

= Max Payne (character) =

Max Payne is the main character and protagonist from the neo @-@ noir video game series of the same name . Max was introduced in the 2001 third @-@ person shooter Max Payne , which was written by Sam Lake and developed by Remedy Entertainment . The game 's publisher , 3D Realms , intended Max to serve as the " foundation of a new gaming franchise " . In the first game the character was portrayed by Lake , with Timothy Gibbs and James McCaffrey later taking over the role , and consistently voiced by McCaffrey . Mark Wahlberg portrayed Max in the film adaptation . The first game in the series presents the story as retold by Max from his point of view , while the sequel , Max Payne 2 : The Fall of Max Payne , alternates between his and that of the femme fatale character Mona Sax .

In the original Max Payne , Max is an NYPD police officer and an undercover special agent for the DEA . Max becomes a vigilante following the murder of his family and later the murder of his police partner , which he was framed for . Later , he returns to the service as a detective , before his life is soon shattered by death and betrayal . At the start of Max Payne 3 by Rockstar Games , he finds himself employed as a bodyguard for Rodrigo Branco , a wealthy man in Brazil . Max Payne has been very well received by media .

= = Character development = =

In the creation of Max Payne , the publisher 3D Realms " wanted to develop another strong character that would be the foundation for a new gaming franchise , much like we [3D Realms] had done with Duke Nukem . " The titular character of Max Payne was originally named Max Heat , and 3D Realms spent over \$ 20 @,@ 000 worldwide trademarking this name before someone at the company suggested the last name Payne , which was immediately adopted . He was modeled after Sam Lake (Sami Järvi) , who wrote the game 's story and script for the Finnish company Remedy Entertainment . Lake also dressed up and played this role for the graphic novel @-@ style cutscenes . For Max Payne 2 : The Fall of Max Payne , however , Lake declined the role . Due to having a much larger budget this time , the developers were able to hire professional actors , choosing Timothy Gibbs to be the new model for Max .

In both games , Max 's voice actor was James McCaffrey . McCaffrey recalled : " Originally , I ? d worked on a show called Swift Justice , and there were some similarities between the two characters in terms of them both having experienced some family tragedy and were familiar with the concept of vengeance , but there weren ' t any specific characters that Max is based on . " In an early announcement from Rockstar Games (the franchise 's new developer and publisher) Max 's voice actor was to be recast with an older actor . In the end , however , McCaffrey did return to the role of Max in Max Payne 3 , for which he also provided the motion capture material . McCaffrey said that performing motion capture helped match the dialogue to the scenes and compared it to " having to act in Avatar . " Payne 's look changed significantly for the third game , featuring an older , bald and bearded Max ; this move received an overwhelmingly negative reception . In response , Rockstar Games made changes to the game , as Max 's appearance shifts over the course of the game , including his ' classic ' appearance during flashbacks of his time in New Jersey . According to Rockstar 's Sam Houser , " This is Max as we 've never seen him before , a few years older , more world @-@ weary and cynical than ever . " McCaffrey compared Max in the third game to Charles Bronson 's character Paul Kersey in the film Death Wish .

= = = Attributes = = =

Max Payne has been put into a fatalist situation against his will , in the style of a classic element of many noir films , the fall guy . Max is an antihero , as he himself states : " I was not one of them , I was no hero . " The character is noted for his complex use of both metaphors and wordplay to describe the world around him within his inner monologues , which often contradict his external responses to characters he speaks with . He is an extreme introvert and his life is largely illustrated

through dramatic and often morbidly cynical soliloquies describing his feelings about his actions and situation . It is also hinted through the games that Max has a questionable grip on reality .

