

MAX PAYNE[®] 2

THE FALL OF MAX PAYNE



MAX PAYNE[®] 2

THE FALL OF MAX PAYNE

WARNING: READ BEFORE USING YOUR PLAYSTATION[®]2 COMPUTER ENTERTAINMENT SYSTEM.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

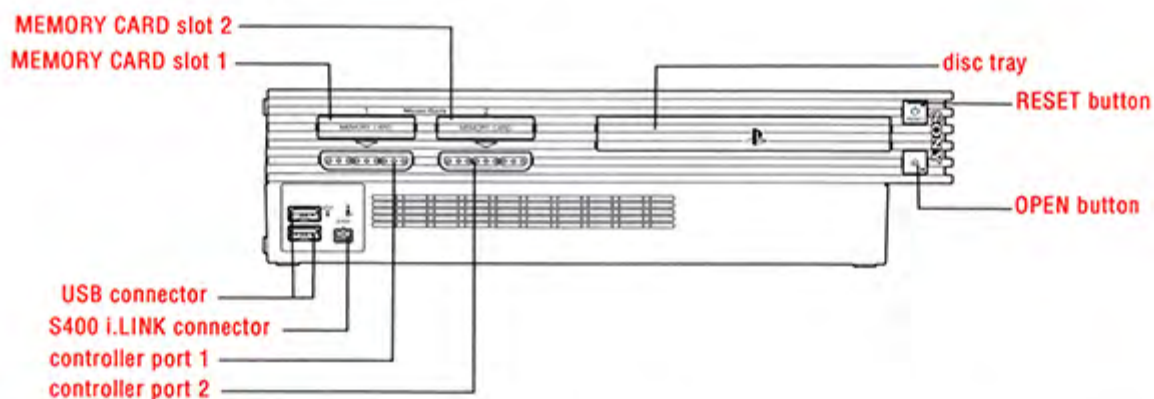
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
Never use solvents or abrasive cleaners.



TABLE OF CONTENTS

GETTING STARTED	02
STARTING UP	03
MAIN MENU	04
CONTROLLING THE GAME	07
THE GRAPHIC NOVEL	08
THE GAME WORLD	10
DIFFICULTY/GAMEPLAY MODES	16
GENERAL GAMEPLAY TIPS	18
CREDITS	20

GETTING STARTED

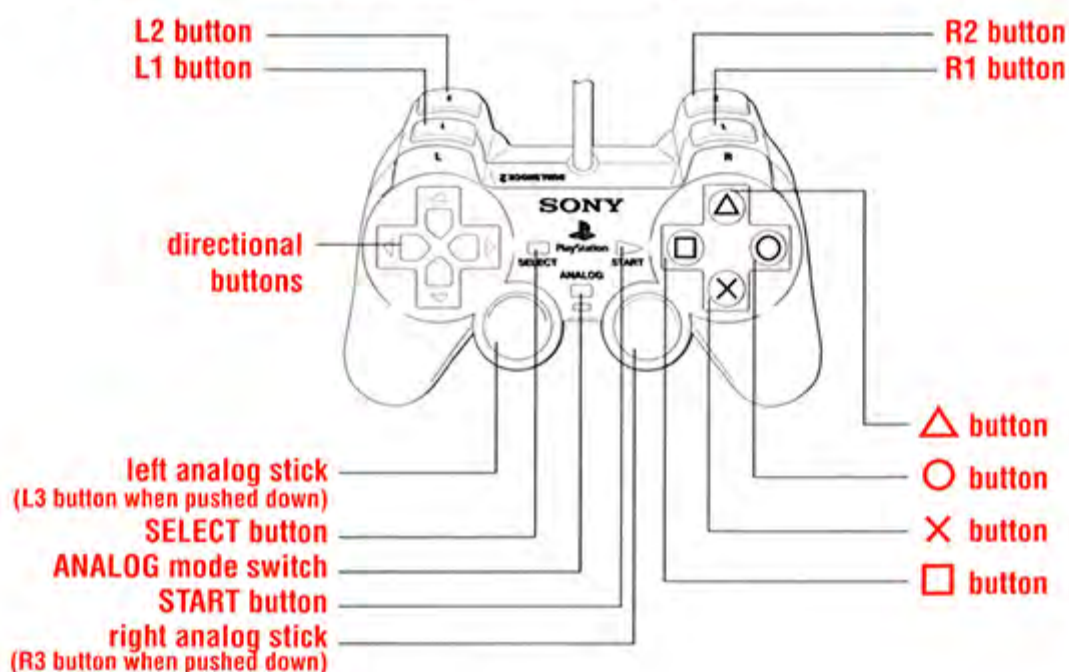


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Max Payne®2 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



See page 7 for default Max Payne 2 controls list.



