



Introduction

Return to the lush environments of the FarCry series, this time somewhere in the middle of war-torn Africa. Anything goes in this open-ended game, but a mercenary wondering about which warlords to betray or how to trade in blood diamonds for weapons can always use a few pointers.

In this Far Cry 2 strategy guide, you'll find:

- **BASICS** // Hints about the various types of missions.
- **WALKTHROUGH** // A complete Far Cry 2 walkthrough with tips for extra tasks, upgrades, and more.



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Far Cry 2 Basics

Basic Tips

Check the journal to see what to do next. If there are no missions listed in the journal, head back to the town or the weapon shops to find more.

Main missions are vital to the story. These usually come from the UFL and APR bosses.

Buddy missions are extra tasks that are tied to the main missions, and they are meant to be completed before finishing up with the main missions. Doing so can bring about bonus items at the safe houses.

Underground missions are the delivery of travel documents to civilians in exchange for malaria medicine. They become available when the current amount of medicine is running low. The travel documents come from the priest at the church and (later) the doctor at the clinic.

Weapon missions are optional jobs that, once accomplished, make new weapons available for sale at the shops.

To seize a safe house, kill all the enemies around it. Safe houses provide save points (via the bed), and sometimes a buddy may show up inside these places to offer a rescue bonus (free revival).

Hide in tall grass to reduce the chances of being detected by enemies.

The enemies aren't as smart at fighting indoors. If the situation calls for an all-out assault, try to duck into a shed, hut, or other structure of some kind to seek cover and to funnel pursuing enemies through a single doorway.

Cars can be found at safe houses and certain other points. Enemies also occasionally drive along roads, so if a car is needed, stay on the roads and hope someone will show up in a vehicle.

Use the bus stations to travel quickly between the town areas and the four outer corners of the entire region. The buses can be handy shortcuts for many missions, especially the underground missions.

Item Tips

The radar unit (on the handheld map and on the vehicles) comes with a green light for detecting diamond cases and Jackal tapes. When the green light blinks, a diamond case or tape is nearby. When the green light remains solid, the item is directly ahead. Some of these goods are located high up on the rooftops of buildings, so don't forget to search upward.

Purchasing weapons means that new copies of those weapons will always be available at the armories (located just next to the shops), and that's important because the guns dropped by enemies are always degraded and prone to jamming.

Manuals are upgrades that increase weapon performance, quicken vehicle repairs, boost vehicle durability, and so on. Other types of upgrades do things such as extending the amount of reserve ammunition.

Check the journal's upgrades screen to view all the weapons and upgrades, including those that aren't purchased yet.

Don't worry too much about completing weapon missions. Many weapons and upgrades will automatically become available for purchase after every act (when enough main missions are completed).

Weapon crates, once purchased, can be used to swap weapons. At the armories, place fresh weapons into the crates. These weapons can then be retrieved at the safe houses later.

Far Cry 2 Walkthrough

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Act 1			
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OBJECTIVE // **Get out of the town.**

The hero, Far Cry Dude, arrives at the town only to succumb to a bout of malaria. Before he can get out of bed, he meets the Jackal, who shows up to mumble off a bit and then vanishes just as fighting erupts in the streets outside. Follow the tutorial prompts and exit the building. Fight through the streets as much as possible. If Far Cry Dude doesn't get mowed down in a hail of gunfire, he will keel over due to his illness. Getting wasted at this point is okay, because this is a part of the story.

OBJECTIVE // **Pick up guns and take syrettes from the kit on the wall.**

The guy who saves Far Cry Dude's butt now gets to boss him around. Follow more tutorial prompts for performing first-aid treatment and for saving. Take the assault rifle and the flamethrower on the table, and use the first-aid kit on the wall.

OBJECTIVE // **Pop the hood and fix the car.**

Outside the building, open the hood of the yellow car and fix it.

