

### 1: Far Cry 2 Walkthrough - GameSpot

*Edit* Welcome to the Far Cry 2 wiki guide. Return to the lush environments of the FarCry series, this time somewhere in the middle of war-torn Africa. Anything goes in this open-ended game, but a.

The hero, Far Cry Dude, arrives at the town only to succumb to a bout of malaria. Before he can get out of bed, he meets the Jackal, who shows up to mumble off a bit and then vanishes just as fighting erupts in the streets outside. Follow the tutorial prompts and exit the building. Fight through the streets as much as possible. Getting wasted at this point is okay, because this is a part of the story. Follow more tutorial prompts for performing first-aid treatment and for saving. Take the assault rifle and the flamethrower on the table, and use the first-aid kit on the wall. Outside the building, open the hood of the yellow car and fix it. Using the car, drive south to the safe house marked on the map. Be sure to park the car at a good place. Kill the two or so enemies there to seize control of the safe house. Go into the building, and follow the sleep tutorial. Get back to the car, and drive south to the marked spot. Again, leave the car at a good spot. Continue on foot to the high mountain road that overlooks the camp below. While viewing the map, use the monocular by pressing the Iron Sights Button. Sneak or fight into the compound. Follow the marker on the map to find the right building. There is a hole in the fence on the west side that can be used to sneak inside the place. Inside the building, open the bolted wooden door to a storage closet to free the hostage. Get back to the car, and drive all the way back to the slaughterhouse. When the map is out, look for the small green light on the radar unit. If a diamond case is nearby, the light will blink. If the case is directly ahead, the light will remain solid. If the case is very close nearby, a low pulsing noise will also sound out. Complete the diamond-searching tutorial by finding the first diamond case worth 10 diamonds inside a train car, just outside the slaughterhouse.

### 2: Far Cry Walkthrough - GameSpot

*Far Cry 2 Game Guide " the best open world game since GTA IV" You will find here description of available weapons and walkthroughs of the all mission from UFL and APR.*

Far Cry 2 Walkthrough - Tutorial Missions by: Michael Hartman ; updated: The tutorial missions are important to get a feel for the game and find your way around. Welcome to the first part of our Far Cry 2 guide, which should provide just the above: In this part we will go through some of the tutorial missions and what weapons and routes work best for them. If you need info on weapons, please look at the articles on primary and secondary weapons. You then find yourself in a dark room, with the Jackal making some speech about being in charge of everything: You need to escape the town of Pala first, but eventually you will collapse from malaria or be shot and will wake up to one of the tutorial missions. Where you collapse determines the mission you undertake. Lumber Camp is effectively unlocked by collapsing in the north-east section. The game will go through various tutorials which should be rather easy, such as repairing your car, acquiring your first safe-house and healing. The safe-house is not particularly difficult manned by two smugglers only , after which you will go onto the proper mission. Remember that cover is important as is recon work, which the game will tell you about. Descend the hill, taking cover and using an MG to assault. Be aware that enemies will come to you so stay covered always. Pick up any health kits and ammo then move to the hut where you will free your first buddy, a great asset in coming faction missions. If you are stealth inclined instead, make sure it is night-time and the guards are out of range of the hut they do move around. This mission is almost exactly like Pit Fighter, which is unlocked by collapsing north-west, and which is not covered in our Far Cry 2 guide since it is exactly the same procedure. Arturo Quiapo gives you the mission to grab your first safe house situated north of here. You can also use the barrels to get rid of guards, shoot them and they will explode taking out whoever is nearby. The tutorial missions are pretty much similar, if not exact copies of each other as in the case of Pit Fighter and Slaughterhouse, so you should have little trouble: Here Walton Purefoy instructs you to do much the same as Joaquin Carbonell Lumber camp mission and acquire your first safe house. It is in the same location as the lumber-camp mission safehouse. After which you will undertake a rescue mission by the fresh fish marked on your map. You can also use barrels as your explosive here; take out the guards one by one and rescue your first buddy to progress. This concludes the tutorial missions for our Far cry 2 guide. Read the next chapter for the first UFL mission. If you are stuck and overwhelmed look at this Far Cry 2 guide for help.

**3: Far Cry 2 - pc - Walkthrough and Guide - Page 1 - GameSpy**

*OBJECTIVE // Get out of the town. The hero, Far Cry Dude, arrives at the town only to succumb to a bout of malaria. Before he can get out of bed, he meets the Jackal, who shows up to mumble off a.*

