## I'm not a bot



```
Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. The licensor cannot revoke these freedoms as long as you follow the license terms. Attribution — You must give appropriate credit, provide a link to the
license, and indicate if changes were made. You may do so in any reasonable manner, but not in any way that suggests the licensor endorses you or your use. ShareAlike — If you remix, transform, or build upon the material, you must distribute your contributions under the same license as the original. No additional restrictions — You may not apply
legal terms or technological measures that legally restrict others from doing anything the license permits. You do not have to comply with the license for elements of the material in the public domain or where your use is permitted by an applicable exception or limitation. No warranties are given. The license may not give you all of the permissions
necessary for your intended use. For example, other rights such as publicity, privacy, or moral rights may limit how you use the material. Max Payne 3 to its full potential. The cheapest graphics card you can play it on is an
NVIDIA GeForce 8600 GT. Furthermore, an NVIDIA GeForce GTX 680 is recommended in order to run it. The Max Payne 3 size is around 35GB, so make
sure you have this space free. Max Payne 3 Performance tipsClose resource-heavy background programs are using the most resources. Run the game in fullscreen as opposed to windowed. Ensure you have the latest graphics cards drivers installed. Max Payne 3 will
run on PC system with Windows 7 32/64 Service Pack 1 and upwards. Additionally it has a Linux version. Looking for an upgrade? Try our easy to use Max Payne 3 graphics card comparison and CPU compare. We'll help you find the best deal for the right gear to run the game. Max Payne 3
FPS - what frame rate can you expect? How many FPS will I get on Max Payne 3? We reference thousands of reports from PCGameBenchmark users running our FPS tracking app to tell you exactly how Max Payne 3 performs across a range of different settings and resolutions on the most popular PC gaming setups. What frame rate does Max Payne 3
run at? Here are the typical frame rate samples What frame rate does Max Payne 3 run at? Check our FPS calculator Are you experiencing Max Payne 3 FPS drops and stutters? Want to know exactly how the game performs on your system? You can get a free easy FPS test for all your games using the PCGameBenchmark FPS monitor tool - your first
step to understanding how the parts in your gaming PC are actually performing in real-world conditions. Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 3 System Requirements - Can You Run Max Payne 
3.6 GHZMemory: 2GB - 16GB RAMHard Drive: 35GB of free HDD SpaceGraphics: NVIDIA® 8600 GT 512MB VRAM - NVIDIA® GeForce® GTX 680 2GB VRAM / Radeon HD 7970 3GB VRAMSound Card: 100% Direct X 9.0 compatible - Direct X 9.0 compatible supporting Dolby Digital LiveInitial activation requires
internet connection and Rockstar Social Club (13+ to register); software installation required including Sony DADC SecuROM; DirectX, and Microsoft Visual C++ 2008 SP1 Redistributable Package (x86). Partner Requirements Please refer to your hardware manufacturer and for current compatibility
information. Some system components such as integrated graphics cards may be incompatible. Unlisted specifications may not be supported by publisher. Please check the terms of service of this site before purchasing this software. Over time downloadable content and programming changes will change the system requirements for this game. Please
refer to your hardware manufacturer and for current compatibility information. Some system components such as mobile chipsets, integrated, and AGP graphics cards may be incompatible. Unlisted specifications may not be supported by publisher. Page 2 Go ad-free: support us on Patreon and link your account To run Max Payne 3, you'll need at
least 2 GB of RAM and 29 GB of free disk space. The game requires a minimum graphics card like the GeForce 8600 GT, but for a better experience, the developers recommend using an Radeon HD 5870. As for your CPU, an Pentium Extreme Edition 955 is the minimum, but if you want to crank up the settings and enjoy smoother gameplay, aim for
an FX-8150 or better. Graphics card: - NVIDIA® GeForce 8600 GT 512MB RAM or AMD Radeon™ HD 3400 512MB RAM (Low) CPU: - Intel Dual Core 2.4 GHZ or AMD Dual Core 2.6 GHZ, or better (Lowest) - Intel Dual Core 3GHz or AMD equivalent (Low) RAM:
- 2GB System RAM (Lowest) - 3GB System RAM (Low) File size: 29 GB Operating system: Windows 7/Vista/XP PC (32 or 64 bit) DirectX: DirectX 9.0 Graphics card: - NVIDIA® GeForce® GTX 680 2GB RAM or AMD Radeon™ HD 7970 3GB RAM (Highest) CPU: - Intel i7
Quad Core 2.8Ghz or AMD equivalent (High) - Intel i7 3930K 6 Core x 3.06 GHZ or AMD FX8150 8 Core x 3.6 GHZ (Highest) RAM: - 3GB System RAM (High) - 16GB System RAM (High) - 16GB System RAM (Highest) File size: 29 GB Operating system: Windows 7/Vista (32 or 64 bit) DirectX: DirectX 9.0 - DirectX 11 GeForce RTX 3060's performance compared to the game's
official system requirements. recommended Radeon HD 5870 GeForce RTX 3060 is 7.8x faster than Radeon HD 5870. Your graphics card can run Max Payne 3 at recommended settings according to Rockstar Studios. Projected FPS in various settings and resolutions Max Payne 3 at recommended settings according to Rockstar Studios.
(according to our approximations). FPS may vary depending on your operating system and other factors. Max Payne 3 performance on your CPU Core i5-12400's performance compared to the game's official system requirements. minimumPentium Extreme Edition 955 Core i5-12400's performance compared to the game's official system and other factors. Max Payne 3 at
recommended settings according to Rockstar Studios. Max Payne 3 was released on 1 June 2012. You need a minimum of 2 GB RAM for Max Payne 3 occupies about 29 GB of disk space. Max Payne 3 is a not demanding game, with a hardware requirement score rated 0.6 out of
10. Here you can see the user rating of the game, as well as rate it yourself. Rate Max Payne 3 on a scale of 1 to 5: Check out the required PC specs of some other popular games Here you can give us your opinion about the game Max Payne 3, agree or disagree with our ratings, or report bugs and
inaccuracies on the site. CPU:- Intel Dual Core 2.4 GHZ or AMD Dual Core 2.6 GHZ, or better (Low)RAM:- 2GB System RAM (Lowest) - NVIDIA® GeForce 450 512MB RAM or AMD Radeon™ HD 3400 512MB RAM (Lowest) - NVIDIA® GeForce 450 512MB RAM or AMD Radeon™ HD 3400 512MB RAM (Lowest) - NVIDIA® GeForce 450 512MB RAM or AMD Radeon™ HD 3400 512MB RAM (Lowest) - NVIDIA® GeForce 450 512MB RAM or AMD Radeon™ HD 3400 512MB RAM (Lowest) - NVIDIA® GeForce 450 512MB RAM or AMD Radeon™ HD 3400 512MB RAM (Lowest) - NVIDIA® GeForce 450 512MB RAM or AMD Radeon™ HD 3400 512MB RAM (Lowest) - NVIDIA® GeForce 450 512MB RAM or AMD Radeon™ HD 3400 512MB RAM (Lowest) - NVIDIA® GeForce 450 512MB RAM or AMD Radeon™ HD 3400 512MB RAM (Lowest) - NVIDIA® GeForce 450 512MB RAM or AMD Radeon™ HD 3400 512MB RAM (Lowest) - NVIDIA® GeForce 450 512MB RAM or AMD Radeon™ HD 3400 512MB RAM (Lowest) - NVIDIA® GeForce 450 512MB RAM or AMD Radeon™ HD 3400 512MB RAM (Lowest) - NVIDIA® GeForce 450 512MB RAM (Lowest) - NVIDIA® (Lowest) - NVIDIA®
AMD Radeon™ HD 4870 512MB RAM (Low)OS:Windows 7/Vista/XP PC (32 or 64 bit)Sound:100% Direct X 9.0 compatibleCPU:- Intel i7 Quad Core x 3.6 GHZ (Highest)RAM:- 3GB System RAM (High) - 16GB System RAM (Highest)GPU:- NVIDIA® GeForce
480 1GB RAM or AMD Radeon™ HD 5870 1GB RAM (High) - NVIDIA® GeForce® GTX 680 2GB RAM or AMD Radeon™ HD 7970 3GB RAM (Highest)DX:Direct X 9.0 compatible supporting Dolby Digital LiveNOTE: Initial activation requires internet connection and a valid Rockstar
 Social Club account (13+ to register); Online play requires log-in to Rockstar Social Club (13+); software installation required including GameShield® IronWrap®; DirectX and Microsoft Visual C++ 2008 SP1 Redistributable Package (x86). Some system components such as mobile chipsets, integrated, and AGP graphics cards may be incompatible.
