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INTRODUCTION

Far Cry™ is a tactical, first-person-perspective action game set in a tropical paradise. Throughout play you will be informed of the story and objectives by occasional video sequences and prompts on the heads-up display (HUD).

A Perfect Vacation...Turned Perfectly Deadly

Some claim Jack Carver left the Ocean Patrol in search of a new life, others that he was ousted against his will. Whatever his reasons, Jack now goes where the currents carry him, transporting tourists and small cargo among the remote islands of the South Pacific. But when a fetching journalist hires him to escort her to an uncharted island in Micronesia, his sun-drenched life takes a chilling turn.

Heading for a carefree utopia of white sands and crystal waters, Jack and journalist Valerie discover instead a jungle turned battle zone. Behind the lush canopies and lazy hillsides, bent minds conspire, fashioning their dark agenda under the vicious guard of radically equipped mercenaries. Jack may not know it just yet, but he's a far cry from R & R. It's going to be all-out war as he fights to outlast the evils of this vacation gone to hell.

System Requirements

This game contains technology intended to prevent copying that may conflict with some disc and virtual drives. Supported Chipsets at Release:

NVIDIA® GeForce™2/3/4/FX families (NVIDIA-based cards must have ForceWare™ drivers 53.03; GeForce 2 and GeForce 4 MX cards do not support all graphics features)
ATI® Radeon™ 8500/9000 families (ATI Radeon 9500–9800 XT recommended; ATI-based cards must have Catalyst™ drivers 3.9)
(laptop models of the listed cards are not fully supported)

The chipsets listed are the only ones that will run this game. Additional chipsets may be supported after release. For an up-to-date list of supported chipsets, please visit the FAQ for this game on our support website at: http://support.ubi.com.

Minimum Requirements

Supported OS: Windows® 98SE/2000/XP (only)

Processor: AMD Athlon™ 1 GHz or Pentium® III 1 GHz

RAM: 256 MB

Video Card: 64 MB DirectX® 9.0b-compatible graphics card (see supported list)

Sound Card: DirectX® 9.0b-compatible PCI card

DirectX Version: DirectX 9.0b (included on disc)

CD-ROM: 4x DVD or 16x CD-ROM

Hard Drive Space: 4 GB

Multiplayer: Broadband with 64 Kbps upstream to play (512 Kbps upstream to host 8 players)

Recommended Requirements

Supported OS: Windows 98SE/2000/XP (only)

Processor: AMD Athlon 1 GHz or Pentium III 1 GHz (AMD Athlon XP Model 2000+ or above or 2 GHz Pentium 4 recommended)

RAM: 512–1024 MB

Video Card: 128 MB GeForce 4 128 MB to GeForce FX 5950; ATI Radeon 9500–9800 XT

Sound Card: Sound Blaster® Audigy® series

DirectX Version: DirectX 9.0b (included on disc)

CD-ROM: 8x–16x DVD or 32x CD-ROM

Hard Drive Space: 4 GB

Multiplayer: Broadband with 64 Kbps upstream to play (512 Kbps upstream to host 8 players)

Installing and Running Far Cry

1. Insert the Far Cry CD and the setup should begin automatically. If not, use Windows Explorer to locate your CD drive and run the file labeled setup.exe in the root folder of the Far Cry CD.

2. The installation wizard will guide you through the setup process.

3. To start the game, browse Start>Ubisoft>Crytek>Far Cry and click Play Far Cry.

To Uninstall Far Cry:

Either click Start>Programs>Ubisoft>Far Cry>Uninstall Far Cry or use the Windows Add/Remove Software utility.

GAME SETUP

This is the screen you will see when Far Cry has loaded.

Campaign (Single Player)

Click Campaign to start a single-player game. To load a previously saved game, go to the Campaign screen, press Load Checkpoint, then select the level and the checkpoint you want from both lists. The lists of available maps and checkpoints depend on your progress through the campaign.

