level to match your playing ability.

Max Payne took a long time to make, and the dedication and talent of a lot of people, who devoted much of their lives to this long project. But to a person, everyone involved with this game is proud of the resulting accomplishment. And more important, we hope you'll enjoy it as much as we think you will.

Oh, and don't worry, you'll be seeing more of Max in the future. Dimension Films and Collision Entertainment are teaming up to make a feature film based on Max Payne, and further adventures of this character are already in the works.

Thanks again!

Remedy and 3D Realms Entertainment

PROLOGUE



In the backseat of a moving car, I am cut loose from the city. It watches me pass with sharp neon eyes. The night has gilded the skyscrapers in silver. Every brick wall is covered with graffiti. The image of a green "V" with a syringe in the middle, repeated over and over. V for Valkyr. The Drug. The red and blue of the police car's lights flash on the white snow.

Something goes clark in the night, and the sound is close enough to a gunshot to take me back to the beginning. My last meeting with Alex before I went undercover. Sitting in a crummy diner opposite me, he had grinned, a friendly bear, but I had seen it in his eyes. We hadn't been on the side of the winners in a long time. He was playing it safe, talking shop:



"To get to the source, we need to get to Jack Lupino. For that, you need the trust of the small-timers in the PUNCHINELLO family. Joey and Virgilio Finito. Lupino's number one man, Vinnie Gognitti. All the wiseguys."

It must have been there. The sign of things to come. Clear in the fear in Alex's eyes, in the darkness of the coffee I was drinking, in the way my Beretta dug painfully into my side. But we were blind to it then, closing our eyes to it. Refusing to see. Later that night, Max Payne as a DEA special agent was erased from the vast network of databases, and replaced with a new version of me: Max Payne, the career criminal with a mile-long rap sheet.

A couple of days ago it had all come crashing down. The bad things came, like a winter storm. Pushed over the edge, I found myself in that cold no-man's land between right and wrong.

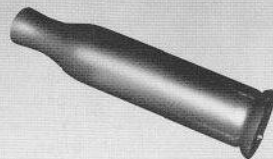
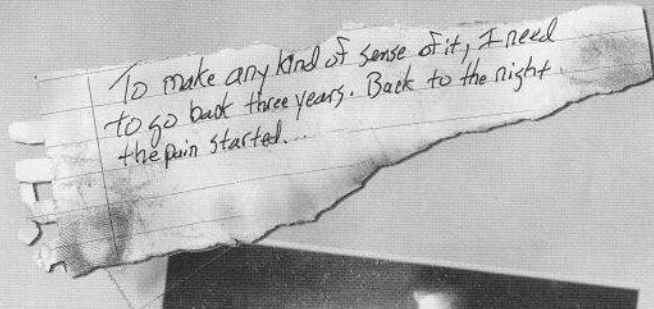
No road-signs. On a crash-course with the Mafia. With nothing to lose. The NYPD was trailing me by the dotted line of empty shell casings that I left behind. I was trying to look for the answers, but every gunshot, instead of closure, was just a hole with more questions leaking out. A spreading labyrinth of questions, like a pool of blood spreading on the snow.



The car stops in the traffic lights. Outside, the light paints snow red, like the whole city was in flames. But inside, in the shadows of the car, it's all done in blues. I know I'm lying to myself. No amount of painkillers can keep this ache away. No lie can hide it. I'm not really in the backseat of this car. It didn't start in the diner with Alex. It started three years ago in my bedroom. And I haven't left that room since. The killer dead at my feet on the floor.

Michelle lying on the bed. Bullet holes like rubies on her chest. Our baby's cry cut snort, the absence of it heavy in the air. That gunshot, like an exclamation mark to end it all, the answer to all my questions had already rung out a long time ago, even it's echoes gone. The gun was fused to my hand from that moment on. That room inside me everywhere I go.

Especially now, as the city presses close to the windows of the car, it's monstrous heart-beat under the tires. My squinted eyes in the rear-view mirror. My hands numb and held awkwardly behind my back. Everything that came after that room is a hopeless mess, a chaotic swirl, rising nausea that tastes like rust in my mouth.



MAIN MENU, SAVING AND LOADING

MAIN MENU



RESUME GAME

This option will only be active when accessing the Main/Pause Menu from gameplay. Highlight this option and press the **X** button to resume your game.

TUTORIAL

You can select Tutorial if you want to go through a brief training course on the controls and how to play the game. It's recommended that you try out the Tutorial before jumping into the game.

NEW GAME

This option lets you start a new game session. After selecting a new game, you will need to select the gameplay mode. Different gameplay modes: Fugitive, Hard-Boiled, Dead on Arrival and New York Minute are explained later in this manual.

