

= Far Cry 4 =

Far Cry 4 is an open world action @-@ adventure first @-@ person shooter video game developed and published by Ubisoft for the PlayStation 3 , PlayStation 4 , Xbox 360 , Xbox One , and Microsoft Windows . It is the successor to the 2012 video game Far Cry 3 , and the fourth main installment in the Far Cry series . The game was released on November 18 , 2014 .

The game takes place in Kyrat , a fictional Himalayan country that mostly consists of sprawling mountains and forests , vast water systems , and villages . The main story follows Ajay Ghale , a young Kyrati @-@ American , as he is caught in a civil war involving Kyrat 's Royal Army , controlled by tyrannical king Pagan Min , and a rebel movement called the Golden Path . Gameplay focuses on combat and exploration ; players battle enemy soldiers and dangerous wildlife using a wide array of weapons , while completing side missions , collecting useful items , and progressing through the game 's main story . The game features many elements found in role @-@ playing games , such as a branching storyline . In addition to the game 's campaign , the game features a map editor , a co @-@ operative multiplayer mode , and an asymmetrical competitive multiplayer mode which was developed by Red Storm Entertainment .

Announced in May 2014 , development on Far Cry 4 began immediately after the shipment of Assassin 's Creed III in late 2012 . The team originally intended to develop a direct sequel to Far Cry 3 that continues 3 's story , but the idea was later scrapped and the team decided to develop a new setting and new story for the game . Certain aspects of Far Cry 4 were inspired by the Nepalese Civil War , and the costume of the game 's antagonist Pagan Min was inspired by Japanese films Ichi the Killer and Brother .

Far Cry 4 was met with a mostly positive critical reception upon release . Critics praised the open world design , visuals , soundtrack , and characters , particularly antagonist Pagan Min . There was also praise for the new gameplay additions , such as the grappling hook , and the wealth of content . However , some critics disliked the story and found the game too similar to its predecessor . The game was a commercial success , selling 7 million copies by the end of 2014 , and was the biggest launch in the franchise 's history . Several downloadable content were subsequently released .

= = Gameplay = =

Far Cry 4 is a first @-@ person action @-@ adventure game . Players assume control of Ajay Ghale , a Kyrati @-@ American who is on a quest to spread his deceased mother 's ashes in the fictional country of Kyrat . Throughout the game , players can run , leap , and crouch , and have the ability to use weapons including shotguns , crossbows , sniper rifles , mines , throwing knives , bows , flamethrowers , and rocket launchers . The game allows players to take cover to avoid gunfights and to perform melee takedowns from above or up @-@ close . Unlike previous installments in the series , Far Cry 4 gives players the ability to kick objects and the ability to hide the corpses of enemies .

Players can use a variety of methods to approach missions . For instance , players can utilize stealth to evade enemies and complete objectives without being noticed , or they also have the option to assault enemies with firearms and vehicles . The player @-@ character is equipped with a digital camera , which allows him to mark and highlight all visible enemies , animals , and loots . Players are also able to ride on elephants , which serve as tank @-@ like , offensive weapons for players . Players can throw bait towards enemies , which attracts nearby wildlife that is hostile to both the player and enemies . Players can also hunt and skin animals .

The game features an open world environment that is free for players to explore . It features several environments , including forests , rivers , and mountains . To allow players to travel between places faster , the game features various vehicles , including buggies , trucks , and water vehicles like speedboats . Players can drive and shoot at the same time , and can enable auto @-@ drive , in which the game 's artificial intelligence takes over the role of controlling the vehicle and guides players to their objectives . Players can also hijack other vehicles while driving . The Buzzer , an aerial , helicopter @-@ like vehicle , is introduced in the game , allowing players to gain a tactical

advantage from the air . Parachutes , wingsuits , and grappling hooks are also featured in the game ; these items help players swing across cliffs and quickly navigate the environment . Parts of the game take place in Shangri @-@ La , a mystical dreamland where players battle demons as the Kyrati warrior Kalinag . While in Shangri @-@ La , players are accompanied by an injured tiger which serves as their companion . Players can issue commands to the tiger , which assists them in battle .

