MAX PAYNE™ 2
THE FALL OF MAX PAYNE

REMEDY™

MAX PAYNE™ 2
THE FALL OF MAX PAYNE

SYSTEM REQUIREMENTS

MINIMUM (MINIMUM GRAPHICAL DETAIL)
1GHz Pentium III/Athlon or 1.2GHz Celeron or Duron processor
32MB DirectX 9 compatible AGP graphics card with hardware transform & lighting support
256MB RAM

RECOMMENDED (MEDIUM GRAPHICAL DETAIL)
1.4GHz Athlon or 1.7 GHz Pentium 4, Celeron or Duron processor
64MB DirectX 9 compatible AGP graphics card with hardware transform & lighting support
512MB RAM

GENERIC REQUIREMENTS
1.7 GB hard drive space
Windows 98/ME/2000/XP
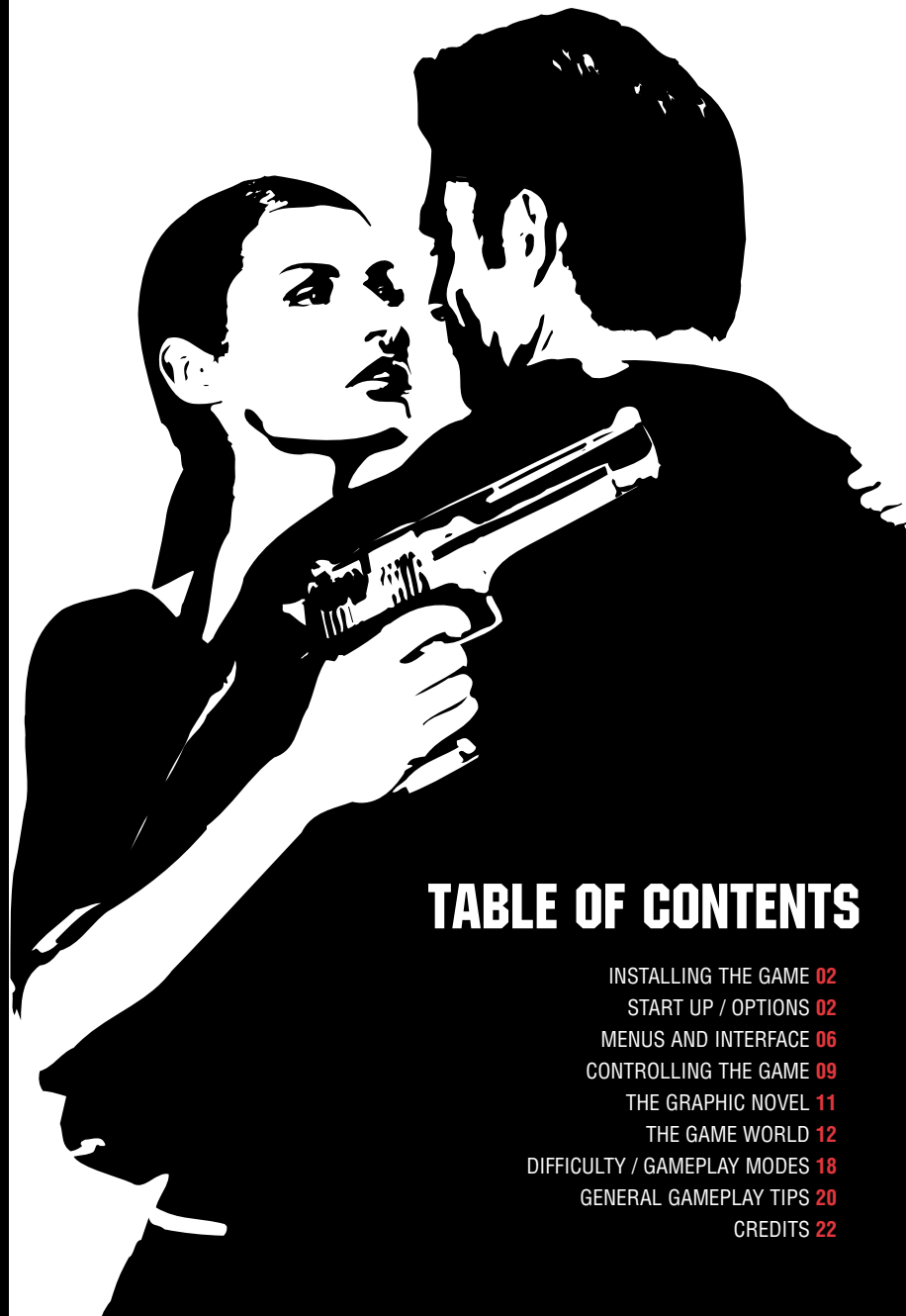DirectX 9.0
Keyboard and mouse

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INSTALLING THE GAME

Quit all other applications and insert Max Payne 2: The Fall of Max Payne Install disc into your CD-Rom drive.

Max Payne 2 will automatically display its installation screen within a few seconds. If Autoplay is disabled, you will need to start the installation manually. Double-click the 'My Computer' icon, and then double-click the CD-Rom icon in the window that opens. Double-click on the 'Install.exe' icon.   Follow the on-screen instructions to install the game.

After installation the disc marked "Play" must be inserted to play.

START UP AND OPTIONS MENU
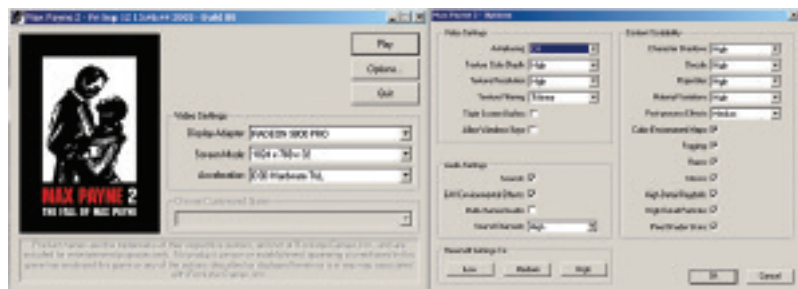
Before you start to play, you may adjust the display adapter, screen mode and acceleration in the Start-up menu.

Display adapter is the default 3D Graphics card in your system. If you have two display adapters in your system, you can have two visible here.

Screen mode: Only 32-bit color depth is supported. If you experience performance slow down, especially on older graphics cards, try selecting a lower resolution.

Acceleration: Newer graphics cards support "D3D Hardware T&L", which should be used if available. Otherwise, select only "D3D Software T&L" as the selection.