SAVING

Max Payne is an AutoSave game. This means that your game will automatically be saved to your memory card (8MB) (for PlayStation®2) whenever you reach a save point. To save, you need a formatted memory card (8MB) (for PlayStation®2) with at least 215KB of free space inserted into MEMORY CARD slot 1. Please ensure that your memory card (8MB) (for PlayStation®2) is inserted into MEMORY CARD slot 1 before you turn on your console. If you choose to play without a memory card (8MB) (for PlayStation®2), you will lose your game progress and options settings when the console is powered down or reset.

LOAD LEVEL

Here you may access any save point that you have reached, and continue your game. Highlight the save point you want to start at and press the **X** button.

WARNING: Please do not remove your memory card (8MB) (for PlayStation®2) during saving or loading, or any other memory card (8MB) (for PlayStation®2) operation, as game data may be lost.

OPTIONS MENU



NOTE

Max Payne is an Auto Save game, it will save without confirmation.

SAVING OPTIONS

You may save your options with or without a memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1. While on any of the four options screens, press the **O** button, and any altered options will be put into effect. Pressing the **△** button will back you out to the Options Menu, and cancel any changes that you effected on that options screen.

CONTROLLER CONFIGURATION

There are three configurations to choose from. You would do well to try them all, to see which is best for your gaming style.

CONTROL OPTIONS

- Vibration** - Turn the vibration function on or off.
- Invert Aiming** - Do you want down to be down, and up up, or down to be up, and up to be down?
- Look-Stick Deadzone** - The "deadzone" is an adjustable amount of distance that you are able to move the right analog stick before any action takes effect.
- Vertical Look Sensitivity** - Adjust these two...
- Horizontal Look Sensitivity** - to your liking.

GAME OPTIONS

- Enable Auto Aiming** - On by default, this feature helps Max to aim more accurately. You can disable this feature, if you feel skilled enough.
- Aiming Lock** - This will keep a targeted enemy in your sites if you are on the run. Please note that Auto Aim must be enabled to allow Aiming Lock to be enabled.
- Lookspring** - When the Lookspring feature is enabled, Max's point of view will return to straight ahead and level as he begins to move.
- Auto Weapon Change** - When this feature is enabled, Max will automatically switch to his "best" weapon. For example, if Auto Weapon Change is enabled, and Max has a Beretta, and finds a Desert Eagle, then Max will automatically switch to the Desert Eagle.
- Bullet Time Aid** - This handy function will turn bullet time off for you automatically, after you have performed a Shootdodge manoeuvre.
- Gameplay Tips** - In some cases during the game, you will be shown different tips on how to use weapons or items. If you feel familiar with the game, you can unmark this checkbox and the tips won't be shown.

SOUND OPTIONS

Here you can adjust the music volume and the sound effects volume.

GAMEPLAY: USING AND PAUSING

USING ITEMS

The world of Max Payne is very interactive and Max is able to use many items. Pressing the **X** button in the proximity of a usable item will make Max perform a relevant action. Max can open drawers and lockers, pick up specific items, use switches and control panels, or examine leads and read notes that he finds.

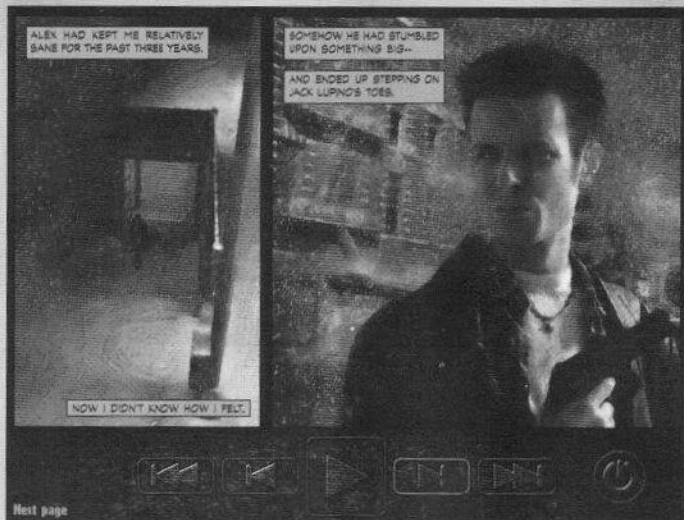
When Max is in the proximity of an interesting item or a lead, his head will turn to look in that direction and an exclamation point (!) will appear on screen above Max's head. You can then search the area to find what Max was interested in.

TWO WAYS TO PAUSE

Both the **START** button and the **SELECT** button can be used to pause the action in Max Payne. Pressing the **START** button will will pause gameplay. Highlight "Resume Game" and press the **X** button to return to the game. Pressing the **SELECT** button will pause the game, and bring up the Pause/Main menu on a seperate screen."



