



Introduction

Impossible odds, giant explosions, an alien menace, and dazzling effects. Crysis is like playing a summer blockbuster. Packed full of fantastic sci-fi technology and wide open levels that become a playground for mischief and conquest, Crysis is everything a shooter should be. But super though your powers may be, fighting off an army and another planet nearly on your own is a tall order for any Special Forces op. That's why IGN is here to help, as always.

In this Crysis guide you'll find:

- **Walkthrough:** We take you through every encounter in the game, and discuss the most effective strategies to complete your objectives quickly and efficiently.
- **Enemies:** A full list of enemies you'll encounter and some strategies to handle them.
- **Vehicles:** All the ways to get around - and some of the ways your enemy will as well.
- **Weapons:** Learn the tools of the trade with a full list of weapons.

Guide by: Travis Fahs

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Crysis Basics

Enemies	Vehicle Types	Weapons
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KPA: The Korean People's Army will be your primary targets for most of the game. These men come in too many variants to list, packing all types of standard-issue KPA weaponry, including pistols, shotguns, sniper rifles, and FY71s. When dealing with KPA, try to scope out the situation first so you know what kinds of hardware they're packing and devise your strategy accordingly.



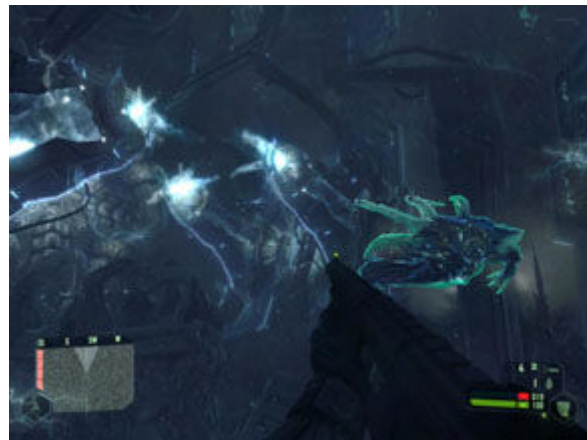
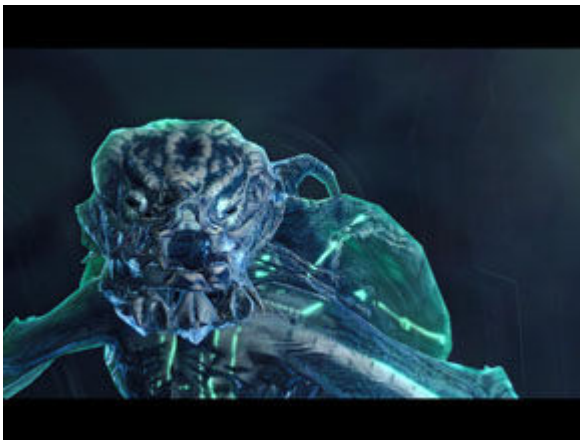
KPA with Nanosuits: Korean-developed Nanosuits represent a unique threat from other KPA soldiers. While not quite as powerful, these guys have access to all the powers you do. They can jump to high places, sprint, and take a lot of punishment. They usually pack different weaponry than other North Korean troops. They are the only enemy unit that can carry a Minigun, and they frequently carry sniper rifles, as well. Defeating these soldiers takes persistence, and should be priority.



Alien Scouts: These large, squid-like robotic ships are the first alien technology you'll encounter. There are actually a few subtle variants. The basic Scouts rapidly fire crystalline projectiles, and they're not unlike helicopters in their attack patterns. They're still fairly susceptible to ballistic weapons, however, and their large size means that inaccurate weaponry like the Minigun can still be extremely effective. Later on you will encounter a variant of the Scout that can fire a large, slow-moving energy projectile that can be devastating. They glow brightly for a few seconds before they do this, so keep your eye on them.



Aliens: While they won't venture outside without protection, you will encounter naked aliens. These guys are fast and navigate well without the restrictions of gravity. They can fire crystal shards at you from a distance, and rush in for a close-range attack, but without any protection they can be quite vulnerable. Try to lure them into narrower areas where they'll be forced to expose themselves to attack.



Alien Troopers: These small robotic fighters are quick and can be quite deadly. While they are capable of firing, they frequently rush in for a close-range attack that can kill you where you stand if you don't have your armor on. This can be to your advantage, however, since they can be hard to hit at a distance, but quite vulnerable up-close. You can grab them as they approach or use a shotgun blast to take them out.



Hunter: These giant, spider-like quadroped exosuits are quite formidable. In fact, under normal circumstances they're invincible. Its main attack is a freeze ray that can immobilize you, and swipes with its large appendages.



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There are many subtle variants of vehicle types in Crysis, but they generally fall into basic classes, listed below.

LTV: These versatile 4WD vehicles are the most common transports behind enemy lines. They're fast, they seat five, and they have a roof mounted gun that can be operated by a dedicated gunner or, on Easy and Normal difficulty, by the driver. This gun, like other mounted guns, can overheat if fired consistently for too long. These vehicles have fairly light armor, and its passengers are vulnerable to shots through the windows and windshield. The tires are easily blown off, too, though they can still move around surprisingly well with a tire missing.



Civilian Trucks: Pickup trucks are fairly common, and can be useful for making a quick run. They have very poor armor and no real offensive capacity, but they're fast, more maneuverable than LTVs, and there are times when they can be quite useful.



Transports: Occasionally you'll find a large covered transport truck. These aren't as fast or versatile as LTVs, but they pack roof-mounted guns, and they can make for a speedy getaway.



