

Max Payne FAQ/Walkthrough

by Wasabi_X

Updated to v1.00 on Aug 11, 2005

() () | \ / | () () | \ / | () / | () \ |
| () () | | () | (\ /) | () | | () | (\ /) | \ (| | () \ |
| | | | | | () | \ () / | () | | () | \ () / | \ | | | ()
| | () | | | | | |) _ (| | | | | | | \ / | (\ \) | | ()
| | | | | | () | / () \ | () | () |) (| | \ | | | ()
|) (| |) (| / \) |) |) (| | | | |) \ | | () / \
| / \ | | / \ | | / \ | | / \ | \ / | /) _ () () /

FAQ/Walkthrough

Table of contents

A. Copywrite

B. Version history

C. Introduction

D. Controls

E. Guns

1. Melee weapons

a. Lead pipe

b. Baseball bat

2. Handguns

a. M9

b. Eagle

3. Shotguns

a. Pump action

b. Sawed off

4. Automatic Rifles

a. Ingram

b. M4

5. Explosives

a. Moltov cocktail

F. Walkthrough

1. Part 1

a. Roscoe Street Station

b. Bank

c. Hotel

d. Streets

e. Ragnarock

2. Part 2

f. Warehouse

g. Punchinello Manor

3. Part 3

h. Cold Steel

i. Underground Base

j. Old Building

k. Aesir Corporation

G. Copywrite

H. Credits

I. Secrets

J. Frequently asked questions

K. Contact Info

L. Rate My Work

To find a specific section of the guide-

- Highlight the section
- Press Ctrl+C
- Press Ctrl+F
- Press Ctrl+V
- Click "Find Next" or press Ctrl+F again

{-----}
(Note: The latest version of this Faq will always be at www.gamefaqs.com,
www.cheatcc.com, www.supercheats.com and www.neoseeker.com)

WARNING:This game has been rated Mature by the ESRB. This game contains strong language, and lots of gore and violence. Make sure you know this before playing it. It is suggested you are over the age of 18 to play this game.

/A.Copywrite\

This FAQ is copywrite (c) 2003 Wasabi X. This may be not be reproduced under any circumstances except for personal,private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.

/B.Version history\

1.00- Finished game. I have wrote the guns, and walkthrough. This may be the final version, but I am still looking for secrets and will update if found. But, no faqs yet.

1.10- www.cheatcc.com now carries my Faq. I have also added the first Q to my FAQs section.

1.11- www.supercheats.com now carries tha FAQ as well. Nothing new, but I have to update this damn thing everytime someone new asks me for it!

1.12- www.neoseeker.com asked me also. Darn! I have to update this thing every other day!

1.13- Updated for my new e-mail and added a few line breaks cause a lot of people were complaining about it being hard to read.

/C.Introduction\

Welcome, if you are reading this now then you have most likely picked up the Max Payne GBA game. Thank you for picking up this great game. It has been overlooked wrongfully! This is a great game for all who have missed out on the console Max Payne's cough gamecubeowners cough. So, without further blabbering heres the walkthrough for the game.....

/D.Controls\

1.Basic controls

Here are the basic controls of the game.

^(control pad up)= You go up. But since the camera is at an isometric angle you actually head north east.

\/(control pad down)= You go in the opposite direction of up. Southwest ward.

<(control pad left)= Head in the northwest direction.

>(control pad right)= Head in the southeast direction.

A= Shoot. You always have a gun in this game. Either with a gun or a melee weapon.

B= Jump or action. When an ! appears over your head there is an action nearby. When it starts to flash you can press the B button and it will commence the action.

R= This button enables bullet time. This cool feature slows down time. If you are moving and hit the button you will dive in slow motion(rendering you impossible to be shot by enemies) and be able to shoot while diving. You will need to have mastered bullet time if you plan on beating this game.

L= Weapon change. While holding the L button a menu will come up in the upper left hand corner. You will not be able to move Max while the menu is up. If you move the control pad than it will put a white box around a weapon. When you release the L button while a weapon is selected Max will change his weapon to the one you selected.

/E.Guns\

1.Melee weapons

a.Lead pipe- Standard lead pipe. Takes about 2 hits to kill an enemy. But, it is close range and should only be used as last ditch.

b.Baseball bat- Like the lead pipe. Except stronger.

2.Handguns(Note: All handguns can be used as dual handguns if you run into any enemies doing the same)

a. M9- You start the game with this gun. It takes about 3 shots to kill a normal enemy. Good gun all around, and you will have enough ammo to last forever just from getting the bullets in the first level! It takes M9 clips.

b.Eagle- You will get this gun when you kill the very first enemies. Much like the M9 it is semi auto handgun. It takes an average of 2 bullets to take an enemy down(1 less than an M9).

3.Shotguns

a.Pump action- Very powerful. It takes 1 shot to kill a normal enemy. But, it has a slow rate of fire.

b.Sawed off- This is exactly like the shotgun except that it has a faster rate of fire.

4.Automatic rifles

a.Ingram- A small submachine gun. It has a very fast rate of fire. It can also be used as double ingrams.

b.M4- A very powerful gun with a fast rate of fire. This will be your best friend for most of the game.

5.Explosives

a.Molotov Cocktail- It will explode in an fiery inferno. It will kill almost any enemies on contact.

b.Grenades- Like the cocktails but more efficient. You can throw farther making the chances of you getting caught in the explosion smaller.

Start scene.

