



*Welcome to*

**FARCRY**



*Where you'll be  
welcomed with open arms...*



● Tropical brand of aerial combat



● Massive fortifications  
hide armies of mercs



● Wilderness



● Hide in the depths of  
crystal-blue water







## *Find Your Place in the Sun!*

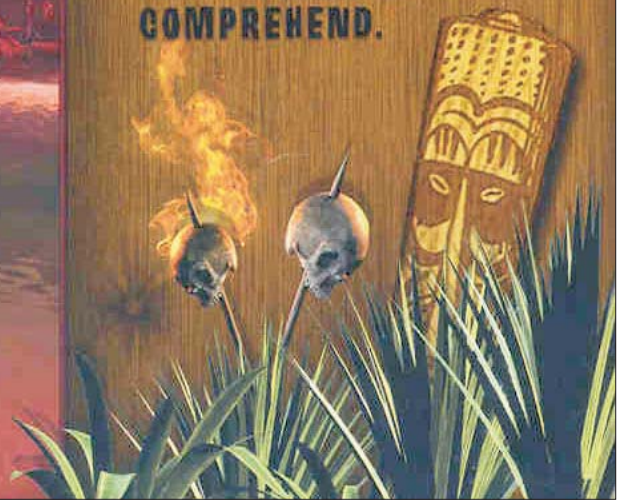
Come to the islands and  
let Far Cry Tours provide  
you with the escape of a  
lifetime!





# PARADISE?

DON'T LET THE BEAUTY  
FOOL YOU THESE ISLANDS  
HIDE EVILS YOU CAN'T  
COMPREHEND.





# Cunning and Complex A.I. Tactics

BATTLES NEVER BECOME REPETITIVE when you face Far Cry's UNPREDICTABLE, intelligent A.I. mercenary units, trained in advanced adaptive GROUP TACTICS. Units include snipers, stalkers, scouts, and grenadiers that engage you from all angles, distances, and terrains in COORDINATED STRIKES. Commanders will even call for REINFORCEMENTS by land, sea, or air.





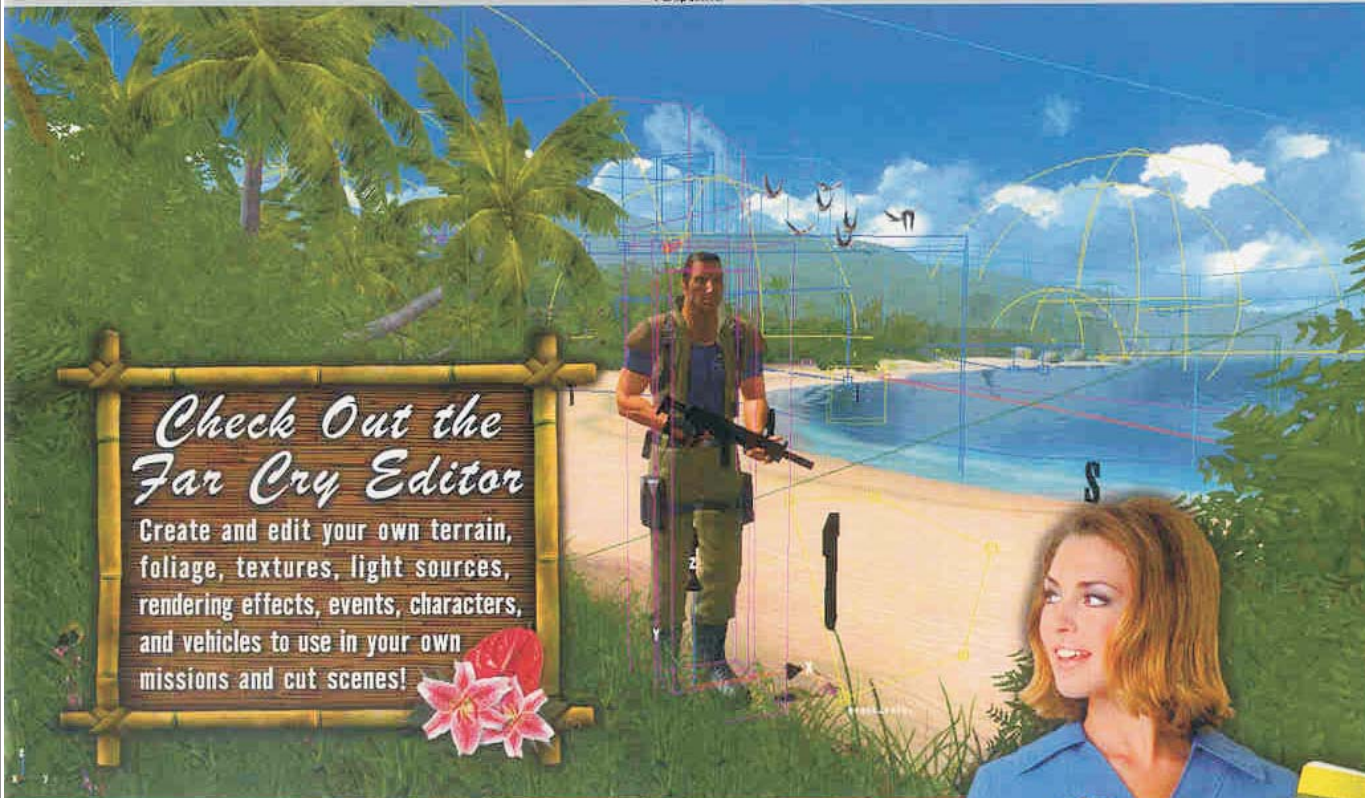
## *Heart-Pounding Atmosphere & Gameplay*