Tanks: Tanks come in two major flavors and few subtle variants. The standard American and Korean tanks fire devastating cannon shots, and also pack a standard machinegun for taking down smaller targets with greater speed and accuracy. There are also Korean APCs which look much like ordinary tanks, but can shoot explosive rounds and a much faster rate as well as rockets, but lack the machinegun.



AAAs: These anti-aircraft weapons are not mobile. You won't have many times in the game where you have access to one of these, but they are quite deadly against aerial targets. They're rapid-fire, powerful, and quite accurate. Unfortunately, they're pretty helpless against a ground assault.



Small boats: These are the most common water transports. They have a front-mounted gun, and can carry a whopping nine soldiers. They're fast, the gun can make them offensively useful, but they really don't stand up to a whole lot of punishment, nor do they protect their passengers.



Speedboats: Occasionally you'll need to settle for one of these. They might be nice for fishing, but we wouldn't recommend using one for longer than you have to, as they have no real armor and no means of offense.



Hovercraft: Nothing beats a hovercraft for a speedy water transport. These little boats zoom across water and can skip along flat land areas to boot. They pack a gun for a nice offensive punch, and outclass the other small boats in Crysis.



Helicopter: You won't get to pilot a helicopter in the single-player game, but you'll fight plenty of them. Zone damage is very important to combating helicopters. One missile to the rotors will take down a chopper, but it could take several hits to the wings or tail.



VTOL: This is why the US Army isn't using helicopters any more. These highly maneuverable jump jets will take any chopper. They pack a cannon and a limited supply of missiles and are capable of hovering, strafing, and flying backwards.



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Pistol: This trusty side arm doesn't pack much of a punch, but it will probably save your butt more than once. You can wield two at once without sacrificing accuracy, and with a silencer it can be a great stealth weapon, since the low weight will allow you to move quickly.

SCAR: This is your standard-issue assault rifle when you begin the game. It packs a much stronger punch than the enemy FY71, and it can be outfitted with many attachments. Its biggest weakness is the lack of available ammunition, which will likely lead you to abandon this weapon before long.

FY71: The North Koreans use this assault rifle as one of their primary weapons. This is a solid gun, flexible, and can be outfitted with a Grenade Launcher and a Tactical Attachment. It's not as powerful as the SCAR and needs to be reloaded more often, but you'll rarely have much trouble finding one on an enemy body.

Shotgun: The Tactical Shotgun packs a serious wallop at close-range, making it perfect for indoor conflicts. They're generally easy to find and ammo is readily available, but you won't find them as useful outdoors where long-range combat is more effective.

Submachine Gun: The accuracy, light weight, and high rate of fire make this a desirable weapon for close and mid-range fire. It doesn't have the power of the assault rifles when you get farther away, but it can clean up if you move in.

Precision Rifle: You'll usually find these in sniper towers, and they're invaluable for long-range attacks. The variety of scopes helps in aiming and a head shot will land a one-hit kill. The primary disadvantage is the long reload time between each shot, and the lack of available ammo.

Missile Launcher: Each Missile Launcher comes preloaded with three missiles. When these have been expended, you'll have to throw this weapon away. Luckily they can be found pretty easily, and will be your primary means of anti-vehicle assault. The laser sight can guide missiles to their target.

Explosive Charges: You can lob these C4 packs a short distance or affix them to the walls of buildings or vehicles. In the absence of Missile Launchers, these can be very useful against enemy tanks, APCs, and AAAs.

Gauss Rifle: This rifle uses electromagnetism to accelerate the rounds fired to high velocity making this an extremely potent weapon at long range. Unfortunately the limited availability of ammo and low capacity mean you'll have to save this weapon for when it's needed most.

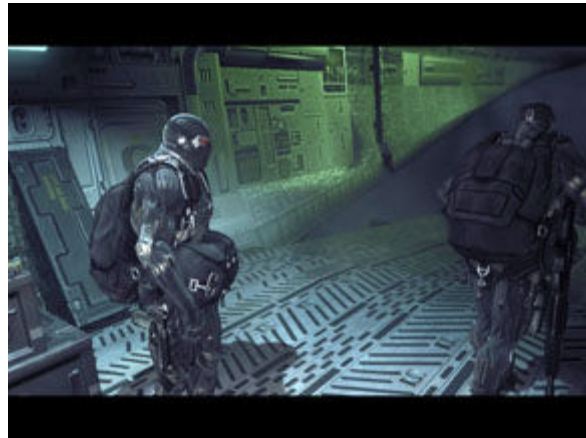
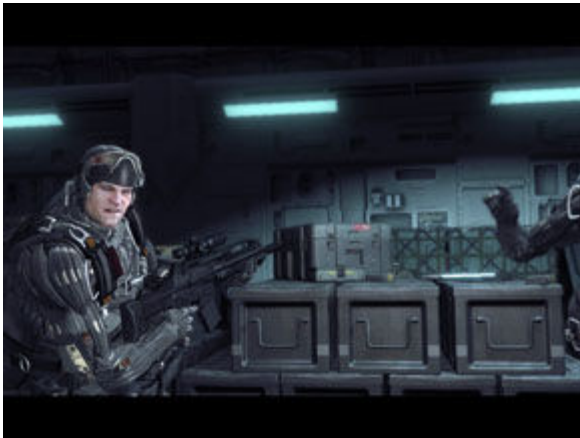
Minigun: If not for your Nanosuit, you wouldn't even be able to carry this thing. It's not good for defense as it takes a second to warm up and begin to fire. The poor accuracy makes it less effective at long range, too. Despite this, you'll find few weapons better for mowing down crowds. Switch to Strength Mode for greater maneuverability while using.

