

= Crysis 3 =

Crysis 3 is a first @-@ person shooter video game developed by Crytek and published by Electronic Arts for Microsoft Windows , PlayStation 3 , and Xbox 360 . It was released in North America on 19 February 2013 . Officially announced 16 April 2012 , it is the third main installment of the Crysis series , a sequel to the 2011 video game Crysis 2 . The multiplayer portion of the game was developed by Crytek UK .

Set in the year 2047 , the game takes place in New York City , which has been encased in a giant Nanodome created by the corrupt CELL corporation , and turned into a veritable urban rainforest . Crysis 3 's story revolves around Prophet , a Nanosuit holder who is on a quest to take revenge on the Alpha Ceph , the leader of the Ceph alien race , with the help of his former companion , Psycho . The game 's story serves as the end of the Crysis trilogy . Gameplay revolves around the use of the Nanosuit , which grants players a variety of abilities such as being invisible . New features introduced in Crysis 3 include a new Nanosuit ability called " Rip & Throw " , a new compound bow and the " hacking " feature , which allows players to hack into enemies ' equipment and weapons .

The game is set in a post @-@ apocalyptic New York City , in an effort to combine the urban landscape of Crysis 2 and the forest setting of the original Crysis . The game introduces the " Seven Wonders " , with each wonder having its own unique landscape . Due to complaints about Crysis 2 's linearity , the game 's levels were opened up so as to grant players more freedom . The development team also put efforts into creating a more emotional story , and the story 's protagonist , Prophet , was inspired by the lead character of District 9 . The game was developed by a team of 100 people during its 23 months development cycle .

Crysis 3 was met with positive reception after its release . Praise was directed at the game 's level design , visuals and multiplayer , while it was criticised for its story and length . With a budget of \$ 66 million , the game sold 205 @,@ 000 copies in its debut month , and became a commercial failure for Electronic Arts . The game was later included in the The Crysis Trilogy bundle , which was released on February 20 , 2014 .

= = Gameplay = =

Similar to the earlier games in the Crysis series , Crysis 3 is a first @-@ person shooter . Players take control of Prophet as he progresses through New York City to defeat the Ceph , an alien race . Throughout the game , players can slide , sprint , jump and crouch . When encountering enemies , players can defeat them by shooting guns or arrows , throwing explosives like grenades and C4 , or by performing a melee attack . Performing certain movements takes up energy from the Nanosuit , the armor worn by Prophet . Some abilities are not available for players to perform or utilize if the Nanosuit 's energy is too low ; they must wait until energy is refilled . As a result , players are tasked to manage the use of the energy . The game 's artificial intelligence was updated allowing enemies to react more quickly to players ' attacks . Enemies can take cover when attacked , and can deploy strategy to assist and support each other against attacks .

The Nanosuit allows players to identify the threat level , and the weapons held by enemies . Players can tag enemies and items by enabling visor , and can spot enemies using Nano @-@ Vision , which detects the heat of both enemies and allies . Levels are more open @-@ ended than in Crysis 2 . Players are given more freedom , and can choose a gameplay style based on direct confrontation , or a more discreet and stealthy approach , in order to deal with enemies and to complete their objectives . There is no definite way to beat the game 's seven levels . Instead , players can take different alternate routes to reach their objectives . Players can fight against enemies utilizing a wide array of gadgets and weapons , and by using the abilities processed by the Nanosuit . They can utilize an invisibility cloak to evade enemies , prevent themselves from being detected , or to perform silent takedowns . New weapons are introduced in Crysis 3 , such as a compound bow . Players can use the bow while using the cloak . When using other firearms , the cloak is disrupted and can no longer function until it cools down . Arrows can be collected by players after use . Players can hack into enemies ' weapons , one of the game 's new features . In addition ,

players can hack security codes , weapon boxes , Ceph technology , mines , lasers , and sentry turrets , which can all be used to fight against enemies . Players can also upgrade and customize their weapons and Nanosuits . They can change the attachment and ammo types for their weapons . For instance , players can change between explosive arrows and electric arrows for their bow . The Nanosuit can be upgraded by collecting different modules scattered across the world . These upgrades can increase the suit 's properties , and strengthen or unlock new abilities for players as they progress through the game .