The automatic firing method sprays bullets at your target, and although it may not seem like it when you first pick it up, the M4 is among the most accurate automatic weapons in the game when you need to unload a clip. Using it while lying prone will make your single-fire mode the next best thing to a sniper rifle during the first few levels of the game. P90 SMG There are few weapons that retain their usefulness throughout the entire game, but the P90 may indeed be one of them. The differences between the P90 and the M4 become apparent as soon as you pick one up; the P90 has a greater rate of fire, but a much greater spread, making it accurate only at short range. The main drawback, besides accuracy, is that you burn through your round clip very quickly. As such, the P90 is best used as a way to weaken enemy forces at the beginning of a firefight before switching over to an M4 or another assault weapon. MP5 SMG Although Jack is generally well and able to take on multiple opponents, occasionally discretion actually is the better part of valor, and not attracting the attention of a dozen mercs may be desirable. The MP5 is useful in these situations, as its silenced muzzle makes only a soft clicking sound when fired, thus letting you shoot away without having every soldier in the area immediately homing in on your location. Like the M4, it can switch between automatic fire and single-shot for greater accuracy, with the latter being an excellent way of nabbing stealthy headshots. Sniper Rifle Even at 18x zoom, getting a headshot at long range is difficult. Go for the body if your target is unarmored. Kneeling reduces the effects of drift, but not enough to make sniping reliable, while firing while standing is essentially impossible, given the way your viewpoint shakes. So, lie prone, and zoom in as close as you can get to the target. This really only works at extremely long distances, however; rockets tend to be noisy, so when you fire one, you can expect every hostile in the area to start looking around. A rocket that misses high will likely impact something well behind your target, but if you aim at their feet, the rocket will detonate next to your opponent every time. Jackhammer Shotgun As with the P90, the Jackhammer chews through its ammo with a vengeance, but it also manages to drop close-range targets very quickly. Even though it has more potential killing power in a single shot than any other weapon, save perhaps the rocket launcher, the ten-round clip severely hinders the usefulness of the Jackhammer. You can use it like the P90, and attempt to take down a target or two before switching weapons, but the delay between rounds is great enough to open yourself up to return fire, whereas the P90 will generally hit an enemy often enough to stun them until they die. Choosing between the two is a matter of taste and available ammo, but either one is an excellent choice for close-range combat until you run into a machinegun late in the game. Unlike the M4, it has no single-fire mode, but it makes up for this with the inclusion of a two-level scope, with a maximum zoom of 4x, which will generally take you past its usable range anyway. Machinegun When you absolutely have to kill everyone in a room, the machinegun is going to be your weapon of choice. Even though it uses the same ammo as the various assault rifles, the machinegun packs a much greater punch than any of them, being able to drop even fully-armored foes with relative ease. The power of the weapon also pays dividends in its ability to lock enemies into their stun animation, preventing them from returning fire. Your standard explosive grenade, good for bouncing off of walls into rooms where you suspect enemies await. Not terrifically powerful, but good for wounding enemies before you finish them off. Smoke is especially useful in interior fighting, where they can help you cover your approach down a long corridor, or allow you to pierce the fog with your night vision goggles so that you can open fire unperturbed. Stationary Weapons Stationary weapons are found in most every level; all you need to do to use them is kill off any defenders, step behind the weapon, and use it like you would a vehicle. These weapons have infinite ammo, so feel free to fire until nothing moves. The interface is about as user-friendly as they come: The minigun is essentially an even higher-speed machinegun; it puts a whole mess of lead into the air, and will take down most any target with two seconds or so of sustained fire. In addition to its tracking capabilities, the binoculars also possess a directional mike that will let you pick up sounds and conversations. In the often-dim interiors of buildings, soldiers can sometimes blend into the

background and become difficult to distinguish quickly, but when your CryVision goggles are activated, the night vision renders everything in gray, while the heatvision turns your enemies a bright red color, thus providing instant contrast. What gives the CryVision goggles that extra kick is their universal applicability; you can use them in conjunction with binoculars, scopes, or even while driving in a vehicle. If you do find yourself forced to drive a vehicle near a group of enemies, take advantage of the situation and try to run them down. Mercs and mutants alike are united in their displeasure at getting run over; this will kill most mercs on contact, while the bigger mutants, like Fat Boys, will usually survive, but will still take a lot of damage. Note that you can disengage from the patrol boat by pressing your Use key and fire your handheld weapons from it, if you wish. The bobbing of the craft in the water makes sniping from it, with any weapon, almost impossible, however, but you can use your binoculars to get an eye on where distant enemies are before blasting them with rockets. Although not as maneuverable or as speedy as the Buggy, the 4WD is a bit tougher, and provides you with much greater protection from armed assault. The inclusion of a rocket launcher is a big plus; its pinpoint accuracy will let you kill off mercs from insane distances, so long as you can actually spot them. As with the patrol boat, it helps quite a bit to periodically get out of the car, use your binoculars to scout the road ahead, and use your findings to blast off a few rockets. You only have thirty rounds at your disposal, but in most cases, this will be sufficient to outlast the working lifetime of the truck. Big Truck Speaking of trucks, the big truck is seen in only a few spots in the entire game. Although its wide body makes it ideal for running down foes, it takes forever to get a head of steam with this truck, and it has no armament at all. Forklift The forklift pretty much tops the list of vehicles to avoid. You can still fire weapons while suspended in mid-air, but the speed of your flight will send your accuracy plummeting. Glider trips are generally a one-way ticket to the ground, albeit a slow one. Landing ten feet out from the waterline on a beach will send your femurs through your brain, as will landing on any solid surface, but if you can spot where the water suddenly drops off, feel free to hit your Use key and fall into the drink. Cargo Chopper Achieving mobility on a system of islands like the one in Far Cry is apparently a tough task, and although the mercs apparently have a nigh-endless series of boats at their disposal, the most pressing situations will force them to bring out the cargo chopper. Enemies One of the hallmarks of classic FPS games, such as Wolfenstein, Doom, and Half-Life, is the conscious design choice to allow groups of enemies to attack each other. As in Half-Life, Far Cry features both groups of soldiers and groups of Aside from their taste in music, that is; their stereos issue nothing but non-stop atonal percussion. Gone are the days of sniping a soldier, only to watch all of his friends eventually settle down and start resuming their patrols, often stepping over the corpse in the process. Lastly, they communicate with each other like the professionals that they are; if you come upon an outrider on the edge of a mercenary camp, you can expect him to call in reinforcements if he spots you, whether or not you open fire on him. These mercs are easy pickings as they run up this hill. The basic routine is to take down an exposed target with a sniper rifle or zoomed assault rifle, which will alert the rest of the nearby mercs to your presence. These come in two varieties, large and small, but both are equally deadly, mostly due to their speed and incredible jumping prowess. Obviously enough, you want to keep Tridgens as far away from you as possible. This generally means that extremely close-range weapons, like the Jackhammer, will have to be switched out for your assault rifle when dealing with them; just go full-auto at their heads and they will eventually drop. Locusts Your nightvision will help you track the movements of the Locusts that you encounter. Your assault rifle will be your tool of choice; activate your CryVision goggles when you spot one, to better follow its movements, and fire away when it comes to a stop. Spectres Any decent army has to have special operations troops, and Krieger apparently had the Spectres specially designed for this role. If possible, strafe back and forth from around a corner to avoid rockets, while getting intermittent shots to the head in. Unfortunately, Fat Boys are highly resistant to explosives, meaning that attempting to use your own rockets is generally futile, unless you can spare six or seven rockets per target. Mounted miniguns are, of course, ideal weapons to use, but you will have to disengage and strafe away from rockets, lest you get turned into Carver pudding. Basic Combat Tips Far Cry is very much a first-person shooter, but the technological implementation of long view distances has an impact on the gameplay that makes the outdoor levels the first of their kind. All of these groups will generally see you before their compatriots do. This can often make the difference between ambushing an