Experience unprecedented drama and realism with incredible lighting and shadows, adaptive audio, weather, and day/night effects. FAR CRY'S gameplay offers true player freedom. Stalk through the jungle, swim past the docks, or grab a hang-glider and fly past your enemies. The balance between stealth and action is entirely up to you.





Perspective



# Check Out the Far Cry Editor

Create and edit your own terrain, foliage, textures, light sources, rendering effects, events, characters, and vehicles to use in your own missions and cut scenes!



1 Object Selected

Lock Selection

1669.38

1066.77

22.38

Speed

1

AI/Physics

Undo Object Accepted (Undo 51) Undo 0, Size=9Kb  
 Undo Object Accepted (Undo 51) Undo 0, Size=9Kb  
 Selected: Gun#58, ID=110771051  
 Undo Object Accepted (Undo 51) Undo 0, Size=9Kb  
 Selected: AICharacter, ID=3894253017  
 Undo Object Canceled (Undo 51) Undo 0  
 Selected: AIPano, ID=686765173  
 Undo Object Accepted (Undo 51) Undo 0, Size=9Kb  
 Selected: Gun#58, ID=110771051  
 Undo Object Accepted (Undo 51) Undo 0, Size=9Kb  
 Selected: AIPano, ID=686765173  
 Undo Object Accepted (Undo 51) Undo 0, Size=9Kb  
 Selected: Gun#58, ID=110771051  
 Undo Object Accepted (Undo 51) Undo 0, Size=9Kb  
 Selected: AIPano, ID=686765173

local\_attack1

local\_attack1  
 patrolboat0  
 Position  
 Rotation  
 zodiacraft0  
 Position  
 Rotation  
 Sound1

0.000000 0.000000 0.000000  
 0.000000 0.000000 0.000000  
 0.000000 0.000000 0.000000  
 0.000000 0.000000 0.000000  
 0.000000 0.000000 0.000000  
 0.000000 0.000000 0.000000

Robotic

Objects	
AI	Area
Building	Camera
Entity	Sound
Static	TagPoint
Test	
Entity	
Gun#58	
ab_beach_ligh	Area: 0
ViewGroup	Flatten
Entity Params	
CastShadows	<input checked="" type="checkbox"/> True
RecvShadows	<input checked="" type="checkbox"/> True
PreCastShadows	<input type="checkbox"/> False
CastShadowsMap	<input type="checkbox"/> False
RecvShadowsMap	<input type="checkbox"/> False
Entity Properties	
Mod#	metric_scout
Persistence	0
ReinforcePoint	none
SleepOnSpawn	RF True
SoundPack	cover_job
Specie#Hostility	0
accuracy	0.5
aggression	0.5
attachrange	50
back_speed	7
AI behaviour	Coverfile
bodypos	0
AI character	Cover
cohesion	5
coverrange	100
eye_height	2.1
forward_speed	4
groupid	17
horizontal_lov	160
max_health	70
ab_pathname	beach_rail
pathlat	3
pathstep	3
responsiveness	7
ab_root_bone	Bip01
ab_root	130
	1
	99

