

I'm not a bot



























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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 system requirements state that you will need at least 2 GB. If possible, make sure you have 16 GB in order to run 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 Max Payne 3 with the highest settings. To play Max Payne 3 you will need a minimum CPU equivalent to an Intel Core 2 Duo E8400. Whereas, an Intel Core i7-3930K 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 before running xxx - Open Task Manager (Ctrl + Shift + Esc) to see which 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 set up guides to find the best cards. Filter for 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 rates 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? HowLowToBeatMax Payne 3 NewsLowEnd More OS: Windows 10 64 bitProcessor: Intel Dual Core 2.4 GHz / i7 3930K 6 Core x 3.06 GHz / AMD Dual Core 2.6 GHz - FX-8150 8 Core x 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 3400 512MB 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's Windows .NET Framework, and Microsoft Visual C++ 2008 SP1 Redistributable Package (x86).Partner RequirementsPlease 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 NVIDIA 5870. As for your CPU, a 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 (Lowest) - NVIDIA® GeForce 450 512MB RAM or AMD Radeon™ HD 4870 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 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) 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) - 1GB System RAM (Lowest)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)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:DirectX 9.0 - DirectX 11 OS:Windows 7/Vista (32 or 64 bit)Sound: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 you can add below. To save the configuration, please register and log in. Similar games: 2012 video game 2012 video gameMax Payne 3Developers(Rockstar Studios)Publishers(Rockstar GamesProducers(Steve MartinDesigners(Sergei KuprejanoProgrammers(Kevin HoareHughesSt. PierreLewis GordonArtist(s)Paul MacPhersonJoshua BassRob NelsonWriters(S)Dan HouserMichael UnsworthRupert HumphriesComposers(HealthSeriesMax Payne)Engine(RAGEPlatform(s)PlayStation 3Xbox 360Windows OS XRelease May 15, 2012 PlayStation 3 Xbox 360NA: May 15, 2012PAL: May 18, 2012Windows NA: May 29, 2012PAL: June 20, 2013 GenreThird-person shooterMode(s)Single-player, multiplayer Max Payne 3 is a 2012 third-person shooter game developed and published by Rockstar Games. The game is 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 2. The Fall of Max Payne and the third entry in the Max Payne series. It is also backwards compatible on Xbox One and Xbox 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. Nine years after the events of the second game, Max finds work as a private security contractor 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 action themes, though some criticism was aimed at the change in style from its predecessors, its linear design, 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.[5] To progress through the linear story, players take on 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 as assistance against enemies. Should players take damage, painkillers 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. If the player chooses to equip both handguns at the same time, the two-handed weapon must be dropped. Otherwise, the player character holds the two-handed weapon under their arm. The online multiplayer mode features maps and modes that dynamically change within a match. [8] Up to 16 players engage in cooperative or competitive gameplay in re-creations of multiple single-player settings. Players may band together in organized player teams, called crews, to complete tasks together. 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 states that since the last game, Max has left New York City behind and "drifted from bad to worse." 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] Victor's affairs, Max forgives him for coming back for him, and allows him to leave the city with Giovanni. 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 Da 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's help. Although Max opts to spare Victor's life and leave him to be arrested by 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 blessed with being able to actually see the game and give some feedback. 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 quality, you know that Rockstar's brand is a seal of quality. 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 again.[11][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 for the game, a date that was confirmed on September 14.[17][18][19] In January 2012, Take-Two delayed the game by two months from its original March release date to May 2012. The publisher said the decision was made in order to "ensure that Max Payne 3 delivers the highest quality." 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