opponent and getting ambushed yourself. You can often use this to your advantage by luring your targets towards your position with a volley of bullets, then taking them down with an automatic weapon as they close in. The roof will cave in behind you as soon as you enter the passage nearby. Listen to his advice whenever his voice pops up. If you walk along the mountain to your left, and keep an eye on your stealth meter, you should be able to walk behind one of the other buildings and get to it unmolested, but keep your gun handy. Enter the building from the southwest side, near the Explosives sign, and your new weapon will be waiting for you on a shelf. Grab it and the ammo on the crate nearby, and you should be ready to take down the mercenaries elsewhere in the makeshift village. The M4 on auto-fire can make short work of any of these guys, but try to aim at their heads for one-shot kills. If you just start firing wildly, you may find yourself taking bullets through the wall; you are in a wooden hut, after all. At any rate, kill everyone and take the ammo from their weapons. Check the other huts for a machete and other assorted items, then head on. Go to the Hut on the Hill to find binoculars Move out from the huts towards the objective on your radar. The pistol is a light weapon, meaning that it has a negligible effect on how quickly you can walk, while the M4 is a bit heavier, and will slow you down while you have it activated.

### 4: Far Cry 2 Guide - Training Before the Faction Missions

*Welcome to the Far Cry 2 Survival Guide - a website focused on everything within the single-player portion of Far Cry 2 - a first-person shooter developed and published by Ubisoft. The website was built with focus on the PC version, but I reckon that a lot of the information should carry over to the console versions of the game.*