Multiplayer

Click Multiplayer to create or join a multiplayer game. The Multiplayer window shows active servers, including the following information.

Multiplayer Information

• Name: The name of the server hosting the multiplayer game.

• Map: The map being played on that server.

• Players: The number of players already in the game/the total number of players allowed.

• Mode: The play mode of the current game.

• Ping: The ping time (milliseconds) to the listed server from your machine.

Select a game and click Join, or you may prefer to create a server. Click the Refresh button to search for new servers.

Create Server Options

• Team Damage: Allow players on the same team to do damage to each other (friendly fire).

• Min Players: Set the minimum number of active players before the game can start (min is 0).

• Max Players: Set the maximum number of players (including spectators) allowed in the game (max is 32).

• Game Type: Choose a game mode from the drop-down menu. These modes are discussed in more detail in the Playing Far Cry > Multiplayer section.

• Server Name: Set the name that will identify the game to other players.

• Password: Type a password here to password-protect the server.

• Select Map: Select a map on which to play the game.

• Load/Save: Store server settings in named profiles.

• Respawn Time: Set the delay between dying and respawning.

• Time Limit: Set the time before the end of the round.

• Ubi.com™: Toggle the Internet-ready server (use this to host Internet games).

• Launch: Start the server using your settings.

Options

Click Options to personalize player settings and controls.

Game Options

To personalize these settings, click Player in the Options menu. Choose a model from the drop-down list and type a name into the provided box. You may also toggle or alter the following: corps stay, lazy weapon, multiplayer name, model, and color.

Control Options

Click Control Settings to list all controls and current bindings. The controlled action is listed on the left with the action's context in brackets behind it. To change a control, double-click the table entry for the control and, when prompted, press the new key for the selected control. See the Default Key Controls section for a full list of controls and default bindings.

Video Options

Changing default video settings may improve the performance of the game at the cost of visual appeal. By default, all settings are set to match the capabilities of recommended machine specs. Should you choose to change your recommended video options and then prefer to auto-detect, simply browse Start>Ubisoft>Crytek>Far Cry and click Configure Far Cry.

Video Options

• Renderer: Select your rendering option (i.e., Direct3D®9).

• Resolution: Choose from a list of all available resolutions.

• Anti-Aliasing: Turn full-screen anti-aliasing on or off (different quality settings are possible).

• Brightness, Contrast, and Gamma Sliders: Adjust your display device properties (Monitor/TFT/TV).

• Full Screen: Check this to play in full-screen mode.

• Vertical Synch: Check this to synch display rate to monitor's refresh rate.

• Render Mode: Select one of the supported render styles (Normal, Cold, Paradise, and Cartoon).

Video Options: Advanced

• Auto Detect: Set the video options to match your machine's individual capabilities.

• Very High: See all eye candy at the cost of performance. Recommended for top-of-the-line machines only.

• High: Set the video options to match high-spec configurations.

• Medium: Set the video options to match medium-spec configurations.

• Low: Set the lowest video quality for best performance, especially on low-spec machines.

• Texture Quality: Set the texture quality (texture, light maps, bump maps, detail maps) to low, medium, high, or very high.

• Texture Filter Quality: Set the texture-filtering quality (bilinear/trilinear) to low, medium, high, or very high.

• Anisotropic Filtering Level: Set the anisotropic filtering level (1, 2, 4).

• Particle Count: Set the number of particles allowed on-screen to low, medium, high, or very high (the higher the count, the more realistic the particle effects are).

• Special Effects Quality: Set the quality of various special effects to low, medium, high, or very high (this must be set to at least medium to enable Render Mode selection in the Video Options menu).

- Environment Quality: Set the quality of the environment (fog, decals, mirrors and reflections, object detail) to low, medium, high, or very high.

- Shadow Quality: Set the quality of dynamic shadows in the game to low, medium, high, or very high (turns on stencil shadow and shadow maps).

