

Max Payne Guide

by Humanvegetableonline

Updated to v1.0 on Apr 11, 2004

```
#####  #####  ##  ##  ##
#####  #####  ##  ##
##  #####  ##  #####  ##  ##
##  ##  ##  ##  ##  ##  ##
##  ##  ##  #####  #####
##  ##  ##  #####  #####
##  ##  ##  ##  ##  ##  ##
##  ##  ##  ##  ##  ##  ##
##  ##  ##  ##  ##  ##  ##
##  ##  ##  ##  ##  ##  ##
```

```
#####  ##  ##  ##  #####  #####
#####  #####  ##  ##  #####  #####
##  ##  #####  ##  ##  ##  ##  ##
##  ##  ##  ##  #####  ##  ##  ##
#####  ##  ##  #####  ##  ##  #####
#####  #####  ##  ##  ##  #####
##  #####  ##  ##  ##  ##
##  ##  ##  ##  ##  ##  ##
##  ##  ##  ##  ##  ##  #####
##  ##  ##  ##  ##  ##  #####
```

```
#####  #####  ##
#####  #####  #####
##  ##  ##  #####
##  ##  ##  ##  ##
##  #####  #####  ##  ##
##  #####  #####  #####
##  ##  ##  ##  #####
##  ##  ##  ##  ##  ##
#####  #####  ##  ##
#####  #####  ##  ##
```

```
=====
Max Payne for Gameboy Advance
Email : Humanvegetableonline2002@yahoo.com
Aim: Humanvegetable02
Website : geocities.com/humanvegetableonline2002
Copyright 2004 Humanvegetableonline
Version 0.2 - 2/5/04 - 3/4/04
Version 0.21 - 3/6/04
Version 0.4 - 3/12/04 - 3/14/04
Version 0.41 - 3/15/04
Version 0.42 - 3/18/04
Version 0.43 - 3/19/04
Version 1.0 - 4/7/04 - 4/11/04
=====
```

NOTE : PLEASE READ THE BASICS STUFF OF MY GUIDE BEFORE READING MY GUIDE TO AVOID CONFUSION.

Dedication

This guide dedicated to DesertEagle for the laugh you have given me.

Introduction

This is my first guide so don't complain much. I thought this game would be an ideal game to type my first guide because it is a short game. I just want to see if it gets posted. If it does then I'll type more guides for you happy folk out there. If you find any inaccurate info or something typed bad then email or AIM me. Direction is a bit confusing in this game. I will also put in the conversations as an extra. An example...

-Description of part of a picture-

Person : The Message.

About this game

In my opinion, this gameboy advance is an excellent remake of the ps2 version. Why? They have the comics and real voices! A man with nothing to lose who is fighting the people who are against him. That's all I got :(. I am a fan of Max Payne. I am waiting for Max Payne 2 to come out for greatest hits. Why? Cause I don't have a job or \$50.

Copyright Stuff

Do not use this guide unless you ask me. If you wish use it then you know what to do. My Email and AIM are up there. These websites are allowed to use this guide.

- <http://Neoseeker.com>
- <http://Gamefaqs.com>
- <http://wogaming.com>
- <http://cheats.de>
- <http://faqs.ign.com>

Version 0.2

Part 1 Complete.

Version 0.21

Added Neoseeker.com as a website that can use this guide.

Version 0.4

Part 2 added. Wogaming.com is allowed to use my guide.

Version 0.41

Cheats.de is allowed to use my guide.

Version 0.42

Ign is allowed to use my guide.

Version 0.43

Complete weapon updates.

Version 1.0

Part 3 added. Added more stuff in the FAQs, Weapons, and My comments section. On the top of the guide it used to just say "Max Payne 1". The "1" is replaced with GBA. Check the level "Power Games" for the location of the jackhammer.

=====

Table of Contents

=====

- 1.0 - Basic Stuff
- 2.0 - Intro
- 3.0 - Part 1
 - 3.1 - Roscoe Street Station

- 3.2 - Live from the Crime Scene
- 3.3 - Playing it Bogart
- 3.4 - Fear That Gives Men Wings
- 3.5 - Empire of Evil
- 4.0 - Part 2
- 4.1 - Captain Baseball Bat Boy
- 4.2 - Angel of Death
- 5.0 - Part 3
- 5.1 - Cold Steel
- 5.2 - Deep Six
- 5.3 - Power Games
- 5.4 - Nothing to Lose
- 5.5 - Pain and Suffering
- 6.0 - Weapons
- 7.0 - Extras
- 8.0 - Frequently Asked Questions
- 9.0 - My Comments
- 10.0 - Credits

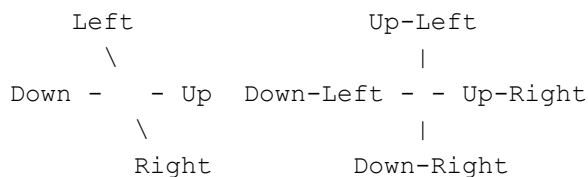
=====
 1.0 - Basic Stuff
 =====

Controls are quite simple. When I started playing, it took me one minute to get used to the movement. You can always change how you move in the options. Just in case you didn't know.

- L = Select Weapon
- R = Bullet Time
- B = Jump, Examine
- A = Shoot
- Select = Painkillers
- Start = Pause

Moving

Moving can be fixed on options but I prefer the default. Look below for what happens if you press the Direction pad. If you press left then Max moves in a forward. If you press up left then Max will move diagonally. It may not seem like it but when you see the game, then you will understand.



About Bullet Time

If you are in bullet time then you cannot get shot and everything moves in slow-mo. Bullet time is recharged a small amount every time you kill an enemy.

Bullet Time

Stand still and press bullet time. I don't like this as much as I like shootdodge.

Shootdodge

Press bullet time while moving. This will cause you to jump into mid-air for a short period of time. Useful for not taking so much of the bullet time meter. Plus it looks cool. Abuse this ability.

Painkillers

Painkillers will not kill you if you take too many. Painkillers heal your pain. Maximum for eight.

During the game

Look at the screen I made below.

1. This shows health. It is shaped like Max Payne. Do not let it fill up completely red.
2. This is an hourglass. It shows you if you can use bullet time. The longer you use bullet time, the more the hourglass becomes empty. Once the hourglass is empty, you cannot use bullet time and must kill something to fill it up a little bit.
3. If you have any painkillers then it will be displayed here. It looks like a bottle with a red cross on it. You can have up to 8 painkillers. Use when your health is in critical.
4. Shows the amount of ammo you have for the gun you are holding.
5. Shows the maximum amount of ammo you can have for the gun you are holding.
6. Shows the gun you are holding.

```
|_____|
|      |
|      4/5|
|123    6|
|_____|
```

Exclamation Point

If there is an exclamation point above Max then you can examine the object near you for something special.

Direction

The direction is confusing but in my opinion it makes the game look cool. It would look strange if it was in a different view.

```
      North-east
North | East
      \|\
North-west--X--South-east
      /\
      West | South
      South-west
```

```
=====
2.0 - Intro
=====
```

When you turn on the gameboy, Max Payne speaks...

-Max stares at the sky-

Max Payne : To make any kind of sense of it. I need to go back three years. Back to the night the pain started.

-Max is talking to Alex-

Max's Thoughts : I was still in the force back then. NYPD, Manhattan, Midtown North Precinct. Hell's Kitchen.

Alex : So, when are you coming to work for me, detective Payne?

Max : You'd make me work undercover in some hellhole. Sorry Alex.

Michelle and the baby come first.

-Max puts out a cigarette-

Max : See! My last smoke. It's bad for the baby.

Alex : That's you, Max. A regular boy scout.

-Max waves at Alex from behind-

Max : See you, Alex.

Alex : Still on for poker Thursday night, right?

Max : Like taking candy from a baby.

-View of a house-

Max's Thoughts : Life was good. The sun setting on a sweet summer's day, the smell of freshly mowed lawns, the sounds of children playing. A house across the river, on the Jersey-side. A beautiful wife and a baby girl. The American dream come true.

-Max is opening a door-

Max : Honey, I'm home!

Max's Thoughts: But dreams have a nasty habit of going bad when you're not looking.

-View of a living room-

Max's Thoughts : The sun went down with practiced bravado. Twilight crawled across the sky, laden with foreboding. I didn't like the way the show started. But they had give me the best seat in the house. Front row center.

-View of a V with a syringe on the wall and Max looking at it-

Max's Thoughts : Something ugly had been tattooed on the wall, a map of things to come. It was a poison syringe, a magic tag full of diabolical meanings.

-Max is using the telephone-

Max : Listen! Someone's broken into my house. Call 911.

??? : Is this the Payne residence?

Max : Yes, someone's broken into my house, they are still here, you have to -.

??? : Good. I am afraid I cannot help you.

-View of Max's face with the phone. Beeping noises-

Max : Who is this?

-Another view with Max on the phone-

Max : Hello?

-Max holds his dead wife-

Max : NOOOOOOOOOO!!

-view of a car-

Max's Thoughts : That was three years ago. Everything ripped apart in a New York minute.

-view of some bright buildings-

Max's Thoughts : The killer junkies had been high on a previously unknown designer drug: Valkyr, V.

-Another view of bright buildings-

Max's Thoughts: After the funeral, I told Alex I would be transferring to the DEA.

-Max stares-

Max's Thoughts : It took us three long years to get a break in the Valkyr-case. Then, finally, two months ago, a dime-dropper tipped us off that Jack Lupino, a mob-boss in the Punchinello crime family, was trafficking. I went undercover, infiltrated the worst mafia family in New York.

=====

3.0 - Part 1

=====

Select new game.

=====
3.1 - Roscoe Street Station
=====

-View of outside. There's a sign that says "bar".

Max's Thoughts : I came in from the cold and the dark. Outside, the city was a cruel monster.

-Max is using a phone while holding a cup-

Max's Thoughts : I'd been slowly working my way from small-time to the big fish. Trying to get to the source of the drug. Alex and B.B were my only contacts in the DEA, the only ones in this decrepit city who knew I was down here.

-View of a telephone-

B.B : B.B. here... Something urgent has come up with Jack Lupino. You need to meet with Alex immediately... at the Roscoe Street station.

Max's Thoughts : I hadn't had a face to face with Alex since I'd gone undercover.

-Max is on a train in the subway-

Max's Thoughts : The feeling hit me like a point-blank shot straight in the face. Something was not right about this. My Beretta stirred nervously under my coat, but the train doors had already shut behind me, and I was in for the ride. Next stop: Roscoe Street station, and Alex.

Max's Thoughts : The station was drenched in gloom. Alex was a ghost. Nowhere to be seen. I'd have to look for him.

Practice moving around for one minute to get the feel of this game. It is sort of confusing but you will get used to it. Move to the white door you see in front of you. You are now in a hallway with blood. Now keep moving north into the door in front of you. You are now in a room with a dead policeman.

Max's Thoughts : Death was in the air at Roscoe Street. I'd have to find Alex fast.

Open the green cabinet next to the dead cop for some M9 ammo. Now move south and jump on the M9 ammo next to the lockers. Grab the painkillers sticking out of a locker.

Max's Thoughts : The pills would ease the pain.

Move east to the door. Grab the painkillers on the sink. Go back to the hallway with all the blood. Go through the door south of you. You will encounter two enemies.

Thug 1 : Wasn't Jake supposed to take care of this?

Thug 2 : He's havin' too much fun with the cop up there. What's the plan?

Thug 1 : Gun down anyone that gets off a train. Hey, who's that?

Quickly face east and shoot the brown tube. It's explodes when shot at. The brown tube will move around and hits the thug closest to you. If it doesn't then use the shootdodge and shoot him. With the M9, it will take three shots. The other thug is next to the second pillar from the white door. Use the shootdodge and kill him.

Max's Thoughts : A meet at a closed station? Something was off.

Grab the Eagles off of both dead bodies and head upstairs. Equip the eagle because it is better than an M9. Better gun equals less bullets to use. There are two enemies upstairs. The first enemy will head towards you. With the eagle, it'll take two shots. From where you are, move south and when you see him, use the shootdodge and shoot him twice. Go south more. You should see two pictures with half a man's face. Stand next to the one closest to the Subway Control Room door. There is a man with a pump action shotgun which can take a third of your life. Shootdodge south and shoot to the east towards the man. Take his pump action shotgun. To the north the shotgun man's dead body is a control panel. Press it.

Max's Thoughts : The security panel let out a mocking cackle. I'd need the right code.

Equip the shotgun and go west towards the stairs. Immediately use the shootdodge towards the thug south of you and kill him. Take his pump action shotgun. Another thug will approach you from the south. He also has a pump action shotgun. Shoot him and take his shotgun shells. There is one more thug that is just standing still to the south-east. Shoot him and take the pump action shotgun. Now go back to the stairs but don't climb it. Instead move north into the door. You can visibly see a thug north-east of you. From where you are, shoot him once with the shotgun. Take his eagle ammo. Next to the lockers are some shotgun shells and a pump action shotgun. Pick them up and go north-east into the dark hall. When you are there, keep moving to the end.

Max's Thoughts : I had ended up in the middle of a big time crime operation. The gate was locked. I'd have to find another way to get to the tunnel.

Go south back into the previous room. Go south-west and go through the white door. You are now in the room where you had killed 3 people. Move all the way south till you see a yellow train. Stand next to the frontal part of the yellow train.

Max's Thought : The power to the rail was off. I'd have to get it back on to move the train.

From where you are, move north-east and enter the white door.

Security guard : No! Don't!

Immediately use shootdodge and shoot the thug to death.

Security guard : You saved me, man!

Max : What's going on here?

Security guard : A massacre! These armed thugs just appeared from nowhere. We need to get help man! There's a phone in the control room if we can get there and get in.

Get the Eagle from the thug's body. Get the eagle clip next to the lockers, get the eagle on a locker, and open the green cabinet on the north-eastern side of the room to get M9 ammo. Now exit this room and begin following the security guard. You will not encounter any enemies during the way. Remember that control panel? Go to it. The security guard will type in his code. When the door opens, he will get shot once and die. Afterwards, move to the control panel and press it. The door to the Subway Central Room will open. Go through it. Nothing much in this room. Equip the eagle and go north-east and through the door.