Like d this FAQ? Click above to Recommend it to other users! Only applicable at GameFAQs. Among those are some updates for the tape recordings, and yet another mail that explains that the outcome in Leboa-Sako is not equivalent to my original findings. So, for now, take that with a grain of salt. Q chapter as well for all your questions that you might otherwise mail me. In the same chapter, closeup areas will be mapped in a similar way, showing the locations of mission targets and collectables. And that pretty much finishes this walkthrough. But, by all means, if you think you have a nice idea to add to this guide, feel free to drop me an e-mail! If you need it in the meantime, mail me! For everyone having found a way to do the final two buddy missions â€” please stop mailing me. I know it is possible, but doing so would require a very specific strategy killing your best buddy at a cer- tain point in the game, etc. Finally, everyone, keep sending emails, as I enjoy reading more and more tips. June 4th â€” Version 2. Big thanks to James for finding out! This walkthrough is a long way from being finished, though, so keep checking back for updates. May 12th â€” Version 2. This update contains the finished walkthrough, so from the beginning from Bowa-Seko all the way to the end. In a future update, I will complete the mission list, but there will probably be some small up- dates in between. In the coming few days, I will also release maps of both districts containing the location of all of the diamond cases, with the codes in this walkthrough labeled next to it. It should appear on GameFAQs. March 26th â€” Version 1. March 1st â€” Version 1. Quickly updated it to prevent confusion in the future. February 25th â€” Version 1. The diamond list in particular has improved a lot. The Mission List will be updated next update. February 22nd â€” Version 1. Finished the walkthrough until the end of the first district Leboa-Sako. Mission list will be completed in the next update. Which means that this guide will contain a fairly large amount of grammatical and spelling errors. If you see an error somewhere in this dump, send the information to me e-mail is at the top of the page , and I will correct it as soon as possible. Of course, any other error you see in here, you can always mail it to me. If you send a mail, your subject should contain: This FAQ does not contain a mission list, i. This FAQ is far from perfect. Otherwise, I hope you will enjoy using the guide as much as I did making it. Please note that these controls are the basic controls for the game, and they can be changed to your liking. When you crouch while sprinting, you will slide forward for a short time. Otherwise, you will use a Sirette. You can also use the mouse wheel to scroll through the weapons. The most common way, of course, is to walk. You can sprint for a short time, but you will eventually get tired. Therefore, sprinting is most commonly used to flee, or to find cover. While sprinting, you can press the Crouch button C to slide for a short time. You can use this to quickly duck behind something. Crouching is also very important. Crouching should be a standard when approaching enemy territory. The first 3 bars are practically the same. When your health hits the last bar, you are in a serious condition. When pressing H, your character will perform an action to improve his condition. After that, your health will be back to 2 bars. When you are not being shot, your health will get up to the bar where your health is currently in. If you want to heal completely, press H to use a sirette. You have a limited supply of sirettes, but this supply can be increased by buying upgrades. To refill your supply, you can use medical kits scattered around the world. Mobile medkits which you can pick up give you 1, 2 or 3 sirettes, depending on the difficulty. Large medkits hanging on the wall will max out your sirettes. You can also use bottles of water to replenish health. Malaria At the beginning of the game, your character will contract malaria. This annoying sickness will bug you for the entire game. At random points throughout the game, your character will get dizzy, and starts shaking. This is the time to use malaria pills. Press H to use one. Malaria pills can be acquired through underground missions. When your supply of pills is almost empty at fixed points in the game , your logbook will indicate this on the Mission section. You can also press F5 to quick-save, and press F9 to quick-load. Quicksaving, or saving without using a save box or bed is not possible with the PS3 and Xbox versions of the game. Three of them are completed through the main

mission, but the rest are awaiting your rescue at certain areas. In the main mission, you will acquire your best and second-best buddy. Your best buddy will call you whenever you receive a Primary mission. He will ask you to meet him at a safehouse. Once there, he will propose a better option to complete the mission. You can choose to follow this option or not, but it will affect your history with him, and sometimes your reputation. The moment your health bar reaches zero, there is a high chance that you will be brought back to conscience by a buddy. On higher difficulties, he can only do this once, after which you have to redeploy him by meeting him at one of your safe houses. When he rescues you, you will watch a scene where he carries you to a safe place. After that he defends you so you have time to reach consciousness again. When you fight alongside your buddy, there is a chance they fall in battle. This is to locate him quickly. When your buddy is wounded on the ground, you can interact with him. You then have various options. You can heal him by using one of your sires provided you have one, or, when you have no more sires, you can shoot him to free him of his pain. You can also abandon him to let him die. Always watch out, because these buddies might save your life someday. In Far Cry 2, weapons can break when overused. However, over time especially in battle it will degrade, gathering mud and even rust. This might lead to malfunctioning, jamming, and, in the end, exploding. When you see mud on your weapon, you should replace it as fast as possible. If not, it will eventually start to rust. As it degrades over time, the weapon will start jamming while shooting or reloading. When it jams, press the Reload button to unjam it. This wastes valuable time, however. Eventually, if you hold on to a rusty weapon, it might explode or break. Picked-up weapons are always in bad condition, so you should hold on to your own weapons. Buying weapons will be your main expenditure. You can buy weapons at the weapon store. Weapons are unlocked through missions from the arms dealers. Once you bought a weapon, you can always grab it from the armory, which is located next to a weapon store.

## 5: Far Cry 2 Cheats, Codes, Cheat Codes, Walkthrough, Guide, FAQ, Unlockables for Xbox

*Far Cry 2 features a collection of solo and team multiplayer modes, including deathmatch, team deathmatch, capture the diamond (basically capture the flag), and uprising, which is similar to other.*

Drive southeast along the road and past a couple guard stations. Enter the next map from the road furthest to the east. Go past the cell tower and safe house. Follow the river south just past the guard station. Explore the eastern side close to the mountain. You will find a small alcove marked with a red barrel. A golden AK is directly behind it. Take the bus to the northeast station. Drive through the Crash Site and west onto the next map section. Go west past Sediko. Connect with the road, and follow it west. Continue along this road until you reach the wishbone-like fork at the end. Go left toward the southern side, and reach the dot on the map at the end. It is a small outpost, which may contain enemies. Find the hang glider on the cliff. Look over the cliff to see a golden AK just below. After going through the Heart of Darkness, go south from the nearest safe house. As you move east toward the swamp, find a tree that has fallen over. It connects the northern and southern sides of the passage. Walk across the tree. A golden AK is at the top.

**Jackal job** When you do the job for the Jackal, be careful. If you do the mission with the blue square on it first, you will have to face all your past and present friends for a big showdown. Do not believe them when they say they have your back.

