



Far Cry 3

Ending Level

Pitch

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Pitch Document: A Level for Far Cry 3

Concept:

Jason Brody decides to stay on the island after his friends leave. The new leader of Vaas's gang is on a small island off the coast. The new leader plans to use the remaining forces to wipe out the unsuspecting Rakyat, who are still celebrating the death of Vas and the newfound freedom. Jason learns of the attack from Dennis. The mission is to hold off the attack and kill the new leader.

Overview:

The player begins this mission on the second island at Thurston Town. The player will start with only a pistol and have access to enemy weapons throughout the level. The player must cross the ocean and land on the first island at Northview Gas. Here mercenaries will begin to attack the player as they get close to land. Inside the outpost there will be Rakyat hostages and Dennis. The player must liberate the outpost and save Dennis to progress in the mission.

After taking control of the outpost, Dennis will inform the player the new leader left for the Rakyat outpost and plans to kill Citra for revenge. The player will have a limited amount of time to reach the outpost. Two cars will be available but as the player goes near them a remaining mercenary blows them up, leaving only a quad.



The player will travel by quad to the compound dodging enemies and landmines as they travel through the jungle. When reaching the outpost a cutscene will occur of the new leader blowing the door up with dynamite. The player must take out the guards in front before progressing into the outpost.

After the guards have been taken out the player goes inside the outpost. Inside another cutscene of the new leader attempting to kill Citra, and Jason shooting at him to stop him. The game resumes with the player running from the new leader inside the outpost. The player's gun will jam and they will have to

dodge bullets until the new leader runs out. Here the player will engage in a final knife fight ending the threat against the Rakyat.

Objectives:

1. Go to the Northview Gas Outpost
2. Rescue the hostages inside
3. Travel to the Rakyat Outpost
4. Get inside the Rakyat Outpost
5. Kill the new leader

Potential Risks:

- Requires new NPC (new leader of mercenary gang) to be built
- Requires additional cutscenes
-

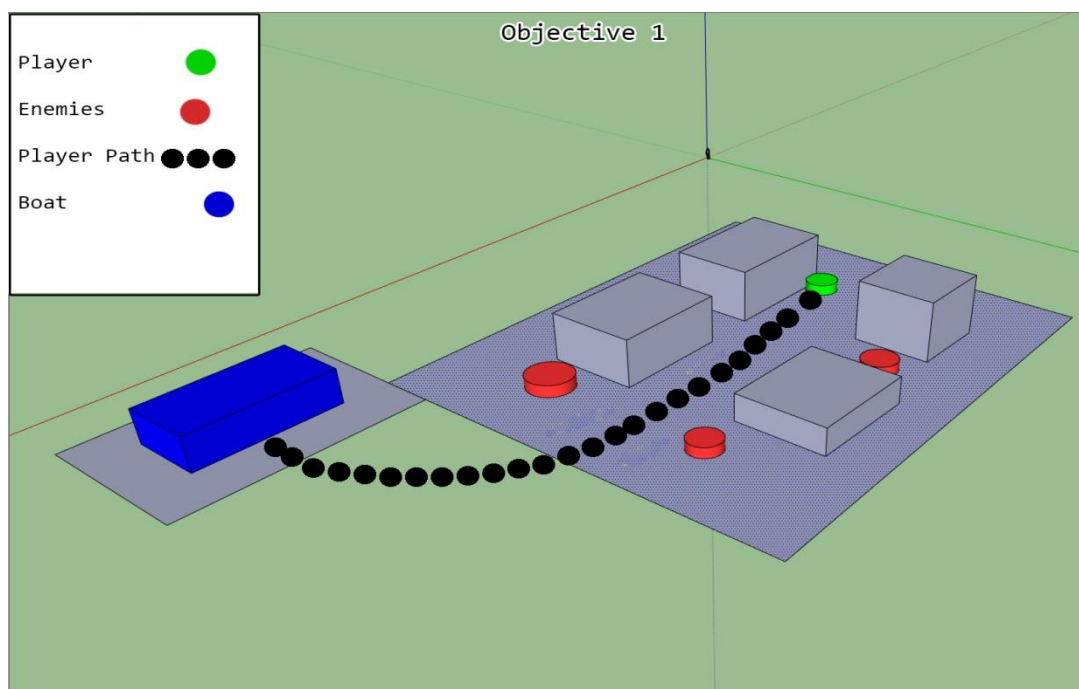
Objective 1: Go to the Northview Gas Outpost

