

The cover art is a collage. The top left shows a close-up of a silver handgun with stacks of US dollar bills tucked into its magazine. The top right features a close-up of a man's face with a beard and a serious expression. The center is dominated by a large circular frame containing a silhouette of a soldier in a desert landscape at sunset, holding a rifle. The bottom left shows a military jeep driving through a dusty, hilly terrain. The bottom right shows a man in military gear aiming a rifle. The title 'FAR CRY 2' is written in a large, white, distressed font across the top.

# FAR CRY 2

MATURE 17+



CONTENT RATED BY  
ESRB

PC

DVD-ROM  
SOFTWARE



UBISOFT®

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## **Warranty Address and Contact Information**

Phone: 919-460-9778

Hours: 9am-9pm (EST), M-F

Address: Ubisoft Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

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# GETTING STARTED

## System Requirements

**Supported OS:** Windows® XP/Windows Vista® (only)

**Processor:** 3.2 GHz Pentium® 4, 2.66 GHz Pentium D, AMD Athlon™ 64 3500+ or better (Pentium Intel® Core 2 Duo family, AMD 64 X2 5200+, AMD Phenom™ or better recommended)

**RAM:** 1 GB (2 GB recommended, 2 GB minimum for Windows Vista)

**Video Card:** 256 MB DirectX® 10.0-compliant video card or DirectX 9.0-compliant card with Shader Model 3.0 or higher (512 MB recommended)

**Sound Card:** DirectX 9.0-compliant sound card (5.1 sound card recommended)

**DirectX Version:** DirectX 9.0 (included on disc), DirectX 10

**DVD-ROM:** 12x DVD-ROM

**Hard Drive Space:** 12 GB

**Peripherals Supported:** Windows-compliant mouse, keyboard, headset

**Multiplayer:** 128 kbps Broadband or LAN connection (256 kbps connection or better needed to host)

### \*Supported Video Cards at Time of Release

ATI® RADEON® 1650-1950/HD 2000/3000/4000 series

NVIDIA GeForce® 6800/7/8/9 series

8800M and 8700M laptop cards running on drivers 175.19 and older

Other laptop versions of the cards listed above may work but are NOT supported.

These chipsets are the only ones that will run this game. For the most up-to-date minimum requirement listings, please visit the FAQ for this game on our support website at: <http://support.ubi.com>.

**NOTICE:** This game contains technology intended to prevent copying that may conflict with some disc and virtual drives.

## Installation

### Installing Far Cry® 2

Close all programs and background tasks, including virus scanners.

Insert the Far Cry 2 disc into your DVD-ROM drive. The Autorun menu will appear. If the Autorun menu does not start on its own, double-click on the My Computer icon, browse to your DVD-ROM drive and double-click on the Setup icon.

Select the Install button on the Autorun menu.

### Uninstalling Far Cry 2

Insert your Far Cry 2 Installation DVD into your DVD-Rom drive. If the Autorun menu does not start on its own, double-click on My Computer, browse to your DVD-ROM drive and double-click on the Setup icon.

Once the Autorun menu is displayed, click on the Uninstall button. All Far Cry 2 files will be removed from your computer.

## CONTROLS

### Keyboard and Mouse

Movements	
Forward	W
Backpedal	S
Strafe left	A
Strafe right	D
Actions	
Fire	Left mouse button

Iron sight	Right mouse button
Sprint	Shift
Jump	Space Bar
Crouch/Slide	C
Reload/Un-jam weapon	R
Interact/Use equipment	E
Heal self/buddy	H

### ***Weapons***

Next weapon	Mouse wheel (up)
Previous weapon	Mouse wheel (down)
Machete	1
Secondary weapon	2
Primary weapon	3
Special weapon	4
Map / Phone	5
Launch throwable	Q
Switch throwable	F

### ***Single Player Specific***

Notebook menu	Esc
Quick Save	F5
Quick Load	F9

## **Vehicles**

### ***Driving***

Accelerate	W
Decelerate	S
Turn left	A
Turn right	D

### ***Actions***

Fire mounted weapon	Left mouse button
Iron sight mounted weapon	Right mouse button
Hand brake	Space Bar
Change seat	C
Enter/Exit	E

# HEADS-UP DISPLAY (HUD)



## 1: Health Indicator and Syrettes

The health bar is divided into five parts. The first four parts will refill if they are not empty. To replenish these parts, you need to use syrettes. When you have syrettes, they will be displayed above the bar. If your health reduces to the last fifth of the health bar, a longer healing animation will need to be performed.