Payne- *holding dead wife* "Nooooooooooooooooooooo!"

End scene.

Start scene.

Payne- "That was 3 years ago. Everything ripped apart in a New York minute. The killer junkies had been high on a previously unknown designer drug: Valkyr, V. After the funeral, I told Alex I would be transferring to the DEA. It took us 3 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."

End scene.

This is how the story begins.....

1. Roscoe Street Station

Payne- "I came in from the cold and the dark. Outside, the city was a cruel monster. 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."

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."

Payne- "I hadn't had a face to face with Alex since I had gone undercover... 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...."

You start out in front of a white door. Go through. You will find yourself in a hallway drenched in blood. Go through. In the next room you will see a dead body, open the cabinet (B button). There is an M9 clip inside. Grab the other clip and the painkillers. There are more painkillers in the room at the bottom left. Go back through the hallway and walk out through the door you came through. There will be 2 enemies talking. They will notice you, kill them.

Grab their eagles and continue up the stairs. You will see a dead guy in the hallway (the cop the guys downstairs were talking about). Kill the man in the hallway. There is a corner at the end of the hallway. An enemy is standing waiting for you with a shotgun. Jump around the corner in bullet time and shoot him. There is a monitor, you can try but the door is locked. Head downstairs. Downstairs you will be attacked by an enemy. Kill him. Walk further and 2 more enemies will attack you. They both have shotguns so watch out. You need to get on the train but the power isn't on. Go through the white door. There will be a standing right there. Fire quickly. The man will talk to you and he tells you he can unlock the door. Follow him. When he goes up the stairs you might want to go through the white door you missed on the way down. There is only 1 enemy and a lot of shotgun ammo. After picking it up go up the stairs. The man will unlock the door and shoot the man who helped you. Go up the panel and open the door. There is nobody in the room so go through the next door. There are 4 enemies in the room and a cabinet with some M9 bullets. Go through to the next room. Go over to the panel and activate the electricity. There is also a cabinet full of painkillers. Go back downstairs and hop into the train.

2.Bank

You start off in the sewers, there is an enemy behind the rock in front. Kill him. Use your bullet time and shoot the gas can on the ledge above you. It will kill the 2 enemies. Grab thier ammo and go through the door.

Payne- "The rusty door led to an abandoned part of the station, closed off since the early '40s. Something big was going down at Roscoe Street Station. Maybe that's why Alex had wanted to meet me here. Maybe not. One way or the other, I was going to find out."

Once out of the cutscene, you will be placed in a room and attacked by some enemies. There are 2 in front of you and 1 more around the corner. Kill them and go through the next door. The next room is empty. Go through the door. In the next room some guys will be argueing over the deteonater. They will notice you and shoot you. Kill them all! There will be 2 guys in the next room, kill them and go through the hole in the wall. There will be one guy directly in front of you, and a guy around the corner to your right. And there will be one more standing in the doorway to the next room. Kill him and go through. In the next room you will be faced with 2 enemies. 1 of them has an M4 so watch out. Activate the panel and go into the next room. Kill the 3 enemies and answer the phone.

Payne- "We come to you now live from the crime scene."

Jim- "Who is this?"

Payne- "Right back at you."

Jim- "This is Deputy Cheif Jim Bravura from the NYPD. You are to cease your criminal activities and surrender immediately."

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

Jim- "Who the hell is this?"

Payne- "Being in the place of the crime scene hadnt tipped the odds in my favor."

After the phone call go over to the panel and press it. Go through the newly opened door. There are papers scattered all over the table. Walk up and read.

Payne- "The bank robber had been after Aesir corporation bonds. The Aesir success story had recently been on every channel, and on the cover of every magazine."

Grab the painkillers on the table and walk out of the room. Go back to the panel and press it agian. Go through the other door. The other room has a table with some painkillers and detonaters on it. Go over to the detonaters and examine them. Take the detonaters and go back outside. Press the button again and go back to where you had come from. Backtrack to the room where the people were arguing over the detonators. Examine the door. Once you do so run far away from the door. It will explode in a few seconds. Once it does walk through the newly formed hole. You will run in and meet Alex. He asks whats going on but before you can fully explain he is shot. You have to chase the muderer. 2 guys will attack you. Kill them and proceed up the stairs. The level is now over.

Payne- "Alex had kept me relatively sane for the past 3 years. Now I didnt knwo

how I felt. Some how he had stumbled upon something big and ended up stepping on Jack Lupino's toes."

End level.

Payne- "Lupino ran his racket of sex, drugs and contract killings from a sleazy hotel and a slum block of tenements. The NYPD was closing in. I could hear the sirens. Thier wail was a creshendo. Lupino thought he could get us by taking Alex out, and leaving me to take the fall for it. I had gotten the attention. Lupino wasnt in his cheap hotel. Instead I ran into the Finito brothers. My cover had been blown. The doors slammed shut behind me. Then I was dodging bullets like raindrops."

c.Hotel

You are immediatly thrown into the action. You must face off with the Finito brothers. It isnt very hard. After killing them take a look at the letter on the desk.

Payne- "I had met Lupino only once. The gangster ran all his rackets through his right hand man, Vinnie Gognitti. Gognitti was a high-strung whiner on the verge of breaking apart like an overamped energizer bunny. He had the brains to run the buisness but he lacked the balls, always falling short, taking his frustration out on under-aged addicts and call girls."

Vinnie- "The V-deal goes down at yer hotel. Jack's exact words, qoute: 'Vinnie, you're in charge of this one', unqoute. 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."