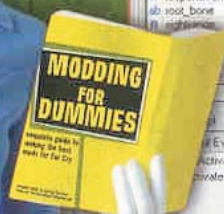
Grunt

Reload Script

Events

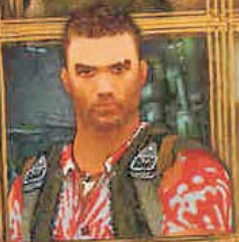
Activate

Private





**You didn't think it was  
just gonna be a bunch of  
pretty beaches did you?**







**GLIDER**



**PATROL BOAT**



**TRUCK**

**FORKLIFT**



# Lots of Cool Rides



ZODIAC BOAT



HUMVEE



Long.....

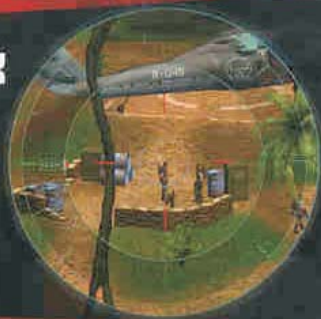
3X



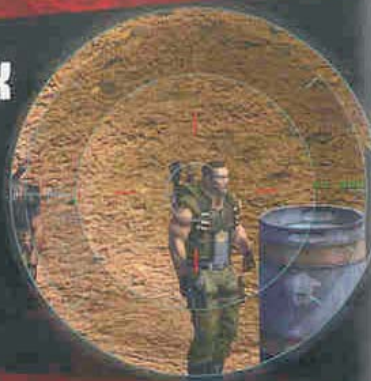
6X



12X



18X



# ... Range GamePlay



**MAX**



## Feel the Far Cry Engine.

The meticulously designed, next-generation Far Cry engine pushes the threshold of action gaming with proprietary Polybump mapping, advanced environment physics, destructible terrain, dynamic lighting, motion-capture animation, and total surround sound. With an unprecedented 800 meter draw distance, Far Cry redefines long-range gunplay.



*And the Winner Is...*





**"HOT DAMN THIS GAME IS GORGEOUS! WE'VE BEEN PLAYING IT LIKE CRAZY."**

- IGN

**BEST ACTION GAME,  
RUNNER-UP 2002 & 2003**

- IGN

**BIGGEST SURPRISE 2002**

- IGN

**TECHNOLOGICAL EXCELLENCE,  
RUNNER-UP 2002 & 2003**

- GAMESPOT AND IGN

**TOP 10 PC GAMES OF E3 2003**

- GAMESPOT

**PC GAME OF THE SHOW**

- ECTS 2003

**"FAR CRY IS THE ANTI-DOOM"**

- GMR



# Promotions Galore!



LAN Tournament Sponsorship



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cyberathlete  
professional \* league



Hardware Partners



WWW.SOUNDBLASTER.COM

DEVELOPED ON  
ALIENWARE



NVIDIA™





# Over \$1 Million Marketing Campaign

## **PRINT ADVERTISING:**

2-page spreads spanning 5 glorious months in enthusiast mags.

## **COMMUNITY EVANGELISM:**

Expansive website, BETA test program, and superior MOD community support...

## **RETAIL PRE-SELL AND POP:**

Counter cards, posters, and some awesome surprises—all with a refreshing tropical theme.

## **ONLINE ADVERTISING:**

Substantial online buys targeting every flavor of hardcore PC gamer.

## **PROMOTIONS:**

Trips, tournaments, and enough subsidized media to make 'Far Cry' a household name.





# FAR CRY

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TRIP FOR  
2004

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