Section 1: The Call

The player begins the mission at a bar playing poker. The player plays one hand (winning or losing does not matter), then he receives a call. Dennis is on the phone screaming for Jason to come help them. Dennis says he is at Northview before his phone cuts off. The player exits the bar and is confronted with a small cutscene of mercenaries entering the town. Five mercenaries enter the town and begin to terrorize the people. The player easily takes them out getting them excited for the big firefight coming.

Progression:

- Start playing one hand of poker
- Pick up phone talk to Dennis
- Walk outside see mercenaries
- Kill five mercenaries

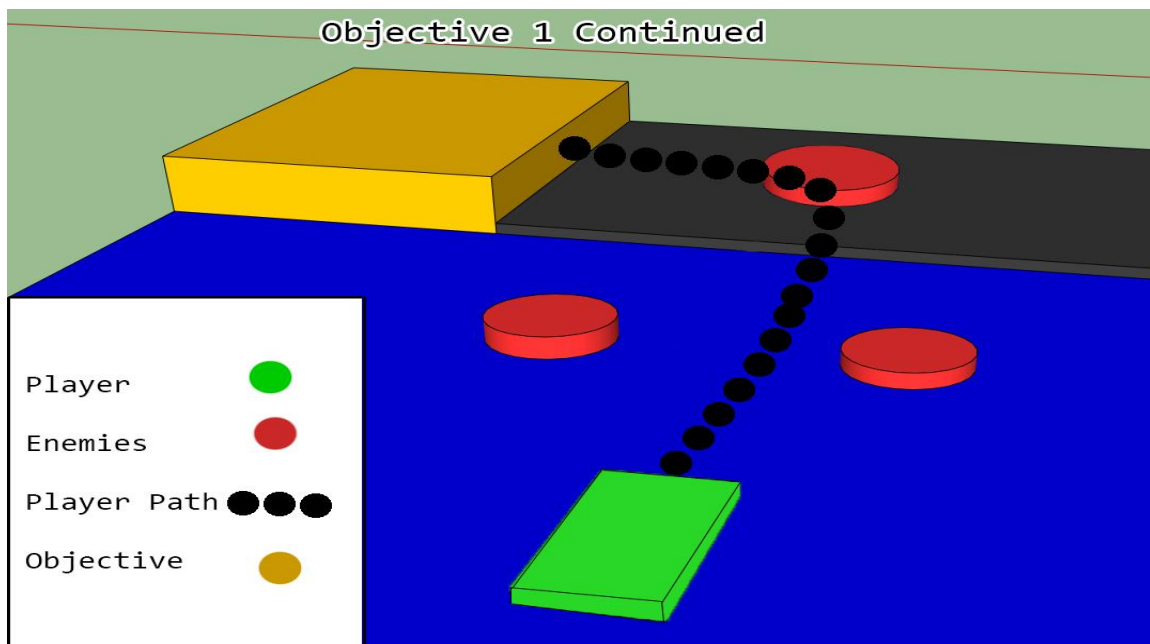


Section 2: Traveling

The player travels to the dock for a boat. Once in the boat the player begins to cross the water towards Northview. About halfway two ships come off the shore towards the player. The player uses the gun on their ship to destroy the enemy boats and proceed towards the island. Waiting at the island is a small number of mercenaries for the player to fight, getting them hyped for outpost.

Progression:

- Find a boat to use to cross the sea to the island
- After a short driving period, two enemy boats attack you, you will need to defeat them with the gun on your boat
- Travel to the shore and kill the small number of mercenaries waiting for you