Payne- "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. Rico Muerte was a regular Keyser Soze, a spook story told to keep the apes in line. 313, the Finito's had scribbled Muerte's room number on the note's margin."

You will be put back into gameplay. Seems some guys are knocking on your door. When they run in kill them. There are 3 guys. Just use bullet time. Then run out the door. Once outside you notice that the stairway is locked and the lift doesnt work. Go ino the next room and examine the radio. It will tell you that you are the suspect in killing Alex. Go into the next room. The door in that room is locked too! Shoot out the windows and exit the room. Once outside go into the next entrance. There are 2 guys in the room Kill them and go through the door on the bottom. There is some ammo and painkillers in the box. Grab them and exit. Go through the other door. You will see a thug watching lords and ladies(lol). Go through the first door and kill the guy inside. Grab the shotgun ammo and go back outside. Kill the lord(aka the thug), when you kill him 2 more thugs will come through the door kill them and go through the door they came through. There are 2 guys by the vending machine, kill them and continue down the hallway. You will run into 2 more, but 1 will run away. Kill the remaining and go into the room the thug who ran away went into. Kill him.

And examine the T.V. After that go into the other room theres a dead guy and some ammo in there. Make your way back to the hallway. Go through the door nearest to you. It will be a room that has a diary to your left. Read it. There is a secret door if you open the bookcase, go through and go through the next door. It leads to another hallway. Kepp on going through it until you see a white door to your right. If you open it, it will say '313, I had found Meurte's room'. Go in. Watch out. A shotgun is rigged and will shoot you when you enter. Dodge it, and read the note.

Meurte- "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."

Payne- "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."

Walk to the end of the hallway and before you go to the next room head into the below room. It is the bathroom. There are 3 guys there, shouldn't be a problem. Kill them and collect the ammo and painkillers in the room. Backtrack to the last hallway. 3 guys will run out of a previously locked door. Kill them all and go into the door they came out of. In the room there is a lift, enter it. Once the lift door opens go into the next room. You will be in a room (looks like it's the basement) and there are about 3 guys inside. Kill them and go examine the T.V. Go into the next room, a man will roll around the corner, shoot him. Go into the next room to find a man dead, with a baseball bat laying next to him.

Take the bat and go into the next room. In this room you should just use bullet-time to dive around the corner and kill the 2 thugs before continuing. You'll end up in a hallway with 1 exit. Go though. You are in a room with no enemies. Go to the cabinet and take the painkillers. Go through the door at the beginning of the hallway. There are 3 guys in here (looks like they are trading drugs) kill them and search the room. You will find some keys. Exit the room and go to the white door at the end of the hallway. Kill the 2 guys in here and get the painkillers. Exit and head upwards. Go into the room labeled BAR.

Rico- "Two mad dog killers, ready to murder each other. They step into the next room and I'm thinkin', now they're gonna do it. But no! They sit down in front of a T.V and solve their differences with a kung-fu fightin' videogame. I tell you, Candy. I was so depressed I strangled them both with the videogame cables."

Candy- "Oh Rico, you're so bad."

Rico- "I am, ain't I?"

Payne- "Rico Muerte. Big-time hustler."

Rico- "Who the hell?"

Thug- "It's that cop!"

Payne- "Muerte went for his gun."

You will be thrown into battle. Rico will run to the next room and 3 guys will come in. Plus, the girl attacks you. Use bullet-time if you want a chance. After defeating these thugs go into the next room. Meurte will attack you upon entry, he will also have 2 more guards with him. Kill Meurte (note: he takes more hits than a normal enemy). After you kill them, go to the end of the hall. There is a chain door you can go by. Go behind the nearby counter and press the switch. In the room next to the switch there are some painkillers and M9 ammo. After collecting these go through the door that was inaccessible before. Watch out, there are 3 guys in this room. Attack the guy to your left first and then run behind the box for cover. Run out the other end and kill the remaining 2. After you kill them another 3 will run through the door. Take them out and go through the door they came through. You beat the level.

Payne- "Turn around, walk away, blow town. That would have been the smart thing to do. Guess I wasn't that smart. Lupino's tenement buildings were a seedy hangout for all kinds of sleaze. A liquor store, a pawn shop, a laundromat full

of mobster bookies and loan sharks. The list went on. The how and why were a mystery to me. They knew I was a cop. They knew I was coming, and they were going to get real trigger-happy about it. 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. 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 at the man riding shotgun. It was Vladimir, the head of the local Russian mob, the fly in Don Punchinello's soup."

d.Streets

You start off in the snowy streets of New York. Run and you will see a van Open it up to get a sawed off shotgun. To the left of the van is a stairway, go down. Go forward and you will run into 2 enemy's kill them. Go into the nearby door and kill the enemy, grab the ammo and go back. Go down the hall and grab the painkillers on the shelf. Go through the door.....its locked? Fire a shot in the other direction and move it! A gas tank will fly towards the door and smash through. Now go through. There are 2 enemies in here. Just bullet-time around the corner and kill them in one 'fell swoop. There is alot of M9 ammo in here if you need it. In the next room 2 guys will pop out. Use bullet-time if needed and kill them. There is an Ingram clip in the indent but nothing in the lockers. Go into the next room. A man will pop from behind the box, he continually rolls making him hard to hit, I suggest hiding behind the box and popping out and shooting. The phone will be ringing. A mysterios man named Alfred Wooden is on the line and he says the police are coming. He quickly hangs up. Go to the next room. There are 4 guys in here, kill them and go into the room at the bottom left. Pick up the keys on the table and exit the room.