THE GRAPHIC NOVEL



Max Payne's Graphic Novel appears throughout the game, and it drives the twisting roller coaster of a story. The Graphic Novel introduces new surroundings, characters, and plot twists, and reveals information that Max Payne will need to uncover the truth.

When you encounter new pages of the Graphic Novel just sit back and enjoy the show, complete with full voice acting and sound effects, and you will be returned to the game as soon as the current pages are completed. If you wish to, you may bypass most Graphic Novel screens by pressing the **X** button.

THE GAME WORLD

WEAPONS SNEAK PEEK

Max Payne will eventually have 15 weapons options at his disposal, giving him a deadly arsenal with which to battle the murderous enemies that stalk him in the dark night of the city. To get you started, we've included essential information on four of them.

Remember that each weapon will automatically reload when it runs out of ammo, or you can manually reload anytime by pressing **R** button.

BERETTA

The Beretta is a 9mm semi-automatic handgun that will work well in close combat but is less accurate over long distances. The punch of the weapon is limited, especially against hardened enemies, but the rate of fire makes up for this. The Beretta carries an extended clip that holds 18 bullets. Max Payne can hold two Berettas (as soon as he has found a second one), one in each hand, to achieve a deadly rate of fire.

PUMP-ACTION SHOTGUN

The Pump-Action Shotgun is a standard police issue twelve-gauge shotgun. Lethal at close quarters, but due to the spread of the pellets it is less efficient at a distance. This shotgun loads up to seven shots.

DESERT EAGLE

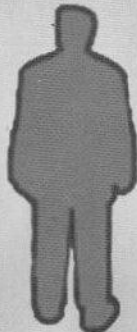
The Desert Eagle is a high-power handgun that packs a lot of stopping power and is very accurate. However, due to the recoil of this high calibre weapon, the rate of fire leaves room for improvement. The Desert Eagle carries 12 bullets in the clip.

MOLOTOV COCKTAIL

A classic weapon since the 1940s, the Molotov Cocktail is simple but deadly. This glass bottle filled with flammable liquid can be thrown with devastating effect at the enemy. Max Payne can also use Molotov Cocktails to get at enemies behind obstacles, and by throwing them onto the ceiling and having a deadly rain of fire fall down on the enemy. Remember that careless use of Molotov cocktails can also harm Max, and coming into contact with burning enemies will hurt Max as well.

MAX'S HEALTH

On the bottom left hand side of the screen you can see the Pain Bar in the form of a silhouette of Max Payne. This indicates the level of pain that Max Payne is in at any given time. Once a high degree of pain is reached, Max's movement will slow down and he will start to limp. Once the pain bar is full Max Payne will die. Like action heroes in the movies, Max never stays down. Even when badly hurt, he will slowly regain a little health, and will quickly be ready to dive back into the action.



PAINKILLERS

Reduce pain by using the painkillers found in various locations in the game. You can carry a maximum of 8 at any one time. Keep in mind that when you take a painkiller it only heals a fraction of Max's total health, and it will take a few seconds for it to take full effect, as indicated by a faded red colour. This faded red colour indicates the real health status of Max, and further damage to Max will be added on top of the faded red, not the solid red. So, you may choose to take a painkiller (or painkillers, as needed) and let them take full effect before entering further combat against the enemies.



BULLET TIME™

Bullet Time is the heart of Max Payne's combat manoeuvres. When pressed into a tight spot Max can activate Bullet Time, which will slow the action around him, while allowing him to aim his weapons in real-time. This is very effective for getting the drop on multiple enemies and even allows Max to dodge oncoming bullets.



You can use Bullet Time as much as you want, but it is a limited resource and it will drain over time as indicated by the hourglass in the lower left of the screen. Once activated Bullet Time can be toggled on and off by pressing the Bullet Time (**L2** button by default) again. Max will gain a little more Bullet Time for every enemy he takes out.

Also, using Bullet Time while sniping will help your aim. You will naturally not be able to shootdodge when using the sniper rifle.

SHOOTDODGING™

In addition to normal dodges and Bullet Time, Max can also Shootdodge. By pressing the Shootdodge (**L1** button by default) while moving, Max will do a Shootdodge dive in slow motion in whatever direction Max is moving in. This will cost you a little Bullet Time each time you perform this manoeuvre, but it will give you an incredible edge in combat. If you don't have any Bullet Time left, Max will do a normal rolling dodge instead of a slow motion Shootdodge, and you will hear a warning sound.

Remember that, by Shootdodging, the action slows around Max, but he can still aim in real-time. Use this to your advantage.

DODGING

The dodge is an effective defensive move and can be performed in any direction, except forward, which results in a regular forward jump. Dodging is performed by moving in any direction and pressing the Shootdodge (**R2** button by default) simultaneously. By performing dodges, Max can avoid getting shot by the enemies who are trying their best to put nails in his coffin.