Immediately use the shootdodge towards the east. There are 3 thugs to kill near you. Kill the one to the east, then the thug to the south, then the last one. You can easily kill them all in one dodge. Just hold the A hold till after the 6th shot is fired. Pick up the eagle clip, the eagle, and the M9 ammo. Notice the music is not normal yet. There is one last guy with 2 M9s. From where you are, he is on the southern part of the room. Shootdodge south and shoot him twice with the eagle. Then pick up the weapon he dropped. It's the dual M9! Now enter through the white door on the southern part of the room. This is the control room. On the North-western part of the room is a small cabinet with a bottle of painkillers in it. Open up the cabinet and pick it up. Go to the eastern part of the room. You should see that part of the control panel that is different. Examine it to turn the power on. There is a monitor that is black and white on the northern wall. Examine it to see the train.

-View of the yellow train-

Max's Thoughts : The train lit up like a christmas tree. The power was back on.

Go back to the yellow train. You can see that the train really did light up like a christmas tree. Examine it to get in it.

=====

3.2 - Live from the Crime Scene

=====

Max's Thoughts : The train had got me through, but the scum knew I was coming. I was in the rat king's domain; they crawled around my fee like rotting leaves in fall. But I had bigger rats to find.

here are three thugs ahead. Move east and kill the thug behind the rock. Pick up his eagle ammo. There are two more thugs above you standing on a platform. You can kill them both with 2 shotgun shells. Use the shootdodge and shoot the explosives next to the them and it will kill one enemy and then fire again at the other enemy. On the same platform with the two dead enemies, is a box. Inside it is some M9 ammo. To the south, is a box with M9 ammo. Open it up with a lead pipe. Get if needed. On the same platform with the two dead, there is a door. Go through it.

-View of what seems to be an old ticket booth-

Max's Thoughts : The rusty door led to an abandoned part of the station, closed off since the early 40's. Something bid was going down at Roscoe street. Maybe that's why Alex had wanted to meet me here. Maybe not. One way or the other, I was going to find out.

When you regain control, there is a thug to the west. Go behind the boxes and shootdodge north while shooting to the west. Pick up the pump action shotgun. Another thug is headed your way. He is big and dressed in gray with an ingram. Shootdodge, kill him and pick up the ingram clip on him. The last thug is all the way west. Before you go on, there are four boxes each containing an M9 clip, M9 clip, shotgun shells and a bottle of painkillers. Proceed all to the grey door that is all the way west. There are no enemies in this room but there are three boxes that contain an M9 clip, shotgun shells, and a bottle of painkillers. Proceed all the way north-east through the door.

Thug 1 : Give me the detonator.

Thug 2 : What are ya talkin' about? I thought you had it!

Thug 1 : No numbnuts, you were supposed to have it!

Max's Thoughts : The door was welded shut, that's why they needed

explosives. It was also why I needed the detonator.

The thugs will proceed shooting at you, but you are safe for now. There are three of them. Equip the shotgun. Move just slightly a little bit to the east and move north. While you are moving north, use the shootdodge and shoot north 3 times. The first bullet should hit the box, the second bullet will kill a thug and the third bullet will kill another thug. There is still one last thug. The moment you get back up, shootdodge north again and kill the last thug. You should have taken a very small amount of damage. It would be a waste to use a painkiller. Pick up the stuff that the thugs have dropped. They are shotgun shells, eagle and eagle clip. In this room, there are two boxes which contain, Eagle ammo, and a bottle of painkillers. Now exit through the door on the north-west. Immediately shootdodge north and kill the two enemies that are to the north and north-west. The enemies have dropped eagle ammo and shotgun shells. There are three boxes in this room which contain a bottle of painkillers, M9 clip, and an eagle clip. Equip the shotgun and go through the hole on the wall to the north. Run a little bit north and shootdodge the moment you hear bullets being fired. While in bullet time mode, shoot the enemy to the north and shoot the enemy to the South-east. When you you get up, you can hear gunshots being fire. Move east, shootdodge the moment you can see a part of him, and shoot east to kill him. The enemies have dropped shotgun shells, eagle ammo and the ingram. Go through the safe door on the north-eastern part of the room. Immediately shootdodge to the east and kill the thug to the north-west and north-east. The enemies have dropped an M4 and shotgun shells. Move all the way to the north-eastern part of the room, press the red buttons, and go through the door. Immediately use the regular bullet time (the one where you have to stand still) and shoot the thug to the east and the north. The last thug is headed towards you from the east. When you see him, shootdodge towards the south and shoot him twice with the pump action shotgun. The enemies have dropped shotgun shells, m4 clip, and some eagle ammo. There is a black phone in the center of room. Examine it.

-View of Max talking on the phone-

Max : We come to you now live from the crime scene.

Jim Bravura : Who is this?

Max : Right back at you.

Jim Bravura : This is deputy chief Jim Bravura from the NYPD. You are to cease your criminal activities and surrender immediately.

-A closer view of Max talking on the phone-

Max : Sure thing, Jim. Me and the boys been talking, and everyone's real sorry. They'll never do it again.

Jim Bravura : Who the hell is this?

-Max stares down-

Max's Thought's : Being placed at the scene of a bank robbery wouldn't have tipped the odds in my favor.

The alarm sound is annoying. You may turn it off. Go to the the eastern part of the room. You can see a greenish box. Destroy it and the alarm will stop.

Max : Thanks

Go to the center of the room. You can see a little monitor that has a green box and two red boxes in it. Press it. As you press it the green box moves from left to right. Only one vault door can be opened at a time. If the green box is in the middle, then go to Vault B which is on the northern part of the room. Pick up the bottle of painkillers on the

table. Examine the papers on the table.

-Max looks at the table with Aesir Corporation bonds-

Max's Thoughts : The bank robbers had been after Aesir corporation bonds. The Aesir success story had recently been on every channel, and on the cover of every magazine.

Go back to the previous room. Go to the center and examine the control panel in the center of the room. Press it once so that the green box is all the way to the right of the monitor. Move east to Vault C. There is a bottle of painkillers on the table. The detonators are also on the table. They look like two grey sticks. Pick them up.

Max's Thoughts : The crooks had brought enough explosives to send lady liberty into orbit. I took the detonators.

Go back to the previous room. Examine the control panel again until the green box is all the way to the left. Go west towards the door. Go back to the room where the thugs were complaining about where the detonators were. Examine the door with all the wires on it. You will hear a beeping noise. Move away from the door. A small blast will blow up the door. Go through the hole on the wall.

Max : Alex! Am I glad to see you.

Alex : Max? Jesus, I nearly shot you! What the hell's going on? There are more corpses here than at the city morgue!

Max : It's an armed robbery, a tunnel-job straight to Roscoe bank vault through the old station wall. This is Lupino's gig.

Alex : This is Lupino's doing? Lupino's men? Really?

Max : You sure know how to pick a place. We should get outta here, right now. The good guys are on their way, but I don't look so good right now.

Alex : You're right we gotta get out of here - if it's Lupino, then it's

-

-Alex gets shot-

Max's Thoughts : He was dead. I could tell by the cold blind stare in his eyes. My only contact with sanity these last 3 years was gone... So was his killer...

Two enemies will start shooting at you. Shootdodge towards the south-east and shoot towards the south-east. These thugs each take 2 shots to kill. The thugs have dropped an ingram clip and shotgun shells. Go up the stairs to the east.

-Max walking up the stairs. Max stares-

Max's Thoughts : Alex had kept me relatively sane for the past three years. Now I didn't know how I felt. Somehow he had stumbled upon something big and ended up stepping on Jack Lupino's toes.

=====

3.3 - Playing it Bogart

=====

-Max stares-

Max's Thoughts : Lupino ran his racket of sex, drugs and contract killings from a sleazy hotel and a slum block of tenements.

-View of a snow filled city-

Max's Thoughts : The NYPD was closing in. I could hear the sirens. Their wail was a crescendo. Lupino thought he could get us by taking Alex out, and leaving me to take the fall of it. All he had gotten was my attention.

-View of sign that reads "Hotel"

Max's Thoughts : Lupino wasn't in his cheap hotel. Instead I ran into the Finito brothers. My cover had been blown. The doors slammed shut behind me. And then I was dodging bullets like raindrops.

Finito Brother 1 : Ladies an' gentlemen, it's the max-imum pain in the butt.

Max : You're killing me. Did you make that up yourself or did you get a wino to write it?

Finito brother 2 : No, but I could have got a junk squad plant to write it, right Maxie?

Max's Thoughts : My cover was blown and the door was locked. Suddenly I was dodging bullets like raindrops.

Quickly equip the ingram, shootdodge towards the north-west and shoot the finito brother to the north-east and shoot the finito brother towards the west. One shootdodge and an ingram are enough to kill both of them. The enemies have dropped an eagle and a sawed off. There's a safe on the north-western side of the room. Inside it is a bottle of painkillers. Now go to the door on the south-eastern side of the room.

Max's Thoughts : There had to be a key to the door somewhere.

Go to the between the desk and the chairs in the middle of the room and face north towards the letter.

Max's Thoughts : The letter on the desk caught my eye...

Examine the letter.

-Max looks at the letter-

Max's Thoughts : I had met Lupino only once. The gangster ran all his rackets through his right-hand man, Vinnie Gognitti.

-Max is about to throw a dart-

Max's Thoughts : Gognitti was a high-strung whiner on the verge of breaking apart like an overamped energizer bunny.

-A dart is on the forehead of a picture of Vinnie's head-

Max's Thoughts : He had the brains to run the business but he lacked the balls, always falling short, taking his frustration out on under-aged addicts and call girls.

-View of the letter and a view of Max looking at it-

Vinnie? : The V-deal goes down at yer hotel. Jack's exact words, quote: "Vinne, you're in charge of this one", unquote. Rico Muerte's coming to see it through. Anything goes wrong, an' everybody's gonna get dead. Goes double for you. Treat this guy real good, anything he wants, you give him. Don't screw this up or yer finito, Finitos.

-View of a building-

Max's Thoughts : A V-deal meant added security, locked doors, and lots of nervous thugs with itchy trigger-fingers. I had seen nothing coming in, but that didn't mean it hadn't been there.

-View of Max standing next to the letter-

Max's Thoughts : Rico Muerte was a regular Keyser Soze, a spook story told to keep the apes in line.

-View of a door with the number "313"-

Max's Thoughts : 313, the Finitos had scribbled Muerte's room number on the note's margin.

Back to the game.

Thug : Boss, you ok in there? Boss?

Three thugs will pop out of the previously locked doors. You should still have your Ingram equipped. Immediately shoot/dodge east and shoot one Ingram bullet for each of the thugs. The enemies have dropped 3 M9 ammos. Go through the previously locked door. In this room, stand next to the smaller door.

Max's Thoughts : This was going to be tough. The stairs were locked and the life had been busted for a decade or more.

Head south to the next room. In this room is a red button on the north-western side of the room. It activates the vibrating bed. On the north-eastern side of the room is a radio. Examine it.

Reporter : In his press conference today, the mayor stated that Valkyr represents a clear danger to New York, and called for drastic actions to eliminate the problem. On today's top story, the Valkyr Crisis worsens with the murder of DEA special agent Alex Balder. Special agent Balder had been shot repeatedly from a point-blank range. The gunman has been identified as Max Payne.

Max's Thoughts : I had just gotten my 15 minutes of fame.

Go east and exit the room. A box of M9 ammo can be found on the northern wall. Stand next to the door on the north-eastern side of the room.

Max's Thoughts : The door was locked; I had to find another way outside.

Shoot the windows on the eastern side of the room and walk through it. You are outside behind the Hotel sign. Move all the way south and move to the door. There are two enemies inside this room and an explodable tank. Immediately shoot/dodge towards the west and shoot the two thugs with your Ingram. The thugs have dropped 2 M9 ammos. Move to the door on the western wall of the room. There's a box on the southern side of the room with one bottle of painkillers in it. On top of the box on the south-western side of the room are some M9 ammo. Go back to the previous room. Exit through the southern door.

TV : And now, an all new episode of Lords and Ladies brought to you in part by Aesir corporation.

TV Person 1 : My lady, there is a matter of great importance I must bring to your attention.

Tv Person 2 : My lord, there is?

Thug : Oh, lady Amelia... so tragic... will she ever find true love?

sob

Never knew thugs were sensitive. Enter the closest door near you. Door not stairs. Immediately shoot/dodge towards the west and shoot the thug twice with your Ingram. The thug has dropped a pump action shotgun. You can open the closet on the north-eastern side of the door for some shotgun ammo. Exit the room through the southern door. Move east but watch out for the thug watching the tv. Kill him. If you are shooting bullets at him while he is behind the little wall then you can't kill him that way. The moment you kill him, two more thugs will pop out of the door at the end of the hallway. Kill them too. The thugs will have dropped 3 M9 ammos. There's also some M9 ammo on the couch next to the tv that the thug was watching. Go through the door at the end of the hallway. Immediately shoot/dodge towards the south and shoot the two thugs next to the vending machine. Enter through the door closest to the vending machine. Immediately shoot/dodge to the north and kill the thug. He has dropped Dual M9. Exit through the door on the north-eastern side

of the room. Immediately shootdodge to the north and kill the thug to the north. The thug has dropped Dual M9. Exit through the door on the north-western side of the hallway. Shootdodge west and kill the thug. He has dropped some shotgun ammo. There's a tv in this room on the northern side of the wall. Examine it.

Reporter : Tonight, the city's fight against the nightmare drug, Valkyr, took a turn for the worst, as DEA special agent Alex Balder was found brutally slain at the Roscoe street subway station. A suspect, Max Payne, was seen leaving the site only moments after the shots had been fired he is believed to be armed and extremely dangerous. And now the weather. The worst winter storm in recorded history continues to pound the city.

Go to the north-eastern side of the room to the next room. In the closet at the north-eastern side of the room are some M9 ammo. Stand next to the dead man on the bed or jump on the bed.

Max's Thoughts : This party had been dead for a while. I wasn't sorry I'd missed the show.

Go back to the previous room. From there, go back to the hallway. Go through the brown door to the north-east of you. There should be a red book on a table next to you. Examine it.

Max's Thoughts : A hooker had left her diary on the table. It detailed how she had recorded her dealings with a certain elderly mark, and sold them to a mystery hag. Call it a hunch, but it felt important.

There is a bottle of painkillers on the table to the east. Now there is a closet on the north-eastern side of the room. Open it up to reveal a secret door. Go through it. Stand next to the camera.

Max's Thoughts : The camera was pointed at the bed through a small hole in the wall. Just the right place for recording any seedy action.