OBJECTIVE // **Kill the scouts at the safe house to unlock it.**

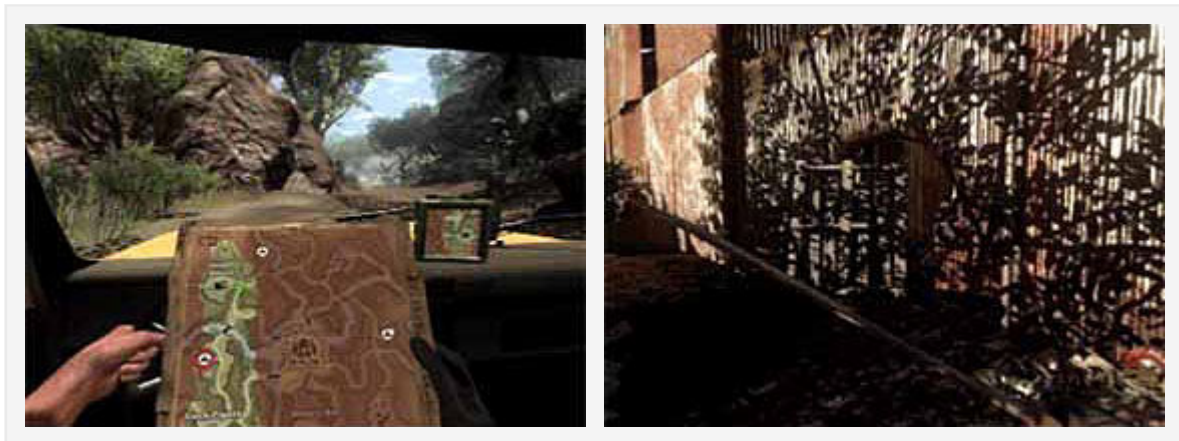
Nothing complicated here. Using the car, drive south to the safe house marked on the map. Be sure to park the car at a good place. Kill the two or so enemies there to seize control of the safe house.

OBJECTIVE // **Use the bed-roll in the safe house.**

Go into the building, and follow the sleep tutorial.

OBJECTIVE // **Reach the observation point and scout the camp.**

Get back to the car, and drive south to the marked spot. Again, leave the car at a good spot. Continue on foot to the high mountain road that overlooks the camp below. While viewing the map, use the monocular (by pressing the Iron Sights Button).



OBJECTIVE // **Free the captive from the bricked-up building at the cock-fighting arena.**

Sneak or fight into the compound. Follow the marker on the map to find the right building. There is a hole in the fence on the west side that can be used to sneak inside the place. Inside the building, open the bolted wooden door to a storage closet to free the hostage.

OBJECTIVE // **Return to the slaughterhouse and meet Kankaras.**

Don't worry about the freed hostage, who will be fine for now. Get back to the car, and drive all the way back to the slaughterhouse.

OBJECTIVE // Locate the diamonds using the flashing light on my GPS.

When the map is out, look for the small green light on the radar unit. If a diamond case is nearby, the light will blink. If the case is directly ahead, the light will remain solid. If the case is very close nearby, a low pulsing noise will also sound out. Complete the diamond-searching tutorial by finding the first diamond case (worth 10 diamonds) inside a train car, just outside the slaughterhouse.



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OBJECTIVE // Use the Weapon Shop's computer to buy new weapons.

Drive down along the roads until reaching the place. The shop marked on the map happens to be the one near the bar. Inside the shop, use the computer, and browse the lists of weapons and upgrades. Using the diamonds collected earlier, purchase at least one of the weapons that are available for now. Buying a weapon means that infinite, fresh-condition copies of that weapon will become available at the armories (which are located near the shops).

OBJECTIVE // Go to the armory to pick up your new weapons.

After having bought at least one weapon, exit the shop, enter the armory next door, and grab the newly acquired hardware.

OBJECTIVE // Find someone at Mike's Bar who can provide medicine.

Go across the street and find the main door into the bar. Talk to the person who has been the freed hostage, and then talk to the journalist, who is sitting at a table by a corner. Take the audio tape he offers. Also talk to the other guy who's standing just across from the journalist. This is a buddy who can offer a rescue bonus (free revival).

OBJECTIVE // Go to the church and give the tape to Father Maliya.

Exit the bar. Taking a vehicle, drive into the town in the middle of the region. Enter the church through the main door on the north side. Talk to the priest, give him the tape, take the malaria medicine in return, and use it to stave off the disease for a while longer.

OBJECTIVE // Exit the church to find a job.