## 2: Weapon Indicator and Throwables

The first number indicates the number of rounds loaded in the current weapon while the second number gives the total amount of ammo carried by the player for this weapon. Above that is the type and number of each (grenades/Molotov cocktails).

## 3: Contextual Interaction Icon

The handprint icon will appear whenever an interaction is possible with nearby game world objects: weapons, vehicles, ladders, ammunition piles, and some NPCs.

## 4: Diamond Indicator

The indicator appears when you are receiving diamonds, either during payment or through exploration. The upper number shows the number of diamonds received, while the lower number represents the total amount of diamonds you are currently holding.

## 5: Phone Call Icon

The phone icon will appear, indicating an incoming mobile phone call. It will remain on-screen as a reminder that the player has a voice message in his inbox.

## 6: Aiming Reticle

Optional in single-player mode, and on by default in multiplayer modes. The reticle shows where you are aiming and shooting. The larger the reticle, the less precise the shot will be. It's important to use the iron sight to get maximum accuracy.

## 7: Malaria Pills Icon

Depending on your sickness level, you can suffer malarial attacks. If you have malaria pills at the time of the attack, you will be reminded by the malaria pill icon appearing in your HUD.

# INTRODUCTION

## The Story

The government collapsed months ago. The fires of civil war, fueled by empty promises of diamond wealth and equally empty ideology, have turned the country to ash. Stranded by their own greed and their employers' bankruptcy, hundreds of foreign mercenaries struggle to scrape some profit from this misadventure. Local fighters, cast adrift by the hasty departure of their commanders, have used their guns to carve territories from the neighborhoods and farms.

Out of this chaos, two dominant factions have emerged: The United Front for Liberation and Labor (UFL) and the Alliance for Popular Resistance (APR). Backed by cadres of barely legitimized street muscle, and advised by the most desperate and cunning of the mercs, these militias have skirmished continuously for the last several months. The civilians who failed to flee the earlier unrest now spend terror-filled days in hiding, waiting for any chance of escape.

Previously constrained by an African Union arms embargo, the factions have come into a windfall of guns and munitions. A windfall supplied – to both sides – by a veritable legend within the illicit weapons trade...a shadowy figure known only as The Jackal.

Your assignment here is simple. Track down The Jackal and terminate him.

## Characters

### *The Jackal*



His real name is unknown. Your target is a U.S.-born arms trafficker with an extensive list of outstanding international warrants on charges ranging from piracy to violation of a U.N. arms embargo. The Jackal has eluded authorities for years, becoming a near-mythical figure to buyers of used military hardware.

### *Reuben Oluwagembí*



A journalist, once exiled from his native Nigeria, now working as a war correspondent for a major British news agency. Based at their Johannesburg bureau, Oluwagembí has been on the ground for every major conflict on the African continent in the last five years. It was while covering the civil war that he first heard rumors of The Jackal's involvement.

### *Addi Mbantuwe*



The ruthless strongman behind the outlawed Authenticity Party, Mbantuwe reinvented himself as leader of the UFL. He assembled disenfranchised soldiers, rebels, and mercenary stalwarts of the defunct Bastion UK into a loosely knit faction he runs from the social club in Port Selao.

### *Major Oliver Tambossa*



Former army chief Tambossa collected the military's surviving pieces and imposed discipline through a vanguard of deputized thugs. Under his leadership, the APR became a credible player and attracted laid-off foreign contractors. He occupies the offices of The Standard newspaper.

### *Dr. Leon Gakumba*



Mbantuwe's representative in the district of Leboa-Sako, Dr. Gakumba already had an established career as a political demagogue even before he threw his lot in with the UFL.



## Prosper Kouassi



Even before the country fell into anarchy, Tambossa identified this ambitious young gang-leader as a potential ally. Despite his cocky attitude, Prosper takes his role in the APR very seriously.

## MAIN MENU

**Story Mode:** Launch a new single-player story or continue playing a previously saved game.

**Multiplayer:** Find or create a server to play against other players via LAN or Internet.

**Options:** Configure the game, display, and sound options to your preferences.

**Credits:** The people who made the game.

**Additional Content:** Download exclusive content from Ubisoft or Ubisoft partners.

**Quit:** Quit to Windows.

## PLAYING THE GAME

### Advanced Moves

#### *Sprinting*

Winning the fight in Far Cry 2 is as much about cover and evasion as it is about aiming and shooting. When the air is filled with lead, getting through open ground in a hurry is vital. You can sprint for short intervals, limited by your stamina. Press the Shift key to activate.