Alien Loar This is a lot like the Minigun, but with unlimited ammo and no warm up time. Very useful. Its main weakness is heat. Even in the dome, this thing will overheat and jam up if you sustain fire for too long.

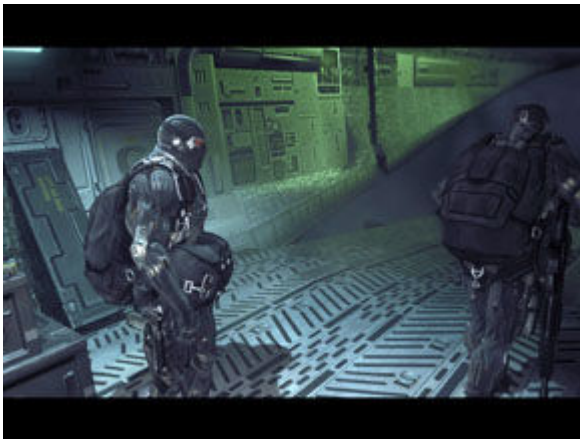
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Much of the fun of the Crysis comes from experimenting and taking different approaches. This guide is intended as an aid, not an instruction manual. We will take you through the simplest and easiest approaches to the many conflicts you will encounter. Refer to this guide when you need help, but carve your own path when you're feeling confident.



The freefall from the plane will give you a nice overview of the island. Don't expect things to end well for you, though. You'll splash down in the water a good hike from the Landing Zone. Look at your map and head for the beach nearby



You'll have to rendezvous with Jester. He's southeast from you. If you look on your map you can see it's not far. As you come out of the narrow path, you'll get a warning from Prophet that the enemy is up ahead. A stealthy kill with the silencer works well here.



There are two more men on patrol just up ahead along the beach. If you're a crack shot, pick them off from behind the cover of the rocks. If you need to get closer, engage your armor's stealth mode and run up a bit, but remember to quickly retreat to keep your enemy off-guard.



Walk past the flares and continue to follow the beacon into the jungle. You'll get a distress call from Aztec. Hurry up and rendezvous with Jester, just up ahead.



Follow Jester deep into the jungle. You won't encounter any resistance. At one point you'll need to switch your suit to Strength Mode to make a jump. When you find Aztec, he won't be in good condition. Be on your guard.



You'll need to switch to Strength Mode to make another jump just beyond this. Then make sure you have your silencer on and flashlight off, and switch to Cloak Mode to discreetly take out the soldiers up ahead.



Prophet will let you know there's a GPS jammer you need to disable. You'll come to a lovely sunrise vista where you can take a clean look at your target, a rotating dish. There is some light resistance down below as long as you don't make too much noise. Cloak and move in a bit closer and then hide behind a rock to charge up. Cloak again and pick off the guys below, and make a run for jammer to switch it off.



The gunboat is going to be your main problem. Just make a dash along the road for the LTV up ahead. There is one North Korean manning the gun mounted to the roof, and another guarding nearby. Take the one in the vehicle out before he spots you, and the other right after. Hop in the vehicle and use the mounted gun to ward off the boat.



You can ride the vehicle along the road, running over the two soldiers along the way. When you come to a wide open beach area, hide nearby. There are a lot of men patrolling here. You should be able to pick off a few of them without being noticed, but eventually you'll have to rush in. There's another LTV up ahead, so take out the gunner, and then worry about the ones running about. This is a wide open area, so they can't hide.

From here you could take the boat, but it's more dangerous. Instead, head into the jungle and hug the cliff wall to your right. This will save you a lot of conflict.



When you get closer to the area marked on your map, Prophet will talk about an area you need grenades to get through. There are grenades all over in the nearby encampment, but this can be a difficult fight, so you may want to consider taking a more stealthy approach.

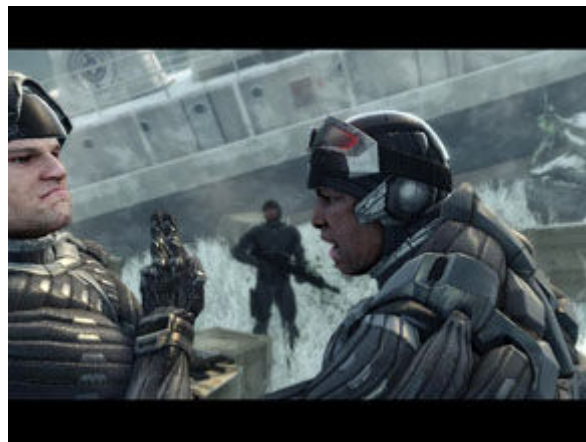
Optional: You also have a secondary objective marked on your map. This is completely unnecessary, so if you don't want to skip this paragraph. Clear out the nearby outpost, and make sure to grab the grenades inside one of the building. Make your way down to the beach, and when you come to the hill leading to your objective, try to use the stealthy approach to slip in and use the computer undetected. Grab one of the trucks and head back to where you were.



If you shoot your way through their lines and then run past toward your destination and disappear into the wilderness, you should have no problem losing them. This isn't necessarily the most exciting solution, but it's quick and easy.



The rest of the path to the rendezvous will be unguarded. When you get there, all hell will break loose. Just beyond this is a massive jump marking the end of the level.



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It looks like whatever the hell you just saw took out the Koreans nearby as well. Raid the camp for whatever supplies you can get. Past the small cabbage gardens you'll find an LTV ripe for the taking. Hop in.



You can stay on the road or you can drive along the beach. The beach is a good quick way to reach the next checkpoint, but no easier in the long run. Either way you will have enemy contact, but if you take the beach road you won't have to worry about vehicles.