**Jackal choices** When going for the Jackal after you have completed the mission with the blue square on it, you must go to a shack where he is hiding. When you get into the shack, he will give you two choices. You can either take the diamonds or the car battery. If you take the diamonds, he tells you to take them and bribe the commander or take the car battery and fix the explosives. However, if you take the diamonds, be careful with the large hole in the middle. If you drop in, you will not be able to get out.

**Jackal tape locations** Tapes 1 through 8 can be found at these locations in Leboa-Sako Northern District: Tapes 9 through 16 can be found at these locations in Bowa-Seko Southern District: You have already been paid in full and will come back to the original mission afterwards.

**Pass through walls** Note: This glitch requires an unpatched version of the game. Go up to a thin wall. Face directly at the wall, then take out your mortar. Rotate degrees, and you should be on the other side of the wall. You can use this glitch to get to many previously unreachable locations.

**Vice City reference** At the main menu, select the map editor. Look for an item called "Checkpoint". Place the one that has a square sign and is closed off. The sign reads "No Trespassing! Violators Will Be Shot. Survivors Will Be Shot Again."

**Achievements** Accomplish the indicated achievement to get the corresponding number of Gamerscore points:

- Wages of Conflict 10 points: Acquire all conflict diamonds in the game available through payment or exploration.
- Making friends 10 points: Save a Buddy from captivity.
- The best laid plans 10 points: Work with a Buddy to subvert a mission offered by a faction.
- Investigative Reporter 10 points: Complete all the available Underground side-quests in both the North and the South.
- Unlock new weapons by hitting a Convoy.
- On the run 10 points: Down but not out
- 10 points: Escape to Bowa-Seko - the Southern Territory.
- Weapon Specialist 10 points: Purchase the manuals and acquire the bandolier for one weapon.
- Deliver stamped travel documents to the Underground in exchange for medicine.
- Complete a Mission intercepted from a cellular tower signal.
- Dawa ya moto ni moto 20 points: Break the ceasefire and reignite the conflict.
- Lent a hand 20 points: Complete a Buddy side quest.
- Out of the frying pan Get rescued by a Buddy.
- Dr Livingston, I presume 20 points: Enter every 1 square kilometer map region of the world.
- Pulitzer material 20 points: Weapons Expert 20 points: Purchase the manuals and acquire the bandoliers for every weapon.
- Switch sides in Leboa-Sako - the Northern Territory.
- Switch sides in Bowa-Seko - the Southern Territory.
- Unlock all weapons by hitting every Convoy.
- Prison escape 20 points: Escape torture at the old slave outpost.
- Last man standing 30 points: Wipe out the senior leadership of both Factions and determine who will be the new Warlords.
- Save a Buddy from a mortal wound.
- The third faction 30 points: Rescue all the Buddies from their respective predicaments.
- Subvert all the main faction missions in Leboa-Sako - the Northern Territory.
- Cold Blooded 30 points: Subvert all the main faction missions in Bowa-Seko - the Southern Territory.
- Utility Man 30 points: Complete all Missions intercepted from cellular tower signals.
- Good night sweet prince 40 points: Comfort a Buddy and ease his passing.
- Heart of Darkness 40 points: Enter the Heart of Darkness. Resolve your conflict

with the Jackal to facilitate the exodus. First Response Team 10 points: Get highest revives count in a ranked match. Hired Gun 20 points: Reach Rank 5 Ranked Match. Superior Captain 10 points: Win a round as the Captain in Uprising mode Ranked Match.

## 6: The Far Cry 2 Survival Guide - Primary Missions

*Far Cry 2 (FC2) FULL Walkthrough Gameplay Part 1 Longplay No Commentary/Without Commentary p 60fps Ultra Settings PC. Includes all Cutscenes, Gameplay, Boss Fights, Ending.*

