



Wiki Guide PDF

- Missions
- Universe
  - Characters
    - Jason Brody
    - Vaas Montenegro
  - Enemies
  - Wildlife
- Skills
  - Crafting
  - Hunting
- Weapons
- Vehicles
- Multiplayer
- Co-Op
- DLC & Patches
  - Pre-Order Bonuses
    - Monkey Business Pack
    - Warrior Pack
    - Lost Expeditions Edition

# Holiday Wii U Contributor Challenge

## The Holiday Wii U Contributor Challenge

At long last the Nintendo Wii U is finally here!

IGN has worked feverishly to bring you everything on the newest entry into the console world, the Nintendo Wii U, but the madness involved inevitably allowed many things to slip under our nose. We're calling upon our spirited community to partake in a season of giving... information, knowledge, time, friendship, and so on. If you've ever wanted to contribute to IGN and get noticed by our staff, now's the time! Plus it feels good to be helping people out. Seriously, don't knock it 'til you try it.

In return we're giving away a brand new **Deluxe Nintendo Wii U console** among other awesome prizes.



Yup, Wii want to give U Nintendo's newest console (forgive us for that...).

## How to Enter

Spend time adding quality content, making corrections to new and/or existing pages, fixing formats, etc. in any of the qualifying wikis (listed below) between **November 21, 2012 and December 31, 2012 11:59 PM Pacific Time**. Be sure to view the **judging criteria** (sectioned below) to see the kinds of edits we want from you.

Edits will be monitored by us and wiki moderators over the course of the wiki's contest to keep track of **original, quality** information. Attempts to game the system *will be* noticed by us and will not improve your chances of winning.

## Eligible Wikis

- **Pokedex**

- **Nintendo Land Wiki**
- **New Super Mario Bros. U Wiki**
- **Scribblenauts Unlimited Wiki**
- **ZombiU Wiki**
- **Adventure Time 3DS**
- **Wii U Console Wiki**
- **Far Cry 3 Wiki**
- **Planetside 2 Wiki**
- **Call of Duty: Black Ops 2 Wiki**

Eagle-eyed readers will notice that some of these wikis are of games on the very console we're giving away -- how does one contribute to a game one may not have?! Fret not, there are plenty of ways with which aspiring wiki editors can help. Go to each qualifying wiki to see pages or specific things that need contributor attention and to see how you can help.

Please click on the wiki links to see what pages need contributor attention. Check this page often for more wikis to work on!

## Pages That Need Work

The following wiki pages need contributor attention. Check back regularly for new areas of the wiki that might need your help.

## Plagiarism & Stolen Content

Please learn how to properly cite your information. Plagiarized or copied information will not be tolerated -- doing this once will automatically disqualify you from the contest.

Wiki Page	What's Needed
<b>Secrets and Unlockables</b>	Screenshots/videos, explain what is unlocked, what they do, useless trivia, etc.
<b>Missions</b>	Screenshots/videos accompanying text walkthroughs, etc.
<b>Weapons and Vehicles</b>	Detailed information on inventory.
<b>Multiplayer</b>	Tips, strategies, videos, etc.
<b>Any pages we're missing</b>	Don't feel limited by what we've listed here. If you can think of something that's useful, by all means go nuts!

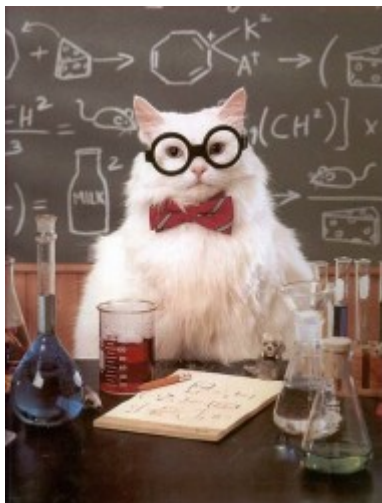


Everything	<p><b>*Copy-editing.</b> Lots of room for copy-editing. Spelling corrections and formatting fixes count in the Contributor Challenge.</p> <ul style="list-style-type: none"> <li>• <b>Linking.</b> Wikis work best when lots of things are linked. Wrap text in double brackets [[ ]] to link them to the appropriate pages.</li> <li>• <b>Image formatting.</b> Lots of people new to the wikis are inserting thumbnail-sized images with no alignment. Generally, images should either be changed to 468-pixels-wide <i>or</i> aligned-right to wrap text around them.</li> <li>• <b>Plagiarism.</b> Plagiarism is no good. If you find plagiarized content, please delete it and leave a note in the "Summary of Changes" to explain why the content was deleted. A quick Google search will usually help identify similar content.</li> <li>• <b>Short Pages.</b> This helps identify short pages, pages that don't have a lot of content. Looking for a place to start editing? Try <a href="#">here</a>.</li> </ul>
------------	---

## How to win

This contest will run from **November 21, 2012 to December 31, 2012 11:59 P.M. Pacific Time**. Make edits to any new or existing page in any of the above wikis during this time to be eligible for the snazzy stuff listed in the **Prizes** section below.

## Wiki Editing



In order to edit the wiki, you'll need a IGN account, which you can register right now for free. This allows you to edit this wiki, along with any other thousands of wikis on IGN. Then go ahead and read our **Getting Started on Wikis** to learn the ropes of wiki-editing. And if you have any questions or need help setting up, the following are IGN All-Stars and veteran contributors just like you that are always happy to help:

- Conkerkid11
- KoffeeGuy
- all\_hope\_is\_gone
- S3BASS
- Hardcore\_Hector
- Our list of active wiki moderators

...just to name a few! We're a constantly growing community of wiki contributors who love to help people so don't be shy about trying it out and joining us. (One of us! One of us..!)

## How will edits be counted?

You can make hundreds of edits to one of the qualifying wikis listed above or make hundreds of edits spread out across as many of the qualifying wikis as you want. Either way, our Wiki editors and moderators will be tracking all activity on those wikis so show your best work!

We will keep track of both quantity and quality of your edits made throughout the course of the contest.

## Judging Criteria for Edits

Contributions to the wiki by an individual contributor will be measured using the following criteria:

- 30% Importance/Relevance - Does the contribution fulfill a request from the Contributor Challenge, or fulfill reader needs?
- 50% Depth - Is the contribution minor, or complete?
- 20% Quality - Does the contribution require heavy copy-editing or is it well-written and -

formatted?

## Prizes

This is the glorious spread of prizes for the top contributors (to be determined by both *quantity and quality*).

Number of Possible Winners	Prize
One (1)	<b>Deluxe Nintendo Wii U Console</b>
One (1)	<b>Nintendo 3DS XL Handheld OR PlayStation Vita Wifi handheld</b>
Four (4)	<b>Video Game of Your Choice</b>
Eight (8)	<b>\$25 Amazon Gift Card</b>

There will be **fourteen (14)** winners in all. The top #1 contributor will have first pick of the prizes. The second ranking contributor will select from the remaining, followed by the third ranking contributor to choose thereafter, and so on. Distribution of the prizes will continue to the remaining top contributors in ascending numerical order until all prizes have been handed out.



## Who Is Eligible?

Residents of the continental United States plus Hawaii and Alaska and Canada (excluding Quebec). While we totally want to show our international folks some love, certain law-related gremlins prohibit us from spreading the wiki love...

Winners will be announced here in the form of a blog approximately 1 month after the contest's conclusion. Check often for contest results.

See: Official Contest Rules

# Walkthrough



Your handbook charts your progress through the game and gives information on the story and gameplay. There are five pages in total: Progress, Survival Guide, Collectibles, Quick Start, and User Manual.

The handbook is accessed from the pause menu.

## Progress

The handbook's most important feature is to track your progress through the game's various missions, challenges, and collectibles. It also tracks progress towards signature weapons, recipes, and many of the game's achievements and trophies. It tracks your progress through 15 things:

- Missions
- Radio Towers
- Outposts
- Relics
- Letters of the Lost
- Memory Cards
- Trials of the Rakyat
- Wanted Dead
- Path of the Hunter
- Supply Drop
- Story Quests
- Skills
- Recipes Acquired
- Weapons Acquired
- Vehicles Driven

## Survival Guide

The Survival Guide gives you information on the world of Rook Island.

- People
- Factions
- Locations
- Weapons
- Transport
- Wildlife
- Plant Life

## **Collectibles**

The Collectibles page gives you specific information on the three main collectibles. It lists them in numerical order, making it easy to track down missing items. Selecting a specific letter or memory card from this page will allow you to read its contents.

Collectibles are most easily found by purchasing maps at any weapons shop.

- Relics
- Letters of the Lost
- Memory Cards

## **Quick Start and User Manual**

These provide tips, controls, and help with the game. Quick Start comprises the in-game tutorials, whereas the User Manual gives more detailed information on all the game's features.

# Main Missions

The main story **missions** of Far Cry 3. There are 38 missions in total. While the main story is told through these missions, various quests are found along the way which provide more characters, narrative, and precious money.

- Make A Break For It
- Down In Amanaki Town
- Harvest The Jungle
- Secure The Outpost
- Mushrooms In The Deep
- The Medusa's Call
- Playing The Spoiler
- Prison Break-In // Prison Escape
- Island Port Hotel
- Keeping Busy // The Social Club (Part 1)
- Meet Citra
- Bad Side of Town
- Kick the Hornet's Nest
- A Man Named Hoyt
- Saving Oliver // The Social Club (Part 2)
- Piece of the Past
- Down in the Docks
- The Motherlode
- Lin Cong I Presume
- Unhappy Reunion // The Social Club (Part 3)
- This Knife's For You
- Ambush
- Warrior Rescue Service
- New Rite of Passage
- Payback
- Citra's Favor
- Fly South
- Three Blind Mice
- Doppelganger
- Triple Decker
- Defusing the Situation
- Deepthroat
- All In
- Paint It Black
- Black Gold
- Aced in the Hole (Last Manual Save)
- Betting Against the House
- The Doctor Is Out
- Hard Choices

# Make A Break For It



## Make A Break For It

**Mission Number** 1

**Previous Mission** N/A

**Following Mission** Down In Amanaki Town

**Rewards** Your life

**Make A Break For It** is the first Mission in Far Cry 3 and follows the events which happened immediately after Jason and his friends arrived at Rook Island. After a short cutscene which shows Jason and his friends alive and well, Jason finds himself tied up in a cage with Grant, Jason's brother. Vaas shows up, displays his knowledge of the entire group of friends, and takes off. Grant ends up knocking a guard out, taking his keys, and this is where the gameplay begins.

## Objectives

- Follow Grant. Avoid getting caught.
- Grab the map on the table.
- Throw a rock to lure the guard away from the window.
- Lure the guards away from the exit.
- Run into the jungle.
- Go through the jungle.
- Cross the river.

## Video Walkthrough

## Written Walkthrough



---

After you and Grant break out of the cage, you will have to follow Grant. Make sure you stay crouched as you follow him, as this reduces noise and visibility. There are several enemies on your way out who will spot you if you approach them too closely or are standing up. A tip will eventually show up which informs you of your Detection meter. This is prominently displayed near your crosshair, and will fill up depending on how aware the enemy is of your presence.

---



---

Eventually you'll end up at a small hut with supplies on a nearby table. Grant will pick up a knife, and you'll be required to pick up the remaining items, including a map of the island. After you've picked up the map, continue to follow Grant, once again avoiding getting caught.

---





---

After awhile, you'll come upon a guard leaning against a window. Grant will instruct you to throw a rock off toward the right in order to lure the guard away from the window so you can climb through it without notice. Throw the rock, and as soon as Grant instructs you, follow him toward the window and climb through it. A guard will spot you in this building, but will immediately be killed by Grant. As you approach the next building, if you look off toward the left, you'll notice Vaas executing three people. Climb up the creates with Grant, and then through the window. Off toward the left are guards watching television, sneak out the door to the right, and do not alert them of your presence.

---





---

As you exit this building, Grant will veer off toward the right and sneak through some foliage. Foliage allows you to hide easily and blocks the enemy's line of sight. Two guards will be standing near the exit of the camp. Once again, throw a rock off toward the right of the guards to lure them away from the exit. Once the rock is thrown and Grant gives the queue, follow him toward the exit and off toward freedom.

Once you get past the bridge and vehicles, a cutscene will begin. During the cutscene, Grant will be shot in the neck by Vaas, and you must cover the wound with your hands in order to prevent him from bleeding out. After he dies, you must escape from the camp by running into the jungle.

As you run through the jungle, you'll be shot at from behind. So long as you're running, you won't die. Eventually you'll approach a rock lying in the middle of the path that you must jump over. After jumping over this, your character will slide down a hill, hit the ground, and the screen will appear black for a few seconds. After this, you'll continue to run through the jungle. There's eventually a gap you must clear, and vines you must climb. After climbing the vines, you'll approach a smile tunnel in a mountain you must crawl through. If you've been prompted with a message to heal yourself, it's recommended you do so in this tunnel.

---



Once you've gotten through the tunnel, a man will jump down and attempt to kill you with a knife. You must turn the knife on him, and kill him. After this, you'll approach a wooden bridge. After nearly making it to the other side, the bridge will collapse, leading you into a cutscene in which you plummet to the bottom of a ravine into a river. The mission ends with Jason's body floating downstream and eventually being picked up by Dennis.

# Down In Amanaki Town



## Down In Amanaki Town

**Mission Number** 2

**Previous** Make A Break

**Mission** For It

**Following Mission** Harvest The Jungle

**Rewards** 1911 handgun,  
500 XP

**Down In Amanaki Town** is the second Mission in Far Cry 3. It begins with a brief cutscene in which Jason is introduced to the person who practically saved his life, Dennis. Dennis introduces himself and the Rakyat people, gives you \$60, and allows you to purchase a gun. This is where the mission's events begin.

## Objectives

- Buy a 1911 handgun at the store.
- Follow Dennis out of the village.
- Go to the radio tower.
- Get to the top of the radio tower.
- Disable the scrambler.
- Use the zipline to reach the ground faster.
- Talk to Dennis.
- Open the world map.

## Video Walkthrough

## Written Walkthrough



---

After Dennis has given you \$60 to purchase a gun, visit the shop just directly in front of you, speak to the clerk, and purchase a 1911 handgun. After you've purchased the gun, head back outside and follow Dennis out of the village.

---



---

After a short while, you'll reach the outskirts of the village. Once you're here, Dennis will tell you to go to the nearby radio tower. Just follow the path toward the radio tower, and you'll eventually wield the gun you recently purchased. Look out for money and item chests on the way to the tower. Remember, this is an open world game, and there are going to be hidden items scattered throughout the world. This walkthrough will not tell you where all of the money and item chests are. This will simply guide you through the game's missions.

---





---

Once you reach the radio tower, you will be instructed to climb up to the top of it. Near the stairs is a snake. Shoot it twice to kill it (amount of shots varies based on game difficulty). Near the base of the tower are two item chests, and a shack which also houses an item chest. As you climb the tower, there will be one final ladder you must ascend to reach the top. Near the bottom of this ladder is an item chest.

---



---

Once you reach the top of the tower, you will be instructed to disable the scrambler. Disabling scramblers at radio towers reveals locations in the region near the tower. Disable the scrambler to activate the tower, and you will be awarded with 500xp. Use the zipline to reach the ground faster, speak with Dennis, and open up the world map. Hover over the area with the image of the boar near the center of the bottom of the region unlocked, and set a waypoint. Close the map, and the mission will end.

---



# Harvest The Jungle



## Harvest The Jungle

<b>Mission Number</b>	3
<b>Previous</b>	Down In Amanaki
<b>Mission</b>	Town
<b>Following</b>	Securing The
<b>Mission</b>	Outpost
<b>Rewards</b>	-

**Harvest The Jungle** is the third Mission in Far Cry 3. It begins right where the previous mission left you off. After placing a waypoint over the boar hunting grounds, you must travel to the area, which is just southeast of the location you begin in.

## Objectives

- Reach the hunting ground.
- Kill and skin 2 boars, then collect the 3 types of plants in the hunting ground.
- Fast travel to Amanaki and meet with Dennis.
- Talk to Dennis.
- Use the menu to craft some syringes.
- Craft Medicine.
- Craft a Simple Loot Rucksack.
- Get in the truck.

## Video Walkthrough

## Written Walkthrough

The hunting grounds are just southeast of your location. Fortunately there's a vehicle nearby, as indicated by the jeep icon on your mini-map. Run to toward the car and enter through the driver's seat. Instructions on how to operate the vehicle will appear, and you're set. Drive down the road, take



a left at the crossroads, and continue to follow the road until you reach a wooden bridge. It's recommended that you get out and walk from here, as most esteemed hunters don't run their prey down with their cars. Head east until you reach the hunting ground, indicated by the yellow marker on your mini-map.

---



You must collect the following for this mission:

- Red leaf: 1
  - Green leaf: 2
  - Blue leaf: 1
  - Boar skins: 2
- 



The leaves are marked for you on the mini-map. It's recommended that you acquire the leaves first, as they can be found outside the hunting ground. In order to acquire the boar skins, kill a boar, then approach its body. An option to skin it should be available. Be warned, the boars will run away from

you once they hear the gunshot. If you run out of bullets before killing the two needed boars, there are several chests located nearby with ammunition in them. These are indicated on your mini-map by diamonds.

The blue leaves can be found just east of the hunting ground in the river.

After you've gathered all the required leaves and boar skins, fast travel to Amanaki and meet with Dennis by accessing your world map. Speak to Dennis once you arrive. Dennis will instruct you to craft some syringes. Do this by accessing the crafting section in the main menu and selecting "Medicine".

Once you've finished crafting the medicine, you will be told to craft a Simple Loot Rucksack. This is one tab over from the medicine. Once you've done this, you will be brought to a screen which displays your three skill trees. You should have about 2 skill points to spend. You will have to visit the middle tree titled "The Shark", and spend a skill point in a skill titled "Takedown". This skill will allow you to silently dispatch enemies, thus receiving x3 XP per kill. In order to silently kill enemies, you will have to approach them from behind without being detected. You may spend your second point as you wish.



After you've spent your second point, if you had two, speak with Dennis. After you've spoken with Dennis, get into the passenger seat of the truck he is driving. Dennis will drive the two of you down the road for awhile, until you reach an outpost and your mission ends.

# Secure The Outpost



## Secure The Outpost

<b>Mission Number</b>	4
<b>Previous Mission</b>	Harvest The Jungle
<b>Following Mission</b>	Mushrooms In The Deep
<b>Rewards</b>	500 XP

**Secure The Outpost** is the fourth Mission in Far Cry 3. It begins right where the previous mission left you off. After spending your first two skill points, you'll speak to Dennis, who will make plans with you to liberate a nearby outpost.

## Objectives

- Eliminate all pirates in the outpost.
- Search for Liza in the main outpost building.

## Video Walkthrough

## Written Walkthrough

Dennis has just driven you to a nearby outpost, and your objective is to eliminate all of the pirates within this outpost.

As you take out the pirates, remember that crouching will allow you to sneak up on your enemies and eliminate them silently, and that securing the outpost without alerting any enemies will reward you with bonus XP. Once you've killed every pirate within the outpost, you will liberate it, and be awarded with an amount of XP dependent upon whether or not you were detected.

---



---

Following the outpost's liberation, search for Liza, your girlfriend, in the main outpost building. After a brief cutscene, Liza isn't found within the building, and the mission ends.



# Mushrooms In The Deep



## Mushrooms In The Deep

<b>Mission Number</b>	5
<b>Previous Mission</b>	Secure The Outpost
<b>Following Mission</b>	The Medusa's Call
<b>Rewards</b>	1000 XP

**Mushrooms In The Deep** is the fifth Mission in Far Cry 3. It begins right where the previous mission left you off. After discovering your girlfriend Liza was not where she was suggested to be, you must speak to Dr. Earnhardt.

## Objectives

- Go talk to Dr. Earnhardt.
- Go see Daisy.
- Find an entrance to the cave.
- Explore the cave to find the mushrooms.
- Find the mushrooms.
- Return to Dr. Earnhardt at the Greenhouse.
- Reach the top of the cliffs to return to Dr. Earnhardt.
- Meet with Daisy.

## Video Walkthrough

## Written Walkthrough

Dr. Earnhardt is located far east of your location, so it's recommended that you fast travel to Amanaki Town, and reach Dr. Earnhardt from there. If you choose to fast travel to Amanaki Town, you can exit the town just south of your safe house. Here you will also find a car to drive to Dr. Earnhardt. Once

again, he's rather far away, and it's recommended that you fast travel to the closest location to his waypoint.

---

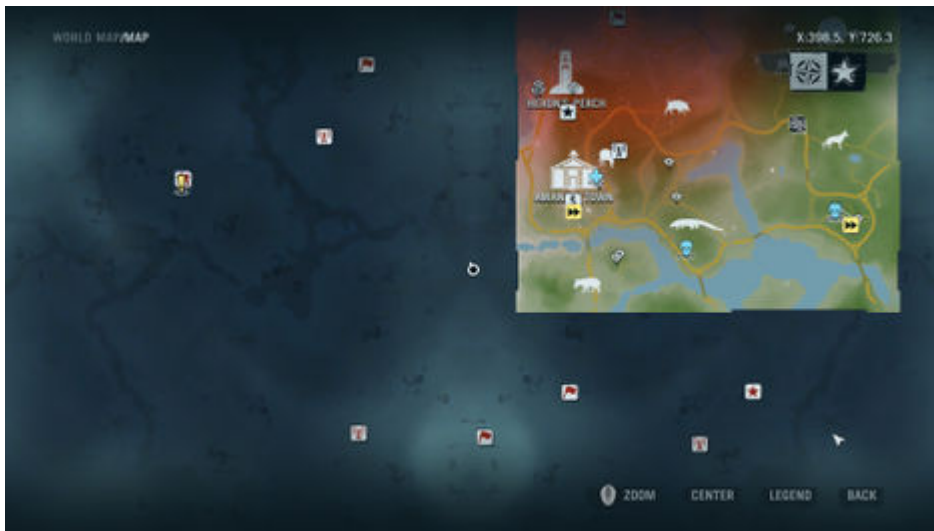


---

If you've chosen to take the scenic route, and hopped into that car just south of the Amanaki Town safe house, just across the river and near the beach is a dock with one motor boat that you can use to reach the goal. On your way there, you can also stop by the nearby radio tower if you so choose to. Activating it will open up a huge chunk of the world map and unlock several new items purchasable in Stores. Just the like the first radio tower in Down In Amanaki Town, every other radio tower includes a zipline as an easy way down. Take the zipline down, and be on your way. Dr. Earnhardt should be just west of the location the zipline left you off at, and it shouldn't be too difficult to steal a jeep from nearby pirates.

---





As you might have noticed looting corpses and chests recently, your wallet has a carrying capacity, as do your bags. Expand the amount of money that you can carry in your wallet by obtaining a pig hide and crafting a simple wallet.





---

Once you've located Dr. Earnhardt's home, go toward the right of his home into the greenhouse. Once you enter, a cutscene will be initiated in which Dr. Earnhardt attempts to sell you hallucinogens. He eventually informs you that one of your friends is in his home, but it's not Liza, it's Daisy.

---

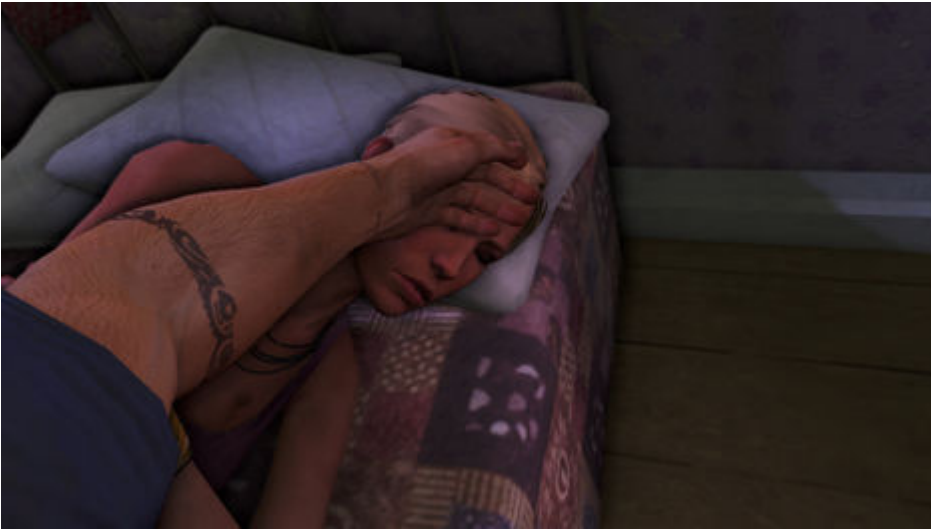


---

Leave the greenhouse, and enter Dr. Earnhardt's home through the front door. Daisy can be found up on the second story. Once you enter the second story bedroom, another cutscene will be initiated in which Dr. Earnhardt informs you that Daisy has cut her arm on a poisonous plant and that you must travel to caves just west of his home and acquire cave mushrooms to be made into an antidote.

---





---

Leave his house and travel up north until you reach the cave entrance. Take note of the fact that the doctor told you the cave entrance was west, not north. The cave is also located underwater, so beware, there are Sharks here. Swim through the cave until you reach an area where you can surface. Climb onto the shore, leap over the rock structure on the path, and jump into the water below. Once you reach the vines, surface, then climb up. Continue through the cave, and avoid falling back down into the pool of water below, otherwise you'll have to start back from the beginning.

---





---

Once you've reached the second set of vines, you'll climb up to an area littered with small plants on the ground. The plants will emit a gas, and you'll begin to hallucinate. Continue on your way, and climb the vines located in the next area. You'll begin hallucinating again, and the entire cave will flip, causing you to begin walking up the vines as if the cave flipped ninety degrees. Plants will begin to sprout from nowhere, and more of the gas-emitting plants can be found here.

---





---

Continue walking until you reach a house. As you approach the house, it will move away from you. Continue following the house through the cave until it stops moving, then enter through the front door. Approach the back door, and it will eventually open, revealing the mushrooms you've been looking for. Once you get within a foot of the mushrooms, the surface beneath you will break out from under you, and you'll fall.

---





---

After you regain consciousness from the fall, you'll find yourself in a much more normal looking cave than before. The mushrooms are just a ways ahead. Pick a mushroom, then leave the cave and return to Dr. Earnhardt's greenhouse by scaling the cliff. Try and avoid falling at all costs.

---



---

Once you reach Dr. Earnhardt's greenhouse, you'll have to enter it from the side door rather than the front. After you've given Dr. Earnhardt the mushrooms he asked for, he'll instruct you to visit Daisy. Leave the greenhouse and walk to the second story of Dr. Earnhardt's home. Entering the room Daisy is in will initiate a cutscene in which you inform Daisy that Grant is dead. The doctor shows up, and you convince him to allow you to keep the rest of your friends at his home if you find any. After the cutscene, you walk downstairs and the mission ends.



# Playing The Spoiler



## Playing The Spoiler

<b>Mission Number</b>	7
<b>Previous Mission</b>	The Medusa's Call
<b>Following Mission</b>	Prison Break-In
<b>Rewards</b>	1000 XP

**Playing The Spoiler** is the sixth Mission in Far Cry 3. It begins right where the previous mission left you off. After discovering intel which leads Jason to believe some of his friends are still alive, him and Dennis have only further angered Vaas.

## Objectives

- Go talk to Dennis.
- Go to the Logging Camp.
- Get to the vantage point.
- Disable the alarm before it is activated.
- Enter the weapon cache.
- Plant the bomb.
- Get to a safe spot.
- Escape the area or kill all remaining pirates nearby.

## Video Walkthrough

## Written Walkthrough

First you must go speak with Dennis in person. He is at Amanaki Town, so you can just fast travel to the safe house there to reach him faster. Once you arrive at Amanki Town, speak with Dennis, and he will warn you that Vaas and several pirates are planning on attacking Amanaki Town. He begs you for

your help, and tells you to sabotage Vaas' weapon supply. After you're done speaking with Dennis, head out to the Logging Camp located southeast of Amanaki Town. A car is located on the road near the southern exit of the town.

If you've chosen to drive, just take a left when you reach the southern exit of the town. Head down the road for awhile until you spot a wooden bridge to the right. Cross the bridge, and continue along your way. Just southwest of the logging camp is a radio tower you should activate while you're there. The radio tower is positioned at the top of a mountain, meaning you'll be climbing for a bit until you reach it. At the radio tower's base, there are no stairs. You have to climb up a rope where the first flight of stairs should be. There will be three more rope ladders like this positioned up the tower. After you've gotten up to the top, activate the radio tower, take the zipline down, and continue with the main objective.



*Radio tower from bottom of the hill*

---



*Radio tower from top of the hill*

---

Once you reach the logging camp, you'll have to reach the vantage point located near the center of the camp. Once you reach it, you'll be instructed to disable the alarm before it's activated. The alarm is located south of this location.

---



*Overview of the logging camp from top of radio tower*

---



*Bottom of radio tower zipline*

---





*View of the logging camp from across the river*

---



*View of the vantage point*

---





*View of the logging camp from the road*

---



*View of the logging camp from the vantage point*

---

If you cling to the left until you reach the front entrance of the logging camp, you should find that there's only one enemy guarding this entrance. Take him out at any time with a silent weapon, or sneak up from behind him when he's facing the opposite direction. Be careful, there is an enemy located in a watchtower just southeast of the front entrance. This front entrance serves as an excellent hiding spot, as a bush is located just to the right of it. There should only be three enemies remaining in the logging camp. Take them out one by one by luring them over toward the entrance with rocks and then silently killing them with melee.

---



*Shoot the enemy near the entrance*

---



*Tango down...*



*Excellent cover near the entrance*



### *Lure them, then kill them*

---

After you've cleared out the logging camp, enter the weapon cache, plant the bomb, and leave the building before the 15-second timer reaches 0-seconds, otherwise you'll probably die in the explosion. Reinforcements will likely show up, and you can choose to take them out or evade them if you wish. In order to evade them, swim across the river and keep running in the opposite direction of the pirate reinforcements until you're notified that the mission has been successfully completed.



# Prison Break-In



## Prison Break-In

<b>Mission Number</b>	8
<b>Previous Mission</b>	Playing The Spoiler
<b>Following Mission</b>	Island Port Hotel
<b>Rewards</b>	-

**Prison Break-In** is the eighth Mission in Far Cry 3. It begins right where the previous mission left you off. After destroying Vaas' weapons cache and discovering that Vaas has been broadcasting ransom videos from a location named Pirate's Cove (Sunset Cove), a prison, you're given the option to explore the island some more or go straight to Sunset Cove to find your friends.

## Objectives

- Explore the island, or head to Sunset Cove when ready.
- Approach the camp.
- Kill the camp operator and get the prison key.
- Use the key to explore the prison.

## Video Walkthrough

## Written Walkthrough

The first objective in this mission is to travel to Sunset Cove. This should be located just west of the logging camp you had to travel to during the last mission. If you're no longer at the logging camp, quick travel to Amanaki Town and head southwest from there. If you are still at the logging camp, there's a Glider located at the radio tower just west of the camp, across the river, and up the mountain. This glider might serve as a useful source of transportation to reach the objective.

---



*Glider located near the radio tower*

---

There's a radio tower located just southwest of Sunset Cove, and it'd be wise of you to activate it before continuing the main objective. If you managed to grab the glider located back at the logging camp, you should be able to glide all the way to the highlighted objective with it. Rather than heading straight for the objective, veer off toward the left and activate the radio tower first. If you managed to glide all the way here, it's not recommended that you crash into the radio tower. It's very likely that you will fall and die if you do this. You can actually just activate the glider, and without turning, it should take you relatively close to the location of the island with the radio tower and objective on it.

---



*View of the objective from far away*

---





*View of the objective from closer up*

---



*View of the radio tower near the objective*

---

Once you reach the radio tower, you should receive a call from Dr. Alec Earnhardt, but Daisy will be on the line. After she's done talking to you, start your ascent up to the top of the radio tower. The only obstacles on the way up are a couple crooked stairs you must jump over and a rope ladder to climb up, but that's about it. Once you reach the top, activate the radio tower, and zipline down to a location conveniently close to the objective.

---



*View of the objective from top of the radio tower*

---



*Ziplining down from the radio tower*

---

There will be a guard tower with a single enemy standing in it just north of the zipline's landing position. Take him out quietly, then approach the tower carefully. There is a snake near the ramp that leads up to the tower. You should receive a new objective once you reach the base of the tower. Your objective is to kill the camp operator and get the prison key from him. The camp operator is located somewhere within the northern section of the camp. Before you descend upon the camp and its inhabitants, the smart thing to do would be to climb up to the top of the guard tower you just cleared out, and deactivate the alarm located here. This will disable all the alarms within this camp and prevent enemies from calling in reinforcements if you are detected later on.

---



*Guard in the guard tower*



*Campsite overview*

There will be a lone enemy located near the shoreline just north of the guard tower. Silently take him out, then continue to move up toward the camp operator's location. If you wish to do so, the camp operator can be seen from the shoreline. If you're unsure which enemy is the camp operator, take your camera out and zoom in on the two enemies you should be able to see to the west of the shoreline. The camera will automatically place a yellow marker above the camp operator's head. Take him out whichever way you wish, but be ready to take on the enemy located just in front of him, and the two located to the east just behind you. Be ready to fight once the camp operator is killed. About four enemies will spawn near his location. The red barrel near the camp operator's location will be vital at this moment. You cannot simply flee the camp either, as you must retrieve the prison key from the camp operator's corpse.





*Guard near beach on patrol*



*Guard near beach, getting closer...*



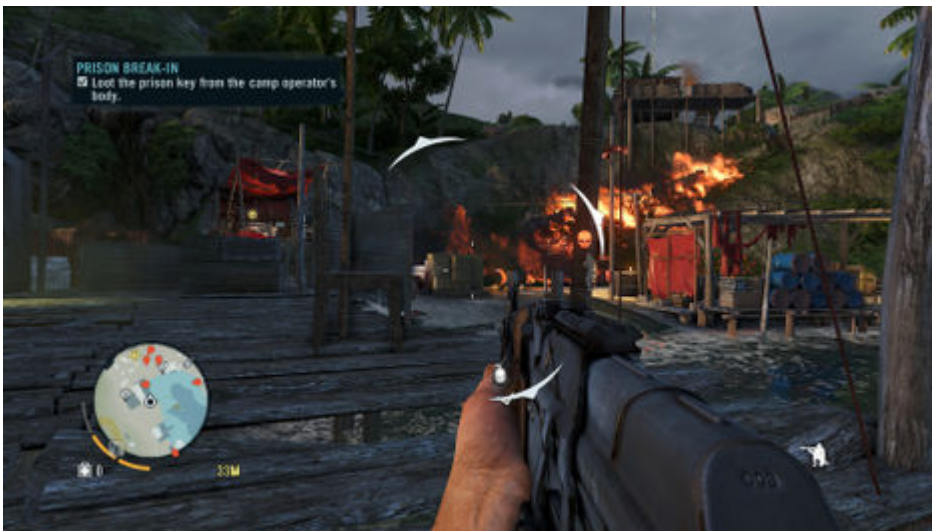
*Silent killer...*

---



*Kill the camp operator*

---



*Enemies show up, good thing we have explosives*

---

Once you've eliminated all of the enemies, loot the camp operator's corpse to retrieve the key. After you retrieve the key from his corpse, you will be told to explore the prison which is located in a cave just south of the camp operator's corpse. There may be an enemy near the entrance, and about three enemies located inside the cave. Enter through the door in the cave, and veer off to the left and up the stairs.

---





*The entrance to the prison*



*Entering the prison*



### *Further into the prison*

---

Once you reach the top of the stairs, there will be three enemies in the room below. Take them all out, and head down the stairs. Be careful though, as two shotgun-wielding pirates will charge at you. Eliminate them as well, continue toward the objective, and where the cave splits off into two paths, another shotgun-wielding pirate will sprint toward you from the right path. Eliminate him, then take the left path. Enter through this door, and pick up the Relic located on the ground just to the left.

---



### *Heading down the stairs, beware of shotgun-wielding pirates*

---

After you've picked up the relic, continue through the cave and watch the video clip being displayed on the wall to the right. After the video ends, do your best to avoid the caged tiger. It can and will damage you through the cage it's in. Continue to wander on through the cave until you find the chair and the video camera. Jason will call out for Vaas, a pirate will appear from behind him, tell him he'll take him to Vaas, and then knock him out.

---



*Jason's girlfriend, Liza, shown speaking to Vaas*

---



*The movie's over, and that's a tiger in a cage*

---



*Don't get too close, it'll kill you*

---

The following cinematic displays a concerned Vaas, questioning you about the ink on your left arm, asking if his sister gave it to you. All the while, he's pouring gasoline on you and your girlfriend, Liza, who's located just across the room. During this scene, he shows his truly psychotic nature. He ends up lighting a match, tossing it on the ground, and taking the third prisoner, Oliver, away. Despite Jason's efforts to break out of his restraints and save Liza, he instead falls down to the bottom story of the building he's in, and this is where the mission ends.