Unlisted specifications may not be supported by publisher. There are only official system requirements on the site which are released by developers or an official publisher. Can you run it? Compare the system requirements with a configuration, please register and log in. Similar games: 2012 video game
2012 video gameMax Payne 3Developer(s)Rockstar Studios[a]Publisher(s)Rockstar GamesProducer(s)Steve MartinDesigner(s)Sergei KuprejanovProgrammer(s)Kevin HoareHugues St. PierreLewis GordonArtist(s)Paul MacPhersonJoshua BassRob NelsonWriter(s)Dan HouserMichael UnsworthRupert HumphriesComposer(s)HealthSeriesMax
PayneEngineRAGEPlatform(s)PlayStation 3Xbox 360WindowsOS XRelease May 15, 2012PAL: June 20, 2013 Genre(s)Third-person shooter Mode(s)Single-player, multiplayer Max Payne 3 is a 2012 third-person shooter game developed and
published by Rockstar Games. The game was first released for PlayStation 3 and Xbox 360 on May 15, 2012; a Windows port was released on May 29, followed by an OS X port on June 20, 2013.[3] It is the sequel to Max Payne and Xbox One and Xb
 Series X/S.[4] Max Payne 3 is played from a third-person perspective. Throughout the single-player mode, players control Max Payne, a former NYPD detective on tractor in São Paulo, Brazil, but becomes entangled in a plot involving death, corruption and betrayal.
An online multiplayer mode is included with the game, allowing up to 16 players to engage in both cooperative and competitive gameplay in re-creations of multiple single-player settings. As part of their research for Max Payne 3's setting, the developers conducted field research around São Paulo throughout development and captured footage for the
design team. Development duties were shared between many of Rockstar's studios worldwide. Max Payne 3 received positive reviews from critics, who praised its gameplay, narrative, and depiction of São Paulo. The game had shipped 4
million units by May 2013. It was nominated for multiple year-end accolades from several gaming publications, winning a variety of them. Players may take cover behind objects during firefights, using it as a tactical advantage and to avoid taking damage from enemies. Max Payne 3 is a third-person shooter in which the player assumes the role of its
titular character, Max Payne. A new feature to the series is the cover system, which allows players to gain a tactical advantage, and avoid taking damage from enemies throughout levels. The game features interactive cutscenes which transition seamlessly into continuing gameplay;
there are no loading screens across gameplay and cutscenes.[6] In combat, auto-aim and a cover system can be used to regenerate health. Players use melee attacks, firearms and explosives to fight enemies. In action sequences, bullet time can be used; using this
feature, it is possible to see every bullet strike an enemy in detail.[7] The game also introduces a "Last Stand" mechanic, granting players a grace period when health is fully depleted that allows the player to kill the enemy that last wounded them in order to remain alive, so long as the player has at least one recovery item. When this feature is
utilized, it does deplete all of the player's remaining "bullet time". Also new to the series is that after using the shoot-dodge mechanic, which enables players to dodge enemies by diving, players may shoot at any angle while remaining grounded. [5] Unlike the previous games in the series, the player character can only hold three weapons at a time.
There are two slots for handguns and one for a two-handed weapon must be dropped. Otherwise, the player character holds the two-handed weapon must be dropped. Otherwise, the player character holds the two-handed weapon must be dropped. Otherwise, the player character holds the two-handed weapon must be dropped. Otherwise, the player character holds the two-handed weapon must be dropped. Otherwise, the player character holds the two-handed weapon must be dropped. Otherwise, the player character holds the two-handed weapon must be dropped. Otherwise, the player character holds the two-handed weapon must be dropped. Otherwise, the player character holds the two-handed weapon must be dropped. Otherwise, the player character holds the two-handed weapon must be dropped. Otherwise, the player character holds the two-handed weapon must be dropped. Otherwise, the player character holds the two-handed weapon must be dropped. Otherwise, the player character holds the two-handed weapon must be dropped. Otherwise, the player character holds the two-handed weapon must be dropped. Otherwise, the player character holds the two-handed weapon must be dropped. Otherwise, the player character holds the two-handed weapon must be dropped. Otherwise, the player character holds the two-handed weapon must be dropped. Otherwise, the player character holds the two-handed weapon must be dropped. Otherwise, the player character holds the two-handed weapon must be dropped. Otherwise, the player character holds the two-handed weapon must be dropped. Otherwise, the player character holds the two-handed weapon must be dropped. Otherwise, the player character holds the two-handed weapon must be dropped. Otherwise, the player character holds the two-handed weapon must be dropped. Otherwise, the player character holds the two-handed weapon must be dropped. Otherwise, the player character holds the two-handed weapon must be dropped. Otherwise, the player character holds the two-handed weapon must be dropped.