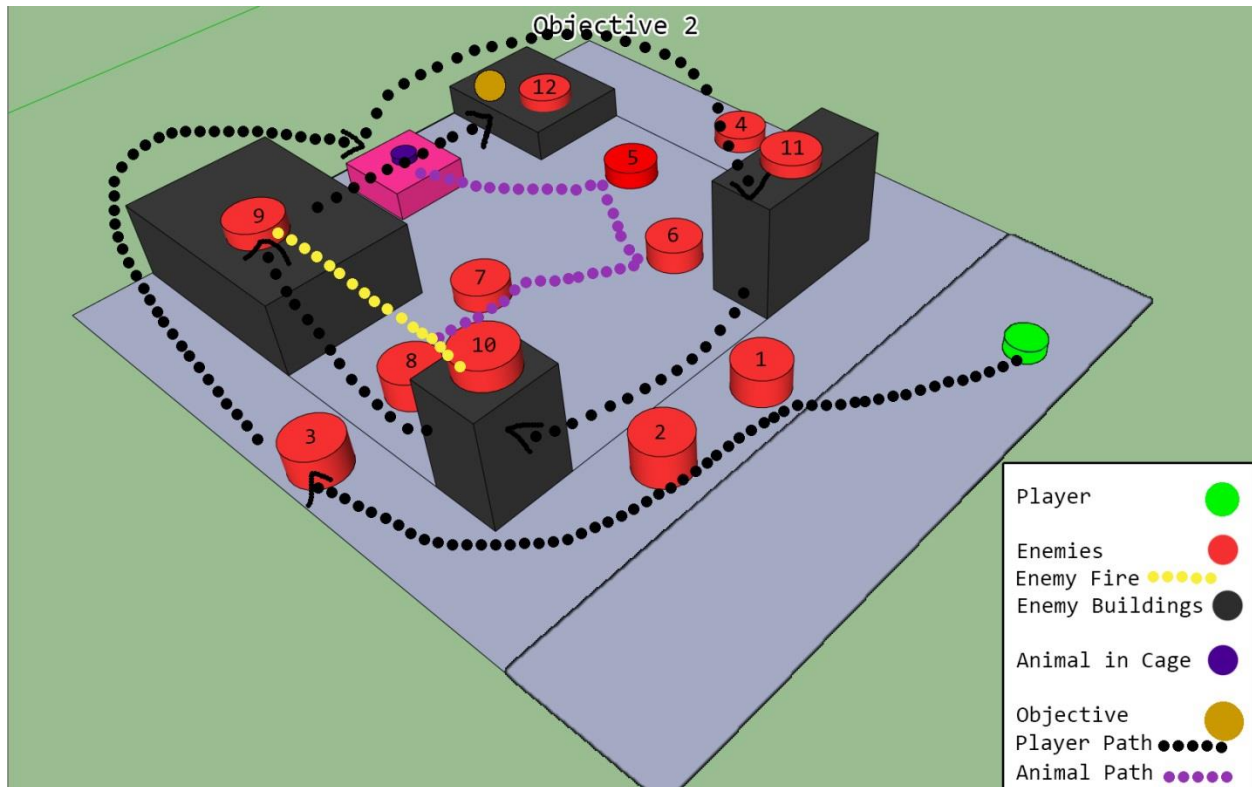
Objective 2: Rescue the Hostages

The player will be outside the Northview Outpost by about 150 feet. The outpost has twelve guards surrounding and inside of it. The player can choose stealth or run into to take everyone out. Guards 1 & 2 will be in the front of the outpost. The player then goes to the left side and kills guard 3. Sneaking behind the outpost to a hole in the fence the player can release a tiger from the cage and it will kill guards 5, 6, 7, 8, before being killed by guards 9 & 10. While the tiger is killing mercenaries the player sneaks around to the right side and kills guard 4. Guard 11 will be distracted by the tiger allowing the player to sneak up and kill him. The player can climb down the sniper tower and sneak across to guard 10 and stealth kill him and use the ability Knife Throw Takedown to throw the enemies knife at enemy 9 and kill him. The player finally sneaks over to where enemy 9 dies, crouches the behind the animal cage and climbs up to enemy 12 killing him. Entering the building below enemy 12 triggers a cutscene.

Progression:

- Player walks up the road to the outpost
- Short cutscene of car leaving and showing guards walking around

- Player must take out the ten guards, stealth is the key here, alerting the guards results in twelve new enemies
- After taking out the guards the player enters the building to watch a short cutscene



Objective 3: Travel to the Rakyat Outpost

Section 1: Northview Outpost

There are two cars waiting for the player. As the player gets closer a final mercenary will blow them up with a grenade knocking the player over. The screen will become blurry with a red overtone. The camera pans to see the cars on fire. Screams from Dennis are heard but very distorted. The mercenary walks over to the player and pulls out a knife. A quick message "Press R" will appear on screen, when pressed the player grabs the hand of the mercenary. "Press L" appears and next causes Jason to punch the mercenary knocking him back. "Press R L" appears for the final sequence and shows Jason kicking the mercenary forcing him to drop the knife. The player immediately stands up with their gun and kills the mercenary.