---





*Vaas brought the gasoline*

---



*Vaas brought the matches*

---



*Vaas brought the flames*



# Island Port Hotel



## Prison Break-In

<b>Mission Number</b>	9
<b>Previous Mission</b>	Prison Break-In
<b>Following Mission</b>	Keeping Busy
<b>Rewards</b>	-

**Island Port Hotel** is the ninth Mission in Far Cry 3. It begins right where the previous mission left you off. After a psychotic Vaas leaves you and Liza for dead in a burning building, you must rescue her before the flames bring the entire building crumbling down on top of both of you.

## Objectives

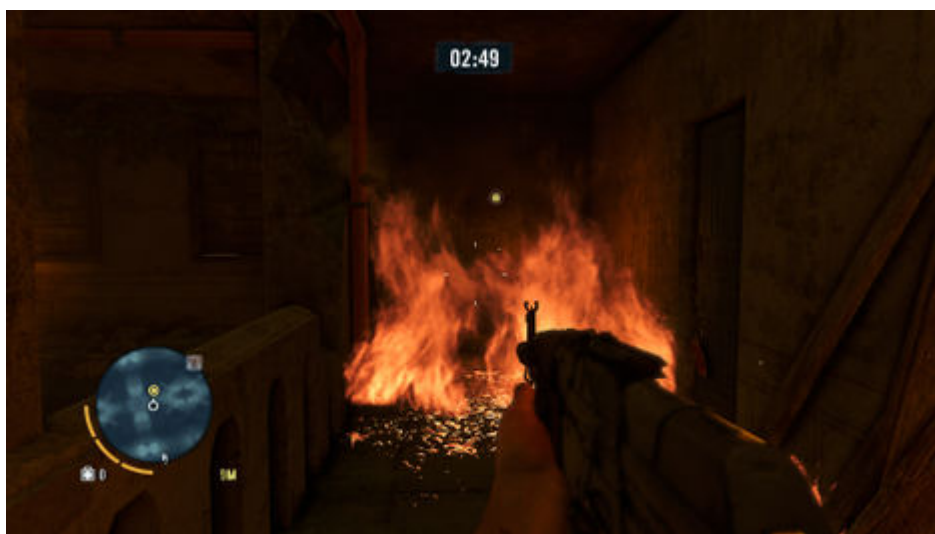
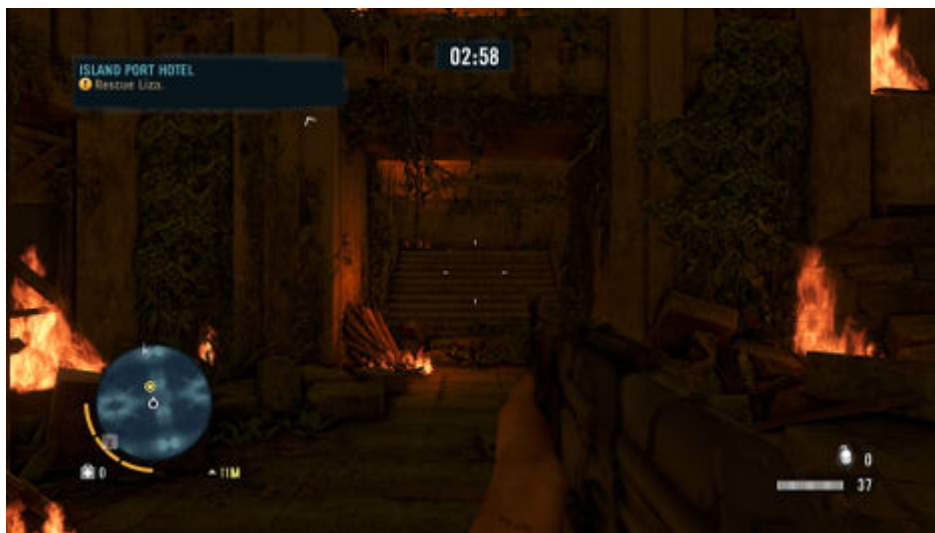
- Rescue Liza.
- Protect the truck.

## Video Walkthrough

## Written Walkthrough

After falling down to the bottom story of the burning building, sprint forward toward the stairs, and you should immediately notice the time limit of 3 minutes counting down to your imminent death. Once you reach the second story, head toward the right. There will be fire blocking your path. Wait a few seconds and a water pipe will burst and put the fire out. Continue on your way until you approach more fire, don't drop down to the bottom floor again. Instead, shoot the pipes attached to the pillar toward the right until the fire is put out. If you touch the fire at all during this escape, you will be immediately prompted to put it out.

---





---

Head through the open doorway to the right, and climb up the ladder located in the furthest corner of the room to the left. Turn to the right, and sprint across the plank walkway until you reach the blue door. Use your melee attack to break the door down, and slip through the small space in this hallway by moving forward.

---





Ascend the fallen pillar toward the right in order to reach the next floor. The pillar will break, and Jason will pull himself back up, preventing himself from falling back down to the bottom floor again. Shoot the pipes on the ceiling in order to put the fire out, and continue on through this hallway.









Shimmy across the ledge by moving toward the left, enter through the open doorway, and walk across the wooden beam until you reach the concrete platform in the rightmost corner of the room. Climb up the rope dangling off the ledge, and enter the room. A cutscene should begin playing after you enter the room Liza is in.





---

Liza reveals that the third prisoner in the room was a friend named Oliver. Jason and Liza escape the building after falling down four or five stories of a scaffolding. A truck is located outside, and as Liza and Jason sprint toward it, an enemy is heard in the background ordering his comrades to destroy the vehicle by shooting the gas tank.

---





The truck won't start, and you will have to push the vehicle in order for Liza to be able to start it. After pushing it far enough, Jason will hop into the back and gaze in awe at the building as it collapses. While Liza finds this odd, the main objective now is to protect the truck while Liza drives. You are given a GL-94 grenade launcher to do defend the truck with.







---

During this chase scene, make sure to destroy all enemy vehicles trailing behind the truck. After all of the enemy vehicles are destroyed, the truck will eventually die, and leave you and Liza stranded with several enemies approaching. You will then be directed to the front of the truck with a pistol. Kill the enemies that approach the truck from the front while Liza attempts to start the truck back up. An explosive barrel is located near a boulder at the front of the truck. Shoot it if necessary.

---









After the enemy infantry has been killed, Liza will start the truck back up and drive the two of you to safety. After she parks the truck, she and Jason talk for awhile, and Jason ends up telling her where Daisy is and that he'll take her there as well. The mission ends with Jason and Liza driving to Dr. Alec Earnhardt's house.





# Keeping Busy



## Keeping Busy

<b>Mission Number</b>	10
<b>Previous Mission</b>	Island Port Hotel
<b>Following Mission</b>	Meet Citra
<b>Rewards</b>	1000 XP

**Keeping Busy** is the tenth Mission in Far Cry 3. It begins right where the previous mission left you off. After escaping a burning building with your girlfriend, Liza, you attempt to search for Daisy in the cave beneath Dr. Alec Earnhardt's home.

## Objectives

- Find a way to the cave.
- Find the power head inside the cave.
- Bring the power head to Daisy.
- Speak to Liza.

## Video Walkthrough

## Written Walkthrough

After driving you and herself to Dr. Alec Earnhardt's home safety, you must search for the cave Daisy had described to you on the phone earlier. This cave can be found just beneath the gazebo outside his home.

---







---

After entering the cave, a cutscene will begin in which Daisy and Liza are reacquainted. Daisy then informs the two of you that she found a boat that's missing a power head, and you volunteer to go look for it.

---





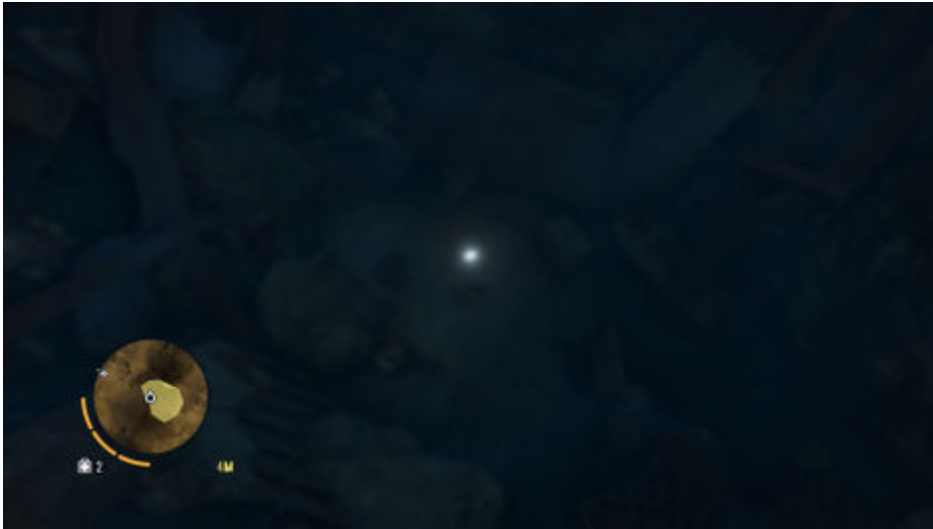


---

Head toward the eastern portion of the cave where the waypoint is. The power head is located beneath the water in the leftmost corner of the sunken debris.

---





---

After retrieving the power head for the boat, head back to Daisy and she'll tell you to hook it up to the boat. After you're finished with that, head back to Liza who's now at the campfire and speak with her. She'll agree to stay with Daisy to help with the boat while you search for all of your other friends, and then the mission ends.

---





# Meet Citra



## Meet Citra

<b>Mission Number</b>	11
<b>Previous Mission</b>	Keeping Busy
<b>Following Mission</b>	Bad Side of Town
<b>Rewards</b>	1000 XP

**Meet Citra** is the eleventh Mission in Far Cry 3. It begins right where the previous mission left you off. After bringing Liza safely to the cave beneath Dr. Alec Earnhardt's home and finding a power head for a boat Daisy found, you've decided to go search for the rest of your friends and rescue them.

## Objectives

- Exit the cave.
- Explore the island, or talk to Citra when ready for a new objective.
- Meet Dennis.
- Follow Dennis.
- Search for the object Citra desires.
- Leave Citra's temple.

## Video Walkthrough

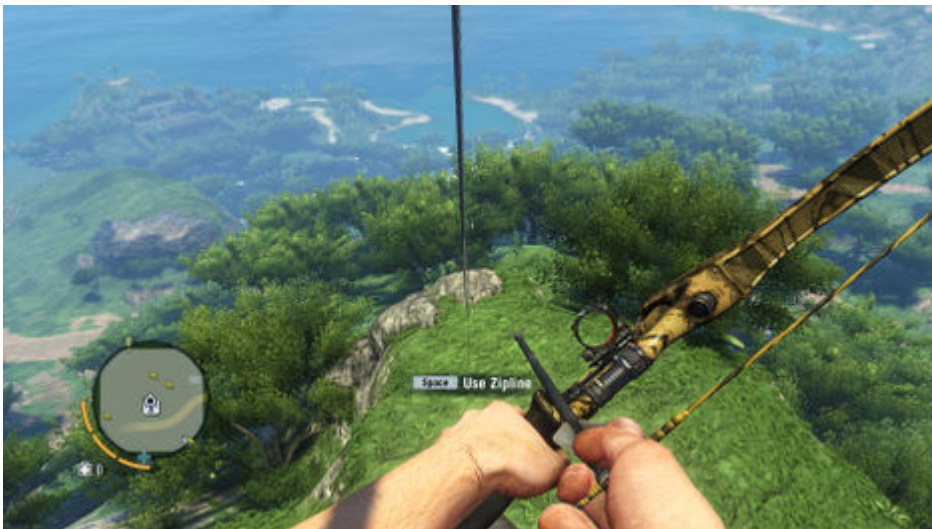
## Written Walkthrough

You should begin the mission while in the cave beneath Dr. Alec Earnhardt's home. Leave the cave, and you'll receive a call from Dennis telling you to meet him at the temple so you can obtain more power from the leader of their people, Citra. The temple is located far southeast of Dr. Alec Earnhardt's home. It's recommended that you fast travel to the location nearest the temple, Amanaki Outpost. If you've obtained any fast travel locations closer to the objective than this, travel to one of



those instead.

There is a radio tower located just north of the temple. It would be wise of you to activate this radio tower before entering the temple. Beware though, there are enemies patrolling the areas surround this radio tower. Ascending this tower is pretty basic. If there's no stairs, look for a ladder. If there's no ladder, look for ropes dangling off a ledge and climb up them. Once your each the top, activate the radio tower, and take the zipline down to the bottom.





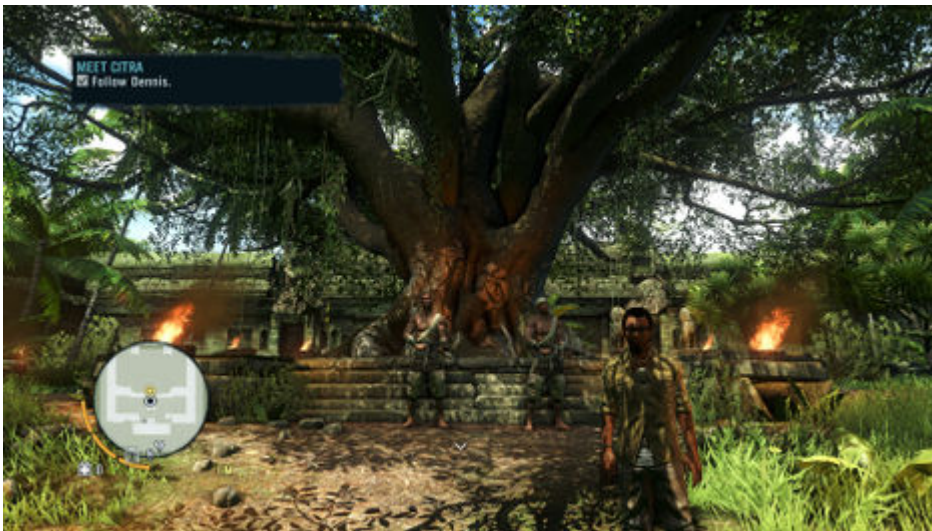
The objective is located just south of the zipline. Be careful of Dingos located in this area. They'll bite you, and shooting them may alert nearby enemies.



Once you're in range of the temple, you'll be given the objective to speak with Dennis. The waypoint for this objective will be located directly at the entrance of the temple. Travelling to this waypoint will activate a cutscene in which Dennis grants the both of you access into the temple. After awhile, the cutscene will end, and your objective will be to follow Dennis as he walks you through the temple.







Once you reach the large tree at the center of the temple, Citra will approach you, give you something to drink, and tell you that she'll help you save your friends if you find what is lost. After drinking from the bottle Citra gave you, you will begin to hallucinate, and after a loading screen you will begin falling toward the earth. After hitting the ground, you'll be at a table with three of your friends. They'll vanish, and you'll be given the objective to search for the object Citra desires.











Travel forward, following the man walking away from you. Ignore the fact that he can teleport, and that plants are growing around you as you walk. The man will lead you to a building. Enter the building, and you'll be brought to a wooden bridge underneath the ocean. As you cross the bridge, three visions will appear off to the side of the bridge. The first vision will show Jason in the feeble position, with a man near him claiming that he's drugged up and that he's going to steal what he has on him. The second vision will show Vaas with a gun pointed at Jason's head, telling him he's gone so far only to fail. The third vision will show a man circling a kid sitting in a chair telling him that he's going to have to work for him, and that he's going to have to follow his rules.



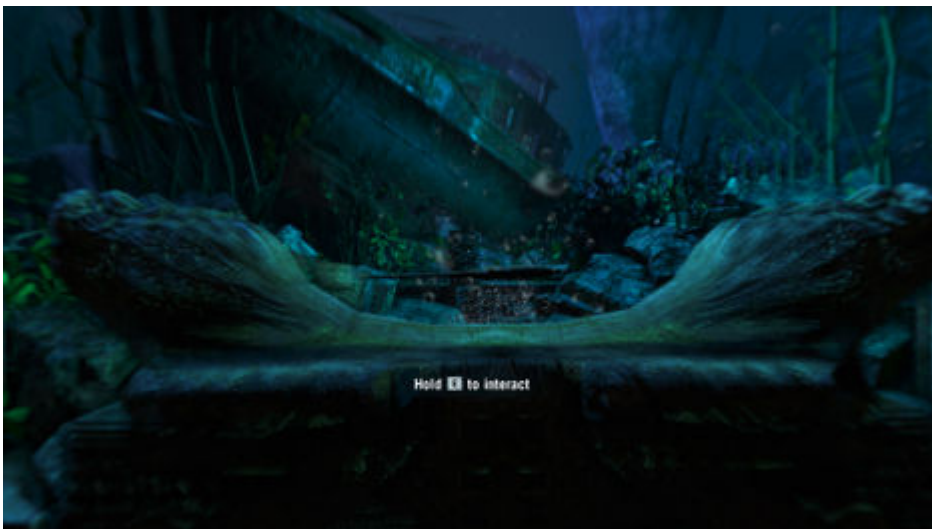
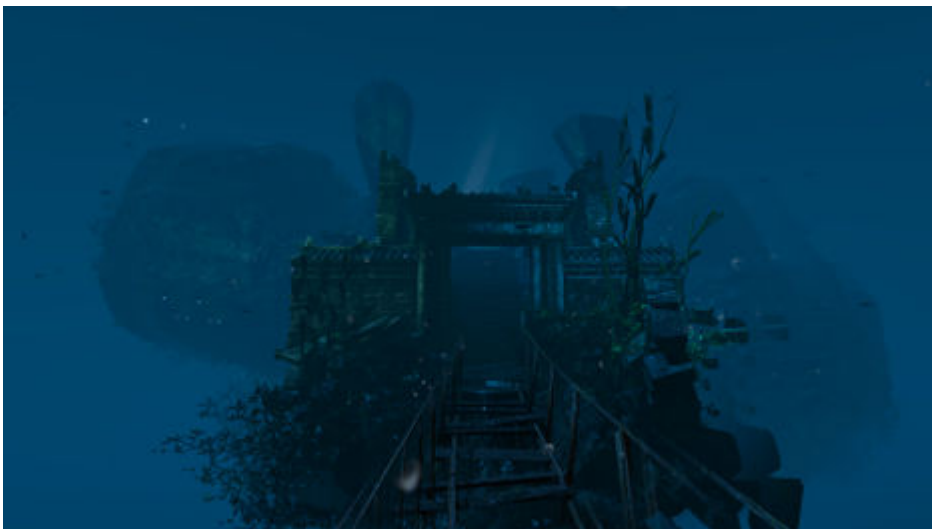








After you've crossed the bridge, walk up the stairs, and interact with the floating ancient knife on the pedestal. After you've done this, a stone structure will fall on you, and you'll reawaken with Dennis doing something to the tattoos on your left arm. Jason will tell Dennis what he saw, and that he must leave Citra's temple and find the ancient knife he saw.





Exit Citra's temple the same way you came in, and the mission will end.







# Bad Side of Town



## Bad Side of Town

<b>Mission Number</b>	12
<b>Previous Mission</b>	Meet Citra
<b>Following Mission</b>	Kick the Hornet's Nest
<b>Rewards</b>	2000 XP

**Bad Side of town** is the twelfth Mission in Far Cry 3. It begins right where the previous mission left you off. After Citra has agreed to help you save your friends only if you find the missing object, you've discovered that the missing object is an ancient knife located in Badtown.

## Objectives

- Investigate Badtown.
- Visit the bar.
- Play a game of poker.
- Follow the man in white without getting noticed.

## Video Walkthrough

## Written Walkthrough

Badtown is located far northeast of Citra's Temple. Open up your map, and you should notice a fast travel location opened up at the mission's waypoint in Badtown. Travel there, and head off toward the bar just east of your location.



You should be able to recognize the bar from the hallucinations you experienced in the previous mission. Enter the bar, and you should be given the objective to play a game of poker. Head through the opening on the right, and sit in the chair indicated by the glowing yellow light.







The man in white will walk into the bar, come over to your table, and tell you that you played well. He'll leave the bar, and your objective will be to follow him without him noticing. Leave the bar the same way you came in, and turn to the right. The man in white should stand around with his back facing you for about five seconds, then begin walking. Trail behind him, and make sure you're not too close.







He'll stop at the first bend in the town's road here, and it's recommended that you stand near the two men who are talking in order to avoid being spotted by him when he turns around. He'll then continue along his way and stop to talk to a woman on the left. Stay near the bend behind the building here, and peak around the corner every so often to make sure he hasn't left yet. After he's done speaking to the woman, he'll continue down the road forward, and then take a left. Don't worry about finding cover just yet. He won't turn around for awhile.





He'll cross a bridge of a small creek of water, then make the next right. This is where you'll want to be careful. After he makes the turn, he'll stop, turn around, then head off toward the left and enter a building. After he enters this building, the mission will end.









# A Man Named Hoyt



## Kick the Hornet's Nest

<b>Mission Number</b>	14
<b>Previous Mission</b>	Kick the Hornet's Nest
<b>Following Mission</b>	Saving Oliver
<b>Rewards</b>	2000 XP

**A Man Named Hoyt** is the fourteenth Mission in Far Cry 3. It begins right where the previous mission left you off. You've just burnt down several of Vaas' drug crops and destroyed a boat carrying a shipment of drugs for a US Government spy named Willis.

## Objectives

- Go talk to Willis.
- Leave the hut.
- Go to the rice fields.
- Get to the observation point undetected.
- Secure the area before Rongo is killed.
- Rescue Rongo.
- Follow and protect Rongo as he makes his way to the village.
- Protect Rongo while he searches his house.
- Get the documents from Rongo.

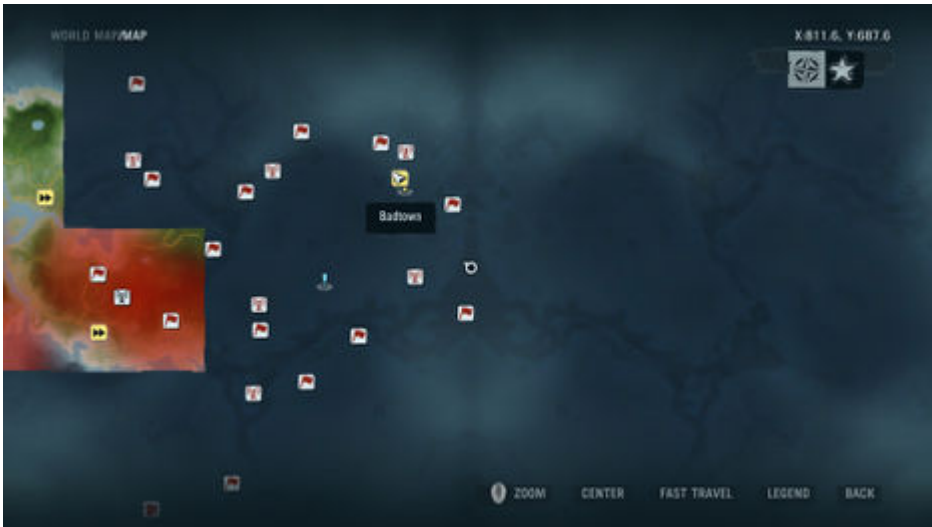
## Video Walkthrough

## Written Walkthrough

After destroying the boat with the RPG in the previous mission, you must head back to Badtown and speak with Willis. It's recommended that you fast travel to Badtown, as that will be the fastest way to

reach Willis.

---



After fast travelling to Badtown, Willis' shack will be located just southeast of your location. Once you reach the shack, open the front door, and head downstairs where Willis is waiting for you.

---



Walking toward Willis will initiate a cutscene in which Willis hands you an earpiece to wear, and describes the insanity that grows within someone who spends too much time on the island. He will also play a tape recording of a conversation being had between Vaas and Hoyt. While Vaas remains unconcerned with "Snow White", Jason's nickname given to him by Vaas and the other pirates on the island, Hoyt brings it to his attention that Jason is a threat, and that he needs to be taken care of. After they're done talking about Jason, Hoyt tells Vaas that a town named Paris Town needs to be dealt with as well. This ends the recording, and you must then leave the hut.



After you leave the hut, you must travel to the rice fields just northwest of the hut. There will be no need for fast travelling anywhere. Just head northwest toward the objective. On your way, there will be a radio tower and an outpost. It's up to you whether or not you want to activate the radio tower and



liberate the outpost. It's recommended that you do, but you don't have to.

---



---

If you've chosen to do either of these additional tasks, the radio tower is the closest. At its base is a broken down car. Climb on top of the car, then to the first section of the radio tower by climbing up the ledge with the ropes dangling off it. Continue to make your way up the tower, avoiding falling off at any cost. Eventually you'll come across more ropes that you have to jump to. Climb up those ropes, immediately turn around, and slowly cross the metal bars until you reach one you can't get passed. Crouch beneath it, and continue to the next set of dangling ropes. Jump to them, take the ladder up, then climb up the next set of ropes. Take the final ladder up, activate the radio tower, and make sure you take the zipline which brings you northwest in order to save yourself some trouble.

---







The outpost will be just west of the zipline's base. Head over toward it, but make sure to remain undetected unless you want reinforcements to be called in.



Approach the outpost from the ridge just northeast of it, and you'll be able to take out at least two enemies without alerting anybody. This particular time I liberated the outpost, a boar showed up before I attacked anybody, and caused them to light the forest nearby on fire. If anything random occurs like this, use this to your advantage and gain a position deeper into the outpost while they're distracted. There are two alarms located in the center of this outpost, so if you're up for it, you can sprint to one of the alarms, disable it, and then take out the enemies. When the enemies detect you, their reaction is delayed slightly, and they will not run for either of the alarms alarm to activate them immediately, giving you time to deactivate one. Deactivating one alarm will deactivate all of the alarms.









---

There are Molotov Throwers in this particular group of enemies. They will light you on fire, and kill you rather quickly. Avoid fighting them in flammable areas like fields of grass or under the cover of trees. Once you've liberated the outpost, continue northwest to the main objective.

---



---

There will be an ancient looking structure in the middle of the road on the way to the rice fields. Don't bother entering it. There's just a bunch of snakes and a corpse. If you do happen to fall into it on accident, look for the stone column with the ropes dangling off of it. Climb up it, turn to the right, jump onto the next column without overshooting it, then sprint-jump to the final column. You'll probably end up having to try this several times before successfully doing it. That's why this place wasn't worth going into. If you explore it a little, there's about six snakes in the second room who will try to kill you, along with a chest with a small amount of money in it.

---



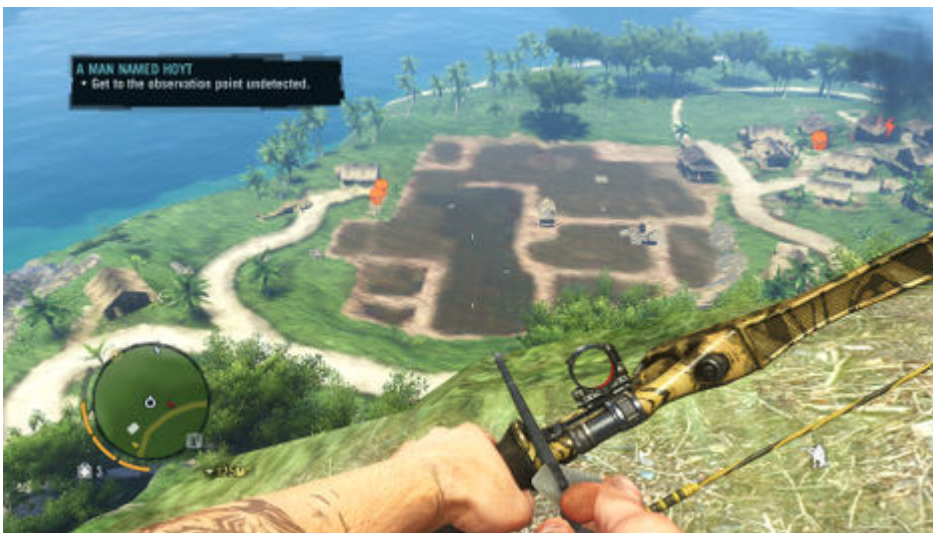
---

Once you reach a fork in the road, you'll be told to get to the observation point undetected. The observation point is just northwest of this location. Be careful, being detected will cause you to fail the mission.

---



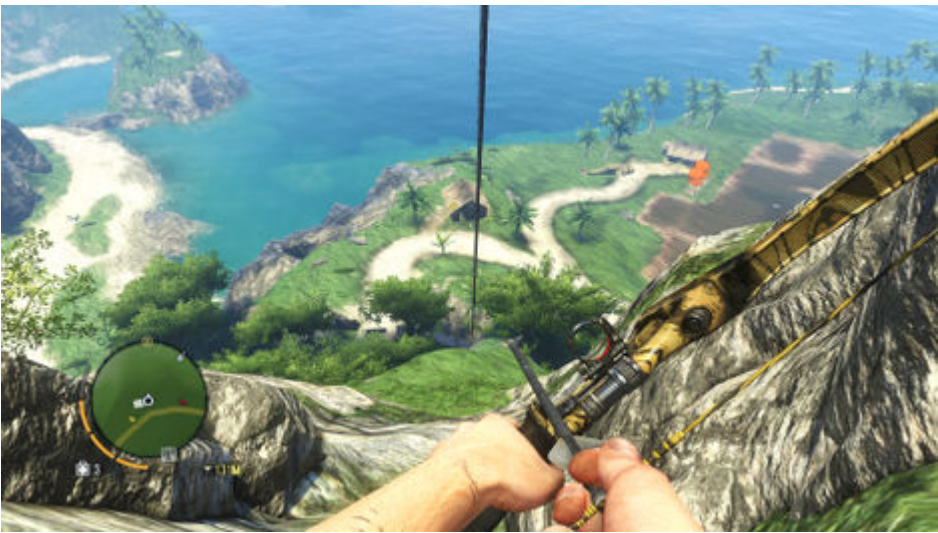






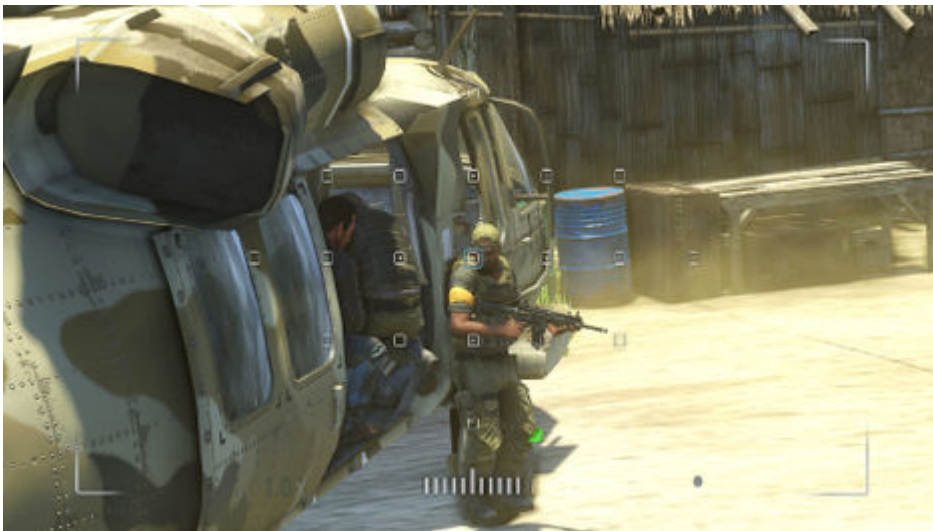
If you take a left at the fork in the road and continue following the road, you'll run into a shack with a powerline near it. The cable attached to the powerline can be used as a zipline. Zipline down to the observation point using this, and immediately turn to the left and enter the building. A cutscene will initiate in which Hoyt commands several civilians to run across rice fields covered in landmines. Two of the civilians are blown up, but the man you've come here to extract survives and takes cover just across the rice fields.















When the cutscene ends, eliminate the two enemies shooting at Rongo as quickly as you can. If you're using a Recurve bow, the enemies are located about 80 meters away. Kill them both, then sprint toward Rongo. Be careful, there are still landmines in the rice fields. When you are near one, a sharp beeping noise can be heard. When you trip one, it'll explode, and you'll take a ton of damage.





After interacting with Rongo, a brief cutscene will initiate in which Rongo will tell you to take him to the village. When the cutscene ends, quickly eliminate the enemy sprinting toward you, and continue killing the enemies shooting at you. There's no stealth approach to this portion of the mission, just kill

everybody as quickly as possible so Rongo doesn't die.

---











---

When you finally reach Rongo's house, he'll discover that his items aren't where they used to be. You'll have to protect him from incoming enemies while he searches his house.

---





---

First a wave of enemies will approach from the west, then the north, then the north again, and then randomly. You can effectively defend Rongo if you remain in the house the entire time. In fact, this is the recommended method of defense. Use the explosive and incendiary barrels to your advantage, and be wary of the red dots on your mini-map. Enemies will approach the house quickly, and it'd be wise to take them out before they get inside.

---

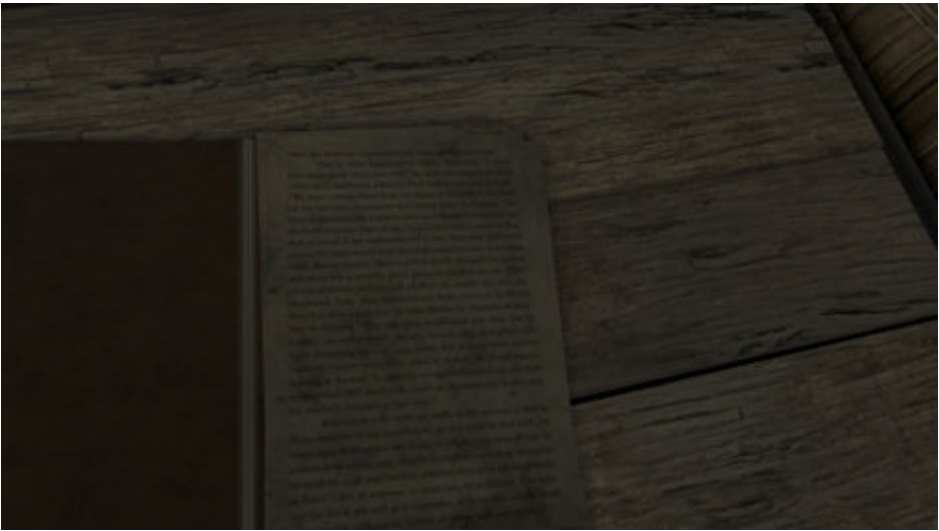






Once you've eliminated all of the enemies and Rongo's found the transportation manifest, he'll tell you to come retrieve it from him. This will initiate a cutscene in which Jason takes a picture of the manifest and informs Willis that he's gotten the manifest. The cutscene will end, and the mission will end as well.





# Saving Oliver



## Saving Oliver

<b>Mission Number</b>	15
<b>Previous Mission</b>	A Man Named Hoyt
<b>Following Mission</b>	Piece of the Past
<b>Rewards</b>	2000 XP

**Saving Oliver** is the fifteenth Mission in Far Cry 3. It begins right where the previous mission left you off. You've successfully rescued a man named Rongo who had the manifest of transportation which detailed your friend Oliver's location. Now you must intercept the convoy carrying him, and rescue him from Vaas' crew.

## Objectives

- Intercept the convoy carrying Oliver.
- Go to the vantage point.
- Secure the area.
- Use the camera to identify Oliver.
- Wait for the perfect moment to shoot.
- Kill the guards, Oliver must not be taken away.
- Clear a path for Oliver to reach the boat.
- Get in the boat turret.
- Protect the boat.

## Video Walkthrough

## Written Walkthrough

The convoy which is carrying Oliver is located just west of Rongo's home. Be careful if you choose to

cross through the rice fields. There are still landmines planted in the ground which will explode if stepped on.

There is a radio tower located just southwest of the objective, along with an outpost just south of the objective. It's suggested that you complete this alternate events, but you don't have to. The walkthroughs will no longer explain the activating of radio towers or liberating of outposts. It's expected of you to already know how to complete both of these tasks and find them on the world map.

---







---

After you've completed the alternate tasks, if you have chosen to do so, head to the objective. There will be several Komodo dragons in the area. Eliminate them, or try to avoid being eaten by them. After you visit the objective, you'll discover that you were too late, and Willis will tell you to get over to the vantage point just southwest of your current location. You will be timed, and only have 1 minute and 40 seconds to reach the vantage point. Head over there quickly to avoid failing the mission.

---





It's recommended that you find a vehicle to reach the vantage point more quickly. As you will have to reach, and clear the area within the time limit. You will be cutting it extremely close if you choose to sprint there. If you choose to sprint there, you should only have about 30 seconds to secure the area



and make it to the vantage point. This is clearly the most awesome way to complete this portion of the mission, so run your heart out, and make sure to touch the objective point after killing the two enemies here.