#### *Sliding*

When coming out of a dead sprint, there are advantages to becoming as small a target as possible. Sliding into cover isn't just a flashy move. Press the C key while sprinting to trigger a slide.

#### *Ladder Climbing*

Using a ladder takes both hands, so you'll stow your current weapon while in mid-climb. Approach the ladder from either end and press the E key to mount. The W key moves you up and the S key moves you down.

#### *Swimming*

You can swim – even in muddy river water – by entering any water of greater than waist-depth, although it means you must stow your current weapon. Your ability to hold your breath under water is limited by your stamina. While swimming, use the movement keys (W, S, A, D) to maneuver.

#### *Fast-Forwarding Time*

Safe Houses are equipped with folding cots where you can safely put your head down and save your current game. When using a cot, you can set your watch to wake up at a preferred time (useful if you want to tackle a mission at night). Approach the cot and press the E key to equip the watch. Press the A and D keys to turn the wake-up dial to the preferred hour, then press the E key or click the left mouse button to advance to that time or the right mouse button to cancel.

## Weapons and Equipment

### *Weapon Categories*

You can carry up to four weapons at a time, one from each of the weapon categories. When you pick up a new weapon, it will replace the weapon of the same category (or fill the empty slot corresponding to that category).

### *Hand-to-Hand*

If you have nothing else, you'll have your machete. This multi-purpose blade is just as useful for hacking through dense foliage as it is for silently cutting down enemies. Press the 1 key to equip.



## **Primary**

This category includes all long rifles, shotguns, sniper rifles, and certain two-handed assault weapons. Press the 3 key to equip.

## **Secondary**

This category includes all side-arms, machine-pistols, certain single-handed assault weapons, and improvised bombs. Press the 2 key to equip.

## **Special**

This category includes all heavy weapons (MG, RPG) and weapons that function on fuel or reagents. Press the 4 key to equip.

## **Reliability and Weapon Jamming**

Every weapon in the game world suffers from varying degrees of wear. You can determine the condition of an equipped weapon from its appearance. If you can see rust and corrosion, look out! Poor weapons are more likely to jam. If you suffer a weapon jam, you can clear it by tapping the reload button (the R key).

## **Changing Weapons**

Instantly switch to any given weapon category by pressing the corresponding number key, or cycle through all of your weapons by moving the mouse wheel up or down.

You can replace a weapon in your inventory by picking up a weapon of the same category from anywhere in the game world. Approach and look at the weapon. Press the E key while the weapon exchange icons are on-screen. You will automatically discard the corresponding weapon from your inventory.

## **Switch Throwable Weapons**

You can carry two types of throwable weapons: fragmentation grenades and Molotov cocktails. Switch between your available supplies at any time by pressing the F key.

## **Using Mounted Weapons**

Heavy weapons are typically mounted, either in sandbagged emplacements or on vehicles like trucks or boats. To use a mounted weapon, approach from the gunner's position and press the E key to enter/exit.

## **Driving Vehicles**

All vehicles, from trucks to boats to gliders, use the same controls. To enter a vehicle, approach the driver's seat and press the E key. Control the forward/backward acceleration by pressing the W and S keys. Steer the vehicle left and right by pressing the A and D keys.

## **Bailout**

While the vehicle is in motion, you can trigger an exit by pressing the E key.

## **Repairing a Vehicle**

Vehicles in the game world can take damage from hard use or from weapons effects. A damaged vehicle will begin to emit gray smoke from its engine, and suffer a decrease in performance. To fix a damaged vehicle, approach the engine while the vehicle is stopped and press the E key.

## **Reset Vehicle**

With off-road driving there is always a risk of rolling your vehicle. After exiting a rolled vehicle, you can push it upright by standing next to it and pressing the E key.

## **Getting a Mission**

Once you have had a chance to get familiar with the country's terrain and its inhabitants, you'll be able to take on a number of jobs for a variety of clients. These missions involve completing one or more objectives of different types. Getting a mission may be as simple as receiving a phone call, or as complex and treacherous as sitting across the table from a warlord and his lieutenant.

