

BUG REPORT — Far Cry 6 (PC) — Missing Voice Lines / Audio Not Playing

Type of Bug:

Gameplay / Audio — *Missing Voice Acting Lines*

Game Mode:

Solo / Story Progression

Issue Summary

Certain voice acting lines fail to play during key dialogues. Character lip movement and subtitles appear, but no audio is produced for specific lines.

The issue is first encountered when entering **Clara's camp** early in the game. Two separate lines fail to play:

1. A soldier's line referencing Lita ("What would Lita think about that?")
2. Clara's final line after handing over the FAL rifle

All other audio functions normally, including environment sounds, music, and most dialogue.

Platform / System Info

- **Platform:** PC (Epic Games Store)
 - **CPU:** Intel i9-9900K
 - **GPU:** NVIDIA RTX 2080 Ti
 - **Audio Setup:** Marantz AVR, 7.1 surround
 - **Reproducibility:** Low — seen in specific scenes only
 - **Other audio:** Fully functional; issue isolated to specific dialogues
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Reproduction Steps

1. Start a new game and progress until after the beach sequence.
2. Enter **Clara's camp** (first resistance camp).

3. Approach the soldier who talks about Lita.
 4. Observe lip movement + subtitles with **no audio**.
 5. Continue the cutscene where Clara gives the FAL rifle.
 6. Observe her **final line** missing audio.
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Expected Result

- All NPC dialogue lines should play correctly during cutscenes and in-world interactions.
 - Lip sync, subtitles, and voice audio should all match.
 - No missing audio during scripted story sequences.
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Actual Result

- NPC lips move and subtitles appear, but **the voice line is completely missing**.
 - Occurs with at least two consecutive lines in Clara's camp.
 - No stutter or glitch — audio simply never plays.
 - Rest of the audio environment is entirely normal.
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Severity:

Low

Gameplay is not blocked, but story immersion and narrative clarity are affected.

Environment

No audio issues in opening sequence or boat escape

- Only occurred in Clara's camp
 - Reaching Level 9 with **no further missing voice lines**, indicating this issue may be scene-specific or pre-scripted cutscene related
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Possible Root Causes (Hypothesis)

- Audio event not triggered due to:
 - Incorrect event call in script

- Corrupt or missing audio file for specific localized dialogue
 - Audio channel routing conflict in 7.1 setup
 - Clip not loaded into memory during cutscene
 - Audio mixing path prioritizing other channels
 - Bug isolated to early game dialogue tree
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Recommended Fixes

- Verify audio event triggers for Clara's early camp cutscene
 - Test the scene with:
 - Stereo
 - 5.1
 - 7.1
 - Headphones
 - Re-encode missing dialogue clips
 - Validate audio files for corruption or missing localization branches
 - Add fallback audio trigger if primary event fails
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Workarounds (User Side)

- Not guaranteed, but user may attempt:
 - Switching audio from 7.1 → Stereo
 - Restarting the mission
 - Verifying game files
 - Updating drivers