Get the latest news and videos for this game daily, no spam, no fuss. This GameSpot Far Cry 2 game guide includes: Check here for some vital strategies before exploring the Far Cry 2 world. As your malaria sickness grows, complete the underground missions to get medicine. Complete the optional arms dealer missions to unlock more powerful weapons. This section provides tips on completing all of the optional assassination missions. Jackal Tapes and Golden AKs: Get locations for Jackal Tapes and Golden AKs located in both the northern and southern districts. Look here for tips on each multiplayer class and tips for effective combat, team organization, and offensive and defensive strategy. Increase your gamer score by unlocking these Xbox achievements. This table reveals the Far Cry 2 trophies on the PlayStation 3. The world of Far Cry 2 is vast and there are dangers on nearly every road. Effective balance of weaponry, tactics, and driving ability can elevate mission success. As you learn during the tutorial mission, there are diamond briefcases spread all over the world. In fact, when you open up the map, the number of diamond briefcases on the current map section appears on the upper left corner of the screen. You can do this by visiting the weapon shop whenever you do not have another mission active. He can offer you a mission; complete it and you unlock a set of weapons for purchase. Check the Arms Dealer Missions section of this guide for tips on completing each one as well as list of the weapons unlocked. First, aim for the head! Enemies go down much faster when they are shot in the head. Second, fire your assault rifles or sub machine guns in short, controlled bursts. Aim for the head and fire in bursts for maximum accuracy. And finally one specifically to Far Cry 2: The Far Cry 2 world is huge. Driving a vehicle from mission to mission can be exhausting not to mention dangerous-there are enemy patrols everywhere! Unless you are eager to wage war, take advantage of the bus system. Many of the mission objective locations as well as side mission locations are near the bus stations. When you do take the roads, look for opportunities to bypass guard stations so you avoid fights. If you do enjoy driving on the open road then take advantage of the vehicle repair upgrades in the weapon shop. Purchase the manuals for your favorite vehicles the weapon mounted jeep is a good choice. It will improve the speed of vehicle repair and increased reliability. But that brings up another point: One of the upgrades available on the weapons shop computer are the primary, secondary, and special weapon crates. Purchase these and you will be able to store one weapon of each type in its respective crate. You can grab a weapon from the armory and place it into a crate and then recover that weapon at a safe house. This allows you to return to a safe house instead of the armory to acquire a fresh weapon. You can mix up tactics from stealth-using a sniper or silenced weapon-to more power-using assault rifles or rocket launchers-by just returning to the safe house outside the mission zone to grab a new weapon. As you use a weapon, it degrades. You can detect its deterioration by how the weapon looks-if it begins to rust, change color, or otherwise look dirty then it has started to degrade. Another surefire way to tell-the weapon starts to jam! Never a good thing in a frantic firefight! Return to safe houses and the armory often to replace your weapon with a fresh one so you avoid problems. If you keep using a flawed weapon, it eventually breaks apart. Most of the story missions assigned by factions have alternate objectives assigned by your buddy. If you complete these objectives, you can unlock upgrades for your safe house. These upgrades include the addition of small or large medical kits at the safe house, the addition of ammo, fuel, or explosive piles at the safe house, and the addition of a vehicle at the safe house. One of the upgrades available on the weapon shop computer increases the amount of ammo you can carry. Each type of weapon features a different ammo upgrade. Several are fairly obvious: Getting the Grenadier upgrade not only improves the capacity for the grenade launchers but also the number of grenades you can hold. Likewise, the Pyrotechnic Satchel improves the flamethrower and flare pistol but also the Molotov cocktails. Employing a stealth strategy for missions is certainly a viable tactic. Here are some basics. First, complete the convoy missions to unlock the silent weapons, the Silent MP-5 primary weapon, the Silent Makarov 6P9 secondary weapon and the Dart Rifle special weapon. Second, purchase the "camo" upgrade using the weapon shop computer. It makes you

harder to detect. Third, conduct missions at night! Just sleep at a safe house and adjust your watch to wake up at night. A stealth player should also approach each mission area carefully. The sound of the car could alert enemies. Take cover in high grass or behind rocks or trees and use the monocular to recon the area. Look for sniper towers and scan for the location of patrolling guards. Use the dart rifle to eliminate as many guards as possible. After a successful snipe, move positions. Continue to scope for guards. Exhaust your dart rifle ammo before moving toward the mission location. While inside the base, take cover behind objects and attempt to sneak up on guards so you can eliminate them with the machete. Otherwise go for head shots using the silent pistol or MP Whatever it is in there, put those barrels to good use by shooting them from long-range. Take out your sniper and look for enemies taking cover from the fires and eliminate them with headshots. Note that the mission structure in Far Cry 2 is unique in that you work for two different factions, the APR and UFL, and how you complete their missions will affect future missions. You may be commissioned to perform a mission for the APR or the UFL depending on your actions; although the objectives remain nearly the same, the names can change from those seen in this walk-through. Find the Jackal and kill him. He is largely responsible for the recent influx of weapons into the country, in clear violation of the Join Signatory Framework. His reputation as a dangerous arms dealer is well-deserved. Orders are to terminate. The tension seems to increase the closer you get to Pala-brush fires, security checkpoints, vehicles with mounted machine guns. As you near the hotel, a dizzy spell strikes and you pass out in the back of the jeep. You wake up in the hotel and the Jackal greets you with the business end of his pistol-he leaves you to die with your malaria. Get out of the town. Remain on the upper floor of the hotel and search the roofs for a better weapon. Jump through one of the open windows and into the alley below. Instead, head to the right and go along the road north. Start over the bridge-at this point you will likely succumb to the malaria and pass out. Act 1 - Tutorial Mission Far Cry 2 features a unique set of tutorial missions because things differ slightly depending on which direction you escaped from Pala. Note that although the names and people change, the basics of the tutorial mission remain the same: Which faction offers you the first faction mission also changes. Consider the walk-through of this section as general tips through this section of the game. So again, note that Carbonell may not be your guide; your tutorial advisor may be someone else depending on how you escaped Pala. Pick up the gun and take syrettes from the kit on the wall. Walk over to the health kit on the wall and open it. Grab the syrettes from the health kit. Walk over to the table next to Carbonell and snag the weapons. Wait for Carbonell to issue your next mission objective. Pop the hood and fix the car. Walk left down the road and find the car. Press the action button to open the hood and fix the car. Moments later your phone rings-sounds like new mission orders. Kill the scouts at the safe house to unlock it.