Gameplay remains similar when playing the multiplayer mode . Unlike the single @-@ player campaign , when players sprint or boost their armor in the multiplayer mode , it does not take any energy from the nanosuit . There are 8 different modes , each with 12 available maps . In each mode , special weapons with scarce ammo can be found on a map which can be picked up by players . Players can also activate a new Nanosuit ability called Rip and Throw , in which they interact with environmental objects to create obstacles for hostile players and tactical advantages for themselves . A refined kill streak system is introduced in Crysis 3 , allowing players to gain rewards by killing hostile players simultaneously while collecting their dog tag . In addition to traditional multiplayer modes , a new multiplayer mode , the Hunter mode , is featured in the game . It is an asymmetrical multiplayer mode which pits two teams of players , playing as either hunters , or troopers from CELL , against each other . The two classes are equipped with completely different weapons , and defeated troopers respawn as hunters and have to defeat their former teammates . The PC version of the game can accommodate up to 16 players , while the console versions can only support 12 players .

= = Synopsis = =

= = = Setting = = =

Players take on the role of Prophet as he returns to New York in 2047 , 24 years after the events of Crysis 2 . He discovers the city has been encased in a giant Nanodome created by the corrupt CELL corporation . The New York City Liberty Dome is a veritable urban rainforest teeming with overgrown trees , dense swamplands , and raging rivers . Within the Liberty Dome , seven distinct and treacherous environments are known as the Seven Wonders . Prophet is said to be on a " revenge mission " after uncovering the truth behind CELL 's motives for building the quarantined Nanodome .

= = = Plot = = =

After the events of Crysis 2 , Psycho and Prophet travel the world looking for the Alpha Ceph , the ultimate Ceph leader . Prophet and Psycho finally trace the Alpha Ceph in Russia and imprison it . However , shortly afterwards CELL Corporation , now attempting global domination of land and technology , disables Prophet in Siberia and captures all the Nanosuit soldiers , skinning them of their suits to recover the Ceph genetics stored in them . CELL transfers Prophet to a facility to skin him . Locked in a storage device , Prophet is transported by CELL to New York , encased within a giant " Nanodome " . He is saved by a resistance force , led by Claire Fontanelli , as Prophet is the only Nanosuit holder who can stop CELL . Psycho explains to Prophet that during his absence , CELL used Ceph technology to generate unlimited energy , and gained a monopoly over the world 's power supply . Those who could not pay for energy were turned into slaves . The source of CELL 's power generation for the entire world , called System X , is located in now abandoned New York . The resistance group wants System X destroyed to free the world from CELL .

After Psycho and Prophet disable System X 's core , it turns out that it is a system protocol designed to contain the Alpha Ceph . However , the secondary defense protocol was initiated , causing the power facility to self @-@ destruct . The Alpha Ceph , free from containment , opens a wormhole to the Ceph homeland . They plan to send a force to invade Earth through the wormhole .

With the Alpha Ceph no longer dormant , the Ceph coordinator reactivates , and a coordinated Ceph attack ensues . Prophet decides to kill the Alpha Ceph and end the alien threat .

After unlocking his potential ability by removing some neural blocks in his suit , Prophet learns that CELL plans to use Archangel , a satellite @-@ based energy distribution device that can draw power from the world 's power grid , as a directed energy weapon to destroy the Alpha Ceph . Firing it would cause a chain reaction that would destroy Earth . They shut off the weapon before it has enough energy to fire . Prophet , Psycho , and Fontanelli board the VTOL and engage in a massive air battle with Ceph ships , eventually crashing . Fontanelli dies in the process . Psycho , saddened by her death , laments to Prophet that he is powerless because he no longer possesses a Nanosuit . Encouraged to keep fighting , Psycho , now going by his real name , Michael , finds another VTOL to take Prophet to the Ceph .

Michael and Prophet head towards the Alpha Ceph , but are bogged down by the Ceph Master Mind . Prophet finds his way through the Ceph Army hordes and kills the Alpha Ceph which in turn kills all other Ceph troopers in the area . However , they do not have enough time to destroy the Ceph wormhole structure and the beam powering the wormhole pulls Prophet into space . Now in orbit around Earth , Prophet sees a massive Ceph warship coming through the wormhole . Recalling Archangel 's power , Prophet hacks into the satellite and uses it to destroy the warship . The explosion collapses the wormhole and Prophet is pushed back to Earth . He lands in the water near the Lingshan Islands where the events of Crysis took place 27 years earlier .