MAX PAYNE 2

THE FALL OF MAX PAYNE

How to Play
Resume Game
New Game
Load
Save
Previously
Options
Credits



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 "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 Detective mode for the first time.

Load: Opens the Load Game menu screen.

Save: Opens 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 the Options menu screen.

Credits: View the credits for Max Payne 2.

During gameplay, you can always return to the Main Menu by pressing the SELECT button (Press **▲** button to return to game).

SAVE GAME MENU:

Select one of 6 available save game slots to save the current gameplay situation. The Save Game option is only available during a running gameplay session. Press the SELECT button to return to the main menu and select Save Game. Highlight one of the slots and press the X button to save.



LOAD GAME MENU:

Select any saved game from the Load Game menu and press the X button to load.

OPTIONS MENU:

Controls: Reconfigure Movement and Combat Controls.

Select Crosshair: Choose different types of crosshairs. This option also allows you to turn off crosshair.



The 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.

Enable Auto Lock: When this option is enabled, Max will target an enemy who passes through the center of the screen, and remain "locked" on this target until another enemy passes through the target area.

Invert Aiming: Selecting this option will reverse controller response to the Y (up/down) axis when aiming.

Enable Vibration: Turn vibration effects on/off.

Auto Weapon Change: Auto Weapon Change will make Max 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.

Back: Return to the previous menu.

The Video menu contains the following options:

Widescreen Support: Turns widescreen mode on/off.

The Audio menu contains the following settings:

Music Volume: Changes music volume.

Effects Volume: Changes sound effects volume.

Enable Stereo Sound: Sets game audio to Stereo mode, when available.

Enable Mono Sound: Sets game audio to Mono mode.

Restore Defaults: Resets default music and sound effects volumes.

Back: Return to the previous menu.

CONTROLLING THE GAME

The controls in Max Payne 2 are customizable. Default movement and combat controls are as follows:

ACTION	CONTROLS
MOVE/STRAFE	LEFT ANALOG STICK
AIM	RIGHT ANALOG STICK
RELOAD	△ BUTTON
PAINKILLERS	○ BUTTON
JUMP	× BUTTON
USE/ZOOM	□ BUTTON
SHOOT	R1 BUTTON
SECONDARY ATTACK	R2 BUTTON
AIM FAST	R3 BUTTON
SHOOTDODGE™	L1 BUTTON
BULLET TIME	L2 BUTTON
CROUCH	L3 BUTTON
WEAPONS MENU	DIRECTIONAL BUTTONS
MAIN MENU	SELECT BUTTON
PAUSE MENU	START BUTTON

Pausing the Game (START button):

Press the START button to pause animation.

Using Items:

Max Payne 2 requires frequent interaction with the environment. Press the □ button 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 □ button to engage that item.

Hit the □ button and talk to other in-game characters. This is essential to learning information that helps you progress.

Secondary Attack (R2 button):

Press the R2 button 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 with the directional buttons.

THE 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, the story will advance automatically page by page with no user intervention required ('Play Mode'). Gameplay resumes as soon as the Graphic Novel section is completed.

Press the **X** button to skip to the next screen.
Press the **Δ** button to skip the entire Graphic Novel section. Press the left/right directional buttons to scroll through the pages of the Graphic Novel.





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 **△** button.

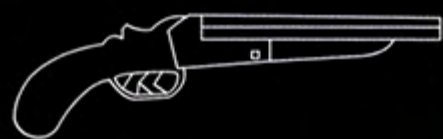
DUAL 9MM PISTOLS



Rapid firing handguns deadly at close range. Each Carries 16 bullets in the clip.



SAWED OFF SHOTGUN



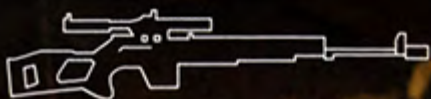
Not a legal police issue weapon. When discarded by the enemy, Max uses it to the fullest potential. While inaccurate over longer distances this is absolutely deadly at close range.