---







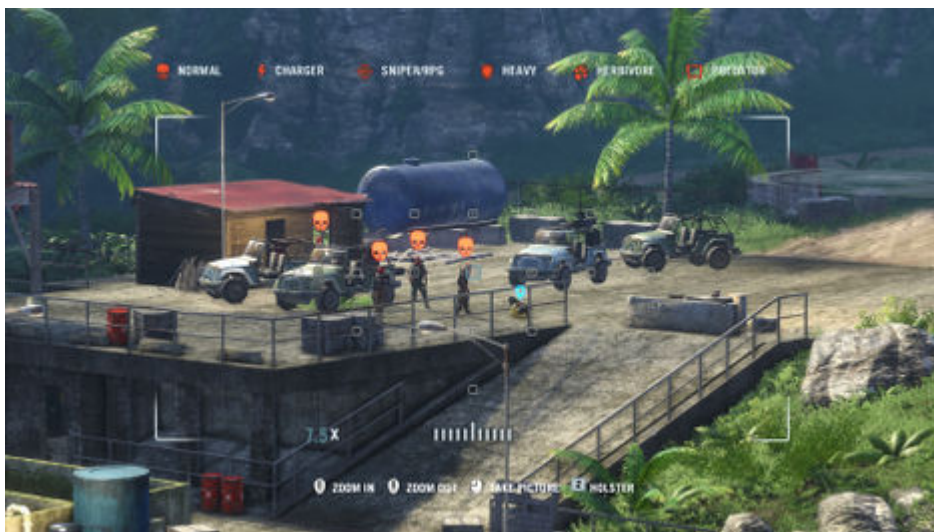


After reaching and securing the objective point, use your camera to identify Oliver. After about five seconds, a helicopter will fly by from the left. After about ten seconds, a convoy of vehicles will start driving down the hill toward the right. After you've identified Oliver, who's marked with a blue marker and located in the third vehicle in the line, the enemies with him will shove him around for a bit, then Jason will put the camera away and pick up the sniper rifle nearby.









After picking up the sniper rifle, take out all the guards, and make sure you prioritize those who have a line of sight on Oliver. Do this quickly, otherwise they'll take him to the helicopter, and you'll fail the mission.





There will be explosive barrels located in spots which enemies will run to. Make sure you use these to your advantage. Don't worry about conserving ammo, the sniper rifle you picked up will have infinite ammo, though you'll still have to reload it.





---

Eventually Oliver will reach a boat at the end of the docks. Protect him while he steals the boat, then jump off the ridge and hop into the turret as soon as he reaches you.

---



---

After hopping into the boat's turret, Oliver will begin to drive it down the river just up ahead. Make sure to protect the boat through this segment, otherwise you'll fail the mission. The enemies along the river will be located near buildings covered in explosive barrels. Aim for the explosives, and the portion of the mission will be a piece of cake.

---



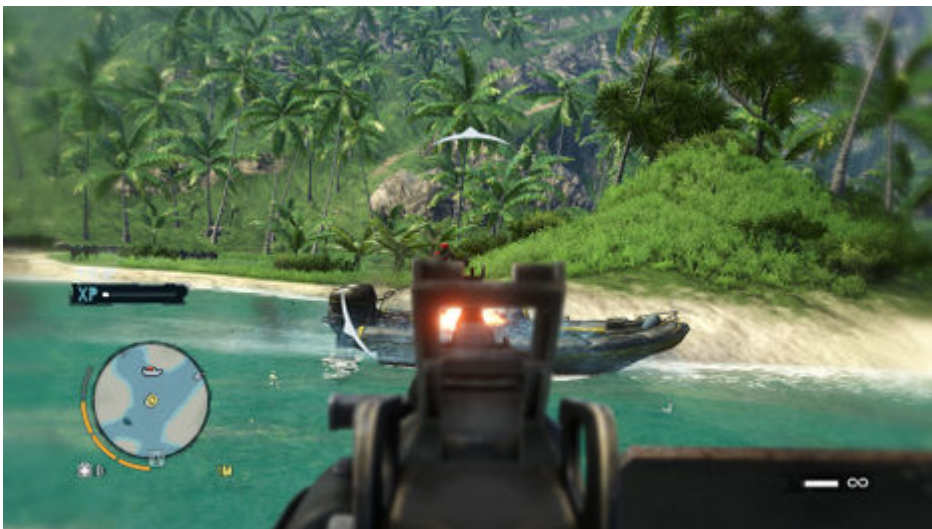




---

There will be several boats and jeeps with turrets along the way as well. Make sure to prioritize the gunner rather than the driver. Don't aim to blow up the vehicles either, they are rather difficult to blow up.

---







---

Eventually a chopper will fly overhead, shooting at the boat with a gunner. This time you'll have to blow the vehicle up. Just maintain a constant hail of machine gun rounds on the helicopter, and don't worry about the turret on the boat running out of ammunition or overheating, it's a super turret. You will take a lot of damage during this boat run, so make sure you bandage up every chance you get.

---





After the helicopter is destroyed, you will arrive at the beaches near the Medusa. A cutscene will begin here in which Jason tells Oliver that he'll take him to a safe place. The cutscene continues in the cave beneath Dr. Alec Earnhardt's home. Oliver gets to see Daisy and Liza again, but Liza seems

worried about you. She says that the island is changing you, but allows you to continue with your goal of saving your friends. The mission will end after this cutscene.

---





# Piece of the Past



## Piece of the Past

<b>Mission Number</b>	16
<b>Previous Mission</b>	Saving Oliver
<b>Following Mission</b>	Down in the Docks
<b>Rewards</b>	2000 XP

**Piece of the Past** is the sixteenth Mission in Far Cry 3. It begins right where the previous mission left you off. After saving Oliver, and preventing him from being traded into slavery by Vaas, you've successfully escorted him to the cave beneath Dr. Alec Earnhardt's home where Daisy and Liza greet you warmly. Although Liza is worried about Jason's sanity and safety, she lets him leave the cave to find and save his younger brother Riley before it's too late.

## Objectives

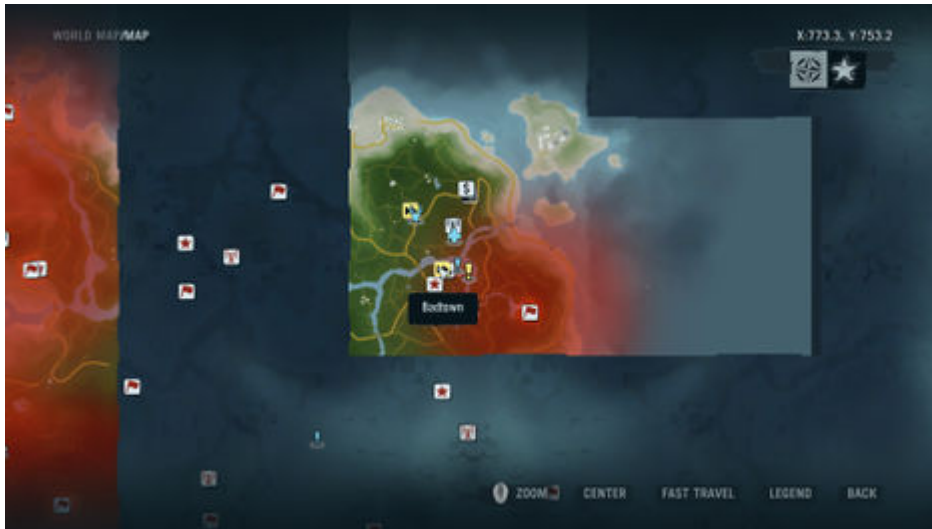
- Exit the cave.
- Go talk to Buck.
- Infiltrate the Nostalgia.
- Find the entrance.
- Infiltrate the Nostalgia.
- Find the laptop in hold of the Nostalgia.
- Hack the laptop to find the knife.
- Backtrack to escape the boat.
- Escape from the Nostalgia.

## Video Walkthrough

## Written Walkthrough

After speaking with Liza about saving Riley, exit the cave and you'll receive intel from Willis claiming that a man named Buck knows where Keith is. Buck is located in a bar in Badtown far east of Dr. Alec Earnhardt's home. Fast travel to Badtown to reach your objective quickly.





Once you arrive in Badtown, Buck will be located in the bar directly east of your location. Enter the bar, and approach the man indicated by the objective icon. This will initiate a cutscene in which Jason and Buck speak about Keith's location. You will discover that Buck purchased Keith from Vaas, and that he'll give him back to you so long as you find him what he wants. He'll hand you an image of the ancient knife you saw in a vision earlier, and tell you to seek the man who has its location.



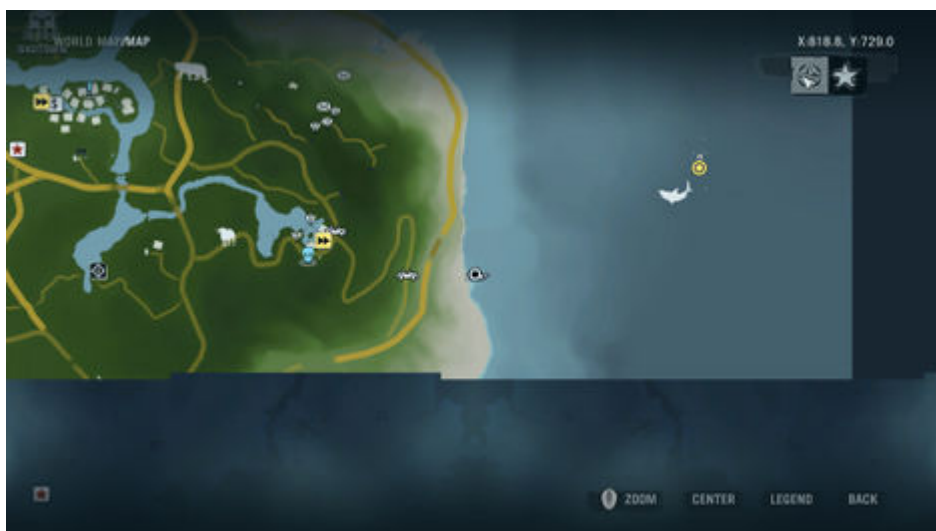






After you two are done speaking, leave the bar, and head over toward a boat named the Nostalgia just located east of Badtown. The boat is currently afloat, so it's recommended that you snag a boat to travel to it, otherwise you'll have to deal with sharks. You will be able to find a jet ski at the location on the map five images below, just parked at a dock on the shoreline west of the Nostalgia.









Approach the boat with caution, and if possible, abandon any vehicles you're using to reach it before you are spotted by the patrol on the boat. Climb up the ladder, and make sure nobody spots you. There are several enemies on the boat, and it would be quite difficult to survive if they detect you before you get onto the boat.





After eliminating all of the enemies on the boat, you'll find the entrance to the inside of the boat on the eastern side through a door. Open up the door, and be prepared to stealth kill an enemy after the

loading screen.



Navigate through the next room, then be careful of the two enemies located in the room after that. One of them will be kneeling on the ground with his back facing you, and the other will be standing up. Eliminate the one who's standing up toward the right, then quickly kill the one kneeling down. This may alert two enemies one floor beneath you. Quickly disable the alarm the enemies were standing near in order to prevent reinforcements from showing up.





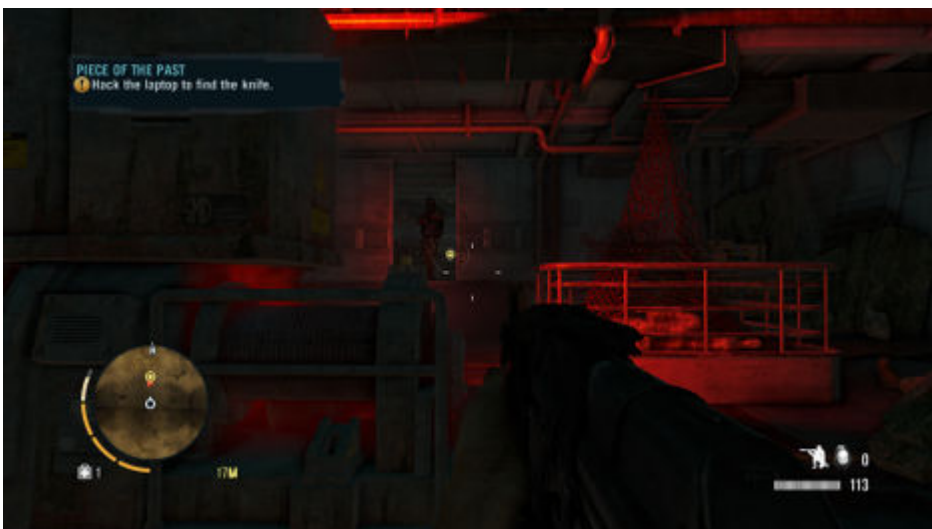


Head on down the stairs, enter the room full of red markers, and eliminate the enemies here. Continue on through the ship until you reach the room with the flashing red lights. There will be three enemies located in this room. Eliminate them, and the door at the front of the room will open to reveal a Heavy gunner. Be careful, and try to avoid getting pummeled by his machine gun rounds. Try and use explosives to take him out, or a couple shots to the head to remove his helmet and finally his head.



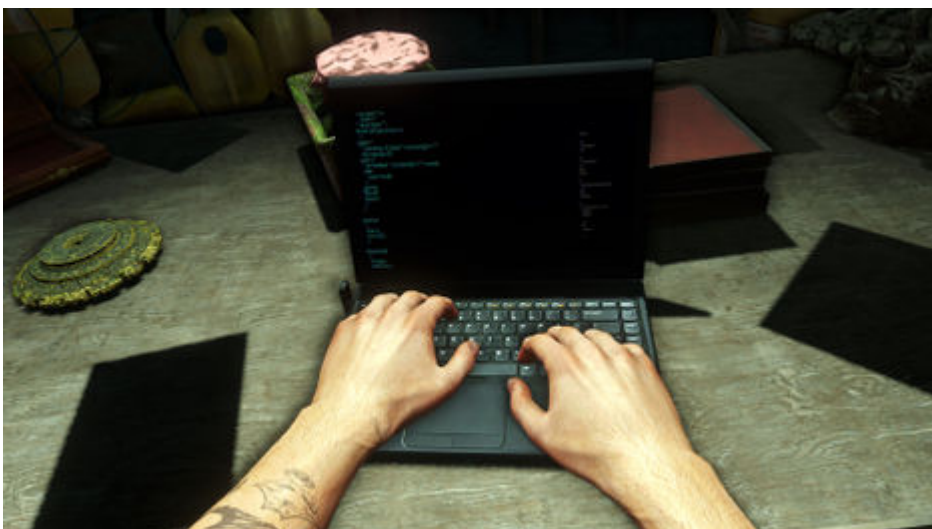






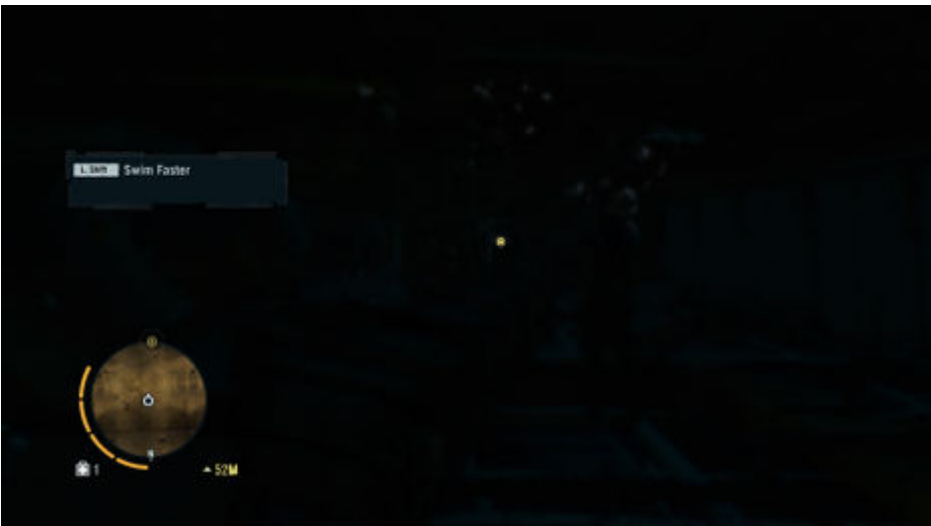
Enter the next room, and interact with the laptop. This will initiate a cutscene in which Jason suddenly becomes a computer hacker, and locates the ancient knife. He hears a beeping noise though, looks underneath the table the laptop's on, and finds a timer attached to a bomb. He sprints out of the room,

the bomb explodes, and Jason miraculously survives.

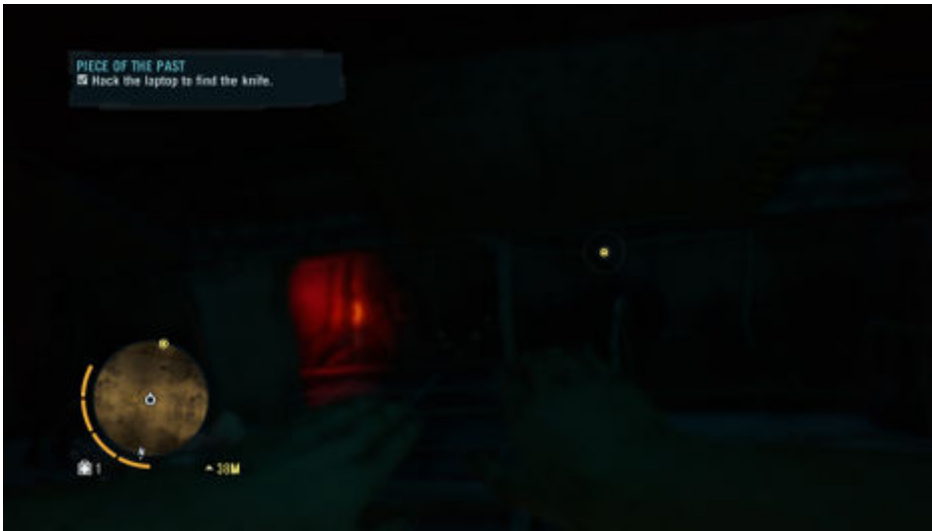




After the cutscene ends, you'll have to navigate your way back through the way you came in, and escape the boat before you drown. Make a left at the first turn, then continue to make your way through the sinking ship.







When you reach the hatch you must open, open it, and prepare for an interactive cutscene in which you must prevent an enemy from killing you. After you've killed him (hopefully you have), enter the next room and breathe a bit of air in by interacting with the air container floating around in the water.

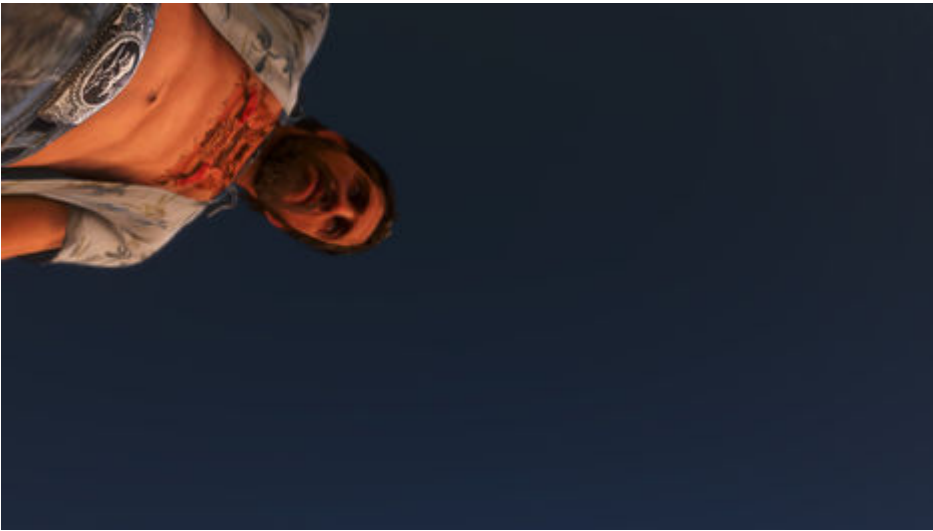
Quickly navigate through the next couple rooms, and bust out the window in the final section of the ship.





A final cutscene will play in which Jason passes out and awakes on a beach with Buck looking down at him. He asks if you found the compass, and tells you that the compass will lead you to the ancient knife. This is where the mission ends.







# Down in the Docks

## Down in the Docks

<b>Mission Number</b>	17
<b>Previous Mission</b>	Piece of the Past
<b>Following Mission</b>	The Motherlode
<b>Rewards</b>	2000 XP

**Down in the Docks** is the seventeenth Mission in Far Cry 3. It begins right where the previous mission left you off. You've just found and retrieved a compass which will help you find an ancient knife sought after by Buck, who has your friend Keith captive. If you can find this knife for Buck, he'll release your friend to you.

## Objectives

- Go talk to Buck.
- Follow the compass to locate the entrance.
- Enter the bunker.
- Reach the submarine dock.
- Find the cave entrance.
- Find a way into the Chinese ruins.
- Enter the bunker.
- Explore the Chinese ruins.
- Enter in the temple to find the treasure room.
- Find solution to reach the treasure room.
- Enter the treasure room.
- Pick up the compass.
- Find an exit before everything collapses.

## Video Walkthrough

## Written Walkthrough

Although Buck will be located just southwest of your location, there will also be an outpost directly north of you. If you want to, and it's recommended that you do, liberate the outpost just north of your location.

After you've liberated the outpost, if you've chosen to, head southwest toward the shoreline and speak with Buck. You'll discover that he's known the location of the ancient knife the entire time, and tells you that it's located with Lin Cong and the rest of his stash.



After the cutscene ends, enter the bunker in front of you. Once you've entered the bunker, head forward, then take a right, and notice the symbols on the wall. Directly above them is a location which you can climb up. Climb up the wall, and hop over to the ledge directly ahead of you. Immediately after you enter this next room, turn to the right, and head down the stairs. Beware though, there are snakes throughout this entire area.

Jump down the ledge from the staircase into the water below, turn to the left, and head down the pipe. There will be several enemies in this next room, so be careful, and try not to alert anybody. Remember that you're more hidden if swimming beneath the water. Swim beneath the sunken boat, and catch your breath under cover within the cabin. Swim out of the cabin, and head off toward the right.

Directly toward the right of the sunken boat will be an enemy near the water who's back is facing you. If you've unlocked the skill, you'll be able to perform a ledge takedown, and eliminate this guard without anybody in the room noticing, well, at least not for awhile. Eventually they will notice the body, and remain alert for awhile, but give up on looking for the culprit and continue their watch.

When none of the guards are looking, swim beneath the water between the boat and the docks until you reach the opposite end of the boat. There will be another cabin here for you to catch your breath. Now eliminating the remaining enemies will be quite difficult without alerting any of them, so go in guns blazing, and hope you come out alive. There will be a molotov thrower on the boat you swam under near the beginning of this sequence. Avoid burning to death by diving into the water and bandaging up every so often.

After you've eliminated all of the enemies, take the stairs up to the surface, and head for the cave entrance. Continue forward, take a right, and be careful. There are several enemies up ahead, including a mounted turret. Focus the man on the turret, then eliminate the other various enemies. If you so choose to, you can activate a detonator near the center of the room which will destroy the entrance to the bunker and eliminate a few enemies in the process.

Once all of the enemies have been eliminated, blow open the entrance to the bunker if you haven't already, and then enter it.

Walk through this next hallway with caution, as there's a snake just to the left near the wall. Once you've reached the end of the hall, jump into the pool of water below, and prepare to fight a crocodile. If you don't want to fight the crocodile up close, toss some grenades into the water before hopping in.

After you've slain the crocodile, continue to swim through the cavern, and resurface in the area ahead. Climb up the ledge, and enter the next room. Interact with the door in this room, and jump into the pool of water in the next room. Swim through the arch, then head off toward the next arch on the left. Climb up the ledge, and continue through the following hallway.

The next room you enter will have a staircase leading down, but the staircase is broken. Make sure you make the jump near the center of it, otherwise you'll have a bad time. Just kidding, falling at this point is unavoidable.

After you've recovered from the fall, swim forward, and you'll have to find a solution to the puzzle in order to reach the treasure room.

There will be a room on either side of you. Enter one of them, break the three weak beams supporting the wooden dam, then repeat the cycle in the opposite room to raise the water level high enough to access the treasure room.

Enter the treasure room, and pick up the compass on the pedestal directly ahead of you. After you do this, the treasure room's ceiling will begin to collapse, and you will have to escape before everything in the room collapses on you.

Head off toward the left of the pedestal, and shimmy across this wooden platform. Enter the cave ahead, and follow the bright light until a cutscene begins in which Buck finds you once again, and is upset that you haven't acquired his knife yet. You'll stick the two pieces of the compass together, and the compass will begin to emit a light. After this cutscene, the mission will end.

# The Motherlode



## The Motherlode

<b>Mission Number</b>	18
<b>Previous Mission</b>	Down in the Docks
<b>Following Mission</b>	Lin Cong I Presume
<b>Rewards</b>	2000 XP

**The Motherlode** is the eighteenth Mission in Far Cry 3. It begins right where the previous mission left you off. After retrieving another fragment of the mysterious compass, Buck insists that you continue to search for his knife, otherwise he'll have your friend Keith killed.

## Objectives

- Go talk to Buck.
- Explore the mines to find the third compass piece.
- Follow the tracks to explore the mine.
- Get past the pirate encampment and cross the bridge.
- Find the strange door inside the excavation site.
- Enter the mystical room.
- Find the hidden passage.
- Explore the depths.
- Take the old elevator to venture deeper.
- Pick up the third part of the compass.
- Escape the temple before everything collapses.

## Video Walkthrough

## Written Walkthrough



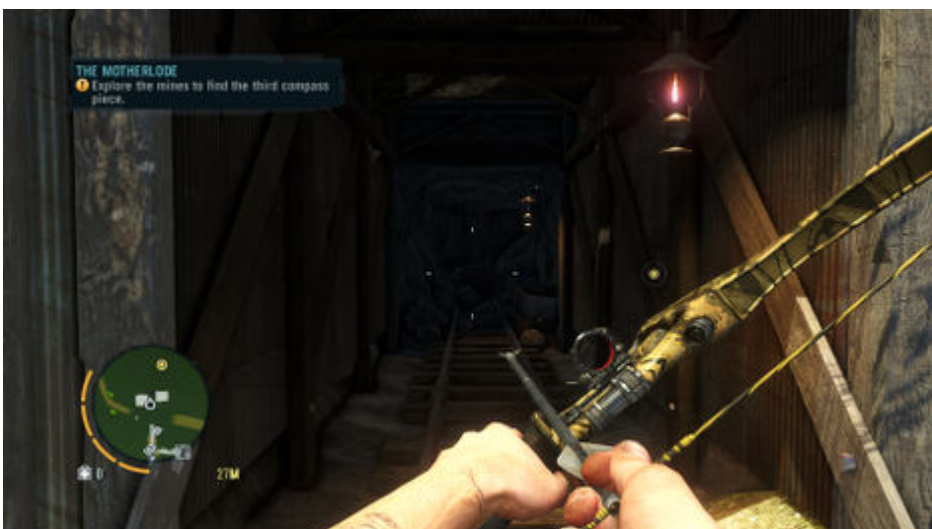
Buck will be located just northwest of your location near a dig site just outside a mine shaft. After you approach him, a cutscene will initiate in which he'll basically tell you to explore the mines and find the next piece of the compass.

---





After you're done speaking with him, head into the mines and take a right at the first turn. Enter the elevator, and a loading screen will appear. Following the loading screen, head directly forward and push the mine cart forward along the track. An enemy will appear from the other side of the cave.





---

As soon as you're finished pushing the mine cart, throw a rock past the enemy to get him to face the opposite direction of you. After diverting his attention elsewhere, sneak up from behind him and kill



him. There will be another enemy nearby, though he is drunk and will most likely not notice you. Kill him as well, and continue to follow the tracks until you reach a crate with a Molotov on it.

---



---

Peak over the crate with the molotov on it, and you should find that there are three enemies in the next cavern. It's worth noting that the drunken enemies are Molotov throwers, and carry an unlimited supply of molotovs with them at all times. Try and execute the drunken enemy near the entrance of this next cavern while his back is facing you, then eliminate the next two after they've surely detected your presence.

---



---

After eliminating these three enemies, several more will show up in the next couple caverns. Be careful, as molotov throwers are abundant in this mission.

---





---

Once you've eliminated all of the enemies, continue to follow the track to the objective. Once you've reached the end of the line, you'll have to get past the upcoming pirate encampment and cross a bridge.

Around the next corner is are two snipers. This shouldn't appear as much of a surprise, as they will shine red beams of light in the direction of the cavern's opening quite often.

---



---

There are only four enemies in this next section. This includes two Pirate Defenders and two Pirate Snipers. Be careful when taking out the defenders, as everything on them is heavily armored besides their heads. Search high for the snipers, and eliminate them before they eliminate you.

---





Once all four enemies have been killed, continue on across the wooden bridge, and two more molotov throwers along with a Heavy Gunner will show up. The molotov throwers are your priority, and are taken out easily. The heavy gunner is more difficult to take out, though you've dealt with them before. Aim for his helmet, and eventually you'll shot it off him. After his helmet's been removed, shoot him in the face to finish him off.



After these last three enemies have been eliminated, continue along your way up the sloped path, and pick up some ammunition from the ammo crate in this location. Once you've accomplished the current objective, you'll have to search for a strange door inside the excavation site.



---

Beyond this tunnel up ahead are three enemies, including two molotov throwers. These next few sections of the excavation site have ceilings supported by wooden pillars. Shoot the pillars when enemies are near them to bring the ceiling down on top of them, crushing them in the process. Be warned though, the enemies can do the same to you, so try and avoid standing near the pillars when enemies are nearby.

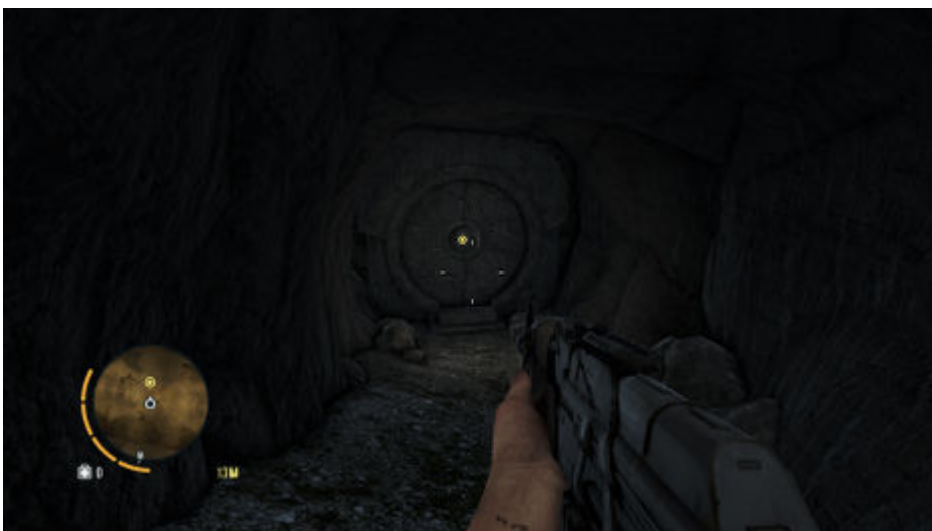
---





After you've cleared out the first room, the second room features about four total enemies, including a sniper just across the room, up and near a pillar. Eliminate him first, then the others last. After this room's been cleared out, head up the sloped area, and to the door of the mystical room.





---

Open the door by interacting with it. Inside is a Komodo dragon. Kill it before it kills you. The mystical room is just beyond this tunnel.



---

Drop down into the room below, then continue past the weird turtle-like statue, and directly to the center of this circular room. Pull up on the switch located in the center to unlock the secret passage. Once the secret passage has been opened, enter it, and descend down the stairs. Be careful once you reach the bottom though, there's another komodo dragon down here.

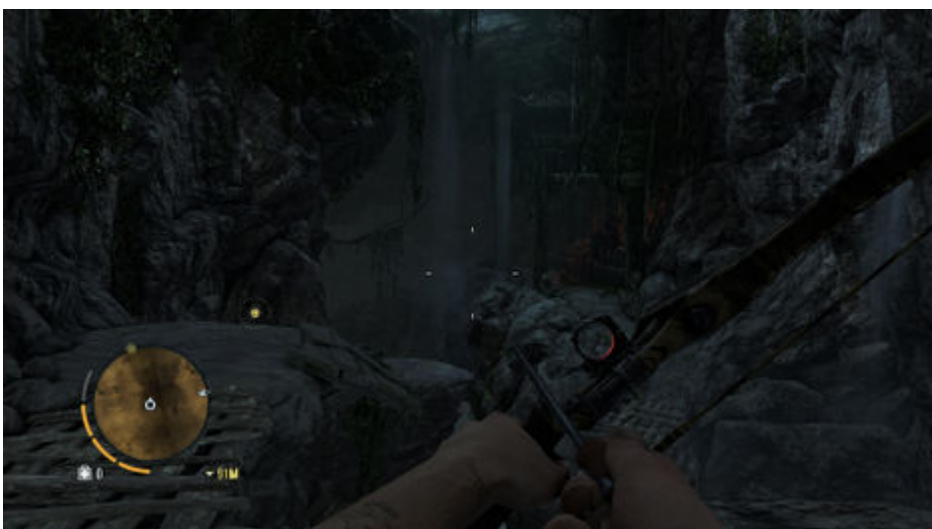
---







This next cavern is one you'll definitely have to be careful in, as the drop below will kill you, and there are no guard rails. There will be a bit of jumping required, so make sure you're stepping down onto a platform rather than open space, there are several gaps.



---

At the point where you've completed the objective which required you to explore the depths, be careful, because there is another komodo dragon on the ground directly in front of you. Eliminate the komodo dragon, then be careful of the snake just to the right of the ceremonial table. Once these two pesky creatures are slain, head down the slope ahead, make a left, and enter hop aboard the gigantic creaking elevator.

---



---

The elevator will eventually break after you've caught glimpse of your objective, and you'll find yourself deep underground with no foreseeable escape route.

---





---

On the path ahead is a snake. Kill it, then continue along your way to the treasure room. You'll have to make the jump ahead, don't simply wander off into the abyss below. There will be yet again another jump, then you'll need to head up the stairs into the treasure room where a friendly komodo dragon will be awaiting your presence.

---





Kill the komodo dragon, then claim the the third part of the compass on the table near the end of the room. Ignore the fact that Jason just blatantly activated another booby trap, he's obviously never seen an Indiana Jones film.



The entire temple will begin to collapse after the third part of the compass has been picked up. Avoid being lit on fire by the fallen goblet to the right of you, and sprint forward toward the exit. Continue to



sprint through these next few sections, and notice the friendly reminder to the left reminding you how to sprint just in case you forgot how to.

---







---

Eventually you'll reach a bright light, and Buck will be there on the other side of it waiting for you to place the third piece of the compass onto the other two pieces. After you do this, it'll glow once more, and the mission will end.

---





# Lin Cong I Presume

## Lin Cong I Presume

<b>Mission Number</b>	19
<b>Previous Mission</b>	The Motherlode
<b>Following Mission</b>	Unhappy Reunion
<b>Rewards</b>	-

**Lin Cong I Presume** is the nineteenth Mission in Far Cry 3. It begins right where the previous mission left you off. You've just discovered and retrieved the third piece of the compass meant to find the ancient knife Buck wants you to obtain for him in exchange for Keith, a friend of yours who Buck has purchased from Vaas as a slave.

## Objectives

- Go talk to Buck.
- Find a way to the tomb.
- Dive into the cenote.
- Find the entrance.
- Find the way to the tomb.
- Follow the cable to find another path.
- Use the scaffolding to reach the hot water.
- Cross the hot water.
- Reach the tomb entrance, the knife must be inside.
- Find the real tomb entrance.
- Open the sarcophagus and pick up the knife.
- Avoid the traps, get out.

## Video Walkthrough

## Written Walkthrough

You must first go speak with Buck, who's located just northwest of your location. The quickest way to get there is to fast travel to Amanaki Outpost just south of the objective.

Once you reach Buck, you'll find him lying on a rock near a large ravine. He'll avoid telling you anything helpful once again, leave you alone, and you'll have to find a way to reach the tomb and retrieve the ancient knife for Buck.

Approach a ledge safe enough to jump from. Then jump into the cenote. Nearly any ledge will do, so

long as you aim the jump well enough to not hit the sides of the wall on the way down.

Once you arrive in the pool of water below, head toward the western side of the cenote, and climb up to the cave there. Although the entrance to the tomb can be found rather close to the entrance of the cave, beyond it is a pedestal with a relic sitting on top of it. Go grab that before you open up the entrance to the tomb.