Exit the church back out through the main door. At this point Far Cry Dude has passed the introductory tutorial scenes, and the game will give a final few pointers about using the map and about looking for things to do. One way to start is to visit the UFLL HQ, a building on the west side of town. Check in with the guard at the front entrance, and go upstairs to the boss.

OBJECTIVE // Destroy the foreign commandos' gear. (UFLL)

Leave the town, and go east. Buddy missions are extra jobs that are meant to be completed before finishing up with the main missions. If Far Cry Dude wants to do the buddy missions, he should meet up with the buddy who has called him. The buddy mission here is to force an informant into sending wrong coordinates to the commandos. This informant is found at a villa to the northwest, on the second floor of the building marked on the map. Fight through the place to reach him, and then talk to him to get him to transmit the coordinates. In any case, get over to where the commandos are, following the map marker as usual. Look for a truck with a radio in the back, and shoot the radio to blow it up. If the buddy needs help afterward, just follow the marker to find the enemies who need to be wiped out.



OBJECTIVE // Go to the oasis and tag the gold for the UFLL. (UFLL)

The gold is located at an oasis in the middle of a desert. The buddy mission is to first kill a small-time king and take his ring. For the king, go up to the second floor of the fortress where he's staying, and chop him up. There is a side entrance to the fortress along its south walls. Be sure to take the ring from his body afterward. Then, give the ring to the prince at the next marked location. When ready for the gold, drive across the desert sands to the oasis. There is a hole in the ground in the middle of the place. Climb down the ladders into the crypt, and check the crates of gold inside there to tag them. Afterward, help the buddy if needed to kill a wave of enemies back on the surface.



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OBJECTIVE // Destroy the red pumps in the greenhouse. (UFLL)

The next target is a pump at a greenhouse. For the buddy mission that goes along with this, Far Cry Dude will need to grab a defoliant canister from a depot located roughly south of the town. The canister is on a table inside the large shed. Give the canister to the buddy, who is waiting inside a small house at the airfield to the south. When ready, head to the pair of greenhouses in the grassy field. The red pump is inside the east greenhouse, next to the north doorway. Shoot it to wreck it. If the buddy in the plane gets shot down, continue south and kill the enemies who have arrived near the plane.

OBJECTIVE // Ambush the convoy and kill the Police Chief. (APR)

The police chief will be normally riding in a convoy. The buddy mission for this is to first get the ledger from the chief's brother. He's on the second floor of the large building on the docks. The ledger is inside a box on a table, near the bed. If the chief is in a convoy, try something like sending explosives into his car for an easier time. If he isn't in a convoy due to the buddy mission, he will be near a jail cell. For the buddy mission version, after slaying the chief, blow up the rest of the convoy at the marked location, killing all the enemies there.

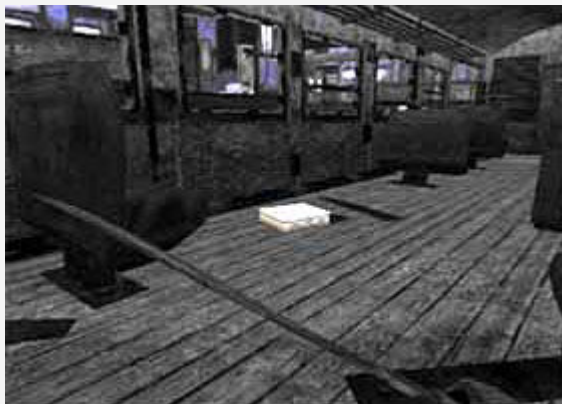


OBJECTIVE // Free the captive from the bricked-up building at the lumber camp. (UFL)

This mission is similar to the first hostage-rescuing mission during the tutorial scenes. Check the map to see the building where the hostage is being held. Again, open the bolted wooden door to the closet to free the hostage, earning a new buddy.

OBJECTIVE // Go to the rail yard and find the lost box of files.

The case of files has been left at a train yard to the northwest. Check the map to see the blue train car that contains it. Enter the yard from the north, the south, or even the east (via the mountain road near a safe house). Grab the case, and then bring it back to the buddy at the bar.