- Water Quality: Set the quality of the water to low, medium, high, very high, or ultra high (turns on reflections, refractions, and their update factors).

- Lighting Quality: Set the quality of the lighting (bump-mapping quality, quality of character lighting, and quality of light maps).

Sound Options

- Sound FX Volume: Adjust the volume of sound effects and voices in the game.

- Music Volume: Adjust the volume of the dynamic background music in the game.

- Speaker Setup: Set up various speaker configurations (Monaureal, Stereo, Headphones, Quadrophonic, Surround, Dolby® 5.1).

- Compatible Mode: Select this option to auto-detect for your sound hardware should you experience any playback issues with your installed sound card.

- Doppler Effect: Same as in table.

- Hardware Mixing: Check this to turn on the mixing of sounds in hardware.

- Enable EAX™: Check this to enable EAX effects (needs hardware mixing).

- Enable Music: Check this to turn in-game music on or off.

- Music Quality: Set the quality of music played in the game to low, medium, high, or auto detect to automatically adjust the music quality to your machine speed.

Profiles
Click Profile to manage your profiles. Select the profile you'd like to play with or create a new one.

Demo Loop
Click this button to run a continuously looped demo of Far Cry.

Credits
Use this function to view the credits.

Quit
Use this function to exit the game.

PLAYING FAR CRY
Main Characters

Valerie Constantine

An American photo-journalist working for Exotic Travel magazine, Val seems a bit too professional for your run-of-the-mill freelance photographer.

Jack Carver

A charter boat captain in the South Pacific, Jack has been hired to take Val to an uncharted island in Micronesia, ostensibly to take pictures of the little-known Japanese WWII ruins there.

Harlan Doyle

Harlan is Jack's main contact on the island once the mystery begins. He seems to know a lot about what is going on, but is none too eager to reveal his own identity.

George Wilhelm Krieger

Formerly a World Health Organization scientist, he disappeared some five years ago under mysterious circumstances surrounding his controversial genetics research.

Col. Richard Crow

A soldier of fortune of unknown origin, he heads the mercenary force that protects Dr. Krieger's island installation.

Mercenaries

Hired goons. Scum of the earth. Trained killers. They aren't paid to ask questions.
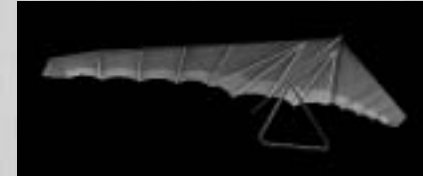
Vehicles

Inflatable Boat: Quiet, sturdy, and easy to operate, it is perfect for moving through the water quickly and quietly.

Buggy: Light, fast, and hard to break, the buggy is good for crossing almost any kind of terrain.

Humvee: Heavier, stronger, and more powerful than the buggy, the Humvee is designed for getting a lot of people somewhere quickly and safely.

Patrol Boat: Fast, sturdy, and armed, this boat is useful for getting across contested water in a hurry.

Big Truck: This all-purpose vehicle is used for moving cargo on the islands.

Forklift: Fun to drive, but certainly not combat-ready. Use these for indoor transport.

Hang Glider: This lightweight personal wing can be used for emergency airborne transportation.

Helicopter Gunship: This fast-attack chopper is used for troop insertion and air support. (Not used by Jack.)

Cargo Chopper: This large twin-rotor chopper is used for heavy cargo liftingand troop transport. Watch out for the reinforcements it brings. (Not used by Jack.)

Weapons

Machete: Never go into the jungle without a really big knife.

Fire Mode 1: Melee Attack

Falcon .357: Massive-caliber semi-automatic handgun.

Fire Mode 1: Semi-Automatic
Zoom Mode: Aimed Mode

P90 SMG: Modern SMG, designed for a high volume of fire in a light and quick-loading weapon.

Fire Mode 1: Automatic
Zoom Mode: Aimed Mode

MP5 SMG: Silenced SMG, designed for high firepower with minimum sound and flash.