Progression:

- Player walks over to one of the cars to drive
- Grenade comes into the screen and player sees it go under the cars
- Camera is blurry and sounds are distorted as player looks around
- Mercenary comes over, trying to stab player, prompting quick time sequence
- Player kills mercenary and runs to nearby quad

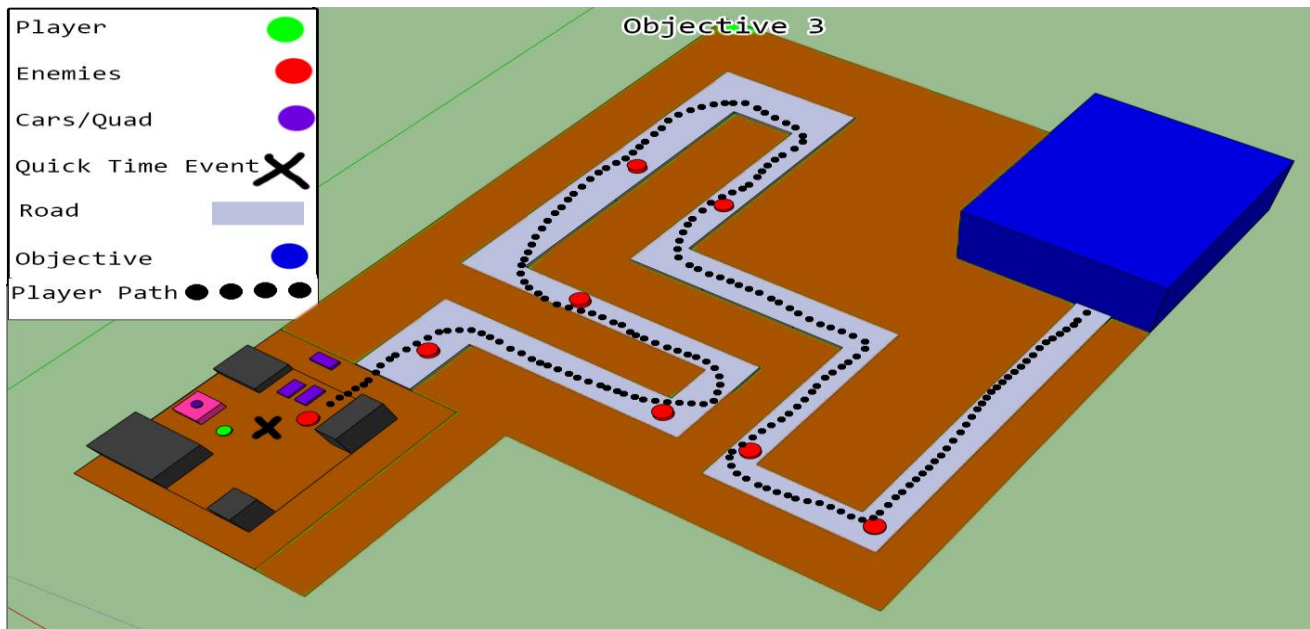
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Section 2: Traveling

Dennis comes over and asks if the player is able to go to the outpost (Real time, not a cutscene). Jason says he is fine; just needs a way of getting there. A quad is by the entrance and the player must use this to reach the second outpost. A time limit starts ticking when the player sits on the quad. The player will have three minutes to reach the outpost. Along the path are enemies and landmines. Enemies are in very small groups of two or three. The main focus here is driving and dodging, not fighting.