CINEMATIC SHOTS

During combat, the game sometimes performs Cinematic Shots, where the camera moves to highlight the action (enemies flying backwards in slow motion, etc.). Bullet cam is sometimes used with the sniper rifle. This is not only helpful in aiming, but also shows a very cool perspective of the action. You can interrupt some of the cinematic shots by pressing the **X** button.

DIFFICULTY AND ADDITIONAL GAMEPLAY MODES

FUGITIVE

This is the default gameplay mode and the only one available after you've installed the game. When playing the Fugitive gameplay mode, the game uses a self-adjusting skill level system. The enemies will alter their behaviour and performance according to how well Max Payne is doing. This implies that if you are encountering difficulty, the game will adjust the behaviour and reactions of the enemies in your favour. Naturally, if you are breezing through, the enemies will rise to the challenge.

When you have completed the game for the first time, you also unlock the following additional gameplay modes:

HARD-BOILED

A more challenging version of the game. Max's healing process is slower and his health lower. Auto aim is scaled down. You have to complete the game in the Fugitive mode to access the Hard-Boiled mode.

DEAD ON ARRIVAL

The real challenge. No holds barred anymore, this is only for the advanced players. Beating Dead on Arrival mode is the true mark of a hardcore gamer. No auto aim here and the bad guys are really beefed up (go for those headshots!). Max's health is the same as in Hard-Boiled but his healing is drastically toned down, and you have only 7 save games to complete each map. You have to complete the Hard-Boiled mode to access the Dead on Arrival mode.

NEW YORK MINUTE

This is a hectic mode for speed running. You must complete Hard-Boiled to unlock this mode. Each map starts out with a timer ticking down. If the timer reaches zero, Max is out. Taking out enemies buys you more time. Graphic novels and cinematics stop the timer and the timer slows down in Bullet Time.

GENERAL GAMEPLAY TIPS

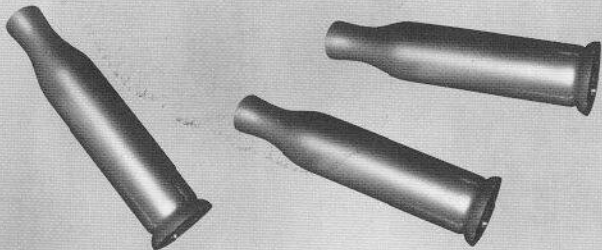
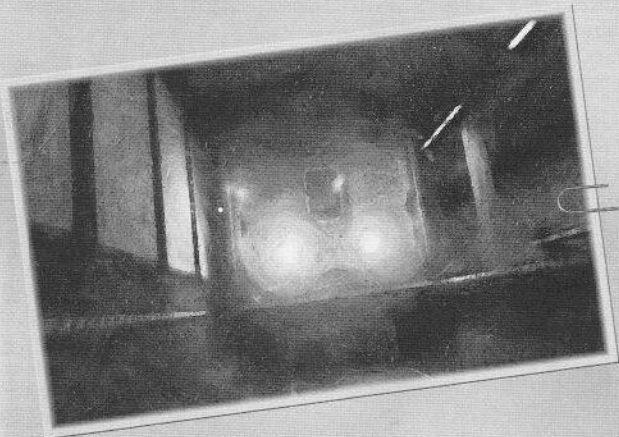
If Max crouches (presses the L3 button) during a gun fight, he presents a smaller target and is therefore slightly less likely to get hit. Crouching behind obstacles in combat may give you the required second or two to reload your weapon before diving back into the action. Crouching will also make your sniper rifle more steady.

Make full use of Shootdodging and Bullet Time. They will allow you to get the drop on bad guys, aim easier, and take less damage. The game can be very difficult without using these features.

A good tactic in gunfights is to keep moving - don't be an easy target by standing still! Move side-to-side, do evasive rolls, and hide behind pillars and walls when you reload. Search everywhere! There are items hidden in crates, drawers, cabinets, lockers, under beds and more. You are usually rewarded for exploring the environment and you never know where those painkillers are hiding.

Another important point with Max Payne is that it's the first game to realistically model individual bullets, as opposed to travelling from your gun to your target in an impossibly fast instant. So, if your target is quite far away, your shots will take a noticeable fraction of a second to reach your target. When you activate Bullet Time, you'll actually get to see bullets whizzing very quickly through the air as everything is slowed down, an effect never seen in a game before this.

Don't pass up notes, TV or radio broadcasts or other things Max is interested in while you are playing. Take the time to use these items and get information.



CREDITS

Max Payne was developed and designed by Remy Entertainment Ltd. Produced by 3D Realms.



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