Once you reach the next checkpoint, head into the jungle. Use your cloaking to escape from and ambush your enemy, avoiding the path that leads to your destination until the enemy has been cleared.



Now it's safe to use the path, so make your way to the Access Point (yellow beacon on your map). The area is guarded by about a half-dozen men. Use your cloak to get to an area with some cover and a clean shot and then pounce. You won't really be able to avoid being noticed entirely, but if you take out the three out in the open, the others shouldn't be a problem. Keep moving, keep cloaking, and keep them guessing where you are. When it's safe, go inside and use the computer.



Out back, there are a lot of supplies (ammo, grenades), and a clean view of the village. You can work your way through the jungle, but staying closer the road is actually better. Follow the jungle along the north side of the road.



When you get to the bridge leading into the village, play it smart. Going across the bridge is a death-trap. Enter the water north of the bridge and camp under the bridge. When your energy is full, switch your cloak on and run for the house right nearby. This is a good, well-covered spot to camp while you clear out enemy forces. Fight them through the window and hide as needed.



When you've thinned them out enough, make a run for the gunner's nest you were shooting at, pick up all the ammo your foes have dropped, and then head straight for the building marked on your map, attracting as little attention as possible. There are simply too many to be worth fighting. Once inside, make your way to the second floor, and open the door. Psycho will show up, right on time. Now it's time to clear a way out.



Two tanks will move in, and you'll need to take them out. This can be tough without some heavy weaponry. Ballistic weapons won't do you much good. In the fueling station, there is a Missile Launcher, some grenades and other ammo. The Missile Launcher is a great way to combat the tanks, but it only has three rounds.



It's possible to take out the two tanks with three missiles, but tough to do. Try getting them close together. The splash damage of one tank exploding can weaken the other. Grenades can also do the trick, but it takes a lot of them to make an impact. Instead, try making your own car bombs by luring a tank to nearby vehicles and blowing them up.



When both tanks are done and Psycho gives the word, hightail it out of there and follow the beacon on your map. You'll come to a waterfall. Go to the right (north) of the waterfall, switch to Strength Mode and make your way up the rocky wall.



There are men patrolling the path up here. Make your way down into the riverbed, it's safer. When the riverbed widens, you'll encounter some enemies, but you'll also have room to move, so you can disappear into the jungle and lose them if you don't want to fight it out.



Rendezvous with Prophet and head into the cave to end the level.



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It seems like whatever got the others just got Prophet too. You're the only one left



Make your way down the path in front of you for as far as you can. You'll come to a large farm. This area is reasonably well defended, and, while you can gun your way through, it's easier to stealthily make your way west, hop in the LTV and use the mounted gun to thin out the crowd. Drive around a little if you have to. This is a great way to save on ammo, as well. When the coast seems clearer, go up to the GPS Jammer (it's a rotating dish like the one before) and deactivate it.



Now make your way south, and head into the jungle and up the hill. When the hill peaks you'll have a good view of your destination and a couple KPA patrolmen. Cloak, slip by them and dive into the river. Watch for the helicopter and try to stay concealed along the banks. Work your way around until you can reach the road that approaches the base from the south.



There will probably be KPA along the road. Many of these guys pack submachine guns, so you might want to take out a few quietly to grab one of these handy firearms for yourself and stock up on ammo. In the base, there are some trailers on the east side that are your goal. Stay along the east side, as most of the enemy are in the west. Use your silencer and try to slip into the trailer undetected. If you get spotted, run for the trailer anyway; it's easy to hold them off from this position.



Once you've used the computer terminal and gotten your next goal you can clean up the camp if you want. If you take out the gunners in the towers you can get a Sniper Rifle and a Missile Launcher. When you're ready to head out, get a vehicle and follow the dirt road that leads east out of the base.



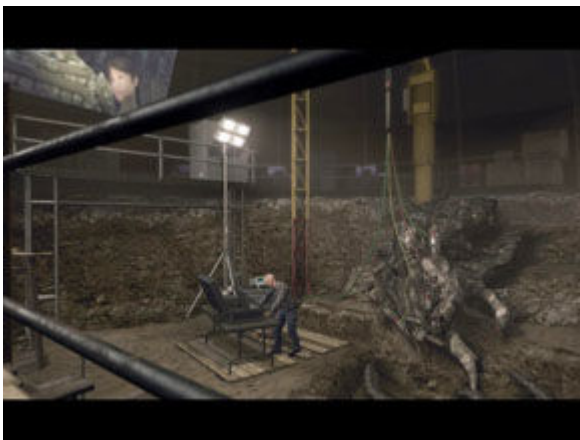
There will be KPA along the way. Run them over or gun them down. Either way they aren't much trouble. Eventually the road will lead to the river, and you'll see a boat parked across the water.



If you stay quiet and take out the KPA you encounter without being spotted, it will be pretty easy to grab the nearby pickup truck and head for the excavation site. Smash through the gate and drive around to the back of the dome. Hop down, and using your cloak, slip into the front entrance without being seen.



It looks like they have a fossilized machine like the one that's been taking out your squad. It also seems to have the potential to freeze the area, and it will do just that.



Outside there are likely still KPA wandering around. Bolt southeast in Speed Mode, through the woods and to the water. There will be a couple soldiers guarding a boat. You can snag the boat without even taking out the men. Take the boat east and follow the river (yes, over the waterfall; you can make it).



The chopper overhead won't be making your life easier, but just zigzag and keep moving. Eventually you'll come to a small dock with a couple more boats and some KPA. The conveniently placed exploding barrels will make thinning these guys out from a distance easier. You may want to swap your boat for one of the others if it has taken damage.