Now go through to door on to the north. Now exit through the door on the north-eastern side of the room. Enter the closest door next to you.

Max's Thoughts : 313, I had found Muerte's room.

Enter the room. A shotgun on a chair is facing the door and has been activated by you opening the door. Shootdodge out of the way or simply walk north. Afterwards check the letter on the desk on the northern side of the room.

-Max crumbles a piece of paper-

Muerte?: One of our trusted boys has a monkey the size of King Kong on his back. We need your special skills for backup on a major deal.

Max : Collecting evidence had gotten old a few hundred bullets back. I was already so far past the point-of-no-return I couldn't even remember what it had looked like when I had passed it.

There are some shotgun shells on the same table with the letter you have just read. On the bed on the north-eastern side of the room, there's a briefcase with a sawed off shotgun in it. In the cabinet on the eastern side of the room is a box of M9 ammo. To the southern side of the room is a table with a bottle of painkillers and some shotgun ammo. Go back to the previous room. Don't move. You can see that there's a thug standing still to the north-west. Shootdodge north and kill the thug. Enter the room on the north-eastern part of this room. Immediately

shootdodge east and kill the thug to the south of you. In the closet on the eastern side of the room are some shotgun ammo. Go back to the previous room. Inside the box to the west of you are some shotgun ammo. Go to the room on the north-western side of this room. Immediately shootdodge south and start shooting the thug. The thug has dropped a box of shotgun shells. There's a medicine box with a bottle of painkillers. There are two people that aren't shooting at you but are holding guns. For the fun of it, equip your lead pipe, stand between them, and fire. They both have dropped some M9 ammo. Go back to the previous room.

SECRET - Secret Room

Go to the end of this hallway. It's a dead end. Shoot the brick wall near the dead end. I went berserk and accidentally found it. Go through it. In this room are two bottles of painkillers in the closet in the north-western side of the room, a sawed off on the floor, dual M9 inside the box, and shotgun ammo with M9 inside the closet to the eastern side of the room.

Go all the way to the other end of this hallway. A door will open and three thugs will pop out one by one. You can easily escape through the just opened door and not waste any bullets. But if you enjoy the killing then be my guest. Or from where you are you can go back to the previous room and come back and all the enemies will be in position waiting to die. If you have done my enemies in position trick then shootdodge to the south-west and kill all three thugs. They thugs have dropped 2 M9 clips, and shotgun shells. Now go through the door the thugs have opened. Go in the elevator. The elevator will begin to move. When it has stopped equip the M4 and exit. Move a west till you see a thug. The moment you see a thug, shootdodge towards the east and kill the two thugs to the west of you and shoot the thug to the south-east of you. The thugs have dropped 2 M9 ammos and some shotgun shells. On the table are some shotgun shells and some M9 ammo. There's a tv nearby to the east. Examine it.

Reporter : A winter storm warning is in effect in the whole tri-state area as both freezing rain and heavy snowfall continue. Many roadways are already closed, and people are advised to stay indoors, the severe blizzard has ravaged New York for three days now with no end in sight.
Max's Thoughts : The snowbound city was on my side. Less chance of innocent bystanders getting caught in the crossfire.

Go to the northern side of the room. There's a box and a door close together. In the box are dual M9. Go through the door. Immediately shootdodge east and kill the thug that is about to pop up and shoot you. Go to the next room. There's a dead man, a newspaper and a baseball bat. Pick up the baseball bat and then stand next to the dead man

Max's Thoughts : A dead man tied to a chair lay on the boiler room floor. The poor slob had been beaten to death with a baseball bat.

Go through the door on the north-western side of the room. Shootdodge west and kill the two thugs. Go upstairs. Head north through the brown door. Try and go through the door to the west of you.

Thug 1 : Gentlemen, let's do business. Liquid green for folding green, a fair trade.

Equip the Pump Action and try to go through the door. Immediately shootdodge west and accurately kill the three thugs.

Max's Thoughts : A lifetime ago this would have gone down as a narcotics arrest.

The thugs have dropped a bottle of painkillers, and two shotgun shells. Examine the closed briefcase on the table next to the glowing green liquid.

Max's Thoughts : The green glow of Valkyr cylinders illuminated the dull green of dirty money.

There are three cabinets in this room which contain Molotov, a bottle of painkillers and some M9 ammo. You must be thinking that Molotovs are awesome. Well they are cause they explode causing nearby enemies to die. Just don't kill yourself using it. On the north-eastern side of a room is a table with a big key on it. Pick up the key and exit this room. There's a closet to the north of you with a bottle of painkillers. Go all the way north and through the door. In this room there's a guy waiting to jump out and shoot you with his shotgun. Walk a little bit north and move east next to the wall. Shootdodge south and talk out the thug. The thug has dropped some shotgun shells. There's a guy standing still. Kill him for some M9 ammo. There's also a medicine cabinet in this room with two bottles of painkillers. Exit the room and go east to the next room. Equip your M4 and enter through the door.

-View of Rico-

Rico : Two mad dog killers, ready to murder each other. They step into the next room, an' I'm thinkin', now they're gonna do it. But no! They sit down in front of a TV an' solve their differences with a kung-fu fightin' videogame.

-View of Rico and Candy-

Rico : I tell you, Candy. I was so depressed I strangled them both with the videogame cables.

Candy : Oh Rico, you're so bad.

-Another view of Rico and Candy-

Rico : I am, ain't I?

Candy : Mmm-mmmm.

-Max holds a gun towards Rico and Candy-

Max : Rico Muerte. Big-tie hustler.

-View of Rico and Candy-

Rico : Who the hell?

Candy : It's that cop!

-Max is holding up a gun-

Max's Thoughts : Muerte went for his gun.

Max : That's a lovely story Rico, why not tell us another?

Rico : Max Payne, the King Kong Monkey himself! You want me? Come get me!

Rico will escape through a door. The moment you see a thug appear, shootdodge east and start shooting non-stop towards the north-east. When you get up, shootdodge south and kill candy. In my opinion Candy is nothing. The thugs have dropped Dual Ingram, dual M9, and some shotgun ammo. Equip your new weapon, the dual ingram. Go through the door Rico went through. Shootdodge east and kill him. Rico has dropped some eagle ammo. Move south till you see the a thug. When you see a thug, shootdodge south and and kill the two thugs. They have dropped an ingram clip and some shotgun ammo. Go through the door on the south-eastern side of the room. There is a box of M9 ammo in the closet. There's a medicine cabinet with a bottle of painkillers in it. Examine the switchboard.

Max's Thoughts : The antique switchboard was still in use. It wash't hard

to picture a fat pimp listening to his hookers talk dirty over the web of party lines; The blood veins of New York. Right now, there was a different set of moans and groans going on.

Thug? : Boss... Gognitti... it's Max Payne... he came an' started cappin' us... he killed... uuuhh -.

Gognitti? : What's the freaken' problem? Hello? Answer me! Hello? God dammit!

Max Payne : Turn around, walk away, blow town. That would have been the smart thing to do. Guess I wasn't that smart.

Go back through the previous room. Don't move. There's a red button next to you. Push it. Doors have just opened. Go through the doors.

Immediately shootdodge south. First kill the thug to the north then kill the other two thugs to the west. After you have killed them, three more thugs will pop out one by one from the door to the southern side of the room. There's a trick I figured out. Hide behind the pillar to the south-eastern side of the room. Stand next to the pillar so that you are between the eastern side of the pillar and the eastern wall. All the thugs will pop out but will not shoot you because they can't see you. Equip the dual ingram, shootdodge north, and start killing them. The thugs have dropped an ingram clip, M9 ammo, and some shotgun ammo. Go through the same door that the thugs popped out of.

=====
3.4 - Fear That Gives Men Wings
=====

-View of Max with the Hotel sign behind him-

Max's Thoughts : Turn around, walk away, blow town. That would have been the smart thing to do.

-View of windows-

Max's Thoughts : Guess I wasn't that smart. Lupino's tenement buldings were a seedy hangout for all kings of sleaze. A liquor store, a pawn shop, a laundromat full of mobster bookies and loan sharks. The list went on.

-View of Max holding his gun-

Max's Thought : The how and why of it was a mystery to me, but they knew I was a cop. They knew I was coming, and they were going to get real trigger-happy about it.

-A car explodes and goes KABOOM!!-

Max's Thoughts : I got to see Lupino's hangout all lit up. A bomb went off, turning snow into liquid gold. A pillar of fire lifted the remains of a car straight up into the air.

-View of two men in black Mercedes Benz-

Max's Thoughts : The flames were highlighted on the hood of a black Mercedes Benz, as it coasted down the street, real slow. As if the driver didn't have a worry in the world. I got a good look of the man riding shotgun. It was Vladimir, the head of the local Russian mob, the fly in Don Punchinello's soup.

When you start, don't move. To the east of you is a place called "Pawnbroker". Enter it through the door. Immediately shootdodge east and kill the two thugs. The thugs have dropped an eagle and eagle ammo. You can see through the fence on the eastern side of the room that there's a key on the table on the other side. The door on that same wall will not open. Ignore this. Exit through the south-western side of this room. Immediately shootdodge south and kill the one thug. The thug has dropped an eagle. On the table full of weapons in the center are dual ingram. Jump on the table to get it. Go back outside in the freezing cold. Move south all the way. Then move east. Just around the corner is a wall with a bunch of newspapers. Examine it.

Max's Thoughts : The headlines were a depressing read. Screaming bloody murder while the storm screamed a duet with the approaching prowl. Car sirens.

Move east. There a van and stairs leading to a basement. Open the back door of the van. There's a sawed off inside. Now go downstairs. Go through the brown door. Move north. There are two thugs to the west and they will start shooting you the moment they see you. Shootdodge north and kill them. They have dropped M9 ammo and eagle ammo. Go through the door near their dead bodies. Immediately shootdodge north and kill the thug. The thug has dropped an eagle. There's an ingram clip on the table. Go back to the previous room. Move all the way west. Move north through the door. The door is locked. It's a dead end. You must be thinking "Where do I go now?" That's why I'm here. Move south. There are two explosive tanks. Shoot the one in the middle. It will fly towards the locked door and break it. To the north there are some painkillers on the 2nd shelf from the newly opened door. Go through the newly opened door. There are two people standing around. Kill them both for the fun of it. They have dropped dual M9. There are three boxes in this room which contain an eagle, M9 clip, and dual M9. Go through the door on the north-eastern side of this room. Immediately shootdodge east and kill the two thugs. They have dropped an eagle and eagle ammo. On the northern wall beneath the pipes is ingram ammo. Now go through the door on the south-eastern side of this room. Immediately shootdodge south and shoot only when the thug pops out from behind the boxes. The thug has dropped some eagle ammo. The phone is ringing. Examine it.

Max's Thoughts : It could have been just a junkie in need of a fix, but it turned out to be something more sinister.

Alfred : Am I speaking to Mr. Payne?

Max : Who wants to know?

Alfred : My Name is Alfred Woden. You must hurry. The police are on their way. They know you are there.

Max : How? And what's it to you?

Alfred : I will contact you again. *Click*

Go through the southern door. Immediately shootdodge west and kill the two thugs next to each other. They have dropped an eagle and dual M9. There are two crazy people on the south-eastern side of this room. No point in killing them because they don't drop anything. Go through the door on the north-western side of this room. It's the room behind the fence of the pawn shop. Get the key and go back to the previous room. Exit through the door on the eastern side of this room. There's one thug through molotovs at you. Shootdodge east between the two boxes and kill him. The thug has dropped molotovs. Go upstairs. There's one thug. Kill him. He has dropped dual M9. There are two boxes in this room which contain dual M9 and grenades. You have a new weapon called grenades. They travel farther than molotovs. Go through the eastern door. You can kill him with the baseball bat or lead pipe by standing next to him. He drops an eagle. Or if you want to see something funny then kill him and try and get a view of the other thug on the other side. Since he is stupid he will try and walk towards you. But on the way he will fall into the floor's hole. No bullets wasted. That thug drops a bottle of painkillers. Now jump or shootdodge to the other side. Use shootdodge because you travel farther. If you need M9 ammo then it's behind the boxes on the southern wall. Now go to the next room through the south-eastern door. Immediately shootdodge south and kill the two thugs to the south. They have dropped a pump action shotgun and some

eagle ammo. Now go north and examine the brown door.

Thug : Hold on! I'll be out soon.

You will hear a toilet flush. Shootdodge and kill him. Go to where the thug was. There's a medicine cabinet with one bottle of painkillers. Go back to the previous room. There's an ingram clip on the eastern corner of this room. Exit through the window on the eastern side of this room. You are outside in the freezing cold again. Move south and walk on the pipes to the next room. Immediately shootdodge south and kill the two thugs. They have dropped an eagle and shotgun shells. On the bed there's shotgun ammo. Go to through the southern door. Immediately shootdodge south and kill the two thugs. They have dropped an eagle and shotgun shells. Move west and walk on the pipes to the next room. Immediately shootdodge west and kill the two thugs. They have dropped 2 eagle ammos. Now exit through the northern door. There are two bottles of painkillers, two ingram clips, and dual ingram on top of the washing machine. Exit through the north-western door.

-Max kicks a door and it goes KRAKK!-

Max : Vinnie Gognitti, just the man I've been killing to see.

-Max holds a gun towards Vinnie-

Vinnie : Payne! Freakin' fed! I knew from day one there was something screwy 'bout you. Waddya think yer doin'? Yet a freaken' cop, you ain't got squat on us. You can't just come in here wavin' yer piece like it meant somethin' -.

-Vinnie fires his gun and it goes BLAM!-

-Max dodges the bullet and shoots Vinnie with BLAM!-

Vinnie : Yyeeaaargh! Oh my god, oh god, you shot me, aaahhh. Yer dead, Payne! What the hell are you waitin' for, you apes? Kill 'im! Kill 'im!

Thug : With pleasure, boss.

Max's Thoughts : Gognitti bailed. I made like Chow Yun Fat.

Vinnie will run. Immediately shootdodge north and kill all three thugs. They have dropped an eagle, Dual M9, and Dual ingrams. By the way, if you are in serious "payne" then go to the previous room which should have painkillers if you didn't use them. There's a letter on the table. Examine it.

-Max picks up the letter, examines it, and poses-

Max's Thoughts : The letter was addressed to Don Punchinello, but Vinnie had never had the nerve to finish it.

