

Far Cry

Far Cry is a franchise of first-person shooter games published by [Ubisoft](#). The first game to the franchise, named *Far Cry*, was developed by [Crytek](#) to show their [CryEngine](#) software, which was released in March 2004. Ubisoft later got the rights to the franchise and began making newer games using a modified version of CryEngine. *Far Cry* is known for its [open world](#) gameplay.

History

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Origins

[[change](#) | [change source](#)]

The first *Far Cry* game was made by German studio [Crytek](#) using their [CryEngine](#) software. Crytek wanted to create a [realistic](#) outdoor spaces with their [game engine](#), which was advanced compared with other game engines at the time.^[1] *Far Cry* released in March 2004 for [Microsoft Windows](#) and sold 730,000 units in the first four months.^[2]

After the release, Crytek stopped working with Ubisoft and signed a deal in July 2004 to make a gaming franchise with another publisher called [Electronic Arts](#), which became the [Crysis](#) franchise.^[3] In March 2006, Ubisoft got the [legal rights](#) to the *Far Cry* series and a license for the CryEngine version used in the making of *Far Cry*.^[4] [Ubisoft Montreal](#) became the main studio for making all future *Far Cry* games.

Far Cry

[Genres](#)

[First-person shooter](#)

[Developers](#)

[Crytek](#) (2004)
[Ubisoft Montreal](#) (2005–)
[Ubisoft Toronto](#) (2018–)

[Publishers](#)

[Ubisoft](#)
[Microsoft Windows](#), [Xbox](#),
[Xbox 360](#), [Wii](#), [Arcade](#),
[PlayStation 3](#), [PlayStation 4](#), [Xbox One](#), [Google Stadia](#), [Amazon Luna](#),
[Xbox Series X/S](#),
[PlayStation 5](#)

[Platforms](#)

[First release](#)

Far Cry
March 23, 2004

[Latest release](#)

Far Cry 6
October 7, 2021

Release timeline
Main series in bold

2004	<i>Far Cry</i>
2005	<i>Far Cry Instincts</i>
	<i>Far Cry Instincts: Evolution</i>
2006	<i>Far Cry Instincts: Predator</i>
	<i>Far Cry Vengeance</i>
2007	<i>Paradise Lost</i>
2008	<i>Far Cry 2</i>
2009	
2010	
2011	
2012	<i>Far Cry 3</i>
2013	<i>Far Cry 3: Blood Dragon</i>
2014	<i>Far Cry 4</i>
2015	
2016	<i>Far Cry Primal</i>
2017	
2018	<i>Far Cry 5</i>
2019	<i>Far Cry New Dawn</i>
2020	
2021	<i>Far Cry 6</i>

Continued development

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Far Cry 2 was announced by Ubisoft in July 2007, with two large changes from the previous *Far Cry* games. First, the game use the Dunia Engine, a modified version of the licensed [CryEngine](#) by [Ubisoft Montreal](#).^[5] The Dunia Engine creates a completely open-world game with realistic physics and destroyable environments.^{[6][7]} Secondly, *Far Cry 2* is more open-ended than *Far Cry*, that means the player get to create their own stories with the other characters using an advanced [artificial intelligence](#) system.^[7]

Far Cry 2 was released in October 2008 and sold over 2.9 million units by 2009.^[8]

Expansion

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After the release of *Far Cry 2*, Ubisoft Montreal made a newer version of the Dunia Engine to allow some open-world features such as weather system, which was shown in the next game of the series.^[9] *Far Cry 3* was announced in 2011 and released in November 2012, it still received positive reviews and had sold more than 10 million units by 2014.^[10]

References

[[change](#) | [change source](#)]

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