After you've grabbed the relic, head back toward the entrance of the tomb, and open it up. Did I say that was the entrance to the tomb? Well it wasn't. You've still got a bit of a ways to go before you reach the tomb. Head forward, climb up the vines to the top of the structure ahead, and you'll be able to hear not only dogs, but people as well. Jason suspects that Buck tipped some pirates off, and that's why they're here.

Peek down through the hole on top of this structure and you should find a pirate leaning down below. He won't be able to spot you from where he is. Drop down on top of him and perform a death from above kill to eliminate him silently. The enemy just ahead will also have his back facing you. Kill him from behind, then turn to the right to find the third and final enemy in this particular region. Kill him, then be careful, as there are dogs nearby who will bark when they spot you.

There is a Pirate Heavy Gunner just around the corner, and it's almost entirely impossible to avoid being spotted by him or the nearby dogs. Once you are spotted, the bridge in the center of the room will be lowered, and you will have to prioritize either the dogs or the heavy gunner. Once both are eliminated, several enemies in the next room will be alerted and heading this way as well. Once all of the enemies have been killed, take the zipline down to the next platform and continue about your objective.

Don't bother dropping from the zipline early. Sticking to it the entire ride will lead to you killing an enemy at the end with a death from above kill. Don't let the amount of enemies displayed on your mini-map overwhelm you. A majority of them are located on the floor just beneath this one. Once you land on the platform after taking the zipline, there will be two enemies toward your left, and one behind you. All are of equal difficulty, so prioritize whichever is closest at the time.

Once the enemies on this floor have been eliminated, try and kill as many as you can on the floor beneath this one without actually going down to that floor. While this prevents you from taking bullet damage, they will still spam grenades, so be careful. A perfectly placed grenade can kill you.

After you've cleared out a sufficient number of enemies, drop down a floor, and take the zipline across the chasm. Be careful, there's a molotov thrower on the other side. Eliminate the remaining enemies, then continue down the path to the right. Peek over the ledge here, and you should spot at least one molotov thrower. Take him down, then take the zipline forward to the building just in front of you.

Exit the building, then drop down to the scaffolding to the left. Avoid touching the water below. It's quite hot, and will hurt you. Two enemies will confront you. Kill them both, then continue through the cave toward the objective. Once you reach the river of hot water, drop down to the objective point, then continue along the river.

You'll be even closer to the water at this point. There will be several geysers which spurt out hot water spontaneously and deal about one and a half bars of damage. Avoid touching it at all costs, and leap

across any gaps between stone platforms. There will be three enemies not too far up ahead of the hot water river located on a stone wall. Eliminate the RPG shooter first, then take care of the two remaining enemies.

Once these three enemies are taken care of, cross the stone path ahead, then approach the next room with caution. There will be three enemies once again, including a molotov thrower. The molotov thrower isn't a threat at this distance, so take care of the other two enemies first. Once they're done with, kill the molotov thrower.

After the three enemies in this room have been killed, cross the stone path, climb up the vines, hike up the slope, and eliminate the molotov thrower you'll find beyond the sloped path. Once he's been dealt with, head on forward and open up the door using the compass.

Beyond this door is a hallway. Pass through this hallway, climb up the stone wall, and admire the beauty that is the statue in this cave. Once you're finished admiring it, hop down to the platform below, turn to the right, and take the wooden platforms to the bottom floor.

The boiling hot water in this room will rise and lower every few seconds. Avoid getting caught in it when it rises, and use the time that it spends lowering to your advantage. There will be several areas down here which you can jump up onto to avoid being melted during the water's time of rising. Once it lowers, hop down, and continue along the path, searching for a spot to climb up again. Take a right when you've reached the split path, and make sure you crouch beneath the arch in the middle of the platform.

Once you've gotten across the hot water, hike up the path above, and climb up the vines. Once you've reached the ledge above, go forward, then climb up the next ledge as well.

Continue along your way, and go up the stairs. Once you've reached the top of the stairs, use the compass on the stone structure above to open up the entrance to the real tomb. Head down the stairs into the tomb, and be careful of the komodo dragons down here. Kill all of them, then open up the sarcophagus and pick up the knife.

Picking up the knife will activate some more booby traps, because apparently Jason still hasn't learned his lesson. Sprint forward as soon as you're given the opportunity, and continue sprinting toward the door in order to avoid being scorched alive. The ceiling will be collapsing in the next room, enabling a quick time event. Make sure you press the right buttons to avoid being rushed, then continue through the tunnel to the white light. After you've reached the surface, the mission will end.



# Unhappy Reunion

## Unhappy Reunion

<b>Mission Number</b>	20
<b>Previous Mission</b>	Lin Cong I Presume
<b>Following Mission</b>	The Social Club
<b>Rewards</b>	-

**Unhappy Reunion** is the twentieth Mission in Far Cry 3. It begins right where the previous mission left you off. You've just discovered and retrieved the ancient knife sought after by Buck. Surprisingly enough, he wasn't found anywhere near the exit of the tomb you found it in.

## Objectives

- Go to Buck's hut.
- Bring the knife to Buck.

## Video Walkthrough

## Written Walkthrough

After taking a breath of fresh air outside of the tomb you just escaped, Buck will not be found anywhere near the exit. Instead, he'll call you up and tell you to meet him at his place. Buck's place will be located just southeast of your location near Badtown.

Fast travel to Badtown, and head south down the road. Continue down the road until just a bit of a ways after you hit the town's walls, then take a left, continuing to follow the road, until you find another road branching off toward Buck's place.

Once you reach Buck's hut a cutscene will initiate in which you give Buck the knife, he hands you the keys to the basement where Keith is being held prisoner, and eventually he shows up down there to kill you both. This will initiate a quick time event in some weird hallucinated arena of Jason's. Make sure you press all of the required buttons, and Buck will be easy to take care of. Once Buck is dead, Jason will take Keith back to the cave beneath Dr. Alec Earnhardt's home.

Once in the cave, Keith will tell Jason that Riley died trying to escape. The mission will end after a conversation between Jason and his girlfriend Liza. It's recommended that you start the mission The Social Club immediately after this by staying in the cave and turning off toward the right rather than the left which leads to the cave exit. Here there will be several of Dr. Alec Earnhardt's hallucinogens, including a bowl full of berries. Interact with the bowl to begin this series of three missions.

# The Social Club

## The Social Club

<b>Mission Number</b>	21
<b>Previous Mission</b>	Island Port Hotel Saving Oliver Unhappy Reunion Keeping Busy
<b>Following Mission</b>	Piece of the Past This Knife's For You
<b>Rewards</b>	-

**The Social Club** is a recurring mission in Far Cry 3. You may opt to complete all three sections of it after saving Keith, but a red berry is available after saving Liza, Oliver, and Keith (for a total of three berries).

By ingesting this natural hallucinogenic fruit, Jason will go back to a club in Bangkok to relive the days just before his fateful skydiving trip onto Rook Island.

The bowl of berries is located in the cave beneath Dr. Alec Earnhardt's home. You can find the bowl directly in front of the ship Daisy found. Interact with the bowl to begin the mission if applicable.

## Objectives

- Go and buy drinks for the friends.
- Find Riley in the club.

## Video Walkthrough

## Written Walkthrough

### After Rescuing Liza

This portion of the three-part mission takes place in a club with an instrumental version of *I Fink U Freeky* by Die Antwoord blasting in the background.

Eventually Daisy will give you some money to buy everybody drinks, and you'll have to walk up to the bartender and order some for them. That's all you really have to physically do during this portion of the mission.

You'll discover that Riley, your younger brother, had just obtained his pilot's license before the trip.

After taking a shot, you'll wake up back in the cave again and this portion of the mission will be finished.

## **After Rescuing Oliver**

This portion of the three-part mission is a direct continuation of the first part. Your first objective is to find Riley somewhere in the club. Turn to the right, and head through the doorway and down the stairs to the dance floor.

Keep continuing straight into the next doorway and you'll engage in a conversation with a DJ who says your brother's down the hall in the men's bathroom.

Enter the bathroom to find Keith causing trouble with the locals while Riley stands beside him trying to prevent a fight. They claim that Keith owes them money, and all three of you leave the bathroom. After this, the flashback ends, and you'll reawaken in the cave again.

## **After Rescuing Keith**

There are no objectives during this mission. At the beginning, you can choose to dance to the music if you want to. Eventually one of the men who threatened Keith and Riley earlier will get knocked out, and you'll have to sprint to the elevator with all of your friends including Doug, the DJ.

During the elevator ride, Doug will tell you and your friends about a secret island (Rook Islands) which you can do anything on. Eventually you and your friends plan to skydive onto the island. The mission ends after this sequence.



# Ambush

## Ambush

<b>Mission Number</b>	23
<b>Previous Mission</b>	This Knife's For You
<b>Following Mission</b>	Warrior Rescue Service
<b>Rewards</b>	5000 XP

**Ambush** is the twenty-third Mission in Far Cry 3. It begins right where the previous mission left you off. An enemy convoy has taken several civilians as prisoners, and you must help rescue the prisoners.

## Objectives

- Place the explosives on the fuel truck.
- Reach the top of the water tower before the convoy comes within sight of the village.
- Wait at the top of the water tower for the convoy to get ambushed.
- Protect the Rakyat people.
- Get in the cargo truck.
- Reach the convoy.
- Eliminate the remaining privateers.
- Save the prisoners inside the convoy truck.

## Video Walkthrough

## Written Walkthrough

Leave the church immediately, and turn to the right when you reach the road. Sprint over toward the fuel truck, plant the explosives, and immediately turn around. You're going to have to reach the top of the water tower within 45 seconds.

Once you've reached the top of the water tower, keep your eyes on the truck which you just planted explosives on. A group of mercenaries will show up (not pirates), their first truck will be blown to smithereens, and you'll have to take out the remaining mercenaries from the top of the water tower. There's a sniper rifle behind you if you're in need of a long range weapon. Even if you already have a sniper rifle equipped, it's recommended that you pick up the one behind you. It's deals loads of damage, and is especially helpful against mercenaries, as a majority of them wear full-body armor including helmets.

After you've eliminated the mercenaries, the armored truck they showed up in will begin to move

away. You will be given about 2 minutes and 30 seconds to sprint to the cargo truck just north of the water tower. Slide down the ladder at the water tower's south end, then head for the cargo truck. Hop in it, and begin to chase after the convoy.

There will be a roadblock and an enemy vehicle which tries to run you off the road on the way to the convoy. The cargo truck is very durable, so feel free to ram through both obstacles. Once you've reached the convoy, you'll have to eliminate all of the enemies nearby. There should only be about two enemies. Hop out of the truck, shoot them both in the face, then rescue the prisoners located in the convoy truck.

Open up the back of the convoy truck, and you'll get knocked out by Vaas, thus ending this mission.

# Warrior Rescue Service

## Warrior Rescue Service

<b>Mission Number</b>	24
<b>Previous Mission</b>	Ambush
<b>Following Mission</b>	New Rite of Passage
<b>Rewards</b>	5000 XP

**Warrior Rescue Service** is the twenty-fourth Mission in Far Cry 3. It begins right where the previous mission left you off. After attempting to save prisoners in a convoy truck, you're greeted by Vaas and immediately knocked unconscious.

## Objectives

- Get out of the cenote.
- Follow the truck.
- Reach the chopper.
- Get out of the mass grave.
- Retrieve equipment.
- Search camp for the equipment.

## Video Walkthrough

## Written Walkthrough

The mission begins with a cutscene in which Vaas defines insanity while a man in the background is tossed into a cenote with a rope and cinderblock tied to his ankle. Eventually he kicks you into the cenote as well.

When you land in the water below, a quick time event will begin, and you'll have to hammer the same button over and over again until you break free of the rope your wrists and ankles are tied in. Swim to the surface immediately after doing so, and swim out through the exit to the east.

You'll find yourself behind a waterfall without any weapons. Peak your head out, and there should be an enemy with his back turned to you toward the left. Kill him, then make sure you're crouched. Take his weapon, then continue forward and you'll find two more enemies, both of which aren't facing you. Kill the one to the left first, then the one to the right. Take both of their weapons as well.

Get off the road, and head up toward the ridge to the right. Peak over the ridge, and a helicopter will fly overhead and land just beyond the small outpost in front of you. Before you go in guns blazing, head off toward the right end of the ridge, and drop down as soon as the coast is clear. Head off



immediately to the right and hide in the bushes. An enemy patrols this area, and will get close enough for you to kill him with your knife. Make sure to hide his corpse in the bushes as well.

Once this enemy's been eliminated, climb up to the rooftop of the building to the right of the bushes. Sprint to the other side of the building and hop off. Continue to sneak over toward the next guard tower, and perform a ledge takedown. Climb up to the guard tower, pick up the rocket launcher, and look off toward the left. There should be an alarm on the ground level just ahead of you. Sneak over toward it and disable it, then immediately head off toward the right and jump into the river.

While you're in the river, swim over toward the right and underneath the bridge. Come up to the surface when the guard ahead of you on the turret is no longer looking in your direction. Sneak around him, walk up the stairs, and take him down from behind when none of the nearby snipers are looking.

Take cover, and assess the area. There should be two snipers and one heavy gunner remaining. There are also a few dogs, but they are easily avoidable, as they only patrol the area. It's also possible that you'll be extremely unlucky, and several more enemies will appear out of nowhere once the final sniper is eliminated. Make sure you've hid the bodies well. If not, be prepared to hide, or start a huge gunfight. The enemies will be snooping around a lot, but the final sniper's tower is a safe bet, as none of the enemies seem to search it.

Whether you rely on stealth or straight-up killing everybody in the area, eventually you'll make it into the chopper safe and sound. This will initiate a cutscene in which you hold a gun up to the pilot's head and force him to fly you out of here. Unfortunately a nearby pirate has an RPG and shoots you down immediately after you take off. As you crawl out of the wreckage, Vaas will show up, ask you if he's ever told you the definition of insanity, and shoot you in the chest.

When you reawaken, you'll find yourself in a pile of corpses. A quick time event will begin, and you'll have to escape the pile of corpses by pressing the correct buttons. Once you've escaped, you'll discover Dennis at your side, finding it remarkable that you're alive. A lighter in your pocket stopped the bullet (somehow) that Vaas fired at you. Dennis will immediately leave to go tell [[Citra] what has happened, while you must go retrieve you're stolen equipment from the pirates.

Just north of your location is a radio tower. Undiscovered or not, ignore it, as it's located outside of the mission's boundaries. Instead, head directly north to the objective, but don't get caught by the enemies. For some reason no matter how many times Vaas gets the chance to, he never takes your knife. You'll be restricted to only melee attacks until you retrieve your equipment or steal an enemy's weapon. You won't even have binoculars to spot enemies with.

Be careful, as there are komodo dragons in this region. First, head over toward the shack closest to the camp's entrance. Inside is a landmine and an armor vest. Don't even attempt to run into the camp and eliminate everybody with only these. There are several enemies here, including molotov throwers.

You should be able to eliminate all of the enemies starting from the southeastern most and ending with the man in the chair near the road. The landmine will serve of greater use later. There are two huts in this portion of the camp. One contains C4, and the other contains a flare gun. Once you've obtained all of the contents this area has to offer, continue toward the northwest until you stumble

upon a heavy gunner. Shoot the heavy gunner with a flare, then prepare to knife two dogs to death. Once all three enemies are taken care of, enter the hut just ahead of you.

In the room farthest to the left is a cabinet which holds all of your stolen equipment. Interact with it, and the mission will end.

# New Rite of Passage

## New Rite of Passage

<b>Mission Number</b>	25
<b>Previous Mission</b>	Warrior Rescue Service
<b>Following Mission</b>	Payback
<b>Rewards</b>	-

**New Rite of Passage** is the twenty-fifth Mission in Far Cry 3. It begins right where the previous mission left you off. After being "killed" by Vaas twice, you've recovered the equipment that was stolen from you, and must once again speak to Citra.

## Objectives

- Meet Citra.
- Defeat the Ink Monster.
- Finish it off.

## Video Walkthrough

## Written Walkthrough

Rather than immediately fast travelling to Citra's Temple, head up north to the radio tower you were unable to activate prior to the last mission ending. The ascent isn't too difficult, and once you hit the top and activate it, feel free to open up your map and fast travel to Citra's Temple.

If the above doesn't apply to you because you've already activated this radio tower, fast travel directly to the temple gateway, just north of Citra's Temple.

Head to the very back of the temple to find Citra. Walking near her will initiate a cutscene in which she tells you to drink a poison that causes the weak to die. Once you drink the poison, your vision will be blurred, then it will become nighttime.

Stand around for awhile while some crazy stuff happens, then the monster she mentioned earlier in her stories will arise from the temple in front of you, and you will have to defeat it. You will be given an infinite amount of explosive arrows to complete this mission with. Aim for it's mask, and fire a constant barrage of arrows at it to prevent it from attacking you. When it does attack, it will unleash a breath of purple fire in your direction. Hide off to either the right or leftmost side of this area to avoid taking damage from the flames.



Once the giant monster vanishes, everything will become very dark, and two black monsters wielding knives will come chasing after you. Fire your arrows at them when they're at a distance, and make sure to keep your eyes on both your mini-map and screen while you're fighting them. Some of the environment may still be on fire, and these two enemies can teleport, so they're not too predictable. If you're ever given the option to eliminate one through a stealth kill, do it.

After you've killed the two black monsters, the giant ink monster will return without a mask. Its face is still its weak point, so fire as many arrows at its face as you can. The monster will now hurl a series of four balls of water in your direction, so remain moving through this entire phase. After four balls of water are hurled, it will take about a five second break, bringing its face closer to you, then attacking once more. The balls of water will damage and stun you for a duration of time. Attempting to kill you one last time, the monster will breathe fire at you once more. Dodge the fire, then fire more arrows. Once the monster falls, you will have to slice its head off.

Run up its fallen arm, and a quick time event will begin. Hit the correct buttons, and you'll eventually slay the monster by stabbing it multiple times in the eye. The entire scene will fade away, and Citra will appear on top of you half naked. After having had sex with Citra, the two affectionately touch hands, and Jason arises from where he was lying, speaking to the Rakyat people as if he is their leader.

The mission will end with you appearing on an island just south of Vaas' island.

# Payback

## Payback

<b>Mission Number</b>	26
<b>Previous Mission</b>	New Rite of Passage
<b>Following Mission</b>	Citra's Favor
<b>Rewards</b>	-

**Payback** is the twenty-sixth Mission in Far Cry 3. It begins right where the previous mission left you off. After defeating a giant black ink monster and having sex with Citra, you must now travel to Vaas' island and avenge the lives of your brothers.

## Objectives

- Reach Vaas' island.
- Enter the compound.
- Find and kill Vaas.
- Fight through the compound.

## Video Walkthrough

## Written Walkthrough

Vaas' island should be directly north of your position. Head to the shoreline, and jump off the ridge to the water below. Swim across this stretch of water until you can spot the guard on the dock directly north of you. Begin to approach him underwater, and from the right side. Once you're within range, perform a ledge takedown on him, then crawl up onto the beaches of the island.

Just around the corner are two pirates harassing a civilian woman. Eliminate them both, then continue onward toward the compound. There are about three enemies and two dogs in this area. Feel free to be avoid being stealthy if you want to, you won't alert anybody by taking these guys out with an RPG. There will be one enemy located in a guard tower toward the right end of this area, and the rest of the enemies can be found on the left end. Once you defeat them, climb over the wall with the ropes dangling over it, and you should recognize the song playing. It was also played during the three-part mission The Social Club.

Don't worry about alerting any of the enemies beyond the fence line. You cannot use any weapons at this time, and you cannot reach them from where you are. Enter through the door, and go up the stairs. You'll begin feeling dizzy, and suddenly all of the monitors in front of you will display Vaas' face. He'll tell you that he knew you were coming, and then the entire building will catch fire. You may

also catch fire, so put it out immediately.

Once you're no longer on fire, sprint ahead through the door, and you'll fall through the floor and down to the room below. Continue along your way until you reach a room with a ladder in it. Climb up the ladder, pull out a long range weapon, and shoot the tiger's cage shown in the picture above.

After shooting the tiger's cage to free the tiger, eliminate the man who's operating the turret mounted to the vehicle. Beyond this first confrontation, it's just a matter of being able to heal up when necessary, and avoid incoming molotovs. Now would probably be a great time to jump off the rooftop of this building as well, because it will eventually be on fire. There is one more tiger's cage near the objective point. Free the tiger inside it so it can unleash its rage onto the oncoming enemies.

Once you've eliminated all of the enemies here, approach the opening within the large door marked by the waypoint. Enter the building, then walk through the door to the left. As you walk through this room, Vaas will eventually appear behind you and stab you in the chest with the ancient knife. It will disintegrate, and you'll collapse to the floor as Vaas walks away from you.

When you awake, you'll be standing on a floating platform made up of several monitors displaying static. Walk forward, and a path will create itself for you. Continue to walk forward, and a vision will appear on the left with you pointing a gun at your head. A second vision will appear to the right which shows Vaas pole dancing on a stage. The image of Vaas will occasionally change to Citra, then back to Vaas. The third and final vision to the left will show Vaas having sex with you, fully clothed, but the two characters (you and Vaas) will alter between you, Citra, and Vaas.

Eventually a flight of stairs will appear, with Vaas waiting on a platform at the end of the stairs. Walk up the stairs, and Vaas will reveal to you that Citra is his sister. You'll pull a gun on him, and he'll grab it as well, telling you to shoot him. Pull the trigger, and you'll be set onto another platform with visions of Vaas sprinting toward you with knives. Shoot and eliminate them while progressing forward toward the objective. They can and will kill you. You will also be unable to sprint past them and avoid them.

Once you reach the next flight of stairs, walk up them, and attack Vaas. This will enable a brief quick time event, but with the correct buttons pressed, you will stab Vaas multiple times through the chest, and he will die. After he falls to the floor, you will fall as well, then the mission will end.



# Fly South

## Fly South

<b>Mission Number</b>	28
<b>Previous Mission</b>	Citra's Favor
<b>Following Mission</b>	Three Blind Mice
<b>Rewards</b>	Wingsuit 3000 XP

**Fly South** is the twenty-eighth Mission in Far Cry 3. It begins right where the previous mission left you off. Citra's convinced you to stay on the island with her and let your friends leave by themselves. After telling your friends that you plan on staying on the island, Liza tries to convince you to come with them, and cries when you refuse. This results in the entire group of friends becoming extremely sad, while you continue along your path of vengeance.

## Objectives

- Exit the cave.
- Go talk to Willis.
- Reach the airstrip.
- Save Willis.
- Protect Willis.
- Kill the remaining pirates.
- Talk to Willis.

## Video Walkthrough

## Written Walkthrough

After making everybody depressed, exit the cave beneath Dr. Alec Earnhardt's home. You're going to have to talk to Willis, so fast travel to Amanaki Outpost to save yourself the trouble of walking. Once you arrive in Amanaki outpost, travel north to the shed, and you'll contact Willis via radio. He'll tell you that he's flying to Singapore, and that Hoyt's island is on the way there. If you can make it to his plane before he takes off, you can hitch a ride with him.

You'll be given 5 minutes to reach Willis' airstrip. It's located northeast of your location. If you've captured an outpost nearby, fast travel to it and save some time. If not, you're going to have to drive fast. There should be a Quad bike just next to the shed you spoke to Willis at. Hop on, and get to the airstrip fast.

Once you're within distance of the airstrip, the timer will vanish, and Willis will call and tell you that

pirates are preventing him from taking off. You're going to have to prevent him from dying, and eliminate all of the enemies quickly.

After you've eliminated all of the enemies attacking Willis, he'll have to make repairs to the airplane before it's operable again. Protect him from incoming enemies while he repairs the airplane. Enemies will first approach you from the south, so hop onto the mounted turret and eliminate them. You won't be able to use this turret for long though, as several waves of enemies will soon arrive from the west. Eliminate them as well. My only suggestion is that you have something like a grenade launcher on you, as two vehicles with machine gun turrets will show up eventually.

After the repairs have been made to the airplane, and the enemies have been eliminated, hop into the plane. After an extended cutscene, you'll jump out of the plane and use a wingsuit to survive the landing. From now on, you will have a wingsuit and parachute to survive long falls with. Once you deploy the wingsuit, the mission will end.

# Three Blind Mice

## Three Blind Mice

Mission Number	29
Previous Mission	Fly South
Following Mission	Doppelganger
Rewards	3000 XP

**Three Blind Mice** is the twenty-ninth Mission in Far Cry 3. It begins right where the previous mission left you off. Hoyt resides on the southern island of the Rook Islands. Luckily for you, Willis was just on his way to Singapore, so he gave you a lift over the island along with a wingsuit and parachute to land on the island with.

## Objectives

- Talk to Willis.
- Land in the south island beach drop zone.
- Kill the pirates and take their truck.
- Find Sam at the Crazy Cock bar.
- Talk to the privateer about the secret poker game.
- Play poker with Sam.
- Follow Sam into the alleyway.

## Video Walkthrough

## Written Walkthrough

This mission begins on your way down to the south island where Hoyt resides. By now your wingsuit should be activated, and you should probably be aiming for the beach if at all possible. Pull back in order to make the distance needed. Once you are a certain distance from the ground, you'll be told how to pull open your parachute. Pull it open, and land on the beach below.

Once on the beach, you'll have to kill some pirates down the beach east of your location. This can be done by shooting the nearby tiger cage, and using that as a distraction while you eliminate them one by one. Make sure you eventually kill the tiger as well. Once they're all dead, hop in their truck, and head southeast to the Crazy Cock bar where Sam is located.

The bar is located in a small village, and you'll have to exit the truck in order to access the village. Enter the bar through the front door, take a right, and ask the bartender if he knows anything about

Sam. He'll tell you about a secret poker game in the back. Go speak with the privateer in the corner of the bar, and he'll let you into the game.

Head down the stairs, and take a seat at the poker table. Do whatever you want in the first hand. During the second hand you'll whistle the tune Willis told you to whistle, and Sam will quit the game and head out to the alleyway outside. You'll quit as well, and have to leave out the left door, up the stairs, and into the alleyway where Sam will ask who you're working for. When he hears you say Willis' name, he asks how he is, and wanders off. The mission ends here.



# Doppelganger

## Doppelganger

**Mission Number** 30

**Previous Mission** Three Blind Mice

**Following Mission** Defusing the Situation

**Rewards** -

**Doppelganger** is the thirtieth Mission in Far Cry 3. It begins right where the previous mission left you off. After finding and speaking with Sam, he's decided to wander off away from you for no reason. Now you must find him and ask him about Hoyt.

## Objectives

- Find Sam and ask him about Hoyt.
- Carefully approach the cenote.
- Enter the cenote via the stairs.
- Approach the entrance to the dock.
- Find an alternate route into the dock.
- Climb aboard Hoyt's ship.
- Quietly eliminate the recruit and take his uniform.
- Allow the privateer officer to scan the ID.
- Join the other recruits and meet Hoyt for orientation.
- Use the boat to leave the cenote.

## Video Walkthrough

## Written Walkthrough

After Sam decides to leave you alone in the alleyway, you must travel to the building southeast of your location, and head upstairs. Here you will find Sam attempting to get through the door. Approaching him will initiate a cutscene in which he describes how the locals recognized him as a bad guy due to his German accent. When you ask him about Hoyt, he makes the connection, and realizes that you're Jason. He'll say that he has to hide you, otherwise Hoyt will find you and kill you. He eventually suggests that you steal a uniform from a privateer and use it to become one of them.

Once Sam is finished talking, he'll lead you outside, and Dennis will call you to tell you that Citra believes you will become the ultimate warrior and that you're path is almost complete. After he's done talking to you, leave the town, hop into the nearby vehicle, and head down south to the cenote.

Once you arrive at the cenote, you cannot let any enemies spot you until you've changed clothes. You

can't kill anyone either, and you will only be able to access your camera.

Get within range of the enemy sitting in the chair in front of the stairs, and toss a rock over toward his right. Once he gets up to go look for the source of the sound and he has his back turned to the stairs, crouch, and sneak down the stairs. You'll be able to cross this next section without the two enemies below spotting you as well. You will then come across an enemy standing in your way, and not with his back facing you either. Wait awhile, and he'll eventually leave his post.

Follow behind this enemy, but not too closely behind him. As soon as he gets into this next room and within range of a second enemy, duck and hide behind the boxes to the left, and peek over every once in awhile. When it gets to the point where the only enemy in the room is the one sitting in the chair, sneak around him toward the right side of the room, and drop down to the level below.

Continue through this next section, and toss a rock to the area left of this next enemy to get him to wander away from the ramp below. Once he's out of the way, walk down the ramp, and continue to the objective.

You'll eventually run into an enemy facing a dock. At the same time, you'll be given the objective to approach the entrance to the dock. Backtrack a bit, and toss a rock down the hallway toward the enemy. Before he turns around, duck and hide in the foliage, and allow him to pass by before you enter the next area.

Head down the ramp, take the route behind the waterfall, then continue up the next ramp. Don't worry about any of the enemies in this room spotting you. The next room is what you have to worry about.

There will be two guards off to the left in this next room. Don't worry about them, and head off toward the right behind the wall made of leaves. Toss a rock through the hole in here, wait about 10 seconds, then toss another to the left of the two enemies you just passed. Wait for those two enemies to have their backs turned toward you, then head down to the right, and make sure you don't drop down from the ramp, otherwise you'll alert the enemies in this room. Sneak past them, then head out to the next area.

You'll have to take cover immediately after reaching this next area. Hop into the water, then swim to the back of Hoyt's boat. Climb up the ladder, then eliminate the recruit and steal his uniform.

After putting the recruit's uniform on, you'll call Sam and he'll tell you how to fit the part of the recruit. Once Sam's finished talking to you, continue along the side of the boat, and walk up to the officer to have your ID scanned. He'll ask if you're up for a task that'll earn you some extra money, you'll say that you are, and he'll talk about overthrowing Hoyt. After this conversation, he tells you not to mention it to anybody, and you'll continue about your way and meet Hoyt for orientation with the other recruits.

During the orientation, Hoyt will tell the story of his father the diamond miner, inform the recruits of his rules, and burn a man alive inside a furnace for breaking one of the rules. After the orientation, jump into the water below, swim over toward the boat back inside the main outpost, and drive it out of the cenote. After this, the mission will end.

# Triple Decker



## Triple Decker

<b>Mission Number</b>	32
<b>Previous Mission</b>	Doppelganger
<b>Following Mission</b>	Defusing the Situation
<b>Rewards</b>	500 XP

**Triple Decker** is the thirty-first Mission in Far Cry 3. It begins right where the previous mission left you off. After Jason gets his new clothes that allow him to blend in with the mercenaries, he gets a call from Sam warning him that if he's caught doing anything suspicious, the privateers will fire on him. Jason talks about a possible way to gain Hoyt's trust, by killing the mercenaries who are working behind his back. Sam then gives him directions to a place where he thinks a list of names is being kept.

## Objectives

- Go to the old temple.
- Kill 3 VIPs and search them for evidence.
- Leave the area.

## Video Walkthrough

## Written Walkthrough



Make your way to the base shown above. Once there, you'll have to kill 3 "VIPs." These men have berets on and are generally looking over a table of maps and papers, although they occasionally walk around. One is stationed under the tent on the lower level, and the other two are at the highest level. It is highly suggested that you have the takedown drag and the loot takedown skill. Drag will let you quickly move their bodies, and since you have to loot them to look for the list, loot takedown makes you instantly loot them as you kill them, saving time. In this mission, it is easier to start at the top and work your way down.







Go up the stairs until you see the entrance to a cave; there are two of the three VIPs in this area. The first one, who stops to look at papers in a small shack at the far side of the area, can be quickly killed when he stops. The room he's in hides his body from the view of the others. The next VIP is located in the cave. Before killing him you should take out the guards surrounding him.





After taking out the guards, it's a simple matter to go up behind the VIP while he's look over the charts. Be careful while doing taking out the guards because right down the stairs is a heavy duo, and they make the stealth method much more appealing. If you were successful in being stealthy, you can walk right back down to the entrance to the camp. When you walk back down the last flight of stairs, the last VIP should be located near the tent to your right. There are three guards in the general area, so you should take them out before going for the VIP. Since it he is the last you have to kill and loot, you can just kill him and run, but it makes escape much more difficult.



After killing the last VIP, you then must make your way across the road and up the hill. Here you will call Sam and let him know you didn't find the list; but, you did find the time and date of a meeting. He then tells you to come over to help him defuse a situation, and the next mission begins.





# Defusing the Situation



## Defusing the Situation

<b>Mission Number</b>	31
<b>Previous Mission</b>	Doppelganger
<b>Following Mission</b>	Deepthroat
<b>Rewards</b>	-

**Defusing the Situation** starts with Sam asking Jason to come over because "he has a situation to defuse." Jason then goes to meet Sam at the Mahina Plantation (Alpha Camp).

## Objectives

- Go to the plantation.
- Follow Sam to the bomb location.
- Protect Sam while he defuses the bomb (3).

## Video Walkthrough

## Written Walkthrough

Meet Sam at the gate to the plantation, he'll let you know that every so often pirates plant bombs in the fields, and that you two need to defuse them. Follow him to the first bomb.





When he starts to defuse the bomb a timer will pop up, showing how much time is left. During this time, you must protect Sam from the attacking pirates. A failure to do so will make Sam leave the bomb, causing the countdown to stagnate. While he is defusing the first bomb a large amount of the attacking enemies will have molotovs, making the chances good that at some point you'll have to stop to bat the flames out on you, so be prepared.



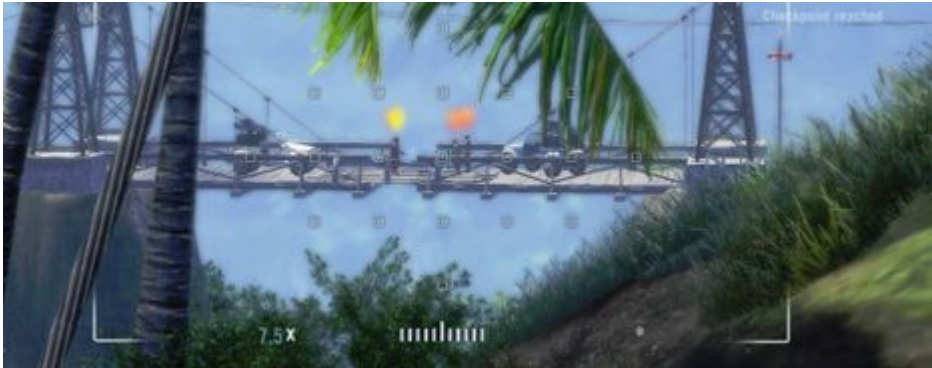
The second bomb will have enemies coming at you down a hill, in one of the fields. If you have any long-range weapon, here is a good place to use it. Be careful; there is a sniper in the water tower, and near the end of the countdown a Scavenger with a turret will arrive and start shooting. If you can take out its machine gunner early, it should pose no problem. After the bomb is defused, follow Sam up the hill to the next one.



This defense is nice: you are provided with a mounted gun. Grab hold of it and fire upon enemies as they approach. There are flammable barrels scattered about as well, and can be used to strategically take out opponents. Be careful, occasionally enemies will advance at the edges of where the gun can swivel, so be aware. Near the end a helicopter will fly in from the left. Aim for the cockpit and it should go down fairly quickly. You will then enter a cutscene, and Sam tells you of another possible location for the list of traitors.



# Depththroat



## Depththroat

<b>Mission Number</b>	32
<b>Previous Mission</b>	Defusing the Situation
<b>Following Mission</b>	All In
<b>Rewards</b>	-

**Depththroat** is the thirty-second Mission in Far Cry 3. It begins after you talk with Sam. He will thank you for the last mission, then tell you of a place where the list of traitors might be. Head to the location to begin the mission.

## Objectives

- Explore the island, or go to the gorge when ready.
- Approach the mining camp from the river.
- Breach the camp without triggering the alarm.
- Use the camera to observe the meeting.
- Take a picture of the meeting now.
- Stop the pirates from leaving. Find an RPG and shoot their 4x4.
- Get the role sheet from the private boss.

## Video Walkthrough

## Written Walkthrough

You start the mission near a river that leads to one of the Mercenary bases. When you enter the base, there will be a series of ziplines that go back and forth throughout. Use them to get to the next checkpoint, and as long as you don't assault any guards, you should be able to do so unhindered.





Once you reach the checkpoint in the tower, take your camera out and photograph the meeting. Once you do that, a countdown will start, telling you the time left until the target gets away in a vehicle. Slide down the zipline, dash through the tunnel and the two guards, and grab the RPG that is resting on the crate. Fire at the left vehicle and destroy it. Now the target cannot leave, but your cover is blown and the enemies will start to attack. A little past the crate that had the RPG is an entrance to a mineshaft to the right. Dash in there and use it as cover while picking off enemies. Don't worry about the target--your first RPG blast should have killed him.