MP5



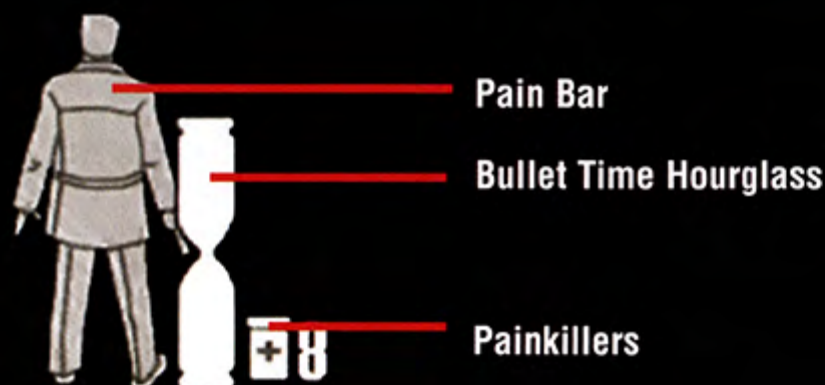
High-powered automatic weapon with a blistering rate of fire. Scope allows for long distance blasting. Press the button to use the scope.

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 the button to use the scope.





Pain Bar

Bullet Time Hourglass

Painkillers

MAX'S HEALTH

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 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 color in the Pain Bar. This faded red color 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

(L2 button)

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. Toggle Bullet Time on and off by pressing the the L2 button. 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. When this 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, a deeper shade of yellow indicates Max has an even greater edge over enemies.



SHOOTDODGING™

(left, right, forward or back + L1 button)

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

Press left, right, forward or back and Shootdodge (L1 button) 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 (L2 button) 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 button to both toggle Bullet Time and Shootdodge from one button. Press the Bullet Time Combo button while standing still to toggle Bullet Time, or press it while moving to Shootdodge in that direction.

Dodging (left, right or back + X button):

Dodge is an effective defensive move performed in any direction. Select a direction (left, right or back) and press Jump (X button) simultaneously.



CINEMATIC SHOTS

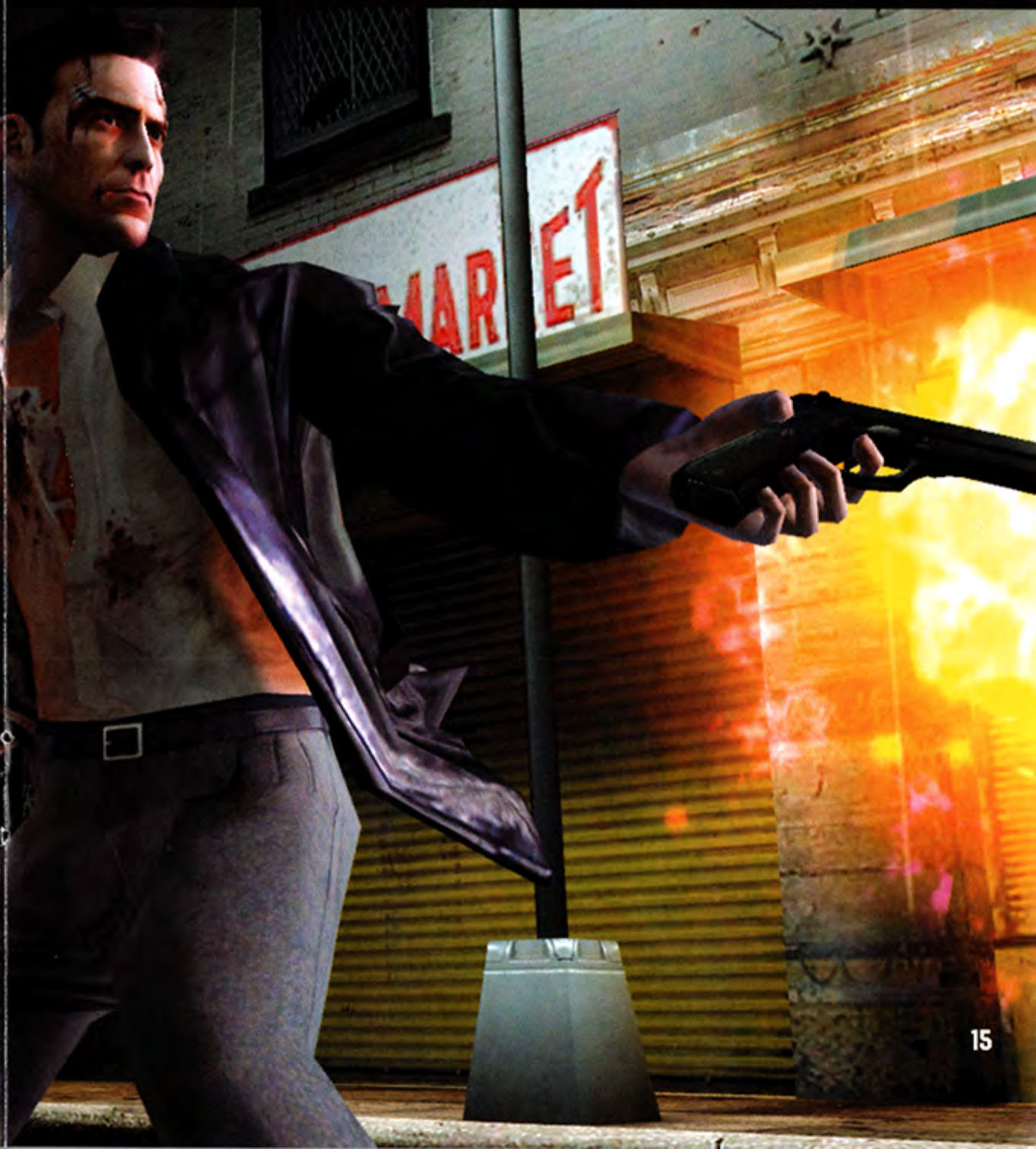
During combat, Cinematic Shots occur when the camera moves to highlight action (enemies flying backwards in slow-motion, etc).