Keep on the river all the way to the end, and get out. The LZ is right nearby, but it's crawling with Koreans in their own nanosuits. These guys can take a lot of punishment, and they're packing Precision Rifles and Submachine Guns. It's easiest to fight them at a distance. Swiping the weapons from one of the fallen soldiers can help if you're underpowered.



When you've finished them off the VTOL will come and get you out of this mess.



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After you land you'll have a very cinematic trek under heavy artillery strikes. When you arrive you'll receive your orders.



Switch to Armor Mode and drop down. Cross the road, and work your way around the building to avoid conflict. Swim to the small island and then continue southeast along the bottom of the water to keep from being visible.



When you reach the area near the first AAA, look for a couple of Missile Launchers on the south side near one of the mounted guns. There is some ammo and Explosive Charges nearby too. Use the Missile Launcher to blow up your target. It's up to you if you want to stick around and clear out the area. Grab another Missile Launcher on the way out.



To the north is the next AAA. There are a few KPA around and more will come over the bridge if you make a fuss. Pop the AAA with the Missile Launcher and use the remaining missiles on the helicopter that will show up. Grab a fresh missile launcher on the crates near the AAA, and then cross the bridge.



On the far end of the bridge you can nab a set of wheels. Head down the road. When you hit the roadblock there will be an outpost with a few enemies around. There are a couple Missile Launchers lying on a crate near here, so don't hesitate to clean up with the launcher you have already. There's a computer terminal in one of the buildings that will give you some intel.



Follow the road to the base. This place is crawling, so the easiest way is to play it stealthy with the cloak. It's a little tricky since there isn't much in the way of bushes for cover, but just duck behind fences and crates when you need to charge and you'll be ok.



Once you take out the AAA, the guards will be on alert. Book for the cruiser. You'll have to hop on a broken part of the

guard rail to get on board. There are a few men on board, as well as a couple Missile Launchers that can be useful for taking down the helicopter. Get to the cabin and use the controls.



You'll need to hop off the ship and get a comfortable distance away from the ship and use your binoculars to call in the strike. There are probably a lot of Koreans milling about, so make a hasty escape. Snag a vehicle or just use Speed Mode and then Strength to hop the fence. At the rendezvous point a VTOL will drop off a tank for you.



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Finally you get your very own tank to play with. The first part of this mission is pretty much straightforward action. Think of it like Battlezone with really nice graphics. The biggest menace will not be the other tanks but the distant ground troops firing Missiles at you. Shoot them with your mounted machinegun and use the big turret on tanks and other vehicles.



When you reach the train station you'll have to clear out every last enemy. At some point during this fight it will be better for you to get out on foot and chase your enemy down. When they're all gone, they'll ask you to blow up one of the boxcars. An explosive charge will do the trick, as will a missile.



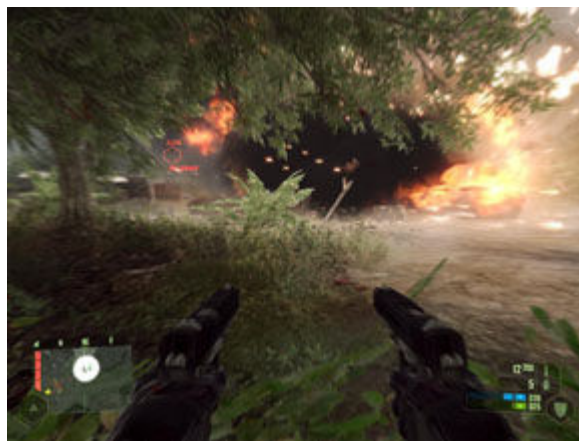
Now you can proceed. You'll get some orders about your next goal, but if you're more distracted by the mountain crumbling before your eyes, we don't blame you. Not far ahead there's a shack and a crate with some supplies nearby. More importantly, there's a fresh tank that you'd be wise to swipe.



There are three AAAs to take care of. The nearest one is just outside of a small patch of woods that can make good cover. Try stashing your tank in the woods and taking out the AAA (and nearby KPA) on foot. The next one is a bit to the south. There is a boat by this one if you want to use it to head southwest for the third. It's just up the hill a bit once you cross the lake.



With all three AAAs dispatched, grab the nearby vehicle and follow the train tracks. You'll encounter heavy enemy fire. You can try to put up a fight, but it's easiest just to barrel through until you near your destination. There will be a couple tanks and some explosive barrels there. Plug the barrels and watch the fireworks.



A VTOL will drop down a little to the west of your location with a Gauss Rifle, a powerful alternative to the Precision Rifle. Pick it up if you want it and head east. When you come to where the Koreans have set up their front line, watch for mines. Shoot them on the ground. They can help take out your enemy as well. Down the road it's just a short way to the level's end.



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You'll have your orders, but it seems odd that no one seems to notice what's happening to that mountain. There's something inside, and it doesn't want to stay there.



When you near the base, take cover in the bushes nearby and do a little sniping to clear the way. When the pack is thinned out a bit make your way into the building marked with a yellow dot on your map. Once inside you should be able to hold down the fort with the Shotgun (there's one on the table if you don't have one). Remember there are multiple entrances, though, so don't camp by one door. Upstairs you'll find a computer terminal to use. This will complete your secondary objective and update your primary.



The LZ is the closest objective, so head there. There are KPA with Nanosuits here and a lot more without, so this is a tough fight. The hills to the south are your best bet for cover. Stay on the far side, crouched for cover, then cloak, walk to the top of the hill and hit the enemy below with your best weapon. Missiles, Grenades, and the Gauss Rifle are all good choices. Quickly retreat behind the hill and let your energy recharge. When they eventually start coming around the hill for you, cloak and hit them pointblank with the Shotgun.