Vinnie : Jack's gone voodoo. Just the other night he shot Dino 'coz he wanted to see what his brains looked like splattered on the wall. He's a freakin' mad dog. We're runnin' out of men an' business fast.

Max's Thoughts : Gognitti had been living in mortal fear of his boss. Jack Lupino was a psycho.

-View of Vinnie running on the pipes of the rooftops-

Max's Thoughts : Vinnie Gognitti was running scared. He could run, but with a bullet in his stomach like a broken bottle of Tabasco, he was quickly running out of time. He knew where his boss was, and I wanted to square things up with Jack Lupino. Gognitti would be moving fast. I don't know about angels, but it's fear that gives men wings.

Exit through the north-western door. You can see Vinnie running. Do not shoot him. The bullets will "magically" go through him and it will be a waste of bullets. Move south and jump out the window. You are back outside. Move east, jump on the pipe and move east to the next area. You should have seen Vinnie going inside a building through an open

window. Go through the open north-western window. Vinnie should have opened a door. Enter through the eastern door. Shootdodge north and kill the thug. The thug has dropped Dual M9. Just around the corner is an ingram clip. Jump out the northern window. Move north to the next area. When you see a thug, shootdodge towards his direction and kill him. There are two thugs. They have dropped an eagle and eagle ammo. Now jump on the north-eastern pipes and move east. Shootdodge east when you see the thug to the east. Kill him. Now shootdodge south and kill the thug to the south. Move a little bit south-east and as soon as you see a thug shootdodge south-east and kill him. They thugs have dropped Dual M9, Eagle, Eagle ammo. Go to the next area on the south-eastern side of this area. Immediately shootdodge south and kill the thug. Move a south and then turn east around the corner. Shootdodge east and kill the thug. Move a more east and kill the thug over there. They have dropped an Eagle, and some eagle ammo. Go through the eastern door at the end of this path. Immediately shootdodge north and kill the thug. He has dropped some Eagle ammo. There are some painkillers on the shelf if you need. Enter the north-eastern door. Immediately shootdodge north and kill the thug to the east. The thug has dropped a sawed off. Follow Vinnie to the next area. You are outside. I have 8 painkillers and full health at this point. Equip any shotgun you have or you can equip the quick killing dual ingrams. There are three thugs below the stairs. Quickly jump off the edge to the west of the top flight of stairs and land on halfway on top of the bottom stairs. From there you shootdodge west and kill the closest thugs near you. From doing this correctly you should have lost near to nothing in health. There is still one more thug. Move east. When you see the last thug, shootdodge east and kill him. The thugs have dropped a pump action, dual M9, and some M9 ammo. Enter the next area through the south-eastern side of the area. You'll see Vinnie running to a door.

Vinnie : Open the door! Open the freakin' door! Payne! I'll kill ya!
Lousa freakin' cop!

Immediately shootdodge and kill the two thugs near you. Watch out for Vinnie. He can't really kill you because all he has is a weak pistol which takes 8 shots to kill you. Plus he misses alot and is incredibly weak. Shootdodge towards his direction and finish him.

-Max points a gun at Vinnie-

Max : Where's Lupino?

Vinnie : Screw you!

Max : Bad start, Vinnie.

-Max grabs Vinnie-

Vinnie : Aargh! Police brutality -.

Max : I rate pretty high on that.

Vinnie : You... you can't just hurt me in cold blood.

Max : Uh-uh. Just keep telling yourself that.

-Max grabs Vinnie with both hands-

Vinnie : Listen good, candy man. I'm not going to be anybody's fall guy. I want to know where your boss is hiding.

-Max presses the gun on Vinnie's head and the gun goes KLIK!-

Vinnie : I'll tell you! I'll tell you, just don't hurt me no more!

-Max grabs Vinnie-

Vinnie : Lupino's at Ragna Rock! The nightclub! Book me, take me in, haul me to the frakin' jail. Just don't hurt me.

-Max walks away-

Max : Your rights will be read at your funeral.

=====

3.5 - Empire of Evil

=====

-Max is standing around-

Max's Thoughts : Ragna Rock was as inviting as a headache, flickering and flashing to a machine gun beat. The belly of the nightclub was a gothic theme park that began with bondage games, and led to the nasty stuff from there. As subtle with it's dark message as a cop killer bullet through the heart. Like father, like son. Just like Jack Lupino.

Stand still. A thug will come. When you see him, shootdodge north and kill him. There's another thug to the north. When you see him, shootdodge north and kill him. They have dropped some M9 ammo and a bottle of painkillers. Enter the next area through the south-western path. There's a cabinet with a pump action in it. Go back to the previous room. Move to the next area through the south-eastern path. Immediately shootdodge west and kill the thug. The thug has dropped a bottle of painkillers. Activate the switch on the north wall. The door has opened. Go through the door. Move north until you see a thug. When you do, shootdodge north and kill both thugs. They have dropped a bottle of painkillers. There's a red book on the table. Examine it.

Max's Thoughts : The book had never been a bestseller, it was entitled The Age of Murder and Storm. The blurb on the back mentioned norse mythos and ragnarok, the end of the viking world. I was beginning to see what the nightclub and its owner were all about.

Go through the north-western door. Move east till you see the entire body of a thug. When you do, shootdodge east and kill the thug to the east, and both thugs to the north. The thugs have dropped some eagle ammo and a bottle of painkillers. There's a bottle of painkillers in the north-western corner behind the counter of this room. Go to the next area through the north-eastern path. Immediately shootdodge east and kill the northern thug. Move south till you see a thug. When you see him, shootdodge and kill him. The thugs have dropped some M9 ammo and a bottle of painkillers. Examine the bookshelf on the northern wall.

Max's Thoughts : The room was stacked with light reading such as Necronomicon, Witchcraft, and Paradise Lost. The only thing I could take seriously was the thought of Lupino taking it seriously.

Examine the red book on the north-western table.

Max's Thoughts : Books with pentagramson their covers, lying between stacks of horror videos and a couple of Ouija boards.

Exit south-west. Immediately shootdodge south and kill the thug. The moment you get up and shootdodge in any direction. While in Mid-air you should see a thug coming into the room from the northern exit. Kill him. They have dropped some M9 ammo and a bottle of painkillers. Go through the northern exit. Immediately shootdodge west but not north and kill the thug. If you shootdodge north out of panic then you will dive straight into a pit and die. The thug has dropped some shotgun shells. Go upstairs to the next area. Immediately shootdodge west and kill the thug. Go to the top of the stairs and through the doors. Exit south-east. Run west till you see a thug. When you do, shootdodge west and kill him. Move south and kill the thug there. Move east and kill the thug there. They have dropped some M9 ammo, some shotgun shells, and a bottle of painkillers. On the north-western corner is a medicine

cabinet with a bottle of painkillers. There's an ingram clip at the eastern wall. In the western side of the room is this control panel. Examine it. You will see that the red curtains have opened. Now go back downstairs to the area with the red book about light reading. From here exit south-east to the next area. Wait till you see two thugs. When you see them, shootdodge, and kill both of them. They have dropped some shotgun shells, and some M9 ammo. Exit east through the curtains. Immediately shootdodge north and kill the eastern thug. Then the moment you get up, shootdodge south-east and kill the south-eastern thug. Here's something fun. There's a set of red drums you can play with. It's pretty pointless. Exit north. Move south and go up the stairs. On the point of where the stair changes direction, there's a thug. The trick is he doesn't start shooting until you are directly on the the point of where the stairs change direction. Just one step below that point, go into bullet time mode and walk to that point and kill him. The thug has dropped some M9 ammo. Go to the top of the stairs and walk south. There's an ingram clip on the way. Exit south-east. Immediately shootdodge west and kill the northern thug then the eastern thug. They have dropped a bottle of painkillers.

Max's Thoughts : The backstage area led to Lupino's inner sanctum. This was the rotten core of the big apple. Lupino lurked somewhere ahead, like a spider in his web.

Examine the red book on the table in the center.

Max's Thoughts : Jack Lupino was crazy all right. He was after that old Faustian deal - your soul for power and fortune, just sign on the dotted line with your blood. The table was scattered with notes of demented arcane nonsense written in rusty blood, a mishmash list of demons, devils and dark gods evoked.

Examine the couch on the northern wall.

Max's Thoughts : Punchinello has threatened Lupino in writing. The note had been torn to pieces, bloody fingerprints all over them. ...Don't want to think that one of my boys is not playing with a full deck. Shape up Jack, we are running a business here. I'd hate to send the trio to strong-arm you... The trio were the don's notorious henchmen, but it was obvious that Lupino hadn't been intimidated by the threat.

Exit north-east. Move north till you see a thug. When you do, shootdodge and kill him.

Lupino : The flesh of fallen angels! Come to me all! Astaroth, Beelzebub, Asmodeus, Baphomet, Lucifer, Loki, Satan, Cthulhu, Lilith, Hela! Blood to you all! Secrets, living under the skin of reality, I've seen it, the corruption of flesh! WOOOOOOOOO! I am the wolf! I'm the wolf!

Max's Thoughts : I was pretty sure I'd have to knock Jack off my Christmas card list. He'd probably eat the envelope.

Go north to the end of this hallway. During the way you will pick up some shotgun shells and an ingram clip. Exit north. This is where you fight Lupino. On the south-eastern table is a bottle of painkillers. Do not pick it up unless you are fighting Lupino. On the southern table is an ingram clip and some shotgun shells. Equip your dual ingram and go east all the way to the end of the red road. The curtain will open with 3 thugs and Jack Lupino.

-View of Jack Lupino-

Max's Thoughts : I had known there'd have to be a catch in it somewhere, and this one was the Empire State Building of catches. Lupino was pumped up and dying to go 15 rounds with a mutant alligator. And then he started this spooky monkey talk. Straight from a bad dream... mine.

-Jack Lupino is talking-

Lupino : I have tasted the flesh of fallen angels.

-Jack Lupino's face up-close-

Lupino : I've tasted the Devil's green blood. It runs in my veins. I have seen beyond the world of skin, the architecture of blood and bone marrow. Death is coming!

-Jack Lupino points-

Lupino : She is coming, and hell follows with her! This is the twilight winter. I am ready to be her son! He time is now, and all who stand in her way must die!

Get ready. Shootdodge north and kill the closest northern thug, the southern thug, north-eastern Jack Lupino and the final far north thug. All can be killed within just ONE shootdodge.

-Max fires his gun multiple times and it goes BLAM!-

Max's Thoughts : When Lupino went down, I wanted to make real sure he'd stay that way. V was a bad monster, turned them into freaking zombie demons from outer space.

-Max points his gun-

??? : I think he's dead already.

Max : Huh? And then that's when it happened.

-View of woman with a gun-

??? : But dead or not, you've got the wrong guy.

Max's Thoughts : In stepped this knockout femme fatale, holding a gun to my face. I returned the favor.

=====

4.0 - Part 2

=====

Part 2 is pretty easy. Just two levels for god sakes!

=====

4.1 - Captain Baseball Bat Boy

=====

-Mona and Max are pointing their guns at each other-

Max : Lisa Punchinello?

Max's Thoughts : Lisa Punchinello was the don's wife.

Mona : Mona Sax, Lisa's evil twin.

Max : Your safety's off, evil twin. You might hurt someone with that gun of yours.

Mona : Lisa's the damsel in distress, I'm the professional. I'd blow you away without batting an eye.

Max : Sure, and you can check out my credentials splattered all over this joint.

-Mona is pointing her gun at Max-

Mona : Jack couldn't have framed you, not the state he was in. We're after the same slimebag. Angelo Punchinello's the one who murdered your friends and framed you with it.

-Mona and Max are pointed their guns at each other-

Max : You know this for a fact?

Mona : I've got my sources

Max : I don't have a clue these days, I just shoot them as they come. Who put a contract on the archfiend?

-View of Mona's face-

Mona : This one's mine. I hate the guts of that sadistic wife-beater.

-Mona and Max are pointing their guns at each other-

Mona : Why not pool our bullets for this one?

Max : I thought you'd never ask. My finger was starting to twitch.

Mona : How do you like your whiskey?

-Mona pours whiskey into Max's cup-

Max : I'm easy, as long as you don't try to slip me a Mickey.

-Mona and Max hold up their cups-

Mona : You're a real angel, Max.

Max's Thoughts : It was good stuff, tasted sweet as honey going down.

-Max is having a bad headache-

Mona : Nothing personal. Can't risk you going berserk and getting Lisa killed.

Max : Uunhhh.

-View of a baby's crib-

Max's Thoughts : The nightmare was always the same. Violent shapes moving in darkness, old and ugly. The killer's mad laughter was a riddle filled with wicked innuendo. Somewhere, the baby was crying.

-A picture of Max and his wife together-

Max's Thoughts : The Payne family. Happiness captured in a Polaroid moment.

-A picture of Max's Wife with a small amount of blood-

Max's Thoughts : I had thought it would last forever. Till death do us part. I didn't want to think about it. As long as I didn't, it could never happen.

-A picture of Max's Wife with more blood on it-

Max's Thoughts : But I had broken my own rule, the thought had already slipped in. Fear was rusty needles poking at my brain Cold and scaly, it slithered down my chest.

-View of Max-

Max's Thoughts : Michelle was working part-time in the District Attorney's office. Her diary was open on today's entry, her handwriting all pretty curves.

-View of a diary-

Michelle : An Army dossier found its way to my desk yesterday. Valhalla? Isn't that a Norse myth? Something about Vikings? I tried to tell Max about it but he was busy, that cute frown on his brow. Guess it's nothing, just a mix-up at the courier service.

-View of Max-

Max's Thoughts : From now on I would always find time for her. It was a hollow promise. Too little, too late.

-View of a man holding a baseball bat-

Max's Thoughts : I woke up in a bad dream. My head felt two sizes too small for my brain.

-View of Frankie with a baseball bat-

Frankie : Max Payne, I envy your name.

Max's Thoughts : And the killer was smiling.

-View of Max's face-

Frankie : Pleased to meet you. I'm Frankie The Bat Niagara,

Max : Niagara as in you cry a lot?

Max's Thoughts : He had a baseball bat, and I was tied to a chair.

Pissing him off was the smart thing to do.

-Max is getting hit with a baseball bat and it goes KRAKK! KRUNCH!-

-View of Frankie looking at Max-

Frankie : Nothin' wrong with a little laugh now and then. Take me for example. I love to watch cartoons. Cartoon violence's a fascinatin' thing.