When Prophet wakes the next morning , he is in an abandoned hut in Lingshan , the same area Nomad initially encountered during the events of Crysis . As the neural blocks are removed from the Nanosuit , the suit 's outer layer is changed to reform Prophet 's former physical body , resurrecting him . He walks out onto the beach and relinquishes his past by throwing his tags into the water . He then decides to use his actual name " Laurence Barnes " from then on .

= = Development = =

Crysis 3 's development began in February 2011 , two months before the release of Crysis 2 . The game 's development was handled by Crytek Frankfurt ; its multiplayer was handled by Crytek UK . Its development budget was significantly smaller than that of Crysis 2 , as resources and manpower were relocated to develop Homefront 2 and Ryse : Son of Rome . As a result , only about 100 people worked on the game during its 23 months development . The game 's budget was about \$ 66 million .

Crysis 2 was criticised for abandoning the island setting of the original Crysis . The studio decided to recreate New York City and set the game in a post @-@ apocalyptic environment . To do this , the company introduced a concept called " Nanodome " , a dome set up by CELL to isolate New York City , which had fallen to ruins over the years . Plants have grown significantly , leading to an environment that is a mix between an urban environment and the jungle setting of the past two games . The decision was made to create this environment as the team wanted to stay away from typical urban war field shown in other games of the same genre . Instead of having a rainforest in the abandoned wasteland , the Nanodome is used to fix the shape of the forest , and Crytek hoped that it would define the atmosphere and the narrative of the game .

The game 's main protagonist is Prophet , a nanosuit holder who had previously appeared in Crysis and Crysis 2 . He returns in Crysis 3 as Crytek considered him as the most complex character who has the longest heritage in the series . When designing him , the team took inspiration from the protagonist of District 9 . Psycho from the original Crysis and Crysis Warhead returns as Prophet 's companion . The game revolves around Prophet attempting to redeem himself by taking revenge after finding his former squad members are dead . The story explores the themes of redemption and revenge as well as the relationship between humans and technology . Mike Read , the game 's producer , summed up the game calling it " human " . Unlike Crysis 2 's protagonist Alcatraz who does not speak throughout the game , Prophet is voiced in Crysis 3 in an effort to deliver more emotional connection . The company made use of performance capture to record actor 's performance , body movements and facial expressions . According to Read , this helps the company

to create a more affecting and emotional story . This was not done in the previous games due to technological limitations .

Unlike the original Crysis , which gives players more freedom to explore , Crysis 2 was criticized for being too linear . As a result , in developing the game 's campaign , Crytek attempted to integrate the two major aspects of the previous installments , the freedom given in the original Crysis and the linearity of Crysis 2 . Despite not being as open as the first half of Crysis , maps are significantly larger in this game than in previous installments . Several linear segments were preserved . Crytek referred to the game 's map as " action bubbles " , which do not necessarily fix players in a small place but allows them to move around freely . Linearity was preserved as developers considered having such segments present could help players to experience " epic " moments and " massive Michael Bay " moments . Crytek hoped that by opening up levels they could give players a sense of control , allowing them to plan and execute strategy . The game 's seven levels were developed simultaneously , and the focus phrases of gameplay , art and optimization of a level was about one to two weeks .

Another theme featured in the game is " hunt " and , as a result , many weapons were built around the concept . The studio wanted to stay away from typical weapon design and did not want a weapon to simply differentiate between Crysis 3 and Crysis 2 . The team aimed to use weapons to create narrative . The game features a compound bow which is reminiscent of a weapon that a hunter often uses . The game 's gameplay is built based on three pillars , access , adapt , and attack . Players are often tasked to do detect , spot , and to learn their enemies ' behaviors and patterns before attacking . With the bow , players are encouraged to play the game stealthily , extending the game 's combat . A new feature called " hacking " was developed . According to Crytek , hacking plays a huge role throughout the game . The game 's combat was also made more fast @-@ paced than that of its predecessors .