Go through the double door at the top. Watch out! A man will throw a molotov when you walk in, use bullet-time and kill him, if you are hit by the molotov you will die instantly. After killing him pick up his ammo and go up the stairs. In here you will be attacked, this is hard because you are cramped but you should have no problem if you use molotov's. Kill him and head to the next room. In the next room kill the guy and lure the other one to fall. Jump over and collect the M9 ammo, then proceed to the next room. There are 2 guys in here. Kill them. The door is locked but the window has been smashed, jump through and start on the plank. You'll be put in a room and instantly attacked by 2 guys. Kill them and use bullet-time if you are low on health. Proceed to the next room. You will be out on the room again, kill the guys and go over the pipes, you will start to hear sirens and 2 enemies will appear in the next area. Take care of them and go inside. There are some painkillers and Ingram ammo in this room. Collect it and proceed to the next room.....

Payne- "Vinnie Gognitti, just the man I've been killing to see."

Gognitti- "Payne! Freakin' fed! I knew from day 1 there was something screwy 'bout you. Waddya think yer doin'? Yer a freakin' cop, you ain't got squat on us. You can't just come in here wavin' yer peice like it meant somethin' -."
Gunshots

Gognitti- "Yyeeaaargh! Oh my god, oh god, you shot me, aaahhh. You're dead Payne! What the hell are you waitin' for, you apes? Kill 'im! Kill 'im!"

"Apes"- "With pleasure, boss."

Payne- Gognitti bailed. I made like Chow Yun Fat."

You will be thrown into a room with 3 guys. Gognitti will run, kill the guys and examine the letter.

Payne- "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 freackin' mad dog. We're runnin' out of men an' business fast."

Payne- "Gognitti had been living in mortal fear of his boss. Jack Lupino was a phyco. 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 boos 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."

You'll be back in the room where you examined the letter. Run into the door through you're left and chase Gognitti through the next 2 rooms onto the roof, there will be a long chase scene through the roof. Take you time, you wont lose him as it is a straight path. The path will be littered with thugs. I suggest the sawed off shotgun, you will get fast rate 1 shot kills and it wont slow you down. The hardest part is judging whether you will fall off the building. After awhile you will trun up back inside. Chase him again. After 2 or so rooms of more chasege you will end up back outside. Gognitti will run into a dead end. You will have to kill 2 thugs and Gognitti. Gognitti takes double the damage as regular thugs so take him out using bullet time.

Payne- "Where's Lupino? Bad start Vinnie."

Gognitti- "Aargh! Plice brutality -."

Payne- "I rate pretty high on that."

Gognitti- "You... you can't just hurt me in cold blood."

Payne- "Ah. You just keep telling yourself that. Listen good, candy man. I'm not going to be anybody's fall guy. I wanna know where your boss is hiding."

Gognitti- "I'll tell ya'! I'll tell ya'! Just dont do no more! Lupino's at the Ragnarock, the night club! Book me, take me in, haul me to the freakin' jail. Just dont hurt me."

Payne- "Your rights will be read at your funeral."
End level.

e.Ragnarock

Payne- "Ragnerock 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 its dark message as a cop killer bullet through the heart. Like father, like son. Just like Jack Lupino."

You start off in a rock covered area, this level wastes no time and starts with 2 guys attacking you. Easy. The double doors are locked, so go though the door labeled "Tickets"(Note: There is a door at the bottom that contains some shotgun shells. Go there first if needed). There will be a guy inside, kill him and grab the painkillers. Then go over to the switch and hit it. Go upstairs and do the same. Read the book if you must. Go through the next door and you will be confronted by 3 thugs. 1 drops painkillers.(Strange, you should have 3 painkillers by now, is it suggesting a hard part coming?). If you go behind the bar near the door you will get more painkillers. Go up and you will be attacked by 2 guys. Examine the book on the table and the bookcase. Go through the door

at the bottom, some guys will jump through the next door and attack. Kill them, take the supplies (more painkillers anyone?) and go through the door. Immediately shoot. Make sure not to fall down the hole and run up the stairs. When inside the next flight a guy with double M9's will attack. Kill him and go through the next door. The bad guy music will start playing, lets take a looksees.....

3 guys? What a waste. Anywho, you'll get 2 more painkillers, once killed and collected go examine the panel. You will see the curtains (remember them?) open up. Backtrack to them. Once at the curtains you will be attacked by 2 elite thugs. They are hard but you have painkillers remember? Anywho, there are 2 more guys in the next room. Kill them and proceed. Go up the stairs, you will be attacked but only by one guy. Go through the stairs and go into the door, kill the 2 guys inside. Examine the books. Go into the next door and take the ammo while killing the guy. Go forward into a long stretch. You will be greeted by Jack and lots o' elite thugs.

Payne- "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."

Lupino- "I have tasted the flesh of fallen angels. 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! She is coming, and hell follows with her! This is the twilight winter. I am ready to be her son! Her time is now, and all who stand in her way will die!"

Time to battle these goons! Use your most powerful weapons (I used the sawed off and Molotovs). And make sure you use bullet-time to its full extent! Whew....hard wasn't it? Walk over to Lupino's body.

Payne- "When Lupino finally went down, I wanted to make sure he'd stay that way. V was a bad monster, turned them into freaking zombie demons from outer space."