“Bullet Cam” occurs sometimes when the sniper rifle is used. This 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 **X** button.

When in Bullet Time and Max is deep “in the zone” actions such as reloading may trigger a special move accompanied by a camera pan.



DIFFICULTY AND ADDITIONAL GAMEPLAY MODES

DETECTIVE

Detective mode is the only mode available when first playing Max Payne 2. In Detective mode, gameplay is altered by a self-adjusting skill level system. Enemies adjust their behavior and performance according to Max's progress through the game. If the player encounters difficulty, gameplay adjusts the behavior and reactions of the enemies in your favor. 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 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 timers 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 Detective Mode for the first time.

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 Detective Mode for the first time.



GENERAL GAMEPLAY TIPS

Most importantly, make full use of Shootdodging and Bullet Time to get the drop on bad guys, aim more easily 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.

When Max crouches (press L3 button) 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 offense is the best defense – 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 armor 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 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 Vienna Team

Project Lead: Kaweh Kazemi

Lead Programmer: Erik Pojar

Programmers: Wolfgang Deutsch, Erwin Kloibhofer, Peter Melchart, Martin Porocnik, Christian Schmutzer, Andreas Varga, Adrian Garrett, Mark Wesley, Glen Darroch

Additional Programming: Tobias Sicheritz, Christian Bazant, Zsolt Marx

Lead Designer: Marin Gazzari

Designers: Sebastian Harras, Oliver Pflug, Michal Drimalka

Additional Design: Gunter Piringer

QA Manager: Peter Ehardt

Testers: Helmut Hutterer, Karam Nada, Tobias Hagberg

Additional Testing: Markus Igel, Markus Werdenich

QA Support: Kirsten Kennedy

Lead Audio/Video Engineer: Bernhard List

Audio Designer: David Brandstätter

Video Engineer: Tobias Kraze

Project Management Assistant: Gregor Eigner

Additional Project Management Support: Frank Kern
Artists: Leander Schock, Christian Koppold, Michael Sormann
Technical Artist: Christian Stejnar
Senior Producer: Hannes Seifert
Technical Support: Chris Soukup, Thomas Zajic, Peter Krakhofer,
Gernot Unger
Business Management: Niki Laber
Office Management & Team Support: Dana Zajic, Martin
Filipp, Christine Sladek

