

MAJOR SLACK'S

FAR CRY 3 MASTER

FIELD MANUAL



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ABOUT THIS MANUAL

Although this manual will serve you well regardless of which difficulty setting you select, it is written more specifically for the Master difficulty setting. Unlike lower difficulty settings, Far Cry 3 on Master does not allow you to just laugh off enemy attacks. Instead all the enemies -even low level enemies- will take you down in a New York minute and it's going to be hell's half acre right from the get-go unless you approach the game with a very specific plan to get loaded for bear as quickly as possible.



And just to get you up to speed, Far Cry 3 forces you to build most everything you need to succeed from scratch. You only start out with a single weapon, a single weapon holster, a tiny ammo pouch, a small rucksack, a small wallet and NO CASH.

And is this enough to get you through the game?

Not even close.

And nothing's going to be handed to you on a silver platter either. You've got to get out there and start exploring the game environment and simply make it happen for yourself. With so many things to craft while essentially starting out lost and penniless in a vast and dangerous gamescape, you may wonder, what are my priorities? What do I do? Where do I go?

And that's what this field manual is all about. It will take full advantage of the open world nature of the game by showing you the sneakiest routes, the most optimal hunting trips and the best hang glider flights and flight plans you can make in the game. This will get you from cowering in the bush with an underpowered peashooter surrounded by the fog of war and unable to take a step for fear of getting pecked to death by a peacock to dominating a fully mapped gamescape and one-shotting the toughest enemies in the game using an arsenal of special signature weaponry.

Tested on Master Difficulty

Along with being extensively tested on Master difficulty (PC version, patch 1.05), this manual was written while using the following Gameplay settings (Options » Gameplay): Everything OFF except Weapon Tagging, Display XP, Detection Meter and Hit Indicator. Of special note is that the Reticle (crosshair) is set to OFF which makes a considerable difference with regards to weapon choice.

As you read further, you'll see that this manual is more like a game plan rather than a reference manual. In the beginning, it focuses heavily on hunting, crafting, activating radio towers and collecting special items known as 'relics' and 'letters of the lost'. All of this will get you up and running as quickly as possible with the best medicines, the best equipment and the best weaponry enabling you to go into combat with confidence and finesse.

Then once you're packing some serious punch, this manual will show you how to put all your newly acquired gear to good use as you take on the story mission line to officially beat the game. This field manual is primarily intended to show you how to play smart, not hard. And quite frankly, this is the only way you can beat the game on higher difficulty settings. Yes, that's right. If you think you can just survive solely on spunk, true grit, quick reflexes and a loud machine gun, you've got another think coming. Master difficulty is going to eat you alive. Seriously, EAT YOU ALIVE.

NOTE: As of this writing (April 23, 2013), no one has posted a complete video walkthrough of Far Cry 3 on Master Difficulty on Youtube.

And I think I know why.. ;))

and the exact map coordinates. No muss, no fuss.

ABOUT THE SAVE SYSTEM (AND HOW TO STILL HAVE FUN)

Far Cry 3's save system gives you one autosave slot (AUTOSAVE) and one manual save slot (SAVE) per game. Hence Autosave 1 and Save 1 are dedicated to the first game you start. If you want to keep that game's progress and start a new game, the new game will use Autosave 2 and Save 2. There are three such save slot combos allowing you to, for example, experiment with different difficulty settings or different ways of proceeding through the game.



The AUTOSAVE slot is used by the game to automatically record (and overwrite) your progress via predetermined starting points in the story missions as well as other key points in your gameplay, e.g., exiting a weapon vendor, activating a radio tower, liberating an outpost and stuff like that.

The SAVE slot is yours and will not be overwritten until you actually click on 'SAVE' in the pause menu. You can manually save the game anytime you want except during story missions. Note that similar to other RPG style games like Borderlands or Dead Island, Far Cry 3

does not save your exact location when you use the SAVE option. What it will do is record data like your crafting progress, your rucksack contents, your cash on hand, your skill point allocation and the closest predesignated respawn point to your current position.