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OBJECTIVE // Head to the rail yard and destroy the tanker car. (APR)

The tanker car that must be blown up is in a train yard to the northwest. The buddy mission here is to murder some official at a ranch to the east. He's on the first floor of the building at the ranch. At the train yard, the tanker car lies on the tracks between some of the blue train cars. Hit it with bullets or the machete to make it leak gas, and then use explosives to ignite it. For the buddy mission version, also proceed northeast further along the tracks to the ambush point, and waste more enemies there. Watch out for the wrecked train cars, which will obstruct the roads.



OBJECTIVE // Destroy the compressor in the junkyard garage. (APR)

The compressor at a motor pool to the west of the town must be ruined. The buddy mission is to steal a file of schedule information first. Look for it at the yard to the northwest. The file is on a desk inside a building, in the middle of the compound. As for the main target itself, destroy the red compressor tank inside the marked building, on the south side of the area. For the buddy mission follow-up, travel to the northeast to the ambush point by the road, and beat away more enemies.

OBJECTIVE // Head to Goka Falls and kill Gakumba. (APR)

The UFLL boss is at his mountain retreat. To get there, take the forest trail to the north of the marked spot on the map. Or, from the boathouse at the river nearby, cross the river and go up the winding mountain trail to the south, and then cross the bridge back across the gorge. The UFLL boss is inside the single-level building. He'll have lots of guards, of course. After hacking him up, get out of the area.

OBJECTIVE // Talk to Reuben at the lumber camp.

After the UFLL boss dies, the journalist will request a meeting. Get to the lumber yard and enter the marked building. There are no enemies to worry about in this area.

OBJECTIVE // Meet buddy at Mike's, or meet Father Maliya at the town church.

The journalist speaks of an approaching raid on two places at once. Far Cry Dude needs to choose one place to help defend. The choice won't really, really matter, but he must make a decision and proceed to the according area.



OBJECTIVE // Defend Mike's Place.

For this mission, watch out for enemies outside the bar upon approaching it. Go into the bar via the main door as usual, and push the refrigerator to block the same doorway. Enemies will approach from all sides, shooting through the windows. If Far Cry Dude doesn't get blown away, a powerful explosion will knock him out. Getting wasted at this point is okay, because this is a part of the story.

OBJECTIVE // Defend the church.

For this mission, return to the town, and enter the church. Talk to the priest, and then push the cabinet to block the hidden doorway. Enemies will approach from all sides, shooting through the windows. If Far Cry Dude doesn't get blown away, a powerful explosion will knock him out. Getting wasted at this point is okay, because this is a part of the story.

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OBJECTIVE // Get to shelter.

Chance calls for Far Cry Dude to get bumped off from a truck full of dead bodies, along a road through the middle of a

desert. Follow the direction of the wind, and wander across the desert until approaching a hut.

OBJECTIVE // Terminate Prosper Kouassi at his troop rally.

The Jackal shows up to mumble off again, before vanishing like before. Another dude will appear and pass out a new job of killing the APR boss. Far Cry Dude has lost his guns, but he can find an assault rifle, a pistol, and a mortar in the hut. He can also return to the armories to get back his weapons. When ready, head to the rally, to the southwest of the town. It's being held at a road with lots of ruined cars, which can provide some cover along with the large rocks. There are gun emplacements far out to the sides of this area, too.

OBJECTIVE // Meet Voorhees at Sefapane.

Turn to the southwest, onto the road through the open desert. Follow the marker to the route that keeps going further south. There is a loading point there, leading to the south region. Continue down to the marked building in the small village. Talk to the new UFLL boss to learn that there's more action to be had.

OBJECTIVE // Meet the barge skipper at The Jackal's island in Lake Segolo. (UFLL)

The next task is an escort job for a weapon supply boat. Go to the town at the middle of the region, using the bus for a shortcut. From there, head to the docks, take a boat, and travel across the water to the barge, which is parked in a stream within the island. Find the door to the bridge, and talk to the captain, who will be a new buddy.

OBJECTIVE // Defend the barge until you dock at Port Selao. If the barge breaks down, repair the engine.

Hang around out on the deck. Kill the enemies on the rocky shores on either side, and fight off the enemy boats that come to intercept. There are weapons and ammo found around the barge, including three mounted cannons toward the front, so don't worry about running out of ammo. The barge's engine is located at the middle of the deck, near the foot of the stairs that lead up to the bridge. If the barge gets disabled, take out any surrounding enemies first, and then go fix the engine.