???- "I think he's dead already."

Payne- "Huh?"

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

Payne- "In stepped this knockout femme fatale, holding a gun to my face." Save.

Payne- "Lisa Punchinello? Lisa Punchinelle was the don's wife."

Mona- "Mona Sax, Lisa's evil twin."

Payne- "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."

Payne- "Sure, and you can see my credentials splattered all over this joint."

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 friend and framed you with it."

Payne- "You know this for a fact?"

Mona- "I've got my sources."

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

Mona- "This one's mine. I hate the guts of that sadistic wife-beater. Why not pool our bullets for this one?"

Payne- I thought you'd never ask. My fingers starting to twitch."

Mona- "How do you like your whiskey?"

Payne- "I'm easy, as long as you don't try to slip me a Mickey."

Mona- "You're a real angel, Max..."

Payne- "Tasted sweet as honey going down."

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

Payne- "Uunhhh.*collapse* 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. The Payne family. Happiness captured in a polaroid moment. 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. 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. Michelle was working part-time in the District Attorney's office. Her diary was open on today's entry, her handwriting all pretty curves."

Michelle- "An Amy dossier found its way to my desk yesterday. Valhalla? Isn't that a Norse myth? Something about the 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."

Payne- "From now on I promise to talk to her more. It was a hollow promise. Too little, too late. I woke up in a bad dream. My head felt 2 sizes too small for my brain."

Frankie- "Max Payne. Pleased to meet you. I'm Frankie The Bat Niagara."

Payne- "Niagara as in you cry a lot? He had a baseball bat and I was tied to a chair. Pissing him off probably wasn't a smart thing to do."

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. 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. You play, you pay, you bastard."

Payne- "He swaggered out, and the door clanged shut behind him, locks clicking into place. Everyone makes mistakes. Mine hadn't been to crack jokes about the goon with the bat, he'd have cracked my skull regardless. It hadn't even been to trust a girl with a gun. 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. But when someone had decided to play baseball with my head I had to go sour."

2.Part 2

f.Warehouse

You start off with nothing but a baseball bat, run out the door behind the furnace and smack the guy, Grab his gun. Go wild:) A total of 5 guys will come out and attack. Go back and go through the opening at the left of where you started. Kill the 2 guys in the hallway and go into the room you had passed. It has some ammo and painkillers. You'll need em. Go back into the hall. You will see an elevator but skip it. Go foreward and you'll be back in the hall you started in. Go into the opened garage. There are 2 guys in here. Kill them and take all the supplies and continue through the next garage opening. You're back in the hallway with the elevator. Go inside and examine. You'll be at a new floor. Kill the 2 thugs and collect the supplies. Everywhere leads to the same place but I suggest going the long way(bottom) so you can collect ammo. Once out on the roof go into the metal room. Attack right away and collect the supplies. There is one elite guy on the street. Kill him and proceed. You will hear sirens in the streets. Go up until you see the entrance to the hotel. Go in.

Payne- "The men in blue had come ond gone. They had decorated the place with chalk outlines and teid it together with yellow tape. The cops who had stayed behind were dead. Frankie, his boys and I had the place all for ourselves."

You start off in a building....you've been here before. Remeber? Anyways, the ground is covered in body outlines. The police have cleaned up what you had done before. Go down into the door and you will see a scene with a man talking to someone on the phone. Go inside and take care of the guys, there are 3 of them. Kepp going down and kill the 3 guys in the next room. Go back into the last room and examine the radio. Then continue down the hall and go into the bathroom. Kill the thug in there and take the painkillers. Go back and go through the opening above you. There will be some ammo and painkillers in here. Then go into the next room and watch the scene.

Payne- "The hotel bar was deleoping quite a history. True to his words, Frankie was there, having a beer."

Frankie- :Jesus Christ! How the hell did you get loose?"

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

You will be thrown into a dogfight with 4 guys. It's ver tough and Frankie will take about 3 hits(shotgun). Kill them all and save.

g.Punchinello Manor

Payne- "Vlad had seen my smoke signals. The Mercedes was revving to go, almost drowning out the banshee wail of the sirens."

Vlad- "You coming? We'll drop you off at the Punchinello manor."

Payne- "Sounds good to me."

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

Payne- "I'll keep that in mind. The night groaned with cold. The garden lights flickered nervously. In thier light the falling snow was dead white before the darkness ate it up. I had heard the stories. The Trio were mad dogs. They'd have hung the heads of thier enemies over the manor gates if the capo had only let them. Punchinello wanted Payne. He'd see the pain. Someone had graciously

left the backdoor open for me and killed the guards. My money was on Mona. I knew the Trio would be standing inbetween me and Punchinello. I had read thier rap sheets, tick as phonebooks. No one would be walking out of here alive."

You will see a short scene showing you the Trio. And will start off near a couple of dead bodies. Go through the door nearest to you. Shoot the boxes to find some ammo. Then examine the body on the table.

Payne- "Someone hadnt 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. 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."

After that go out the door. Head towards the other door. Kill the thug who comes out and pick up the ammo and painkillers. Kill the enemies in the hall. Go into the nearby door and kill the enemy in there. Grab the painkillers and ammo and go back into the hall. Go into the next door and kill the 2 guys. Go into the nest room. A guy will yell and run into the next room. Grab all the ammo and painkillers. Examine the papers.

Payne- "The word on Lisa Punchinello was that she was a bit of a witch. The tarot cards on the kitchen table fit the picture. 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 manor. It got easy after that. The Devil was the master of the house, and Death was me, coming for him."