Special Thanks:
Markus Mäki, Remedy
Markus Stein, Remedy
Olli Tervo, Remedy

External Support:
Christophe Reyes, Criterion
William Eastcott, Criterion
Valentin Cade, Criterion
Alistair Milne, Criterion
Colin Barret, Havok
Oliver Strunk, Havok

In Memoriam:
Stefan Willixhofer

Rockstar Team

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 Analysts: Rich Huie, Lance Williams
Game Analysts: Brian Planer, Elizabeth Satterwhite
Rockstar Test Team: Scott Peterman, Tammy Beatty,
Gene Overton, Jameel Vega, Lee Cummings, Mike
Hong, Christopher Plummer, Chris Choi, William
Rompf, Devin Smither, Brian Alcazar
Production Team: Terry Donovan, Alex Horton,
Jenefer Gross, Jeff Castaneda, Jennifer Kolbe,
Adam Tedman, Corey Wade, Steve Knezevich, Peter
Banks, Hosi Simon, Paul Yeates, Brian Wood, Tony
King, Daniel Einzig, Jerry Luna, Futaba Hayashi, Jeff
Williams, Richard Kruger, Jake King, Jordan Chew,
Stanton Sarjeant, Devin Bennett, Chris Carro, Rob
Fleischer, Bill Linn, Ryan Rayhill, Susan Lewis, Noelle
Sadler, David Thomson, Kerry Shaw, John Zurhellen



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

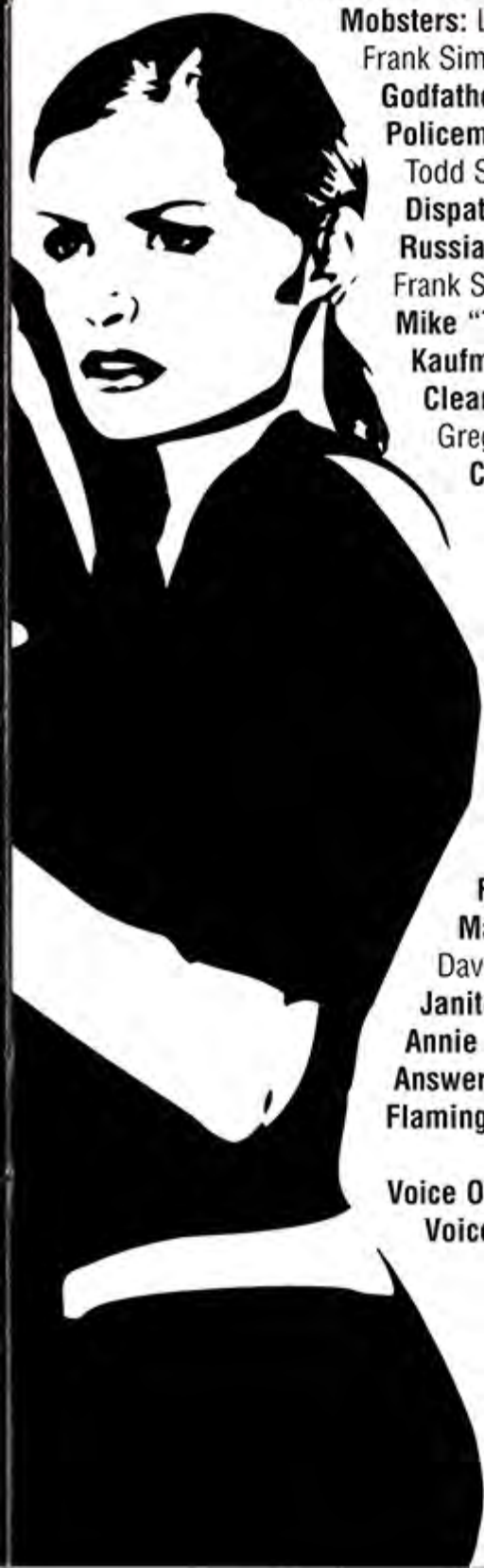
Annie Finn: Kimberly Howard

Answering Machine: Wendy Hoopes

Flamingo: Matias Myllyrinne

Voice Over and Motion Capture directed by: Navid Khonsari

Voice Over 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

Character Stylists: Evan Ross & Tonya Barr

Character Model and Graphic Novel Photography: Tim Womack

Drama Consultation

Pentti Halonen

Motion Capture

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

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

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" Järvillehto, 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 photo-shoot; 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

Max Payne 2 uses Havok.com™ physics engine, © Copyright 1999-2003 Telekinesys Research Limited. All Rights Reserved.