Respawn points include activated radio towers, liberated outposts, mission starting points and a few special locations such as Citra's temple. Whatever you're closest to when you manually save the game is where you'll respawn when you reload that save game.

This may make it tedious to fine tune your strategies since you can't repeatedly reload and replay from a specific location of your choosing in the game environment. And this, by the way, is precisely why this field manual was written. I took the trouble to do all the leg work for you. This field manual is a compilation of all the notes I took while extensively replaying the game from a myriad of different locations and respawn points.

Replaying Outposts

As you play through the game, you have some replay options you may not be aware of. For example, as well as autosaving, Far Cry 3 will also record your progress via some hidden checkpoints while you're in free roam or 'explore' mode. Although these checkpoints won't be registered to the AUTOSAVE slot, you can use them to replay outpost liberations by simply ALLOWING YOURSELF TO DIE before you liberate the outpost. As long as you're in a certain zone in or around the outpost when you die, you'll respawn near that outpost.

This will save you a lot of time having to repeatedly hike in from, say, a distant radio tower to replay the liberation of certain outpost and is very useful when you're going for the 1500 XP bonus you get for liberating an outpost undetected.

(In-game, see *Handbook » User Manual » Outposts*)

Replaying the Current Story Mission

When playing story missions and you don't like the way things are going, keep in mind that you can use the pause menu to:

- Restart the mission (respawn at a nearby starting point)
- Restart from the last checkpoint you passed

Alright so that's all fine and dandy for the mission you're currently playing. But what if you want to replay a story mission that you completed five missions ago? Or what if you just shelled out a couple of thousand dollars for a weapon and a couple or three attachments, saved the game and then later decided, Hey wait a minute. This weapon SUCKS. What do you do then?

Well if you're running the PC version of Far Cry 3, you can remedy these and similar situations by getting in the habit of...

Backing Up Your Save Game Files (Replay Any Mission)

If you're running the PC version of Far Cry 3, which is typically run by Steam, your save game data is kept in this folder (Windows 7):

C:\Program Files (x86)\Ubisoft\Ubisoft Game Launcher\savegames\[random numbers]46

The 12 'save' files in this folder contain all your current save data. These will files will get overwritten every time the game autosaves and every time you do a manual save. But since there is only one save slot combo per game (AUTOSAVE and SAVE), this doesn't leave you a whole lot of options.

What you can do, however, is copy these save files into another folder and name that folder accordingly, e.g., 'Begin Secure the Outpost' mission. Then way down the line after you've overwritten your save slots many times, if you decide you want to go back and replay starting from the 'Secure the Outpost' mission, you have only to exit the game and then delete all the save files in the game's save folder. Then copy-and-paste in your back up save files, start up the game and voilà, replay any mission.

ENEMIES

Enemies in the game are primarily distinguished by the orange icon that is displayed over their heads when you tag them with the camera. The game then subcategorizes these enemy types in the in-game user manual, e.g., enemies with skull icons could be either Assaulters or Defenders.

(In-game, see *Handbook » User Manual » Display - Camera Viewfinder* and *Handbook » Quick Start » Tagging Enemies*)

To keep things simple, this field manual will refer to all enemies as follows:



PIRATES

PIRATES are normal assault rifle/SMG toting enemies that will make up the lion's share of bad guys you'll encounter throughout the game.



CHARGERS

CHARGERS will always live up to their namesake by charging at you as soon as they know where you are. They carry either molotovs or machetes.



HEAVIES

HEAVIES will always lumber slowly towards you while firing on you using either an LMG or a flamethrower. They can dish out a lot of damage and they can take a lot of damage.



SNIPERS

SNIPERS always shoot at you from a distance using either a sniper rifle or a rocket launcher (both of which are extremely dangerous).

Strategy-wise and assuming you're going stealth (which you should, more on that later), you should generally kill enemies in this order: Snipers, Chargers, Heavies and finally Pirates. This way you'll be eliminating the biggest threats first thus increasing your chances of success.