Fire Mode 1: Automatic
Fire Mode 2: Single Shot
Zoom Mode: Aimed Mode

M4 Assault Weapon: Standard assault rifle. Offers high rate of fire and reasonable accuracy over medium ranges.

Fire Mode 1: Automatic
Fire Mode 2: Single Shot
Zoom Mode: Aimed Mode

AG36: Assault rifle with a parabolic grenade launcher. Useful for lobbing grenades long distances over walls and obstacles, and for engaging in long-range combat.

Fire Mode 1: Automatic
Fire Mode 2: Grenade Launcher
Zoom Mode: Scope

OICW Assault Weapon: Advanced assault rifle with integrated scope and HE munitions. A great assault weapon for mid- to long-range combat in open terrain.

Fire Mode 1: Automatic
Fire Mode 2: HE Munitions
Zoom Mode: Scope

Jackhammer Shotgun: Semi-automatic shotgun. Perfect for clearing corridors or tight indoor spaces.

Fire Mode 1: Semi-Automatic
Zoom Mode: Aimed Mode

Sniper Rifle: Sniper rifle with high-optics scope for extreme long-range combat.

Fire Mode 1: Single Fire
Zoom Mode: Scope

Machine Gun: Infantry assault machine gun. Puts a lot of metal in the air, but at the cost of accuracy.

Fire Mode 1: Automatic
Zoom Mode: Aimed Mode

Rocket Launcher: Slow and heavy weapon capable of dealing massive damage at long range.

Fire Mode 1: Single Fire
Zoom Mode: Scope

Handgrenade: Use these to take out groups of enemies and blow things sky high.

Flashbang Grenade: Creates a massive noise and flash effect that temporarily disables anyone in range.

Smoke Grenade: Smoke creates cover anywhere.

Rock: You can always throw rocks – they do no damage, but you can use them to make noise and distract the enemy.

Mounted Weapons

Mortar: Extreme-range parabolic explosive delivery system.

Mini-gun: Mounted weapon capable of extremely high rate of fire.

Pickups

Grab these to add health, ammo, armor, or weapons.

Binoculars: With up to 24x zoom, a motion tracker that allows you to find and track distant enemies, and a directional mike that allows you to hear noises from a great distance.

CryVision Goggles: These goggles allow a special CryVision viewing mode – a hybrid of low-light and thermographic imaging.

Detonation Pack: The detonation pack contains placeable explosives withime-delay explosion.

Flashlight: The flashlight clips to clothing and has an almost endless battery life.
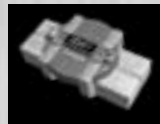
Health: Small and large medic kits restore your health.

HUD (Heads-Up Display)
HUD Guide – Normal HUD

1. Awareness Scope: Shows you the location of all the sounds you hear around you as a series of concentric circles. Additionally, when you have tagged an enemy with your binoculars, you can see them as a bright dot. The dot's color indicates how excited they are – based on whether they've spotted you or not. You can also see all mission goals as a glowing blue dot.

2. Stealth-o-Meter: Shows you how likely you are to be sensed by nearby enemies.

3. Impact Indicator: Shows the direction from which you were hit.

4. Compass: Indicates which direction you are facing.

5. Health Bar: Indicates your health level.

6. Stamina Bar: Indicates current levels of stamina. Stamina is used for sprinting and for breathing underwater.

7. Armor Bar: Shows your armor level. If it drops to zero, you are more vulnerable and will begin losing health when hit.

8. Ammo Indicator: Indicates the remaining ammunition for your current weapon's two attack modes.

9. Grenade Indicator: Shows the number and type of grenades you have readied. Each type of grenade has a different icon.

10. Vehicle Damage Bar: Shows how much damage your vehicle has sustained.
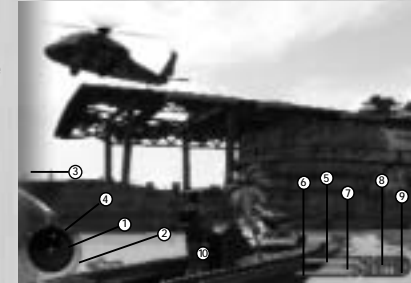
Multiplayer

Game Modes

Far Cry has three multiplayer game modes. Each mode has different strategic requirements, which are especially important for the class-based team modes.