Options: Alter level of content detail by clicking on the Options menu. The installer will have taken your computer's performance into account and adjusted to suit your PC. However, these settings can be adjusted in order to maximize Video Settings, Audio Settings and Scalable Content. Higher performance computers will be able to sustain a higher frame rate with higher detail setting.

VIDEO SETTINGS:

Antialiasing: Antialiasing smooths out jagged edges, but will require a powerful 3D accelerator card. If you have problems with graphics quality or running the game, it is recommended to turn this feature off.

Texture Colour Depth: Changing the texture colour depth affects how much memory is used by textures. Compressed Textures are always used if they are supported. Set to High only if you have over 64MB of video memory and more than 256MB of system memory.

Texture Resolution: Changes the texture resolution throughout the game and affects how much memory is used by textures. Set to High only if you have over 64MB of video memory and more than 256MB of system memory.

Texture Filtering Mode: Change the texture filtering mode. Trilinear and Anisotropic filtering give slight quality increases but may reduce performance. This setting affects texture filtering quality across all surfaces and objects, such as walls and characters.
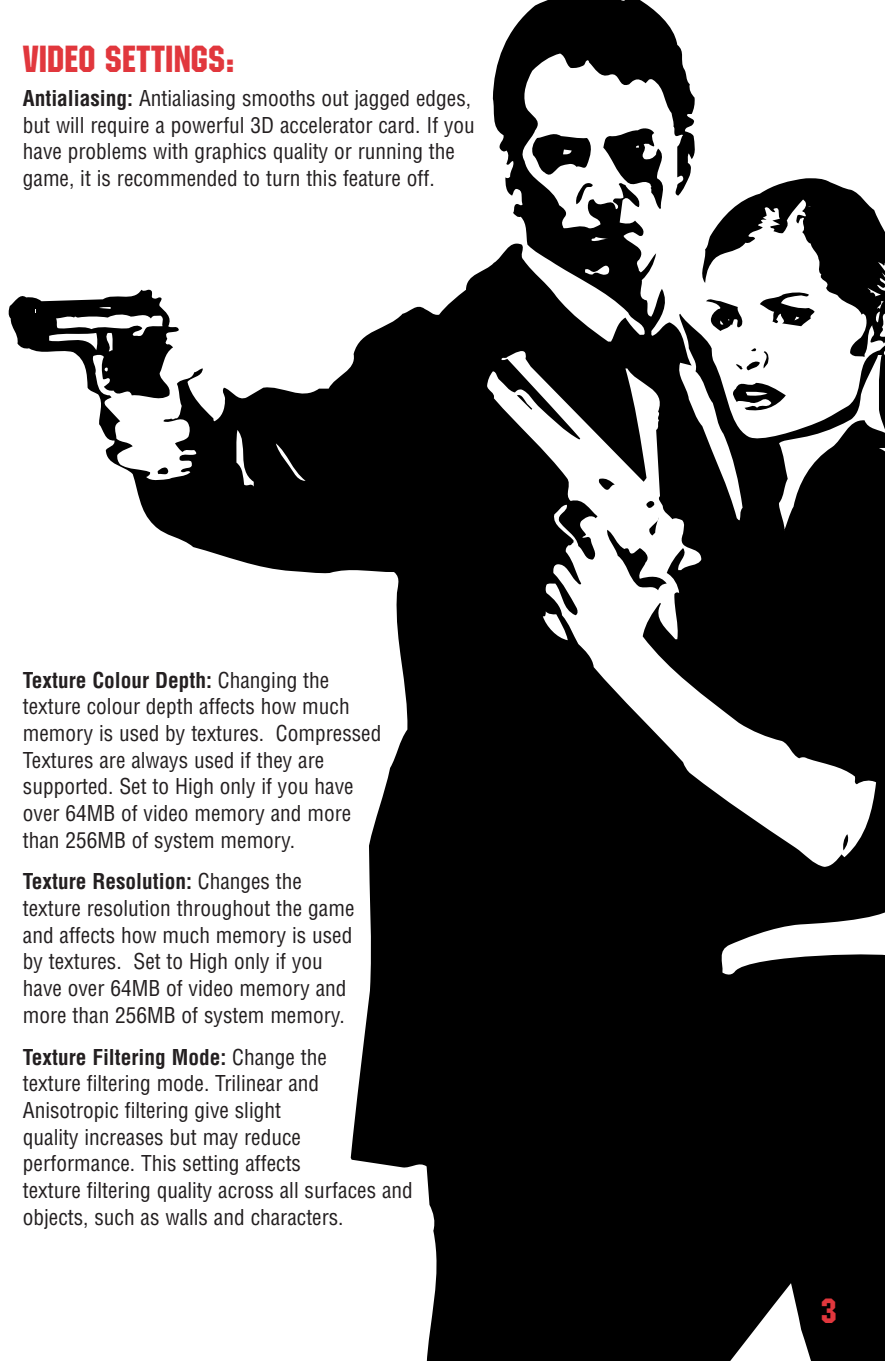
Triple Screen Buffers: Change the screen buffering mode. Using Double Buffering is recommended and used by default, but Triple Buffering can be enabled. It uses more video memory but can in some cases provide a smoother gameplay experience.

Allow Window Keys: Allows the use of some Windows key combinations like ALT+F4 (close program) and ALT+ENTER (toggle windowed mode) while the game is running.

AUDIO SETTINGS:

Sounds: Toggle Sounds on/off. Unchecking this option mutes the game completely.

EAX Environmental Effects: EAX adds reverb to the environments. If you have problems with the game, we recommend disabling EAX to increase compatibility. Not all sound cards support EAX.

Multi-channel Audio: Multi-channel Audio improves 2D sound positioning with a 5.1 speaker setup. It should not be enabled unless you have a centre speaker, i.e. please keep it disabled when playing with a two-speaker setup or headphones. If you have compatibility problems with sound, please disable this feature.