Progression:

- Player gets on quad starting timer
- Player drives down the path dodging enemies and landmines to reach second outpost



Objective 4: Get Inside the Rakyat Outpost

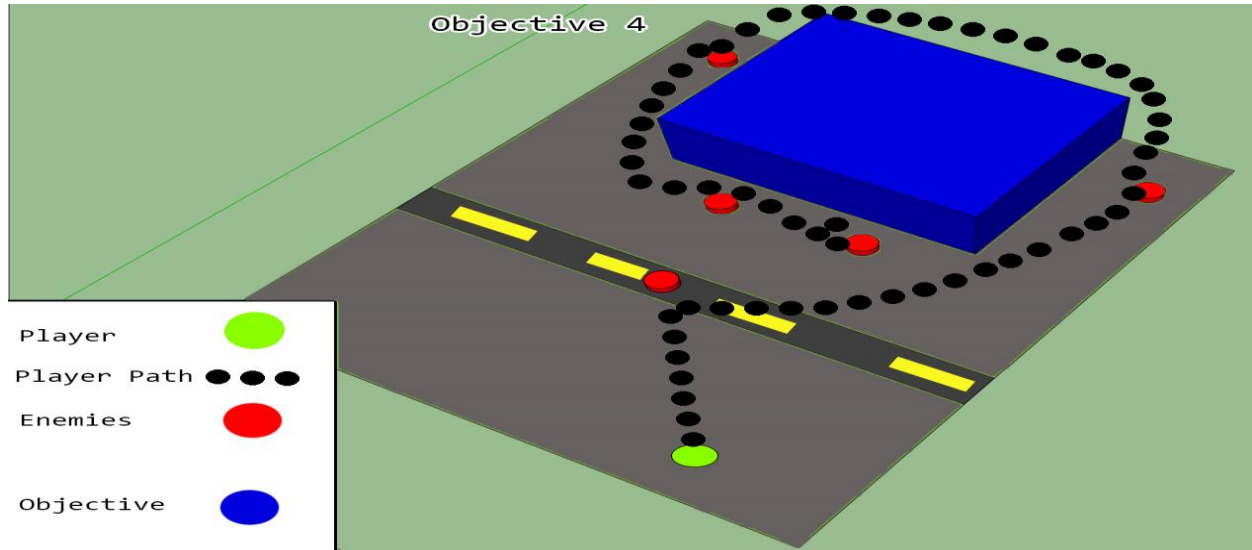
Section 1: Getting Inside

The player reaches the outpost and is greeted with a cutscene of the new leader joking with the guards laughing. After a brief conversation the door explodes from dynamite placed on it before Jason arrived. The leader tells the guards to kill anyone in sight and walks inside. The player must take the guards out with stealth at this point. If the player is noticed a cutscene occurs of the guards screaming with more mercenaries arriving and the leader walking out with Citra hostage. Jason will surrender and the player will have failed the mission. The player restarts at this checkpoint. There are five guards outside the outpost. The player will be 100 feet away giving them enough room to plan a sneak attack.

The first guard is on the road outside the outpost. This guard moves back and forth in a small area and is the first look out. The player will need to sneak around the guard moving in the jungle. Hiding in the jungle are guards two and three. The guards will be on both sides of the compound blending in with the environment. The player can use their camera to spot these guards. After taking out both guards in the jungle the player must sneak up on the two guards outside the door. Using a stealth take down, with a knife throw combo or throwing the guards knife will take down the other guard. The only guard left will be the mercenary on the road. The player can choose to sneak attack here or just shoot him. After killing the guards the player walks inside the compound.

Progression:

- The player must use their camera to locate the five guards outside the outpost
- Sneaking around the first guard on the open road the player confronts the two guards in the jungle sniping
- Two guards by the door are next and can be taken down with a stealth takedown combo.