[8] Up to 16 players engage in cooperative or competitive gameplay in re-creations of multiple single-player settings. Players can create their own crews, via the Rockstar Games Social Club, and join up to five players together in total. Together, crews can
 win multiplayer matches to earn experience points and climb online leaderboards.[9] The online multiplayer mode and Social Club support for the console versions of the game were discontinued in September 2021. According to Rockstar's president Sam Houser, it was their intention to start a new chapter of Max Payne's life with the game: "This is
Max as we've never seen him before, a few years older, more world-weary and cynical than ever." The press release goes on to say Max has been double-crossed in this new city and is searching for both the truth and a way out.[10]
The game is set in São Paulo, Brazil, several years after the events of the second game. [11][12] Max Payne now works in executive protection for the wealthy Rodrigo's wife, Fabiana, Max is pulled into a conspiracy of
shadowy, warring factions threading every aspect of São Paulo society in a deadly web that threatens to engulf everyone and everything around him. See also: Max Payne (James McCaffrey) has retired from the NYPD and spends his days nursing his alcoholism and
addiction to painkillers. After an incident in a bar in Hoboken, New Jersey, forces him to leave New York, Max accepts an offer from Raul Passos (Julian Dean), whom he met during the incident, to become a private security contractor in South America. Max finds himself working for the Branco family, consisting of Rodrigo Branco (Frank Rodriguez), a
 wealthy real-estate mogul; Fabiana Branco (Benedita Pereira), Rodrigo's trophy wife; Giovanna (Shirley Rumierk), Fabiana's sister; Victor Branco (Robert Montano), a local politician; and Marcelo Branco (Dillon Porter), a hard-partying socialite. Operating in São Paulo a few months later, Max thwarts a kidnapping attempt on the Brancos by the
between them and the Comando Sombra is ambushed by the Crachá Preto, an outlaw vigilante militia, who steal the money. Although the pair learn where the Comando Sombra took Fabiana, their attempt to rescue her is thwarted by the gang's leader Serrano (Babs Olusanmokun). Meeting with the Branco brothers at Rodrigo's office, Victor
 recommends the police handle Fabiana's recovery. Shortly after Victor, Marcelo, and Passos leave, the Crachá Preto attack the office to kill Max. While he survives, Rodrigo is assassinated during the chaos, Blaming himself for the situation, Max swears off alcohol, shaves his head, and proceeds to seek out Serrano and Fabiana within the Nova
 Esperança favela, based on information from a dying Crachá Preto operative. During his search of the favela, Max runs into Detective Wilson Da Silva (Stephen Girasuolo), who offers assistance in exchange for help in investigating the Crachá Preto, who he suspects have ties to Victor and the Unidade de Forças Especiais (UFE), São Paulo's police
tactical unit. Max eventually reaches Serrano's hideout, only to witness the Comando Sombra murder Fabiana. As the UFE raid the favela, Max finds himself forced to rescue Marcelo and Giovanna, who were captured by the Comando Sombra murder Fabiana. During his search for the pair, he finds the UFE to be corrupt upon
by Da Silva, and learns that Passos was on Victor's payroll. Questioned about an attack on Marcelo and Passos tried to drive away with cargo that the eattackers sought to steal. Da Silva reveals the cargo was money that Victor needed laundered in Panama, and that Max
 was recruited to be the fall guy for his illegal activities. At Da Silva's request, Max investigates a rundown hotel used by the Crachá Preto. His investigation reveals that the building is the base for a black market organ theft ring, which the UFE supplies with their prisoners. After releasing a number of detainees, including Serrano, Max plants
 explosives around the hotel to destroy it. The Crachá Preto's leader, Álvaro Neves (Gil Cardoso), tries to stop him, but Passos kills him and escapes with Max moments before the hotel is demolished, where he reveals that he was unaware of the organ trading and had been pressured into helping by Victor. Although angered at Passos' involvement in
 Victor's affairs, Max forgives him for coming back for him, and allows him to leave the city with Giovanna. To expose the involvement of Victor and the UFE with the organ thefts, Da Silva persuades Max to get arrested at the UFE's headquarters in order to search it for incriminating evidence while De Silva releases the cells to start a riot as a
distraction. His search culminates in the discovery that Victor arranged for Rodrigo's murder to acquire his wealth, and that the sales of stolen organs were to fund his campaign in the upcoming mayoral elections. After a confrontation with Victor and the UFE's leader, Armando Becker (Ubirajara de Castro), leads to them escaping, Max pursues them
to the airport, leading to an intense fight with the UFE. Max eventually catches up to both, mortally maiming Becker in a shootout, before destroying Victor's private jet with Da Silva, he breaks his leg to make him suffer. A week later in Bahia, Max overhears news
in a bar that the UFE was disbanded, and Victor was found dead in prison. Choosing to move on with his life, Max takes a walk along the beach as the sun sets. We've been meeting with Rockstar and looking at Max [Payne] 3 - it looks absolutely phenomenal - the
nice thing is we've been giving our feeling on the game but at the end of the day we don't have to do any of the heavy lifting, which is nice. Rockstar don't make bad games, so you already know it's going to be good. Just like we hope the Remedy brand is a seal of guality, you know that Rockstar's brand is a seal of guality. It's been nice to be part of
the process, but we don't want to take any of the limelight. From what we've seen it's going to be absolutely fantastic. —Oskari Häkkinen, Remedy Entertainment franchise development head.[13] The game was originally scheduled for release in late 2009.[10] However, it was pushed back to 2010 alongside several other Take-Two Interactive
franchises in order to "benefit from having more development time". In June 2010, the game was again pushed back to 2011.[14] On December 21, it was not present on the 2011-2012 calendar year, and was pushed back to 2011.[15] The game was still in development and not canceled or indefinitely halted when Rockstar released two new
screenshots for the game.[16] On September 8, 2011, Rockstar announced a March 2012 release date for the game, with a debut trailer released on September 14.[17][18][19] In January 2012. The publisher said the decision was made in order to "ensure
praised Rockstar Games' take on the series, stating that it looked "brilliant".[23] Remedy served as consultants for Rockstar when the game reached its final stage of development.[24] Rockstar when the game reached its final stage of development.
 visited São Paulo several times and went to lengths researching the local gangs, police and special forces, including each group's choice of equipment and firearms. The fictional UFE resembles Brazilian film Elite Squad (Brazilian Portuguese:
Tropa de Elite), especially the "intense sequences of BOPE soldiers carefully raiding favela warzones and Uzis as part of daily life."[26] Some retailers bundled the game with the film and its sequel.[27] In a November 2011 interview, Dan Houser of
Rockstar Games said that despite what to do next. "Basically we have been meaning to start [Max Payne 3] for a while, but we have limited bandwidth and limited studios, and more games to make than we've started. So suddenly it was a
good slot," Houser said, explaining why it took eight years to follow up Max Payne 2. "Also, contrary to a lot of people, we like to take a little bit of time at the end of a game before starting a sequel, so we can wait for the excitement or disappointment and everything else of the experience to shake down and really see what we should do in the next
 game."[28] The game runs on the proprietary Rockstar Advanced Game Engine (RAGE), along with Euphoria software.[29][30] In February 2012, it was confirmed that the PC version of Max Payne 3 is shipped on four DVDs[32] and the Xbox 360 version on two discs
 due to the disc size limit; however, the PlayStation 3 version ships on one Blu-ray Disc.[33] Max Payne 3 was Rockstar's "biggest and boldest marketing effort thus far".[34] Highlights of the campaign included prominent TV spots during the 2012 UEFA Champions League Final and other mainstream programming, as well as outdoor campaigns.[34]
 Rockstar Games ran a competition where its Twitter followers who tweet using the #MaxPayne3 hashtag through January 13, 2012, could see their likeness featured in the title's multiplayer.[8] Rockstar also ran another competition to win a trip from New York City to São Paulo to attend at Sonar São Paulo, get a one-off Max Payne 3 Xbox 360
console, and play the game a week before its official release.[35] Rockstar collaborated with several retail outlets on pre-order bonuses available through several store chains throughout the world. The Cemetery Multiplayer Loadout Pack
includes the "devastatingly destructive" Light Anti-Tank Weapon, the slippery character burst to quickly escape a deadly firefight, and the listening device item that amplifies hearing, allowing the player to hear approaching enemies from a greater distance. [36] Those who pre-ordered the game from specified retailers received a code for the game's
 first paid Multiplayer DLC Pack for free.[36] The "Special Edition" includes a 10" tall collectible Max Payne statue, series of game-inspired original still life art prints, bullet keychain (copper and brass-plated iron bullet-shaped) and Max Payne 3 official soundtrack. Exclusive multiplayer content consists of Classic Multiplayer Character Pack and
 Disorderly Conduct Multiplayer Weapons Pack.[37][38][39] A three-part Max Payne comic book series was released prior to and after the launch of the third game. Published in partnership with Marvel Custom Solutions, it explored the events of the original Max Payne game and its sequel, as well as delving a little further back in the protagonists.
