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BINK VIDEO

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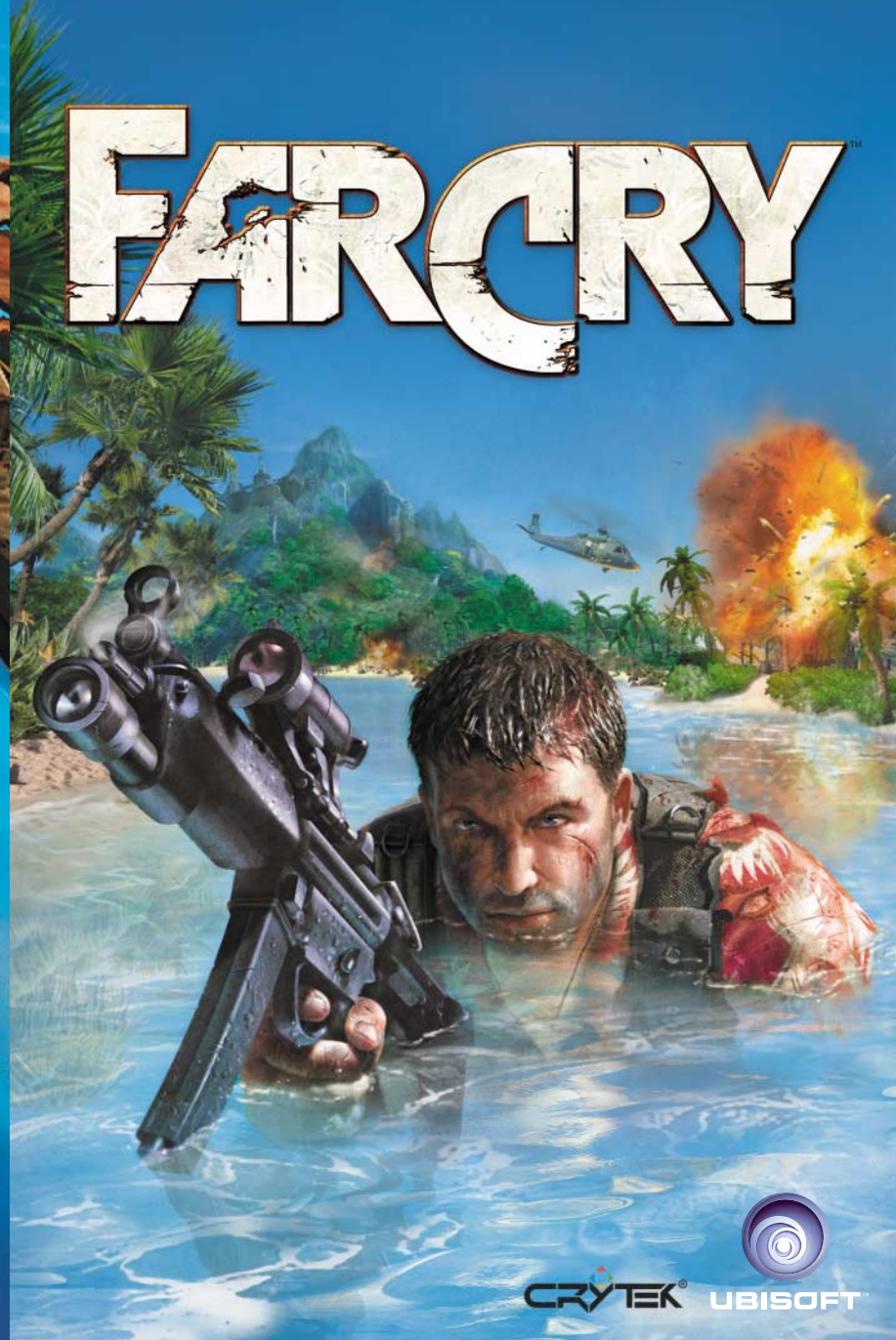
FARCRY™



CRYTEK® UBISOFT™

WARNING: READ BEFORE PLAYING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a computer screen, or while playing video games, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing.
If you experience any of the following symptoms while playing a video or computer game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

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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) .

Stranded in Paradise...

Jack Carver has left his mysterious and bitter past behind and dropped out of society to run a boat-charter business in the South Pacific. He is hired by Valerie Constantine to take her secretly to an uncharted island in Micronesia. After Val is safely delivered to the island, Jack's boat is suddenly attacked by mercenaries. Jack manages to escape but is stranded thousands of miles from home. With his only friend lost somewhere in the depths of the jungle he must now find his way back to civilisation.