## *Mission Types*

### **Story Missions**

Some of the missions unfold naturally as part of the game's progression. These can take any form and their outcome can have effects on several missions down the road. Exactly who offers these missions and who their target is may be the result of your previous actions in the game.

### **Faction Missions**

Missions on behalf of the warlords and other leadership within the factions are some of the most critical and dangerous missions you can take. These missions pay up front in diamonds and reward you on completion by increasing your reputation as an infamous fighter. If you have a buddy who is invested in your success, he or she can suggest additional objectives and variations on a mission that will increase the rewards – as well as the risks.

### **Underground Missions**

No matter how powerful you become, you will always be at the mercy of your malaria symptoms. Keeping those symptoms in check requires medicine, and that medicine is only available from the civilians and the Underground cells that protect them. By assisting the Underground, you can earn a share of the medicine.

### **Side-Quests for Buddies**

The buddies you meet throughout the game will occasionally request your help dealing with some personal business. These jobs, which can take different forms, reward you by increasing your reputation and reinforcing your history with your buddies.

### **Convoy Missions**

As you progress through the game, you'll come to rely on the weapons shops and the vendor who runs them to build your private arsenal. When the vendor runs into difficulties with his competition, he may propose that you intercept a rival weapons convoy to secure his supply and unlock new merchandise.

### **Assassinations**

External parties have taken an interest in the country's affairs, and they are more than happy to have you eliminate targets of opportunity. If you seek out information on the targets, you can take those opportunities in return for diamond payouts.

## *Places Where You Can Receive Missions*

### **Faction Headquarters**

Because of the cease-fire that exists in the major towns, both the UFL and the APR have headquarters located in those towns. These locations are where you meet with faction leaders so they can propose missions for you to take. Because of the tight security around the warlords and their lieutenants, you'll be required to submit to a weapons search at the door before entering.

### **Expat Bars**

Both districts in the country have drinking holes frequented by expatriates like yourself. This is where independent contractors unaffiliated with either faction can rest and swap war stories. As you meet new buddies, they will begin to appear at the local bar on a regular basis. Buddies there will invite you to take on side-quests. You can also occasionally find Reuben there following up on story leads.

### **The Church in Pala/The Clinic in Port Selao**

Both districts in the country have sanctuaries harboring the leaders of the Underground. By visiting the Church (in the north) or the Clinic (in the south) when you need medicine, you can receive directions to the nearest group of civilians in distress.

### **Buddies**

You aren't the only free-agent playing the factions. During your time in-country, you'll encounter a number of guns for hire who do work off the books for the UFL and APR. These men and women are veterans of every ugly little war of the last 20 years. Like you, they can't afford to trust anyone too easily; they also know that, alone, they haven't got a hope.

## **Unlocking Buddies**

Many of the buddies you encounter will be in some kind of trouble. Rescuing them from their situation is the first step in earning their trust. You may be asked by one of the factions to break out a buddy being held hostage by the other side. Or in the course of exploring the country, you may stumble across a new buddy in distress. Rescuing a buddy adds them to your personal circle of contacts.

## **Buddy History**

Each new buddy has a personal history rating that reflects the quality of your relationship. The buddy's history rating is increased whenever the buddy gets involved in the game's action, either by giving help to you, or by receiving help from you. A higher history rating influences the kinds of buddy interactions available to you, and increases the chances of that buddy being involved in the story.

## **Buddy Support**

A buddy with a high enough history rating will voluntarily make himself available to support you while you're out in the field. He will appear at unlocked Safe Houses, where you can accept his offer of support. Support comes in the form of rescue, if you succumb to injuries either in combat or an accident. But remember, when a buddy comes to your aid, he's putting his own life at risk. He can defend himself, but if he's killed, he's gone forever.

## **Subverting Faction Missions with Buddies**

The buddy with the highest history will routinely phone you after you've received a mission from one of the factions. If you meet your buddy at the specified Safe House to hear his plan, he'll be able to help you to expand the scope of the original mission, inflicting much greater damage on the target and boosting your reputation. Using your buddy's strategy carries risks. He will be placing himself in harm's way and will depend on you to come to reinforce him. Failure to do so may cost the buddy his life.

## **Buddy Status**

At any time, you can check the status of your top-ranking buddies on the Objective screen in the Pause menu. You can get additional details on all of your buddies – living, missing, or killed – in the Buddies section of the Notebook.