OBJECTIVE // Go to the clinic and talk to Doctor Obua.

With the barge docked, go to the clinic at the northern half of the town. Enter through the main door on the south side. Talk to the doctor to give him the warning that the cease-fire will be over, at least temporarily in the town.

OBJECTIVE // Escape Port Selao.

A new buddy will say that going out through the main door is too risky. Instead, use the back door, in the room across from where the doctor is found. To flee the town, go back south to the docks. Work around the mayhem on the streets as much as possible, and find a car to get away more quickly.

OBJECTIVE // Rendezvous with the barge and eliminate the attackers.

The buddy back on the barge has run into more trouble. The barge is at the other side of the lake, near the area with the bar (along with a shop and an armory). Take a boat across the waters to catch up to it, or use the bus for even faster travel. Once there, waste the enemies. Afterward, talk to the buddy at the bridge of the vessel.



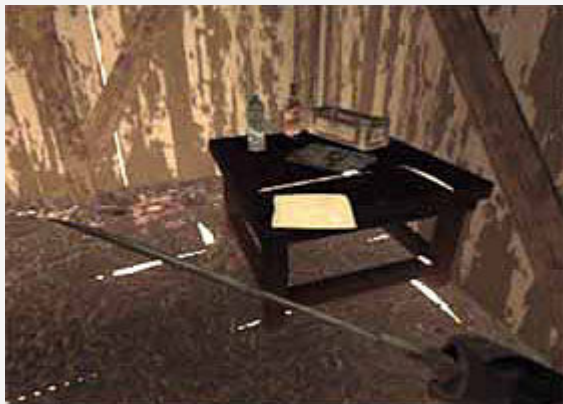
OBJECTIVE // Destroy the kiln at the Dogon Village. (UFLL)

The target is a large kiln at a mountain village. The buddy mission that comes with this is to kill some other dude first, so the buddy can check out his transport documents. To find this man, go to the outpost marked on the map. Go into the crappy hut where he is and blow him away. The kiln is located higher up in the mountains where the village lies. Work past the buildings and up the mountain trails to find it. Shoot the explosive tanks beside the kiln to bust it apart. If the buddy needs help afterward, continue to the marked spot, and kill the many enemies at a small village.

Act 2 (cont.)

OBJECTIVE // Go to the Polytechnic and kill Seth Uniya in his office. (UFLL)

The man to kill is a bomb-making instructor. For the buddy mission, there is also the task to pick up a file of information. This file is on a table in a shack at the marked bunch of buildings on the map. After grabbing it, proceed with finding the instructor at the college. He's inside the corner building at the back. Force him into sending the coordinates, and then rip off his face. For the buddy mission, go to the next marked location and help the buddy out at an airfield. There is a very small pass through the mountains to the east of this airfield that can be used to get there.

**OBJECTIVE // Free the captive from the locked structure in the Dogon Sediko. (UFLL)**

This is another hostage-rescuing job. The hostage is being held in a hut village, on the second floor of a building. Climb a ladder-like structure inside this place to get up there.

**OBJECTIVE // Go to the weapons barge and kill Yabek. (UFLL)**

This mission involves another barge, but this time it's about destruction instead of defense. The buddy mission attached to this is to find a fuse, so the buddy can use it for a bomb. Drive over to the crash site marked on the map, and take the fuse lying on the ground. Next, give the fuse to the buddy at the marked spot. The meeting place is on the bridge just above the barge, and it can be reached by taking the roads to the east of the airfield. After the bomb is set, run back toward the west before the bomb blows up the bridge, causing the wreckage to crash down onto the barge, squishing the target in the process. Then, lay waste to the enemies who come to investigate. If Far Cry Dude doesn't do the buddy mission, he can simply board the barge and slaughter the target the old-fashioned way.



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OBJECTIVE // Go to the village dental clinic and destroy the nitrous tanks on the flatbed. (APR)

The target here is a truck with nitrous tanks. It can be simply blown up with a grenade. However, the buddy mission here involves a lot more steps than usual. First, pick up a parts package at the post office. The package is a plain cardboard box on one of the shelves. The truck is under a shed at the clinic area. Without blowing it up, try to kill all the nearby enemies, and then repair the truck as usual. Once that's done, get into the truck, and start driving it to the northwest village. The road there isn't too long, but be sure to get out of the truck and take out any pursuing enemies, in order to reduce the risk of the truck getting blown up. Enter the garage from its west side. Once inside the garage, the buddy will appear and tamper with an electrical panel. Go to the back of the truck, and use the tanks to break them open. Then, exit through the door to the east, and run over to the marked spot to the north. Prepare to kill the many enemies who will come to attack.