The game world is divided into two halves : North and South Kyrat . Players start in South Kyrat and are free to explore it almost immediately , but can only unlock North Kyrat over the course of the story . The map is progressively opened by liberating bell towers , freeing them from Pagan Min 's influence and allowing the Golden Path to expand . These towers help players reveal new areas and mark new locations of interest on the map . The world is scattered with outposts controlled by Pagan Min , which can be infiltrated by players . Four larger outposts , or fortresses , can also be found , and feature stronger defenses and more difficult combinations of enemies . If players successfully liberate these outposts , they will serve as fast @-@ travel points , allowing quick navigation through the game 's world . Additional missions and quests also become available . There are many side @-@ missions that can be completed , including hostage rescues , bomb disposal quests , and hunting missions . The collected animals ' parts can then be used for crafting new pouches and belts .

Like its predecessors , the game features some role @-@ playing elements . Players can earn experience points by completing missions and defeating enemies , and these experience points can then be spent on performance boosts and upgrades . There are two sets of abilities for players to choose from , called The Tiger and The Elephant . The Tiger upgrades mainly improve players ' offensive abilities , while The Elephant upgrades improve players ' defensive skills . A variety of random events and hostile encounters take place throughout the game ; for example , the player may unexpectedly be attacked by an eagle , be hit by a car , or witness an animal attack . Players can accumulate karma by performing kind actions towards the rebels , such as by assisting them in battles when they are attacked by wildlife or enemies . Doing so will give players discounts when purchasing new items at trading posts , and will allow players to call in support and back @-@ up from members of the Golden Path . Players can also gain experience by collecting items like masks , propaganda posters , and mani wheels . There is also an Arena mode , in which players battle human enemies and animals for additional experience points and rewards .

= = = Multiplayer = = =

Far Cry 4 features a co @-@ operative multiplayer mode known as " Guns for Hire " , which supports up to two players . The mode is separated from the game 's campaign , and players are free to explore the game 's world , defeat enemies , and infiltrate outposts with their companion . In addition to the co @-@ operative mode , players can gain access to several competitive multiplayer modes which have an asymmetrical structure . Players play as either a Rakshasa or a Golden Path member . The Rakshasa are equipped with bows and arrows , and have the ability to teleport and to summon wildlife to assist them , while Golden Path members are equipped with guns and explosives , and have access to armored vehicles . Known as " Battles of Kyrat " , players fight against each other in three modes , called Outpost , Propaganda , and Demon Mask . Far Cry 4 also contains a Map Editor that allows users to create and share custom content . Similar to that of Far Cry 3 , players can create their maps by customizing landscapes , and by placing buildings , trees , wildlife , and vehicles . However , the Map Editor did not support competitive multiplayer levels at launch . Multiplayer support was added to the game on February 3 , 2015 .

= = Synopsis = =

= = = Premise = = =

The story was inspired by the ten @-@ year @-@ long Maoist insurgency in Nepal . The game follows Ajay Ghale , a young Kyrati @-@ American who returns to his native country of Kyrat (a fictional Himalayan country derived from Kirati , a collection of Himalayan people originating from Tibet) to spread his deceased mother 's ashes . Kyrat was once an autonomous state in the Himalayas ruled by a royal family before being engulfed in a series of civil wars . Ajay finds the country in a state of conflict between Kyrat 's Royal Army , led by the country 's eccentric and tyrannical King Pagan Min , and the Golden Path , a rebel movement fighting to free Kyrat from Min 's oppressive rule . The choices Ajay makes will determine the fate of Kyrat .