Sound Channels: Adjust the amount of sound channels the game uses. The High setting increases the sound quality, but also consumes slightly more CPU power and memory. Low and Medium settings use 12 channels and High uses 16 sound channels.
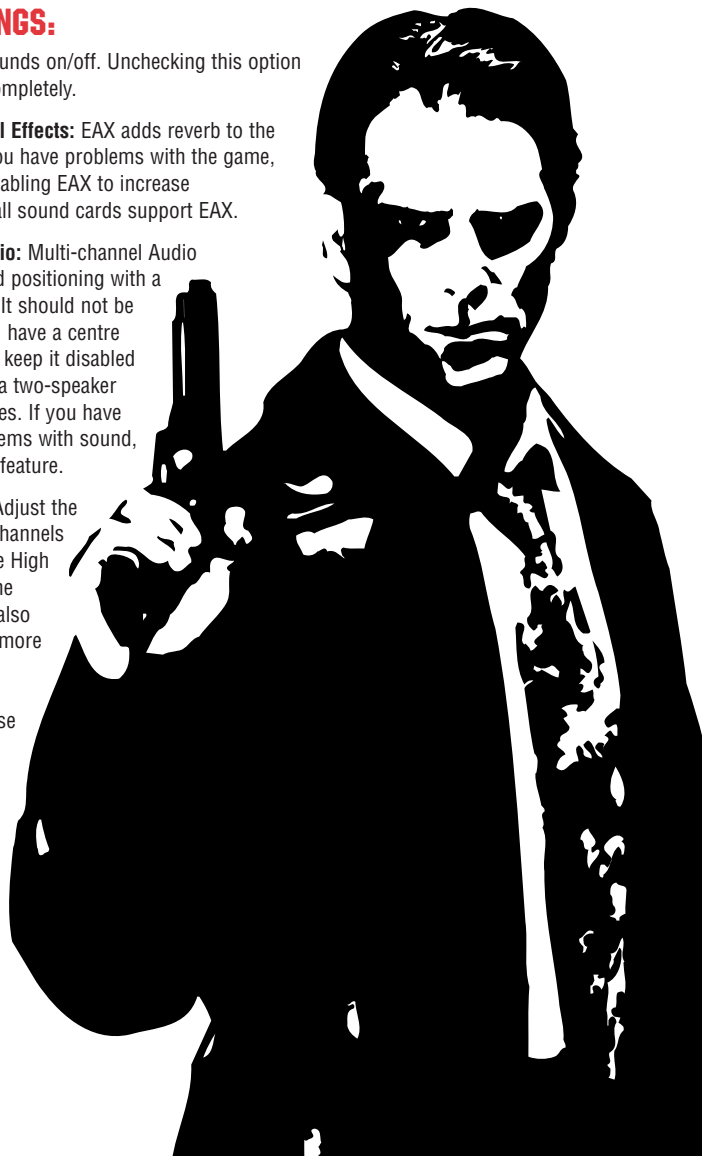
CONTENT SCALABILITY:

Character Shadows: Controls how shadows are rendered. Higher settings increase the visual quality of the game, but also make the game use more CPU power. Graphics card support for Pixel Shader version 1.1 is needed for medium and high detail shadows.

Decals: Controls the maximum amount of permanent bullet holes drawn. This setting can be lowered to conserve main memory and rendering power.

Projectiles: Controls how much debris effects are created while playing. Especially noticeable is the amount of empty shells guns eject. Lower the setting to increase performance. Higher setting requires more video and system memory.

Material Variations: Higher settings will make the shooting effects in the game look and sound better as more graphics effects and sound variations are used. Higher settings increase the amount of main memory required.

Post-process Effects: Controls how motion blur and Bullet Time tone remapping effects look. Off disables the effects, On enables them, and High enables pixel-perfect post processing effects (but may not work on all hardware). Bullet Time tone remapping requires graphics card support for Pixel Shader 1.1.

Cubic Environment Maps: Disables cubic environment mapping used for certain objects in the game. This is a compatibility option that can be disabled if you have problems with the game. Environment mapping enables reflection effects on certain surfaces in the game such as pools of water and polished metals. Environment maps may reduce system performance and are recommended only on high-end graphics cards.

Fogging: Disable distance fogging only in case of running into severe performance problems or visual defects.

Flares: Disabling flares increases performance but reduces visual quality. Keep flares On unless the game doesn't run.

Mirrors: Disabling mirrors increases performance radically in some locations but reduces visual quality. Mirrors are supported only on the latest graphics cards.

Pixel Shader Skins: Enable/Disable Pixel Shader Skin lighting. Improves the lighting quality of characters in the game. Pixel Shader version 1.4 support is required from the graphics card.

High Detail Ragdolls: Disabling high detail ragdolls improves performance if you have an older processor. It is recommended you keep high detail ragdolls On unless the game doesn't run.

High Detail Particles: Disabling high detail particles improves performance radically but reduces visual quality by rendering less particles. Please disable high detail particles if you have an older processor or graphics card.

MENUS AND INTERFACE

MAIN MENU:

How To Play: Displays a screen showing the default control configuration for players to quickly jump into the action.

Resume Game: Resume your on-going game session.

New Game: Starts a new game session. Select a new game, then select gameplay mode. Different gameplay modes (Detective, Hard-Boiled, Dead on Arrival, Dead Man Walking and New York Minute) are explained later in the manual.

The Jump to Chapter option is unlocked once you've completed the game for the first time.

Load:
(Quick load hotkey: F9)
Opens up the Load Game menu screen.

Save: (Quick save hotkey: F5)
Opens up the Save Game menu screen.

Previously: Displays a summary of the previous events leading to Max Payne 2: The Fall of Max Payne.

Options: Opens up the Options menu screen.

Credits: View the credits for Max Payne 2.

Quit: Selecting this exits the game.

You can always return to the Main Menu (or, in a submenu, to the previous menu) by pressing the Esc key on your keyboard.

SAVE GAME MENU:

Select one of 10 save game slots to save the current gameplay situation. Saving a game is available only during a running gameplay session. Return to the Main Menu and select Save Game. Highlight one of the slots and press Enter or click the left mouse button to save.

Press Quick Save (F5) to save a game without going to the menus. Hint: It is a good idea to save frequently. There are two quick save slots - the latest Quick save will replace the older saved game. The game will also Auto save in the Auto save slot in the beginning of levels.

Saved games are stored in the "My Documents" folder.

LOAD GAME MENU:

Select any saved game from the Load Game menu. Move the mouse cursor over any saved game. A screenshot indicating the saved gameplay situation will appear in the upper right corner. Press Enter or click the left mouse button to load.

Hint: The game saves automatically between each level.

OPTIONS MENU:

Controls: Reconfigure Movement, Combat keys and Mouse sensitivity from the Controls menu.

Select Crosshair: Choose different types of crosshairs. Also allows you to turn off crosshair.

Game: Game menu contains the following settings:
Enable Auto aiming: By default, Max Payne 2 assists the player to aim more accurately. Disable this feature as your skill level increases.
Auto Weapon Change: Turn Auto Weapon Change on and Max will automatically switch to a more powerful weapon when acquired.
Enable Bullet Time Aid: This helps you to conserve as much Bullet Time as possible by switching it off in certain gameplay situations. Selecting this is recommended but more experienced players may want full control of Bullet Time and opt to keep this off.
Enable Subtitles: Turn on subtitles to read what characters are saying in-game and in the cut scenes.