OBJECTIVE // Destroy the generator powering the transmitter in Weelegol village. (APR)

The object to blow up today is a generator for a radio transmitter. For the buddy mission, there is an additional task of eliminating a propaganda minister. He's inside a wooden shack by a riverside compound, as marked on the map. Swim into the place, work up past the buildings, and kill him. Next, head to the abandoned village to the southwest. Go up the hills toward the back, and talk to the DJ to make him read a message. Then, proceed further up to the dead end, where the antenna with its yellow generator is. Destroy the equipment with explosives. Afterward, leave the village, and head to the ambush point marked to the north, at a guard post. Kill the enemies there to finish the whole job.



OBJECTIVE // Go to the diamond mine and steal the TNT, and rupture the pipe at the construction site with the TNT. (APR)

This is a two-part mission. First, head to the mine and steal the bundle of TNT sticks in the marked shack. After doing so, the buddy mission associated with this will become available. It is to destroy a safety cut-off system located to the east of the construction site, before blowing up the pipe. Look for the red valve-like machinery inside a metal shack at

the marked spot. Use grenades or other explosives to wreck it. (Due to a glitch, there will be no save point after this, so stopping by a safe house afterward might be helpful.) When ready, head over to the construction site. Follow the marker, and place the TNT on the side of the big red pipe. Back away and let the explosives bust it open. To conclude the buddy mission, return to the now-flooded mine, and mow down the enemies attacking the buddy. (Due to glitches, falling into the water here may be a bad idea, because Far Cry Dude is incapable of climbing back onto some of the walkways from the water.)



OBJECTIVE // Deliver Tambossa letter to Mbantuwe at the Brewery and collect the diamonds. (APR)

The APR boss wants some kind of deal with the UFL boss. Go to the marked location on the south shores of the lake. Enter the marked building, and find the stairs up to the second floor. The UFL boss is dead, but the case of diamonds is still in the office, on a red sofa. Take it.

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OBJECTIVE // Escape the prison.

Far Cry Dude wakes up inside a smelly prison cell, with the Jackal's size-13 footprint stamped on his face. Begin the escape by checking a different-looking section of the walls, where the color is faded and where there is a small hole. Kick it open. Far Cry Dude will automatically reclaim his machete and medicine, along with his grenades. Check the map to see where to go. Head northwest to get outside the prison, and then continue down along the dirt trail to the marked spot, along the roads. Sneak past the enemies, or steal their weapons and battle through them.

OBJECTIVE // Meet Voorhees at Sefapane.

After leaving the prison, Far Cry Dude will receive a call from the new UFL boss for a meeting. Head all the way back up to his office. Use the bus for a shortcut, if desired.

OBJECTIVE // Go to the Dogon Sediko and kill Oliver Tambossa.

The next step is to eliminate the APR boss. Enter the village from the west. Sneaking into the marked building from the southwest is easier. Climb the ladder-like structure up to the second floor, and obliterate the APR boss.

OBJECTIVE // Go to the TaeMoCo mine and kill Voorhees and his aide.

The guy back from the beginning of the game now wants his superiors out of his way. Go to the mine at the southwest to find the targets. The two are inside a single-floor office hut. Sneaking into the building around from the west can be easier. If Far Cry Dude decides to kill only one of the targets, there will be an additional choice of siding with the survivor instead, at least for the time being. The choice won't really, really matter, but he must make a decision and slay the appropriate man.

OBJECTIVE // Meet Reuben at the Marina bar.

The journalist requests another meeting like before, this time at the bar to the south. Take the bus to save time. Inside the bar, talk to the journalist. Then, talk to the guy sitting near the main door.

