

This custom level was made by me in Far Cry 5 editor. You can see that there are two players (white silhouettes) and a bunch of enemies (purple tags). The objective is to eliminate all enemies within the base.



Player one goes upstairs to get a better vantage point.





Player two waits for player one to get into position. This player will attack the base from ground.



Player one gets a rifle and a grenade since he has a better vantage point.

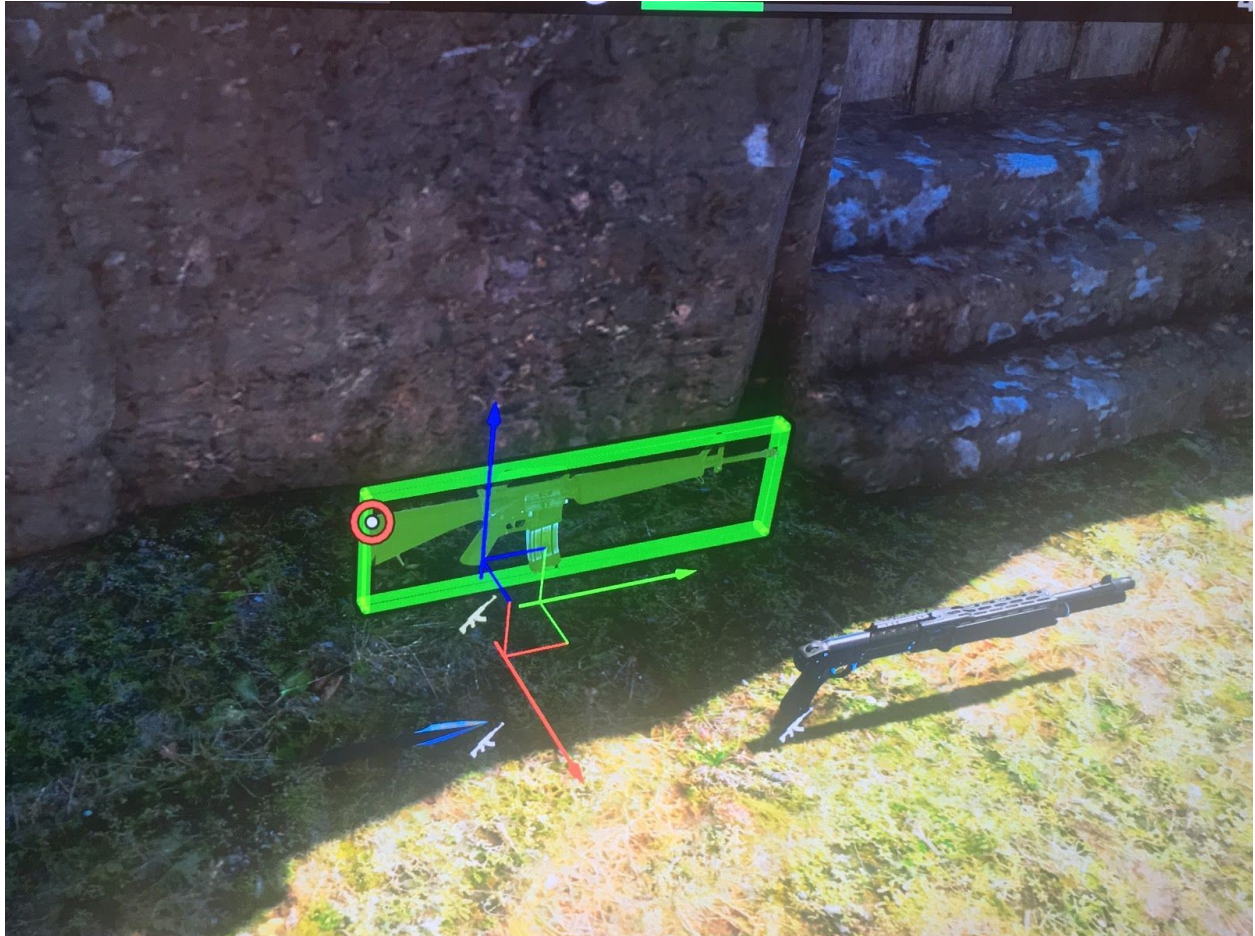




If he climbs up the ladder to a higher roof, he can acquire a sniper rifle which has even better accuracy and deals even more damage than a regular rifle.



Player two gets an assault rifle, a shotgun, and a throwing knife since he will be the one in close quarters.





This is a view from the first roof. Player one can clearly see enemies and player two.

Player two can't see enemies behind the wall and can definitely use assistance from player one.



This map is uploaded to Far Cry 5 community. Here's the link - <https://far-cry-arcade.ubi.com/en-us/ps4/map/5c5cbe48cab03c22444f0612>

It is only playable on PS4. Will include a video with voice over for my next project.