troubled past. Rockstar's vice president Dan Houser and Sam Lake of original developer Remedy authorized the books. The series combined were released for retail and online shops during October 2013, titled Max Payne 3: The Complete
Series.[41] Max Payne themed avatar items are available for purchase on Xbox Live.[42] The PlayStation Home. Rockstar re-released the original Max Payne, subtitled Mobile, for iOS devices on April 12, 2012, with the Android version launching later. Max Payne Mobile has been optimized for both iOS and
Android devices and features HD graphics, high-resolution textures, Social Club is a website that displays the game, which will support both Max Payne
Mobile and Max Payne 3. On May 1, 2012, Rockstar announced that through the year, seven packs of downloadable content (DLC) would be released via PlayStation Network and Xbox Live. Players could purchase DLC packs individually or get all add-on content at a discounted rate (over 35%) by purchasing a "Rockstar Pass".[44] Rockstar released a
 free bonus downloadable multiplayer pack called Gorilla Warfare on May 17, 2012. The pack includes a Gorilla Mask, which gives extra adrenaline for melee kills from behind, the Lucky Coin, which gives extra cash when looted.[45] The first DLC Local
Justice was released for the Xbox 360 and PlayStation 3 on July 3,[46] followed by a subsequent release for PC on August 8.[47] The DLC includes three new maps, a new weapon, a new item, a new multiplayer faction, and achievements and trophies.[48] The second DLC, titled Hostage Negotiation, was originally slated to launch in September, but
 was pushed back to October 30. Hostage Negotiation adds four new multiplayer maps - Club Moderno, Estádio Do Galatians, Favelas of O Palácio Strip Club and Favela Heights - plus two new rifles, a new Explosive Burst booby trap, additional cosmetic options, and a new avatar faction.[49] The third DLC, Painful Memories, was originally slated to
launch in October, but was delayed to December 4, 2012. Four multiplayer maps are included - the Roscoe street subway map from the first game, the Hoboken dive Marty's Bar, a yacht level called Shoot First, and a Gang Wars map called Canal de Panama. Other additions include the IMG 5.56 and UAR-21 assault rifles, new avatars, and the
 Hangover Burst which makes enemies spawn with reduced stamina, health and blurred vision.[50] The final DLC, titled Deathmatch Made in Heaven, was released on January 22, 2013. It adds four new multiplayer game modes: a survival mode called Dead Men Walking, Run and Stun, Marked Man and Time Attack, as well as a single player mini-
game called New York Minute Arcade Challenge, which is very similar to the New York Minute minigames from previous iterations in the series. It also adds several new weapons and items, as well as a new Burst called Unstoppable, which is very similar to the New York Minute minigames from previous iterations in the series. It also adds several new weapons and items, as well as a new Burst called Unstoppable, which is very similar to the New York Minute minigames from previous iterations in the series. It also adds several new weapons and items, as well as a new Burst called Unstoppable, which is very similar to the New York Minute minigames from previous iterations in the series. It also adds several new weapons and items, as well as a new Burst called Unstoppable, which is very similar to the New York Minute minigames from previous iterations in the series. It also adds several new York Minute minigames from previous iterations in the series.
 the base game via an update on Windows.[52] Max Payne 3 Official SoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackSoundtrackS
Pavlovich, music director of Max Payne 3 said, "We wanted to give Max a sound that is really an identifiable sound and HEALTH as a band has an incredible sense of who they are and a very strong identity. When we saw HEALTH as a band has an incredible sound and HEALTH as a band has an incredible sound and HEALTH as a band has an incredible sound and HEALTH as a band has an incredible sound and HEALTH as a band has an incredible sound and HEALTH as a band has an incredible sound and HEALTH as a band has an incredible sound and HEALTH as a band has an incredible sound and HEALTH as a band has an incredible sound and HEALTH as a band has an incredible sound and HEALTH as a band has an incredible sound and HEALTH as a band has an incredible sound and HEALTH as a band has an incredible sound and HEALTH as a band has an incredible sound and HEALTH as a band has an incredible sound and HEALTH as a band has an incredible sound and HEALTH as a band has an incredible sound and HEALTH as a band has an incredible sound and HEALTH as a band has an incredible sound and HEALTH as a band has an incredible sound and HEALTH as a band has an incredible sound and HEALTH as a band has an incredible sound and HEALTH as a band has an incredible sound and HEALTH as a band has an incredible sound and HEALTH as a band has a b
 Pitchfork, band member and vocalist Jake Duzsik said, "The number one reaction from HEALTH fans was, 'What the fuck? You guys are doing a video game score?' Just surprise. And very congratulatory." Duzsik continued, "It was fun to make music that was atypical for that sort of entertainment." [55] The album was released digitally on May 23,
2012, and the original theme (titled "MAX: THEME") was included in the launch trailer, and was made available for free download on SoundCloud.[56] The soundtrack as a whole was nominated for Best Score in a Game and "TEARS" was nominated for Best Score in a Game at the 2012 Spike Video Game Awards.[57] On May 13, 2022, just before the
10-year anniversary of the game's release, an expanded Anniversary Edition of the soundtrack was announced for release later that year. This would also mark the album's first release on Vinyl record.[58] ReceptionAggregate scoreAggregatorScoreMetacriticX360: 86/100[59]PS3: 87/100[60]PC: 87/100[61]Review
 scoresPublicationScoreEdge7/10[62]Eurogamer7/10[63]Game Informer9.25/10[64]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]GameSpot9/10[65]Gam
stating "As much as Max Payne 3 is a fascinating portrait of a man, it tells a great, action-packed story that runs in-stride with Max's inner turmoil." [64] GamesRadar gave a perfect score of 5 stars and stated, "Between its pacing, its presentation, and its excellent gunplay, Max Payne 3 has raised the bar for other action games to follow. Welcome
back."[67] The Guardian gave a perfect score of 5 stars and they called it "A masterpiece of underworld carnality, depravity and violence."[70] IGN gave 9/10, and stated "It touches on the disparity between rich and poor, and how resentment and desperation can fester in the slums and the penthouses alike."[68] Destructoid also gave 9/10, stating
 "Packed with fast action, brutal violence, and a striking cinematic style, all of the stops have been pulled out to make this the most exciting entry in the series to date."[5] Polygon gave 9/10, stating "It is uncompromisingly excellent, with a sense of focus that has secured Max Payne's legacy once again."[69] GameTrailers also reviewed it favorably,
though slightly less so, giving it a 7.6/10, citing issues with the narrative structure, difficulty and minor gameplay bugs, but applauding the multiplayer modes.[71] Eurogamer gave 7/10, stating "All the same, you can't escape the feeling that Rockstar just isn't as good at a pure third-person shooter as it is with the open worlds of Grand Theft Auto or
Red Dead Redemption, and in this linear context it's much harder to put up with its usual missteps in mechanics and difficulty."[63] Edge also gave 7/10, stating "Max Payne 3 might solve the problem of how you manage to reload when carrying more than one gun, but detailing alone can't change the fact that this is a surprisingly conservative game
 from Rockstar".[62] The game's depiction of São Paulo was met with mixed opinions by Brazilian reviewers, with most criticizing the accent of some of the Brazilians are used to, such as the rich living near a slum, football being worshiped as a religion and corrupt
cops finding ways of earning some "extra cash".[72] He also commented that Rockstar's poetical depiction of São Paulo is compensated by the game's "great plot" and that "even the ones who live in São Paulo will believe there is a slum called Nova Esperança - and keep away from there, of course".[72] Vanessa Lee, from Canaltech, criticized the
game's depiction of São Paulo for being too similar to Rio de Janeiro, pointing out the "streets decorated with coconut trees, slums located in colossal hills (?), a tropical weather that is not part of the paulistano's day-to-day lives, booming funk (São Paulo is more into rap), carioca slang and accent, cops that are more like BOPE than GATE) ...". She
 also criticized the game's Portuguese lines, which she described as being similar to something taken from Google Translator.[73] Alexandre Silva, from TechTudo, praised Rockstar's effort in recreating São Paulo, but also saw some Rio characteristics in it, besides criticizing the fact that Portuguese actors were hired to voice the main Brazilian
characters, resulting in a noticeable accent.[74] Érico Borgo, from Omelete, was not as critical of the characters' accents, adding that usage of strong profanity against Max makes the player feel personally offended and praised the fact that some enemies will comment negatively on Max's supposed attempt to be an American hero trying to fix Brazil
[75] Max Payne 3 shipped approximately 3 million units in its first week.[76] In the United States, the game sold 440,000 units in its first month.[77] In July 2012, Take-Two Interactive said that it had sold weaker than expected.[78] By May 2013, it had shipped 4 million units.[79] Max Payne 3 received Best Animation at the 2012 Inside Gaming
 Awards.[80] It also received multiple nominations from other gaming publications, including Best Shooter, Top Gaming Moment (Hoboken Graveyard Shootout), and Ultimate Game of the Year by Golden Joystick Award;[81] Best Action/adventure Games of 2012 by Destructoid;[82] Best Shooter, Best Song in a Game ("Tears" by Health), Best Original
 Score, and Best Performance By a Human Male (James McCaffrey as Max Payne) by Spike Video Game Awards; [57] PS3 Game of the Year [84] by GameSpot; and Best Animation by the National Academy of Video Game Trade Reviewers.