= = = Plot = = =

After the death of his mother Ishwari , Ajay Ghale (James A. Woods) returns to his home country of Kyrat to carry out Ishwari 's final wish by returning her ashes to Lakshmana . However , his mission is interrupted when the bus he is traveling on is attacked by the Royal Army and he is taken prisoner by Pagan Min (Troy Baker) , the country 's eccentric and violent king , who claims to have been romantically involved with Ishwari . After finding his way through Pagan 's mansion , Ajay escapes with the aid of Sabal (Naveen Andrews) , a commander in the Golden Path , a rebel movement established by Ajay 's father , Mohan Ghale . Ajay is not able to leave the country as the Royal Army has taken control of Kyrat 's only airport and sealed the borders .

In the twenty years since Ishwari and Ajay fled Kyrat , the rebellion has stagnated , with the Golden Path now fighting for their very existence . As the son of Mohan Ghale , Ajay becomes a symbol for the Golden Path to rally around . After freeing a group of hostages and liberating territory held by Pagan , the Golden Path plan on breaking Pagan 's stranglehold on power by targeting his three regional governors : Paul " De Pleur " Harmon (Travis Willingham) , who oversees opium production and runs Pagan 's torture chambers ; Noore Najjar (Mylène Dinh @-@ Robic) , who runs poaching and prostitution rings and who became a victim of Pagan 's cruelty herself after he kidnapped her family ; and Yuma Lau (Gwendoline Yeo) , Min 's adopted sister and trusted general who is obsessed with uncovering the secrets of the mystical realm of Shangri @-@ La .

However the Golden Path 's newfound momentum is threatened by deep divisions between its commanders , Sabal , who favors traditional values , and Amita (Janina Gavankar) , who argues for progress , which includes relying heavily on drug trade . Ajay is forced to intervene on several occasions , with his decisions influencing the direction the Golden Path takes . The first governor to fall is De Pleur after Noore helps Ajay find a way to infiltrate De Pleur 's stronghold , allowing the rebellion to capture him . Amita and Sabal later task Ajay with confronting and killing Noore . She dies in her fighting arena , either with Ajay killing her , or with Noore committing suicide upon learning Pagan had her family executed years beforehand .

As the Golden Path secures Kyrat 's southern provinces , Ajay is contacted by Willis Huntley (Alain Goulem) , a CIA agent who offers intelligence for the rebels and pages from his father 's diary in exchange for killing Yuma 's lieutenants . After Ajay kills several of them , Huntley admits they were in fact CIA assets , and that he was sent to clean up after the CIA as the agency did not see Pagan as a threat anymore . Huntley betrays Ajay to Pagan just as the Golden Path prepare to push into Northern Kyrat .

Ajay ends up in Yuma 's mountain prison , which he manages to escape from . In the process he finds out that Yuma has started despising Pagan , primarily because of his affections toward Ajay 's late mother . The Golden Path pushes into the north , and while Ajay attempts to reconnect with another faction of the rebels , Pagan , aware of Yuma 's plotting against him , betrays Yuma to the Golden Path . Ajay is drawn into a confrontation with her and prevails , but tensions between Amita and Sabal reach new heights , and Ajay is forced to make a final decision as to who will lead the Golden Path . Whichever leader he chooses then sends Ajay to kill the other to prevent them from starting another civil war , and Ajay can choose to either kill them as ordered or let them go . With the Golden Path now united under a single leader , Ajay joins them for an attack on Pagan 's fortress and pushes on alone to Pagan 's palace while the Golden Path holds off the military .

===== Endings =====

Ajay encounters Pagan , who chastises him for fleeing at the start of the game , claiming that he only ever intended to help Ajay . Pagan offers Ajay a final decision : shoot him now , or listen to him . If Ajay shoots Pagan , the game ends immediately and the credits roll . If Ajay instead chooses to listen , Pagan reveals that Ajay 's father sent Ishwari to spy on Pagan in the early days of the Golden Path . They fell in love and had a daughter together , Lakshmana , which would make her Ajay 's half @-@ sister . Ajay 's father , Mohan Ghale , killed Lakshmana for Ishwari 's betrayal , and Ishwari killed him in turn before leaving the country with the infant Ajay . Pagan shows Ajay to a shrine containing Lakshmana 's ashes , and Ajay places Ishwari 's ashes inside . Pagan then boards a helicopter and departs peacefully , leaving the country in Ajay 's hands .

