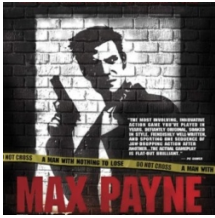


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[Max Payne - Cheats and Hints](#)

Do not corner a man with nothing to lose

After loosing his family in a brutal attack, Max Payne enrolls in the most dangerous missions DEA has to offer. He soon finds out that his family's murder wasn't random at all and with nothing left to live for, he starts going after the real puppeteers. The implications run up to the governmental level but no matter what, he is determined to see them all dead. Here is a little help to make this happen a little easier:

Cheat mode: Start the game with the -developer command line parameter. To do this, go under the properties of your Max Payne desktop icon (right click icon, then select "Properties") then change the entry for the program to "Target: "C:\Program Files\Max Payne\maxpayne.exe" -developer" or something similar. Press [F12] during game play to display the console window, then enter one of the following codes to activate the corresponding cheat function: God mode - god Disable god mode - mortal Debug mode - coder No clipping mode - noclip Disable no clipping mode - noclip_off More Slow-Mo - getbullettime Display frame rate - showfps All weapons - getallweapons Unlimited ammunition - getinfiniteammo Baseball bat - getbaseballbat Baretta - getberetta Sawed off shotgun - getsawedshotgun Pump action shotgun - getpumpshotgun Dual Berettas with full ammo - getberettadual Dual Berettas with full ammo - getdualberetta Desert Eagle with full ammo - getdeserteagle Dual Ingrams with full ammo - getingramdual Dual Ingrams with full ammo - getdualingram Jackhammer - getjackhammer Ingram - getingram 8 pain killers - getpainkillers TMP5 - getmp5 Colt Commando - getcoltcommando Molotov cocktail - getmolotov Grenade - getgrenade M-79 - getm79 Sniper rifle - getsniper Health - gethealth Add indicated amount to health - c_addhealth Set jump height - jump Wounded walk - setwoundedstate Normal walk - setnormalstate More slow motion time - getbullettime Exit game - quitCycle through three camera modes - C Cycle mesh up - [Page Up] Cycle mesh down - [Page Down] Cycle texture set up - [Ctrl] + [Page Up] Cycle texture set down - [Ctrl] + [Page Down] Increase game speed - [Home] Decrease game speed - [End] Set game speed to normal - [Home] + [End] Teleport Max to next start point - [Insert] Teleport Max to previous start point - [Delete] Switches AI Movement Network Conn Visualization - [F7] Switches AI movement Network Node Visualization - [F8] Toggle statistics - [F11] Open console - [F12] External camera left - [Cursor Left] External camera right - [Cursor Right] External camera forward - [Cursor Up] External camera backward - [Cursor Down] Change character model and weapon availability - [Keypad 3] or [Keypad 9] Cycle through chapter locations - [Keypad 0]

The command line parameter can also support the following commands. Do the same just like before except you'll use another command than -developer.

Skip startup dialogue: Start the game with the -nodialog command line parameter.

Skip startup animation sequence: Start the game with the -skipstartup command line parameter.

Screen capture: Start the game with the -screenshot command line parameter. Press [F10] during game play to save a screenshot in the "screenshots" folder in the main game folder.

Disable 3D graphics preload: Start the game with the -disable3dpreloads command line parameter. This may prevent crashes due to the system running out of texture memory while loading a level.

Windowed mode: Start the game with the -window command line parameter. Note: This cannot be used with 3D accelerators.