2012 Golden Joystick Awards Best Shooter Nominated [81] Top Gaming Moment (Hoboken Graveyard Shootout) Nominated Ultimate Game of the Year Nominated [82] 2012 Spike Video Game Awards Best Shooter Nominated [87] Best Song in a Game ("Tears" by Health ) Nominated Best Shooter Nominated Incomplete Company of the Year Nominate
Original Score Nominated Best Performance By a Human Male (James McCaffrey as Max Payne) Nominated [83] Shooter of the Year Nominated [85] ^ Rockstar Studios
 was a collaborative effort between all Rockstar Games studios, principally Rockstar Vancouver, Rockstar Leeds, and Rockstar Studios (May 15, 2012). Max Payne 3 (PlayStation 3 and Xbox 360). Rockstar Games.
 Level/area: Credits. ^ "Asked & Answered: Max Payne 3, L.A. Noire, Red Dead and More". Rockstar Games. October 5, 2011. Retrieved June 27, 2013. ^ "Celebrate 20 years of Xbox with over 70 new Backward Compatible Games". Xbox Wire
 November 15, 2021. Retrieved December 15, 2021. ^ "Feature: 10 reasons why Max Payne 3". Destructoid. Retrieved May 17, 2012. ^ "Feature: 10 reasons why Max Payne 3". Destructoid. Retrieved December 4, 2011. ^ Purchese, Robert (November 24, 2011). "Rockstar adds cover
zoom-aiming to Max Payne 3". Eurogamer. Retrieved December 4, 2011. ^ a b Langshaw, Mark (December 18, 2011). "'Max Payne 3' competition winners to appear in game - Gaming News". Digital Spy. Retrieved April 6, 2012. ^ Dutton, Fred (March 22, 2012). "Max Payne 3" multiplayer "crews" carry over to Grand Theft Auto 5". Eurogamer.
 Retrieved April 6, 2012. ^ a b "Max Payne 3 Announced!". Rockstar Watch. March 23, 2009. Retrieved March 23, 2009. ^ a b "Rockstar releases new Max Payne 3 info - Rockstar Watch. March 23, 2009. Retrieved December 4, 2011. ^ Gilbert, Ben (June 13, 2009). "Max
Payne 3 details from Game Informer hit the web". Joystiq. Archived from the original on May 29, 2012. Retrieved January 13, 2011. ^ "Quick quotes: Remedy's Hakkinen on "phenomenal" Max Payne 3". VG247. January 9, 2012. Retrieved April 6, 2012. ^ "Max Payne 3 delayed; Redemption sells 5 million; GTAIV sells 17 million". Rockstar Watch. June
8, 2010. Retrieved June 19, 2010. ^ "News: Max Payne 3 skips Take-Two's 2011-2012 release schedule". Computer and Video Games. December 17, 2010. Retrieved June 30, 2011. ^ R* Q (September 8, 2011). "Max Payne 3 Coming March 2012"
 Rockstar Games. Retrieved September 11, 2011. ^ "Revealed: Max Payne 3 Trailer Arriving on September 14, 2011. ^ Shoemaker, Natalie (September 14, 2011). "Rockstar Games Releases First Max Payne 3 Trailer | News & Opinion". PCMag.com. Retrieved December 4, 2011.
2011. ^ Phillips, Tom (January 17, 2012). "Max Payne 3 release date delayed until May". Eurogamer. Retrieved April 6, 2012. ^ "Max Payne 3's Debut trailer". Daxgamer 3's Debut trailer Talk All Things Max Payne". Rockstar Games. Retrieved April 6, 2011. ^ "R* Q (October 7, 2011). "Remedy's Sam Lake and Matias Myllyrinne Talk All Things Max Payne". Rockstar Games. Retrieved April 6, 2012. ^ "Max Payne 3's Debut trailer".
December 4, 2011. ^ Phillips, Tom (January 16, 2012). "Remedy "proud" of Rockstar's "brilliant" Max Payne 3". Eurogamer. Retrieved April 6, 2012. ^ Scammell, David (March 9, 2016). "Remedy "proud" of Rockstar Research: The Weapon-Wielding
Gangsters and Special Police Commandos of Max Payne 3". Rockstar Games. Retrieved December 12, 2012. A Winchester, Henry (May 2, 2012). "Max Payne 3's Rockstar Pass DLC baldly goes". PC Gamer. Retrieved December 12, 2012.