At the beginning of the first game , Max is seen differently as a smiling , happily married extrovert with a bright personality . However , after his family was murdered , Max loses his meaning of life and blindly works toward his only remaining purpose : vengeance . However , he has not nullified his feelings , as he is taken with the femme fatale contract killer Mona Sax first they meet , and befriends Vladimir Lem . All the while , Max shows signs of survivor 's guilt and self @-@ destructive behaviour , considering his life to have ended " in a New York minute " . At the end of the second game , he finally seems to find peace within himself , saying : " I had a dream of my wife . She was dead . But it was alright . " However , this is not the case in Max Payne 3 as in the opening cinematic the drunk Max angrily throws a portrait of what is implied to be his family against his apartment wall ; he regrets this act and picks up the picture .

Rockstar vice @-@ president Dan Houser described Max Payne in the third game as " a drunk , somewhat morose , widowed ex @-@ cop , trying to find some kind of peace with himself . [...] A man who has spent his life killing , even in the service of his idea of what is right or wrong , is going to be extremely damaged . [...] He wants to be a thinker but he 's much better as a doer . When he thinks he gets wrapped up in himself or makes mistakes . When he acts , he is brilliant , almost super @-@ human . That is his character , and the dichotomy between the two is the reality of his life , and at the heart of the game . He cannot seem to move forward emotionally , but physically he is relentless . " Max is shown to be quite aware of his shortcomings and flaws , stating : " I 'm not slipping . I 'm slipped . I 'm a bad joke . " Max Payne 3 has him display not only extreme violence but also more restraint than in the previous games .

= = Appearances = =

= = = In video games = = =

In the original game , spanning the period of three years between 1998 and 2001 , Max Payne (voiced by James McCaffrey) is a former New York City Police Department (NYPD) homicide detective whose wife Michelle and six @-@ month @-@ old daughter Rose were brutally murdered in a home invasion connected with the investigation of a new street drug known as Valkyr . In response , Max joined the Drug Enforcement Administration (DEA) as a secret agent and went undercover in the Mafia . Eventually , framed for the murder of his NYPD and DEA partner Alex Balder , and with his identity exposed , Max becomes a fugitive wanted by the Mafia and the police alike while waging his personal war on the crime . Eventually , he discovers and seemingly destroys a powerful conspiracy behind all these events .

After solving the Valkyr case and avenging his family , Max is cleared by his contact in the powerful secret society known as the Inner Circle , and returns to the NYPD . In the first sequel , taking place in 2003 , Max begins investigating a series of murders by a shadowy group of professional killers called the Cleaners . Soon , Max reunites with the murder suspect Mona Sax to solve the mysteries of the Inner Circle ; the investigation leads to Mona 's death .

Following the events of the second game , Max is dismissed from the force , and is now addicted to alcohol and painkillers . After a violent mob confrontation , he eventually leaves New York City for the unfamiliar streets of São Paulo , Brazil . Max gets a job working in a security detail for Rodrigo Branco , a wealthy businessman along with Raul Passos who went through police training with Max . After Rodrigo 's wife is kidnapped , Max and Raul discover and then destroy a human organ harvesting ring involving local street gangs , right @-@ wing paramilitary mercenaries and a corrupt Brazilian special police force .

= = = In film = = =

In the film adaptation , loosely based on the plot of the first game in the series , Max Payne , played

by Mark Wahlberg , is a NYPD cop seeking revenge against his family 's killers . When Mark Wahlberg first read Beau Thorne 's script he thought it was " awesome " but became wary after finding out it was based on a video game . Describing his role , Wahlberg said : " It 's probably one of the edgier roles I 've played but also the most layered . Here 's a very happy guy who worked a dismal job , had a beautiful family . But the beauty in his life was taken away . He just goes on a rampage . It 's all driven by emotion . " 3D Realms ' Scott Miller , however , said Max Payne was poorly portrayed in the film , falling short of the game 's standards .