-Frankie wipes his head-

Frankie : Let's take a break. I need to take a leak and maybe grab a

cold one at the bar. Don't worry. I'll be back to finish this off. An' then it's checkout time.

-View of Max-

Frankie : You play, you pay, you bastard.

Max's Thoughts : He swaggered out, and the door clanged shut behind him, locks clicking into place.

-view of Max tied to a chair-

Max's Thoughts : Everyone makes mistakes. Mine hadn't been to crack jokes about the goon with the bad, he'd have cracked my skull regardless. It hadn't even been to trust a girl with a gun.

-Max breaks the chair and it goes KRAKK!-

Max's Thoughts : I had blindly gone after the first bad guy on my hit list when I should have been aiming further up the ladder, at the head of the PUNCHINELLO family. I couldn't bring myself to be pissed at Mona. Guess I had a soft spot for a pretty face.

-Max breaks free-

Max's Thoughts : But when somebody decides to play baseball with your head, you tend to get sore.

Max's Thoughts : All I had was Niagara's bat, sticky with my own blood. Without a gun, I would be no match for Frankie's men, I'd have to play hide-and-seek with them.

Go through the eastern door. Don't move. Just attack from where you are and kill the thug next to you. Pick up his M9 and equip it. Now go north and exit east. Equip the baseball bat. Run east and kill the thug that is just standing there. Equip the M9. Stand still. When you see a thug in your screen, shootdodge east and kill him. They have dropped an M9 clip and an M4. Equip the M4. Go through the northern door. There's an M9 clip on the top of the northern shelf, an eagle and some shotgun shells on the eastern shelf, a pump action in the north-eastern corner, and a bottle of painkillers in the north-western corner. Go back to the previous room. Move a little bit west and exit south. Equip the baseball bat and stand next to the thug that is standing still and kill him. He drops shotgun shells. Equip your pump action, move east and kill the thug next to the eastern wall. He has dropped Dual M9. The shelves in this room contain shotgun shells, an M9 clip, and two bottles of painkillers. Exit south-east. Move west till you see a thug. When you see a thug, shootdodge west and kill both of the thugs. They have dropped an eagle and an eagle clip. Equip the M4 and head east. Kill the thug coming your way. He has dropped an eagle clip. Keep moving east and kill the thug coming your way. He has dropped an Ingram. Finally kill the thug all the way to the east. He has dropped shotgun shells. Go all the way east and exit north. Move north and exit through the nearest eastern door. Activate the elevator. Exit the elevator. Kill the two thugs in the south-western side of the room. They have dropped an Ingram clip and an M9 clip. On the south-eastern corner of this room are a bottle of painkillers and an Ingram clip. On top of the box in the center of the room are some grenades. On the north-western corner there are shotgun shells. Go to the western exit. Immediately shootdodge west and kill the two thugs. They have dropped Dual Ingram. On the south-western corner there is an Ingram clip. There's are two boxes in this room that contain some shotgun shells and a bottle of painkillers. Exit south. Quickly move a little bit south, shootdodge east, and kill the thug. The dead meats hanging on the wall are the reason to why you aren't hitting that one guy. He has dropped Dual Ingram. On the south-western corner, there are a bottle of painkillers and an M4 clip. Exit east. Back outside in the freezing cold. Immediately shootdodge east, and kill the thug. Then shootdodge north-west and kill the thug towards that direction. They have dropped an M9 clip and some eagle ammo. Move north and enter the grey

box. Immediately shootdodge east and kill the thug. In this room there are a bottle of painkillers, shotgun shells and an M9 clip. Go back to the previous room. Back outside in the cold. Exit south. Move all the way east. At the end of the eastern path, move north and enter through the door under the sign that reads "hotel".

-View of a door blocked with yellow tape-

Max's Thoughts : The men in blue had come and gone. They had decorated the place with chalk outlines and tied it together with yellow tape.

-View of Max-

Max's Thoughts : The cops who had stayed behind were dead. Frankie, his boys, and I had the place all for ourselves.

Go through the south-western door.

Thug 1 : Just forget 'bout it!

Thug 2 : You shoulda heard her! She was a real scream when the boys caught her tryin' to cap the don.

Thug 1 : Oh, that's frigg'in' bad ... to the trio?

Max's Thoughts : The mobster muscle on the phone was talking about Mona. Punchinello's trio were nothing but bad news.

Thug 1 : That's even worse than what Frankie's doin' to that poor bastard downstairs.

Max's Thoughts : More evidence that Punchinello didn't like me much.

You are still in front of the door you tried to go through. Go through it. Immediately shootdodge west and kill the two thugs on your screen and the thug all the way north-west. There's an ingram clip, a bottle of painkillers and a radio on a table near the phone that the thug used. Examine the radio.

Reporter : The fact remains that all the victims so far identified in the Ragna Rock shooting have been known criminals, many of whom had large doses of V in their blood. Reliable sources say that Max Payne was also among those killed, although no body has been recovered at this time.

Max's Thoughts : Reliable sources. That meant somebody thought the mafia had me, and didn't want the cops snooping around anymore. Don Punchinello had the power to be that reliable source, which was no news. But his news was old news.

Go through the south-western door. Immediately shootdodge west and kill the southern thug and the south-western thug. Then shootdodge north and kill the western thug. They have dropped an ingram clip and dual ingram. Go back to the previous room. Move all the way north and enter through the northern door. Immediately shootdodge east and kill the thug that jumps out. There's a medicine cabinet that contains two bottle of painkillers in this room. Go back to the previous room. Go to the eastern exit. There's a bottle of painkillers on the floor. Equip the dual ingram and enter through the eastern door.

-Max holds a baseball bat-

Max's Thoughts : The hotel bar was fast developing quite a history. True to his words, Frankie was there, having a beer.

-Frankie looks at Max-

Frankie : Jesus Christ! How the hell did ya get loose?

Max : Got bored waiting. Thought - what the hell, we could just as well finish this here.

When the screen fades to black, immediately shootdodge east. During

shootdodge, kill the northern thug, then the north-eastern thug, then start shooting south-east non-stop which should kill both Frankie and the thug. Everyone can be killed with one shootdodge.

=====

4.2 - Angel of Death

=====

-Max looks at a black car-

Max's Thoughts : Vlad had seen my smoke signals. The Mercedes was revving to go, almost drowning out the banshee wail of the sirens.

Vlad : You coming?

-Vlad looks at Max-

Vlad : We'll drop you off at the Punchinello manor.

-Max looks at Vlad-

Max : Sounds good to me.

Vlad : When this is over, look me up. I could use a professional like you.

Max : I'll keep that in mind.

-View of a mansion-

Max's Thoughts : The night groaned with cold. The garden lights flickered nervously. In their light the falling snow was dead white before the darkness ate it up.

-Max holds a gun-

Max's Thoughts : I had heard the stories. The trio were mad dogs. They'd have hung the heads of their enemies over the manor gates if the capo had only let them. Punchinello wanted Payne. He'd see the pain.

-View of dead people-

Max's Thoughts : Someone had graciously left the backdoor open for me and killed the guards. My money was on Mona.

-View of Max-

Max's Thoughts : I knew that the trio would be standing between me and Punchinello. I had read their rap sheet, thick as phonebooks.

-Max kicks a door open and it goes KLIK!-

Max's Thoughts : No one would be walking out of here alive.

Max's Thoughts : Pilate Providence aka The Big Brother. Joe Deadpan Salem. Vince Mugnaio. No one would be walking out of here alive.

Move a little bit north and shootdodge north-east when you see a thug and kill him. You might hit a box of explosives next to the shelf so watch out for that. He has dropped a pump action. There's a bottom of painkillers next to the shelf. There's a box that contains an M9 clip. Exit south-west. There are two boxes that contain shotgun shells and a bottle of painkillers. Examine the dead guy on the south-west corner.

-View of a dead person on a table-

Max's Thoughts : Someone hadn't enjoyed the don's hospitality. Someone with a flair for the dramatic, someone who had let herself out of a locked cell and past a couple of armed guards.

-View of Max-

Max's Thoughts : My thoughts were on Mona again. I could only hope she was a good enough gambler to walk away while she was still winning. Before she'd run into the Trio.

Go back to the previous room. Exit north-east. Immediately shootdodge west and kill the two western thugs. They have dropped some shotgun shells and eagle ammo. Exit north-west. Immediately shootdodge east and kill the thug there. There's a bottle of painkillers on the shelf and an M9 clip next to the shelf. Go back to the previous room. Equip the dual ingrams and exit south-west. Shootdodge west and kill the

north-western thug then the south-eastern thug. Shootdodge again towards the south-western thug and kill him. They have dropped shotgun shells, dual ingram and an M9 clip. There are boxes in this room that contain an ingram clip and a bottle of painkillers. Exit west.

Thug 1 : Pilate, He's here!

On the south-west corner are two bottles of painkilers, shotgun ammo, and an M9 clip. Examine the tarot cards on the corner of the table.

-View of tarot cards with the name The Tower, Death and The Devil-
Max's Thoughts : The word on Lisa Punchinello was that she was a bit of a witch. The tarot cards on the kitchen table fit the picture.

-Max takes The Death card-

Max's Thoughts : They weren't my kind of cards, but I was willing to take a crack at the hand Mrs. Punchinello had dealt. The first card was the tower. Maybe that was supposed to be the the manor. It goes easy after that. The Devil was the master of the house, and Death was me, coming for him.

Equip the dual ingram and exit west. Immediately shootdodge west, shoot west non-stop and kill Pilate and the two thugs. Possible with one shootdodge.

Max's Thoughts : One down, two to go.

Go back to the previous room. Immediately shootdodge east and kill the two thugs. Exit south-east. Immediately shootdodge south and kill the north-eastern thug and the south-eastern thug. They have dropped an ingram clip. When you get up, quickly run under the thug above throwing grenades at you. Stand on the western side of the pillar under him, face towards him and throw one grenade at him. Exit south-west. Immediately shootdodge east and kill the thug behind the table. There's a piano in this room. Examine it to play it. Exit west. Immediately shootdodge west and kill the western thug and the southern thug. They have dropped some shotgun ammo. On the southern table, there are a bottle of a painkillers and an M9 clip. Exit north. Immediately shootdodge west and kill the northern thug. A guy will come down the stairs. When you see him, shootdodge north and kill him. Go upstairs, equip the dual ingram and exit south-east. Immediately shootdodge south and kill all three of them. It is possible with one shootdodge.

Max's Thoughts : Two down, one to go.

They have dropped some shotgun ammo, an eagle and an M4. Go back to the previous room. On the same floor, move all the way north then move west towards the northern door. Stand next to the northern door.

Thug 1 : This grenade will do for Max Payne.

Move away from the door. The door will explode. Go through the door. Immediately shootdodge north and kill all three thugs. They have dropped a grenade, some shotgun ammo and an ingram clip. Exit north-east. Immediately shootdodge north and kill the southern thug then the northern thug. There's a medicine cabinet with two bottles of painkillers. Exit south-east. Move a little bit east and examine the dead body on the bed.

Max's Thoughts : It was too late for her. I couldn't tell whether it was Mona or her sister. The body was a mess. Seeing her lying there got me thinking about another woman's body on another bed, got me thinking about

a fallen cradle.

Move to the eastern wall. Next to the phone on the table are two bottles of painkillers. Examine the phone.

Alfred : Max Payne?

Max : Talk to me.

Alfred : This is Woden. You've got company. An armed helicopter just landed on the manor grounds. You must hurry. *click*

Max's Thoughts : The more the merrier.

Exit south-east. Immediately shootdodge south and kill both thugs. Exit south-east. Immediately shootdodge south-east and kill the western thug, and then the two south-eastern people. This is possible with one shootdodge.

Max's Thoughts : Punchinello's Trio was done for. It was time to see the boss.

They have dropped a bottle of painkillers, an ingram clip and a pump action. There are two bottles of painkillers on the eastern wall. Exit east.

-Max points a gun at Punchinello-

Punchinello : Outside my door... Hurry...

-Punchinello is crying-

Punchinello : He's coming for me... You've gotta hurry... please!

Max's Thoughts : I could hear Punchinello on the phone, begging for help.

-Max points a gun-

Max's Thoughts : He should have been saying his goodbyes.

A black suited man will come in and kill Punchinello. Immediately shootdodge east and kill him. Go back to the previous room.

-A woman and people in black suits point their guns at Max-

Max's Thoughts : I could tell when I was outgunned. It was time to take another beating. The mystery witch was a real barracuda, trouble on dagger-heels, a smoking assault rifle in her hand, and an army of killer suits behind her.

-The woman is holding a gun-

??? : How sweet, I get to kill two birds with one stone.

-The woman is holding a syringe-

Max's Thoughts : Sooner or later it was going to catch up with you.

-View of the woman-

??? : Mr. Payne. It's time to show you the benefits of my brew. Be a good boy now.

-View of Max-

Max's Thoughts : You'd find that lady luck was really a hooker, and you were fresh out of cash.

=====

5.0 - Part 3

=====

Finally! The last five levels of Max Payne for GBA! Now you can finally see the end. Watch out here. The enemies are damn tough. Use shotguns, M4s and other power weapons.

=====

5.1 - Cold Steel

=====

-The mystery woman is surrounded by killer suits with guns pointed at Max-

??? : Gentlemen, we are done here. Take me to Cold Steel.

-Max sees a bunch of green dots-

Max's Thoughts : She had just given me an O.D. of Valkyr. I could feel green fire eating my brains. They turned to steam. They did a fade on me. I had never had a chance.

-Everything is twisted into a green spiral-

Max's Thoughts : The witch had got me just as sure as if she'd put a gun to my head and pulled the trigger.

-view of Max and his dead wife all in green-

Max's Thoughts : The shadows rushed me, bruised mug-shot faces hungry for revenge. They knew my weak spots and closed in for the kill. The floor turned into a vortex of green blood. I fell.

-Max hugs his wife-

Max's Wife : Max, something happened at the office today. A strange memo, something about Vikings.

-Max hugs his wife and another Max looks upon them-

Max : Honey, I've got to run. You can tell me all about it this evening.

Max's Wife : Have a nice day, darling.

Max's Thoughts : The bullet holes were rubies on her chest, blood glowing on her ivory skin. She was so beautiful. The killer was smiling.

Lupino : The flesh of fallen angels.