December 12, 2012. ^ "Features - Dan Houser On How Rockstar Does It". Gamasutra. Retrieved June 10, 2009. "Balding Max Payne 3 Details Emerge". IGN. Retrieved June 10, 2009. "Balding Max Payne 3 PC
 supports DirectX 11, 3D". Eurogamer. March 22, 2012. Retrieved March 25, 2012. A "Max Payne 3 PC to ship on four DVDs, says E-Xpress". VG247. May 19, 2012. Retrieved May 25, 2012. A "Max Payne 3 PC to ship on four DVDs, says E-Xpress". VG247. May 19, 2012. Retrieved May 25, 2012. A "Max Payne 3 PC to ship on four DVDs, says E-Xpress". VG247. May 19, 2012. Retrieved May 25, 2012. A "Max Payne 3 PC to ship on four DVDs, says E-Xpress". VG247. May 19, 2012. A "Max Payne 3 PC to ship on four DVDs, says E-Xpress". VG247. May 19, 2012. A "Max Payne 3 PC to ship on four DVDs, says E-Xpress". VG247. May 19, 2012. A "Max Payne 3 PC to ship on four DVDs, says E-Xpress". VG247. May 19, 2012. A "Max Payne 3 PC to ship on four DVDs, says E-Xpress". VG247. May 19, 2012. A "Max Payne 3 PC to ship on four DVDs, says E-Xpress". VG247. May 19, 2012. A "Max Payne 3 PC to ship on four DVDs, says E-Xpress". VG247. May 19, 2012. A "Max Payne 3 PC to ship on four DVDs, says E-Xpress". VG247. May 19, 2012. A "Max Payne 3 PC to ship on four DVDs, says E-Xpress". VG247. May 19, 2012. A "Max Payne 3 PC to ship on four DVDs, says E-Xpress". VG247. May 19, 2012. A "Max Payne 3 PC to ship on four DVDs, says E-Xpress". VG247. May 19, 2012. A "Max Payne 3 PC to ship on four DVDs, says E-Xpress". VG247. May 19, 2012. A "Max Payne 3 PC to ship on four DVDs, says E-Xpress". VG247. May 19, 2012. A "Max Payne 3 PC to ship on four DVDs, says E-Xpress". VG247. May 19, 2012. A "Max Payne 3 PC to ship on four DVDs, says E-Xpress". VG247. May 19, 2012. A "Max Payne 3 PC to ship on four DVDs, says E-Xpress". VG247. May 19, 2012. A "Max Payne 3 PC to ship on four DVDs, says E-Xpress". VG247. May 19, 2012. A "Max Payne 3 PC to ship on four DVDs, says E-Xpress". VG247. May 19, 2012. A "Max Payne 3 PC to ship on four DVDs, says E-Xpress". VG247. May 19, 2012. A "Max Payne 3 PC to ship on four DVDs, says E-Xpress". VG247. May 19, 2012. A "Max Payne 3 PC to ship on four DVDs, says E-Xpress". VG247. May 19, 2012. A "Max Payne 3 PC to ship on four DVDs, says E-
 Payne 3 to be Rockstar's "biggest and boldest marketing effort thus far"". VG247. March 7, 2012. A etrieved April 6, 2012. A R* Q (April 9, 2012). "Update: Last Chance to Enter the Max Payne 3 Pre-Order Exclusive Bonuses for Europe and Australia'
 Edition Available for Pre-Order till Launch". Rockstar Games. April 2, 2012. Retrieved May 8, 2012. A Dutton, Fred (April 17, 2013). "Max Payne 3: The Complete Series Graphic Novel Coming this October". Rockstar Games. Retrieved August 9
2013. ^ R* Q (January 23, 2012). "Classic Max Payne Avatar Items Now Available on Xbox LIVE". Rockstar Games. Retrieved April 6, 2012. ^ R* Q. "Max Payne Mobile Coming to iOS Devices on April 12th and Android Devices on April 26th". Rockstar Games. Retrieved April 6, 2012. ^ R* Q. "Max Payne Avatar Items Now Available on Xbox LIVE". Rockstar Games. Retrieved April 6, 2012. ^ R* Q. "Max Payne Mobile Coming to iOS Devices on April 12th and Android Devices on April 26th". Rockstar Games. Retrieved April 6, 2012. ^ R* Q. "Max Payne Mobile Coming to iOS Devices on April 26th". Rockstar Games. Retrieved April 6, 2012. ^ R* Q. "Max Payne Mobile Coming to iOS Devices on April 12th and Android Devices on April 26th". Rockstar Games. Retrieved April 6, 2012. ^ R* Q. "Max Payne Mobile Coming to iOS Devices on April 26th". Rockstar Games. Retrieved April 6, 2012. ^ R* Q. "Max Payne Mobile Coming to iOS Devices on April 26th". Rockstar Games. Retrieved April 6, 2012. ^ R* Q. "Max Payne Mobile Coming to iOS Devices on April 26th". Rockstar Games. Retrieved April 6, 2012. ^ R* Q. "Max Payne Mobile Coming to iOS Devices on April 26th". Rockstar Games. Retrieved April 6, 2012. ^ R* Q. "Max Payne Mobile Coming to iOS Devices on April 26th". Rockstar Games. Retrieved April 6, 2012. ^ R* Q. "Max Payne Mobile Coming to iOS Devices on April 26th". Rockstar Games. Retrieved April 6, 2012. ^ R* Q. "Max Payne Mobile Coming to iOS Devices on April 26th". Rockstar Games. Retrieved April 6, 2012. ^ R* Q. "Max Payne Mobile Coming to iOS Devices on April 26th". Rockstar Games. Retrieved April 6, 2012. ^ R* Q. "Max Payne Mobile Coming to iOS Devices on April 26th". Rockstar Games. Retrieved April 6, 2012. ^ R* Q. "Max Payne Mobile Coming to iOS Devices on April 26th". Rockstar Games. Retrieved April 6, 2012. ^ R* Q. "Max Payne Mobile Coming to iOS Devices on April 26th". Rockstar Games. Retrieved April 6, 2012. ^ R* Q. "Max Payne Mobile Coming to iOS Devices on April 26th Mobile Coming to iOS Devices on April 26th Mobile Coming to iOS Device
Revealed". IGN. Retrieved February 26, 2017. ^ Gera, Emily (May 17, 2012). "Rockstar releases free Max Payne 3 DLC with Gorilla Warfare". Polygon. Retrieved June 28, 2012. ^ Gera, Emily (July 31, 2012). "Max Payne 3 DLC with Gorilla Warfare". Polygon. Retrieved June 28, 2012. ^ Gera, Emily (July 31, 2012). "Max Payne 3 DLC with Gorilla Warfare". Polygon. Retrieved June 28, 2012. ^ Gera, Emily (July 31, 2012). "Max Payne 3 DLC with Gorilla Warfare". Polygon. Retrieved June 28, 2012. ^ Gera, Emily (July 31, 2012). "Max Payne 3 DLC with Gorilla Warfare". Polygon. Retrieved June 28, 2012. ^ Gera, Emily (July 31, 2012). "Max Payne 3 DLC with Gorilla Warfare". Polygon. Retrieved June 28, 2012. ^ Gera, Emily (July 31, 2012). "Max Payne 3 DLC with Gorilla Warfare". Polygon. Retrieved June 28, 2012. ^ Gera, Emily (July 31, 2012). "Max Payne 3 DLC with Gorilla Warfare". Polygon. Retrieved June 28, 2012. ^ Gera, Emily (July 31, 2012). "Max Payne 3 DLC with Gorilla Warfare". Polygon. Retrieved June 28, 2012. ^ Gera, Emily (July 31, 2012). "Max Payne 3 DLC with Gorilla Warfare". Polygon. Retrieved June 28, 2012. ^ Gera, Emily (July 31, 2012). "Max Payne 3 DLC with Gorilla Warfare". Polygon. Retrieved June 28, 2012. ^ Gera, Emily (July 31, 2012). "Max Payne 3 DLC with Gorilla Warfare". Polygon. Retrieved June 28, 2012. ^ Gera, Emily (July 31, 2012). "Max Payne 3 DLC with Gorilla Warfare". Polygon. Retrieved June 28, 2012. ^ Gera, Emily (July 31, 2012). "Max Payne 3 DLC with Gorilla Warfare". Polygon. Retrieved June 28, 2012. ^ Gera, Emily (July 31, 2012). "Max Payne 3 DLC with Gorilla Warfare". Polygon. Retrieved June 28, 2012. ^ Gera, Emily (July 31, 2012). "Max Payne 3 DLC with Gorilla Warfare". Polygon. Retrieved June 28, 2012. ^ Gera, Emily (July 31, 2012). "Max Payne 3 DLC with Gorilla Warfare". Polygon. Retrieved June 28, 2012. ^ Gera, Emily (July 31, 2012). ^ Gera, 
Local Justice DLC update comes to PC August 9th". Polygon. Retrieved February 26, 2017. ^ Leandre, Kenn (July 4, 2012). "Max Payne 3 hostage negotiation DLC
 landing October 30". GameSpot. Retrieved February 26, 2017. Makuch, Eddie (November 26, 2012). "Max Payne 3 Painful Memories DLC out December 4". GameSpot. Retrieved February 26, 2017. Sera, Emily (January 22, 2013). "Max Payne 3 Deathmatch Made in Heaven DLC introduces cattle prods and pepper spray". Polygon. Retrieved
 February 26, 2017. ^ Clayton, Natalie (April 20, 2021). "Rockstar quietly makes all Max Payne 3 and LA Noire DLC free". PC Gamer. Future plc. Archived from the original on May 3, 2021. A "Max Payne 3 With HEALTH".