You're back in the room. Go into the room the man had run away from you in. There are 3 guys in here. I suggest an Ingram. Bullet-time forward and just keep on shotting. They will die. Once done, go back into the room with the cards. There are 2 guys in here. Kill them and go into the room to the right. Not the white door, the right door. There are 2 thugs in here. Kill them and avoid the grenades the guy is throwing from the ledge. Go into the next room and kill the guy behind the sofa. Then examine th piano before continuing.

Pressing the A button will make Payne hit the keyes. I cannot recognize the song, but some body will!(If you find out please e-mail me at Sushimi_X@yahoo.com). Go into the next room. Kill the 2 guys and collect the ammo. Then go into the white door. Kill the guy by the staircase, then kill the one who comes down the stairs. Go up the stairs and go to the nearest door.

Kill one of the Trio guys in there. 2 down, 1 to go. Go back, and go into the white door at the other end of the landing. There will be a warning that they are blowing the door. RUN!!! It will explode. Then go into the door. Kill the three guys in here, but dont waste painkillers. This isnt the last of the trio.

It is just 3 thugs. Kill the 2 guys in here and grab the painkillers. In the next room, there is a body on the bed, examine. Seems it could be Mona or her sister. Keep going and examine the phone(grab the painkillers also. It's Woden, he warns that an armed helicopter has landed on the estate. You've got company.

Go into the next room. You'll be in a hallway, there are 2 guys to kill. Kill 'em. Then go into the next room. Number 3 is in here, plus 2 other guys. Kill them pick up the painkillers and continue....what? You thought the level was over? Okay, maybe it is.

Punchinello- "Outside my dorr... Hurry... He's coming for me... You've gotta hurry... please!"

Payne- "I could hear PUNCHINELLO on the phone, begging for help. He should have been saying his goodbyes."

NOT! A man will come in and shoot PUNCHINELLO and then go for you. Kill him and exit. You will be surrounded by at least 10 guys.....dont worry. You dont have to fight them.

Payne- "I could tell that I was outgunned. It was time to get 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."

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

Payne- "Sooner or later it was going to catch up with you."

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

Payne- "You'd find that lady luck was really a hooker, and you were fresh out of cash."

Save your game.

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

Payne- "She had just given me an O.D of Valkyr. I could feel green fire eating my brains. They truned to steam. They did a fade on me. I had never had a chance. The witch had got me just as sure as if she'd put a gun to my head and pulled the trigger. 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."

Michelle- "Max, something happened at the office today. A strange memo, talking about Vikings."

Payne- "Honey, I've got to run. You can tell me all about it this evening."

Michelle- "Have a nice day, darling."

Payne- "The bullet holes were rubies on her chest, blood glowing on her ivory skin. She was so beautiful. The killer was smiling."

Flashback Lupino- "The flesh of fallen angels."

Payne- "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. I woke up in a cold sweat, sick and tired to the bone, lying in a puddle of my own puke. The hag had said take me to Cold Steel before it had all gone crazy. It was a clue, the only one I had. 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, truck coming and going, men running. I had the drop on the mystery witch, she thought I was dead. I was on her blindside. I was going in..."

3.Part 3

h.Cold Steel

You start off in a room with nothing but some box's and a laser trip bomb. To avoid damage I threw a grenade near the bomb and it went boom:) But, I think you might be able to go through the laser nearest to the wall. Anyways, when you go through collect the ammo from the nearby boken box and go through the

door. Go down the stairs and kill the 2 men down there (1 is hiding). Then go into the nearby steel box and kill the guy who surprises you in there. Collect the ammo in both steel boxes and go back upstairs. But don't go through the door.

Instead go right. Keep going until you reach a door. Go in to find some painkillers, Ingram ammo (and I strongly recommend you use the Ingram in this level since you don't have your sawed off anymore). Examine the radio also, it informs you about the ongoing storm (NOTE: If you do examine the radio the enemies outside will respawn). Leave the room and go back downstairs. Go to the switch in the left corner and press it. It will open the door, go in. There are 2 guys in here. Kill them and grab the painkillers in the breakable box. After you're done go into the next room. More trip bombs. Get behind the silver steel and use a grenade. Then proceed. Kill the man in here and go for the painkillers. This will lure another thug with a shotgun, stay at the corner and when he is in range bullet-time around the corner and take him out. Take all the supplies and continue. You will have to use the switch again, once done proceed. This is tough, one guy will shoot across the molten pit, another is shooting from right beside you. Now, the second guy is tough, get too close and he will grenade you, use bullet-time on him and don't bullrush or you're dead.

Once you've taken this room go into the next one. In here there are more tripmines. Shoot the first guy and keep shooting till the mines explode. Then bullet-time around the corner and finish the second guy off. A guy will be hiding around the boxes. Shoot him as he rolls out. Then go around the corner and kill the other guy. He tends to only use grenades, so be careful. Then, finish off the guy guarding behind the door. Then, you will be in a room with a guy standing on a ledge shooting you, kill him and then keep going, another man will come from around a corner, kill him. Go into the next door and kill the man in the hallway. Go into the nearest door and kill the 2 men in there.

There are a ton of painkillers and piles of ammo in here. Take it all, and then examine the phone. It will inform you that the thugs know you're there. It's party time. Go back into the hallway, and then through the next door. There are 2 guys in here. Kill them and open up the cabinet. Go around the corner and into the nearest door. Collect the painkillers and ammo in the cabinet, then examine the papers on the desk.

