MAX PAYNE 4

BLUEPRINT ROADMAP / STORYLINE OUTLINE

CORE PREMISE & SETTING

2017

Six years after the events that triggered Anthony DeMarco's wrath (late 2011), Max Payne is living in exile. He feels deeply homesick and wants to return to New York. Raul Passos strongly advises against it, warning that both of them are "dead men" if they set foot in the city again.

Despite the warning, Max returns. An ambush is waiting for him at the airport. Mona Sax, who has been waging a relentless six-year shadow war against the entire DeMarco family (2011–2017), has been hunting for the exiled Max. She arrives at the airport at the same critical moment and intervenes, saving Max from the trap.

UNEASY ALLIANCE

From this point the three of them — Max, Passos, and Mona — are forced into an uneasy alliance against Anthony DeMarco and his empire.

CHARACTER COLOR KEY

MAX PAYNE — Crimson Red

MONA SAX — Dark Magenta

RAUL PASSOS — Brazilian Green-Yellow

"The pain is only just beginning."

ACT I Chapters 1 – 15

FOCUS

Immediate fallout of the airport ambush, escaping the transit system, establishing a safehouse, and realizing the true scale of DeMarco's surveillance network. After the ambush, the narrative shifts toward Passos's past as a former cartel boss under El Berto Pérez.

MISSION THEMES / LOCATIONS

- Warehouses
- Apartments
- Police stations
- Russian brothel motel
- Streets & alleyways (slums)
- Subway stations and offices
- Cartel mansion (midway through the act)

FLASHBACK STRUCTURE

- **MAX** — Work with partner Alex in 1996, before the events of Max Payne 1
- **PASSOS** — Rise within El Pérez's cartel in 2001
- **MONA** — Early stages of her personal war against the DeMarco family
  (introduced later in the act)

ACT II Chapters 15 – 27

FOCUS

Sergei Lem, vengeful younger brother of Vlad Lem. Upon learning that Max has returned to New York, Sergei holds a bitter grudge for Max's killing of Vlad (shot and sent tumbling into a pile of burning debris). He vows to destroy both Max and Mona in the name of his dead brother.

MISSION THEMES / LOCATIONS

- New York harbor docks and freighters
- Dock warehouses
- Restaurant set-piece (homage to "No Payne, No Gain" from Max Payne 1)
- Bars
- Ballrooms
- Underground artillery hideouts

FLASHBACK STRUCTURE

- **MONA** — Deeper dive into her history; partially covers gap between MP1 & MP2
- **MAX** — Events between Max Payne 1 and Max Payne 2
- **PASSOS** — Fall from the cartel in 2003

ACT III Chapters 27 – 40

FOCUS

The final, explosive assault on the DeMarco empire. Player choices and performance across these ten chapters determine the fate of the trio and unlock one of four distinct endings.

FOUR DISTINCT ENDINGS

Determined by player choices & performance across the final ten chapters.

FLASHBACK STRUCTURE

- **MAX** — Events after Max Payne 3 but before the start of Max Payne 4
- **MONA**
  - Aesir flashback set during Max Payne 1 (what happened after she disappeared in the elevator and how she ended up at the building)
  - Additional missions covering her ongoing war with the DeMarco family
  - Final flashback explaining the origin of the scar on her left cheek
- **PASSOS** — The cartel's betrayal of Passos in 2008

CHARACTER FLASHBACK TIMELINES

Summary of interleaved flashback missions across all three acts

RAUL PASSOS

2001 — Working with / rising inside the cartel

2003 — Fall from the cartel

2008 — Betrayed by the cartel

MONA SAX

- Key moments from her side of the Max Payne 1 storyline
- Majority of flashbacks focus on her six-year shadow war against Anthony DeMarco Sr. and the DeMarco family gang (2011–2017)
- One dedicated flashback explains how she received the scar on her left cheek

MAX PAYNE

- Flashbacks between Max Payne 1 and Max Payne 2
- Flashbacks covering the years after Max Payne 3 but before the events of Max Payne 4

Players experience roughly the past 5–6 years through these interleaved flashback missions, giving full context for why Max, Passos, and Mona are where they are in 2017 and why Mona was in position to save Max at the airport ambush.