= = = Other appearances = = =

A three @-@ issue Max Payne 3 tie @-@ in digital comic , created and released in partnership between Rockstar Games and Marvel Comics explores Max 's early years and the events prior to the third game in the series . Max was born to Helen and Jack Payne . Max 's father was a PTSD suffering Vietnam veteran who cheated on and sometimes beat his wife . An important influence on the boy was his maternal grandfather ; a college professor who would tell him stories of ancient mythology . Helen died in 1976 , possibly due to her alcoholism ; Jack 's death followed three years later . As a young man , Max graduated from the New York City Police Academy as the top trainee in his class . Several years later , he has first met his future wife Michelle by saving her from two robbers . They married six months later and their daughter was born on February 4 , 1998 .

In 2012 , several sets of Max Payne 's Xbox Live Avatar clothes from the original game were released by Rockstar on the Xbox Live Marketplace . Max Payne 3 Special Edition was bundled with a 10 " tall collectible Max Payne statue made by TriForce . According to an Easter egg in Remedy Entertainment 's Alan Wake , Max died 13 years after the events of Max Payne 2 (in 2016) . However , this is not canonical , as the rights to the series have moved to Rockstar Games . In Rockstar 's 2013 Grand Theft Auto V , the player character Michael can be customized to look like Max in Max Payne 3 .

= = Reception = =

Max Payne was named the year 's best game character by Eurogamer in 2001 . In 2008 , PC Zone ranked him as PC gaming 's seventh @-@ best character , commenting : " He might be a film noir cliché , but Max Payne is a relatively unique specimen in games , with a superb script and suitably smooth voice acting to match . " Game Informer included him on their list of game characters that " shaped the 2000s , " as chosen by the staff and readers alike . In 2011 , readers of Guinness World Records voted Max as the 42nd @-@ top video game character of all time . In 2012 , GamesRadar ranked him as the 23rd " most memorable , influential , and badass " protagonist in video games due to his " series of extraordinary mobster @-@ murdering scenarios . "

Gulf News ranked him as second on their 2011 list of top video game characters , adding that " his no @-@ nonsense , take @-@ no @-@ prisoners attitude won him legions of fans . " That same year , Max was ranked sixth on the list of gaming 's top antiheroes by ScrewAttack , and 360 ranked his name as fifth on their list of the top " manliest " character names on Xbox 360 . IGN featured Max prominently in their 2012 article " A History of Badasses , " ranked him as the gaming 's " most notorious " antihero that same year , and called him " one of video games ' most troubled characters . " In 2013 , Complex ranked him as the 42nd " most badass " video game character of all time . He was also ranked as the eighth " most bad @-@ ass " video game character by The Ultimate Gamer that same year .

In addition , the sex scene between Max and Mona was ranked as the fifth sexiest moment in gaming by Games.net in 2007 , who called it " actually one of the most fitting [sex scenes] ever seen in a video game . " Their affair also ranked as sixth on the list of the most " disastrous game romances " by GamesRadar in 2011 . ScrewAttack , in 2012 , included both the new and the classic versions of the character in Max Payne 3 on their list of top ten " gamer costumes " for Halloween . That same year , GamesRadar included Max among the " 13 unluckiest bastards in gaming , " stating that " it ? s hard to think of a protagonist who gets shit on more relentlessly than Max Payne "

and noting him for having " the most comically overwrought internal monologues ever to appear in a game . "

In 2013 , Complex included Max Payne at the number @-@ two spot on their list of " old school " video game characters who were style icons , as " the gritty , hard @-@ boiled NYC cop look was a perfect fit . " The character 's initial design changes during the long development cycle of Max Payne 3 brought severe criticism from the fan community as well as the media ; UGO commented that " his suave , noir look got booted by trailer trash sensibilities " and blamed Obadiah Stane , Bam Bam Bigelow , John McClane and Kerry King for being " most responsible for Max 's new style . " Keith Stuart of The Guardian opined that , with the third game , Rockstar succeeded in turning " its ex @-@ cop anti @-@ hero into a credible character , " even as there is a " slight disconnect between the shambling Max of the cinematic sequences and the athletic psychopath we control in the interactive sections . "