-Max blinks his eyes multiple times-

Max's Thoughts : Slowly the green nightmare faded, leaving dark stains on my soul that would never come off. I felt like flatlining. I was all shook up.

-Max is lying on the ground next to a puddle of puke-

Max's Thoughts : I woke up in a cold sweat, sick and tired to the bone, lying in a puddle of my own puke.

-Max gets up-

Max's Thoughts : The had had said take me to Cold Steel before it had all gone crazy. It was a clue. The only one I had.

-View of an old factory-

Max's Thoughts : It took me forever to crawl back to my feet and hit the road, but when I did, I drove straight to Cold Steel foundry outside the city. There was a whole lot of action around the place for a freezing winter night, trucks coming and going, men running.

-View of Max-

Max's Thoughts : I had the drop on the mystery witch, she thought I was dead. I was on her blindside. I was going in...

Max's Thoughts : The bad trip had put me in a crazy mood, adrenaline pumping through my aching veins. A half-abandoned industrial area in the middle of nowhere. The factory was a perfect front for any number of illegal activities. In the belly of the plant, molten metal boiled and bubbled, like a witch's brew. Staggering on the mill roof in ice and snow and wild wind, I was a ninja, my kung fu was strong. I wasn't kidding anybody. At best I was superman on kryptonite about to fall through a skylight.

When you begin, you should see a black box with a red laser coming out of it. I'll call it a laser bomb because I don't really know what it is called. You can either shoot at it from a far distance or you can jump over it. I recommend shooting at it from a distance. This thing can take away about half your life. Stand on the southern wall and walk into the laser. The laser bomb will explode but it will not hurt you. There's a box in this room which contains an M9 clip. Exit south-east. Immediately shootdodge north-east and kill the eastern thug. Don't go down the stairs

yet. Go east and then south and into the door. Examine the radio on the north-western desk.

Reporter : ...Life-threatening weather conditions and a record-breaking killer storm; The worst in the cirt's history. Such a heavy snowfall that vehicles are completely buried in snow.... The forecast shows that this severe weather is expected to continue for at least another six hours..
Max's Thoughts : Out in the night, snow fell like confetti over the devil's parade. The storm was anything but over.

On the northern shelf, there are two bottles of painkillers and an ingram clip. Exit the room and immediately shootdodge north and kill the new northern thug. Move north, west and then down the stairs. There's are two thug downstairs so when the time is right, shootdodge and kill both of them. They have dropped some eagle ammo and an M4. There's a box in this room which contains painkillers. Move all the way north-east and into the grey box. There is a bottle of painkillers and dual ingram. In the box is an ingram clip. Exit the box. Enter the central grey box. Immediately shootdodge east and kill the thug. There is a box of shotgun ammo. In the box is a bottle of painkillers. Exit this grey box. Go to the south-eastern corner of this room. Examine the switch on the right side of the closed door. Enter the door that just opened. Immediately shootdodge east and kill the closest thug then the thug to the south. The thugs have dropped an M4 clip and shotgun ammo. There's a box in this room which contains a bottle of painkillers. Exit south. There are three laser bombs. Jump on the grey box that the lasers end at and go south. The lasers will explode but you won't take any damage. There's a box in this room which contains shotgun ammo. Immediately shootdodge south and kill the thug that just dived into your direction. Then shootdodge south again and kill the eastern thug. They have dropped an ingram clip and some shotgun ammo. There's are boxes in this room that contain a bottle of painkillers and some shotgun ammo. There's also a medicine cabinet containing two bottles of painkillers. Go to the south-eastern corner of the room, press the switch, and go through the door. Immediately shootdodge north and kill the northern thug. Shootdodge north again and kill the eastern thug on the bridge. Go across the bridge and move south. When you see a thug, shootdodge south and kill him. There are boxes in this room which contain an M9 clip and a bottle of painkillers. Exit south-east. Immediately shootdodge east and shoot north at the the thug and the laser bomb on the wall. Then shootdodge north and kill the northern thug. The thugs have dropped M4 ammo and eagle ammo. Exit north-east. Immediately shootdodge north and kill the thug that will pop out from behind the box. Then shootdodge west and kill the western thug. Move a little bit west, shootdodge north and kill the northern thug. The thugs have dropped some grenades. There are boxes in this room which contain some shotgun ammno and some M4 ammo. Exit north-west. Immediately shootdodge west and kill the thug on top of the platform. Then quickly move a little north so that you can touching the wall and then shootdodge west and then kill the western thug. The thugs have dropped some M4 ammo. There are boxes in this room which contain two bottles of painkillers. Exit north-west. Immediately shootdodge north and kill the northern thug. There is a box in this room which contains some eagle ammo. Exit east. Immediately shootdodge east and then take out both thugs. Examine the walkie-talkie on the northern desk.

Thug : ...Perimeter breached. The facility has been compromised. Initiate operation dead eyes, repeat, initiate operation dead eyes.
Max's Thoughts : The walky-talky military lingo could mean only one thing. They were getting ready to destroy the evidence and vanish into the night. I was so close. The hidden truths were just around the corner.

The cabinets in this room contain two bottles of painkillers, an M9 clip, and an ingram clip. The southern shelf contains two bottle of painkillers and a grenade. Go back to the previous room. Exit north. Immediately shootdodge north and kill both thugs. The western shelf contains an ingram clip, a bottle of painkillers and a grenade. The cabinet contains a bottle of painkillers and a box of shotgun ammo. Exit north. Examine the papers on the south-western desk.

-Max looks at the papers-

Max's Thoughts : The mercenaries were running a tight operation, paperwork and all.

-Max looks at the papers-

Thug : 'Merchandise missing again. A chemist had tried to smuggle it out for his own private party. Locked him up in cell B7 in D-6's old test facility to wait for proper processing.'

Max's Thoughts : I was close enough to hear the secrets just beyond the next doorway.

The cabinet here contains some shotgun shells and a shotgun. There's also a medicine cabinet which contains two bottles of painkillers. Go back to the previous room. Immediately shootdodge west and kill the western thug then the eastern thug. They have dropped an ingram clip and some shotgun ammo. Exit west. Immediately shootdodge north and kill the northern thug. The boxes in this room contain an M4 clip and a bottle of painkillers. Exit north. There's a medicine cabinet in this room which has two bottles of painkillers. In this room, there are two laser bombs. You can jump over them or you can set one off by touching the south-western corner of the room. This sets off both bombs and causes a pipe to break. Fire will come out of the pipe. To take out the fire, examine the wheel on the north-east corner of the room. Exit north-west. Immediately shootdodge west and kill the thug. Exit west. The box in this room contains a bottle of painkillers. You can see three laser bombs. Do not attempt to jump over them. Shoot the southern bomb from a distance. This will set off the bomb and the other bombs. All the pipes will break and fire will come out of them. The fire will not burn non-stop. The fires will burn, stop, burn and stop. Sometimes the fire burns for a long time and then stops for like half a second and then burns again. That half a second is not enough for you to go through the fire so watch out for this. When the fire stops, just wait for a second and see if you can go through. Between the first and the second fires is an opening to the west. There's a shelf that contains two bottles of painkillers and some shotgun ammo. The cabinet contains a grenade and an M9 clip. Get past the second and third fire and exit north-east. Immediately shootdodge east and then kill the eastern thug. Exit east. There's a fire in this room that does not stop. There's a box in this room which contains a bottle of painkillers. Exit south-east. The boxes in this room contain an M9 clip and some shotgun ammo. There are three busted pipes with fires coming out of them. Remember to wait for a second after the fire stops to see if it's safe. After you have passed all three fires, there's a bottle of painkillers and a wheel. Examine the wheel. You can see that all the fires in the room you are in have gone out. You can also see that the fire blocking the door in the previous room is out. Go back to the previous room. Exit north. Immediately shootdodge north and kill both northern thugs. Shoot the explosive tank next to the door being blocked. There's a secret in this room. Look west. Just beyond the railing is this path you can walk on. Jump over the railing and walk west then north and then jump north over the railing. In this area is dual ingram, a grenade, an ingram clip, and a bottle of painkillers. Exit north-east. There's a box in this room which contains a bottle of painkillers. Exit south-east. Immediately shootdodge

east and kill the eastern thug. Examine the south-eastern computer.

Max's Thoughts : The monitor showed me the way. An elevator titled 'D-6' on one of the screens. Somewhere onwards, in the core of the plant.

The northern shelf has an Ingram clip, an M9 clip, and a grenade. The medicine cabinet contains two bottles of painkillers. The boxes contain an Ingram clip and dual Ingram. Go back to the previous room. Immediately shootdodge north and then kill both northern thugs. They have dropped an M4 clip. Exit north. Quickly move a little bit south, shootdodge east, and then kill the thug. Move north along the eastern wall and then shootdodge north and kill the thug above the stairs. Activate the computer above the stairs. The south-eastern door will be broken open. There are boxes in this room which contain an Ingram clip and a bottle of painkillers. Exit south-east. Stop! Fires will come out of two pipes. Get past both of them and exit east. Immediately shootdodge north and kill both thugs. There is a box in this room which contains shotgun ammo. Examine the switch and exit north. There are boxes in this room which contain an Ingram clip and a grenade. Go up the stairs, shootdodge north, and kill the thug. Press the switch next to the elevator. The elevator door will open and two thugs will pop out. You can't really shoot them till they are standing still. So when they appear for like a second, shootdodge in any direction and kill them both. Enter into the elevator.

=====
5.2 - Deep Six
=====

Max's Thoughts : There was an old army bunker under the steel mill.

In the south-east corner of the room is a bottle of painkillers and a grenade. The northern door won't open until you stand next to the switch next to the door. The switch has to be green. Exit north.

Thug 1 : You can't do this! My men are still inside!

Thug 2 : Do you know why this is called operation dead eyes?

Thug 3 : Let's do it.

Voice : Attention all personnel. The self-destruction sequence has been initiated. Evacuate the complex immediately. Repeat. The self-destruction sequence has been initiated. Proceed to the nearest exit immediately.

Immediately shootdodge north and kill both thugs. Stand on the Valhalla logo and examine it.

-Max looks at the Valhalla logo-

Max's Thoughts : There was an old army bunker under the steel mill. I knew the military plaque on the floor.

-Bird's eye view of Max and the logo-

Max's Thoughts : I had seen a thousand variations of the insignia on crumbling brick walls everywhere in the city, the sword replaced by a syringe.

-Max looks down-

Max's Thoughts : Project Valhalla. V for Valkyr. V for Valhalla. All of a sudden it read like a crackpot conspiracy theory.

The thugs have dropped some M9 ammo. Exit east through.

Thug 1 : Bastards, they've sold us out. We're expendable.

Thug 2 : Let's get the hell out of here, the place's gonna blow!

There's an explosive tank right next to the boxes under the thugs. The

explosive tank is barely visible. Stand on the southern wall and shoot the explosive tank. It will fly and kill one guy. Now shootdodge north and kill the remaining two thugs. The thugs have dropped a bottle of painkillers, an M4, and an M4 clip. On the eastern wall is a space you can walk in. If you keep walking along the space you will pick up some M4 ammo and a bottle of painkillers. Exit north. Immediately shootdodge north and kill the western thug. The thug has dropped an M4. Exit west. Immediately shootdodge west, kill the northern thug then shoot the explosive tank to the west. If the explosion doesn't kill the thug just shoot at him. They have dropped a bottle of painkillers and an M4 clip. Exit north. Examine the the computer in the middle of the room.

Max's Thoughts : Like everything else in the Valkyr case, the door-code was a mystery to me.

Exit south-west. Exit north. Try to exit west.

Max's Thoughts : The security door stood closed to me, like the mysteries of this case.

Remember this place. Look north. You can see two fires going on and off. Get past those fires and examine the computer next to the dead guy.

Max's Thoughts : The chemist had been using the workstation when he died. The half-life of the lab rat had ended on line, his password blinking on the screen. 668 the neighbor of the beast.

Exit south-east. Exit east. Examine the computer again. Exit north-east. You're now on an elevator. After the ride, exit the elevator. Exit south-east. In this room, there are a bunch of cells. The only cell which contains something is the cell to the west of the giant pillar with the word "Block B" on it. That cell has an ingram clip. Stand next to the south-eastern door.

Guy : Hey! Get me out of here! I'm innocent!

Max : Relax, I'm here to get us both out of here

Examine the keypad near the door.

Guy : Thanks. Thought I was going to die in here for sure...

The guy will run off. Follow him. Exit east. Immediately shootdodge east and kill both eastern thugs. The thugs have dropped a bottle of painkillers and some M4 ammo. There's a shelf in this room that holds a bottle of painkillers and some M4 ammo. Examine the dead guy.

Max's Thoughts : He had thought right, he'd died in here after all. I'd use his death to save my life though. I took his keycard.

Exit east. Exit north-west. You're back on an elevator. You'll automatically get off. Exit west. You're in a room with a bunch of cells again. The north-eastern cell contains a bottle of painkillers and the western cell contains an M4. Exit north. Exit north-west. You're back on an elevator. When you're out of the elevator, exit south-west. Exit north. Exit west. There are fires coming down from the pipes on the ceiling. Get past the first one, go around the second one and go past the third one and exit north. You're on an elevator again. Get out of the elevator and exit south-east. There's about four laser bombs in this room. Shoot at one from a distance and it'll explode causing everything else to explode. On the south-east corner of the room is a blinking computer.

Examine it.

-Max looks at the computer-

??? : Top secret. Project Valhalla. U.S. Army. Yggdrasil Network.

Valhalla: the otherworldly place in Norse mythology where the bravest heroes spent their afterlife feasting and fighting forever, their wounds miraculously healed night after night.

-View of the computer-

??? : Valkyr: the maidens who chose the most courageous Viking warriors and carried them to Valhalla. 1991. The research objective is to create a chemical substance to enhance the stamina and morale of infantry troops.

-Max looks at the computer-

??? : 1995. Results unsatisfactory. Project cancelled.

Max's Thoughts : Someone had decided to continue the sick experiment unauthorized.

-Max looks at the computer-

Max's Thoughts : Just when you thought you had reached the deepest depths of horror, it suddenly got worse.

-View of the computer-

Max's Thoughts : How to turn off that small voice inside your head that started to whisper that you should be glad, that now, if not before, your revenge was justifiable on any conceivable moral scale?

-The monitor of the computer reflects on Max's face-

Max's Thoughts : That small voice proved, beyond any doubt, that I was damned.