 YouTube. January 10, 2013. Archived from the original on December 13, 2021. Retrieved August 11, 2014. The L.A. electro-noise band tell us what to expect from their forthcoming third LP". Pitchfork Media. October 29, 2012. Retrieved August 11, 2014. Soundtrack.
Rockstar Games. Retrieved February 26, 2017. ^ a b c "2012 Spike Video Game Awards Winners List". 2012 Spike Video Game Awards. June 26, 2012. Retrieved February 26, 2017. ^ a b c "2012 Spike Video Game Awards Winners List". 2012 Spike Video Game Awards. June 26, 2014. ^ "Celebrate the 10-Year Anniversary of Max Payne 3". Rockstar Games Newswire. May 13, 2022. Retrieved July 31, 2022. ^ a b "Max Payne 3 for Xbox 360 Reviews".
Metacritic. CBS Interactive. Retrieved June 13, 2012. ^ a b "Max Payne 3 for PlayStation 3 Reviews". Metacritic. CBS Interactive. Retrieved June 13, 2012. ^ a b "Max Payne 3 reviews". Edge. May 14, 2012. Archived from the original on October 15, 2012.
Retrieved May 16, 2012. ^ a b Bramwell, Tom (May 15, 2012). "Max Payne 3 Review". Eurogamer. Retrieved May 16, 2012. ^ a b Reiner, Andrew (April 4, 2012). "The New, Same Old Payne - Max Payne 3 Review". Eurogamer. Retrieved May 16, 2012. ^ a b Reiner, Andrew (April 4, 2012). "Max Payne 3 Review". Eurogamer. Retrieved May 16, 2012. ^ a b Reiner, Andrew (April 4, 2012). "The New, Same Old Payne - Max Payne 3 Review". Eurogamer. Retrieved May 16, 2012. ^ a b Reiner, Andrew (April 4, 2012). "The New, Same Old Payne - Max Payne 3 Review". Eurogamer. Retrieved May 16, 2012. ^ a b Reiner, Andrew (April 4, 2012). "The New, Same Old Payne - Max Payne 3 Review". Eurogamer. Retrieved May 16, 2012. ^ a b Reiner, Andrew (April 4, 2012). "The New, Same Old Payne - Max Payne 3 Review". Eurogamer. Retrieved May 16, 2012. ^ a b Reiner, Andrew (April 4, 2012). "The New, Same Old Payne - Max Payne 3 Review". Eurogamer. Retrieved May 16, 2012. ^ a b Reiner, Andrew (April 4, 2012). "The New, Same Old Payne - Max Payne 3 Review". Eurogamer. Retrieved May 16, 2012. ^ a b Reiner, Andrew (April 4, 2012). "The New, Same Old Payne - Max Payne 3 Review". Eurogamer. Retrieved May 16, 2012. ^ a b Reiner, Andrew (April 4, 2012). "The New, Same Old Payne - Max Payne 3 Review". Eurogamer. Retrieved May 16, 2012. ^ a b Reiner, Andrew (April 4, 2012). "The New, Same Old Payne - Max Payne 3 Review". Eurogamer. Retrieved May 16, 2012. ^ a b Reiner, Andrew (April 4, 2012). "The New, Same Old Payne - Max Payne 3 Review". Eurogamer. Retrieved May 16, 2012. ^ a b Reiner, Andrew (April 4, 2012). "The New, Same Old Payne - Max Payne 3 Review". Eurogamer. Retrieved May 16, 2012. ^ a b Reiner, Andrew (April 4, 2012). ^ 
Review". GameSpot. Retrieved December 21, 2013. ^ "Gamespy". pc.gamespy.com. Retrieved May 16, 2012. ^ a b Gies, Arthur (March 26, 2012). "Page 2 - Max Payne 3 Review". IGN. Retrieved May 16, 2012. ^ a b Gies, Arthur (March 26, 2012). "Page 2 - Max Payne 3 Review". IGN. Retrieved May 16, 2012. ^ a b Gies, Arthur (March 26, 2012). "Page 2 - Max Payne 3 Review". IGN. Retrieved May 16, 2012. ^ a b Gies, Arthur (March 26, 2012). "Page 2 - Max Payne 3 Review". IGN. Retrieved May 16, 2012. ^ a b Gies, Arthur (March 26, 2012). "Page 2 - Max Payne 3 Review". IGN. Retrieved May 16, 2012. ^ a b Gies, Arthur (March 26, 2012). "Page 2 - Max Payne 3 Review". IGN. Retrieved May 16, 2012. ^ a b Gies, Arthur (March 26, 2012). "Page 2 - Max Payne 3 Review". IGN. Retrieved May 16, 2012. ^ a b Gies, Arthur (March 26, 2012). "Page 2 - Max Payne 3 Review". IGN. Retrieved May 16, 2012. ^ a b Gies, Arthur (March 26, 2012). "Page 2 - Max Payne 3 Review". IGN. Retrieved May 16, 2012. ^ a b Gies, Arthur (March 26, 2012). "Page 2 - Max Payne 3 Review". IGN. Retrieved May 16, 2012. ^ a b Gies, Arthur (March 26, 2012). "Page 2 - Max Payne 3 Review". IGN. Retrieved May 16, 2012. ^ a b Gies, Arthur (March 26, 2012). "Page 2 - Max Payne 3 Review". IGN. Retrieved May 16, 2012. ^ a b Gies, Arthur (March 26, 2012). "Page 2 - Max Payne 3 Review". IGN. Retrieved May 16, 2012. ^ a b Gies, Arthur (March 26, 2012). "Page 2 - Max Payne 3 Review". IGN. Retrieved May 17, 2012. ^ a b Gies, Arthur (March 26, 2012). "Page 2 - Max Payne 3 Review". IGN. Retrieved May 17, 2012. ^ a b Gies, Arthur (March 26, 2012). "Page 2 - Max Payne 3 Review". IGN. Retrieved May 17, 2012. ^ a b Gies, Arthur (March 26, 2012). "Page 2 - Max Payne 3 Review". IGN. Retrieved May 18, 2012. ^ a b Gies, Arthur (March 26, 2012). "Page 2 - Max Payne 3 Review". IGN. Retrieved May 18, 2012. ^ a b Gies, Arthur (March 26, 2012). ^ a b Gies, Ar