HUNTING ANIMALS & CRAFTING EQUIPMENT

Can't live with them, can't live without them is the motto in Far Cry 3 regarding wildlife as in the vast majority of animals in this game can be skinned and their skins are used to craft container upgrades of all kinds. This includes ammo pouches, rucksacks, syringe kits, wallets, weapon holsters and the like. All of this translates into you being able to carry more stuff thus making you a vastly better warrior. Hence, hunting is going to play a important role in your journey through the Far Cry 3 gamescape.

Wildlife in this game can be put into two distinct categories: those that can kill you and those that can't. Simple, eh?



Predators

Animals that can kill you will display a jaws-like icon over their heads when you tag them with the camera. Examples are tigers, bears and wild dogs. Some of these predators will attack on sight while others will only attack if you get too close to them or invade their territory. Some animals may appear harmless but are actually quite dangerous and a force to be reckoned with, especially on Master difficulty. Cassowaries (a kind of flightless bird) fall into this category. My earlier analogy of being pecked to death by a peacock is actually closer to the truth than you think.



Herbivores

Animals that are harmless will display a paw print icon over their heads when tagged. Many of these animals are very skitterish when approached and are among the hardest to hunt for that reason. Examples are deer and goats. The Hunter's Instinct syringe will help keep them calm until you can get close enough to take a shot after which any remaining in the herd will scatter.

(In-game, see *Handbook » User Manual » Gameplay - Crafting*)

PLANTS & SYRINGES

As well as crafting your own containers, you'll also be crafting your own medicines which you'll take using syringes. Syringes will not only heal you but temporarily grant you special powers. Syringes are crafted using different colored leaves which are collected around the gamescape by harvesting plants. There are five different kinds of leaves: green, amber, crimson, blue and white.



Green leaves are primarily used for Medical syringes such as Medicine and Endorphin Boost which restore and increase your health bar respectively.

Amber leaves are primarily used for Hunting syringes such as Hunter's Instinct and Animal Repellent (the latter of which is very useful).

Crimson leaves are primarily used for Combat syringes such as Enhanced Perception, one of the most useful syringes in the game which highlights all human enemies with a gray silhouette that can be seen through obstacles. Don't leave home without it.

Blue leaves are used for Exploration syringes such as Deep Diving (hold your breath underwater longer) or Sprint Burst (run faster).

White leaves are used for Special syringes which essentially grant super powers such as Untouchable (god mode). Special syringes usually require a larger quantity of other kinds of leaves as well as white.

Not all syringes can be crafted from the get-go. Syringe recipes will be unlocked as you progress through the story missions.

(In-game, see *Handbook » User Manual » Gameplay - Crafting*)

WEAPON STRATEGIES & THE MASTER GAME PLAN

When you start the game, you're pretty much locked into the story mission line until you complete the *Secure The Outpost* mission. After that, what's commonly known as 'free roaming' begins where you're free to explore the island and do as you wish.

Your only weapon at this point in the game is going to be either a .45 handgun or one of two assault rifles; either the STG-90 you got free at the store or an AK-47 you picked off a dead enemy. But the bottom line is a single noisy low-level weapon with a tiny ammo supply is going to severely limit your options. You can either go fight the bad guys OR you can go hunting for skins and climb radio towers so you can get better gear and weapons. But you can't do both.

Why?

Because most of the map is still going to be shrouded in the fog of war and/or colored red since you've only activated one radio tower and liberated one outpost. Essentially this means you can't see where you're going and you're surrounded by enemy activity. This leaves you with the dilemma of needing better weapons and better gear to protect yourself while you tackle more radio towers and outposts

so you can open up the map and clear out the bad guys. But the only way you can do all that is to go gallivanting about in areas controlled by the very bad guys you're trying to get rid of. And every time you fire one of your noisy underpowered weapons, they're all going to swarm your position and land on you like a Sumo wrestler.

And you can't skin enemies (much as you'd like to) to craft new equipment so it's essentially a waste of time and effort engaging any enemies early in the game unless that engagement serves a specific purpose (e.g. earning cash, liberating an outpost).

This leaves you only one option and that is...



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