You need to clear out all the enemies in this area, so when the time comes, move out along the back side. There are weapons and ammo of all kinds stashed conveniently all around. Some of the guys in Nanosuits pack Miniguns, too, if you want to try one out. When you finish off the helicopter and all the infantry, your VTOLS will move in. The LZ is secure, time to get to the hostages.



Take one of the LTVs along the canyon road and work your way down to the place marked on your map. There are some tanks down there, which you should have no problem taking out with charges or missiles. If you're out, however, you might be better off hoofing it and using Speed Mode.



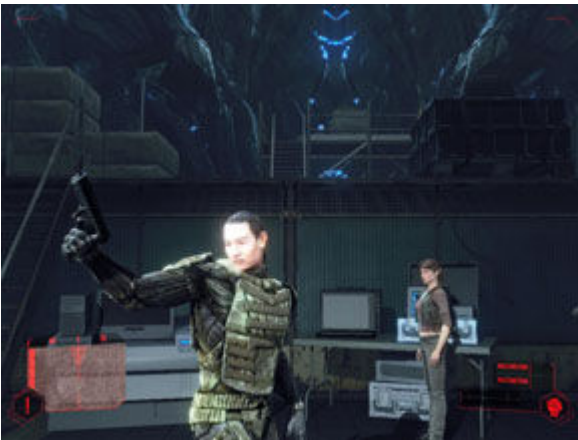
The outside of the mine is defended by a bunch of men, including one with a Nanosuit. Try to slip into the mining complex undetected. Once inside, head in the door on the left and then along the right wall and up the stairs. Follow this high road into the mines and use your night vision if you have to.



You'll need to jump down one of the shafts. Follow the path along and then jump down again. You'll eventually find yourself in a large cavern where you can catch a glimpse of daylight. You want to work your way up, so follow the ridge upward and make a big strength-jump over the gap where it breaks.



Down the cavern you can hear voices. It's Kyong and his hostages. You'll be treated to a nice cut-scene.



Now it's time to take Kyong out. There are some SMGs and ammo scattered around. Kyong is packing a minigun, which takes some time to get up to speed. He really has a lot of trouble dealing with the cloak and with close-range attacks because of this. He has no helmet so focus on his head. He can take a lot of punishment but his offense leaves something to be desired.



Once he's down, head over to the lift and watch the dramatic rescue.



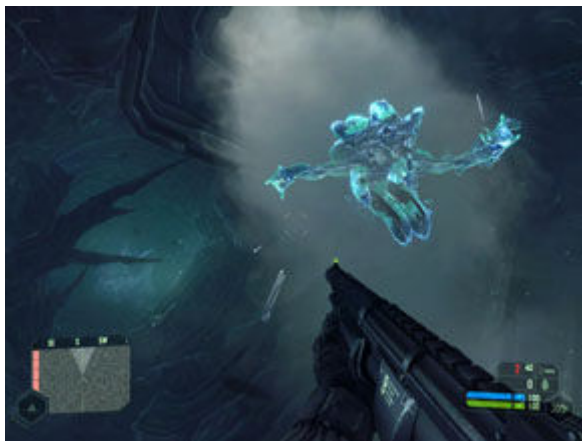
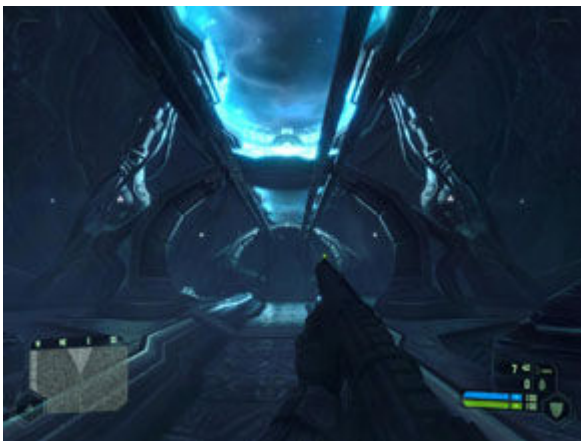
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No way out. Grab the ammo you can get (mostly Shotguns, SMGs and Pistols) and head into the mysterious alien door. Inside there are crystals and things certainly don't seem natural. Head straight across and through the round door.



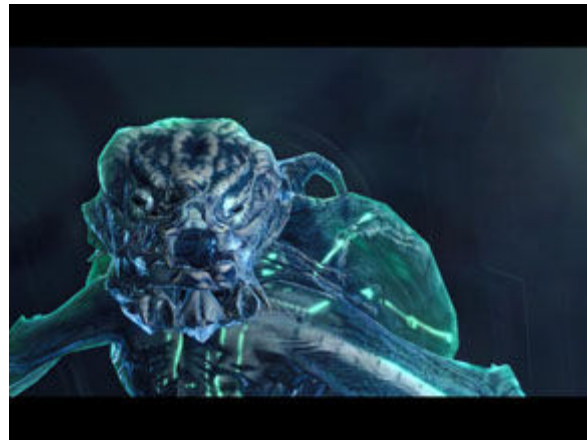
In the next hallway, someone will turn off the gravity. Float your way off to the right and through the broken vent. Just off to the right in this vent is another broken vent leading into a big open space with a current pushing you back. Not far from here you'll have your first face-to-face with one of these creatures, but he'll quickly run off.



Just ahead there's an area with a current too strong to pass. There are two generators powering this, and one of them is already broken. Shoot the one on the right with the yellow current running through this and move on ahead.



In the next "room" there will be a bunch of passages that will take you right back to where you are. Above you is an inset light that allows you access to another passage. When you approach it you'll be ambushed by an alien. Once you kill it, proceed down this route and then through a broken vent in the wall. From here it's just a short float to the checkpoint.