- The final guard can be killed anyway as long as the player is not noticed

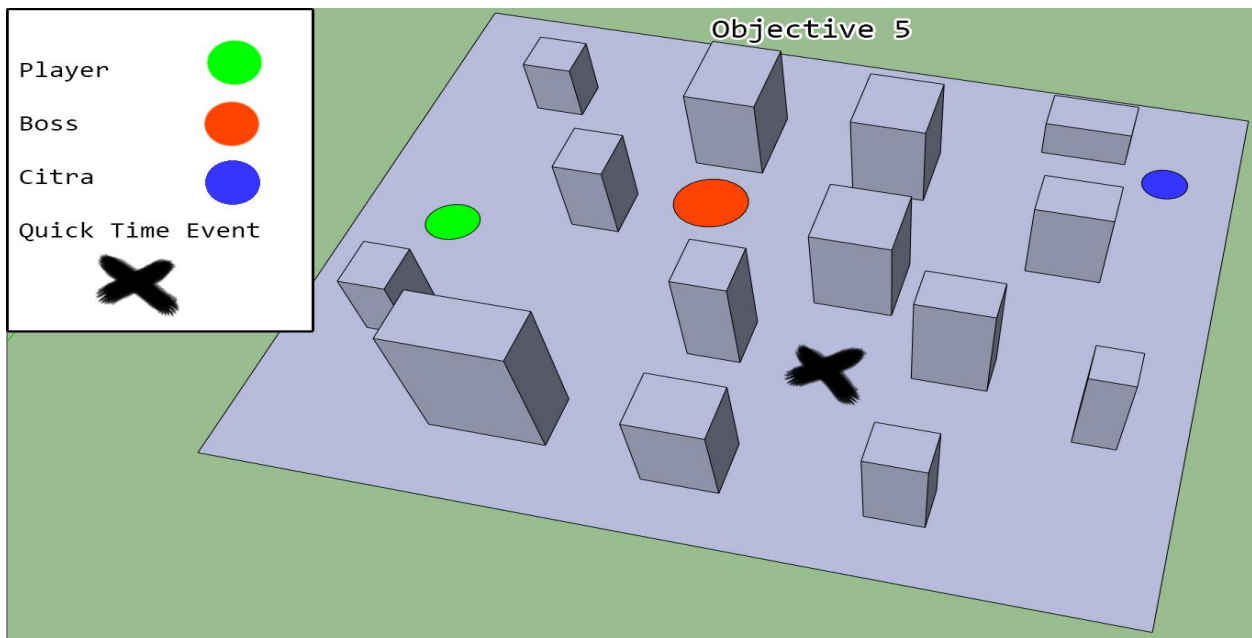
Objective 5: Kill the New Leader

Section 1: Dodging

A cutscene occurs or the new leader holding a gun at Citra. He is yelling at her saying Vas died because of her. He hits her knocking her over and points his gun at her. Jason sees her fall as he walks in and quickly shoots his gun. He missed but alerts the leader of his presence. The leader quickly turns and fires at Jason. Jason dives to hide and realizes his gun has jammed. He throws it away. The player must run around the compound dodging the bullets. After 45 seconds of dodging the leader runs out of bullets and throws his gun at the player. He pulls out a knife challenging the player to a knife fight. The player has to walk to the center to engage the knife fight. The knife fight is a quick time sequence pressing L and R as the leader attacks. During the fight the leader stabs Jason in the knee after knocking his knife away. Citra runs over and grabs the leader telling Jason to hurry. A cutscene of Jason removing the knife and stabbing him ends the fight. Citra thanks Jason again for helping the Rakyat.

Progression:

- Player has to dodge bullets for 45 seconds
- After dodging player runs over to engage knife fight
- Quick time sequence of L and R to kill leader



Far Cry 3 Level Summary

Heading

Cutscene

Player watches video on screen



Player goes to destination with animal interaction; During third objective includes dodging enemies