Ajay can choose to shoot down Pagan 's helicopter as it flies away , killing Pagan in the process . In that case , Pagan 's body can be found in Kyrat next to the downed helicopter . Upon looting Pagan 's corpse , Ajay finds a golden pen with an inscription " For you my love , Ishwari " , and which he can sell for 300 @,@ 000 rupees .

In the aftermath of Pagan 's death or departure , the Golden Path seizes control of Kyrat . If Amita was placed in charge , she begins conscripting children into the group as soldiers to bolster their ranks against the remnants of the Royal Army , and also has her sister Bhadra taken away , " never to come again " , subtly implying she is dead . If Sabal was placed in charge , he brutally executes all of Amita 's supporters and turns Bhadra into Tarun Matara , a religious symbol for the country to rally around . Ajay then has one final choice ; to either kill the Golden Path 's leader or leave them alive .

An Easter egg ending can be found at the beginning of the game . To trigger it , Ajay must simply wait at the dinner table during Darpan 's torture ; Pagan returns shortly and thanks Ajay for being a " gentleman " , and leads him to Lakshmana 's shrine , telling Ajay of his family history before he plants his mother 's ashes at the shrine . After Ajay exits the shrine , Pagan then asks Ajay to join him to " finally shoot some goddamn guns " .

===== Escape from Durgesh Prison =====

Escape from Durgesh is an additional chapter of the story available as downloadable content . It expands upon Ajay 's escape from the Durgesh prison and return to the Golden Path , and on Yuma 's planned insurrection against Pagan Min .

Following Ajay 's escape , he is left stranded in the snow at high altitude where he is rescued by Pagan Min . After tending to Ajay 's wounds , Min leaves him in a tower in Northern Kyrat , as he is unable to return Ajay to the Golden Path directly . He then leaks news of Ajay 's escape to Sabal and Amita , and allows them to secure a Royal Army helicopter so that they can extract him . However , word of this has spread to Yuma , who marshals the forces loyal to her and plans to attack the landing site once Ajay tries to escape . Because of this , Ajay only has a limited window of opportunity to escape , but can buy more time by attacking Yuma 's forces . In exchange for disrupting Yuma 's plans for a coup , Min promises Ajay support and resources at the landing site . After killing Yuma 's lieutenants , disrupting her supply lines , and thwarting her plans to sabotage Min 's communications , Ajay ventures to the landing site where he is forced to fight off Yuma 's attack long enough for the helicopter to power up . With the landing site secured and Yuma 's forces in disarray , Ajay is successfully airlifted out and evacuated back to Southern Kyrat to rejoin the Golden Path , at which point the main story resumes .

===== Valley of the Yetis =====

Valley of the Yetis is a downloadable additional chapter of content which takes place directly after the events of the main game . The plot itself however is not considered canon or a true continuation of the original story .

Following the end of Pagan Min 's rule , Ajay is working with the Golden Path to clean up the last of

the forces loyal to Min . While patrolling an isolated corner of Kyrat , his helicopter is shot down by an unknown assailant . Ajay survives the crash , but awakens to discover that the pilot has been abducted and taken deeper into the valley . Ajay follows him intent on rescue , only to discover that the valley is occupied by an aggressive army . Liberating a relay station in a bid to re-establish contact with the Golden Path , he is forced to fight off wave after wave of attackers whilst being taunted by a voice over the radio . Investigating further , Ajay discovers the army is calling themselves the Disciples of Yalung , and is a cult worshiping a demon from Kyrati mythology . The Disciples have harnessed an evil that permeates the valley to transform their followers into " Awakened " , or yetis , and are amassing their forces to attack Kyrat . Realizing that he cannot return to Kyrat without dealing with the cult , Ajay gradually destroys their ranks before scaling a glacier to find the source of Yalung 's influence . After successfully destroying a tree that provides the Disciples with their power , Ajay is transformed into an Awakened himself .