Just ahead is a very large chamber with a lot of enemies flying around. There's a pentagonal portal leading out, but you can't pass through it until you knock out the six generators scattered about. They look just like the one you took out before. The cave will eventually take you to another broken vent.



In the big room ahead you'll find a lone alien on patrol. There are two small niches with weapons and ammo, including a Minigun and incendiary bullets (handy against enemies that like the cold). The exit is near where the alien was when you came in.



In the next room you'll be able to sneak up on an alien while he's fussing with some control panels. Fight him and his buddies off and make your way to the big chamber ahead. This room has a series of force-fields that open in sequence like an airlock. Just wait for each one. At the far end are two passages, each allowing movement in one direction, so only the one on the left is passable to you.



Ride the passage all the way around until Nomad remarks "That was one hell of a ride." You'll find yourself in a room full of artificial columns. There are a bunch more of those nooks full of items in this room, so stock up, and then head for the opposite side of the room to watch what's going on with their vehicles.



The room will flood with enemies. Have fun blasting and then head back across the room through the big pentagonal gateway. Hope you stocked up on ammo. You'll be stuck in this next room for a while. There will be a few aliens to start with, but they'll keep on coming while the machinery in the room hums to life. Stay in Armor Mode, and keep on shooting. When you can, head down the partly opened passage toward the gateway. When the enemies come to get you here they won't be able to hide well. Eventually the gate will open and suck you out.



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This place doesn't look like a very good vacation spot anymore. Since jumping off the cliff doesn't look too inviting, head east, down the hill. At the bottom of the hill there's a lot of Shotgun and FY71 ammo, which you're probably in dire need of.



Those alien squid-ships are flying around, too (They're called Scouts). You won't have to worry about them, but their little brothers, the Alien Troopers, are going to be a pain in your ass. These small drones are fast, they can fly, and they shoot. They can be pretty tough if you let them bully you, and they're quick, unpredictable movement makes them hard to shoot. Instead, go on the offensive, and get close to them. They go down surprisingly fast if you do this. A pointblank Shotgun blast will make short work of them.



The next checkpoint is just ahead. Continue to work your way down the hill. You'll pass a little shack with some ammo for your FY71 and shotty. There's a narrow path down the hill, here. As you work your way down, one of the Scouts will drop off some of its babies for you to play with. These guys will bother you all the way down the hill.



Eventually you'll come to a road. There's an overturned truck with some FY71 ammo beside it. You're also very near the goal marked on your map. Make your way to the cliff to the north and find your way down by hopping down the ledges on the cliff.



The outpost you've been looking for has been turned into a morgue. No one is left alive. Except, perhaps, someone you've written off for dead. There's a shack with SCARs, Shotguns and lots of ammo right next to you. Don't worry about defending Prophet. You'll need to kill every last one of these things.



When the fight is over, Prophet will let you take a crack at that snazzy alien gun he's been using while he hides in the shed nearby. A timer will begin counting down and you must kill all the enemies before it reaches zero. After they're down you'll get a call you need to move out if Prophet is going to stay alive.



You'll reach a fire where Prophet can warm up and recharge. Keep moving from fire to fire as indicated on your map. One of those Alien Scouts will show up and make life difficult for you. That big alien gun is very effective here. Mind the wreckage, it will explode.



The third fire is just a little north. You'll have to deal with another Scout and some Troopers. The shotgun is still more effective against the little guys. Don't worry too much about the Scout until Prophet reaches the fire.



The next one will require you to follow the path around a bit. Go under the bridge, and then up the hill to the fire. You'll see what must be the alien mothership fly overhead.



Head to the bridge. There's some SCAR and FY71 ammo by some of the frozen bodies. Across the bridge is the level's end.



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You made it out of the dome. Talk to the man waiting outside of the building, and then talk to Keegan inside. One Alien Scout and a few Troopers will swoop in and start causing a ruckus. The enemy will come in several waves like this. The Alien Loar is still great for the big guys, but so are the missile launchers on the table inside. There's a Gauss Rifle, too, which is perfect for the Troopers.



When the epic battle reaches its conclusion meet up with Prophet and hop in the vehicle with him. This is a little rail gunner sequence. It's more reflex than strategy. Just try to fire in bursts to keep from overheating and take advantage of the Scouts' relatively slow turning speed to line them up in your sites.



When the truck stops, get out, finish off any aliens that have made it this far, and follow the road to Helena's location. The VTOL crash site is identifiable at distance from the fire and flares.



You'll have to hold off against a bunch of Scouts. There's an AAA right nearby. This thing will cut right through the aliens, but they can also fight back pretty hard. Make sure to keep an eye on the vehicle's damage so you can bail if you have to. If you find yourself on foot, the Loar will be your best bet.



The VTOL will land and Prophet and Helena will take off. Make your way north along the road. There will be some Alien Troopers along the way but they're a minor distraction. Strickland's evac point is just up ahead on the left.



As soon as the fight begins you can see a colossal alien robot (the Hunter) marching toward your position. This thing is much larger than any enemy you've encountered yet, and you'll have to cope with a lot of flying enemies too. There is a free AAA that will be a great help here. Focus on clearing out the Scouts while the others hold the Hunter at bay. You won't be able to kill that thing, so don't waste your time.



When you've cleared the way, the VTOLs will land and you can make your daring escape.



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Take control of the VTOL and follow those friendlies to the first evac point. You'll need to fight a few Scouts when you get there. Keep moving to avoid enemy fire, and watch for when they charge up their more powerful blast attack. Be mindful of the valley walls when strafing, as it's very easy to crash. Use your missiles to take down the hostiles in a hurry.