One of the major goals in developing Crysis 3 was to " push graphics " , as the company considered that they can effectively assist and drive gameplay and create immersion for the player . The game is powered by CryEngine 3 , Crytek 's proprietary engine . It utilizes some of the newest features of CryEngine 3 , such as volumetric fog shadows , improved dynamic vegetation , dynamic caustics , improved area lighting and diffuse shadows . After Crysis 2 received some criticism from PC gamers because of the design sacrifices made due to the limitations of the older console hardware , Crytek responded that the PC version of Crysis 3 will figuratively " melt down PCs " due to its high system requirements . The PC version of the game required a DirectX 11 compatible video card and operating system . Similar to Crysis 2 , the game is a multi @-@ platform title , and Crytek considered the development of the game 's console version a huge obstacle they had to " rip the engine to pieces " so as to get the game running on console .

The multiplayer portion of the game was created by Crytek UK . It was designed to improve the efficiency of the Nanosuit in an online environment . In an effort to create memorable maps , the team designed routes that can only be discovered after a player 's first playthrough . Crytek UK hoped that this approach would help players to become more immersed in the game 's universe . The Hunter mode , introduced in this game , originated from a TimeSplitters 's Gladiator mode . The decision to make sprint energy separated from the nanosuit energy was due to the development team 's desire to create larger levels , and help players to navigate the map in a faster way .

The game 's music was composed by Borislav Slavov , who had previously led the soundtrack development of Crysis 2 . New music was composed for the game , while some other themes from the past installments were rearranged . The theme of the game 's music is changed so as to fit the game 's post @-@ apocalyptic setting . The game 's music is dynamic and is designed to reflect players ' gameplay style . As a result , when players use a radical approach to complete missions , more exciting background music will be played . In contrast , when players are playing stealthily , the background music will be relatively calmer and quieter .

= = Marketing and release = =

In November 2010 , Nathan Camarillo , an executive producer from Crytek , revealed that the

Crysis series could potentially be a very long @-@ running franchise , as the company considered the series ' universe easy for players to get into and become invested in . He added : " As the franchise grows down the line , there 's no reason it can 't be as big [as Call of Duty] " . The story elements of the game had already been planned in January 2011 . Despite that , Cevat Yerli , Crytek 's CEO , claimed that if Crysis 2 was not a successful title , Crytek would not develop its sequel . In March 2012 , Crytek teased an " absolutely fantastic " project and announced that a full reveal of the game would be held in April 2012 . The game was accidentally revealed by EA on its web store on 11 April 2012 . It was removed immediately from the store but the title was later officially announced on 16 April 2012 . Filmmaker Albert Hughes was commissioned to produce The 7 Wonders of Crysis 3 , a series of six short stylized videos , each of which features a different aspect of the game .

A PC @-@ only closed alpha version of the multiplayer was released to selected Origin users on 31 October 2012 . The test began on 2 November and ended on 9 November 2012 . A public multiplayer beta containing two maps (" Museum " and " Airport ") and two game modes (" Crash Site " and " Hunter ") was available for the Xbox 360 and PlayStation 3 console platforms , as well as for the PC through Origin . The beta was made available on 29 January 2013 and ended on 12 February 2013 . Crytek and EA announced that 3 million people participated in the beta .

Crysis 3 was released worldwide on 19 February 2013 in the US and 21 February 2013 in the UK for Microsoft Windows , PlayStation 3 , and Xbox 360 . The Wii U version was cancelled after relations between Nintendo and EA became troubled . The Hunter Edition , which features exclusive in @-@ game items , and early access to the compound bow in the multiplayer portion of the game , was released alongside the game . Players who had pre @-@ ordered the game could also get the original Crysis for free . On 4 March 2015 , the game was made available for Android via Nvidia Shield . The Crysis Trilogy bundle was released on 20 February 2014 consisting of the original , the Deluxe Edition of Crysis , along with other games in the series .

On 30 May 2013 , Electronic Arts announced The Lost Island downloadable content (DLC) . The multiplayer @-@ only DLC includes two weapons , four maps , and two competitive multiplayer modes called " Frenzy " and " Possession " . The downloadable content was released worldwide on 4 July 2013 for Microsoft Windows , PlayStation 3 , and Xbox 360 .

= = Reception = =

Crysis 3 has received generally positive reviews from critics . Aggregating review websites Metacritic rated the Xbox 360 version 76 / 100 , the PlayStation 3 version 77 / 100 and the PC version 76 / 100 .