= = Development = =

The game 's development was led by Ubisoft Montreal , which took over the development of the Far Cry franchise after the release of Far Cry : Instincts in 2005 . Additional development was handled by four other in-house Ubisoft studios , Ubisoft Toronto , Red Storm Entertainment , Ubisoft Shanghai , and Ubisoft Kiev . The Montreal studio worked on the game 's campaign , the Toronto studio worked on the Shangri-La segments of the campaign , Red Storm handled the development of the competitive multiplayer , the Shanghai studio worked on the hunting missions , and the Kiev studio developed the game 's PC version . Development of the game began in late 2012 , after the shipment of Assassin 's Creed III . The game 's creative director is Alex Hutchinson , who had previously worked on Maxis 's Spore as well as Assassin 's Creed III .

When brainstorming ideas for the new Far Cry game , the development team originally planned on developing a direct sequel to Far Cry 3 . The sequel would be set on the same tropical island , would extend upon the protagonist 's story , and would bring back characters , such as Far Cry 3 's secondary antagonist , Vaas . However , after four days , the team found that a sequel was not what they wanted to achieve . As a result , they decided to scrap the idea and build a brand new game with a new setting and a new set of characters . The team adapted a " we want it all " approach , in which they hoped to experiment with all kinds of ideas . Some team members hoped that the game would allow players to fly , which led to the game 's verticality . The game 's director also hoped that players would be able to ride a rampaging elephant , in a place with " exotic mountainsides " and " unique culture " . This led to the concept of a mountainous setting and the introduction of elephants in the game . The developers aimed for players to consider Far Cry 4 a standalone experience , and therefore they avoided bringing back any characters from Far Cry 3 except for Hurk . The decision to bring Hurk back was made because the team thought that they should provide some references to previous games in the series , as all of the games are set in the same universe even though they are not directly related .

Some of the gameplay elements were directly taken from Far Cry 3 . Exotic locations , hunting , and the freedom for players to complete missions through different approaches were maintained in Far Cry 4 . The team hoped that by incorporating and expanding upon these ideas , while introducing new features , they could make Far Cry 4 an evolution for the series . As a result , the size of the game 's outposts became larger and players were given more options to customize their weapons . The team also realized that players spent a lot of time interacting with the open world of Far Cry 3 , and decided to put more effort and resources into the world 's design and add more quests to the game .

The game 's setting , Kyrat , is a fictional country in the Himalayas region . When building Kyrat , the developers merged elements from real-world regions including Nepal and Tibet , but exaggerated those elements . The map 's size is similar to that of Far Cry 3 , but is more dense , diverse , and features more varied environments . The developers hoped that players could experience a sense of exploration when traveling between the different terrains . The team also hoped that the new location could be believable , while remaining interesting for players . As a result

, they created an identity for Kyrat by doing such things as adding different signboards to the game and creating a fictional mythology and religion for Kyrat . The game 's world was also designed to accommodate new features such as the helicopter and the grappling hook . In an effort to make the world feel real , the team added improvements to the design of side @-@ quests . Instead of simply being activities for players to complete , the quests are narrative @-@ driven , which was done to increase the connection between them and the world . In order to increase the credibility of the game 's world , the studio sent a team to Nepal to experience and record the local culture , so that they could bring those ideas back to the studio . According to the developer , the trip changed the game 's design ; the focus shifted from the game 's civil war , which is inspired by the real @-@ world Nepalese Civil War , to developing unique and interesting characters .