Enemy Interaction

Player fights enemies

NPC Interaction

Player has interaction with NPC in real time



Player must press buttons at designated time



Player plays cards with NPC



Player uses camera to track enemies



Short



Easy



Medium



Medium

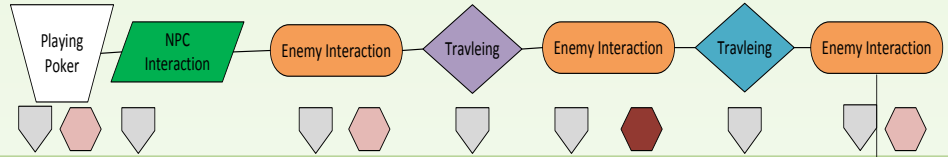


Long

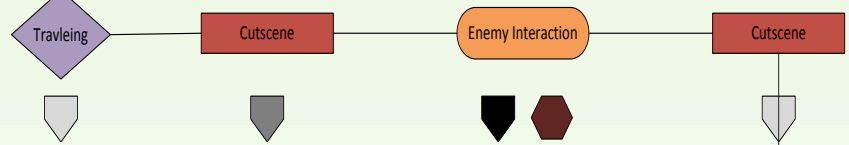


Hard

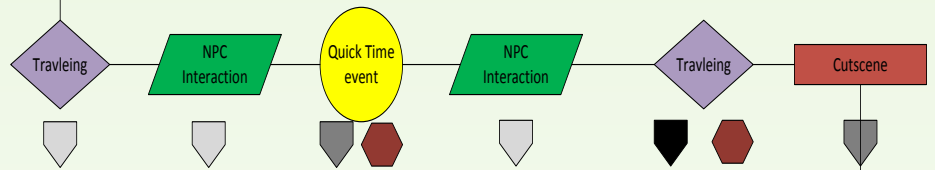
Objective 1: Go to Northview Outpost



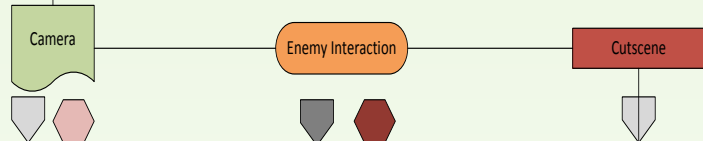
Objective 2: Rescue the Hostages



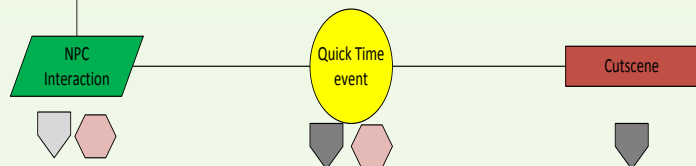
Objective 3: Travel to the Rakyat Outpost



Objective 4: Get Inside the Rakyat Outpost



Objective 5: Kill the New Leader



Asset Summary Document: A Level for Far Cry 3

Level Beats:

1. **Objective 1:** Go to the Northview Gas Outpost
2.
 - a. Section 1: The Call

Requirements		
Department	Asset	Note
Art	Poker Table, NPC	
Audio	Mission start dialog	Phone call from Dennis

- b. Section 2: Traveling

Requirements		
Department	Asset	Note
Art	Enemies on boat	
Engineering	Enemies attacking player	Work together to attack player
Audio	Mission Dialog	

3. **Objective 2:** Rescue the Hostages

Requirements		
Department	Asset	Note
Art	Cutscene	Enemy leaving outpost and player with hostages
Art	New NPC	New leader of mercenaries
Audio	Mission Dialog	

4. **Objective 3:** Travel to the Rakyat Outpost
 - a. Section 2: Northview Outpost

Requirements		
Department	Asset	Note
Art	Cars exploding	Cars explode in front of player
Art	Blurry screen	Simulate shock from explosion
Engineering	Quick time event	
Engineering	NPC interaction	Dennis after quick time event
Audio	Distorted audio	Simulate shock
Audio	Mission dialog	

- b. Section 2: Traveling

Requirements		
Department	Asset	Note
Art	Enemies and landmines	
Audio	Mission Dialog	Enemies screaming as player goes by



5. **Objective 4:** Get Inside the Rakyat Outpost
Section 1: Getting Inside

Requirements		
Department	Asset	Note
Art	Cutscene	New Leader going inside outpost
Engineering	Enemies behavior	Enemies outside outpost
Audio	Mission dialog	

6. **Objective 1:** Kill the New Leader
a. Section 1: Dodging

Requirements		
Department	Asset	Note
Art	Cutscene	Jason entering and leader dying
Engineering	Gun jamming	Jason's gun jams
Engineering	Quick time event	Quick time event to kill leader
Engineering	NPC interaction	Citra runs over to help Jason
Audio	Leader talking and shooting	Leader will fire at Jason and scream at him

Objective	Obj 1						Obj 2					Obj 3						Obj 4				Obj 5			
Time (Minutes)	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
Difficulty	1	1	2	2	1	3	2	2	2	5	5	5	4	6	4	6	7	8	8	9	9	9	10	11	10
Weapons																									
Pistol																									
Rifle																									
Shotgun																									
Sniper																									
Greande																									
Enemies																									
Normal																									
Charger																									
Sniper																									
Heavy																									
Boss																									