## **Special Locations**

As you start to explore the country's hidden corners and remote areas, you'll begin to recognize some common locations providing valuable special features.

### **Safe Houses**

These are private dwellings that have been seized by the militias to use as quarters. Their defensibility makes them useful to you and your buddies. You can secure new Safe Houses by eliminating the faction soldiers occupying them. Once unlocked, Safe Houses offer a place to fast-forward time and save the game. As a reward for your help, buddies will upgrade the Safe Houses with ordnances and medical supplies.

### **Weapons Shops**

A consummate entrepreneur, the local weapons reseller has been very resourceful about annexing abandoned storefronts and warehouses to his growing chain of weapons shops. For a modest fee (in diamonds), you can use the weapon shop's PC to order a regular resupply of any available weaponry.

### **Underground Shops**

Some shopkeepers in the country have a powerful incentive to stay open; they are the cell leaders of a network devoted to saving as much of the displaced citizenry as possible. While they haven't got the means to employ mercenaries directly, the civilians in hiding can offer you something just as valuable as diamonds in return for your assistance: malaria pills.

### **Bus Stops**

Regional bus stops serve as fast-travel nodes, letting you avoid dangerous overland travel. By interacting with the map at a bus stop, you can select a destination.

### **Checkpoints and Perimeter Guard Posts**

Even outside of the major faction strongholds, the militias have a presence. They patrol the roads in their technical trucks and establish roadblocks and garrisons in abandoned villages along the major routes. These reinforced positions can be dangerous, but raiding them routinely yields valuable resources, such as ammunition, first aid, and vehicles.

# Planning and Approach

Far Cry 2 gives you 50 sq km of open environment in which to explore, maneuver, and engage your enemies. There are a number of tools that will help you use this to your fullest advantage.



## The Map

Your map of the country provides up to three levels of detail. Equip your map and compass during the action by pressing the 5 key. You can move and reorient normally when using your map. Press the R key to switch between the 3x3 km world map and the 1x1 km area map.

## The Monocular

With the map equipped, you can also use your field monocular for long-range observation. Press and hold the right mouse button to look through the monocular.

## Scouting

When approaching important locations, you will be able to access the detailed local map view. With the local map and monocular, you can scout the target area for tactical intel. Press and hold the right mouse button to look through the monocular. As you scan the main features of the location, the view-finder ring will change from red to green to indicate an item of interest. When the green arrows are lit, press the left mouse button to capture the item's information. Release the right mouse button to return to the local map. Icons are added to the local map as new intel is captured.

MAP GAME ICONS			
MAIN OBJECTIVE		RECOVERED DIAMONDS	
BUDDY OBJECTIVE		SNIPER POSITION	
UNDERGROUND OBJECTIVE		MOUNTED WEAPON	
SAFEHOUSE		VEHICLE	
CELLULAR ANTENNA		AVAILABLE MISSION	
WEAPON SHOP		TOWN	
BUS STATION		GUARD POST	
UNDERGROUND HQ		AMMO PILE	
UFLH HQ		EXPLOSIVE PILE	
APR HQ		FUEL PILE	
MIKE'S / THE MARINA BAR		HEALTH SUPPLIES	

## Reading the Map

Your map is updated constantly with new icons as you activate or complete mission objectives, when you unlock new locations through exploration, and when you scout locations with your monocular.

## **Night and Day**

Environmental conditions can have a big impact both on your ability to observe your surroundings and on the enemy's ability to spot your approach.

## **Notebook Menu**

At any time, you can pause the game by pressing the Esc key. This brings up the Notebook menu, where you can find current information on your mission objectives as well as the status of your buddies, upgrades, and inventory items.

### **Objectives and Mission Details**

This is the default screen when you pause the game. It displays the current objectives available for your active mission and the status of your highest-ranking buddies.

### **Jackal Tapes**

By exploring the game world, you can collect lost audio tapes, originally recorded by Reuben in his interviews with The Jackal. Each tape you find is added to the Jackal Files. You can listen to any of the tapes you've collected from within this section of the Notebook.

### **Buddies**

As you develop your relationship with your buddies, their status is updated automatically in this section. As their rating increases, their position in the Buddy List will move up. When a buddy is lost – or abandoned – in combat, their entry is crossed out and marked "missing" or "killed."

### **Upgrades**

This page lists the upgrades that are available for weapons, vehicles, and equipment. It also displays the current challenges that you can complete in order to improve your skill with a particular weapon or item.