One of the game 's most critically acclaimed characters is Pagan Min , the game 's major antagonist . The team hoped that players would be " shocked , amazed and intrigued " by him in every encounter . Min has a complex relationship with the playable character , Ghale , as the team wanted players to guess Min 's intentions and add a layer of mysteriousness to him . The team originally hoped to have a villain that had a " punk @-@ rock mentality " , but the idea was abandoned as the team thought that the concept was not original . The pink costume Min wears throughout the game was inspired by Beat Takeshi , a character from *Brothers* , and Ichi , a character from *Ichi the Killer* . Min is designed to be sadistic yet confident , and the team hired Troy Baker to provide the voice for Min , as they thought that Baker 's voice is charismatic enough to suit Min . According to Baker , Ubisoft gave him a script for the audition but he chose not to follow it , and instead decided to threaten to cut off the face of an assistant using Min 's tone . The interviewer was very pleased with Baker 's performance and decided to sign him for the job . As for Ghale , he was designed to be " thin " , and his backstory was designed to be revealed as players progressed through the game 's story . According to the game 's narrative director , Mark Thompson , Ghale learns the history and culture of Kyrat along with players . The developers also hoped that Ghale could be an accessible character for players .

In hindsight , the team considered the story of *Far Cry 3* " great " , even though they thought that it was separated from the game 's world . In order to increase players ' agency and make the story to feel more connected to the world for players , the team introduced a branching storyline which required players to make choices that would lead to different results and alter the game 's ending . The team hoped that by adding choices , they could add additional depth and meaning to the game 's campaign . Thompson added that they twisted the story of *Far Cry 3* for *Far Cry 4* , and made outsiders the villains instead of the heroes . The team considered it a " risk " , but they wanted to try something different .

For the Shangri @-@ La mission , the team wanted to have a structure similar to *3* 's mushroom missions ; a game within a game . The Shangri @-@ La missions are not related to Kyrat , but play an important role in the game 's narrative . When creating these segments , the team put a lot of emphasis on the use of colors . They hoped that the artistic vision for *Far Cry 4* would not feature any resemblance to other typical shooter games . It was originally designed to be a small open world , but was later converted into a linear experience due to time constraints and huge creative differences between developers . The team later decided to simplify it , and re @-@ imagined it into an " ancient , natural world " . It is made up of five different colors . The main color of Shangri @-@ La is gold ; the developers thought that using gold as the foundation added " warmth " to the dreamland . Meanwhile , red was used heavily to add a sense of strangeness , as well as for establishing a tie to the game 's narrative and story . Orange was used as a color of interaction , while white was used to add purity to the world . Blue is the last of Shangri @-@ La 's main colors , and represents dangers and honor .

Ubisoft promised that *Far Cry 4* would have much more of a multiplayer element than *Far Cry 3* . Some elements that were scrapped for *Far Cry 3* due to time constraints were featured in *Far Cry 4* , such as the " Guns for Hire " co @-@ operative multiplayer mode . Building a co @-@ operative experience was the team 's goal starting from the beginning of the game 's development . Originally intended to be a separate mode , it was later made to be seamlessly integrated into the main campaign . The game 's competitive multiplayer was designed to give players freedom , allowing

players to progress and defeat enemies through a variety of different ways . Red Storm Entertainment also considered players ' feedback from the multiplayer aspect of Far Cry 3 , and decided to include vehicles to the game . The company chose an asymmetrical structure for the match , so that players could have different experiences in different matches , as well as to make matches feel more chaotic . The developers originally planned to feature female playable characters , but the plan was scrapped due to animation problems . Ubisoft announced a ' Keys to Kyrat ' offer for players that owned a copy of the game for the PlayStation 3 or PlayStation 4 . It allows those owners to send out game keys to up to ten other people who do not own a copy of the game . Players who are offered a key can join the person that sent them the key and play the co-op operative mode for two hours .

Cliff Martinez was hired to work on the game 's soundtrack . A two disc edition was released that contained 30 tracks heard in the game , and a deluxe edition was released that contained 15 extra tracks . The album was released just before the release of the game , and received positive reviews . Particular praise was directed towards the usage of traditional Nepalese instruments which , combined with electronic samples , suggested high octane action and mystical wondering .