System Requirements

COMPONENT	MINIMUM	RECOMMENDED	HIGH
Operating System	Windows 98 SE	Windows 2000	Windows XP
Processor	Pentium 3 1000 Mhz / AMD Athlon™ 1.0 GHz	Pentium 4 2000 Mhz / AMD Athlon XP 2000+*	Pentium 4 3000 Mhz / AMD Athlon 64 3000+* / AMD Athlon 64 FX-51
Memory (RAM)	256 MB	512 MB	1024 MB
HDD Space	4 GB	4 GB	4 GB
Graphics Card	GeForce 2 64MB / ATI 8500	GeForce 4 128 MB / ATI 9500	Radeon 9800 Pro / GeForce FX 5950
DVD Drive	4x DVD or 16x CD-ROM	8x DVD or 32x CD-ROM	16x DVD
PCI Soundcard	DirectX9 Compatible	DirectX9 Compatible	DirectX9 Compatible
Internet / LAN connection (for online play)	64 Kbps upstream to play / 512 Kbps upstream to host 8 players	64 Kbps upstream to play / 512 Kbps upstream to host 8 players	64 Kbps upstream to play / 512 Kbps upstream to host 8 players

* This model number indicates relative software performance among AMD processors AMD, the AMD Arrow logo, AMD Athlon, and combinations thereof are trademarks of Advanced Micro Devices, Inc.

Installing and Running Far Cry

1. Insert the Far Cry CD or DVD and the setup should begin automatically. If not, use Windows® Explorer to locate your CD or DVD drive and run the file labeled setup. exe in the root folder of the Far Cry CD or DVD.
2. The installation wizard will guide you through the setup process.
3. To start the game, click start>programs>Ubisoft>Farcry>Play Farcry

GAME SETUP

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

Campaign (Single Player)

On the Campaign screen, press Start to start a new game, or press Load Check Point and select both a level and a check point to load a previously saved game. The list of available maps and check points depends 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.
- Mod: 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 active players 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 (when Respawn Cycle is on) .
- 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

Choose a model from the drop-down list and type a name into the provided box.

Control Settings

Click Control Settings to list all controls and current bindings. All of the available actions are listed on the left of the screen. 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 Settings

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 the recommended machine specs. The first time you start the game, the Options menu will automatically open to ensure that you configure the game properly. Click Video in the Options menu to access these options.

Video Options

- Renderer: Select Direct3D® 9/ OpenGL.
- 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 range 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, anisotropic) to low, medium, high or very high.
- 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 or very 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).
- 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.

Music Test

Use this function to select and hear the different themes and moods that will play in the game.

Credits

Use this function to view the credits.

PLAYING FAR CRY

Main Characters

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.

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.

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 not too eager to reveal his true identity.

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.

Game World Features

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.

4WD Vehicle: Heavier, stronger, and more powerful than the buggy, the 4WD vehicle 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.

Utility 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 light weight personal wing can be used for emergency airborne transportation.

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

Helicopter Gunship: This fast attack chopper is used for troop insertion and air support. (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 rate 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 High Explosive munitions. A great assault weapon for mid to long range combat in open terrain.
Fire Mode 1: Automatic
Fire Mode 2: High Explosive 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 optical scope
for extremely long range combat.
Fire Mode 1: Single Fire
Zoom Mode: Scope

Machinegun: 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

Hand Grenade: 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.

Throwable 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: Extremely long range parabolic explosive delivery system.

Vulcan Minigun: Mounted weapon capable
of extremely high rate of fire.

Pickups Grab these to add health, ammo, armour or weapons.

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

Flashlight:
The flashlight clips to clothing and has an almost endless battery life.

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
with time delay explosion.

Health: Small and large medical kits restore your health.

HUD (Heads Up Display)
HUD Guide – Normal HUD

- 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 agitated they are – based on whether they've spotted you or not. You can also see all mission goals as a glowing blue dot.
- Stealth Meter: Shows you how likely you are to be sensed by nearby enemies.
- Impact Indicator: Shows the direction from which you were hit.
- Compass: Indicates which direction you are facing.
- Health Bar: Indicates your health level.
- Stamina Bar: Indicates current stamina level of stamina. Stamina is used for sprinting and for breathing underwater.
- Armour Bar: Shows your armour level. If it drops to zero you are more vulnerable and will begin losing health when hit.
- Armour Indicator: Indicates the remaining ammunition for your current weapon's two attack modes.
- Grenade Indicator: Shows the number and type of grenades you have readied. Each type of grenade has a different icon.