Video: Video menu contains the following settings:
Texture Sharpness: Adjusts texture sharpness. Setting higher may reduce PC performance.
Brightness: Adjusts display brightness. Check monitor settings first before adjusting game brightness.
Restore Defaults: Resets to original default Texture Sharpness and Brightness values.

Audio: Audio menu contains the following settings:
Music Volume: Changes music volume.
Effects Volume: Changes sound effect volume.
Restore Defaults: Resets default music and sound effect volumes.

CONTROLLING THE GAME

The controls in Max Payne are customizable. Default movement and combat controls:

CONTROLS	PRIMARY	SECONDARY
FORWARD	W	UP
BACKWARD	S	DOWN
STRAFE LEFT	A	LEFT
STRAFE RIGHT	D	RIGHT
CROUCH	C	R_ALT
JUMP	SPACE	R_SHIFT
USE / SNIPER ZOOM	E	ENTER
USE PAINKILLERS	TAB	BACKSPACE
BULLET TIME COMBO	UNASSIGNED	
BULLET TIME ONLY	MOUSE BUTTON 2	
SHOOT-DODGE ONLY	MOVEMENT+SHIFT	MOVEMENT+R_CONTROL
PAUSE	P	PAUSE
SHOOT	MOUSE BUTTON 1	
SECONDARY ATTACK	F	MOUSE BUTTON 3
RELOAD	R	0
NEXT WEAPON	MOUSE WHEEL DOWN	[
PREVIOUS WEAPONS	MOUSE WHEEL UP	]
BEST WEAPON	G	
SECONDARY ATTACK	1	
HANDGUNS	2	
SHOTGUNS	3	
SUBMACHINE GUNS	4	
ASSAULT RIFLES	5	
SNIPER RIFLES	6	

Mouse Settings: The mouse settings are customizable allowing you to change them to suit your preferences. You may adjust vertical and horizontal aiming speed or invert vertical aiming movement.

Pausing the game ("P" Key):
Use the Pause key to pause animation. Check out action detail via the panning camera.

Using items ("E" Key):
Max Payne 2 requires interaction with the environment frequently. Press the Use key ('E') in the proximity of a usable item to make Max perform the subsequent action. Max turns on faucets, opens cabinets, answers phones, pushes elevator door buttons and much more. Search the area to discover what Max finds interesting then press the Use key to engage that item.
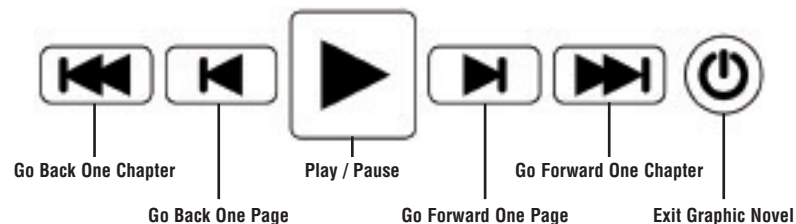
Hit Use key and talk to other in-game characters. This is essential to learning information that helps you progress.

Secondary Attack ("F" key or Mouse Button 3):
Press the Secondary Attack key to use your gun as a melee weapon, throw a Molotov cocktail, or throw a grenade depending on which you have selected. Choose a new Secondary Attack in the first row of your weapons inventory or by pressing the Select Secondary Weapon key ('1').

THE GRAPHIC NOVEL

Go Back One Chapter   Play / Pause   Go Forward One Chapter

Go Back One Page   Go Forward One Page   Exit Graphic Novel

The Graphic Novel tells much of the story of Max Payne 2: The Fall of Max Payne. It is wise to pay attention to the Graphic Novel sequences. They reveal plot twists, characters, environments, and other elements key to progressing through the game.

Play Mode:
After encountering a new page of the Graphic Novel, it will advance the story automatically page by page with no user intervention required ('Play Mode'). Sit back and enjoy the show - complete will full voice acting and sound effects. Gameplay resumes as soon as the current pages are completed.

Browse Mode:
Press the space-bar or click "Stop" button during the Graphic Novel to enter "Browse Mode". Voice dialogue and sound effects will stop and control can be resumed through a control bar along the bottom, similar to a DVD player. Browse backwards or ahead one page (or chapter) at a time. Exit back to the game at any time by clicking on the "Off" button. Restart the graphic novel by clicking on the Play Button.

Review Mode ("F1" Key):
At any time during the game, press the F1 Key to browse through the Graphic Novel up to the current location.

THE GAME WORLD

Weapons Sneak Peek:
Max Payne has multiple weapons at his disposal. If you are low on ammo all the guns may be used in close combat as melee weapons. Make full use of the guns at your disposal - this explosive arsenal is key to Max infiltrating and taking on the sinister underworld thugs of New York. To get you started, we've included essential information on four of them.
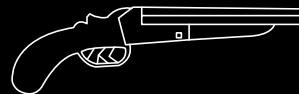
Weapons automatically reload when out of ammo. Manually reload anytime by pressing the 'R' key.

DUAL 9MM PISTOLS
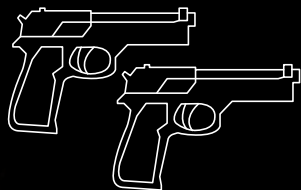
Rapid firing handguns deadly at close range. Carries 16 bullets in the clip.
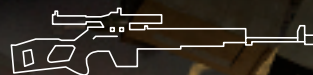
SAWED OFF SHOTGUN

Not a legal police issue weapon. When discarded by the enemy, Max uses it to the fullest potential. While inaccurate over longer distances this is absolutely deadly at close range.

MP5

High-powered automatic weapon with a blistering rate of fire. Scope allows for long distance blasting. Press 'Use' key to use the scope.

DRAGUNOV

Pinpoint sniper rifle with a very technical scope to take out thugs with precision. Quick tip: Enable Bullet Time when an enemy is well hidden, wait for his head to show then quickly pop him with a focused shot. Again, press 'Use' key to use the scope.
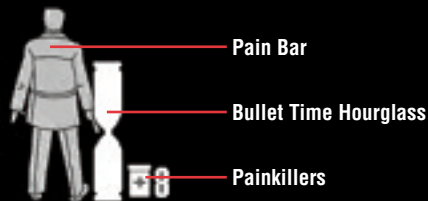
PAIN BAR

The Pain Bar, in the form of a silhouette of Max Payne, resides in the lower left hand side of the screen, indicating the level of damage/pain Max Payne is experiencing during the game. In some sequences of the game two Pain Bars may be visible to indicate the health of another key character.   When the pain bar is full, Max will die. But, like movie action heroes, Max never stays down. Even when badly hurt, he slowly regains a little health and will quickly be ready to dive back into the action.