== Release ==

With Far Cry 3 being a commercial success , Ubisoft considered the Far Cry series one of their most important brands , and they hinted that a sequel was in development in June 2013 . On October 3 , 2013 , Martinez mentioned that he was working on the soundtrack for the game . In March 2014 the game 's setting and features were leaked . The game was officially announced on May 15 , 2014 , and the first gameplay footage was revealed during Electronic Entertainment Expo 2014 . The game 's cover art , which shows the light-skinned Pagan Min resting his hand on a dark-skinned person , caused controversy and accusation of racism . Hutchinson later responded and clarified by saying that Pagan Min is not a white person , and that the other person depicted is not the game 's protagonist . Hutchinson added that the reaction of the community regarding the cover art was " uncomfortable " .

In addition to the standard version , a Limited Edition of the game could be purchased . This edition features additional in-game missions and an Impaler Harpoon Gun . The Limited Edition was a free upgrade for players who pre-ordered the game . A Kyrat Edition was also announced and it contains a collector 's box , a poster , a journal , a map of Kyrat , a figurine of Pagan Min , and the missions from the Limited Edition . Players can also purchase a season pass for the game , which grants them access to additional content , including a new competitive multiplayer mode , a mission called " the Syringe " , the missions from the Limited Edition , and the two other pieces of downloadable content .

A Complete Edition of the game was released in 2015 , containing all purchasable DLC , including the newly released Valley of the Yetis DLC and all other DLC exclusive to specific editions . It is only available for the PC and PS4 in Europe and Asia .

Far Cry 4 was released on November 18 , 2014 in North America , November 20 , 2014 in Europe , and November 21 , 2014 in the UK , for Microsoft Windows , PlayStation 3 , PlayStation 4 , Xbox 360 and Xbox One . The PlayStation 4 , Xbox One and PC versions feature higher visual fidelity , such as having a higher texture resolution and more animal fur . The game was supported by downloadable content upon launch . The first DLC , Escape From Durgesh Prison , featuring a new mission set during the main campaign , was released on January 13 , 2015 . It can be played solo or with another player . The Overrun DLC , which added new maps , a new vehicle , and a new mode to the game 's competitive multiplayer , was released on February 10 , 2015 for the consoles , and February 12 , 2015 for PC . The Hurk Deluxe Pack was released on January 28 , 2015 and added several story missions and weapons . The last downloadable content , Valley of the Yetis , features a new region and new story missions which can be played solo or co-operatively with another player . Valley of the Yetis was released on March 10 , 2015 in North America and March 11 , 2015 in Europe .

= = Reception = =

= = = Critical reception = = =

Far Cry 4 received a positive reception upon release . Aggregating review websites GameRankings and Metacritic gave the Xbox One version 85 @.@ 92 % based on 12 reviews and 82 / 100 based on 14 reviews , respectively . The PlayStation 4 version received 83 @.@ 76 % based on 57 reviews on GameRankings and 85 / 100 based on 83 reviews on Metacritic , and the Microsoft Windows version received 81 @.@ 00 % based on 9 reviews and 80 / 100 based on 17 reviews , respectively .

The game 's story received mixed responses . Chris Carter from Destructoid praised the personality of Ajay Ghale , which is " less in @-@ your @-@ face " than that of Far Cry 3 's protagonist Jason Brody . He also praised the villain , Pagan Min , who he considered took the spotlight every time he appeared in the game . Josh Harmon from Electronic Gaming Monthly thought that the characters in this game had more depth , and that the choices made by players throughout the game were meaningful . Aoife Wilson from Eurogamer thought that the game 's characters were memorable , but was disappointed by the story . Nick Tan , from Game Revolution , also praised Min 's personality , but he complained that the character appeared too seldom in the game . Edwin Evans @-@ Thirlwell , writing for GamesRadar , thought that the story grew tiresome as players progressed , even though some of its characters were interesting . He further criticized the game 's writing , which he thought was lackluster . Mike Splechta from GameZone praised the game 's voice acting and applauded its storyline , calling it satisfying .