### 7: Walkthrough - FAQ/Walkthrough Walkthrough for Far Cry 2 PC @ [www.enganchecubano.com](http://www.enganchecubano.com)

*Far Cry 3. With Far Cry 3, players step into the shoes of Jason Brody, a man alone at the edge of the world, stranded on a myste.*

Drive southeast along the road and past a couple guard stations. Enter the next map from the road furthest to the east. Go past the cell tower and safe house. Follow the river south just past the guard station. Explore the eastern side close to the mountain. You will find a small alcove marked with a red barrel. A golden AK is directly behind it. Take the bus to the northeast station. Drive through the Crash Site and west onto the next map section. Go west past Sediko. Connect with the road, and follow it west. Continue along this road until you reach the wishbone-like fork at the end. Go left toward the southern side, and reach the dot on the map at the end. It is a small outpost, which may contain enemies. Find the hang glider on the cliff. Look over the cliff to see a golden AK just below. After going through the Heart of Darkness, go south from the nearest safe house. As you move east toward the swamp, find a tree that has fallen over. It connects the northern and southern sides of the passage. Walk across the tree. A golden AK is at the top. Jackal job When you do the job for the Jackal, be careful. If you do the mission with the blue square on it first, you will have to face all your past and present friends for a big showdown. Do not believe them when they say they have your back. Jackal choices When going for the Jackal after you have completed the mission with the blue square on it, you must go to a shack where he is hiding. When you get into the shack, he will give you two choices. You can either take the diamonds or the car battery. If you take the diamonds, he tells you to take them and bribe the commander or take the car battery and fix the explosives. However, if you take the diamonds, be careful with the large hole in the middle. If you drop in, you will not be able to get out. Jackal tape locations Tapes 1 through 8 can be found at these locations: Tapes 9 through 16 can be found at these locations: You have already been paid in full and will come back to the original mission afterwards. Vice City reference At the main menu, select the map editor. Look for an item called "Checkpoint". Place the one that has a square sign and is closed off. The sign reads "No Trespassing! Violators Will Be Shot. Survivors Will Be Shot Again.

### 8: Far Cry 2 Game Guide | [www.enganchecubano.com](http://www.enganchecubano.com)

*This Far Cry 5 strategy guide and walkthrough will lead you through every inch of Far Cry 5, including main story missions, side missions, specialist companions, prepper stash locations, safe.*

Prev Far Cry 2 Guide Try to buy the camouflage as fast, as possible. You can use him especially in the high grass. You will be invisible even for the closest enemies. You should of course be immobile when the enemies are a few steps from you and crouch. The camouflage is most effective if you have silenced weapon. After a short while you will notice, that using containers for weapons is very good idea. Weapons placed in containers are available in all hideouts. Our hero has malaria. The sickness is influencing mainly on fatigue during the run. To eliminate this symptom, our hero has to swallow from time to time the special pills. Unfortunately they are rare. You can obtain them only by completing mission for the faction of the Underground. To complete such missions, you have to delivering the documents to particular places. If you do this, the fugitives will give you the pills. This can happen even during the mission, so you should have the supply of this medicine. Heavy used weapons will be jamming quite often than weapons in good condition. You should invest in reliability upgrades. If you will learn how to fix the engine you will be able to fix him quite better than without this ability. Of course the repair will be possible only for these engines, which are specified by bought ability. In the big cities, you can find several suitcases with diamonds. In Leboa-Sako these suitcases are located in guarded - red zones. To obtain them, you will have to be very patient and be good in sneaking or fighting with whole city. Fortunately you can obtain few suitcases without fight. You can then search the Pala. The city will be abandoned. If you want to have fastest access to the more powerful weapons, you should take the jobs from the owners of the shops with weapons and attack indicated convoys. Bellow you will find the table with information, what is unlocking particular attack:

### 9: The Far Cry 2 Survival Guide - Index

*Find out the best tips and tricks for unlocking all the achievements for Far Cry 2 in the most comprehensive achievement guide on the internet.*