Exit south-west. On an elevator again. Exit the elevator and examine the dead guy near you.

Max's Thoughts : I took his keycard.

Exit south and watch out for the flames. Dodge all the flames but moving along the western boxes and exit south. On an elevator again. Then in slow-mo you see Max running out of the elevator and you see explosions coming out of the elevator. He just narrowly escaped death.

-Max is blocking the fires coming out of the burning building-

Max's Thoughts : You piece together a jigsaw and the final picture is you finishing that same puzzle. A mad, green-eyed killer standing behind you. An urban legend come true.

-View of Max's face with fire burning behind him-

Max's Thoughts : The Project Valhalla test-subjects had been the mad junkies who had murdered my loved ones. The rest was simple bodycount math. It all pointed to her: Ms. Valkyr. The factory went up in a fiery inferno behind me. All my leads were dead, turned to smoke and dust. I had lost my way. I hadn't slept in a million years.

=====
5.3 - Power Games
=====

-View of a building-

Max's Thoughts : Woden was waiting for me on the steps of the old building.

-Max stands next to Woden-

Woden : Mr. Payne. Let's go inside. The others are anxious to begin.

Max : The others?

-Max is standing next to Woden. Max is reaching for something in his coat-

Woden : Despite the general misconception, this building actually predates the City Hall by two years, thus being the oldest municipal building still in use here at the foot of the Brooklyn Bridge.

Max : No kidding.

Max's Thoughts : The old man played tour guide as he led me through a dark, domed hall. The answers I was after loomed large ahead.

-Woden points-

Woden : Mr. Payne, I would like to introduce you to my colleagues in what we call the Inner Circle.

-Max looks at Woden-

Max : You've been watching too much X-Files.

Woden : You have seen the files on Project Valhalla. We can fill the gaps, provide you with the information missing from those files.

-Woden touches his glasses-

Woden : We were all involved in the early stages of the project during the Gulf War.

Max : What's the catch?

Woden : We would very much like to blow this thing wide open but our hands are tied.

-The woman (the one who said "Take me to cold steel") is holding a cigarette and is towering over New York-

Woden : Her name is Nicole Horne. She was the key figure in Project Valhalla. When the funding was discontinued, she simply refused to quit. She knew exactly what she had in her hands. Nicole Horne is the president of Aesir Corporation. She has more than half the city in her pocket.

-View of Woden-

Woden : This must be kept under wraps. If you try to go public with this, we will deny any knowledge. We need you to take her out. Afterwards, we can protect you. Make all the charges go away.

-Two killer suits stand next to a door-

Max's Thoughts : That was the cue for the killer suits to kick in the doors and swarm inside. It was an impressive floor show, but I decided to leave early anyways. It was only a one story fall - lucky me.

Wait till you see the enemies appear on your screen. When you see them, shootdodge and kill them. There are two thugs. They drop an Eagle and some shotgun ammo. Go down the north-eastern stairs. Quickly move a little bit south, shootdodge south-west, and kill the southern thug. Shootdodge south and kill the southern thug. The thugs have dropped an M4 and some shotgun ammo. Exit south-east. Immediately shootdodge north-east and kill both north-eastern thugs. There's one thug left. You can hide behind a pillar and he will come to you and when he does you can kill him. The thugs have dropped an Ingram clip, some M4 ammo and an M4. Go up the north-western stairs. Immediately shootdodge west and kill the western thug. He has dropped some eagle ammo.

GLITCH - Suicidal Thug

When you enter the room, quickly walk north till you touch a wall.

The thug will start to throw grenades. The grenades will hit the ceiling and it will damage the thug. The thug will throw grenades until he kills himself.

Exit south-west. Immediately shootdodge north and kill both thugs. They have dropped some shotgun ammo and some M4 ammo. There are two bottles of painkillers and a sawed off on the table. Examine the bright monitor in the north-east corner of the room.

Max's Thoughts : One of the monitors showed what was left of the Inner Circle. On screen the so-called corpse of Alfred Woden stood up, miraculously waking from his dirt nap, looking smug among his dead pals. In the land of the blind the one-eyed man is king. I didn't know how he'd pulled it off, but it was a pretty slick way to get out of all his promises. Most of what he had said fit too well to be a load of crap.

Exit north-west. Immediately shootdodge north and kill both northern thugs. The thugs have dropped an eagle and some eagle ammo.

SECRET - Secret Room

Thanks for the secret UnknownMercenary.

There's a secret in this room. Go to the southern most part of the room and shoot the little electric box. A door in this room has just been unlocked. Go through the eastern door above the door you have come here through. In this room is an extra life and dual ingram.

Exit north-west.

LESSON - Stealth

Since we're here, I'll teach you about stealth. As you can see through the wall, the enemy is looking a direction that prevents him from seeing you. Try to stand next to his with a gun. You can see that you can't because he'll start to shoot at you. Now try and sneak up to him with a Baseball bat or a Lead Pipe. You can see that it is possible without him going all crazy. Now switch your weapon to a gun. The enemy will now start to shoot at you. So if you're going to sneak up to an enemy, use a baseball bat or a lead pipe.

There's a medicine cabinet in the north-eastern part of the room which contains a bottle of painkillers. Equip the baseball bat and kill the thug that is standing around. Move all the way north, shootdodge west and then kill the southern thug. The thugs have dropped 2 M4s. Exit north-west. Immediately shootdodge south and kill both southern thugs. Exit south-east. Examine the little box thing on the northern desk.

Max's Thoughts : A video tape lay on the desk along with a letter. Nicole Horne had blackmailed the inner circle into silence. I remembered Candy Dawn, taping her clients in action on the side. I took the tape. I had a feeling that, when this was over, any collateral would come in handy.

Exit south-east. Immediately shootdodge east and kill both thugs. They have dropped an eagle and some shotgun shells. Examine the papers on the southern desk.

Max's Thoughts : Woden had left me a present. Woden had taken care of my mission preps with military precision. The critical areas in the Aesir Corporation Headquarters blueprints were circled in red. The president's office was at the top of the building, right below her penthouse suite. The elevators were controlled by a security computer, part of the main frame located underground below the building.

SECRET - Secret Room

I found a secret in this room by being too reckless with the enemies. Shoot the painting on the northern wall. The painting will fall down, revealing a switch. Examine the switch. The eastern bookshelf has moved revealing a hidden door. Go through the door. In this room there's an extra life, a bottle of painkillers and a JACKHAMMER!!!

Exit south-west. You can see a bunch of thugs headed towards you. Thankfully they will stop and say...

Thug : There's Payne, kill the bastard!

Move west along the center of the room until you see the thugs. When you see a thug, shootdodge west and just shoot non-stop west. The thugs have

dropped dual Ingram, M4 ammo, and an M4. Exit south-east. Immediately shootdodge south-east and kill the closest thug. You can't shoot from behind the desk for some reason. Move a little bit east, shootdodge east, and then kill the last thug. The thugs have dropped an Ingram clip and some M4 ammo. Exit east.

Thug 1 : CIA, FBI You've seen one you've seen em all. Sure, good for a practice run but this, workin' for her, this is the real thing.

Thug 2 : The money's astronomical, and best of all you get to kill any scum bag that gets in your way. Licence to kill! Like James Bond!

In front of you is a key on the table. You don't need to kill the thugs because they are just standing looking out the window. Use my "lesson of stealth" on them. The thugs drop an Ingram clip and an M4. Exit west. Exit west again. Go all the the west and stand next to the glass doors.

=====
5.4 - Nothing to Lose
=====

-View of a bridge and a building-

Max's Thoughts : I took my time, cruising around the city in the snow. There was no hurry, I knew what I had to do now. I took my time, thinking about it, building up the rage. When I was ready, I parked the stolen wheels at the front entrance of the Aesir Corporation headquarters. Got out, got in, got cracking. I had a bullet with Nicole Horne's name on it. She had ultra-high-tech security systems, enough mercenaries and weaponry to start World War III. There was no fear.

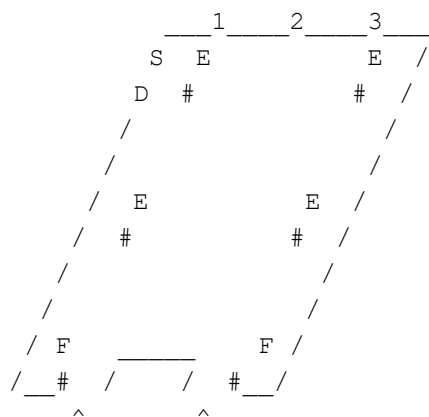
-View of the inside front of the building-

Max's Thoughts : New York disappeared behind a veil of snow. I had crossed the threshold. This was her domain: sleek and sexy and soulless, all glass and steel. A place of color-coded security key cards, metal detectors and surveillance systems. Colder than a walk-in fridge, cold as a gun.

When you begin you can see there are two metal detectors. Before you go in, equip the best weapon you have. The dual Ingrams are good. You'll have to fight six tough mercenaries. I still call them thugs. Go through any metal detector.

Max's Thoughts : The elevator doors were sealed, I'd have to override the security lockdown to reach the mainframe.

I made this map (my first map) because these enemies are like whoa. Of course I didn't take any damage/



You start here.

= Pillar

S = Wall leading to a secret. Read below.

1, 2, 3 = 1st, 2nd, and 3rd elevator.

E = Enemy

D = Door

L = After you kill all the "E" enemies. These "F" enemies will appear.

SECRET - Room of Boxes

With the M79 or grenades, hit the wall on my map that is marked "S".

The wall is described as a white wall thats like a fence. Walk through the fence. Walk all the way east and look north. There's a computer.

Examine the computer. Go back to the lobby or the previous room. Elevator "2" is now activated! Go in the elevator. This room is filled with goodie boxes. There are boxes in this room which contain four bottles of painkillers, two ingram clips, some shotgun ammo and an extra life. I found it out while trying to kill two thugs with an M79 and accidentally hit this wall!

The enemies drop a bottle of painkillers. Exit north-east through "D" door. You cannot go through the metal door in this room. Examine the computer in this room.

Max's Thoughts : The switch lifted Level 1 security. I could reach the mainframe. From there I'd be able to override the other locks and get to her office.

Go back to the previous room. Exit south-east through "3" elevator. When you get out of the elevator you can see a bunch of laser bombs set up. Stand in the south-east corner of the room and shoot them. They will all blow up and you won't take any damage. In the center of the room is a grenade, a bottle of a painkillers, an extra life and a new weapon called the M79. It shoots out grenades like bullets. And bullets just keep on going till it hits something. Exit south-west. Behind the desk is one thug. And there are two more thugs coming down the stairs. Kill the guy behind the desk and wait for the two thugs to come down the stairs. The thugs have dropped some M4 ammo. If you climb the stairs, there is a bottle of painkillers. On the eastern wall is computer and above it is a monitor saying Penthouse, security, presidential office, office floors, lobby, and something that's too pixely to read. Shoot the computer to break it.

Max's Thoughts : All Horne's locks were now off-line. All bets were off. The elevator would take me all the way up.

Exit south-east. Get in the elevator. You're back in the lobby. Exit through the newly opened up elevator "1".

-Max waits for the elevator PING!-

-Mona points a gun at Max-

Max : Mona. Looking good.

Mona : Max, we gotta stop meeting like this.

-Max gives a constipated look-

Nicole : It will be a cold day in hell before I'll let a narc cop stop me. Ms. Sax, do your job.

-Mona and Max point guns at each other-

Mona : Relax, Max. You're a nice guy, I don't kill nice guys.

-Mona and Max are pointing guns at each other-

Max : You're not bad yourself.

-Mona smiles-

Mona : It was different when Horne wanted PUNCHINELLO dead, to cut her ties to the Mafia. He deserved to die.

Max : The same goes with her, she's the bad guy here.

Max's Thoughts : Her sister was whispering to her in my favor. I knew the appetites of ghosts intimately. They hungered for revenge.

-Max ducks and Mona shoots two bullets BLAM! BLAM!-

Mona : Max!

-Mona gets shot-

Max : No!

Max's Thoughts : A gunshot boomed and she fell down in slow-motion.

-Max holds his gun-

Max's Thoughts : She was a nice girl, not really a stone-cold killer, and now she was stone-cold dead.

Max then says something but I couldn't understand it. Please email.

-View of an elevator-

Max's Thoughts : When the elevator came back down, Mona was gone. There was a lot of blood, but no body.

-Max looks at the elevator-

Max's Thoughts : Something clicked for the final time.

-View of Max-

Max's Thoughts : My mind had never been so clear, as if somewhere high above the storm clouds were already gone, cold stars blazing from the black skies.

Immediately shootdodge south and shoot west towards two thugs. The thugs have dropped some M4 ammo and some eagle ammo. Exit in elevator "1". Nicole runs away. Move into the room a little bit and then shootdodge south-west and kill the western thug and the southern thug. Examine the computer on the western side of the room.

-View of computers-

Max's Thoughts : Next to the printer was a neat stack of expensive paper.

-Max points his gun at the computer-

Max's Thoughts : Hacking through Horne's computer would have unearthed files of criminal plans, strategies for world domination, spy helicopter reports, illegal wire tap recordings, internet porno, all of the above, take your pick, I really didn't care anymore.

-Max shoots at the computer BLAM!-

Max's Thoughts : I had seen too much of it already.

Too much porn?! Insane! Exit south-east.

Thug 1 : I hate to be stereotyped. I'm not a cold-blooded killer. I'm a nice guy. I love my wife, I have two boys I'm very proud of. You just got to make the ends meet, right?

Thug 2 : Yeah man, I hear yah, I hear yah.

Thug 1 : It's Payne! Kill the bastard! Kill the bastard!

Immediately shootdodge south and kill both eastern thugs. Exit east.

Nicole : It's Payne! Kill the bastard! Kill the bastard!

Immediately shootdodge east and kill both thugs. They have dropped an M4 and some M4 ammo. A gate will open. Wait for enemies to come through the gate. When you see both thugs, shootdodge north and kill both of them. The thugs have dropped a bottle of painkillers. A door will open and two thugs will pop out. Move towards them. When you see them, shootdodge and kill both of them. They have dropped dual ingram and some eagle ammo. Exit north-east. The screen will show two thugs shooting non-stop east. From where you are, the enemies are west. But between you and the enemies are four laser bombs. Shoot the one closest to you. That bomb will cause the other bombs to explode and that will end up killing both thugs. The

thugs have dropped two bottles of painkillers. Exit north-west. In this room there is a pump action shotgun and some shotgun ammo. Exit south-west. You are now outside.

```
End ->/
      /
      /<- Enemy with Laser bomb behind him.

      /

      /<- Shoot eastern enemy from here.
Enemy ->//
      /

      /
      /<- Shoot eastern enemy from here.
      /<- Be careful while walking.
      /
      /

      /
      /
      /<- Laser Bomb
      /
      /<- Start
```

/ = One piece of a ledge.