Multiplayer Game Modes

• Free For All (FFA): There are no teams. The player with the most kills wins.

• Team Deathmatch (TDM): Teams compete to score kills or frags. The team with the most kills wins.

• Assault: One team must lead an assault on a defensive position held by the other team.

Joining a Team

At the Limbo screen, you can select which team to join and also your character class (if appropriate). You can return to the Limbo screen during play, but you will be vulnerable to attack.

Character Classes

Character classes are used in the Assault modes only. In these modes, players choose character class and team allegiance in the Limbo screen before spawning into the game.

Player Classes

Grunt: The grunt is the toughest of soldiers, with the best of weapons. This class is ideally suited to combat.

Sniper: The sniper is at his best when hidden away from the heat of battle, where he can use the deadly sniper rifle to support other soldiers.

Support: The support-class character is very handy for building and repairing bases. He is equipped with health packs to heal the wounded on your team, and he is capable of destroying enemy buildings.

DEFAULT CONTROLS

L and R mean Left and Right in the case of mouse buttons or repeated keys such as Shift or Ctrl. MB stands for Mouse Button; MW, for Mouse Wheel. Other keys are named by their label on a standard QWERTY keyboard. Binding Two is an alternative setting and is not necessarily bound.

Some features may not be implemented at the time of this manual's release (or ever). These controls are not included in the manual.

Key bindings can be changed from the Far Cry menu by choosing Options>Controls.

Keys

Movement Controls

Control	Binding One	Binding Two	Function
Forward	w	Num 5	Walk, run, swim, or drive forward or backward.
Backward	s	Num 2	
Run left	a	Num 4	Run to either side while maintaining forward orientation
Run right	d	Num 6	(also called "strafe").
Run/walk	Z		Hold this down to run or walk. You will walk if Always Run is off, or run if Always Run is on.
Jump	Space	Num Enter	Jump, swim up, or climb ladders.
Crouch/duck	L Ctrl	Num 0	You can shoot while crouched.
Prone	v		Good for hiding and very good for sniping.
Lean left	q	Num 7	Lean either way to sneak a look at enemies while
Lean right	e	Num 9	providing a small target.
Sprint	L Shift		Enables a short burst of really fast movement. Watch your stamina bar, or you may die from overexertion!

Weapon Controls

Control	Binding One	Binding Two	Function
Attack	LMB		Fire weapon, attack with melee weapon, or throw projectile weapon.
Attack toggle	x	Num Lock	Toggle the attack mode for weapons that have two attacks.
Reload	r		Reload weapon.

Control	Binding One	Binding Two	Function
Previous weapon	MW Down	PgUp	Choose the weapon slot below the weapon you are holding.
Next weapon	MW Up	PgDn	Choose the next weapon slot.
Throw	g	Num 8	Throw a rock (by default) or the selected grenade type.
Drop weapon	j		Drop your current weapon.
Cycle grenades	h		Cycle through the available grenade types.
Quick-switch weapon	1 2 3 4		Only four weapons can be carried. A weapon must be dropped before another can be picked up and carried in the empty slot.

Vision Controls

Control	Binding One	Binding Two	Function
Use weapon sight	Right MB		Press to aim your weapon.
Zoom in weapon sight	MW Down	+	Increase the magnification of the sighting scope on the sniper rifle and AG36 assault rifle.
Zoom out weapon sight	MW Up	-	Decrease the magnification of the sighting scope on the sniper rifle and AG36 assault rifle.
Binoculars	b	*	Raise the binoculars to your face.
Zoom in binoculars	MW Down		Increase the zoom of the binoculars.
Zoom out binoculars	MW Up		Decrease the zoom of the binoculars.
CryVision goggles	t		Put the thermal vision goggles on or take them off.
Flashlight	l	Num /	Switch the flashlight on or off.