### **Statistics**

The Stats page automatically records and updates detailed statistics on your in-game performance.

### **Journal**

This section records your progress and summarizes the story events of the game to date. As your infamy and malaria symptoms progress, this reputation/sickness page provides notes on your current state. Go here for some quick insights into the reactions you receive from characters you encounter.

### **Options**

Set/change your game, display, sound and control settings here.

### **Load Game**

Load previously saved games.

### **Save**

Save your current progress.

### **Quit**

End your Far Cry 2 session.

# UBI.COM™ GAME

To register at ubi.com, click on Account in the Multiplayer Game interface to start your internet browser and connect to the registration page. Enter your login name, password, and email address, just in case a password is forgotten. After registration you can return back to the game interface, enter your login name and password.

Far Cry 2 Multiplayer allows up to 16 players to connect and play competitive games Online or a on a Local Area Network (LAN).

To start a multiplayer match, choose Multiplayer or LAN from the Main Menu.

**Online:** Join up to 16 other players for internet play on ubi.com.

**LAN:** Join up to 16 other players through a Local Area Network.

## Matches

In Far Cry 2 Multiplayer you can choose to play Ranked Matches or Player Matches:

**Ranked Matches:** Matches players based on skill and experience. Wins and losses in Ranked Matches affect a player's rank. Ranked Matches only support official Ubisoft® Far Cry 2 Multiplayer maps.

**Player Matches:** Lets you set the parameters of the type of game you want to search for or play. Player Matches support official Ubisoft Far Cry 2 Multiplayer maps or maps created using the Far Cry 2 Map Editor.

## Creating a Match

Creating a match allows you to customize any number of settings while acting as host. This includes choosing the map and dictating time of play, whether team kills are punished, and more.

## Quick Match

Connects you to any game available from the most recent matchmaking playlist you selected. While you cannot select specific details, Quick Match lets you jump into a game as quickly as possible.

## Join Match

Search through a list of available matches based on a variety of settings.

# MULTIPLAYER HUD



### 1: Health Indicator

The health bar indicator is divided into five bars. The first four bars will re-fill if they are not empty. The fifth bar represents a critical wound that will slowly bleed out until death unless you self-heal. Self-healing can be performed at any time and will replenish all bars.

### 2: Weapon Indicator and Throwables

The first number indicates the number of rounds loaded in current weapon while the second, smaller number gives the total amount of ammo carried by the player for this weapon. Above that is the type and number of thrown weapons (grenades or Molotov cocktails).



### 3: Contextual Interaction Icon

The handprint icon will appear whenever an interaction is possible with nearby gameworld objects: vehicles, ladders, ammunition piles, and team healing.

### 4: Score Display

Your faction logo is always on the left, and visually larger than the enemy's.

- In Deathmatch, the score display indicates the top four scoring players.
- In Team Deathmatch, the score display illustrates your team's score versus the enemy's score.
- In Uprising, the status of the control points is displayed (neutral, enemy captured, team captured).
- In Capture the Diamond, the status of each team's diamond is displayed.

### 5: Name indicator

Your teammates' names appear in green and are always visible at any distance. Enemy names appear in red but are only visible if aimed at a target within your current weapon's range. If an enemy is immobile, it will take longer to see his name appear when you are pointing at him. If the enemy is moving, it will take less time for his name to appear.

### 6: Information box

The information box is used to enhance comprehension of game events and match status. For example, it will alert you if a diamond has been stolen or a control point has been captured.

## MULTIPLAYER GAME MODES

Compete alone or in teams in four different game types with a variety of customizable settings.

### Modes

#### *Deathmatch*

In this free-for-all battle you must eliminate enemies to score. The first mercenary to reach the score limit, or the one with the highest score at the end of the game, is the winner. Show no mercy and watch your back!

#### *Team Deathmatch*

Eliminate members of the opposing team to score. The first team to reach the score limit, or the one with the highest score at the end of the game, wins. Cooperation is the key – revive downed teammates to remove a point from the enemies' score!

#### *Capture the Diamond*

Each team has a diamond canister at its base. Capture the enemy diamonds and return them to your base. Your diamonds must be present to score. The first team to reach the score limit, or the one with the most points when the match ends, wins. Stolen diamond canisters will emit security smoke – green for your team, red for your enemies. If you eliminate an enemy and they drop your diamonds, touch the canister to automatically return it to your base. If your teammate drops the enemy diamonds, touch the canister to pick up them up and continue the heist!