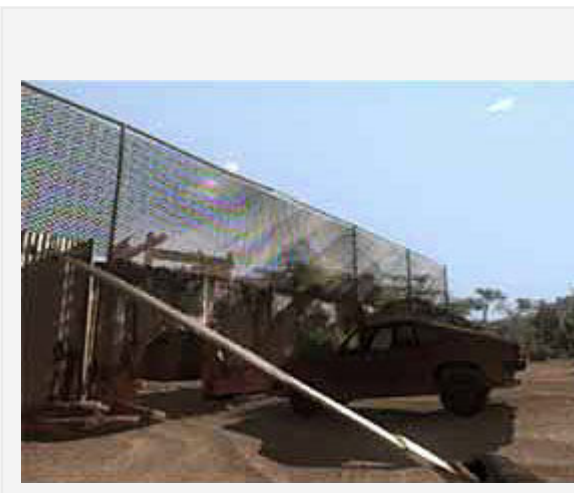
OBJECTIVE // Go to Sepoko and kill Greaves and his aide.

This is similar to the earlier double-hit. The targets are inside the compound to the northeast. There is a hole in the fence

along the north perimeter that can be used to get in there. The two are in a single-floor office shack. If Far Cry Dude decides to kill only one of the targets, there will be an additional choice of siding with the survivor instead, at least for the time being. The choice won't really, really matter, but he must make a decision and slay the appropriate man.

OBJECTIVE // Find Reuben in the airport hangar.

Like what the journalist has suspected, his trip to the airport isn't without difficulties. He is stuck inside the marked hangar. Killing any enemies in the way, find the door into the hangar, and talk to the journalist.



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OBJECTIVE // Go to the prison to meet The Jackal.

The journalist tells about a riot at the prison, the same place where Far Cry Dude has been held earlier. The Jackal might be the one who has caused the riot, so why not go there and try to meet him? Now is also a good time to stop by an armory and get prepared. Enter the prison via the same path used to escape from it before. Open the door to get inside the prison, and find the Jackal at the middle of the courtyard. Talk to him, and follow him as he moves and mumbles. Then exit through the prison, through the east door.

OBJECTIVE // Go to the LZ and recover the diamonds stolen by the Arms Vendor.

From the prison's east gate, move toward the area to the very southeast. This region is pretty much the end of the game, so make any final preparations as needed. When ready, continue through the valleys, and use the safe houses found along the way to save and to resupply. To reach the second safe house, stay on the upper rocky paths, and look for a natural rock bridge that spans the gulch. Proceed to the landing zone to find several old buddies. They have apparently turned hostile to Far Cry Dude. If they want to be pricks, that's their damn problem. Find cover, like the crates along the outer perimeter, and blow away all the former buddies. They take more damage to kill than usual. After wasting them, pick up the case of diamonds at the middle of the area. Now stop by the last safe house.

OBJECTIVE // Go to the jungle bivouac and kill both factions' commanders.

Go into the dead-end area where the surviving faction bosses are. Stay along the upper paths, along the outer edges, and work up to their shack. Assuming Far Cry Dude hasn't broken the usual cease-fire rules here, he can walk around this area without problem, allowing him to easily approach the two unsuspecting targets. For an easier time, stand near the ledge in front of the shack, launch a bunch of explosives into the faces of the faction bosses, and then dash down into the gully and run like hell.



OBJECTIVE // Go to The Jackal's hut and deliver the diamonds.

With all the other key characters dead, Far Cry Dude can finish up his business with the Jackal. Enter his hut, and hand him the case of diamonds.

OBJECTIVE // Either pick up the battery or the briefcase.

The Jackal wants to bribe the border guards into letting the civilians reach some refugee camps, and he wants to blow up the cliffs to block off the pursuing enemy forces. There isn't enough time for him to do both, so he needs Far Cry Dude to handle one of the tasks. Take the battery to do the detonation job, or take the case of diamonds to do the bribery job.



OBJECTIVE // Go to the canyon overhang and detonate the dynamite with the battery.

For this mission, take the winding path behind the hut. Kill or dart past the many enemies along the trail. At the end of the winding path, use the crates of dynamite. BOOM!

OBJECTIVE // Go to the Border Patrol camp and give the briefcase to the Commandant.

For this mission, continue north past the hut, and follow the cliffside trail. Open the door into the border security station. Give the case of sparkly diamonds to the man standing near the desk. Congratulations on making it out!