Vehicle-Specific Controls

Control	Binding One	Binding Two	Function
Enter vehicle	f	Num Enter	The same control as the Use function. Press it to enter a vehicle when you are close enough.
Exit vehicle	f		Exit a vehicle.
Change seat	L Shift		Change seats in the vehicle.
Fire mounted weapon		LMB	Uses the same attack control as a handheld weapon.
Lights	l		Turn vehicle lights on or off.

Miscellaneous Controls

Control	Binding One	Binding Two	Function
Use item	f	Num Enter	Place a charge, build a base, get in a vehicle, etc.
Get briefing	Tab		Retrieve the last HUD briefing to review your objective.
Hold breath	Space		Help to steady the barrel of scoped weapons when sniping.

Multiplayer-Specific Controls

Control	Binding One	Binding Two	Discussion
Chat all	y		Send message to all.
Chat team	u		Send message to your team.
View scoreboard	Tab		View the multiplayer scoreboard.
Limbo hotkey	Esc		Switch to Limbo screen.

AMD64

Future releases of Far Cry will contain a beta version optimized for AMD64. AMD64 gives you the advantages of 64-bit computing while preserving compatibility with existing 32-bit software, so you can run the 32-bit version of Far Cry now and upgrade to the AMD64 optimized version when it becomes available. AMD64 improves performance for many applications by evolving the industry-standard x86 architecture from 32- to 64-bit. 64-bit computing allows software to process and access more data than is possible with 32-bit computing. The Far Cry AMD64 beta version will offer gamers a preview of the potential of AMD64, giving you higher frame rates and the ability to play larger maps more efficiently.

Please go to **http://www.amd.com/farcry** for the latest information on how you can obtain the AMD64 version of Far Cry when it becomes available. You'll also find links to detailed information on AMD64 technology and AMD Athlon™ 64 and AMD Athlon 64 FX processors.
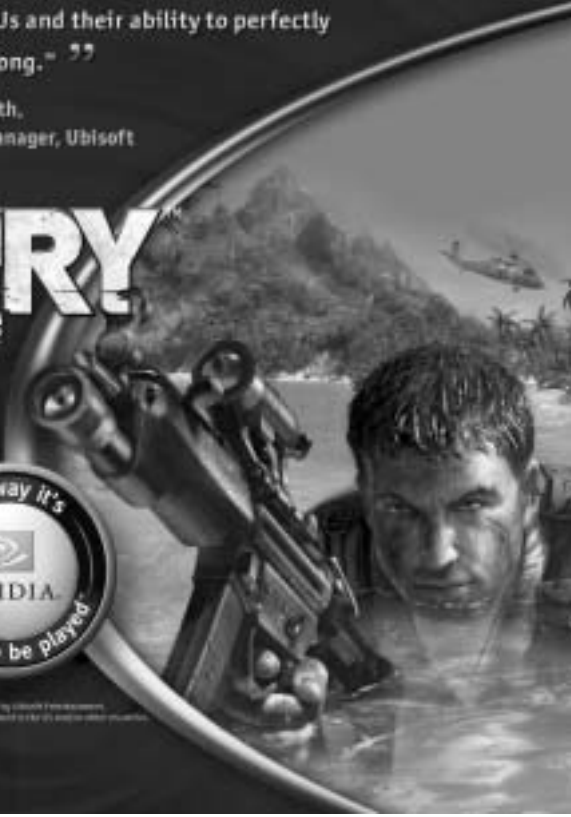
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AMD
64

Far Cry pushes the boundaries of the First-Person-Shooter genre thanks to NVIDIA GPUs and their ability to perfectly render paradise ... gone wrong."

—Cord Smith,
Brand Manager, Ubisoft

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