

Benchmark 2X Sapphire HD 7850 Crossfire

(Intel i7 2.8 GHZ, 8GB DDR3 RAM)

All games maximum settings**1680X1050**

	Crysis 2	ShipSim Ex	Tomb Raider	Mafia 2	Minecraft	Just Cause 2	F.E.A.R. 3	Metro 2033	Mass Effect 3
	4x AA	2x AA	4x AA	2x AA	2x AA	4x AA	4x AA	4x AA	4x AA
Min FPS	72	4	48	46	39	57	56	31	55
Max FPS	130	23	85	83	59	63	63	91	64
Average	98	12.3	61.7	63	52.5	60	60	75.5	61.8

*1

*2

*1 *Oceana, Atlantic ocean**2 *No TressFx. This results in a framedrop of 30-60FPS just to see some dynamic hair. Not worth it.***Best results based on average framerate:**

- 1 **Crysis 2** 98 FPS
- 2 **Metro 2033** 75.5 FPS
- 3 **Mafia 2** 63 FPS
- 4 **Mass Effect 3** 61.8 FPS
- 5 **Tomb Raider** 61.7 FPS
- 6 **Just Cause 2 & F.E.A.R. 3** 60 FPS
- 7 **Minecraft** 52.5 FPS
- 8 **ShipSim Ex** 12.3 FPS

Conclusion:

By far Crysis 2 shows the best improvement from an average of 55 FPS with one GPU to 98 FPS with Crossfire.

Ship Simulator Extremes and Mafia 2 showed no difference.

It is likely I haven't set M2 up properly as average FPS of 98 was found with older GPU cards from other benchmarks.

Just Cause and F.E.A.R. are frame limited and do visually not exceed 60FPS. Metro 2033 is known for a game that is too heavy on requirements. Funny enough it scored #2 on this list. Mass Effect 3 and Tomb raider are an open issue. Depending on the Anti Alias settings it can vary immensely. TR once showed an average of 90 FPS. Unfortunately I did something to cause it to decrease.