Payne- "The mercenaries were running a tight operation, paperwork and all."

Mercenary- "Merchandise missing again. A chemist had tried to smuggle it out for his own private party. Locked himself up in cell 87 in D-6's old test facility to wait for proper processing."

Payne- "I was close enough to hear the secrets just beyond the next doorway."

When you walk back outside you will be confronted with 2 new enemies. Kill them and proceed through the door you didn't go through the first time. Kill the enemy in the room and then go into the next room. Trip bombs....do the same thing as before. Except this time a hole will be cut in a pipe and fire will spring out. Examine the wheel and the fire will stop. Then proceed through the door. You will be in a hallway, 1 guard, nothing much, keep on going. You'll be in a room with more trip mines. Use a grenade, but this time no lever. You have to wait for the fire to stop and then go through the opening. Watch out though, if you run into it, it means instant death. Go through the first one and collect the things on the side, then continue. Then go through the last one, now you'll be at the door, proceed. You'll be in another hallway with 1 enemy, easy stuff, continue. In the next room a flame will be blocking your path to one of the doors, so go through the other one. Go through the flames and turn the valve (conveniently placed right behind 3 flaming pipes:). Once done, exit and go through the previously unaccessible door. You will be in the hall, kill the 2

guys and then shoot the gas can. Then go through the door. You will be in a room with 2 doors, go straight ahead into the first door. Kill they guy and collect all the ammo and painkillers, then examine the console. The console will tell you to go to elevator D-6. Exit the room and go into the other door in the room(NOTE: There are 2 enemies in the room when you go back). Go into the room and kill the guy on the edge with the computer, then kill the man who followed you. Examine the console. The steel will crush the door, and now you can go through. FIRE!!!! You will go through a hallway will flames, easy. At the end of the hall examine the button to open the door. Go in. Kill the 2 thugs and collect the ammo out of the breakable box. Examine the button and proceed. Kill the man on the ledge, you are at elevator D-6, examine the buttons. A red light will flash(alarm) and 2 thugs will jump out. Kill them and go into the elevator and save.

i.Underground base

Seems the elevator leads to an underground base, you start off in a small room, pick up the painkillers and ammo to your right and then examine the panel. You will be in a room where some thugs are talking, they will kill thier partner, activate the self-destruct sequence and attack you, kill them and then stand in the middle of the room and press B.

Payne- "There was an old army bunker under the steel mill I knew the military plaque on the floor. I had seen a thousand variations of the insignia on crumbling brick walls everywhere in the city, the sword replaced by a syringe. Project Valhalla. Valkyr. V for Valhalla. All of a sudden it read like a crackpot conspiracy theory."

You will be in the same room. Go to the panel that is green, go inside the room to see more thugs talking. They will attack, kill them. Run behind the green containers and grab a bevy of painkillers. Then go into the next room. Kill the man in the hallway and continue. In the next room there will be 2 men. Kill them and continue. In the next room examine the computer. You need some kind of door code, so go into the only open door. There will be a small room. Keep going into the next room. Go into the small enclosed space where the dead chemist is, the password is on his computer, it is 668. Go back to the computer and examine, it will unlock. Go into the newly opened door. You will be in an elevator, once up go outside. You will be in a hallway, continue. Go to the end of the new room and examine the panel to let a chemist out of his cell. He goes to block A, follow. In this hallway your new freind is instantly shot. Kill his muderers and then examine his body, you have his keycard now, continue. You will be in another hallway, continue. Another elevator, go down. You will end up in a hallway go through. Go up to the left to the Test Facilities. Go through the hallway to end up in another elevator, no enemies, boringness. You will be back where you had to get the password, go to where you got it but this time go through the door near the body. You will have to dodge the flames, do so and enter another elevator. Trip mines, use grenades and go to the computer in the lower right hand corner, examine.

Computer- "Top secret. Project Valhalla. U.S Army. Yggdrasil Network. Valhalla: the otherworldy place in Norse mythology where the bravest hereos spent thier afterlife feasting and fighting forever, thier wounds miraculously healed night after night. Valky: 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. 1995. Results unsatisfactory. Project cancelled."

Payne- "Someone had decided to continue the sick experiment unauthorized. Just when you thought you had reached the deepest depths of horror, it suddenly got worse. How to turn off tat 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? That small voice proved, beyond any doubt, that I was damned."

You back into the room. Go across the room into another elevator. You are put in a room with another dead chemist, grab his ID card (you stealing thief!). Pass through the next 2 rooms dodging the flames, until you reach another elevator. You run out in bullet-time to see the elevator explode behind you.

Payne- "You piece together a jigsaw and the final picture is you finishing the same puzzle. A mad, green-eyed killer behind you. An urban legend come true. 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. (Save) Woden was waiting for me on the steps of the old building."

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

Payne- "The other?"

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."

Payne- "No kidding. The answers I was after loomed large ahead."

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

Payne- "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. We were all involved in the early stages of the project during the Gulf War."

Payne- "What's the catch?"

Woden- "We would very much like to blow this thing wide open. But our hands are tied. 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. 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. After this, I can protect you. Make all the charges go away."