Reduce pain by eating painkillers found in various locations in the game. Find painkillers left behind by dead enemies or in medicine cabinets and boxes. Carry a maximum of 8 painkillers at once. Painkillers only heal a fraction of Max's total health and they take a few seconds to take full effect indicated by a faded red colour in the Pain Bar. This faded red colour shows the real health status of Max.

Further damage will be added on top of the faded red, not the solid red. Choose to take painkillers and let them take full effect before entering further combat against the enemies.

BULLET TIME

(Bullet Time Key)

Bullet Time allows Max to slow down time. When Bullet Time is activated, gameplay slows but Max can still aim weapons in real-time.

Bullet Time is a limited resource and drains over time as indicated by the hourglass in the lower left of the screen. Once activated, toggle Bullet Time on and off by pressing the Bullet Time Key again. For every enemy Max takes out, he will gain a little more Bullet Time and it will also regenerate slowly.

Take multiple enemies out quickly and the hourglass will turn different shades of yellow. If it is activated, Max goes even deeper into "the zone". Enemies are slower, but Max's movements and speed remain the same. When in Bullet Time the deeper the shade of yellow, the more edge over the enemies Max has.

Pain Bar

Bullet Time Hourglass

Painkillers

SHOOTDODGING™

(Left, Right, Forward or Back + Shootdodge Key)

In addition to normal dodges and Bullet Time, Max can also Shootdodge.

Press Left, Right, Forward or Back and the Shootdodge Key to perform a slow motion Shootdodge dive. A Shootdodge doesn't use up any Bullet Time, but provides an incredible edge during combat gameplay.

Press Bullet Time Toggle Key (even when in motion) to place Max into Bullet Time without performing a shootdodge.

Remember, Shootdodging slows down the action around Max, but he can still aim in real-time. Use this to your advantage. After a Shootdodge, Max can continue to fire while prone by holding down the Shoot button as long as he has ammo in the clip.

Bullet Time Combo (unassigned by default):
Set a Bullet Time Combo key to both toggle Bullet Time and Shootdodge from one key. Press the Bullet Time Combo key while standing still to toggle Bullet Time , or press it while moving to Shootdodge in that direction.

Dodging (Left, Right or Back Key + Jump Key):
Dodge is an effective defensive move performed in any direction. Select a direction (Left, Right or Back) and press the Jump Key simultaneously.

CINEMATIC SHOTS

During combat Cinematic Shots occur when the camera moves to highlight action (enemies flying backwards in slow-motion, etc).

Bullet cam occurs sometimes when the sniper rifle is used. This cam is helpful in aiming and gives a cool perspective of the action.

Part of the story is also told in cinematic form.

You may interrupt cinematic shots by pressing the Use key ('E') or Space-bar.

When Max is deep "in the zone" in Bullet Time actions such as reloading may trigger a special move accompanied by a camera pan.
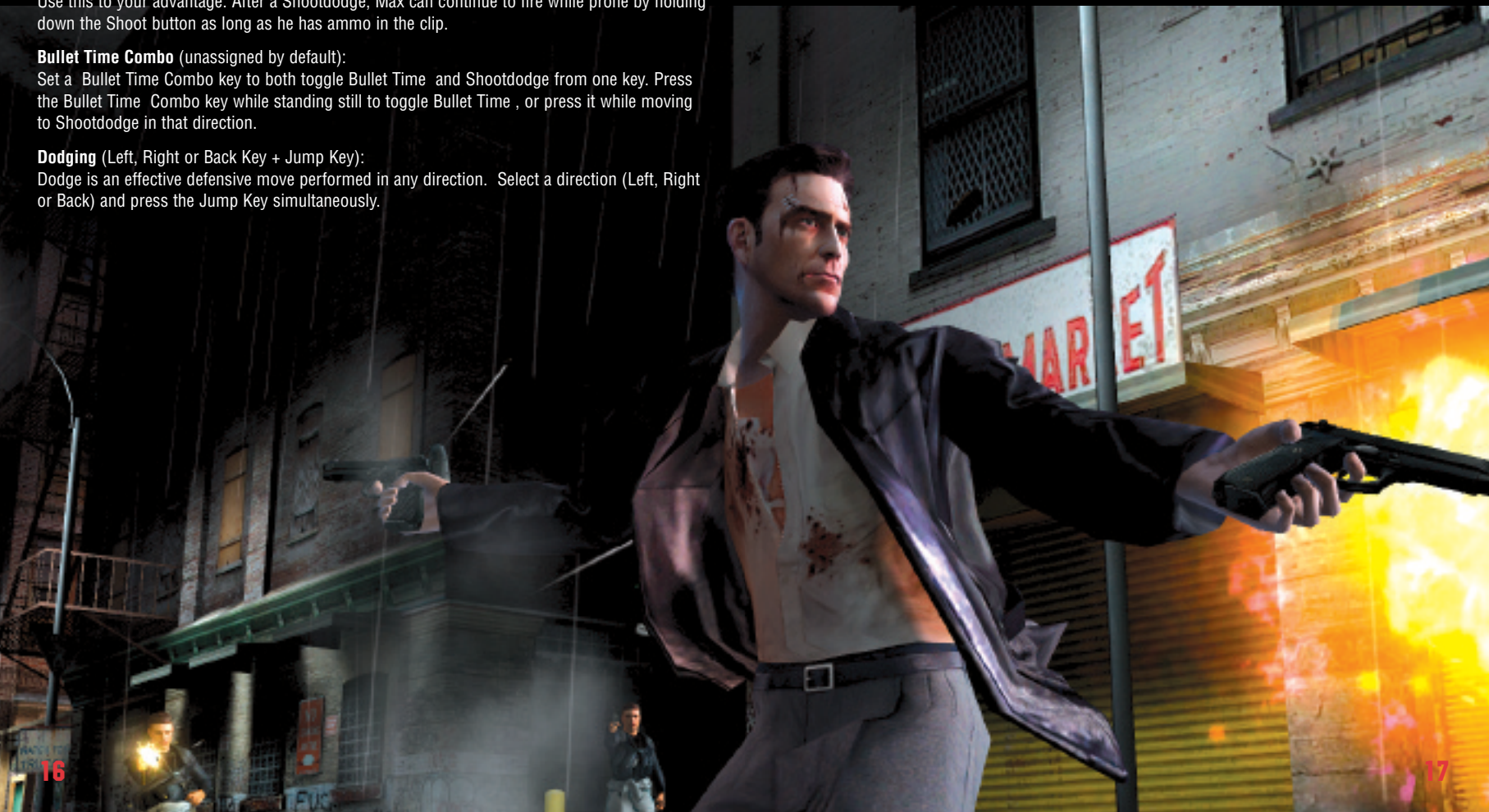
DIFFICULTY AND ADDITIONAL GAMEPLAY MODES