The visuals and graphics of the game were widely praised by reviewers . Christian Donlan of Eurogamer praised the game 's stable frame rate . Furthermore , he considered the game 's environmental design " artful " . Matthew Rorie of GameSpy thought that the game was visually stunning . He applauded the team at Crytek for creating an environment that is " both inhospitable and queerly beautiful " . Matt Bertz of Game Informer praised the visuals powered by CryEngine , and considered the game one of the best @-@ looking games ever created . He especially praised its realistic environments , water effects , and character facial animation . Kevin VanOrd of GameSpot also praised the mix of the decayed urban environment and the rainforest , saying that it made the game striking to look at .

The game 's design was praised by various reviewers . Donlan considered the game 's support of stealth a welcoming addition , despite calling the game 's last level a forgettable experience . Rorie praised the game 's map design ; he opined that the opened @-@ up levels encourage exploration . Bertz considered the game 's world had successfully captured a balance between the settings of its predecessors , and that the larger levels allowed players to deploy strategy before performing attacks . He added that some of the best missions were featured in the later stages of the game . Tristan Ogilvie of IGN thought that the control was almost perfect , despite criticizing the clumsy control of several segments which require players to control vehicles . VanOrd criticized the game for being too easy for players to play .

The game 's online multiplayer received positive reviews from critics . Josh Harmon of Electronic Gaming Monthly thought that the game 's multiplayer was better than the campaign , and that it made the overall experience more enjoyable . Donlan praised the Hunter mode ; he believed that it had delivered a tense experience . Bertz echoed similar thoughts , but felt that the mode 's appeal was not as good as typical modes like Domination . As well , he criticized the multiplayer 's respawn system and terrain @-@ design . Lorenzo Voloria of GamesRadar thought that some of the game modes were unique and entertaining , despite noting some technical issues . Michael Rougeau of Complex criticized the Hunter mode , calling it " unbalanced " . He furthered criticized the game for lacking a co @-@ operative multiplayer mode . David Hinkle of Joystiq also noted some design errors in the Hunter mode .

The story was not so well received by critics compared to the game 's other aspects . Harmon thought that several emotional segments of the game failed to deliver , as well as criticizing the forgettable storyline and plot twists . Despite that , he praised the game 's finale and considered that it brought a proper closure to the Crysis trilogy . In contrast , Donlan commented that it was not quite the conclusion the series deserved . Rorie thought that the story was more mature than its predecessors , despite having a relatively weak start and short length of about six hours . Bertz opined that the story was the most cohesive of the titles in the series . Voloria , however , criticized the game 's narrative ; she added that it was uninspiring due to the lack of character development and interesting dialogue . In contrast , Ogilvie thought that the game 's dialogue and voice @-@ acting were excellent , citing the game 's relateable characters that its predecessors failed to achieve . He considered the game 's storytelling a massive improvement for the series .

Many reviewers considered Crysis 3 was an evolution of the series instead of a groundbreaking revolution . Rorie criticized the game for being unambitious , and that despite the game 's overall refinements , it had not strayed far enough from its predecessors . He concluded that Crysis 3 did not achieve the revolution brought by the original Crysis . Voloria thought that the title failed to bring any new element to the genre , but the overall experience delivered by the game was still satisfying . Evan Lahti of PC Gamer commented that the game did not surprise players , and that the title presented a feeling of Crysis 2 : Episode 2 instead of a proper sequel .

= = = Sales = = =

During its debut release week and the next , Crysis 3 was the best @-@ selling retail game in the UK closely followed by Metal Gear Rising : Revengeance . It sold 205 @,@ 000 copies in 12 days in North America during its debut month . The title , along with Dead Space 3 , another EA title that was released in the same month , failed to meet the company 's sales expectations . Cevat Yerli , Crytek 's CEO , was also disappointed by the sales of Crysis 3 . Nevertheless , he considered Crysis 3 the best game the studio had produced so far .

= = Future = =

With Crysis 3 being the end of the Crysis trilogy , Crytek teased that the series would have a " radical future " . Yerli confirmed that the next installment would not be called Crysis 4 , as he considered such a title " misleading " . On 12 June 2012 , it was revealed that Crytek would focus only on free @-@ to @-@ play titles following the release of Crysis 3 .