Dolby and the double-D symbol are trademarks of Dolby Laboratories.

Portions of this software are Copyright 1998-2003 Criterion Software Ltd. and its Licensors.

The ratings icon is a registered trademark of the Entertainment Software Association.

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.



NOTES:





● REC

PlayStation®2

MANHUNT

REC →
SAVE ←

IN STORES NOW!



Strong Language
Blood and Gore
Intense Violence



*PlayStation® and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. © 2003 Rockstar Games, Inc. Manhunt and the Manhunt logo are trademarks of Take-Two Interactive Software, Inc. Rockstar Games and the R logo are registered trademarks of Take-Two Interactive Software, Inc. Rockstar Games and Rockstar North are subsidiaries of Take-Two Interactive Software, Inc. All other marks and trademarks are properties of their respective owners. All Rights Reserved. Product names are the trademarks of their respective owners, and not of Rockstar Games, Inc., and are included for entertainment purposes only. No product, person or establishment appearing or mentioned in this game has endorsed this game or any of the actions described or displayed herein or is in any way associated with Rockstar Games, Inc. Note: Rockstar will be following ESA guidelines for M rated games in the marketing of this game. This game contains violent language and behavior and may not be appropriate for persons under the age of 17. The story, names and incidents portrayed herein are fictitious. No identification or similarity to actual persons, living or dead, or to actual events is intended or should be inferred. Any resemblance is coincidental. The makers and publishers of this videogame do not in any way endorse, condone or encourage this kind of behavior.

WARRANTY

Rockstar Games, a division of Take-Two Interactive Software, Inc., warrants to the purchaser only that the disc provided with this manual and the software program coded on it will perform in accordance with the description in this manual when used with the specified equipment, for a period of 90 days from the date of purchase.

If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the disc to Rockstar Games or its authorized dealer along with a dated proof of purchase. Replacement of the disc, free of charge to the original purchaser (except for the cost of returning the disc) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Rockstar Games shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by the law, damages for personal injury, even if Rockstar Games has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of any incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.


This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law, which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights, which may vary from state to state.

You may not reproduce, prepare derivative works based on, distribute copies of, offer for sale, sell, transfer ownership of, rent, lease, or lend to others the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation; provided, however, that you may transfer the entire Program and accompanying documentation on a permanent basis as long as you retain no copies (including archival or backup copies) of the Program, accompanying documentation, or any portion or component of the Program or accompanying documentation, and the recipient agrees to the terms of the Agreement. Further, you may not modify, reverse engineer, disassemble, decompile or translate the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation, nor may you make any copies of the Program modules for use with other programs. This program is intended for private use only.

ROCKSTAR GAMES, A DIVISION OF TAKE-TWO INTERACTIVE SOFTWARE
575 BROADWAY 3RD FLOOR
NEW YORK, NY 10012

ESRB RATING: MATURE

This product has been rated by the Entertainment Software Ratings Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. © 2003 Rockstar Games, Inc. Rockstar Games and the  logo are registered trademarks of Take-Two Interactive Software, Inc. Max Payne and the Max Payne logo are registered trademarks of Take-Two Interactive Software, Inc. Remedy and the Remedy logo are trademarks of Remedy Entertainment, Ltd. All other marks and trademarks are properties of their respective owners. All Rights Reserved.

Product names are the trademarks of their respective owners, and not of Rockstar Games, Inc., and are included for entertainment purposes only. No product, person or establishment appearing or mentioned in this game has endorsed this game or any of the actions described or displayed herein or is in any way associated with Rockstar Games, Inc.

Note: This game contains violent language and behavior and may not be appropriate for persons under the age of 17. The story, names and incidents portrayed herein are fictitious. No identification or similarity to actual persons, living or dead, or to actual events is intended or should be inferred. Any resemblance is coincidental. The makers and publishers of this videogame do not in any way endorse, condone or encourage this kind of behavior.



TO SUBSCRIBE TO THE
MAX PAYNE MAILING LIST,
SEND AN EMAIL TO:
maxpaynesubscribe@rockstargames.com
WWW.ROCKSTARGAMES.COM/MAXPAYNE2