DETECTIVE

Detective gameplay mode is the only mode available after first installing Max Payne 2. In Detective gameplay mode, gameplay is altered by a self-adjusting skill level system. Enemies adjust their behaviour and performance according to Max's progress through the game. If the player encounters difficulty, gameplay adjusts the behaviour and reactions of the enemies in your favour. If the gameplay is a breeze, enemies will rise to the challenge.

After completing Max Payne 2 for the first time, the following additional gameplay modes are unlocked:

HARD BOILED

For more of a challenge, the Hard Boiled mode is like Detective difficulty without the benefit of the self-adjusting skill system. Enemies are always set to their toughest level.

DEAD ON ARRIVAL

The ultimate challenge! The enemies are just as deadly as in Hard Boiled mode, but now the player also has a limited number of save games available to them per level. This mode is unlocked only after completing Hard Boiled.

NEW YORK MINUTE

A hectic mode for speed-running. Each map starts out with a timer ticking. Take out enemies to reduce the time, Graphic Novels and cinematics stop the timer from progressing, Bullet Time reduces the timer's progression to correspond to the slowdown. The times are saved and you can review your record runs -the faster you are, the better. This gameplay mode is unlocked once you've completed the game once.

DEAD MAN WALKING

Death is inevitable, the question is how long you can keep going. Stay alive as long as possible in this fast paced deathmatch. When you start playing Dead Man Walking the map has a single enemy, and as time progresses more and more enemies are spawned into the map. When the enemies die, they get resurrected after a five second delay. The longer you stay alive the better your score. Taking out enemies gives the player an extra two seconds per kill. Like New York Minute, Dead Man Walking mode is unlocked once you've completed the game one time.
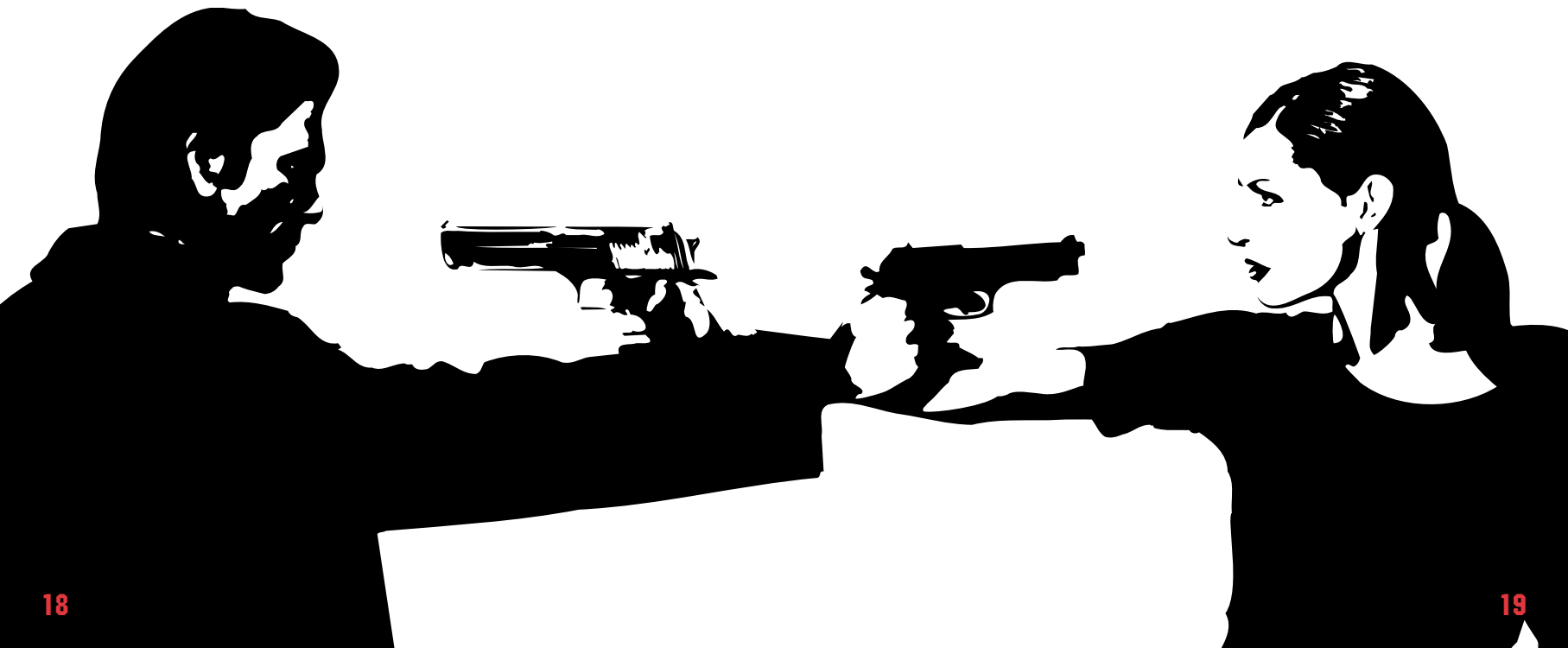
GENERAL GAMEPLAY TIPS

Most importantly, make full use of Shootdodging and Bullet Time allowing you to get the drop on bad guys, aim easier and take less damage. Max Payne 2 can be very difficult without using these modes.

Never forget to search each level thoroughly. Painkillers and weapons are hidden throughout the levels in some very unexpected places.

Use explosive objects to your advantage. Take out multiple enemies at once by shooting a single explosive barrel or ammo crate.

When a character offers to fight alongside Max Payne, take them up on the offer! Don't run ahead of them – watch their actions and use them to your advantage.

Talk to any characters encountered along the way. They may reveal important information or provide weapons and painkillers.

If Max crouches (hit 'C') during a gunfight, he presents a smaller target and is less likely to get hit. Crouching behind obstacles in combat provides the required second or two to reload a weapon before diving back into the action. Crouching will also steady the sniper rifle.