#### *Uprising*

Two teams battle to control key strategic points on the map. The Captain is the only member of the team that can capture control points by occupying them for 20 seconds. Once a team has captured all the control points they must eliminate the opposing Captain to win the match. A team can also win by having more control points than the enemy by the end of the match.

### Classes

Far Cry 2 uses a class system in multiplayer play. Each class features unique weapons and combat strategies that evolve as you earn diamonds to upgrade their weapon packs.

#### *Commando*

The Commando is a well-rounded class with mid-range assault weapons and Molotovs. The class is ideal for fire-and-movement tactics and assaulting fortified positions.

**Weapons:** Silent MP5, G3KA4 assault carbine, AK-47 assault rifle, FAL "paratrooper" assault rifle, Star .45 combat pistol, M79 grenade launcher, Molotov cocktails.

#### *Sharpshooter*

The Sharpshooter is the long-range specialist, armed with highly accurate and deadly weapons. Higher-level weapons are ideal for anti-personnel and anti-materiel roles.

**Weapons:** M1903 bolt-action rifle, Dragunov SVD semi-automatic sniper rifle, AS50 high-powered



rifle, Makarov pistol, flare pistol, M67 grenade.

## Guerrilla

The Guerrilla class specializes in close combat and ambush tactics. Improvised weapons and short-range weapons make the class versatile and deadly.

**Weapons:** 37 Homeland modified-choke shotgun, SPAS-12 semi-automatic shotgun, USAS-12 full-auto shotgun, MAC-10 submachine gun, IEDs, Molotov cocktails.

## Rebel

The Rebel uses the most terrifying and dangerous weapons on the battlefield. A variety of fire-producing and explosive weapons make the class ideal for intimidation and suppression.

**Weapons:** LPO-50 flamethrower, RPG-7 rocket launcher, MGL-140 "hammer" semi-automatic grenade launcher, Makarov pistol, Uzi submachine gun, M67 grenade.

## Gunner

The Gunner class is the heavy weapons specialist, ideal for squad support or defense. Heavy machine guns are inaccurate on the move, but deadly versus personnel and vehicles when fired from a stationary position.

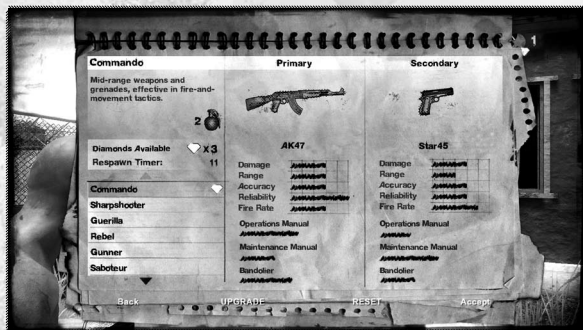
**Weapons:** PKM general purpose machine gun, Carl G rocket launcher, M249 SAW heavy machine gun, American Eagle heavy combat pistol, MAC-10 submachine gun, Molotov cocktails.

## Saboteur

The Saboteur class is equipped for stealth and insurgency operations. Silenced weapons and other deadly tricks make the class ideal for disrupting enemy plans and eliminating high-value targets.

**Weapons:** Dart rifle with neurotoxin darts, Silent MP5 submachine gun, AR-16 assault rifle with green dot scope, Silent Makarov 6P9, IEDs, Molotov cocktails.

# MULTIPLAYER LOADOUT



**Switch/Preview Weapons:** You can scroll to apply unlocked weapons to your current loadout.

**Upgrade:** Use earned diamonds to upgrade the class of your choice. Click the left mouse button on Upgrade to assign and click the left mouse button on Accept to confirm your changes.

**Reset:** Click the left mouse button on Reset to reset and redistribute all of your diamonds. Note that you will be penalized one diamond for using the reset option.

## Field Manuals

As you become familiarized with the weapons in the game, you can upgrade the capabilities of your favorite weapons. Visit the Weapons Shop to purchase specialized Field Manuals and other upgrades. These become available as you complete Convoy Missions for the Arms Vendor:

- **Operations Manual:** Improved weapon accuracy.
- **Maintenance Manual:** Increased weapon reliability and unjam speed.
- **Bandolier:** Increased ammo capacity.

# DISCLOSURE STATEMENT

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