Multiplayer

For more detailed multiplayer resources please visit the official Far Cry website at:
http://www.farcry-thegame.com

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

- FFA (Free for all): There are no teams. The player with the most kills wins.
- TDM (Team Deathmatch): 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. Default 2 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 on off, or run if Always Run is off on.
Jump	Space	Num Enter	Jump, swim up, or climb ladders.
Crouch/duck	LCtrl	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	LShift		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.
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 type.	g	Num8	Throw a rock (by default) or the selected grenade
Drop weapon	j		Drop your current weapon.
Cycle grenades	h		Cycle through the available grenade types.
Quick- switch	1,2,3,4		Only four weapons can be carried. A weapon must be dropped before another can be picked up or 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	MW Down	+	Increase the magnification of the scope on the AW50 sniper rifle and AG36 assault rifle.
Zoom out	MW Up	-	Decrease the magnification of the scope on the AW50 sniper rifle and AG36 assault rifle.
Binoculars	B	*	Look through the binoculars and tag enemy targets
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 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	LShift		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.
View briefing	Tab		Review your current objectives.
Hold breath	Space		Helps steady the barrel of scoped weapons when sniping.

Multiplayer 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.

Take Far Cry to the next level!

Visit http://www.farcry-thegame.com and discover :

- New maps and mods created by the community.
- Detailed multiplayer guides to help you get the most out of the game.
- Forums to discuss all aspects of Far Cry with other gamers.
- Regular competitions challenging you to be the best.
- The latest news, information, screenshots, pc wallpaper and much, much more.

UBISOFT CONTACTS AT YOUR DISPOSAL

TECHNICAL SUPPORT

NEW: To serve you better Ubisoft is now providing full ONLINE support, to solve your gaming problems quickly and efficiently.

Simply go to http://www.ubi.com and click on support to visit the Ubisoft "Frequently Asked Questions" section.
By visiting our FAQ database, you can find exactly the same answers that are available to you by calling or sending email to our support representatives. This service is free and available 24/7!
If for any reason you do not find the answer to your question, you can click on the Ask a question link in the FAQ to send us an email, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time.
Make sure to include all information on your system, your problem, and the game you are playing.
If you do not have Internet access, our support representatives can assist you from 9:00 am until 7:00pm, Monday – Friday (excluding bank holidays) on 0905-482-0109. Calls cost 30p per minute.
Please be at your system when calling Ubisoft for support.

Australian technical support
Technical Support Info Hotline
1902 262 102
(calls are charged at $1.98 per minute including GST. Higher from public and mobile phones).

HINTS & TIPS

Looking for cheats to go up to the next level? Call one of our representatives for hints and tips on 0906 643 0200 between 9.00 am and 7.00 pm, Monday - Friday (excluding bank holidays).
Calls cost £1.50 per minute. Please ask permission from the person who pays the bill.

WARRANTY

Ubisoft offers a Technical Support service which details are indicated in the text of the manual relative to Technical Support. When you (the "User") contact Technical Support, please be as specific as you can be about the problem you are experiencing and have the below details available:

- The name of the manufacturer of your computer system
- The brand and speed of the processor
- How much RAM you have
- The version number of windows you are using (if you aren't sure, right-click on the my computer icon on your desktop and select 'properties')
- The manufacturer name and model number of your video card, modem, and sound card.

Ubisoft guarantees to the original buyer of the multimedia product that the compact disc (CD) supplied with this multimedia product shall not show any fault during a normal-use period of one hundred and eighty (180) days from the invoiced date of purchase, or any other longer warranty time period provided by applicable legislation.

Please return any defective multimedia product by registered letter to: Technical Support together with this manual and your registration card if you have not already sent it to us. Please state your full name and address (including postcode), as well as the date and location of purchase. You may also exchange the multimedia product at the place of purchase.

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The User recognises expressly that he uses the multimedia product at his own risk.
The multimedia product is provided as is, without any warranty other than what is laid down above. The User is responsible for any costs of repairing and/or correcting the multimedia product.
To the extent of what is laid down by law, Ubisoft rejects any warranty relating to the market value of the multimedia product, the User's satisfaction or its capacity to perform a specific use.
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