When most of the enemies are cleared out, use the zipline to get to the other side of the gorge. Several more enemies will come out of entrances in the rock, but never more than 3-5 at a time. Stay back, use explosives and cover, and slowly make your way up the path. When you get to the top of the ridge, be wary of snipers and enemies on the other side of the gorge, they can make healing difficult.

You will have to use ziplines two more times, but you will then find yourself near a shack to the left of the bridge. Several enemies will be waiting for you, shoot the explosive barrel to take a majority of them out. A couple more will come up over the hill.





Done with the enemies, go get the list from the dead boss in the middle of the bridge. After you obtain it, several enemies will surround you on both sides, and you are forced to jump off. Deploy the wingsuit, and glide your way to freedom and a escape ride. Get in, and Sam will call. He'll they set you up with Hoyt, and tell you to come to him.



# All In

## All In

<b>Mission Number</b>	33
<b>Previous Mission</b>	Deepthroat
<b>Following Mission</b>	Paint It Black
<b>Rewards</b>	-

**All In** is the thirty-third Mission in Far Cry 3. After you talk to Sam and he tells you that Hoyt wants to chat, go meet him in front of Hoyt's HQ.

## Objectives

- Go to Hoyt's HQ
- Talk to Sam
- Meet up with Sam in the basement.
- Interrogate the prisoner.

## Video Walkthrough

## Written Walkthrough







When you make it to Hoyt's Fortress, Sam will be waiting outside. He tells you to put on your best "Poker Face," and you both head inside to see Hoyt.



Hoyt tells Sam to leave so he can talk to you alone. After feeling you out, he asks what your hobby is;

Jason likes to "hunt." In order to see you work, Hoyt sends you down into the basement with Sam.



Taking you to a cell block, Sam explains that you will be interrogating a prisoner. He also says to "smile" because Hoyt is watching from a security cam. After an interesting and violent several moments, Sam pulls you away, calling your poker face one of the best he has ever seen. Hoyt meets you, complements your work, and leaves. Sam then lays down a plan that will allow you to kill Hoyt.



# Paint It Black

## Paint It Black

<b>Mission Number</b>	34
<b>Previous Mission</b>	All In
<b>Following Mission</b>	Black Gold
<b>Rewards</b>	-

**Paint It Black** is the thirty-fourth Mission in Far Cry 3. After you talk to Sam about his plan to take out Hoyt, you go to take out the mercenaries' communication satellite.

## Objectives

- Get to the communications center.
- Plant the charge on the door.
- Door breached. Enter the bunker.
- Get topside to the satellite dish.
- Plant an explosive device on the satellite.
- Prevent the enemy from disarming the bomb.
- Board the chopper and escape with Sam.

## Video Walkthrough

## Written Walkthrough

Sam takes you above the communications outpost, and you drop in via wingsuit. Aim for the field to the right of the actual base. There many normal enemies throughout the base, as well as two heavies, so it is suggested that you use stealth (at least for the beginning). If you climb the right hill, you should be able to drop into a trench that you can use to get part way to the entrance door.



When you get to the end of the trench, you will see a short, open patch of land in front of a truck and tall grass. Make sure no one is watching, and quickly make your way into the grass. You can move in this grass all of the way to the right of the entrance doors. Here you see the problem; there are two heavies patrolling the doorway. If you have the "Heavy Beatdown" skill, you can distract them one by one by throwing stones, making them close enough to the high grass to takedown. If not, you'll have to distract them with a stone, then quickly move up and plant the charge on the door. Either way, blow the door open and go inside.





As you descend the stairs, the entrance behind you will collapse, so you won't have to worry about the enemies you snuck past. The room below will have several normal enemies and one heavy with a flame thrower. Use explosives (if you have them) to take out the heavy, and make sure to grab the flamethrower. There are two more heavies in the bunker and sustained flames make them go down much quicker. There are several other rooms you have to make it through, but when you reach a hallway with a heavy in the dead center, like the picture below, be warned: the next doorway you go through will have flaming barrels descending on you.



Take out the enemies on the stairs, and "make your way up top." There you will see the thing that you have to destroy; the radio receiver. Kill the enemies there and then plant the bomb. Sam will announce that he's coming, and you will have to hold off the enemies until he gets there. Get onto the platform that surrounds the receiver, and use it as a pinch point. If you still have any flamethrower ammo, now would be a good time to cook. Hold them off, then jump onto Sam's heli. After that, detonate the explosive.



# Black Gold



## Black Gold

<b>Mission Number</b>	35
<b>Previous Mission</b>	Paint It Black
<b>Following Mission</b>	Aced in the Hole
<b>Rewards</b>	-

**Black Gold** is the thirty-fifth Mission in Far Cry 3. After you destroy the communications center, you and Sam head over to the fuel depot in order to spread more chaos. There are 4 specific areas you have to destroy.

## Objectives

- Go talk to Sam
- Drive into the fuel depot with Sam.
- Bring Sam near the fuel reserve maintenance building.
- Hold this ground and push back enemy reinforcements until Sam returns.
- Everything is going to explode! Escape with Sam.

## Video Walkthrough

## Written Walkthrough



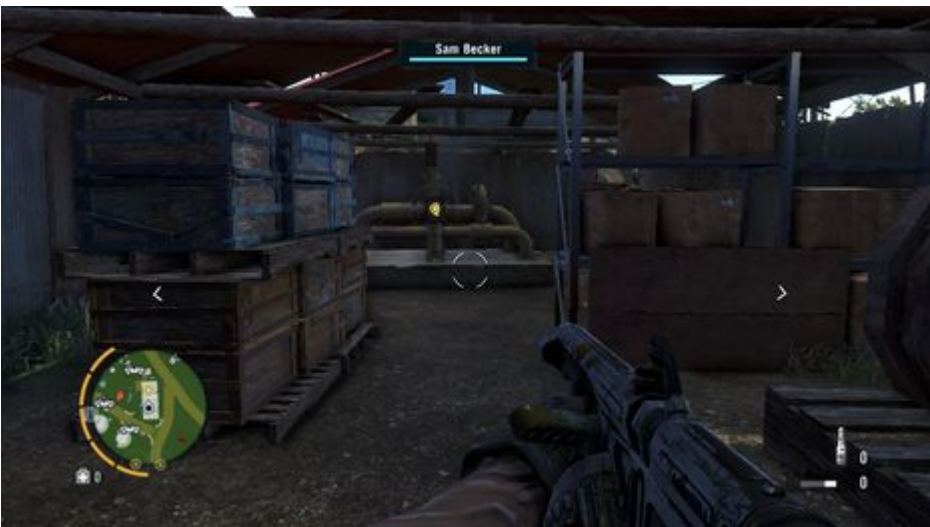


Meet Sam outside the fuel depot in order to attack (you also get to find out that Sam is American, who knew, right?). Be aware of the meter at the top of your screen-- it's Sam's health. If he dies, you fail the mission, but as long as you don't do anything stupid he can take care of himself fairly well. This is the setup: you driving, Sam in back on machine gun. You have to plant charges at four fuel reserves throughout the depot, split up into these points: northeast, northwest, southeast and southwest. Once you plant the bomb, you will have 20 seconds until it detonates, so run like hell. Since it doesn't matter which order you hit these in, they will have their own specific instructions below.

## **Northeast**

In this building there is a pretty small amount of troops, but there is one heavy, so beware. Also be cautious about parking Sam in this area- you have to position him so he can defend you, but it's easy to leave him too out in the open and risk failing the mission. Kill the heavy, plant the bomb, and get out.

## **Northwest**





At the fuel reserves here there is also soldiers and a heavy, but the ammount is slightly increased. Still one heavy, but the number of normal enemies has increased. The nice part is the that it it's just an open room, so something like the flamethrower would work quite well.

## SouthWest



This one can be tricky. The place you need to place the bomb is in the second room of a large building packed with enemies-- including a heavy. In addition there is only one entrance, making it slightly difficult. Here is where you can utilize Sam. Drive out front and let him pick off enemies as they come through the door, making sure that no enemies are approaching from behind, of course. Plant the bomb and run, it's a little harder to get out of this area.

## Southeast



This reserve is located in an elongated version of the northwest room. Nothing too special, by now you know the drill: Kill em'. plant it, run.

---



After you have destroyed all four of these places, you must then drive Sam to the maintenance building. Here, you will stay in the truck and cover him while he plants a bomb. Several trucks and a plane, as well as a large number of infantry, will come at you. Aim for the drivers/pilots of the vehicles, and use the explosive barrels scattered across the field to take out foot solidiers. After the bomb goes off, Sam will hop into the drivers seat and take off. In a pretty epic event, the camp around you starts to blow up, and you must shoot your way out. When you and Sam make it out, he congratulates you.

# Aced in the Hole



## Aced in the Hole

**Mission Number** 36

**Previous Mission** Black Gold

**Following Mission** Betting Against the House

**Rewards** XP

**Aced in the Hole** is an important mission chiefly because it is the last chance to manually save your game (instead of relying on the auto-save). Sam Becker will warn you that once you commit to the mission, you *cannot go back*.

Take it as a hint and save the game if you wish to see all the endings in Far Cry 3.

## Last Chance to Save

The last chance to save your game before trying to get the different endings is before speaking to Sam Becker to start this mission. Do it, or you will be sorry.

## Video Walkthrough

## Written Walkthrough





At the beginning of this mission, you meet Sam outside of Hoyt's compound. He warns you that there is no going back from here, and a text box appears saying that you will have to finish the game from here, no more saves. You walk inside and begin Hoyt's poker game, five card hold-em'.



After the first round is over, Hoyt stabs Sam in the neck and kills him. Hoyt explains that he knew you were Jason Brody the entire time, and made you torture your own brother for the fun of it. Hoyt then says that he sold your brother to someone who "likes them young" and he is at the airport now. From this point on, you are playing for your life. The first round you win, and nothing happens, and Hoyt "forgives" you. He then asks what your price is, "every man has a price." In the second, you only have a pair of 4's. Hoyt "because he is generous," says he will only remove one finger every time Jason loses. His left ring finger is removed, and you black out to find yourself fighting against Hoyt in a strange environment.



Next comes a series of quick-time events. A useful tip: the location of where it tells you what button to push, on the screen, generally is correlates to where the button is on the gamepad. You can then use that to have a faster response time. Eventually, you will stab Hoyt through the side and kill him.



Once you have killed Hoyt, you will come out of your daze to see the room your were in to be completely destroyed, with your dead former captors mutilated. Realizing you must escape, you leave the building.

# Betting Against the House



## Betting Against the House

<b>Mission Number</b>	37
<b>Previous Mission</b>	Aced in the Hole
<b>Following Mission</b>	The Doctor Is Out
<b>Rewards</b>	-

**Betting Against the House** is the thirty-seventh Mission in Far Cry 3. It starts as you begin to make your way out of Hoyt's house in an attempt to get to your brother, who is being held at the nearby airport.

## Objectives

- Search the airport to find and rescue Riley.
- Protect the helicopter.

## Video Walkthrough

## Written Walkthrough

After looking around and seeing all of the damage you've done, it's time to save Riley. Now that you've killed Hoyt, all of the camp is pissed at you. Leave the room, and start making your way down the stairs, but stop halfway. Coming through the door should be a heavy and a couple of other normal enemies. This is a great opportunity if you have explosives; one rocket can do a ton of damage while they are in this area. If not, you'll have to empty rounds into the heavy, while continuously going back up the stairs in order to heal yourself. Once the heavy is down, taking out the other enemies shouldn't be too difficult; they'll be behind cover on the opposite corners of the room.

After the room is cleared you can head outside to face more combat. There will be several enemies at the base of the steps, and in a couple of minutes a scavenger should come and join them. At this time

you should notice the countdown at the top of your screen. This indicates the time you have to make it to the airfield before Riley is gone. Quickly take out surrounding enemies (this can be done by firing from the doorway, giving you an easy way to duck out if you have to heal) and make your way to the truck. If it was destroyed in the firefight, there should be one a little farther down the road, but it is suggested that you take this one. Once in, make your way to the marker.



Along the way there will be several obstructions, including (but not limited to) roadblocks, helicopters, foot soldiers, and other hostile elements. Once you get to the airfield, these enemies will not follow you, so it is generally advised for you to keep on course, no matter what might occur. Don't stop to fight them off; this mission is timed, and the number of enemies can be staggering at times.

Follow the road to the objective (use the map if you have to) and blow through any roadblocks. This may cause a problem if your vehicle is flipped or destroyed, but if this occurs, you can either attempt to steal an enemy truck or simply respawn at the beginning of the mission. Either way, once you get to the airfield the countdown will stop and you will then have to find Riley.



A good method to use would be to systematically sweep the yard; Riley is located at the far end to the left in a red building, but it is inadvisable to run straight there. Slowly get there, using the surrounding buildings as cover to take out enemies. This can take a while, but if careful, it can work well.



Once you get to the building, there are two things you should be aware of: one, the building on the other side of the re spawns an infinite amount of enemies in groups of 3 or 4 every few seconds, and two, the building with your brother in it has a heavy. Go after the heavy; the building has good defenses. In front of the building is a cage wall separating you and the heavy-- careful, he'll use his flame thrower to light you up from the other side. Instead, you'll have to go through the entrance to get the him, where you can take him out (feel free to use any method you've learned up to this point). In the next room over will be a red door. Open it up, get your brother, and head to the helicopter you saw in the yard.



Now that you're in the helicopter, it's time to see if Riley's pilots licence can be adapted for a different type of flight. As Riley takes off and attempts to get a feel for the controls, you have to fight off everything the mercs send at you. Using the mounted gun, you'll have to destroy the soldiers, cars, boats and helicopters. Riley has to make several passes of the camp before he can head out, so you'll have to be protecting for a while. Pay attention to the health bar at the top of the screen; if you take too much damage, you'll die and fail the mission.

Tips for success: aim for the vehicles first: they take out the powerful machinegun and give off a nice explosion. Always be on the lookout for explosive barrels on the ground. you can use them to take out

groups of enemies. Helicopters can be brought down quickly by taking out the pilot; they might even spin out of control and take out some other things with it. Remember; even if you fail the first time, you've still gained valuable information on where enemies will be so you can anticipate.



Once you finally get away, you tell Riley you're going to "someplace safe," and you head to the good Doctor's house.

# The Doctor Is Out



## The Doctor Is Out

<b>Mission Number</b>	38
<b>Previous Mission</b>	Betting Against the House
<b>Following Mission</b>	Hard Choices
<b>Rewards</b>	-

**The Doctor Is Out** is the thirty-eighth Mission in Far Cry 3. Not really a true mission, it's more of just a checkpoint that explains things.

## Objectives

- Search for survivors
- Go to the helicopter

## Written Walkthrough

In an attempt to get Riley to safety, you go to Dr.E's house. To your surprise, the house is on fire and appears to have been attacked when you arrive. You tell Riley to stay near the helicopter, and you to look for survivors.



Under the pavilion, you find the doctor badly hurt. All you are able to get from him, before he passes away, is that your friends were taken to the "temple." Pissed and confused, you head back to the helicopter and take off for the temple.





# Hard Choices



## Hard Choices

<b>Mission Number</b>	39
<b>Previous Mission</b>	The Doctor Is Out
<b>Following Mission</b>	-
<b>Rewards</b>	-

**Hard Choices** is the thirty-ninth and final Mission in Far Cry 3. It begins as you get out of the helicopter, and is the last mission of the game. Although it should be obvious at this point, this walkthrough has spoilers. Below is the ending of the game, so evaluate your need to see it.

## Objectives

- Meet Citra
- Choose

## Video Walkthrough

## Written Walkthrough

Getting out of the helicopter and walking through the temple doorway, you see Citra. You quickly approach her and demand to know what is happening. Before she answers, you notice that Riley is being taken captive behind you. When you turn around, Citra blows a strange powder into your face and you lose consciousness.



Waking up, you see that your hands are bound above your head and that Citra is looming over you. Questioning your relationship with your friends, Citra challenges you to do "what you were meant to do," and come become the true warrior. She then disappears through a doorway.



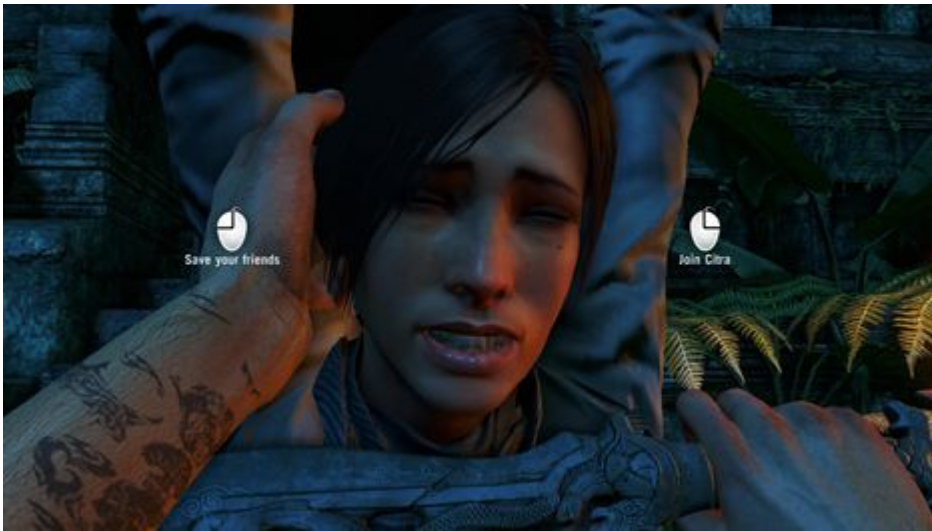
After a slight struggle, you manage to get yourself untied. You then follow Citra into the red fog. A few steps in, the fog opens to show a long walkway lined with warriors and flames. As you walk forward, the dragon dagger appears in your hand. A few more steps later, and one of the warriors turns into Lisa and bursts into flames. She questions your actions and your title of warrior, then disappears. Your dagger also dissolves in your hand. Farther on, another warrior transforms, but this time into Lisa. She questions your actions, if it was the real you. She also disappears.



Near the end of the walkway, you can start to see a pavilion. Suddenly, after a flash of lightning, Lisa and Daisy appear standing on either side of it, both the size of a giant. After another flash of light, both are then wearing the masks of the giant from the tribe's story. This shows you that this is what she expects you to overcome, you must defeat your friends who are holding you back in order to become a true warrior.



Citra is waiting at the end of the path with the Dragon Dagger. Take it from her, walk forward, and all of a sudden your surroundings change. You are holding the knife to Lisa's throat, and you are given two options.



Click below to see whichever ending you want to.

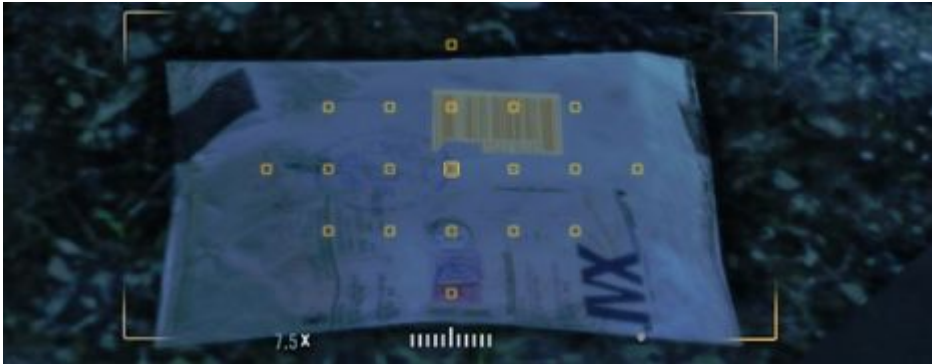
- [Save your friends](#)
- [Join Citra](#)



# Side Missions

- Bled Dry
- Cargo Dump
- Connection to the Past
- Dirty Work
- Dog Soldier
- Eternal Love
- Faces of Death
- Father's Burden
- Home Delivered
- Light at the End of the Jungle
- Once More with Dignity
- Pinned to Earth
- Tagging the Past
- Wherefore Art Thou Juliet

# Cargo Dump



## Cargo Dump

Mission Number	N/A
Rewards	\$500

To start **Cargo Dump**, you confront a middle aged man in a shack, (with a fairly odd voice) and he tells you that aliens have taken his daughter away. In order to get her back, you must appease the aliens by taking pictures of 5 different packages he has to protect. In return he offers to pay you.

## Objectives

- Pick up the Tracking Device
- Locate and investigate the accident site.
- Locate and photograph 5 package barcodes for the mystery man.

## Written Walkthrough

When you get to the mission point, which isn't too far away and is quite easy to walk to, an explanation of the Tracking device appears. Basically, you can use it with this information: it beeps faster the closer you are to the package, and the light turns solid green what it's pointing in the exact direction of the barcode.



Follow the trail of broken boxes down the hill to get to the first package. It's a white container, and you must take a picture with your camera of it to move on. Keep going along the path and following the tracker, and you will come to the packages. Be wary, there are numerous enemies in your way such as bears, crocodiles and snakes. These are the only enemies you have to confront.



In a tree right before the first river.



In the cargo shipping container, you must shoot off the lock.



This is the toughest one, you have to dive to the bottom of the waterfall, then climb the ridge to your right. The box is located on a hidden plateau in the middle of the fall.

*Above are the more difficult boxes to find, the rest are just on the ground.*

When you are done, there is no need to go back to the man, \$500 will be added to your wallet.



# Connection to the Past

At the beginning of this Side Mission you start in an area which already contains a tablet. Look at your minimap and you should see two little white circles. Go to one of the and you'll find that it's a tiny little temple type thing. You find the first tablet in the corner.

You can now pick from two locations, the temple in the distance or the temple underground. If you pick the one in the distance then all you have to do is climb up the right side and climb round. Then you'll see a ladder. As you look at the ladder you can see it through in the shelter area. Climb round to the left of the ladder and grab the tablet.

The final tablet is found in the underground temple and is easy to get. It took me a while to find as it is underwater, not too deep though. As you enter the temple you proceed down some stairs. You should then see water which is shallow and straight ahead of that you should be able to see a relic location. From there turn 90 degrees to the left and you should see a tunnel. Proceed through there and you come up to the water. As you dive underwater it is immediately in front of you at the base of the pyramid. To the right a little bit though. At the top of the small pyramid there's another Relic.

That's it. Return to the man and claim your reward.

I hope this guide helped :D

# Dog Soldier



## Dog Soldier

Mission Number	N/A
Rewards	500 XP

**Dog Soldier** is Side Mission that can be started by talking to a man named "Matti" in his house. He will complain about the local pack of dogs, especially the its rabid leader, and ask you to take care of them. You go off to look for the dog.

## Objectives

- Eliminate the Alpha dog.
- Return to Matti.

## Written Walkthrough

Leave the house and go east/southeast following the mission point. This is fixated on the pack leader, do if she moves, so will it. You should find the pack on or near the sand close to the house. There is a decent number of them; 7-9 of them, so be catious. If you don't take most of them out before getting close, they can quickly initiate the dog-bite cutscene one after the other, making combat difficult. Another method would be to use something like the flamethrower-- the dogs are scared of it, and being lit on fire is pretty much an instant kill. Kill the alpha dog and a new objective will appear, telling you to go back and talk to Matti.



You report back to Matti that the rabid dog is dead, and you both agree that it was sad but something that needed to be done. After being asked if you got scratched or bitten you joke "no, but shoot me if I start foaming at the mouth," to which Matti replies "I'll buy a shotgun." After laughing at his assumed joke, Matti asks "why are you laughing?" You quickly leave the house.

# Faces of Death



## Faces of Death

Rewards \$500

**Faces of Deat** is started when you talk to a man named Nero in Badtown. He'll ask you to take pictures of the dead enemies outside of town in order to show the people in the villiage that the pirates can be killed, and to stir up revolt.

## Objectives

- Photograph all of the ambushed pirates.
- Return to Nero with proof.

## Written Walkthrough

In order to complete this mission, you must take pictures of three pirate bodies that are scattered around the outside of the town. The bodies can be somewhat difficult to find, because they mini-map indicator may give out at some points, but a nice feature on the camera helps you ou some. Whenever you direct your camera a a dead enemy, the targerter changes color and becomes darker. It will also make a quick sound. Scan the ground and look/hear for these changes, and soon you will find the bodies.





You may run into enemies, but they shouldn't be too difficult; at most, there will only be five, and spread out at that. Just pay attention and you should be fine. Once you have collected all of the evidence, bring the pictures back to Nero. He will say that he needs to "analyze" the pictures alone before releasing them, and you just take your money and leave.

# Once More with Dignity

## Written Walkthrough

The quest starts when an old man named Alfie asks you to help get his medicine for him. After a long conversation which involves much memory loss, you are asked to harvest three Golden Beehive fruits. Exit his house and turn left. The plants are just outside his house. If you have Horticulture 101, you will still need to harvest three plants.

Return to Alfie and give him the fruits. He'll then tell you that he hasn't given you the list yet - and to get three Heliconia fruits. Exit his house again and ascend the hill to the left. These plants will be harder to find, as the area is bigger and there is a lot of foliage. After harvesting the three Heliconia fruits, return to Alfie, only to be told that that was for his enema. Sigh...

The next set of plants you'll need to harvest are Screw Pine fruits. Head north-west and down the valley. There might be a bear down there, so watch out. Harvest the fruits and return to Alfie for the last time. The quest ends and you are rewarded \$500 and a new crafting recipe: Nature's Boy. This can be found in the Exploration tab of the Syringes category.

# Pinned to Earth



## Pinned to Earth

<b>Mission Number</b>	N/A
<b>Previous Mission</b>	Island Port Hotel
<b>Following Mission</b>	Meet Citra
<b>Rewards</b>	500 XP

**Pinned to Earth** is started by talking to an old woman inside a building. She tells you that there was a plane that crashed last night and it was on fire. Time to investigate. Start by going west of your position, it's not far. There is a paraglider waiting for you. Take it and head north. You'll reach the quest target in no time. Once you spot the quest marker and the crashed plane, bail into the water. Swin back and investigate the wreckage. Don't worry, there's no enemies there. The first part of the plane is empty. Turn around and look across the beach to find the other half of the plane. There should be a man inside; interact with him, or loot the chests first.

He tells you that the plane crashed ten years ago and crushed a few houses, then asks if you were in the nearby village. The man then informs you that there is no old woman that lives nearby.

# Video Guides

If you have **Video Guides** for Far Cry 3, feel free to embed them here (but add "Video Guide" to the end of the mission or achievement/trophy name, or you mix it up with the regular guide pages).

IGN thanks you for your cooperation and contribution.



# Path of the Hunter

**Path of the Hunter** missions are unlocked as more Outposts are liberated. These missions ask Jason to kill a certain number of target animals (or a special animal) in a designated area with a particular weapon or category of weapons.

Path of the Hunter missions are all listed on your in-game map as antelope icons (there's no real reason not to read the in-game tutorial -- accessed through your handbook -- about Path of the Hunter quests).

## Outpost Names

Names on each outpost are given in the in-game map (they are fast travel points once liberated). Jason starts off near Amanaki Town on the North Island.

Weapons you pick up from a Path of the Hunter mission will be unlocked in the shop (although don't go looking for rare or expensive ones).

For the most part, you want to bring a weapon for a mission that matches the hunt. As an example, if you need to use a Recurve Bow to kill some leopards, you will want to bring a customized Recurve Bow to the hunting area instead of using the crap-tastic default weapon given to you. This way, you can use the weapon you're most comfortable with.

Mission and Target	Weapon Used	Quest Starts At
Shotgun Hunt: Dogs	M133	North Island, Amanaki Outpost
Shotgun Hunt: Bears	M133	North Island, Amanaki Town
Sniper Rifle Hunt: Deer	M-700	North Island, Valsa Docks
Bow Hunt: Golden Tiger	Recurve Bow	North Island, Mosquito Yard
Bow Hunt: Black Panther	Recurve Bow	North Island, Orphan Point
Bow Hunt: White Belly Tapir	Recurve Bow	North Island, Rust Yard
Sniper Rifle Hunt: Yellow Neck Cassowary	M-700	North Island, AM12 Outpost
RPG Hunt: Rabid Dogs	RPG-7	North Island, AM12 Outpost
Shotgun Hunt: One Horn Buffalo	M133	North Island (unknown outpost)
Bow Hunt: Maneater Shark	Recurve Bow	North Island, Kell's Boat Repairs
Bow Hunt: Blood Komodo	Recurve Bow	North Island, Cliffside Overlook
Shotgun Hunt: Undying Bear	M133	North Island, Cradle Gas

SMG Hunt: Bears	Skorpion	North Island, Broken Neck Home
Shotgun Hunt: Bears	unknown	South Island, North Krige Crest
Pistol Hunt: Bears	unknown	South Island, Dry Palm Storage Depot
Flamethrower Hunt: Dogs	Flamethrower	South Island, Lazy Shore Marina
Flamethrower Hunt: Leopards	Flamethrower	South Island, Krige River Valley Fishing
Machete Hunt: Rare Albino Crocodile	unknown	South Island, Bridge Control Outpost
Machete Hunt: Unblemished Bears	unknown	South Island, Bridge Control Outpost
Bow Hunt: Komodo Dragons	Recurve Bow	South Island, Break Point Docks

# Survival Guide



A brief **Survival Guide** to Far Cry 3's Rook Island. Actually, this won't be so brief.

Skills can be unlocked by using skill points, which are unlocked as you level up. This is a page compiling a list of all the **skills** that can be learned throughout the game.

- Skills
- Crafting
- Syringes
- Hunting

## IGN's Survival Guide Videos

# Crafting

**Crafting** in Far Cry 3 uses animal skins and parts, as well as collected plant material. Once Jason has the necessary ingredients, he may craft / create an item instantly from the sub-screen.

- Harnesses, Slings and Pouches
- Syringes

## Hunting

Hunting is a fairly simple process. On the map, there are icons of animals. These icons show where different animals tend to be. This is extremely helpful when you have something specific you need to craft. Once you have spotted an animal that you want to hunt, you have two choices: try to get up close and kill it quick with a few well-placed shots, or take it down from a distance.



The choice is yours, but remember, animals in Far Cry 3 can be very dangerous.

So you've managed to kill the savage beast, Good job. The next step is to skin it. Go up next to it and push the activation button, this should send you into a cutscene. After this is over, you are now the owner of a brand new hide/skin. Use it as you please.





If you can't activate the cutscene, your pack might be too full. Bring up the menu and drop some things.

# Crafted Items

Harnesses, Slings and Pouches are used by Jason to carry more equipment, ordinance, and ammunition. They are crafted from various Wildlife and legendary animals hunted in Path of the Hunter missions.

Crafted Item	Ingredients Required
<b>Weapon Holsters</b>	
Simple (2 weapons)	1x Goat Skin
Rugged (3 weapons)	2x Deer Hide
Heavy Duty (4 weapons)	2x Shark Skin
<b>Money Wallets</b>	
Simple (\$2,000)	1x Pig Hide
Rugged (\$4,000)	2x Cassowary Leather
Heavy Duty (\$6,000)	2x Shark Skin
Extended (\$10,000)	1x One Horn Buffalo Hide (req's Path of the Hunter)
<b>Item Rucksacks</b>	
Simple (32 slots)	2x Boar Hide
Rugged (48 slots)	2x Tapir Hide
Heavy Duty (64 slots)	2x Dingo Pelt
Extended (80 slots)	1x Undying Bear Leather (req's Path of the Hunter)
<b>Syringe Kits</b>	
Simple (5 slots)	1x Pig Hide
Rugged	3x Pig Hide
Heavy Duty	2x Leopard Skin
Extended	1x Black Panther Leather (req's Path of the Hunter)
<b>Ammunition Pouch</b>	
Simple	2x Boar Hide
Rugged	2x Buffalo Skin
Heavy Duty	2x Tiger Skin
Extended	1x Golden Tiger Leather (req's Path of the Hunter)
<b>Grenade Pouch</b>	
Simple (4 slots per grenade)	2x Goat Skin
Rugged	2x Deer Hide
Heavy Duty	3x Komodo Dragon Skin
Extended	1x Blood Komodo Dragon Leather (req's Path of the Hunter)
<b>Munitions Pouch</b>	

Simple (3 slots per munition)	2x Goat Skin
Rugged	2x Leopard Skin
Heavy Duty	2x Bear Skin
Extended	1x White Belly Tapir (req's Path of the Hunter)
<b>Fuel Sling</b>	
Simple	2x Dog Skin
Rugged	2x Boar Hide
Heavy Duty	2x Komodo Dragon Skin
Extended	1x Yellow Necked Cassowary Leather (req's Path of the Hunter)
<b>Rocket Pack</b>	
Simple	1x Deer Hide
Rugged	4x Dingo Pelt
Heavy Duty	3x Tiger Skin
Extended	n/a
<b>Arrow Quiver</b>	
Simple	1x Goat Skin
Rugged	2x Tapir Hide
Heavy Duty	2x Bear Skin
Extended	1x Maneater Shark's Fin (req's Path of the Hunter)

## Crafting Component Prices

Sale Price	Crafting Component
<b>Animal Skins</b>	
\$10	Pig Skin
\$10	Dog Skin
\$10	Dingo Pelt
\$10	Tapir Hide
\$15	Boar Hide
\$15	Deer Hide
\$15	Cassowary Leather
\$15	Komodo Dragon Skin
\$20	Buffalo Hide
\$25	Leopard Skin
\$30	Shark Skin
\$30	Bear Skin
\$35	Tiger Skin
<b>Plant Leaves</b>	
\$5	Red, Blue, Amber, Green
\$10	White

# Syringes

Crafted Item	Ingredients Required -	Syringes
Medicine (heals 2 health bars)	1x Green Leaf	
Animal Repellent (repels animals for 40s)	2x Amber Leaf	
Hunter's Instinct (animals can be seen through their scent, and timid animals won't flee for 40s)	1x Amber Leaf	
Enhanced Perception (enemies can be seen through their scent, and explosives through their chemical emissions for 40s)	1x Crimson Leaf	
Fireproof (eliminate burn damage for 20s)	2x Crimson Leaf	



# Enemies

## Main Antagonists

### Vaas Montenegro

One of the main antagonists of the main story line, Vass is the most heavily featured villian leading up to Far Cry 3's release, shown in multiple game trailers. He is portrayed as a sociopath, killing several of the main character's friends. More on him here: [Vaas](#)

### Buck

Vaas's own crazy henchman, Buck acts as a glorified hound. What Vaas points at, he chases. He has to be interacted with at certain parts of the campaign, and his personality is nothing to write home about. More here [here](#)

### Hoyt Volker

Vaas's boss, and head over most of the island (as we assume so far.) Vaas follows his commands, and from what is shown through pre-release videos, Hoyt has considerable power over him. More on him here: [Hoyt](#)

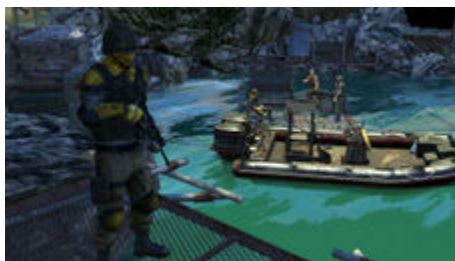
## General Foot Soldiers

### Pirates



Vaas associates himself with a large band of disruptive pirates. Usually carrying powerful weapons, they make it difficult for the player to engage in combat with them. Taking them out stealthily can be very beneficial, and allows fewer enemies to be alerted to your presence.

### Mercenaries







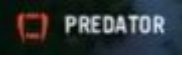
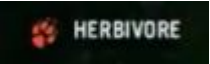
In addition to pirates, Hoyt Volker has hired a small army of mercenaries. They are heavily armed, and any approach against them must be well thought out.

## Classes

Far Cry 3's main storyline has six different classes of enemy AI (in both the pirate and mercenary factions). Each class has their own strengths and weaknesses, so your strategy must change depending on the class you are facing.

When you spot an enemy or an animal using your binoculars, an icon appears above their head. This icon indicates what class they are.

Icons	Titles	Descriptions
	<b>Normal Enemy</b>	This is the average soldier of Far Cry 3. They have a gun, and they shoot at you.
	<b>Enemy with Sniper/RPG</b>	These AI, normally stationed a good distance from you, should be taken out quickly and before they know your location.
	<b>Charging Enemy</b>	Embodying the "insanity" motif of Far Cry 3, these runts will run at you quickly with a melee weapon.

	<b>Heavy Enemy</b>	<p>Ho-boy, these guys are a pain. Armored on most sides and normally using an LMG, you might want to see if you have any explosives on you.</p>
	<b>Predator Animal</b>	<p>Lions and Tigers and Bears oh my; these cute creatures can pack a punch.</p>
	<b>Herbivore Animal</b>	<p>These little sweeties couldn't hurt a fly. They might even run away from you.</p>

# Pirate Assaulters



## Pirate Assaulter

<b>Difficulty</b>	N/A
<b>Frequency</b>	Common
<b>Weapon(s)</b>	AK47 Assault Rifle
<b>Location</b>	N/A

**Pirate Assaulters** are the most common enemy found on the Rook Islands and wield AK47 assault rifles. They are essentially just basic pirates. You can find them riding around on jeeps from time to time.