Our Far Cry 5 Guide has relevant details including locations and rewards for each quest that falls in the game. Far Cry 5 Side Missions Side quests in Far Cry 5 though may not tie in with the main story of the game; they still have a lot to add to the different characters and setting in the world. If you are interested in learning about Guns for Hire and Fangs for Hire in Far Cry 5, be sure to check out our detailed guides by heading over to the links. Below, you will find some brief information on these Far Cry 5 Side Missions along with their locations which seem to be situated in the game. Spray and Pray You are required to locate the shrine of Clutch Nixon. It is situated on the dirt road northwest of Copperhead Rail Yard. After accepting the mission, simply fly through the checkpoints as marked and shoot out any obstacles that block your path. Then you will fly your plane south of Henbane River under the Bridge of Tears until reaching the rock arch along the railroad. Passing through the checkpoints give you an additional 5 seconds on the clock. Make sure to slow down plane on tight bends or turns especially the one around the river. You have to pass through these smoke circles to receive a 5-second boost and complete the mission successfully. The location is just left off of the main road. Take the path at the back of the church to move over a cliff. From here, you can snipe out the enemies. This mission has to be completed stealthily since if the enemies are alerted about your activity, they will eliminate the hostage consequently failing the mission. After clearing out all the Peggies using silent takedowns, free the hostages. Drop them off at the camp nearby to complete the mission. On your map, this is situated at a dirt path deviating from the main road. This area is known as the Howard Cabin. You can use the nearby tunnels to your advantage to move undetected. After clearing out some enemies with the help of Huntley, you will be required to use to follow a helicopter. Use either a Wingsuit or a nearby ATV to do so. At a point, after the chopper has landed, Huntley will instruct you to get rid of the cultists. At the final stage of the mission, after dealing with the foes, look for the tape in the bunker under the shed. It has a red star on it. You are rewarded with a skin for your SMG. You need to destroy several convoys of armed trucks. Keep a bunch of explosives close to you okay, not too close! For the easiest play-through, we recommend using a helicopter to get rid of both the convoys and the Peggies operating them. Eliminate the false projections of the moose first. This will lead you to the right one with glowing red eyes. Eliminate it with a high caliber weapon like sniper or rocket launcher. Search the nearby area for soldiers in shipping containers. Without a key, you can smash open the locks on the containers. Beware, one of these crates hold a nice surprise for you, be careful with it. Baptism of Fire After clearing the enemies in Reservoir Construction Yard, you need to head to the same shrine of Clutch Nixon as mentioned above. Anyways, the structure is powered by three nearby generators. You can head to the location of each generator by following the blue wires on the ground. Turn off these generators to free Larry. You will be required to climb up 5 of the PurpleTop Telecom Tower. These will be holding satellite dishes which need to be destroyed. Two of these are destroyed in this manner, with the other 3 being put down with help from Larry. After he heads back to his place via a chopper, kill the cultists so you both can land safely. Head to the fields to find the objects. You can find two of these in the fields, one atop a nearby silo. Once you have all 4 samples you complete this Side Mission. Out Of This World After completing the above mission, Larry will ask you to go to a nearby power station and flip some switches. The fifth and last one has to be reached using the zip-line. Successfully completing this task will help you unlock the Magnopulser gun which comes quite handy in combat. He will ask you to collect 12 lighters. Once you have the mission head to a General Shop and you can purchase a Map that highlights all of the lighter locations on your main map. The locations for these can be marked on your map by purchasing a map from the General Store. You can find a detailed guide for finding these 12 Comic Books by heading over to the link. Your main objective is to bring the cattle back to the farm. Head to the nearby field. Punching them or throwing stones at them will divert their attention towards you so leading-the-cattle-back-to-the-farm business becomes easier. Three cows will do the job. Waterworks This side mission is acquired from Sunrise Farm after you liberate it. Simply grab the

spare parts and interact with the irrigation system to fix it. The parts are marked as waypoints on your map. The second part is lying on the back of a truck nearby. The last one lies on a windmill far away, hit it with a sniper so the part drops down to a location closer to you. Collect them and use them to correct the irrigation system. They are marked on your map as well. Fire from choppers to bring them down. Prairie Oyster Harvest Head back to Fixman after completing the above-mentioned quest. After one of the bulls is trying to tear away at the cow, kill it and harvest its, well, testicles. The second thing which needs collecting is still what we mentioned above but in a different form: Use a parked tractor mulcher to run over some bulls and harvest the desired product. Yikes, this is getting disgusting. Finally, you will need to torch a bull with a flamethrower or some Molotov cocktails. While driving, you will come across many obstacles like hay farms, animals, etc. Mint Condition This particular mission requires some effort since you will be required to find 10 Cheeseburger Bobbleheads in Whitetail Mountains region. Help him to find the 10 Bobbleheads he lost. After collecting all the Bobbleheads, return to Dave and hand him these. He will reward you with cash and a T-shirt as mentioned above. Scare Dylan to make him come out of his RV. This is carried out by destroying property around the RV. Use explosives and firearms to do so. He will throw some fishing poles out of his RV which you and Skylar can make use of. She will guide you to a lake where your objective is to catch three trouts. The locations for these are marked on the map once you are close to the location or read up from a magazine or hear an NPC talking about them. The Admiral Skylar will give you one final task, to catch the legendary Admiral Fish. We recommend to carry out in a co-op session with a friend because it becomes much easier. Head to the Clagett Bay. While reeling the fish, your buddy can help steer the boat in that direction to prevent the fishing line from breaking apart. The mission will reach completion when you head to the marked objectives and destroy the mini-radar dishes. He will task you with bringing bones and feathers to him. Note that you would need the grappling hook and the parachute. Head to nearby Snowshoe Lake and kill the Tigerfish there for its bones. Afterward, climb the nearby cliffs using the grappling skill. You need to jump across some large gaps which is only achievable by a Wingsuit or a Parachute. Once you come across a nest at the top, loot Eagle Feathers from it. Our pick is Kaumbat R Find the targets in air using while riding the helicopter and shoot them down from the sky. Use either the rockets by pressing R1 or the machine gun by R2. You can find it by heading to the northeast of Wishbone Lake. Quadzilla Locate the shrine which is situated on a mountain near the same cliff as that of PIN-K0 radar station. As a reward, you unlock jet skis which can now be purchased at shops.

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