The game 's setting received positive responses . Carter thought that the verticality nature of the game 's map created obstacles for players when they were traveling between places . However , he praised the interesting lore and wildlife found within the world , as well as the game 's long draw distance . Harmon had similar comments , praising the game 's graphics and Kyrat 's culture . Harmon thought that the hilly landscape of the game 's world gave players a sense of exploration , and hence made traversal enjoyable . Wilson thought , however , that the game 's setting was not as compelling as the tropical setting of Far Cry 3 . Nevertheless , she praised the Shangri @-@ la section , which she thought had changed the game 's landscape drastically . Matt Bertz from Game Informer praised the game 's setting , which he thought was vibrant , varied and rich . Ludwig Kietzmann from Joystiq praised the content found within the world , and thought that the world itself was absorbing and interesting .

The game 's design also received acclaim . Carter from Destructoid thought that the fortress and the outpost system provided players with a sense of accomplishment and success , and he considered having the freedom to use different ways to approach and complete missions one of the greatest parts of the game . In addition , Carter applauded the game 's driving mechanics and the auto @-@ drive feature , which he considered a significant improvement for the series . However he criticized the upgrade system , which he thought was directly converted from Far Cry 3 and was uninspiring . Electronic Gaming Monthly 's Harmon thought that the introduction of the helicopter was dull . Mitch Dyer , from IGN , praised the game 's economy system , which he thought was satisfying . He added that it gives players motivations to complete side @-@ quests . Justin McElroy of Polygon praised the introduction of the grappling hook and the vertical map @-@ design , which he thought had allowed players to develop strategy before taking action . He also praised the game for allowing players to use multiple approaches towards a single objective .

The game 's multiplayer mode received mixed response . Carter compared the competitive multiplayer to that of Tomb Raider , and called it " skippable " . He considered the co @-@ operative multiplayer a fun addition to the game , but was disappointed by its limitations . He also added that the game would still be a strong title without these multiplayer elements . Bertz from Game Informer also found the multiplayer shallow and poorly @-@ executed . He also criticized the lack of a large player pool and dedicated servers . Evans @-@ Thirlwell of GamesRadar thought that the game 's co @-@ operative multiplayer were fun to play , but the asymmetrical competitive multiplayer was

easy to forget . In contrast , GameZone 's Splechta thought that the competitive multiplayer mode was " a surprise " for him . Dyer echoed similar statement , and he thought that it had successfully captured the scale and freedom offered by both the game 's co @-@ op and campaign .

Harmon thought that Far Cry 4 was an improvement over Far Cry 3 , but he thought that the game felt and played too similarly to Far Cry 3 , and he added that the game was unambitious . Bertz thought that Ubisoft Montreal 's vision for Far Cry 4 is not as bold as its predecessors , and also thought that the experience delivered by Far Cry 4 did not stray far away from Far Cry 3 . Tan also noted that the game 's open world design felt not only similar to Far Cry 3 , but also other Ubisoft franchises like Assassin 's Creed and Watch Dogs . Evans @-@ Thirlwell thought that the experience offered by Far Cry 4 was hollow as it had failed to innovate or reinvent its wheel . Dyer thought that the game was not ambitious , but the experience delivered was still gratifying and rewarding .

== Sales ==

Ubisoft expected the game to sell at least 6 million copies in its first year of release . Far Cry 4 became the fastest @-@ selling game and the most successful launch in the series in the first week of release . Far Cry 4 was the second best selling game in the United Kingdom for all @-@ formats during the week of its release , only behind Grand Theft Auto V. It was also the sixth best selling game in the US according to The NPD Group . As of December 31 , 2014 , the game has shipped 7 million copies .

== Awards ==

The game received the Best Shooter Award from IGN . The game was nominated for Best Artistic Achievement , Best Game Design , Best Music , Best Performer (Troy Baker) , and Best Story at the 11th British Academy Games Awards . At the DICE Awards , it was nominated for Game of the Year , Action Game of the Year , Outstanding Achievement in Sound Design , Outstanding Technical Achievement and Outstanding Achievement in Game Design , and won the award for Outstanding Achievement in Original Music Composition . At the BAFTA Game Awards , Far Cry 4 received five nominations including best game design and best story eventually winning for best music .