Multiple variants of the Pirate Assaulter located below.

## Pirate Assaulter VIP





**Pirate Assaulter Boss**



# Pirate Beheaders



## Pirate Beheader

Difficulty	N/A
Frequency	N/A
Weapon(s)	Machete
Location	N/A

**Pirate Beheaders** are enemies who wield Machetes. They wear tight black outfits and slightly eerie masks. Don't let them get close, or they will run you through with their machetes.

# Pirate Berserkers



## Pirate Berserker

Difficulty	N/A
Frequency	N/A
Weapon(s)	M133 Shotgun
Location	N/A

**Pirate Berserkers** are dangerous foes up close. They wield M133 shotguns, so be careful when trying to take them out with any melee attacks. When they are alerted of your presence, they will aggressively charge at you, so make sure you are prepared.



# Pirate Defenders



## Pirate Defender

Difficulty	N/A
Frequency	N/A
Weapon(s)	AK47 Assault Rifle
Location	N/A

**Pirate Defenders** are similar to the Pirate Assaulters, and wield AK47 assault rifles. They wear heavier armor than the Assaulters, so they will take some more shots to take down.

Multiple variants of the Pirate Defender located below.

## Defender VIP



**Defender Boss**



# Pirate Heavy Gunners



## Pirate Heavy Gunner

Difficulty	N/A
Frequency	N/A
Weapon(s)	PKM Light Machine Gun
Location	N/A

**Pirate Heavy Gunners** are heavily armored enemies who wield PKM light machine guns. Their armor is difficult to penetrate, so it is easier to take them out with grenades or other explosive devices. If you can get close enough, a grenade takedown is also very effective.



# Pirate Molotov Throwers



## Pirate Molotov Thrower

Difficulty	N/A
Frequency	N/A
Weapon(s)	Molotov
Location	N/A

**Pirate Molotov Throwers** are enemies who wield Molotovs. They will run up close, and toss the flaming projectiles at you. They will break and spread flames, which you would be best to avoid.

# Pirate RPG Shooters



## Pirate RPG Shooter

Difficulty	N/A
Frequency	N/A
Weapon(s)	RPG-7 Launcher
Location	N/A

**Pirate RPG Shooters** are enemies who wield RPG-7 launchers. Remember, RPGs have only a single shot before needing to be reloaded. Try to use that to your advantage.

# Pirate Snipers



## Pirate Sniper

<b>Difficulty</b>	N/A
<b>Frequency</b>	N/A
<b>Weapon(s)</b>	SVD Sniper Rifle
<b>Location</b>	N/A

**Pirate Snipers** are enemies who wield SVD sniper rifles, and are very deadly from far distances. Try to take these guys out quickly if possible. It is sometimes possible to take them out without alerting other enemies, as they are usually positioned on elevated areas such as watch towers and roof tops.

# Privateer Assaulters



## Privateer Assaulter

Difficulty	N/A
Frequency	N/A
Weapon(s)	ACE Assault Rifle
Location	N/A

**Privateer Assaulters** are enemies who wield ACE assault rifles. They are similar to the Pirate Assaulters, but they do have better equipment, so be careful.

Multiple variants of the Privateer Assaulter located below.

## Privateer Assaulter VIP





**Privateer Assaulter Recruit**



# Privateer Chargers



## Privateer Charger

Difficulty	N/A
Frequency	N/A
Weapon(s)	SPAS-12 Shotgun
Location	N/A

**Privateer Chargers** are enemies who wield SPAS-12 shotguns. They are part of a private mercenary group. They will run at you aggressively as soon as they are alerted of your presence, so make sure your prepared.

# Privateer Defenders



## Privateer Defender

Difficulty	N/A
Frequency	N/A
Weapon(s)	ACE Assault Rifle
Location	N/A

**Privateer Defenders** are enemies who wield ACE assault rifles. These guys have the same firepower as the Privateer Assaulters, but they have stronger armor, so they are more difficult to take out.



# Privateer Heavy Flamers



## Privateer Heavy Flamer

Difficulty	N/A
Frequency	N/A
Weapon(s)	Flamethrower
Location	N/A

**Privateer Heavy Flamers** are enemies who wield Flamethrowers. They will light both you, and the surrounding land on fire. If they miss you and simply catch the environment on fire, try to avoid the flames.

# Privateer Heavy Gunners



## Privateer Heavy Gunner

Difficulty	N/A
Frequency	N/A
Weapon(s)	MKG Light Machine Guns
Location	N/A

**Privateer Heavy Gunners** are enemies who wield MKG light machine guns. They also wear heavy armor that is hard to penetrate. It is recommended to use explosives to take them down.

# Privateer RPG Shooters



## Privateer RPG Shooter

Difficulty	N/A
Frequency	N/A
Weapon(s)	RPG-7 Launcher
Location	N/A

**Privateer RPG Shooters** are enemies who wield RPG-7 launchers. They don't have the strongest of armor, but the RPGs that they carry can cause massive damage, as well as light the environment on fire. They must reload after every shot, so try to use that to your advantage.

# Privateer Snipers



## Privateer Sniper

Difficulty	N/A
Frequency	N/A
Weapon(s)	Z93 Sniper Rifle
Location	N/A

**Privateer Snipers** are enemies who wield Z93 sniper rifles. These guns have a long range, and will be used to take you out from a distance. It is easiest to try to either snipe them or sneak up on them and run them through with your knife.

Other variant of the Privateer Sniper located below.

## Privateer Sniper Boss





# Outposts

**Outposts** are enemy camps located across the island that control the local enemy presence. Killing every enemy in an outpost will allow you to liberate it. Outposts are indicated by black smoke stacks and red flags.

Regions that are controlled by outposts are colored red on the world map. These areas will clear up as outposts are liberated.

When an outpost is liberated, the Rakyat will come to take it over. This will unlock new activities and quests. The region controlled by the outpost will become friendly, reducing the amount of enemies you'll encounter there.

XP Earned	Liberation Conditions
500	All hostiles neutralized.
550	All hostiles neutralized with no alarm activated (no reinforcements). Destroy or disable alarm system to insure this condition.
1500	All hostiles neutralized without Jason being detected by any enemy (even those enemies passing by). Non-human enemies (e.g., attack dogs) do not count for this condition.

## Alarms

Most outposts will have one or more alarms set up. Once triggered, enemy reinforcements will show up and make the outpost more difficult to liberate.

Alarm systems can be manually disabled when Jason gets close to an alarm box and "hotwires" it. Once a single alarm is disabled, all others will automatically be disabled with it. Note that shooting an alarm box only disables that particular box (in addition to creating noise).

Alerted enemies will attempt to trigger alarms if they can. Only alert enemies you plan on killing. Liberating an outpost without sounding an alarm will provide you with an XP bonus. A larger XP bonus will be awarded if you're not detected at all.

## Safe Houses and Fast Travel

Every outpost is essentially a Safe House for enemies. Once the outpost is liberated, the safe house can be used as a Fast Travel point. Inside most safe houses is an automated store that can be used to purchase, equip, and customize weapons with attachments as well as allow Brody to sell off his excess collected crap (unused animal hides, plants, junk, etc.).

Note that not all Fast Travel locations have a shop (NPC or vending machine) for Jason to use. This is more prevalent on the South Island than the North Island, but something to keep in mind.

# Skills

**Skills** are divided into three main categories:

- The Heron skill tree deals with long range takedowns and mobility.
- The Spider skill tree deals with stealth takedowns and survival.
- The Shark skill tree deals with assault takedowns and healing.

Skills, when unlocked, will be represented on your arm in the form of tattoos, like in the picture to the right. The more skills you unlock, the more different and varied your arm will become.

*"The tattoo is about Jason becoming one with the Rakyat, following the path of the warrior and getting closer to the rebels in the world. Every time you get a new skill, you're going to have a corresponding tattoo appear on your arm - it's going to depend on the route that you have taken."*






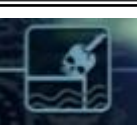
-Lead game designer Jamie Keen (via [www.ps3center.net](http://www.ps3center.net))

Other abilities gauge Jason's proficiency in these following areas:




# The Heron



Skills in **The Heron** skill tree deals with movement; how fast you move, reloading, moving to perform takedowns, etc. Use these to become a mobile, scout-type player. Below are the known skills in this tree:

Icon	Title	Description
	<b>Cook Grenades</b>	Allows you to hold the grenade button to cook a grenade.
	<b>Hip Shooter</b>	Gives you better hip-fire accuracy with SMGs, pistols and shotguns.
	<b>Syringe Potency</b>	The effects from Syringes that you create will last 25% longer.
	<b>Aimed Reload</b>	Allows you to reload any pistol or sniper rifle while aiming.
	<b>Death from Above</b>	Press a button to kill an enemy directly below you with x5 experience per kill
	<b>Death from Below</b>	Press the Right Stick kill an enemy on a climbable ledge with x5 experience per kill.



	<b>Enhanced Syringe Potency</b>	Effects from crafted syringes will last 50% longer.
	<b>Deap Breath</b>	Stay underwater longer
	<b>Steady Aim</b>	Pressing a button while looking through a scope will keep the weapon steady twice as long.
	<b>Long Gun Expert</b>	You have better accuracy while firing from the hip with assault rifles, sniper rifles, and LMGs.

# The Shark



Skills in **The Shark** tree are focused on those whose style is very run-and-gun. Because of this, the skills found here mostly deal with advancing healing and combat processes.







Icon	Title	Description
	<b>Takedown</b>	This skills give you the ability to quietly kill an enemy from behind, giving you triple experience.
	<b>Adrenaline</b>	Health bars that aren't empty refill 50% faster.
	<b>Improved First Aid</b>	Allows you to heal yourself without medicine.
	<b>Advanced Conditioning</b>	Gain another health slot.
	<b>Field medic</b>	Medical Syringes restore 4 health slots.
	<b>Field Surgeon</b>	Medical Syringes restore 6 health slots.

	<b>Chained Takedown</b>	String together up to 10 takedowns, giving you 10 times more experience per kill.
	<b>Ironsides</b>	Reduce damage taken from explosions by 50%.
	<b>Peak Conditioning</b>	<i>Req': 10 Med. Syringes Crafted</i> Gain another health slot.
	<b>Adrenaline Surge</b>	<i>Req': 3 Completed Supply Drops</i> Health bars fill 2 times as fast.
	<b>Button Up</b>	<i>Req': Bought 3 Body Armor</i> Body armor can take 50% more damage.
	<b>Fire Retardant</b>	Damage taken from fire is cut in half.
	<b>Evasive Driving</b>	"Commandeered" vehicles take half as much damage
	<b>Heavy Beatdown</b>	<i>Req': Kill one Bull Shark</i> Special Heavy attack; 5 times more XP per kill,
	<b>Grenade Takedown</b>	<i>Req': 5 kills with grenades</i> Activate an enemy's grenade before pushing him away. x5 XP per kill


# The Spider



The **Spider** tree is where you find all of your stealth skills. This tree features takedown variations that makes picking off your enemies easier, as well as skills that enhance various elements of survival, like swimming and running.

Icon	Title	Description
	<b>Sprint Slide</b>	While sprinting, you can press a button that will cause you to go into a slide.
	<b>Jungle Run</b>	You can move quicker while crouched.
	<b>Takedown Drag</b>	Allows you to drag and hide bodies after performing a normal takedown.
	<b>Running Reload</b>	Lets you reload your weapon while sprinting.
	<b>Expert Archery</b>	There is less movement when you are zoomed in with the bow.
	<b>Expert Swimmer</b>	Move 25% quicker in water when you hit a button.



	<b>Horticulture 101</b>	Obtain 2 times more items from plants than you normally would.
	<b>Dealmaker</b>	<i>Req': Complete 3 Wanted Dead Quests</i> Get 25% more money when selling your loot items.
	<b>Penny Pincher</b>	Find more money on dead bodies.
	<b>Stone Wall</b>	Less chance of being knocked over by enemies and take less damage from animals.
	<b>Zoology 101</b>	Get twice as many items from dead animals.
	<b>Loot Takedown</b>	After any takedown, automatically loot the body.
	<b>Knife Throw Takedown</b>	Perform a takedown, and throw the victom's knife at another enemy.
	<b>Ninja Step</b>	<i>Req': 2 Outposts Liberated without being detected.</i> Lowers the ammount of noise you make while walking and sprinting.
	<b>Combat Archery</b>	Drawing and firing arrows is done 50% faster.
	<b>Nimble Fingers</b>	Reload pistols, SMGs and shotguns 25% quicker.
	<b>Quick Swap</b>	Bringing up iron sights and switching weapons is faster.
	<b>Nimble Hands</b>	Reload assault rifles, sniper rifles and LMGs 25% quicker.

# Wildlife

The **Wildlife** in Far Cry 3 have been an emphasis of the games designers and producers. Be on the look out, because these random encounters may prove deadly. Also, be on the look out for predators caged by your enemies; it may be possible to release them and use them to your advantage.

## Crafting

Animals are chiefly used for Crafting. Afterward, skin their carcasses and sell them for extra cash.

## Bears



These large animals can be ferocious. Keep your distance, and be wary of both their claws and teeth

## Boars



The boars, for the most part, will attempt to charge you. Dodge to remain alive, and time your attacks.

## Buffalo



These large mammals have large horns and thick skulls. Symilar to the boars, they tend to ram, so beware.

## Cassowary

These large, flightless birds can be seen around the island.

## Dogs



These pooches aren't very friendly. They can be maintained by enemy factions as another line of defense. They are dangerous, especially in numbers, so be cautious when you hear their barking.

## Komodo Dragons



These large lizards have a VERY venomous bite and are known to be pretty quick. Keep your distance.

## Leopards



Like the tiger, these animals are quick and vicious. Be cautious, and don't let them get the jump on you.

## Sharks



Sharks lurk in the water just off shore. They will attack you while swimming, so try to stay away or on a vehicle whenever possible.

## **Tigers**



These jungle predators can move pretty quick. Keep your eye out and avoid their quick attacks.

## **Unusable Fauna**

### **Birds of Paradise**



These birds can be found in the trees throughout the island. Your approach may make them take to flight, however, so it may be best to eliminate them if you are trying to be stealthy.

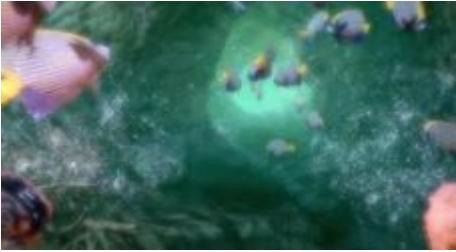
### **Crocodiles**





Crocodiles inhabit the rivers of the island, and can do massive damage if they get the chance. Be familiar of their environment, and be wary when in such areas.

## **Fish**



Fish can be seen swimming around in almost all waters of the island.

## **Jelly Fish**

This slimy, blob-like fish swim around in the water. Be wary of their tentacles, as they can sting you.

## **Manta Rays**

These rays swim around in the waters surrounding the island, and do have the ability to attack you.

## **Snakes**

Snakes can be found all around the island. They can jump up and latch onto your arm, injecting their poisonous venom.

## **Turtles**

Turtles can be found on and in the waters surrounding the island.

## **Predator Pack Animals**

The following animals only appear (with the exception of the Black Panther) in the wild if players purchase and install the Insane Edition (Predator's Pack)

### **White Tiger**

This is exactly like the regular tiger, but it has a white color.

### **Thylacine**

Also known as the Tasmanian Tiger, these are the largest known carnivorous marsupials.

## **Black Panther**



These carnivorous cats have slick black coats, and hide well in shadows.

## **Red Vulture**

These will be seen circling above dead carcasses.

# Bears

**bears** are large animals and can be ferocious. Keep your distance, and be wary of both their claws and teeth. They come in different species also, like Black Bears and Brown Bears.



You need at least four (4x) Bear Pelts to craft two ordinance pouches. The rest may be sold.

# Birds

Birds in Far Cry 3 can come in many different shapes and sizes. The birds range from Chickens and Small crows to larger Birds of Prey. The larger birds can be skinned. Skinning them can give you items needed to craft upgrades.



# Boars

Boars will attempt to charge and gore you with their tusks if provoked. Dodge to remain alive, and time your attacks. Explosives or high-powered firearms are preferable. Boars can be skinned. Boar skins can be used to craft some lower level equipment upgrades.



The first two boar hides are free (you use them to craft the Simple Item Rucksack) in Harvest the Jungle. You need an additional four pieces of Boar hide to craft the remaining items in Jason's kit.

# Buffalo

These large mammals have large horns and thick skulls. Similar to the boars, they tend to ram, so beware. They can be skinned. Their hides can be used to craft some middle level equipment upgrades. They are large and tough, so they will take more bullets to take down.



You need two pieces of Buffalo hide to Craft one of Jason's harnesses to bring him to full potential.

# Sharks



**Sharks** lurk in the water just off shore. They will attack you while swimming, so try to stay away or on a vehicle whenever possible. Sharks can be killed and skinned to make some higher level equipment upgrades. You can not use your gun in the water, so to take them out, you must shoot them from on land, a dock, or a boat.

# Chickens



Chickens can usually be found around villages. They come in several different colors, like tan, black, brown, etc.. They can be killed, but not skinned.



# Crabs

Crabs can be found around the island. They are small, so there is no need to worry about them hurting you. Though they do have a nasty pinch.

# Crocodiles



Crocodiles inhabit the rivers of the island. They can jump out and latch onto your arm, doing massive damage. Be familiar of their environment, and be wary when in such areas.

# Deer

**Deer** found in Far Cry 3 are small. They do not have very large horns, and run from loud noises and predators like a human carrying a large firearm. They can be killed and skinned. These skins can be used to craft some lower level equipment upgrades.



At least five pieces of deer hide are needed for Crafting harnesses and pouches.

# Dingos

These carnivorous canines may be found in Far Cry 3. Dingos look like dogs, but appear on the map with a fox-like silhouette.



At least six dingo pelts are needed for Crafting.



# Dogs

Dogs are animals that Pirates and Mercenaries will use against you. They will sniff you out and make enough noise to attract pirate attention. However, while dogs can "detect" Jason, they do not count towards detection for liberating Outposts.

At least two dog skins are needed for Crafting.

# Fish

Fish roam the deep, blue ocean of the Rook Islands.

# Goats

**Goats** are similar to buffalo in attack tenacity, but often behave like deer and flee your presence. A total of six goat skins are needed for Crafting.

# Jelly Fish



These bright, colorful, sea creatures can be found swimming in the water a mid distance from shore. Be careful of their tentacles, they sting.



# Komodo Dragons

**Komodo Dragons** are native to the islands near and around the Galapagos archipelago. Far Cry 3 Komodos are omnivorous and aggressive. They attack on sight.



A total of five Komodo Dragon skins are needed for Crafting purposes.

# Leopards

**Leopards** are spotted feline carnivores native to Asia, Africa, and prized as exotic pets. They will also try to rip your face off if you are surprised by one.



Four leopard skins are needed for Crafting.

# Lizards

**Lizards** are small reptiles unsuited for crafting. They can be found roaming around the island.

# Macaques



These midsized monkeys can be found swinging from the trees of the Rook Islands.



# Manta Rays



These flat sea creatures can be found swimming in the waters off of the Rook Islands. They are usually found close to the ocean floor.

# Morays

These carnivorous eels can be found lurking in the water. They tend to stick close to rocks and undersea caves.

# Panthers



These black, carnivorous cats can be found around the island. They are rare to find. They can be skinned to help with crafting.

# Pigs

**Pigs** are domesticated versions of boars. They have smooth skin and will not attack Jason. They can be killed and skinned.



Five pigskins are needed for Crafting.



# Rats

These little grey rodents can be found scurrying around the island.

# Snakes

Snakes can be found around the island. They are carnivorous, and will strike at you if you get too close.

# Tapirs

**Tapirs** are quadrupedal herbivores related to rhinoceroses and horses. They are found chiefly in Asia's woodlands, and are considered fairly uncommon.



At least four tapir hides are needed for Jason in Crafting.

# Tigers

**Tigers** are an animal that can be found in Far Cry 3. They are aggressive, and will attack you, so be careful. There is a white tiger that can be found exclusively by getting the Predator Pack. There is a rare form of Tiger that can be found in a special hunting quest. It is a Golden Tiger. One Gold Tiger Pelt is required for crafting.



At least five tiger pelts are needed for Jason in Crafting.



# Tortoises



These large land tortoises can be found around the map. They are slow, and pretty easy to kill. They are not aggressive, and will not attack you.

# Turtles



These sea turtles can be found swimming around in the ocean or on the beaches near them.

# Radio Towers



**Radio Towers** can be found throughout the Rook Island's of Far Cry 3, and once activated, will reveal the surrounding area on the mini-map and world map. In order to activate a radio tower, one must climb to the very top, and interact with a box located there. Once done, key areas surrounding it will be identified, and several weapons and other various items for the store will become free.

# Collectibles and Other Activities

As recorded in Jason's "handbook" (pause your game and view your stats), there are three types of main collectible in the game.

- Memory Cards
- Letters of the Lost
- Relics

Each collectible type will unlock signature weapons, new recipes, and system oriented achievements when enough are collected.

## This Game Beats Itself

Maps sold by the shops will mark the locations of different collectibles without Jason going near them (it's like having the Hunting syringe constantly turned on for collectible items).

It is recommended that you use the in-game maps (and the waypoint marker) to locate these collectibles, as it is far more accurate than anything else available.



# Memory Card

A **Memory Card** is a collectible item found in abandoned laptops strung out across the island and contain information regarding the local drug trade. Finding these memory cards will earn you money and items.



## Memory Card Locations

Collectible	Location
Memory Card	
1 -	X:, Y:
2 - Benzodiazepine Formula	X:501.7, Y:738.3
3 - Cocaine Formula	X:, Y:
4 -	X:, Y:
5 -	X:, Y:
6 -	X:, Y:
7 -	X:, Y:
8 -	X:, Y:
9 -	X:, Y:
10 -	X:, Y:
11 - Ketamine Formula	X:745.7, Y:778.5
12 -	X:, Y:
13 - Krokodil Formula	X:807.7, Y:654.6
14 -	X:, Y:
15 -	X:, Y:
16 -	X:, Y:
17 -	X:, Y:

18 -	X:, Y:
19 -	X:, Y:
20 -	X:, Y:

# Letter of the Lost

Letters of the Lost are remnants of the Japanese occupation of Rook Island during WWII. These are letters from the time that were never delivered, and can be found on the corpses of their mummified owners.

Purchasing the Item Map for the areas will make the icons appear on the in-game map regardless of distance.

## List of Letters

- Swinji's Letter
- Hayato's First Letter
- Mori's Letter
- Ren's Letter
- Hyogo's Letter
- Mogi's First Letter
- Sato's Letter
- Mogi's Second Letter
- Mogi's Third Letter
- Mogi's Fourth Letter
- Tadao's First Letter
- Tadao's Second Letter
- Hayato's Second Letter
- Hayato's Third Letter
- Hayato's Fourth Letter
- Masahiro's Letter
- Hurk's First Letter
- Hurk's Second Letter
- Hurk's Third Letter
- Hurk's Fourth Letter

## Letter Locations

Letter of the Lost	
1 -	X:, Y:
2 -	X:, Y:
3 -	X:, Y:
4 -	X:, Y:
5 -	X:, Y:
6 -	X:, Y:
7 -	X:, Y:
8 -	X:, Y:
9 -	X:, Y:
10 -	X:, Y:

- 11 - X:, Y:
- 12 - X:, Y:
- 13 - X:, Y:
- 14 - X:, Y:
- 15 - X:, Y:
- 16 - X:, Y:
- 17 - X:, Y:
- 18 - X:, Y:
- 19 - X:, Y:
- 20 - X:, Y:



# Relic

Relics are small collectible statues. Collecting 30 will unlock two signature weapons and the Untouchable recipe. Collecting 60 will complete the achievement or trophy (you do not need all 120).

Purchasing the maps for Items in each are will cause relic icons to appear on the map regardless of distance.

## Relic Locations

Collectible	Location
Relic	
1 - Spider 1	X:, Y:
2 - Spider 2	X:, Y:
3 - Spider 3	X:, Y:
4 - Spider 4	X:, Y:
5 - Spider 5	X:, Y:
6 - Spider 6	X:, Y:
7 - Spider 7	X:, Y:
8 - Spider 8	X:, Y:
9 - Spider 9	X:, Y:
10 - Spider 10	X:, Y:
11 - Spider 11	X:, Y:
12 - Spider 12	X:, Y:
13 - Spider 13	X:, Y:
14 - Spider 14	X:, Y:
15 - Spider 15	X:, Y:
16 - Spider 16	X:, Y:
17 - Spider 17	X:, Y:
18 - Spider 18	X:, Y:
19 - Spider 19	X:, Y:
20 - Spider 20	X:, Y:
21 - Spider 21	X:, Y:
22 - Spider 22	X:, Y: (Prison Break-In Mission)
23 -	X:, Y:
24 -	X:, Y:
25 -	X:, Y:
26 -	X:, Y:
27 -	X:, Y:
28 -	X:, Y:
29 -	X:, Y:

30 -	X:, Y:
31 -	X:, Y:
32 -	X:, Y:
33 -	X:, Y:
34 -	X:, Y:
35 -	X:, Y:
36 -	X:, Y:
37 -	X:, Y:
38 -	X:, Y:
39 -	X:, Y:
40 -	X:, Y:
41 -	X:, Y:
42 -	X:, Y:
43 -	X:, Y:
44 -	X:, Y:
45 -	X:, Y:
46 -	X:, Y:
47 -	X:, Y:
48 -	X:, Y:
49 -	X:, Y:
50 -	X:, Y:
51 -	X:, Y:
52 -	X:, Y:
53 -	X:, Y:
54 -	X:, Y:
55 -	X:, Y:
56 -	X:, Y:
57 -	X:, Y:
58 -	X:, Y:
59 -	X:, Y:
60 -	X:, Y:
61 - Boar 1	X:, Y:
62 - Boar 2	X:, Y:
63 - Boar 3	X:509.1, Y:743.9
64 - Boar 4	X:507.7, Y:671.7
65 - Boar 5	X:, Y:
66 - Boar 6	X:, Y:
67 - Boar 7	X:, Y:
68 - Boar 8	X:, Y:
69 - Boar 9	X:, Y:
70 - Boar 10	X:, Y:
71 - Boar 11	X:, Y:
72 - Boar 12	X:, Y:
73 - Boar 13	X:, Y:

74 - Boar 14	X:, Y:
75 - Boar 15	X:, Y:
76 - Boar 16	X:, Y:
77 - Boar 17	X:, Y:
78 - Boar 18	X:, Y:
79 - Boar 19	X:, Y:
80 - Boar 20	X:, Y:
81 - Boar 21	X:, Y:
82 - Boar 22	X:, Y:
83 - Boar 23	X:490.3, Y:797.2
84 -	X:, Y:
85 -	X:, Y:
86 -	X:, Y:
87 -	X:, Y:
88 -	X:, Y:
89 -	X:, Y:
90 -	X:, Y:
91 - Heron 1	X:, Y:
92 - Heron 2	X:, Y:
93 - Heron 3	X:, Y:
94 - Heron 4	X:, Y:
95 - Heron 5	X:, Y:
96 - Heron 6	X:, Y:
97 - Heron 7	X:, Y:
98 - Heron 8	X:, Y:
99 - Heron 9	X:, Y:
100 - Heron 10	X:786.6, Y:755.0
101 -	X:, Y:
102 -	X:, Y:
103 -	X:, Y:
104 -	X:, Y:
105 -	X:, Y:
106 -	X:, Y:
107 -	X:, Y:
108 -	X:, Y:
109 -	X:, Y:
110 -	X:, Y:
111 -	X:, Y:
112 -	X:, Y:
113 -	X:, Y:
114 -	X:, Y:
115 -	X:, Y:
116 -	X:, Y:
117 -	X:, Y:

118 -	X:, Y:
119 -	X:, Y:
120 -	X:, Y:



# Supply Drop

Supply Drops are checkpoint races. The Rakyat people are in need of supplies, and these missions provide them with those needed supplies. Essentially, these are racing missions.

You may find these easiest to do **after** you pacify the area the Supply Drop mission is on by liberating enemy outposts. Without enemies shooting at you or setting up roadblocks, you finish most of these missions easily.

# Trials of the Rakyat

**Trials of the Rakyat** are survival-based missions indicated on the World map by red stars if undiscovered, or white stars if discovered. These trials force you to gun your way through waves of enemy troops within a time limit, with a fixed set of weapons. The goal is to compete with other players for the highest score, as displayed on the online leaderboard.

These trials are located at large colored rocks with the name of the highest scoring player written as graffiti on it. These trials can be repeated as many times as necessary.

## Trials of the Rakyat

Trial	Weapon(s)	Location
Bone Crusher	Scavenger Vehicle	X:582.8 Y:752.8
Bull's Eye	SVD Sniper Rifle	X:633.7 Y:597.1
Dashing Assault	<a href="#">-STG-90</a> Assault Rifle	X:475.0 Y:693.0
Decimation Barrage	-	X: Y:
Frag Me Up	Frag Grenade	X:647.1 Y:764.0
Furious Gun	-	X: Y:
Hide and Seek	6P9 Handgun	X:424.0 Y:770.8
Hostile Swamp	-	X: Y:
Lord of Firepower	U100 Light Machine Gun	X:554.6 Y:432.5
Overheat	Mounted Gun	X:471.1 Y:458.5
Point Blank	M133 Shotgun	X:759.8 Y:698.9
Transport Destruction	RPG-7 Launcher	X: Y:

## Scoring

Reward	Earned From
<b>Enemy Kills</b>	
+5 Points	Assaulter Kill
+10 Points	Defender Kill

+10 Points	Berserker Kill
+15 Points	Molotov Thrower Kill
+15 Points	Beheader Kill
+50 Points	Heavy Gunner Kill
+15 Points	RPG Shooter Kill
Bonus	
+10 Seconds	Time Bonus Barrel
+25 Points	Stealth Kill
+10 Points	Headshot Kill
+15 Points	Takedown Kill

# Rewards

Tier Req' (Varies)	Reward
Tier 1	\$250
Tier 2	400 XP
Tier 3	\$500

# Bone Crusher

**Bone Crusher** is one of the Trials of the Rakyat.



# Dashing Assault

*Trial banner required*

<b>Dashing Assault</b>	
Weapon(s) Given	<a href="#">STG-90</a>
Time Limit	unknown
Enemies	unknown

Dashing Assault is one of the Trials of the Rakyat.

## Location

*needed*

## Scoring

### Enemy Kills

Points	Enemy
5	Assaulter
10	Defender
10	Berserker
15	Molotov Thrower
15	Beheader
50	HeavyGunner
15	RPG Shooter

### Bonus

Reward	Description
10 seconds	Time Bonus
25 points	Stealth Kill
10 points	Headshot Kill
15 points	Takedown Kill

## Rewards

Points Required	Reward
-----------------	--------

150	\$250
250	400XP
350	\$500

# Decimation Barrage

**Decimation Barrage** is one of the Trials of the Rakyat.

# Frag Me Up

**Frag Me Up** is one of the Trials of the Rakyat. The weapon used is an infinite supply of hand grenades.



# Furious Gun



## Furious Gun

Weapon(s) Given	Assorted
Time Limit	1:30
Enemies	Pirates

**Furious Gun** is one of the Trials of the Rakyat. In this trial, every time you get a kill with a weapon, it switches to a different weapon.

## Location



This trial is located near "Stubborn Kid Farm."

## Scoring

### Enemy Kills

Points	Enemy
5	Assaulter
10	Defender
10	Berserker

15	Molotov Thrower
15	Beheader
50	HeavyGunner
15	RPG Shooter

**Bonus**

Reward	Description
10 seconds	Time Bonus
25 points	Stealth Kill
10 points	Headshot Kill
15 points	Takedown Kill

**Rewards**

Points Required	Reward
250	\$250
325	400 XP
400	\$500

# Hide and Seek

## Hide and Seek

Weapon(s) Given	1
Time Limit	1:30 + Time Barrels
Enemies	255

**Hide and Seek** is a Trial of the Rakyat located near Amanaki Town. The objective is to kill as many enemies as possible within 1 minute and 30 seconds. There are time barrels located in the area that can add bonus time to the time limit if they are shot by the player. The only provided weapon is a

## Scoring

### Enemy Kills

Points	Enemy
5	Assaulter
10	Defender
10	Berserker
15	Molotov Thrower
15	Beheader
50	HeavyGunner
15	RPG Shooter

### Bonus

Reward	Description
10 seconds	Time Bonus
25 points	Stealth Kill
10 points	Headshot Kill
15 points	Takedown Kill

## Location

## Rewards

# Hostile Swamp

*Trial banner required*

Hostile Swamp	
Weapon(s) Given	unknown
Time Limit	unknown
Enemies	unknown

Hostile Swamp is one of the Trials of the Rakyat.

## Location

*needed*

## Scoring

### Enemy Kills

Points	Enemy
5	Assaulter
10	Defender
10	Berserker
15	Molotov Thrower
15	Beheader
50	HeavyGunner
15	RPG Shooter

### Bonus

Reward	Description
10 seconds	Time Bonus
25 points	Stealth Kill
10 points	Headshot Kill
15 points	Takedown Kill

## Rewards

Points Required	Reward
-----------------	--------



unk	XP
unk	XP
unk	XP

# Lord of Firepower



## Lord of Firepower

<b>Weapon(s) Given</b>	Mounted Gun
<b>Time Limit</b>	1:30 + Time Barrels
<b>Enemies</b>	Pirates

**Overheat** is a Trial of the Rakyat located to the southwest of the southern island's east-most radio tower (look at the map). You have 1:30 minutes, with additions from barrels, to kill as many enemies as possible. In this trial, you are granted an LMG can make your way through a cave of enemies.

## Location





# Scoring

## Enemy Kills

Points	Enemy
5	Assaulter
10	Defender
10	Berserker
15	Molotov Thrower
15	Beheader
50	HeavyGunner
15	RPG Shooter

## Bonus

Reward	Description
10 seconds	Time Bonus
25 points	Stealth Kill
10 points	Headshot Kill
15 points	Takedown Kill

## Rewards

Points Required	Reward
200	\$250
300	400 XP
400	\$500

# Overheat



## Overheat

**Weapon(s) Given** Mounted Gun

**Time Limit** 1:30 + Time  
Barrels

**Enemies**

**Overheat** is a Trial of the Rakyat located between the "Lazy Shore Marina" and the "East Ridge Camp." As normal with these trials, you have one and a half minutes to kill as many enemys as possible, with breakable barrels that cen grant you extra time. In this specific trial, you are put a mounted machinegun in the middle of a bridge, and have to fight off waves of ground, air, and land based enemies.

## Location





# Scoring

## Enemy Kills

Points	Enemy
5	Assaulter
10	Defender
10	Berserker
15	Molotov Thrower
15	Beheader
50	HeavyGunner
15	RPG Shooter

## Bonus

Reward	Description
10 seconds	Time Bonus
25 points	Stealth Kill
10 points	Headshot Kill
15 points	Takedown Kill

## Rewards

Points Required	Reward
275	\$250
350	400 XP
425	\$500



# Point Blank

*Trial banner required*

Point Blank	
Weapon(s) Given	unknown
Time Limit	unknown
Enemies	unknown

Point Blank is one of the Trials of the Rakyat.

## Location

*needed*

## Scoring

### Enemy Kills

Points	Enemy
5	Assaulter
10	Defender
10	Berserker
15	Molotov Thrower
15	Beheader
50	HeavyGunner
15	RPG Shooter

### Bonus

Reward	Description
10 seconds	Time Bonus
25 points	Stealth Kill
10 points	Headshot Kill
15 points	Takedown Kill

## Rewards

Points Required	Reward
-----------------	--------

unk	XP
unk	XP
unk	XP

# Transport Destruction



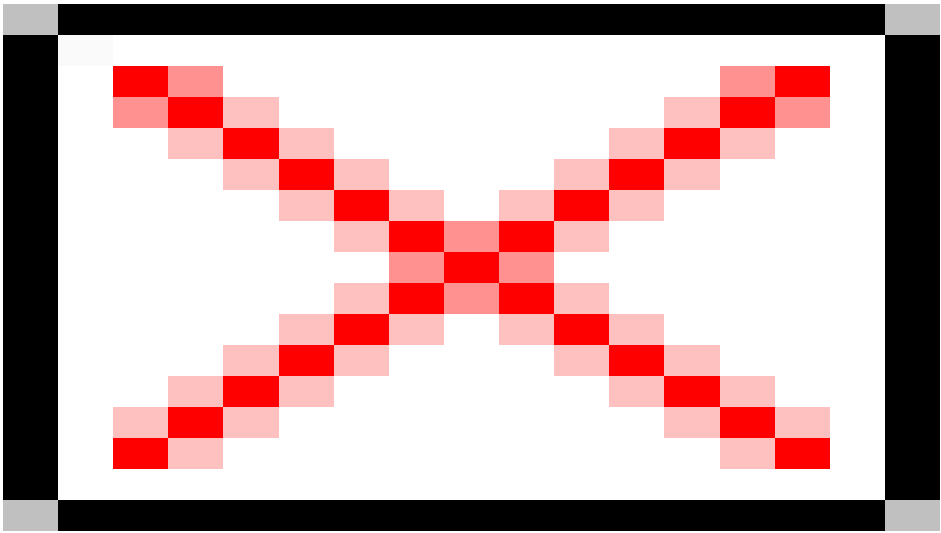
## Transport Destruction

Weapon(s) Given	RPG-7
Time Limit	1:30 + Time
	Barrels
Enemies	255

**Transport Destruction**, located just to the South of Badtown, is a Trial of the Rakyat. You must kill as many enemies as possible, using only an RPG. Your enemies will be coming at you in Scavengers, so one well-placed rocket can take down several enemies. You can also shoot the barrels to add to the given 1:30 min of time.