A good tactic in gun fights 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 reloading.

Sometimes offence is the best defence – when confronted by multiple enemies don't retreat. By pushing ahead and taking out enemies Max gains more Bullet Time and the tables can be turned.

All enemies are not alike – some more prominent enemies may be tougher to beat. Some enemy types have body armour covering the torso. Some areas of enemies are more vulnerable than others – use this to your advantage.

In Bullet Time, pay very close attention and dodge bullets as they fly by. This is a good way of avoiding damage in hectic gunfights. Use Bullet Time while sniping to help improve aim.

Don't pass up interesting items, TV shows or answering machines Max finds interesting during gameplay.

CREDITS

Remedy Development Team
Project Lead: Markus Mäki
Lead Game Design: Petri Järvilehto
Written by: Sam Lake
Game Programming Lead: Kim Salo
Technology Programming Lead: Markus Stein
Graphic Design Lead: Sami Vanhatalo
Art Direction: Saku Lehtinen
Programming: Olli Tervo, Jaakko Lehtinen, Petteri Salo, Outi Marttila
Additional Programming: Petri Häkkinen
Level Design - Gameplay: Anssi Hyytiäinen, Samuli Viikinen, Mikael Kasurinen
Level Design - Art: Aki Määttä, Mikael Wahlberg, Tero Tolsa
Additional Level Design: Saku Lehtinen, Petri Järvilehto
Modeling: Henri Blåfield Mikko Huovinen
Character Animation: Peter Hajba
Texture Art: Aki Määttä, Marko Leinonen, Peter Hajba, Saku Lehtinen, Tero Tolsa, Mikael Wahlberg
Particle Art: Peter Hajba
Sound FX and Voice Tracks: Peter Hajba
Graphic Novel Art: Marko Leinonen, Sami Saramäki
Menu and HUD Art: Marko Leinonen, Sami Saramäki
Cinematics: Saku Lehtinen, Tommi Anttila, courtesy of Hybrid Graphics
Business Affairs: Matias Myllyrinne
Office Manager: Mika Reini
IT Support: Petri Ljungberg

Rockstar NY
Executive Producer: Sam Houser
VP of Development: Jamie King
Associate Producer: Brandon Rose
Chief Technology Officer: Gary J. Foreman
Director of Quality Assurance: Jeff Rosa
Technical Manager: Sandeep Bisla
Lead Analyst: Elizabeth Satterwhite
Rockstar Test Team: Rich Huie, Brian Planer, Scott Peterman, Tammy Beatty, Gene Overton, Brian Alcazar, Jameel Vega, Lance Williams.
Production Team: Terry Donovan, Alex Horton, Jenefer Gross, Jeff Castaneda, Jennifer Kolbe, Noelle Sadler, Kerry Shaw, Adam Tedman, Corey Wade, Steve Knezevich, Hosi Simon, Paul Yeates, Daniel Einzig, Jerry Luna, Futaba Hayashi, Jeff Williams, Richard Kruger, Jake King, Jordan Chew, Devin Bennett, Chris Carro, Rob Fleischer, Bill Linn, Susan Lewis, David Thomson.

3D Realms
Scott Miller
George Broussard

Music
Music Composed, arranged and performed by: Kärtsy Hatakka and Kimmo Kajasto. Music mastering by Pauli Saastamoinen and Markus "Captain" Kaarlonen at Finnvox studios. Cello in Max Payne theme by Perttu Kivilaakso.

"LATE GOODBYE"
Performed by Poets of the Fall
(www.poetsofthefall.com)
Written by Marko Saaresto, lyrics based on a poem by Sam Lake
Produced by Markus "Captain" Kaarlonen

Voice Acting Talent
Max Payne: James McCaffrey
Mona Sax: Wendy Hoopes
Vladimir Lem: Jonathan Davis
Jim Bravura: Vince Viverito
Valerie Winterson: Jennifer Server
Alfred Woden: John Braden
Vinnie Gognitti: Fred Berman
Cartoon Host: David O'Brien
Captain Baseball Bat-Boy: Michael Mags
Bicycle Helmet-Girl: Victoria Pontecorvo
Demon: John Zurhellen
Zombie: John Zurhellen
Lady Amelia: Ann Scobie
Lord Valentine: Chris Durham
Lord Jack: Kevin Conroy
Mama: Marge Redmond
Sheriff's Man: Gary Yudman
Dick Justice: Rodd Houston
Blaxploitation Narrator: Rodd Houston
Sharon Justice: Kelle Kerr
Junkie: Fred Berman
Return to Sender Announcer: David O'Brien
John Mirra: Greg Sims
Mental Patient: Fred Berman
Shrink: Ralph Byers

John's Girlfriend: Debra Sperling
Warden: Mike Moran
Porn Host: Navid Khonsari
Hooker: Debra Sperling
Nicole Horne: Jane Gennaro
Mobsters: Lou Martini, Jr., Mike Moran, Frank Sims, Todd Susman, Peter Appel, Bruce Kronenberg
Godfather: Paul Christie
Policemen: Ron Foster, Greg Sims, Todd Susman, Matt Walton
Dispatcher: Orfeh
Russians: Mike Moran, Todd Susman, Frank Sims
Mike "The Cowboy": Gary Yudman
Kaufman: Greg Sims
Cleaners: Kevin Conroy, Chris Durham, Greg Sims, Matt Walton, Chris Phillips
Commandos: Kevin Conroy, Matt Walton
Security Guards: John Braden, Ralph Byers, Chris Durham, Ron Foster
Doctors: Orfeh, Ann Scobie
Bodyguards: Rodd Houston, Gary Yudman
Businessman: Frank Sims
Neighbor: Marge Redmond
Female Officer: Orfeh
Witness: Jonathan Davis
Kyra Silver: Ann Scobie
Booze Hounds: Ralph Byers, Ron Foster
Female Sales Voice: Debra Sperling
Male Sales Voices: John Braden, David O'Brien
Janitor: John Presnell
Annie Finn: Kimberly Howard
Answering Machine: Wendy Hoopes
Flamingo: Matias Myllyrinne
Mobsters: Peter Appel, Bruce Kronenberg
Cleaners: Chris Phillips

Voice Over Production
Directed by: Navid Khonsari
Producers: Noelle Sadler, Kerry Shaw
Engineered by: Paul Vazquez, Track Nine Studios

Graphic Novel Models
Max Payne: Timothy Gibbs
Mona Sax: Kathy Tong
Valerie Winterson: Andrea Leigh
Alfred Woden: Ed Hyland
Jim Bravura: Michael Arkin
Vladimir Lem: Peter Giles
Vinnie Gognitti: Stephen Gregory