Payne- "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 anyway. It was only a one-story fall- lucky me."

j. Old Building

You will start off in a snowy courtyard. Kill the 2 men and then go into the upper left hand corner. Then press down, it's sort of a hidden door. In the hallway you will be attacked, kill the guy and continue down, another person will come from the door, take him out also and proceed. In the next room kill the 2 first guys, then kill the last guy behind the bookcase. Then go up the stairs. In the upstairs hallway you will run into an enemy, kill him and go through the door at the end of the hall. Immediately kill the 2 enemies in here and examine the computer, seems Woden is still alive. Continue. You will be in a hallway, kill the 2 enemies and go through the only open door at the end of

the hallway. You will be in a room full of cubicles. Go grab the painkillers and attack the man facing the other way. Then proceed to the next cubicle and kill the other guy. Proceed into another hallway, kill the 2 men and go into the door at the end. Pick up the tape in the room. Seems that Nicole had blackmailed the inner circle, take the tape and continue. In the next room kill the 2 men and then go behind the desk and examine the thing. Woden has laid out plans for your assault on Aesir Corporation. You take the plans, then continue.

You will be in a huge room, kill the 3 men that attack you, you cant go through the elevator so go to the door in the top right. You will be in a hallway, the enemies will hide behind desks making the impossible to hit, you will sustain alot of damage in here but you will survive, continue. You will walk in on a couple guys talking, kill them and take the keys on the table. Backtrack to the elevator. Save your game.

Payne- 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. I had 1,000 for whoever stood in my way.

She had ultra-high-tech security systems, enough mercenaries and weaponry to start World War III. There was no fear. 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."

k.Aesir Corporation

You start off in the front of the building, right in front of metal detectors. Go through, you have to, it will set off the alarms though. You have to override the security now that the alarms are going. You will have to take care of many gaurds. Kill them and go into the door to your left. Hit the switch on the panel to open level 1 security. Go up, you will be in a room filled with trip mines, grenade them and pick up the extra life and stuff, then go through the door at the end of the hallway. Kill the three men in here and then head up the staris, grab the painkillers and head back downstairs. Blow up the computer in front of the screen. All the locks are offline now, go back downstairs. In the main entrance go to the elevator to the far left, press the button.

Payne- "Mona. Looking good."

Mona- "Max, we gotta stop meeting like this."

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

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

Payne- "You're not a bad one yourself."

Mona- "It was defferent when Horne wanted Punchinello dead, to cut her ties to the Mafia. He deserved to die."

Payne- "Same goes for her, she's the bad guy here. Her sister was wispering to her in my favor. I knew the appetites of ghosts intimately. They hungered for revenge."

Mona- "MAX!"

Payne- "NO! A gunshot boomed and she fell down in slow-motion. She was a nice girl, not really a stone-cold killer, and now she was stone-cold dead. Like religious fanatics or loyal samurai Horne's private army was coming at me. When the elevator came back down, Mona was gone. There was alot of blood, but no body. Something clicked for the final time. 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."

You will be back in the room, kill any hostiles! Then go up the elevator. Nicole will run, take care of the merc's and chase her. You will be in a hallway garuded by 2 merc's kill them and go through. What the guys say makes you really regret killing them though. In the next room Nicole will run again, kill the merc's, a total of 6 will have to be disposed of before you can proceed. When done do so. Bullet-time around the far corner and shoot the mines, it will kill the two men and get rid of the mines. And then go into the elevator. The next room will have shotgun ammo in it. You will be out on the roof. Trip mines block your path around the building, grenade them. Jump the gaps and kill the shooter. These part is grueling, jumping the gaps stinks. You will have 2 emeies along the way. Find the door and kill the guy who ambushes you. Then go into the elevator. In the next room kill the guy in front of you and blow the mine. Go up the stairs and repeat. You will be in a room with 3 elevators, kill the 2 merc's and the kill the 2 that come through the other elevators. Then go through the open elevator. Kill the 3 men inside the square room and then kill the 2 that walk in. Then go through the door at the top. Either door you go into will lead to a door at the bottom left of the right angle rrom, but before you go through kill the 2 thugs.

Payne- "Valkyr had been meant to be a white-winged maiden that would lift you to warrior's heaven. But it truned out to be a one-way demon ride to hell. The devil was in the drug. I knew. I had met him. And now I was going to kill her. A devil on earth trying to lift herself to heavem with drug money. 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."

Nicole- "All this, because your wife stuck her nose into things that were none of her buisness."

Payne- "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."

Your in the room again. Kill all the thugs and examine the computer, it will reveal a secret door in the wall. Go through. You will see Nicole go through the door and it will prompt you to save. Do so. You will be on the roof. Kill all the guys as quickly as possible, the use grenades under the supports and give em 3 good boos, do this on all 4 and the radio tower will fall on the helicopter. Sit back and watch the ending.

SPOILERS!!!!!!

-
-
-
-
-
-
-
-
-
-

/J.Faqs\

Q: Can I post this Faq [place name here]?

A: Yes, as long as you e-mail me and ask permission(Sushimi_X). And, you have to give me full credit where you post it. If you do not do these than I am entitled to take legal action.

/K.Contact Info\

If you have any questions contact me at Wasabi.X@gmail.com. Or you can contact me on AIM. My AIM name is RedAlertZero.

Thanks all!

/L.Rate My Work\

Please, rate my work:

http://www.gamefaqs.com/contribute/contrib_ratings.php

Register there and then use the new system of rating FAQs on a scale of 1-10, one being the worst, and 10 being the best. If you found my work helpful, the most convenient way for you to show me is not via email or AIM, but rather rating the FAQ. Thank you.

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