As you progress to the next point, be very careful to stay far away from the tornados, using your afterburners if necessary. The next fight will be much like the last.



Proceed to the southeast. When you get the go ahead, go north and get the hell out of there. You don't need to fight off the enemy, just stay aware of where they are and keep clear of their fire. You'll make it out in no time.



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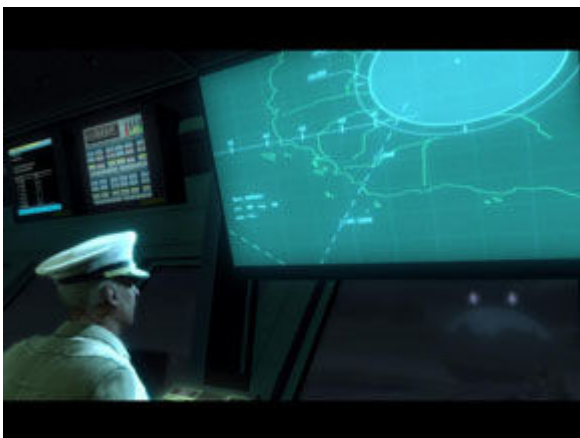
To start out, follow Psycho down into the ship and head through the door to meet with the Admiral.



After the meeting you'll need to head down to the armory. Follow the arrows and the guidance of the soldiers posted along the way. When Prophet leaves the room, use the chair.



When the tests are done, head for the bridge. It's all the way upstairs. Follow the signs if you get lost. The Admiral authorizes the strike, which, unsurprisingly, will backfire.



Before you leave the room, grab the pistol to the right of the door. Switch to Strength Mode and punch open the door. Before you go downstairs, go across the hall and get a second pistol and the Gauss Rifle on the table. Go down the stairs and grab the Minigun. Keep heading down. All the way at the bottom there's another door to punch down.



The flight deck is just beyond here. When you get outside you'll find a lot of much needed weaponry just off to your right, including Gauss Rifles and ammo, four Missile Launchers, and some ammo for your Minigun.



All of these are effective for fighting the aliens, though we found the Minigun to be easiest, since it doesn't require much care or accuracy. Make sure you switch to Armor Mode before you start taking fire. Be very careful to stay clear of the wreckage when it explodes, and duck back inside if you need to recover. If you somehow burn through the ammo nearby, there's even more Minigun ammo to north.



When the aliens retreat, head out on the flight deck to the area marked on your map. The deck will lower down allowing you to enter the hallway below. Head down the rickety lift and into the flooding room below. There is some ammo and a

pistol on the table.



As you work your way on down the hall, all hell will break loose. Watch the dramatic explosions. When you reach room where the sprinklers are going off, meet up with the tan-shirt at the top of the stairs. He'll open the door for you.



The circuit breaker isn't far. Just go down the stairs, around the corner, and across the room. Up the stairs you'll find the switch to flip.



Now the door right below you will open. You'll come to a spot where you'll need to strength-jump through a hole blown in the wall. Climb up the ladder, go down the hall and drop down into the reactor room.



Hit the red button, and when the action cools down, head into the core room. You'll need to be quick and run up to each rod and hit the Use button. You might find it easier to do one at a time and then exit the room to recharge. When all the rods are lowered, the door will open and you can move on.



You'll cut across a room with a generator shorting out the water. In dark room with the spinning red light, don't go down below, but head right where the tan-shirt from before is waiting. There is some ammo there, and you might need it in a moment.



Troopers will show up and start attacking in the next room. Wait for the elevator and then hop on and go up to the next floor. There are more Troopers waiting for you in the next room, including a new variant. On the opposite side of the room is a door.



This will lead to another room with a jet in the middle. Fight your way to the opposite corner and strength-punch your way through the door. On your left you'll witness the dramatic demise of one of the nearby battleships. There are some supplies on the table right by here.



In the hallway an Alien Trooper will smash through the wall and ambush you, so have your gun of choice ready and loaded. Head upstairs. At the top of the stairs Nomad will mention he needs to make a detour. Punch down the door and follow the signs to the Armory. **Do NOT head outside or to the bridge until you have secured the TAC Cannon.** You'll find it right where you last saw it, in the case by the chair where they scanned your suit.



On the way out you will run into the admiral. You won't be able to save him. Again, you should have the TAC Cannon **before** you reach this point, or you can hit a dead-end. Now head out to the flight deck.



You'll have to take on the Alien Hunter. Helena will do something to weaken it, after which you should open up with Missiles and the Minigun. Mind its freeze ray; you'll have plenty of warning when it's about to fire. If you get frozen move back and forth quickly to thaw out faster. There are extra Missile Launchers (and many other weapons, including a crate with unlimited missiles on the east side of the ship.



Don't feel too good about yourself for taking him down. Move to meet the VTOL and you'll catch a glimpse of your real enemy. First you'll need to take out the four turrets that are firing. Crouch behind something for cover and use the Gauss Rifle. Two direct shots to each will make them explode.



When all of them are done, Helena will take the shield down on the left part of the ship. Use the TAC Cannon and hold it in your sights until the target is locked. More Scouts will move in and after a minute has passed you'll have to do the same thing to the right side.



As the ship moves forward to expose its underbelly, make a run for a Missile Launcher if you don't have one. When the ship is in position and closes its hatch, use your Missiles and Gauss Rifle to blow open the hatch. Now lock on with the TAC Cannon and deliver the final blow.



Make a mad dash for the VTOL to make your daring escape. You've won the battle, but the war has just begun. Congratulations, you beat Crysis. Enjoy the longest credits roll ever.