In-Game Character Models
Alex Corrado, Alex Kortovski, Angela Trotter, Angelo Frasco, Anthony Berry, Anthony Lehmenkuler, Ariel Estrada, Beata Molnar, Bernard Friedman, Blake Pesce, Brent Black, Brian Rogalski, Bruce Smolanoff, Bruno Lannone, Charles Deraczunas, Charles Tucker, Christina Zorich, Colleen Vogel, Daniel Passaro, David Calderazzo, Dmitri Christy, Frank Piluso, Gerrit Vooren, Ginger Rich, Jack Van Natter, Jacqueline Bowman, Jeff Newman, Jeff Thomas Lundwall, Joe Masi, John Bianco, John Ridge, John Zurhellen, Jonathan Tindle, Julie Harding, Julio Rivera, Joseph Tutalo, Kara Hamilton, Ken Dapper, Kevin Nosworthy, Lex Monson, Lola Kramer, Maggie Moor, Mark Benzinyan, Marlon John, Matthew Loney, Mishna Wolff, Neil Levine, Noelle Sadler, Paul Borghese, PJ Brown, Reid Mihalko, Renaud Sebbane, Roy Davis, Sal Petraccione, Sarah Graham Hayes, Shawn McLean, Stephen Daniels, Tara Radcliffe, Thomas Hartnett, Thomas Zemon, Tim Womack

Casting:
Howard Schwartz Recording, Donna DeSeta Casting
Photography Direction:
John Zurhellen
Character Photography:
Character Model and Graphic Novel Photography by Tim Womack

Drama Consultation
Pentti Halonen

Motion Capture
Director: Navid Khonsari
Produced by: John Zurhellen, Noelle Sadler
Motion Capture Acting: Lee Rosen, Lawrence Ballard, Mary Stiefvater, George Burich, Jordan Matter, Jayson Gladstone, Navid Khonsari, Noelle Sadler, Melle Powers, William Powers, William McCall, Kurt Bauccio, John Zurhellen
Motion Capture Stuntpeople: Hector Salazar, Jenna Murphy, Norman Douglass
Motion Capture Stunt Coordinator: Manny Siverio
Motion Capture by: Chuck Mongelli, Keith Robinson and Joe Nolan at Perspective Studios

Testers
Remedy Finland Test Team: Jussi Räsänen, Kari Tuominen, Lasse Mäki, Mika Wendelin, Nicklas Renqvist, Patric Ojala, Antti Koivisto, Teemu Heinilehto, Tuukka Taipalvesi, Ville-Pekka Vainio

3D Realms Dallas Test Team: Scott Miller, George Broussard, Kyle Davis, Keith Schuler, Allen Blum, John Anderson, Joe Wampoole, Steven Blackburn, Charlie Wiederhold

Rockstar London
Neil Stephen, Nijiko Walker, Lucien King, Chris Madgwick, Chris Wood, Hamish Brown, Hugh Michaels, Amy Curtin, Alan Jack, Laura Battistuzzi

Rockstar Lincoln
Tim Bates (Lead), Phil Alexander, Jonathan Stones, Antoine Cabrol, Alain Dellepiane, Will Riggot, Graham Ainsley, Chris Welsh

Take 2 European Team
Gary Lewis, Christoph Hartmann, Jochen Till, Gabriel Wunderlich, Karl Unterholzner, Serhad Koro, Jon Broadbridge, James Crocker, Matthias Wehner, Andreas Traxler, Markus Wilding, Alexander Harlander, Nasko Fejza, Véronique Lallier, Emmanuel Tramblais, Matthias Bellone, Elena Morlacchi, Giovanni Oldani, Monica Puricelli, David Powell, Simon Ramsey, Onno Bos, Christine Zambesi, Debbie Jones, Jaspreet Bansi, Tina Hicks, Mark Jackson

Thanks
Remedy would like to extend a warm thank-you to the following for their help and support throughout the development of this game:

Thank you to friends and family for support and understanding. Thanks to the fans for your continued encouragement. Thanks to Joe Siegler for Max Payne forum administration and everyone at 3D Realms, the guys and gals at Futuremark, especially Juha Pinola for his work on the 3D model of lovers' statue, Pertti Kainulainen, Aki "AJ" Järvilehto, Risto Vehviläinen, Jani Joki, Sanna Yliruka, Anna Kiminki, Ilkka Koho and many others, all at Hybrid Graphics Markus "Captain" Kaarlonen for Graphic Novel Sound FX and Voice Tracks

Tuuli Järvi, Sami Järvi and Marko Saaresto for posing in the TV-show photoshoot; Mikko Kamunen and Jari Paija at Plenware for work on MaxED; Anne Isomursu, Matti Pyykkö and Tuomas Jääskeläinen for source material from "Helsinki Graffiti", Sami Mäkelä for graffiti art; Marko Saaresto at Poickeus Design Studio for graffiti art, LowPolygon3D for car model source material; Antero and Hannu at Kobushikai dojo (www.kobushikai.org); Paula Rintala, Sirpa Vanhasasi-Huida, Tuija Tommola and the staff of Helsinki University Central Hospital; Eddie Callaghan for security in NYC; Alan Murta for use of his gpc library; Jonathan Richard Shewchuk, at University of California at Berkeley for use of his Two-Dimensional Quality Mesh Generator and Delaunay Triangulator ©, Triangle, in MaxED

Edwin Van Puffelen, Jonathan "Maddieman" Hallier for moderating mod forums, Adam Skorupa and Ben Minto at Soundkids, Matti Sihto and Kari Korhonen at Tekes, Kristoffer Larson and Valerio C. Faggioni at Dolby, Matti Kari and Mikko Räsänen at Acelaw, Rex Sikora at ATI; Andrea D' Orta at Creative; Richard Huddy and Jon Story at Codemafia.

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The Global Illumination System is based on the Lumigraph Radiosity technology originally developed in cooperation with Hybrid Graphics Ltd. by Timo Aila, Janne Hellstén, Petri Häkkinen, Jaakko Lehtinen and Jussi Räsänen.

Additional thanks to: Rick and Ryder Washburn, Splashlight Studios, and Sun Studios.

Finally, we would like to extend our special thanks to everyone involved in the making of Max Payne in 1997-2001. Without you this sequel would never have been made.

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                          (7 days a week from 8am to 10pm (GMT) excluding bank holidays)
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Email: ....take2@startekeurope.com
                          tech.support@take2europe.com
Web Address: www.take2games.co.uk