## Location





# Weapons and Equipment

Weapons in Far Cry 3 are broken down into several categories (as determined in the shop menu). Weapons are earned by locating and unlocking more Radio Towers.

They may also be unlocked if you claim them from slain enemies or from Path of the Hunter missions (you can pick up a weapon and immediately abandon the latter, or complete it, so you can see what you unlocked in the shop).

The order and categorization here is synchronous with the game with the exception of Pre-Order Weapons (not available to all players).

- Melee
- Handguns
- Submachine Guns
- Shotguns
- Assault Rifles
- Sniper Rifles
- Light Machine Guns
- Launchers
- Specials
- Signature Weapons
- Explosives
- Mounted Guns
- Pre-Order Weapons

## Weapon Attachments & Prices

Note that the number located to the right of each weapon is the maximum amount of attachments that can be used with that weapon at any time.

Weapon Type	Price	Attachments
Melee		
Machete	N/A	N/A
Japanese Tanto	N/A	N/A
Handgun		
1911	\$60	No attachments
6P9	N/A	- Sound Suppressor - Extended Magazine - Night Sight
.44 Magnum	\$950	- Extended Barrel - Night Sight - Red Dot Sight - Reflex Sight



D50	N/A	<ul style="list-style-type: none"> <li>- Extended Magazine</li> <li>- Night Sight</li> <li>- Optical Sight</li> <li>- Red Dot Sight</li> <li>- Reflex Sight</li> </ul>
<b>Submachine Gun</b>		
Skorpion	N/A	<ul style="list-style-type: none"> <li>- Sound Suppressor</li> <li>- Extended Magazine</li> </ul>
A2000	\$600	<ul style="list-style-type: none"> <li>- Sound Suppressor</li> <li>- Red Dot Sight</li> <li>- Reflex Sight</li> </ul>
MP5	\$900	<ul style="list-style-type: none"> <li>- Sound Suppressor</li> <li>- Extended Magazine</li> <li>- Red Dot Sight</li> <li>- Reflex Sight</li> </ul>
BZ19	N/A	<ul style="list-style-type: none"> <li>- Sound Suppressor</li> <li>- Optical Sight</li> <li>- Red Dot Sight</li> </ul>
Vector .45 ACP	N/A	<ul style="list-style-type: none"> <li>- Sound Suppressor</li> <li>- Extended Magazine</li> <li>- Optical Sight</li> <li>- Red Dot Sight</li> <li>- Reflex Sight</li> </ul>
<b>Shotgun</b>		
M133	\$660	No attachments
1887	\$860	<ul style="list-style-type: none"> <li>- Extended Magazine</li> <li>- Night Sight</li> <li>- Red Dot Sight</li> <li>- Reflex Sight</li> </ul>
SPAS-12	N/A	<ul style="list-style-type: none"> <li>- Extended Magazine</li> <li>- Night Sight</li> <li>- Red Dot Sight</li> <li>- Reflex Sight</li> </ul>
<b>Assault Rifle</b>		
AK47	N/A	No attachments
STG-90	N/A	<ul style="list-style-type: none"> <li>- Extended Magazine</li> <li>- Red Dot Sight</li> </ul>
F1	\$1450	<ul style="list-style-type: none"> <li>- Sound Suppressor</li> <li>- Extended Magazine</li> <li>- Optical Sight</li> <li>- Red Dot Sight</li> <li>- Reflex Sight</li> </ul>
MS16	\$1700	<ul style="list-style-type: none"> <li>- Sound Suppressor</li> <li>- Extended Magazine</li> <li>- Optical Sight</li> <li>- Red Dot Sight</li> <li>- Reflex Sight</li> </ul>
P416	N/A	<ul style="list-style-type: none"> <li>- Extended Magazine</li> <li>- Marksman Sight</li> <li>- Optical Sight</li> <li>- Red Dot Sight</li> <li>- Reflex Sight</li> </ul>

ACE	N/A	- Extended Magazine - Marksman Sight - Optical Sight - Red Dot Sight - Reflex Sight
<b>Sniper Rifle</b>		
SVD	\$1100	No attachments
M-700	\$1800	- Sound Suppressor - Extended Magazine - High Power Scope - Illuminated Scope
Z93	N/A	- Sound Suppressor - Extended Magazine - High Power Scope - Illuminated Scope
<b>Light Machine Gun</b>		
PKM	\$1125	No attachments
U100	\$1950	- Extended Magazine - Optical Sight - Red Dot Sight - Reflex Sight
MKG	N/A	- Extended Magazine - Marksman Sight - Optical Sight - Red Dot Sight - Reflex Sight
<b>Launcher</b>		
RPG-7	\$2500	No attachments
GL-94	\$2775	No attachments
<b>Special</b>		
Repair Tool	N/A	No attachments
Flare Gun	\$500	No attachments
Recurve Bow	N/A	- Red Dot Sight - Marksman Sight
Flamethrower	\$2400	- Large Fuel Tank
<b>Signature</b>		
Shadow	N/A	No attachments
Shredder	N/A	No attachments
Bull	N/A	No attachments
Bushman	N/A	No attachments
Ripper	N/A	No attachments
AMR	N/A	No attachments

## Attachment & Paint Job Prices

Customization Name	Price	
<b>Attachments</b>		

Night Sight	\$100
Extended Magazine	\$250
Extended Barrel	N/A
Red Dot Sight	\$300
Marksman Sight	\$450
Reflex Sight	\$300
Optical Sight	\$400
High Power Scope	N/A
Illuminated Scope	N/A
Large Fuel Tank	N/A
Sound Suppressor	\$400
<b>Paint Jobs</b>	
Dry Lands	\$200
Jungle	\$200
Striped	\$200
Deep Jungle	\$200
Red	\$200
Tribal	\$200

# Melee

Jason uses a Machete or a Japanese Tanto for his **Melee** weapons. They are both fairly lethal, but repeatedly blows are required for tough predators, Heavy Soldiers, and some enemies (on harder difficulties).

For the most part, Jason will use "takedowns" from his Skills tree to subjugate enemies who are not 100% aware of his presence.

- Machete
- Japanese Tanto

# Machete

## Combat Knife



This small blade can be useful to take out enemies silently. It can be used to stab enemies, and slit throats.

The combat knife replaces the Machete of the last two games as the standard melee weapon. From the use of in the latest gameplay and trailer videos, Jason Brody has considerable skill with it.

Jason will also have the ability to perform "takedowns." This addition will be a great help while trying to move stealthily.

## Trivia

- The knife is in shiny and in good condition as opposed to the rusty machete.

## Dagger

This weapon is exclusively available to those who Pre-Order the game from Amazon. It comes in the Warrior Pack.



# Japanese Tanto

The **Japanese Tanto** is unlocked when you have found six Letters of the Lost. It does more damage than the Machete. Unlike other signature weapons, this weapon is automatically owned once unlocked.

File:Japanese tanto.png  
460px

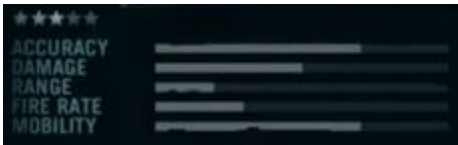
# Handguns

Here are the **Handguns** in Far Cry 3.

## Handgun class of weapons in Far Cry 3.

- M1911
- 6P9
- D50
- .44 Magnum

# 1911



1911	
PRICE	\$60
AMMO TYPE	Handgun Rounds
MAXIMUM AMMO	48
ATTACHMENT SLOTS	1 at least
KNOWN ATTACHMENTS	Sound Suppressor

"A classic .45 caliber semi-automatic handgun that can be used while on a zipline. It's a solid all-around performer at short range, and can be fitted with a sound suppressor."

—In-game description

## Description

The 1911 will be a handgun in the upcoming *Far Cry 3*. It can be compared to the Star .45, the gun it's replacing, from the previous.

6P9



6P9	
PRICE	
AMMO TYPE	Handgun Rounds
MAGAZINE SIZE	
AVAILABLE ATTACHMENTS	
AVAILABLE SKINS	

*"This small caliber handgun is ideal for stealth when fitted with a sound suppressor. It is exceptionally accurate at close range and can be used while on a zipline."*

—In-game description

# .44 Magnum



.44 Magnum	
PRICE	
AMMO TYPE	
MAGAZINE SIZE	
AVAILABLE ATTACHMENTS	
AVAILABLE SKINS	

"An American-made revolver that packs some serious punch at close range but has limited ammo capacity. It can be used while on the zipline."

-In game description



# D50



D50	
PRICE	
AMMO TYPE	
MAGAZINE SIZE	
AVAILABLE ATTACHMENTS	
AVAILABLE SKINS	

## Description

This handgun has unmatched short range power and can be used on a zipline, but it has massive recoil.

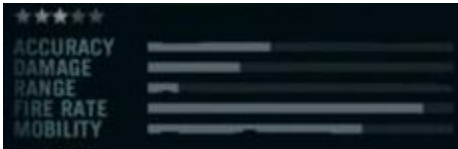
# Submachine Guns

The **Submachine Guns** in Far Cry 3 fire faster than assault rifles, but have less precision. Use these to clear out enemies at less-than mid range.

## Submachine Gun Class Weapons

- Skorpion
- A2000
- MP5
- Vector .45 ACP
- BZ19

# Skorpion



Skorpion	
PRICE	\$90
AMMO TYPE	SMG Rounds
MAGAZINE SIZE	
AVAILABLE ATTACHMENTS	1 at least
AVAILABLE SKINS	

## Attachments

This gun can be equipped with a sound suppressor.

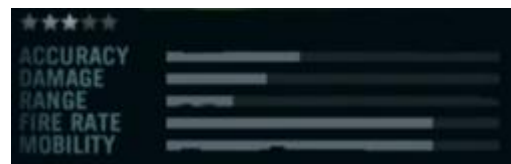
*"This small machine pistol rapidly fires low caliber rounds with minimal recoil. It can be also used while on a zipline and fitted with a sound suppressor."*

—In-game description

## Attachments

This weapon has no attachments, only paint jobs.

# A2000



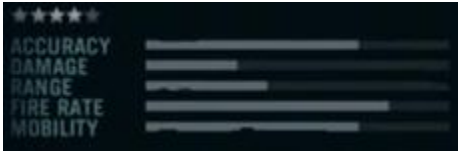
A2000	
PRICE	\$600
AMMO TYPE	SMG Rounds
MAGAZINE SIZE	128
AVAILABLE ATTACHMENTS	
AVAILABLE SKINS	

"The A2000 is an average performer across the board, neither excelling nor faltering in any category when compared to other weapons in its class."

—In-game description

The A2000 - actually called the Agram 2000 - is a Croatian submachine gun that is based on Beretta's PM12.

# MP5



MP5	
PRICE	\$900
AMMO TYPE	SMG Rounds
MAGAZINE SIZE	
AVAILABLE ATTACHMENTS	
AVAILABLE SKINS	

"The MP5 is renowned for solid accuracy, good handling, and a high rate of fire."

—In-game description

The variant of this gun that is present in Far Cry 3 is an MP5-N. It was developed specifically for the U.S. Navy. It is capable of receiving various attachments such as silencers and scopes.



# BZ19



BZ19	
PRICE	
AMMO TYPE	
MAGAZINE SIZE	
AVAILABLE ATTACHMENTS	
AVAILABLE SKINS	

"The BZ19 has solid power and accuracy. It doesn't have the fastest rate of fire it its class, but it does feature a large-capacity magazine capable of holding 64 rounds." -In-game description

# Vector .45 ACP

Vector .45 ACP	
PRICE	
AMMO TYPE	
MAGAZINE SIZE	
AVAILABLE ATTACHMENTS	
AVAILABLE SKINS	

# Shotguns

Rain some **Shotgun**-love down upon your opponents in Far Cry 3 with the weapons below.

## Shotguns Class Weapons

- 1887
- M133
- SPAS-12

# M133



M133	
PRICE	\$660
AMMO TYPE	Shotgun Shells
MAGAZINE SIZE	
AVAILABLE ATTACHMENTS	
AVAILABLE SKINS	

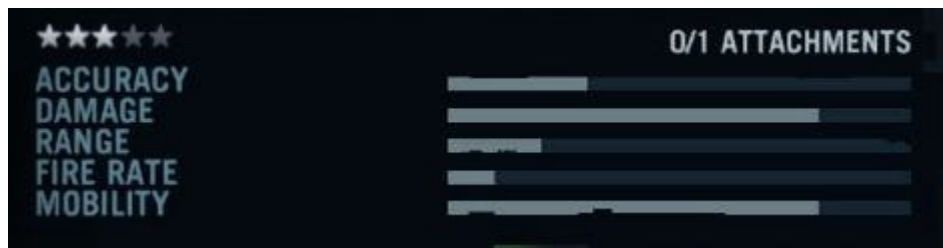
"The M133 is a pump-action shotgun with a shorter barrel that disperses buckshot in a wider pattern. It excels at clearing out rooms and hits hard close up."

- in-game description

## Attachments

This weapon has no attachments, only paint jobs.

# 1887



1887	
PRICE	\$130
AMMO TYPE	Shotgun Shells
MAGAZINE SIZE	7
AVAILABLE ATTACHMENTS	4 known
AVAILABLE SKINS	

"A classic lever-action shotgun that is devastating in close quarters. This variant has a 28-inch barrel which gives a slightly more range than other shotguns."

—in-game description

## Attachments

- Extended Magazine - \$200
- Night Sight - \$50
- Red Dot Sight - \$230
- Reflex Sight - \$230



# SPAS-12

SPAS-12	
PRICE	
AMMO TYPE	
MAGAZINE SIZE	
AVAILABLE ATTACHMENTS	
AVAILABLE SKINS	

"This Italian semi-automatic shotgun can be fired quickly, but requires the user to be more diligent with their aim than other shotguns."

- in-game description

The SPAS-12 is a Pump-Action 12 Gauge shotgun that was designed by Franchi. It is not particularly popular in law enforcement or the military, but it is still seen in many movies.

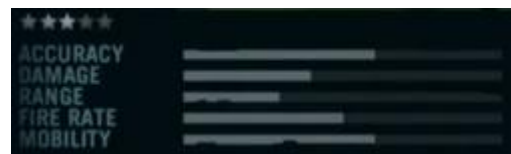
# Assault Rifles

**Assault Rifles** are the all-around utility weapons of Far Cry, are best used in mid-range combat situations.

## Assault Rifle Class Weapons

- AK-47
- [STG-90](#)
- F1
- MS16
- [P416](#)
- [ACE](#)

# AK47



AK-47	
PRICE	\$375
AMMO TYPE	Assault Rifle Rounds
MAGAZINE SIZE	30
AVAILABLE ATTACHMENTS	Extended Mag Marksman Sight Optical Sight Red Dot Sight Reflex Sight
AVAILABLE SKINS	

*"A workhorse of armies, militias and terror groups all over the world, the AK47 is an incredible reliable weapon that neither falters nor excels in any one category."*

—In-game description

## Description

The AK47 was the first gun to be shown in Far Cry 3, along with the M1911. It is held by the militia on the island and Jason can get one by performing a stealth takedown on one of them.

# STG-90



STG-90	
PRICE	\$700
AMMO TYPE	Assault Rifle Rounds
MAGAZINE SIZE	
AVAILABLE ATTACHMENTS	1 at least
AVAILABLE SKINS	

"This Swiss-made assault rifle has a higher-than-average rate of fire along with decent accuracy and average damage."

- in-game description

# F1



F1	
PRICE	\$1450
AMMO TYPE	Assault Rifle Rounds
MAGAZINE SIZE	25
AVAILABLE ATTACHMENTS	Sound Suppressor Extended Magazine Optical Sight Red Dot Sight Reflex Sight
AVAILABLE SKINS	

"The F1 is a bullpup assault rifle from France that fires in 3-round bursts. It has above average accuracy and is ideal for those who prefer a high rate of fire over raw power."

- in-game description



# MS16



MS16	
PRICE	\$1700
AMMO TYPE	Assault Rifle Rounds
MAGAZINE SIZE	20
AVAILABLE ATTACHMENTS	Sound Suppressor Extended Magazine Optical Sight Red Dot Sight Reflex Sight
AVAILABLE SKINS	Dry Lands Jungle Wood Old School Deep Jungle Black

"The MS16 has exceptional range, power, and accuracy for an assault rifle, but it requires a skilled user to deploy it effectively due to its semi-automatic action."

-In game description

"The MS16 is a version of the assault rifle of the U.S. Army updated during the Vietnam War. Today, this type of gun is mainly used by special forces and SWAT teams to inflate their budgets. The MS16 present on the island were simply ordered by mail. And yes, all the weapons on the island do not have a sordid history."

—Official website description

# P416

P416	
PRICE	
AMMO TYPE	
MAGAZINE SIZE	
AVAILABLE ATTACHMENTS	
AVAILABLE SKINS	

This assault rifle has been seen in many gameplay trailers for Far Cry 3. It has a short barrel, which suggests that it might have a short range. It has a high rate of fire and low recoil. It can deal moderate damage. This weapon can also have camouflage added to it.

# ACE

Ace	
PRICE	
AMMO TYPE	
MAGAZINE SIZE	
AVAILABLE ATTACHMENTS	
AVAILABLE SKINS	

# Sniper Rifles

**Sniper Rifles** are a long ranged weapon that can be found in Far Cry 3. They come with scopes that can be used to shoot enemies from afar.

## Sniper Rifle Class Weapons

- Dragunov SVD
- Remington M-700
- Z93

# SVD



SVD	
PRICE	\$1100
AMMO TYPE	Sniper Rifle Rounds
MAGAZINE SIZE	
AVAILABLE ATTACHMENTS	
AVAILABLE SKINS	

"This battle-tested Soviet Bloc semi-automatic sniper rifle allows for quick follow-up shots at the expense of some accuracy and range."

-In game description

This semi-automatic sniper rifle was designed in the Soviet Union, and brought into service in 1963. It was exported to Soviet-Friendly countries, and is still used in many Easter Bloc Countries such as Hungary and Poland. It uses a 7.62x54mmR cartridge and a PSO-1 scope.

## Attachments

This weapon has no attachments, only paint jobs.



# M-700



M-700	
PRICE	\$1800
AMMO TYPE	Sniper Rifle Rounds
MAGAZINE SIZE	5
AVAILABLE ATTACHMENTS	
AVAILABLE SKINS	

*"Unmatched in both range and accuracy, this bolt-action rifle sniper rifle can take down distant targets with ease. Just keep it low rate fire in mind."*

- in game description

# Z93



Z93	
PRICE	
AMMO TYPE	
MAGAZINE SIZE	
AVAILABLE ATTACHMENTS	
AVAILABLE SKINS	

"No rifle hits harder than this .50 caliber beast. Simply put, it kills what it hits."

-In game description

# Light Machine Guns

**Light Machine Guns** are a class of weapon that can be found in Far Cry 3. While having large clips and being powerful, they take a long time to load.

- PKM
- U100
- MKG

# PKM



PKM	
PRICE	\$1125
AMMO TYPE	LMG Rounds
MAGAZINE SIZE	100
AVAILABLE ATTACHMENTS	None
AVAILABLE SKINS	

*"The PKM is a powerful, light machinegun with solid accuracy and range. It carries a massive 100-round box of ammo, but takes time to reload."*

-In game description

## Description

This machine gun was designed by the same person who made the AK47, Mikhail Kalashnikov. While it was based on the AK47, it fires a much larger cartridge making it much more powerful. It's used in many of the Eastern Bloc countries, like Poland and the Czech Republic, but has been exported to states friendly with the Soviet Union.

## Attachments

This weapon has no attachments, only paint jobs.

# U100



U100	
PRICE	\$1950
AMMO TYPE	LMG Rounds
MAGAZINE SIZE	
AVAILABLE ATTACHMENTS	
AVAILABLE SKINS	



# MKG

MKG	
PRICE	
AMMO TYPE	
MAGAZINE SIZE	
AVAILABLE ATTACHMENTS	
AVAILABLE SKINS	

# Launchers

This is a page compiling a list of the explosive weapons launched by mechanical or chemical means.

- RPG-7
- GL-94

# RPG-7



RPG-7	
PRICE	
AMMO TYPE	Rocket
MAGAZINE SIZE	1 Rocket
AVAILABLE ATTACHMENTS	None
AVAILABLE SKINS	

"This classic weapon really needs no introduction. The RPG-7 can be used to take out vehicles, structures, and concentrated groups of enemies at almost any range."

-In game description

## Dscription

The RPG-7 or, rocket-propelled grenade, is an anti-tank weapon. It is widely popular and is mainly used to take down vehicles.

## Attachments

This weapon has no attachments, only paint jobs.

# GL-94



GL-94	
PRICE	
AMMO TYPE	
MAGAZINE SIZE	
AVAILABLE ATTACHMENTS	
AVAILABLE SKINS	

"This grenade launcher holds 4 rounds of 40mm grenades that will explode on impact."

-In game description

## Attachments

This weapon has no attachments, only paint jobs.

# Specials

a



# Repair Tool

*An oxyacetylene torch that can repair any land or water vehicle.*

-In-game description

## Attachments

This weapon has no attachments, only paint jobs.

# Flare Gun

The **Flare Gun** is used to signal enemies - or more practically, set the environment on fire. The fire helps to keep the enemies a distance away.

## Attachments

This weapon has no attachments, only paint jobs.

# Recurve Bow

## Recurve Bow

### Description

The Recurve Bow is stronger than it appears. With no technology, it hits hard. But, this bow isn't only for hunting beast, but also man. You can specialize arrows to be explosive or flaming.

# Flamethrower



Flamethrower	
PRICE	
AMMO TYPE	
MAGAZINE SIZE	
AVAILABLE ATTACHMENTS	
AVAILABLE SKINS	

# Signature Weapons

## Shadow

- Unlocked By Taking Over 17 Enemy Camps.

File:Shadow.jpg  
460px

*An enhanced 1911 Pistol with a extended magazine, silencer and custom paint. Enhanced for accuracy and stealth.*

## Shredder

- Unlocked By Collecting 10 Memory Cards.

File:Shredder.jpg  
460px

*A customized Vector .45 ACP with reflex sight, suppressor, extended magazine, and custom paint. Enhanced for accuracy and damage.*

## Bull

- Unlocked By Finding 10 Relics.

File:Bull.jpg  
460px

*A customized M133 shotgun with extended shell capacity, and custom paint. Enhanced for damage.*

## Bushman

- Unlocked By Activating All The Radio Towers.

File:Bushman.jpg  
460px

*A customnized P416 with a optical scope, silencer, extended magazine and custom paint. Enhanced for accuracy and damage.*



## AMR

- Unlocked By Finding 20 Relics.

File:Amr.jpg  
460px

*A customized Z93 with extended magazine, high power scope, and custom paint. Fires an explosive, penetrating round. Enhanced for damage at long range.*

## Ripper

- Unlocked By Completing 6 Trails Of The Rykyat

File:Ripper.jpg  
460px

*A customnized MKG with a optical scope, extended magazine and custom paint. Enhanced for accuracy, damage and low recoil.*

## Japanese Tanto

- Unlocked By Finding 6 Letters Of The Lost.

File:Japanese tanto.jpg  
460px

*The tanto is a Japanese dagger that was carried by the samurai. Wielding one of these will increase the damage dealt in melee combat.*

# Shadow

The **Shadow** is unlocked when you have liberated 17 Outposts. It is a customized 1911 handgun with a suppressor, extended magazine and reflex sight.

Signature weapons must be purchased at full price in a shop.



# Shredder

The **Shredder** is unlocked when you have found 10 Memory Cards. It is a customized Vektor SMG with a suppressor, extended magazine and optical sights.

Signature weapons must be purchased at full price in a shop.



# Bull

The **Bull** is unlocked when you have found 10 Relics. It is a customized M133 Shotgun with a extended magazine and reflex sights.

Signature weapons must be purchased at full price in a shop.



# Bushman

The **Bushman** is unlocked when you have restored all the radio towers on both islands. It is a customized P416 assault rifle with a suppressor, extended magazine and Marksman sight.

Signature weapons must be purchased at full price in a shop.





# Ripper

The **Ripper** is unlocked when you have passed six Trials of Rakyat. It is a customized MKG machinegun with a extended magazine and optical sights.

Signature weapons must be purchased at full price in a shop.



# AMR

The **AMR** is unlocked when you have found 20 Relics. It is a customized Z93 sniper rifle with a extended magazine and hi-power optics. Additionally, the round it fires is explosive.

Signature weapons must be purchased at full price in a shop.



# Explosives

This is a page compiling a list of the explosive weapons that can be found in Far Cry 3.

## Grenade

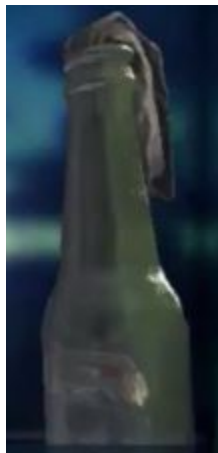


*"A Cold War-era fragmentation grenade. Reduce time to detonation by "cooking" it. Just don't hold on to it for too long."*

-In game description

These Frag grenades can be thrown to take out several enemies at once. They explode, sending shrapnel in every direction. They can be used to damage vehicle as well as taking out groups of enemies.

## Molotov



*"One part glass bottle, one part flammable liquid. Add fire and the result is a hand-thrown incendiary weapon that'll ruin anyone's day"*

-In game description

A bottle is filled with petrol and has a rag shoved in it. Once the Rag is lit, the bottle is thrown. When the bottle breaks, it spreads flaming fuel everywhere.

## **Mine**

This explosive can be laid down. It is pressure sensitive, and will go off when something steps on it.

## **C4**

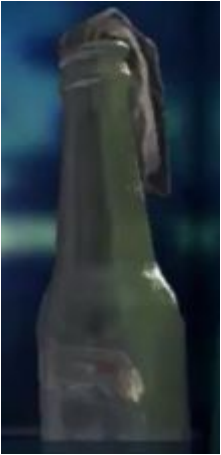


This explosive can be placed and detonated remotely.

## **Claymore**

Claymores are an explosive device that can be stuck in the ground. They are detonated via motion sensors. When someone sets it off, it will explode, killing, or at least wounding anything that is in the radius of it's explosion.

# Molotovs



*"One part glass bottle, one part flammable liquid. Add fire and the result is a hand-thrown incendiary weapon that'll ruin anyone's day"*

-In game description

A bottle is filled with petrol and has a rag shoved in it. Once the Rag is lit, the bottle is thrown. When the bottle breaks, it spreads flaming fuel everywhere.



# Grenades



*"A Cold War-era fragmentation grenade. Reduce time to detonation by "cooking" it. Just don't hold on to it for too long."*

-In game description

These Frag grenades can be thrown to take out several enemies at once. They explode, sending shrapnel in every direction. They can be used to damage vehicle as well as taking out groups of enemies.

# C4 Bricks

## C4 Bricks



### Description

A detonated explosive weapon in Far Cry 3.

# Mounted Guns

Throughout the game, you will be able to find mounted guns which you can use to lay waste to your enemies.

## **DShK Heavy Machine Gun**

These mounted guns can periodically be found on the island. They can be used to take down a lot of enemies quickly.

# Pre-Order Weapons

Here are the **Pre-Order Weapons** in Far Cry 3. To have recieved them, you must have pre-ordered the game with one of these bonuses.

---

- TL-10
- Predator Bow

# Predator Bow



Those who got the predator bonus pack will get this immediately. Everyone else will have to rank up to get it or kill someone who is using it, then take it.



# Body Armor



The Body Armor in Far Cry 3 works similarly to other games: you don't get as hurt when enemies attack. You can find it while playing the game, or purchase it from one of the shops for \$200. You'll find it most helpful if you ever get into a "tight spot."

*"Upgradeable body armor made of high-strength synthetic fibers that reduce the amount of damage inflicted by enemy weapons."*

-In game description

# Medicine



**Medicine** is good. Real good. In Far Cry 3, medicine comes in the form of a Syringe, which you can inject into yourself to gain health bars. These syringes can be obtained by either crafting them from leaves or picking them up; generally, they are located in medical packs across the islands.

The number of syringes you can have on your person is determined by the size of your Syringe Kit. These too have to be created, but out of animal skins.

In addition, the effect of the medicine can change depending on your skills. While at the beginning of Far Cry 3 the syringes will only add 2 bars of health, getting the "Field Medic" and "Field Surgeon" skills from The Shark skill tree can raise it to 4 bars and 6 bars, respectively.

Medicine can be found (for free) in different pre-set drop spots in missions, safehouses, etc.

Medicine can be crucial to your survival in Far Cry 3. You can normally heal yourself by popping bones back into place, and wrapping wounds, but that can take some time. Medicine can heal you much quicker, which can be a life saver in the heat of battle.

# Vehicles

Vehicles are highly emphasised in Far Cry 3. There are several types of vehicles in the game to help you traverse the island quicker. Transportation is broken down into three catagories.

- Land
- Water
- Air

All transportation methods, including vehicles, are shown in a First Person perspective.

# Fast Travel

While the use of land, water, and air transportation can be useful, **Fast Travel** is a much quicker alternative. Fast travel points can be unlocked on the World map by liberating Outposts. Once an Outpost is liberated, its safe house can be used as a fast travel point.

Note that not all fast travel points have shops (NPC or vending machines).

# Land Transportation

In Far Cry 3, there are several different types of **Land Transportation**. The controlling of vehicles is loose, and they slide around a lot, so caution is needed when driving.

- Buggy
- Cargo Truck
- Darrah
- Quad Bike
- Scavenger
- Stryus
- Technical



# Buggy



## Description

This high-speed, off-road vehicle is idealized for fast traveling over even the roughest parts of the island.

# Cargo Truck



These larger trucks are used for equipment and people transport. Enemies can bring groups of guys to reinforce a location using these trucks. So try to take them out quickly when you see them.

# Darrah



The **Darrah**, a car in Far Cry 3, is a common civilian vehicle. While it does not excel in protection or speed, what it does have in its favor is the fact that there are tons of them scattered across the island. "Always there for you," the Darrah is a car you will most likely end up driving in Far Cry.

*"The Darrah's main competition was the South African Stryus during Rook Island's heyday. Both were nearly identical performance-wise except the Stryus was cheaper. Why? Because it was manufactured by laborers unfairly discriminated against by apartheid. Not quite time for Africa. Annnd, Africa's still waiting. Any day now, right?"*

- Far Cry 3 Survival Guide

# Quad Bike



The **Quad Bike** is either one of the most useful vehicles in Far Cry 3 or one of the least; it depends on your style of play. The downside is that they offer little to no protection from enemies and controlling them is difficult, upside being they can navigate off-road through the jungle much easier. As stated above, they can be tricky to control, especially while trying to make a high-stress getaway. It's a good vehicle to use at least once, in order to get an opinion of.

*"Quad Bikes were imported for recreation. Pirates like their fun to be extreme, you know, like Persians, Texans and residents of New Jersey."*

- Far Cry 3 Survival Guide

Plus, they remind one of a Grunt textured Mongoose from the Halo series.

# Scavenger



The **Scavenger** works as the bread and butter of transportation in Far Cry 3. Not only do all of the factions use them, they are generally the best type of vehicle to handle the rough terrain. As an extra bonus, sometimes they will come with a mounted machine gun on the back: saves ammo and has some serious stopping power.

*"Scavengers are off-road vehicles that were originally brought to Rook Island by private security forces working for the mining corporations. They're armed with a light machinegun. You know, to take care of all those employees who ate all the donuts in the break room."*

-Far Cry 3 Survival Guide.



# Stryus



The **Stryus** is essentially the dirtier, weaker version of the Darrah. In the long run, however, there isn't much of a difference between the two cars. Expect it to run just about as well as it looks like it should.

*"The Stryus is a compact car built in South Africa using pieces of scrap metal from shantytowns. Like many cars on Rook Island, these were imported during the island's economic boom. The great thing is that when they die, people just take them apart and they have a house. It's the circle of life."*

-Far Cry 3 Survival Guide

# Technical



While it might not be as good as the Scavengers when it comes to fighting or maneuvering, **The Technical** is still a step up from the civilian vehicles, Good for running your enemies over, this truck can serve you well.

*"The technical is an improvised fighting vehicle. That's just a fancy term for "pickup truck with a machinegun mounted on it," or, as I like to call it, a texas parade float. All the technicals on Rook Island belong to Vaas's pirates. They offer plenty of firepower, but no real armor protection."*

-Far Cry 3 Survival Guide

# Water Transportation

There are several different types of Water Transportation around the Rook Islands. You will find them listed below.

- Jet Ski
- Patrol Boat
- Zodiac

# Jet Ski



The **Jet Skis** in Far cry 3 are fun and they can move you from point A to point B. Other than that, trying to get into a fight with a Patrol Boat isn't going to turn out well, and you can't really "ram" in any sense of the term. Try using them for stealth missions, or for commandeering enemy vessiles.

*"Ever jet ski while armed to the teeth? Now's your chance to try, but keep an eye out for Jinx. She wants her hairdo back and has a license to kill."*

-Far Cry 3 Survival Guide

# Patrol Boat



The **Patrol Boat** is as close as you'll come to a warcraft in Far Cry 3. Slow to maneuver and built like a tank on the water, these crafts are what you need to call upon when you're attacking an enemy base near water. Get up close, use the mounted machine gun to take out attackers, and go sweep up the remains when you can't see any more bad guys.

*"I sent the two of them on patrol that day. They never came back. Just the boat, floating, empty. The jungle took them."*

-Far Cry 3 Survival Guide



# Zodiac



**RHIB's** are a nice middle ground when it comes to water vehicles. Not as defenseless as a jet ski, and not as clunky and slow as a patrol boat, these boats are one of the more common across the islands. Also comes with a nice mounted gun attachment for those who might ruin your fun. Drive them to to places, kill people with them, you know the drill.

*"RHIBs are stable, high-performance, lightweight boats. The ones you'll find here are civilian vessels taken from a defunct amusement park and armed with machineguns. They seat six passengers, or seven if you bring the kids. Ah the memories."*

-Far Cry 3 Survival Guide

# Air Transportation

Not only is **Air Transportation** required for some missions, used correctly, it can change the course of an entire battle. From attaching c4 to your hang glider to sneaking in softly on a zipline, utilizing the these tools can help you get ahead.

- Glider
- Zipline

# Glider



When you find one of Far Cry 3's Gliders on some high-up slope, know that you are in for a fun time. Used mostly for recreation, these are one of the leading causes for getting sidetracked while traveling to a mission. If you are especially crafty, however, recall that C4 can be put on pretty much anything. Go for it, ol' sport.

*"Hang gliders are for people who look at airplanes and think, "what's the point of that engine?" Or for people who scream as they're sucked into an engine, "Why did I go hang gliding?!!"*

-Far Cry 3 Survival Guide

# Ziplines



The **ziplines** in Far Cry 3 are pretty cool. If you find one, it's like a little present in-game. Use them to "zip" from one area to another, making stealth easier. Of course, if you are offended by the suggestion of stealth, you can use any one-handed weapon while on one of these badboys. In addition, they make an easy escape route off the top of the radio towers you have to deactivate.

*"Hey, what're you doing using electrical cables as zip lines? It's not like they were placed there for you to use by some higher being. Kids are so entitled today."*

*"One day one of those is going to lead straight into a volcano, mark my words."*

-Far Cry 3 Survival Guide

# Co-Op

Far Cry 3 will feature a **Co-op** mode separate from the Single Player storyline. In this mode, you get to play as one of four characters:

- Leonard
- Tisha
- Mikhail
- Callum

These four characters, all former passengers on a cruise ship, have been screwed over by the Captain. You must work together to hunt him down and gain the ship's safe, which is full of treasure.