Walk south-east a little bit. You can see one laser bomb. Shoot it from a distance. Now you have to walk on the edge of the building. Walk east on it till you see a second laser bomb. Shoot it. Now jump over the broken ledge and keep walking east. You should see a thug shooting at you. Shoot him. Continue walking and jumping over broken ledges. You will see another thug next to a laser bomb shooting at you. Shoot him and then the laser bomb. Keep walking. When you reach the other side. On the other side, exit north-west. Immediately shootdodge south and kill the southern thug. He has dropped an Ingram clip. Exit north-west. Immediately shootdodge north and kill the northern thug. He has dropped some shotgun ammo. On the stairs, there's a laser bomb. You can jump over it or you can shoot at it from a distance. Go upstairs. Quickly walk a little bit south so that you are on the second step of the stairs. When you are on the second step, shootdodge south and then shoot the laser bomb and the thug. Walk up to the top step of the stairs and look north. There's a laser bomb and another thug. Go into bullet time mode and shoot the laser bomb and stop bullet time. The thug is killed. Go all the way upstairs. Immediately shootdodge north-west and kill both north-eastern thugs. They have dropped an Ingram clip and a bottle of painkillers. Quickly hide behind the wall with the painting before the dead bodies disappear. After their bodies magically disappear, you will see two more thugs coming out of elevators. Wait for them to come to you. When a thug comes near you, shootdodge west and kill both northern thugs. They have dropped some eagle ammo. Since we're in this room, read the stuff below.

GLITCH - Ghost M79

Stand next to the wall with the painting near the stairs. Equip your M79 and shoot. The grenades fired will magically ghost through the wall and come out the other side.

Exit through the south-eastern door. Immediately shootdodge north, kill the southern thug and then kill the northern thug. Wait for the last

thug to come to you. When you see him, shootdodge and kill him. The thugs have dropped two bottles of painkillers. Two thugs have just entered the room. Immediately shootdodge south and kill the first thug. Then shootdodge south-east and kill the second thug. They have dropped 2 M9 clips. Exit east. Immediately shootdodge north, kill the eastern thug, and then kill the northern thug. They have dropped a bottle of painkillers and an ingram clip. Go all the way south and exit south-west.

-Max reloads his gun KLIK!-

Max's Thoughts : Valkyr had been meant to be a white-winged maiden that would lift you to a warrior's heaven. But it had turned out to be a one-way demon ride to hell. The devil was in the drug. I knew. I had met him.

-Max and his wife look at each other in a picture KLIK!-

-Max holds his shotgun KLIK!-

Max's Thoughts : And now I was going to kill her. The queen of the underworld who had tried to lift herself a bit closer to heaven with her drug money.

-Nicole holds a radio with Max behind her-

Max's Thoughts : No begging, no bribes, she knew better - honor among killers, 'we who are about to die'. Both of us knew how this would end. In pain and suffering.

-View of Nicole's face-

Nicole : All this, because your wife stuck her nose into things that were none of her business.

Max's Thoughts : The cops were coming to take me away. The sirens were like a bad conscience I couldn't shake.

Nicole : It's ridiculous you have made it this far. You won't be alive when they get here.

Hide on the northern side of the closest pillar next to you and look west. When you see a thug coming from your west, shootdodge west and kill him. Then shootdodge south and kill the southern thug. Shootdodge south again and kill the eastern thug. Then shootdodge south again and kill the south-eastern thug. The thugs have dropped two bottles of painkillers, some eagle ammo and some M4 ammo. Examine the computer on the southern table. A secret door will open. Go through the door. You will see Nicole run.

=====

5.5 - Pain and Suffering

=====

Shortest level ever. It's more like quarter of a full level.

You will see Nicole run towards a door and then you see her getting into a helicopter.

Pilot : She's on board. We're outta here, as soon as the wind dies down. Don't like the look of that mast.

Max's Thoughts : I couldn't get to Horne. But the radio-mast was begging to go, the support chains were about to give.

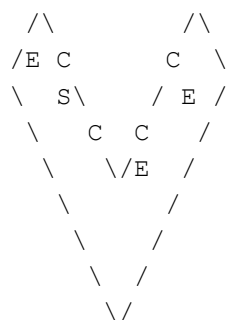
You see the screen center on a cable.

Max's Thoughts : The cables were too thick for bullets. I'd have to find their weak spot to cut them.

Pilot : Liftoff in 1 minute.

Immediately shootdodge south, kill the northern thug and then kill the eastern thug. Shootdodge east and kill the eastern thug. The thugs have

dropped three grenades. You have one minute to complete this level or Horne gets the last laugh.



C = Cable
S = You start here.
E = Enemy

There are four cables. They are on a higher level. Stand next to them, face them, and throw grenades at them. When you hit a cable it should make this weird hollow noise. It takes just three grenades to destroy one cable. After you destroy all of them, the radio mast will fall on the helicopter, the helicopter will explode, the platform holding the helicopter will break and the burning helicopter will come crashing down.

-View of Max-

Max's Thoughts : And then it was all over. The storm seemed to lose its frenzy. The ragged clouds gave way to the stars above.

-A helicopter blinds Max with its light-

Jim : Max Payne, this is Deputy Chief Jim Bravera from the NYPD. We've got the building surrounded. Throw down your weapons and lie down with your hands behind your head.

-Max smiles-

Max's Thoughts : A bit closer to heaven.

-Cops surround and point their guns at Max-

Max's Thoughts : The cops' voices were distant and muted.

Cop 1 : Freeze!

Cop 2 : NYPD!

Cop 3 : Hold it right there!

Max's Thoughts : My ghosts released me from their haunting. Down below, New York City glittered like diamonds on black velvet.

-View of Jim Bravera-

-Max is getting arrested-

-Woden is standing in the crowd-

Jim : You gave us one hell of a ride. Take him down to central booking.

Cop : You heard the man.

Max's Thoughts : Woden was there, in the crowd, standing by the sidelines. It wouldn't be over till the man with the patch would say so. He'd say the right words. I knew he would. He'd better. Woden grinned smugly, it was the grin of a winner.

-Max is in the back of a cop car-

Max's Thoughts : That made two of us.

Well Done! You have Completed

Max Payne

For A Further Challenge Try
DOA And New York Minute

=====

6.0 - Weapons

=====

A good amount of weapon info. If you need to know the location then just search it in my guide. Press Ctrl + F to find.

Lead Pipe - No Ammo

It's a melee weapon you must use it close range. With the amount of ammo this game gives you, you won't need it. I noticed that you can sneak up to people more with this weapon. You cannot shootdodge with this weapon but you can go into bullet time mode. For a lesson about stealth look in "5.3 - Power Games".

Baseball Bat - No Ammo

This is a melee weapon. It is a stronger version than the lead pipe. I noticed that you can sneak up to people with this weapon. You cannot shootdodge with this weapon but you can go into bullet time mode. For a lesson about stealth look in "5.3 - Power Games".

Eagle - Maximum Ammo 48

Stronger than an M9. Rate of fire seems same to M9.

Dual M9 - Maximum Ammo 162

Fires two bullets and is very rapid. It's weak against enemies in the later levels.

M9 - Maximum Ammo 162

A regular pistol. Rate of fire seems same to the eagle.

Pump Action - Maximum Ammo 80

A very powerful weapon which takes one shot to kill an enemy that takes 2-3 M9 ammo.

Sawed Off - Maximum Ammo 80

More powerful and noticeably faster than the pump action.

Jackhammer - Maximum Ammo 80

This weapon is hidden and can be found in the level "Power Games". You can activate the cheats which are in the options/extras. The most powerful and fastest shotgun. Guaranteed to kill pretty much anything with two shots.

M4 - Maximum Ammo 150

Like all rifles, they have a fast rate of fire. This weapon is great for killing multiple amounts of enemy during shootdodge.

Dual Ingram - Maximum Ammo 300

The fastest killing weapon in the game. Rate of fire is extremely fast and can kill multiple amounts of enemies in seconds. Stronger than M4.

Ingram - Maximum Ammo 300

This is a good weapon with a fast rate of fire.

M79 - Maximum Ammo 20

It shoots grenades farther than molotovs or hand thrown grenades. Check the level "Nothing to Lose" in this guide for the location. You cannot shootdodge with this weapon but you can go into bullet time mode.

Grenades - Maximum Ammo 20

It travels higher but not farther than molotovs. You cannot shootdodge with this weapon but you can go into bullet time mode.

Molotov - Maximum Ammo 10

Explodes when it lands. It travels a short distance. You cannot shootdodge with this weapon but you can go into bullet time mode.

=====

7.0 - Extras

=====

It's the useless but fun part of my FAQ.

An enemy shot me while I was on one side of the wall and he was on the opposite side of the wall. The wall was higher than me I think. The area before you fight Vinnie on the stairway. So be careful. Enemies can shoot through walls!

There's this weird glitch. When you shoot out of any weapon, switch to another, and fire that weapon, you get a weird effect. You get an extra bullet fired! Like two grenades thrown.

Look in the "5.3 - Power Games" part of my guide for a lesson about stealth with melee weapons.

Please shoot every piece of crap you see! A bookshelf, a wall, anything! If you find a secret, then email me and I'll give you credit! I found a breakable wall and a painting that explodes and hides a switch!

If you want to see a thug kill himself, then look in "5.3 - Power Games".

You can complete levels really fast by running through all the rooms with super cop on.

Max can rotate in a full circle twice during shootdodge.

Thanks to UnknownMercenary for these secrets below. Even though I already KNEW ALL THESE OBVIOUS SECRETS, it's still helpful.

In Live from the Crime Scene, smash the cabinet-like thing next to Vault C to turn off the alarm. Max says "Thanks."

In Fear that gives men wings, there is a room with a big hole in it with two guys. One on each side of the hole. Sometimes the guy on the other side of the hole will come after you and instead he'll fall to his death.

In Empire of Evil, there's a room with a drumset which Max can use.

In Angel of Death, one of the mansion rooms has a piano that Max can use. Try playing the Max Payne theme song! :)

Complete Max Payne for Extras such as Dead on Arrival Mode (Hard mode), New York Minute (Time Limit Mode), and cheats (Infinite ammo, all weapons, and super cop). Extras are shown in the Main Menu.

- Super Cop (Cannot die but can take damage)
- Infinite ammo (Infinite ammo)
- All weapons (Every single weapon given in the game)

=====

8.0 - Frequently Asked Questions

=====

I thought about some questions that might be asked frequently.

Q : What's your favorite weapon?

A : Sawed off or Dual Ingram. I recommend it. But I like jackhammer the most.

Q : What advice can you give me with shootdodge.

A : The moment you enter a room, immediately shootdodge in any direction and start killing. Sometimes shootdodging in any direction might

Q : None of the enemies drop a Jackhammer. Does it even exist?

A : The only way to get it is by beating the game and activating the cheats. If an enemy does drop it then let me know.

Q : Why is your guide so confusing?

A : I hope not that confusing. It's the game itself with it's look.

Q : Why do you type "move here and shoot there" constantly?

A : So you take minimal damage.

Q : What's with all the conversations in your guide? Trying to fill your guide?

A : Of course! And you can find out if you have seen the conversation or you just wanna refresh your memory.

Q : Why did you type a guide for this game?

A : I visited the boards to annoy! But then I got sad as to see that this game had no guide. Not even one. Now it has two if this got posted. Wasabi X and me.

Q: I really need help on this part but your guide does not help. What should I do? Read another guide?

A : NO! DO NOT READ ANOTHER GUIDE! Well you may if you want to break my heart. You can contact me on AIM and I will make a video of that level and send it to you. You can also email me asking a simple question or a complicated one. Don't try to confuse me with questions with "There was a guy with a gun and another guy which turned out to be Spider-man and a huge explosion can be heard and now I don't know what to do.". Please be as specific as possible. Lets count the amount of emails I got asking for help. One... two... thr... just two. I answered the first guy with a simple text answer. For the second guy I sent him pictures of what to do. So remember! If you need help, email me and I will send you pictures! I'm also on the gamefaqs boards. I'll probably get banned on the boards for something.

=====
9.0 - My Comments
=====

The first thing I saw when I played this game was the intro. I was amazed. The power of that little Gameboy Advanced never ceases to amaze me. The voices and the comics were like the ones in the Playstation 2 version. When I played the game, I was confused with the movement. I didn't care. I can get used to it and I did. After I completed the game, I noticed that this game was 90% of what its Playstation 2 version was. Anyways. In this game, they combined most of the levels and put them together. And in some cases they removed some levels. Such as the dream level with the crying baby and the long hallways.

I don't have time to re-read my guide but I am confident that my guide gives a basic idea what to do on the first part of Max Payne in good

detail. If you have any problems or see any problems then email me.

I hope I can add more things to this guide. I wish I had more time.

I hope to add...

- Maps (Ugh. Too little time although possible.)
- Secret Locations (I don't really have the time to shoot every piece of crap in the game. So help this clown out.)
- Other Stuff (I don't know what.)
- More questions in the FAQs section (Questions? Email me!)
- Some re-reading to check everything (Ugh. Too much crap to read.)

Just remember people. A guide is never complete. If you wish to add something interesting then email me. If it's crap or already added then I'll just say "too bad".

BUY MAX PAYNE 1 or 2!

```
=====
10.0 - Credits
=====
```

Dedicat to DesertEagle415AE

- Credits to...
- CjayC for Gamefaqs.
 - Rockstar for Max Payne.
 - UnknownMercenary for supporting me on the boards.
 - Mechacow2 for being the first person to help.
 - Wasabi X for enraging me to finish my guide.
 - Daniel K. for no reason.
 - And you people for the supporting my guide.

```
|HH| |HH|
|HH|_ |H\V\ /V/
|HHHHHHH\V\V/ <- O_o
|HH| |HH|\VV/
|HH| |HH| \/
```

This document is copyright Humanvegetableonline and hosted by VGM with permission.