2012). "Max Payne 3 review: bullet time machine". The Verge. Retrieved May 14, 2012. ^ "Max Payne 3 - review". The Guardian. London. Retrieved May 14, 2012. Archived from the original on September 8, 2014. Retrieved May 16, 2012. ^ "Max Payne 3 - review". The Guardian. London. Retrieved May 17, 2012. ^ "Max Payne 3 - review". The Guardian. London. Retrieved May 16, 2012. ^ "Max Payne 3". Reviews, Trailers, and Interviews". The Guardian. London. Retrieved May 16, 2012. ^ "Max Payne 3". Reviews, Trailers, and Interviews". The Guardian. London. Retrieved May 16, 2012. ^ "Max Payne 3". Reviews, Trailers, and Interviews". The Guardian. London. Retrieved May 16, 2012. ^ "Max Payne 3". Reviews, Trailers, and Interviews". The Guardian. London. Retrieved May 16, 2012. ^ "Max Payne 3". Reviews, Trailers, and Interviews". The Guardian. London. Retrieved May 16, 2012. ^ "Max Payne 3". Reviews, Trailers, and Interviews". The Guardian. London. Retrieved May 16, 2012. ^ "Max Payne 3". Reviews, Trailers, and Interviews". The Guardian. London. Retrieved May 16, 2012. ^ "Max Payne 3". Reviews, Trailers, and Interviews". The Guardian. London. Retrieved May 16, 2012. ^ "Max Payne 3". Reviews, Trailers, and Interviews". The Guardian. London. Retrieved May 16, 2012. ^ "Max Payne 3". Reviews, Trailers, and Interviews". The Guardian. London. Retrieved May 16, 2012. ^ "Max Payne 3". Reviews, Trailers, and Interviews". The Guardian. London. Retrieved May 16, 2012. ^ "Max Payne 3". Reviews, Trailers, and Interviews". The Guardian. London. Retrieved May 16, 2012. ^ "Max Payne 3". Reviews, Trailers, and Interviews". The Guardian. London. Retrieved May 16, 2012. ^ "Max Payne 3". Reviews, Trailers, and Interviews". The Guardian. London. Retrieved May 16, 2012. ^ "Max Payne 3". Reviews, Trailers, and Interviews". The Guardian. London. Retrieved May 16, 2012. ^ "Max Payne 3". Reviews, Trailers, and Interviews May 16, 2012. ^ "Max Payne 3". Reviews, Trailers, and Interviews May 16, 2012. ^ "Max Payne 3". Reviews, Trailers, and Interviews May 18
2012. ^ a b Guerra, Rodrigo (May 21, 2012). "Análise: Max Payne 3". UOL Jogos (in Portuguese). São Paulo: Grupo Folha. Retrieved February 5, 2016. ^ Silva, Alexandre (June 16, 2012). "Review Max Payne 3". TechTudo (in Portuguese). Retrieved February 5, 2016. ^ Silva, Alexandre (June 16, 2012). "Review Max Payne 3". TechTudo (in Portuguese). Retrieved February 5, 2016. ^ Silva, Alexandre (June 16, 2012). "Review Max Payne 3". TechTudo (in Portuguese). Retrieved February 5, 2016. ^ Silva, Alexandre (June 16, 2012). "Review Max Payne 3". TechTudo (in Portuguese). Retrieved February 5, 2016. ^ Silva, Alexandre (June 16, 2012). "Review Max Payne 3". TechTudo (in Portuguese). Retrieved February 5, 2016. ^ Silva, Alexandre (June 16, 2012). "Review Max Payne 3". TechTudo (in Portuguese). Retrieved February 5, 2016. ^ Silva, Alexandre (June 16, 2012). "Review Max Payne 3". TechTudo (in Portuguese). Retrieved February 5, 2016. ^ Silva, Alexandre (June 16, 2012). "Review Max Payne 3". TechTudo (in Portuguese). Retrieved February 5, 2016. ^ Silva, Alexandre (June 16, 2012). "Review Max Payne 3". TechTudo (in Portuguese). Retrieved February 5, 2016. ^ Silva, Alexandre (June 16, 2012). "Review Max Payne 3". TechTudo (in Portuguese). Retrieved February 5, 2016. ^ Silva, Alexandre (June 16, 2012). "Review Max Payne 3". TechTudo (In Portuguese). Retrieved February 5, 2016. ^ Silva, Alexandre (June 16, 2012). "Review Max Payne 3". TechTudo (In Portuguese). Retrieved February 5, 2016. ^ Silva, Alexandre (June 16, 2012). "Review Max Payne 3". TechTudo (In Portuguese). Retrieved February 5, 2016. ^ Silva, Alexandre (June 16, 2012). "Review Max Payne 3". TechTudo (In Portuguese). Retrieved February 5, 2016. ^ Silva, Alexandre (June 16, 2012). "Review Max Payne 3". TechTudo (In Portuguese). Retrieved February 5, 2016. ^ Silva, Alexandre (June 16, 2012). "Review Max Payne 3". TechTudo (In Portuguese). Retrieved February 5, 2016. ^ Silva, Alexandre (June 16, 2012). ^ Silva, Alexandre (June 16, 2012). ^ Silva, Alexandre (June 16, 2012).
Portuguese). Grupo Globo. Retrieved February 5, 2016. ^ Borgo, Érico (May 30, 2012). "Max Payne 3 - Crítica". Omelete (in Portuguese). São Paulo. Retrieved February 5, 2016. ^ Makuch, Eddie (May 17, 2012). "Max Payne 3 ships 3 million, XCOM delayed - GameSpot.com". GameSpot. Retrieved June 8, 2012. ^ Martin, Matt (June 15, 2012). "Max Payne 3 ships 3 million, XCOM delayed - GameSpot.com".
Payne 3 sold 440,000 units in US launch month". Gamesindustry.biz. Retrieved September 10, 2012. ^ Brightman, James (July 31, 2012). "Take-Two loses $110m on lower than expected sales of Max Payne, Spec Ops". GamesIndustry.biz. Retrieved November 4, 2023. ^ Orry, James (May 14, 2013). "Max Payne 3 has shipped over 4 million copies".
VideoGamer.com. Retrieved February 27, 2017. ^ a b Farokhmanesh, Megan (December 9, 2012). "Inside Gaming Awards winners include Halo 4, Fez". Polygon. Retrieved February 26, 2017. ^ a b "The nominees for Dtoid's best
Action/Adventure of 2012". Destructoid. June 26, 2012. Retrieved March 22, 2014. ^ a b PS3 Game of the Year: Nominees 2012, GameSpot, December 10, 2012, event occurs at 0:36, retrieved February 26, 2017 ^ a b Shooter of the Year: Nominees 2012, GameSpot, December 10, 2012, event occurs at 0:36, retrieved February 26, 2017 ^ a b "2012".
Awards: Journey Wins Game of the Year". National Academy of Video Game Trade Reviewers. March 24, 2013. Archived from the original on March 4, 2015. Retrieved February 26, 2017. Official website Retrieved from "
```