This mode will feature:

- Four Player Co-Op
- Two Player Split Screen
- Six Chapters of Gameplay
- A profile that is shared with your Multiplayer stats: you will be able to customize loadouts and gain rewards as you progress.



# Multiplayer Maps

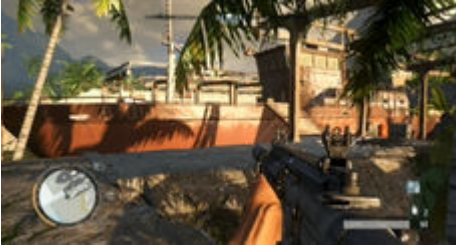
## Maps

Far Cry 3 will ship with 10 **maps** created by Ubisoft.

- Mudslide
- Subpen
- Temple
- Beach Head
- Fishing Village
- Shipwreck
- Boatyard
- Jungle
- Hideout
- Homestead

# Boatyard

## Boatyard



# Hideout

## Hideout



# Sub Pen

Subpen



# Fishing Village

## Fishing Village





# Mudslide

## Mudslide



# Multiplayer Skills

## Battlecry



You can also spend your experience on unlocking and advancing your **Battlecry**. You can use them to boost your teams performance. Depending on the battlecry, you can increase the health, speed and weapon accuracy of the team mates within a certain radius of your position.

# Battle Cry

## Battle Cry

The Battle Cry offers a buff to team members and it gives the activator a bunch of Team Support Points(TSP). The TSP acts as the currency for multiplayer and can be used to help your team or hinder the other.

# Multiplayer Modes

## Modes

### Domination

In domination, you use a standard Mercs vs. Pirates system to capture and hold three key points throughout the map. Ownership of the node gives you points, and the more points win. Very classic concept used in many current gen FPS games, uses a tug-of-war style of gameplay.

### Team death match

You know this type of online gaming. One team against another, you shoot, you kill, and the team who does that the best wins. Your same old most-kills wins situation.

### Firestorm



In this mode, your objective is to set fire to two of your opponents nodes at the same time. Once your team has done this, you have to combat not only the other team but the fire as well while you try to make it to a radar dish. The longer it takes for your team to get there, the harsher the fire will become, making it all the more difficult. Over time, the fire will expand to block off routes to the dish, causing strategy to play an important role as well.

### Transmission



This mode combines a king-of-the hill element with a timed factor, as each team attempts to obtain and control propaganda transmitters located all across the map. In order to win, your team must race to each transmitter as it is becoming active and hold it as long as possible, preferably until they return to their dormant state.





# Domination

## Domination

In Domination, there are 3 area to attack, capture, and defend. Each of these areas is known as a node. Red or blue smoke, depending on your team, comes from the node when it is captured. When the smoke is white, it belongs to no one. These nodes will always be in the same place and will always be active. In order to win you must capture enough nodes or wait until the timer runs out

# Firestorm

## Firestorm

Burn the enemy supply depot and proceed to capture the radio.

# Transmission

## Transmission =

Defend and capture the transmitters. This is similar to Domination because of its similar objectives, but, unlike Domination, transmitters pop up anywhere on the map.

# Multiplayer Elements

Here you will find the assorted **elements** that make up the Far Cry 3 Multiplayer experience. Below the different aspects are listed.

- Experience (XP)
- Kill Camera
- Tattoo Editor
- Final Move
- Challenges
- Leader-Boards
- Statistics
- Awards
- Decoding

# Experience Points



**Experience points** are the bread and butter of Far Cry 3's multiplayer experience (other than killing strangers in virtual form, of course). They are awarded by capturing nodes, helping team-mates, working to win, getting effective kills, and completing challenges. Gain enough and spend them to gain tide-turning results, like the Team Support options. Getting experience points also helps you level up and rise higher on the leaderboards. To sum up, experience points are a really nice thing to have.



# Kill Camera

The **Kill Camera** used in Far Cry 3 is something of an innovation. Instead of the visually pleasing value placed on it in game such as Call of Duty, Far Cry 3 instead uses the opportunity to give you helpful feedback on how and why you were killed.



Although it may be difficult to see from the picture above, there are several elements that are placed to provide in-depth information.

1. The screen shot is taken at an angle so you can see everything that happened, with your (former) character outlined in white and the enemy who killed you outlined in red.
2. The weapon that was used to kill you is shown, as well as the paths the bullets took before hitting your now leaking body.
3. The killer's name and health when he killed you is shown, if your the vengeful type.

All n' all this information, assembled over several deaths, can provide you with key details that could help you change your style of play to the better. All you have to do is utilize them.

# Tattoo Editor

We all want a little bit of our personality with our character, so we can show off to others while playing online multiplayer. This is why games have features like Halo's armor customization, so we're allowed to individualize. Far Cry 3's rather interesting way of doing this is with the **Tattoo Editor**. By accomplishing certain things in the storyline or by earning awards, you unlock tattoos that you can put on your online character's body.



# Final Move



While this isn't a multiplayer mode, **Final Move** is a fun way has Ubisoft created to humiliate the losing team in a true Far Cry fashion. In all modes, at the end of a match, the members of the winning team get to vote on a "final move" to perform on the best member of the losing team. This can range from a casual beating and farting in in the loser's face, to being merciful and letting the player go. Clinging to it's new motto, one can see how Far Cry enforces the "Survival of the Sickest."



# Decoding

Another interesting multiplayer element added by Ubisoft is the **Decoding** feature. While playing in an online match, a player may chance upon a flash drive. This flash drive, which contains encoded information, must then be decoded. To do so the player must access the Far Cry 3 website. Even after that, the encoded information takes time to crack. It's possible that there may even be tasks associated with accomplishing that goal. Once cracked, the info may be used to gain elements in game or gifted.

A second part of this process is the "Speed Up" tokens. These tokens, which most likely have to be purchased from the website, speed up the decoding process. This, along with the ability to gift, makes having friends(pft!) and/or clans very valuable.

# Team Support

By doing well in a match; e.g. getting killstreaks, reviving team mates, and capturing nodes, you are rewarded by gaining access to **Team Support** options.

## Team Support Tier 1

### Scouts

Scouts in helicopter reveal enemy positions on map.

### decoy scouts

Makes scouts clutter enemies map.

## Team Support Tier 2

### Poison gas

Cloud of gas that injures/kills anyone inside.

### Smoke blast

Cloud of smoke that makes it difficult to see.

### Psyche Gas

A nerve gas that disorients your enemies.

## Team Support Tier 3

### BARREL BOMBS

Explosives, dropped in from an airplane.

### Propane dive

Propane tanks dropped from a helicopter.

### Bombshell

Drops a large bomb, big explosion.

# Scouts

**Scouts**, in Far Cry 3, is a Team Support ability that can be used in online multiplayer when a player has gained enough experience points. Using this ability, players send scouts up into the air where they then give information on enemy positions. These positions are shown on the minimap while playing. Think of this as Far Cry's version of a UAV from the Call of Duty series.



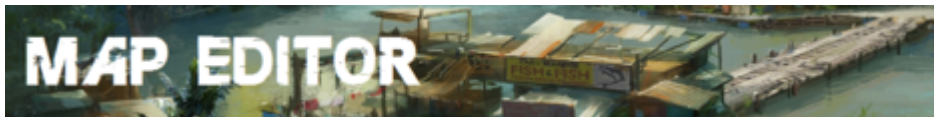
# Psyche Gas

## information



This yellow-orange nerve gas affects your enemies, causing their vision to be impaired while keeping them from telling who is friend and who is foe. This may cause them to kill members of their own team with friendly fire.

# Map Editor



The Far Cry 3 **Map Editor** is accessed from the main menu of the console version of Far Cry 3, but for those with the PC version of FC3, a little bit of navigating has to be done, as you will not find that utility on the main menu.

## Where's the Map Editor on the PC version?

Visit the directory where you placed all of your Far Cry 3 files, such as C:\Program Files (x86)\Far Cry 3\bin or possibly C:\Program Files (x86)\Ubisoft\Far Cry 3\bin

An easier way to find the location of the directory is simply right clicking whichever Far Cry 3.exe file you've been opening in order to run the game, and clicking on "Open File Location", which should be the third option from the top. This will open up the bin folder shown up above.

After you've found the bin folder for Far Cry 3 on your computer's hard drive, look for the executable (Application) named FC3Editor. Run that, and you're all set.

Check out some of the videos below to get a hang of the editor's interface.

# Map Editor

TheBeachedHippo, a fairly prominent youtuber (<http://www.youtube.com/user/TheBeachedHippo>), has gotten his hands on Far Cry 3 as part of a promotional campaign and he has decided to do a blitz of Far Cry 3 videos. These include a full walkthrough of the game and gameplay from the map editor.

## Overview of the Editor

## First Custom Map - Trail of the Tiger

# Achievements and Trophies

Achievements and trophies are listed alphabetically for ease of indexing. Difficulty level does not affect achievement / trophy completion (e.g., do it how you like it) but there are potentially missable conditions.

## Minimum Playthroughs

With the exception of the Co-Op achievements / trophies and some "missable" trophies, only one playthrough is required.

---

20G

Aftermarket Junkie

Buy all attachments and paint jobs for one weapon.

20G

Archeology 101

Gather a total of 60 relics.

10G

Artsy Craftsy

Craft 5 upgrades for your equipment.

10G

Bagged and Tagged

Complete a Path of the Hunter quest.

20G

Dead Letters

Gather all "Letter of the Lost".

20G

Deep Cover

Complete Riley's interrogation.

15G

Fearless of Stupid

Dive more than 60m (Single Player only).

10G

First Blood

Escape the pirates and survive in the wilderness.

5G

Free Fall

Freefall more than 100m and live (Single Player only).

20G

Full Bars

Activate 9 radio towers.

30G

Fully Inked

Earn every tattoo by learning the skills.

20G

Getting Even

Complete "Payback" Co-op map (Online/Offline).

20G

Hands Off My Stoner

Rescue Oliver from the pirates.

50G

Have I Told You

Survive the encounter with Vaas and escape.

10G

Heartless Pyro

Kill 50 enemies with the flamethrower (Single Player only).

20G

Here We Come

Complete "Ready or Not" Co-op map (Online/Offline).

20G

Hide and Seek.

Complete "Lights Out" Co-op map (Online/Offline).

20G

Higher Than a Kite

Use your wingsuit to reach the Southern Island.

10G

Hunter Hunted

Lure and kill a predator.

5G

Improper Use

Kill an enemy with the Repair Tool (Single Player only).

10G

In Cold Blood

Complete a WANTED Dead quest.

5G

Inked Up

Earn 5 skill tattoos.

40G

Island Liberator

Liberate all outposts.

15G

Island Paparazzi

Tag 25 enemies using the camera (Single Player only).

20G

Jungle Journal

Unlock 50 entries in the Survivor Guide.

20G

Late Night Pick-up

Complete "Rush Hour" Co-op map (Online/Offline).

10G

Let the Trials Begin

Beat any Trial of the Rakyat score.

10G

Love the Boom

Kill 4 enemies simultaneously with one explosion (Single Player only).

20G

Magic Mushroom

Return to the doctor with the cave mushrooms.

20G

Memory to Spare

Gather all the memory cards.

15G

Money to Burn

Spend \$5000 at the shop.

88G

Needle Exchange

Craft 25 syringes.

20G

Never Saw it Coming

Kill an enemy with a takedown from above from a glider, zipline or parachute (Single Player only).

20G

One of Us

Complete the Rakyat initiation.

20G

Poacher

Kill and skin a rare animal.

20G

Poker Bully

Win \$1500 playing poker.

50G

Poker Night

Kill Hoyt.

10G

Rebel With a Cause

Liberate 3 outposts.

20G

Retake Wallstreet

Rescue Keith from Buck.

20G

Return to Sender

Complete "Sidetracked" Co-op map (Online/Offline).

10G

Road Trip

Complete a Supply Drop quest.

10G

Rock Always Wins

Fully distract 25 enemies with rocks (Single Player only).

20G

Rocking the Boat

Complete "Overboard" Co-op map (Online/Offline).

10G

Say Hi to the Internet

Find the lost Hollywood star.

50G

Taken for Granted

Kill Vaas.

15G

The Good Stuff

Craft a special syringe.

10G

Toxophilite

Kill a target from 70m or more with the bow (Single Player only).

20G

Unheard

Liberate an outpost without triggering an alarm.

100G

What a Trip

Attend the final ceremony.

20G

Worst Date Ever

Rescue Liza from the burning building.

All achievement and trophy pages on IGN's wikis use a special template. Please visit the [Template Page](#) for the correct code and instructions on how to use them. Thank you.



# Pre-Order Bonuses

**Pre-Order Bonuses** provide exclusive content to those who pre-order their copy of Far Cry 3 at various retailers. Each retailer provides a different DLC pack.

## Monkey Business Pack

Available to those who pre-order from GameStop. The pack includes four missions for single-player and two bonus ways to humiliate friends in multiplayer.

## Warrior Pack

Available to those who pre-order from Amazon. The pack includes an exclusive tattoo and dagger for single-player and a tattoo editor for multiplayer.

## Lost Expeditions

Available to those who pre-order from Best Buy. The pack includes two exclusive bonus missions for single-player and a one-handed flare gun for multiplayer.

## Predator Pack

Available to those who pre-order from Walmart. The pack includes a skinned M-700 Predator Rifle that allows four exclusive animals to be hunted in single-player.

# Monkey Business Pack



The **Monkey Business Pack** is available from Gamestop (or in some places, Electronics Boutique) as indicated by this press release:

---

*Meet Hurk, an exclusive quest giver that straps monkeys with explosives and sends them to blow up his enemies. Now when you pre-order at GameStop for Xbox 360® or PlayStation®3 system, you'll get four bonus missions and two multiplayer humiliations with Hurk and his monkeys.*

# Warrior Pack

The **Warrior Pack** is available from Amazon.com and provides the player with access to an exclusive tattoo and dagger in single-player and a tattoo editor in multiplayer.

# Lost Expeditions



The **Lost Expeditions** is available from Best Buy and provides the player with access to the island's forgotten secrets in two bonus missions for single-player and a one-handed flare gun in multiplayer.

# Predator Pack



The **Predator Pack** is available from Walmart and provides the player with a skinned M-700 Predator Rifle that allows them to hunt four exclusive animals in single-player.

# Minecraft DLC



On October 28th, 2012, a free DLC for Minecraft became available for download on Far Cry 3's website. The DLC features a simple rendering of Far Cry's setting, as well as "50 Easter Eggs, hidden throughout the islands." (Ubisoft) In addition, the minecraft add-on has the characters Vaas, Jason and Citra.



# Characters

This is a page compiling all of the characters from the game.

- Jason Brody
- Vaas Montenegro
- Liza Snow
- Doug
- Citra Montenegro
- Dr. Alec Earnhardt
- Buck
- Hoyt Volker
- Dennis Rogers
- Willis Huntley
- Grant Brody
- Daisy Lee
- Leonard
- Tisha
- Mikhail
- Callum

# Jason Brody



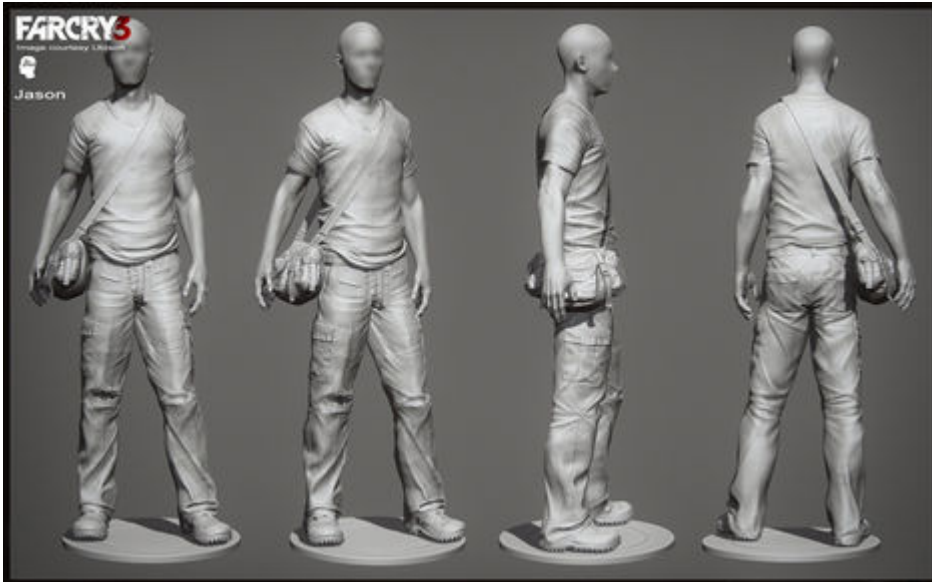
## Information

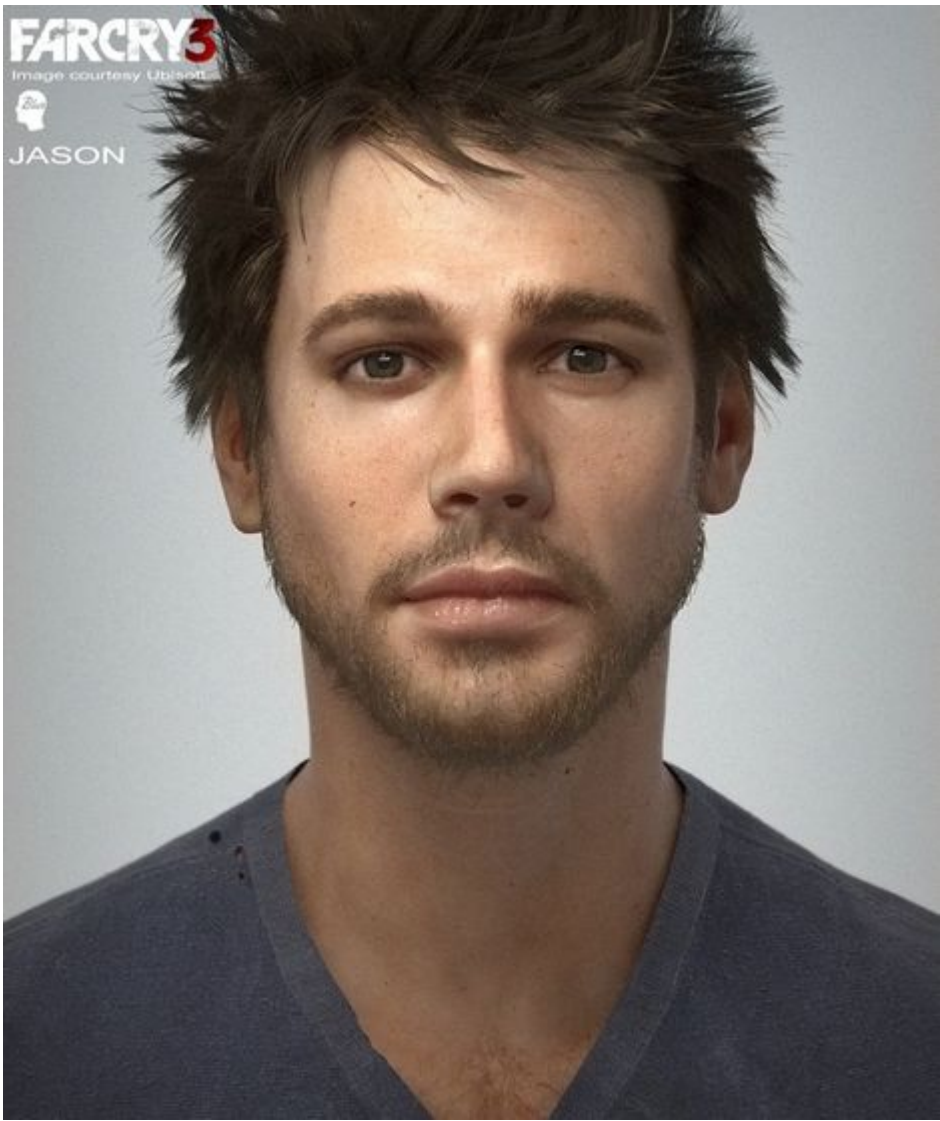
**Jason Brody** is the main protagonist in Far Cry 3. Jason awakes on the morning after he arrives on a tropical island, finding his girlfriend has been kidnapped, his friend has been murdered, and the island is populated with psychos.

*"Naturally talented, but directionless" is the way most people would describe Jason Brody. He's a fearless daredevil, a dedicated friend, and a bastion of untapped potential, but he feels that something critical is missing from his life. One day he will find what he's missing, and fulfill his potential. When that day comes, nothing will be the same for him again".*

## pictures







# Grant Brody

## information

*"Everything **Grant** does, he does well. All-American good looks, a killer work ethic and nuanced social skills carried him easily to the team captain position on the high school and college swim teams. After graduating, he joined the army reserve while training for the national swim team. As the eldest son of a household missing a father, Grant protects his friends and brothers."*

- in-game description

Grant is Jason's brother. However he is killed during his and Jason's escape from Vaas in the first mission, Grant is a part of the army reserves.

# Vaas Montenegro



## information

*"Did I ever tell you the definition of insanity? Insanity is...doing the exact same fuckin' thing over and over and over again and expecting shit to change."*

—Vaas

Simply put, **Vaas Montenegro** is downright nuts. He's also violent, unpredictable, prideful, and extremely dangerous. Vaas started on this downward spiral when he became addicted to drugs brought to Rook Island by Hoyt Volker. He eventually joined up with the self-appointed warlord after Hoyt promised him power and wealth. Now he is one of the most feared men on an island full of madmen.

Vaas is the main antagonists in Far Cry 3. He has been on the island a long time, and has drifted into insanity. He and his band of pirates kidnap Jason and his friends when they land on the island. After Jason and Liza escape from him, he is determined to recapture them and kill them.

## Development

Vaas Montenegro is voiced by Canadian actor Michael Mando.

The "Voices of insanity" trailer series feature Mando as he records the voices for Vaas Montenegro.

Mando originally tried out for a different role, but was placed with the role of Vaas instead.

## Pictures





# Liza Snow

[[File:Fc3 pc liza snow.png|thumb|right|Fc3\_pc\_liza\_snow.png|information

**Liza Snow** is Jason's girlfriend. She is captured by Vaas, and Jason must rescue her.

*"An only child brought up in a dysfunctional household, Liza Snow was always the responsible one. Passionate, smart, and sensible, she enjoy helping others conquer their problems. After being initially being attracted to Grant's togetherness, she saw Jason's untapped potential and fell in love. She passionately believes in Jason and sees great potential in him when no one else does."*

## Current References

First seen in the Far Cry 3 "Stranded" trailer, along with Jason Brody and Doug.

Later she is seen being rescued by Jason from a burning building.

# Doug



**Doug** is Jason's friend. He goes to the island with Jason and Liza and is kidnapped along with them. At one point, he is blindfolded and Vaas tells him to shoot and kill him. Doug refuses, and is killed by a disappointed Vaas.

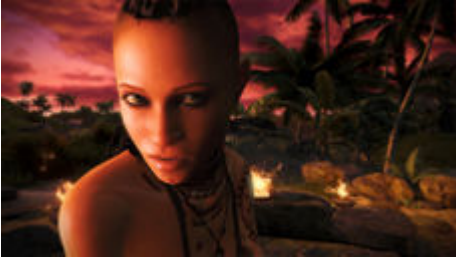
# Daisy Lee



Grant's girlfriend, **Daisy Lee** is with your group when they get captured by Vaas. She has a fierce mindset that allows her to handle the situation better (maybe a little better than Lisa) and plans to make it through all of the madness on the islands.  
*"Your deceased brother Grant's girlfriend. Daisy Lee grew up in Maine before attending school in Los Angeles. She swims professionally. Question is, will that help her get off the island alive?"*

- Far Cry 3 Survival Guide

# Citra Montenegro



## Information

**Citra Montenegro** is Vaas' sister. She is the leader of the local tribe on the island, and sends Jason out to kill Vaas.

*"Known to the rebels as their warrior goddess, Citra is cloaked in the mystery of old ritual and superstition. Charismatic and beautiful, she yearns for power and wishes to return her tribe to its former glory. Citra doesn't like to lose and will do whatever it take to see her wishes fulfilled. Her followers believe in her, and more importantly, she believes in herself."*

## Recent References

In the E3 Farcry 3 trailer, Citra was shown making love to main protagonist Jason Brody before he left on a mission.

## Pictures







# Dr. Alec Earnhardt



## information

*"**Alec Earnhardt** basks in a artificial glow of life generated by the pills he takes daily. He hails from Oxford and went sailing around the world after personal tragedy. This is how he discovered Rook Island and all the wonderful chemicals growing in the local flora. He set up a lab on the island and now makes his living selling drugs on the black market."*

- in-game description

The doctor might seem to be a nice guy, providing aid to Jason by treating wounds, but he has a darker side. He both produces and takes hard drugs. In return for his help, he sends Jason out to collect some things for him, which lead to some problems.

## Background

Alec Earnhardt arrived on the island six years before the start of the game, becoming the main supplier for drugs. Despite his drug habit, he is of some use to the player.

## pictures



# Hoyt Volker



## information

*"After a brutal upbringing by his father, a South African mining boss, **Hoyt Volker** swore to outdo him. As an adult he maneuvered to the head of a consortium of pirates by undercutting the boss politically and then literally, finishing him off in front of his family. Today he runs his operations out of Rook Island and commands his own private army of bloodthirsty mercenaries."*

- in-game description

Hoyt Volker is the main antagonist of the South Island in the Single Player Campaign. He, like many other characters in the game, is portrayed as sadistic and unstable. He deals in Human Trafficking and murder. In addition, he has his very own army of mercenaries to defend him, making him difficult for the player to deal with.

## Pictures



# Buck



## information

**Buck** joined the Australian Armed Forces at a young age. He was soon dismissed due to to his perverse joy of inflicting pain. He then began mercenary work, with Hoyt Volker as his main contractor. Since the transition, he has been loyal to no one but Hoyt.

In-game, he acts as Hoyt's muscle. When Hoyt needs someone killed, he calls Buck.

## Pictures



# Dennis Rogers



## information

*"Born and raised in Liberia, **Dennis Rogers** is no stranger to war and poverty. He eventually left his home and immigrated to America. Ten years later, he left, disillusioned due to the constant alienation he felt there. After drifting from job to job he found his way to Rook Island an Citra. He embraced her cause and proved himself as a dedicated warrior."*- in-game description

Dennis acts as the players guide in the Rook islands. He gives you tips to survive, and gives you information on the status of your surroundings in general.

## Pictures



# Willis Huntley



## information

*"Back in the late 60s, **Willis Huntley** was noted in his psychological array as a "focused" recruit. He's since participated in a series of CIA operations intended to steer the governments of Iran, Iraq and Somalia. Willis is confident, fearless, calculating and loyal, but recent events have scarred him. Rook Island has taken hold of him, and it won't let go."* - in-game description

Huntley is an ex-CIA operative. He gives Jason information about the islands and those who inhabit it.



# Leonard



## Information

Leonard, a crooked ex-cop, is a playable character in Far Cry 3's Co-op Campaign..

---



# Tisha



## Information

Tisha, an ex-soldier, is a playable character in Far Cry 3's Co-op Campaign.





# Mikhail



## Information

Mikhail, a russian hitman, is one of the playable characters in Far Cry 3's Co-op Campaign.







# Callum



## Information

Callum, a scottish thug and chef, is a playable character in Far Cry 3's Co-op Campaign.





# Locations

## Far Cry 3 Locations



*"Explore a beautiful and diverse island playground - lush jungles, mountains ranges, swampy grasslands and sandy beaches. Explore lost Japanese bunkers, ancient temples, secluded caves, shipwrecks, abandoned compounds and more."* - Far Cry 3 Official Website

## Setting

As you can read from the quote taken above, Far Cry 3 will feature a tropical island setting. Presumably under Japan's administration in World War 2, it's a good bet that it's in the Pacific Ocean.

## Important Locations

These are some of the more important places to know on the Root islands.

- Amanaki Town
- Dr. Earnhardt's Mansion
- Badtown
- Citra's Temple

# Map

## Maps

### Main Menu

The main menu of Far Cry 3 is also a map, shown below.



(click on it to see it in all of its glory)

While not in english, the top-left island reads "Single Player North" while the bottom-left reads "Single Player South." Pretty simple.

### Single player

As you can see from the map above, the single player will take place on the biggest two islands. Below is a more detailed map, featuring key data.



There seems to be three types of icons on the map

Tower Icon:	Radio Towers; have to be activated by the player in order to obtain information on his surroundings
Flag Icon:	Enemy Bases, To be taken over for safe houses
House Icon:	Main enemy and allies complexes

# Amanaki Town

**Amanaki Town** is held by the Rakyat and considered to be the last dying breath of sanity on Rook Island. The residents strive to keep Rakyat culture alive and still hope to rescue their homeland from the brink of total anarchy. But the jungle waits outside.



# Badtown



Believe it or not, **Badtown** is not a good town. Everything about it is sad; from the buildings in disrepair to its inhabitants, half of whom may or may not be deceased (it's sometimes hard to tell). You can imagine what kind of work you can find here, and it "ain't" pretty. *"Chances are no other town in the world lives up to its name better than Badtown, or no other name is less imaginative. I mean come on, couldn't it have been Dark Town? Night Town? Lost Town? Celebration? Regardless, this place is packed with privateers and pirates."*

- Far Cry 3 Survival Guide

## In the campaign

In the vision you have, you see a "Slum" town and a man in white. Here is where you go to look for him.

# Easter Eggs and Secrets

This page collects **Easter Eggs and Secrets** in Far Cry 3, such as references to other games and pop culture, hidden jokes and other oddities.

## Assassin's Creed Reference

**Assassin's Creed** and Far Cry 3 are both published by the same company, Ubisoft. Because of this, an Assassin's Creed easter egg can be found in the game. In a bunker, players can find a letter with references to the AC series as well as a faded "Abstergo" logo (antagonistic company in AC) on the wall. Both are pictured below.



## Far Cry Experience Reference

The "lost Hollywood star" mentioned in the Say Hi to the Internet Trophy/Achievement can be found at the coordinates X: 619.7, Y: 559.4 (see top right corner of the world map). This is at the beach of one of the northern islands. You can go there shortly after the game starts. Stay at the beach and look for two dead people that are hanging on a tree. There is a man buried in the sand and you can only see his head. Go to the buried man and press SQUARE (PS3) / X (X360).

The Say Hi to the Internet Trophy/Achievement, most likely a reference to the promotional series, The Far Cry Experience starring Christopher Mintz-Plasse (Superbad's McLovin) and Michael Mando (the actor who portrays Vaas in Far Cry 3).



</p>

## Seasick Soldier

Around the coordinates X: 800 Y: 640 there is a soldier in the sea with his head in a toilet bowl looking ill.

# Say Hi to the Internet

10G

## Say Hi to the Internet

Find the lost Hollywood star.

The lost Hollywood star can be found at the coordinates X: 619.7, Y: 559.4 (see top right corner of the world map). This is at the beach of one of the northern islands. You can go there shortly after the game starts. Stay at the beach and look for two dead people that are hanging on a tree. There is a man burried in the sand and you can only see his head. Go to the burried man and press Square (PS3) / X (X360).

This trophy / achievement / easter egg is most likely a reference to the promotional series, *The Far Cry Experience* starring Christopher Mintz-Plasse (*Superbad*'s McLovin) and Michael Mando (the actor who portrays Vaas in *Far Cry 3*).



# The Far Cry Experience

Created by Ubisoft, **The Far Cry Experience** is a series of live-action videos that feature Christopher Mintz-Plasse and the antagonist of Far Cry 3, Vaas Montenegro (Michael Mando), created to promote the upcoming game.

Viewers can vote on whether they want Christopher Mintz-Plasse to live or die by commenting on the video.

## Episode 1

## Episode 2

## Episode 3

## Episode 4

## Pyrotechnics Torture

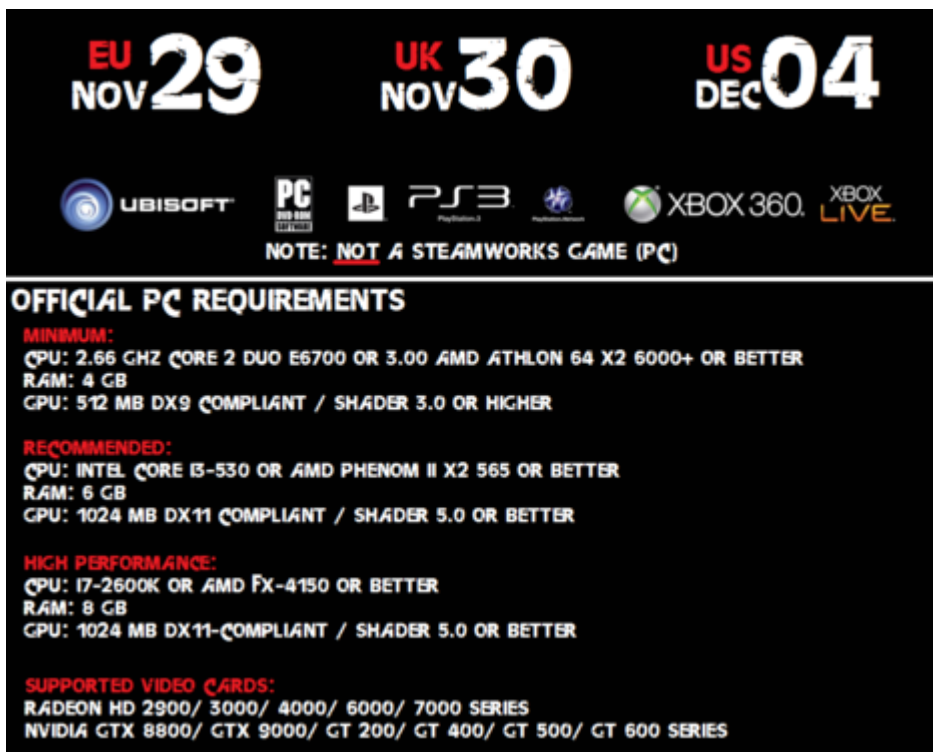
# System Requirements

## Windows Minimum System Requirements

- OS: Windows XP Service Pack 2 or Better
- CPU: Dual core CPU or better
- RAM: 4 GB
- Graphics: DirectX9c graphics card with 512MB

## Windows Recommended System Requirements

- OS: Windows XP Service Pack 2 or Better
- CPU: Quad core CPU
- RAM: 4 GB
- Graphics: DirectX11 graphics card with 1024MB



**EU NOV 29**      **UK NOV 30**      **US DEC 04**

UBISOFT    PC    PS3    XBOX 360    XBOX LIVE

NOTE: NOT A STEAMWORKS GAME (PC)

### OFFICIAL PC REQUIREMENTS

**MINIMUM:**  
CPU: 2.66 GHZ CORE 2 DUO E6700 OR 3.00 AMD ATHLON 64 X2 6000+ OR BETTER  
RAM: 4 GB  
GPU: 512 MB DX9 COMPLIANT / SHADER 3.0 OR HIGHER

**RECOMMENDED:**  
CPU: INTEL CORE E5-530 OR AMD PHENOM II X2 565 OR BETTER  
RAM: 6 GB  
GPU: 1024 MB DX11 COMPLIANT / SHADER 5.0 OR BETTER

**HIGH PERFORMANCE:**  
CPU: I7-2600K OR AMD FX-4150 OR BETTER  
RAM: 8 GB  
GPU: 1024 MB DX11-COMPLIANT / SHADER 5.0 OR BETTER

**SUPPORTED VIDEO CARDS:**  
RADEON HD 2900/ 3000/ 4000/ 6000/ 7000 SERIES  
NVIDIA GTX 8800/ GTX 9000/ GT 200/ GT 400/ GT 500/ GT 600 SERIES



# Soundtrack

The Far Cry 3 original game **Soundtrack** was composed by Brian Tyler, and can be purchased and downloaded from the following retailers:

- iTunes
- Qobuz

It can also be listed to for free here.

## Far Cry 3 Soundtrack

	Name	Artist	Time
1	Far Cry 3	Brian Tyler	5:34
2	Heat	Brian Tyler	3:33
3	The Rakyat	Brian Tyler	3:54
4	Monsoon	Brian Tyler	2:52
5	Falling Into a Dream	Brian Tyler	2:19
6	Journey Into Madness	Brian Tyler	2:55
7	Rook Island	Brian Tyler	5:21
8	We Are Watching You	Brian Tyler	3:33
9	Treasure of Zhang He	Brian Tyler	3:35
10	Fever Dream	Brian Tyler	4:10
11	Call of the Wild	Brian Tyler	3:43
12	Bad Trip	Brian Tyler	5:00
13	Path of the Warrior	Brian Tyler	7:10
14	Lost Child	Brian Tyler	3:54
15	Broken Compass	Brian Tyler	3:20
16	The Giant's Head	Brian Tyler	2:09
17	Further (feat. Serena McKinney)	Brian Tyler	4:04