

FAR CRY 2 ADDITIONAL MISSION

Blood Diamonds

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STORYLINE INSERTION

THIS MISSION IS TO BE INSERTED AFTER UFLL MISSION #3 AND AVAILABLE FROM UFLL HQ JUST AS PREVIOUS UFLL MISSIONS HAVE BEEN GIVEN.

LEVEL OVERVIEW

THE APR IS RUNNING A SMALL DIAMOND MINING CAMP IN THE SOUTHEAST. SLAVES ARE FORCED TO LABOR AT THE CAMP UNDER THE WATCH OF ARMED. ONE OF THE TWO LABORERS IS ANY ONE OF THE PLAYER'S CURRENT BUDDIES. PLAYER IS REQUESTED TO DESTROY THE MINING CAMP. WHEN THE CAMP IS ALERTED, THE MINING BOSS FLEES BACK TO THE CREW'S HIDDEN QUARTERS. THE PLAYER IS NOT REQUIRED TO TRACK HIM BACK TO THE QUARTERS. IF THE PLAYER DOES TRACK HIM TO THE QUARTERS AND CLEARS THE ENEMIES THERE, PLAYER UNLOCKS A SAFE HOUSE AND FINDS A BRIEFCASE CONTAINING 6 DIAMONDS.

EXPERIENCE GOALS

- DIFFICULT CHOICE TO HELP A FRIEND OR PURSUE FLEEING ENEMY.
- ANGER THAT THE APR ENSLAVED A BUDDY.

NARRATIVE GOALS

- LEARN THAT THE APR IS TAKING ADVANTAGE OF THE REGION THROUGH ENSLAVEMENT.
- TO DEVELOP A DISTASTE FOR THE APR AND SEE MORE INTO THE CRUEL NATURE OF THE WAR.

LOCATIONS

- MINING CAMP
 - A TYPICAL NON-PERMANENT ENCAMPMENT SCENE (FIGURE 1).
 - 7 ENEMIES
 - 1 MINING BOSS (SEE NEW LEVEL ASSETS)
 - 6 RANDOM GRUNTS
- MINING BASE
 - A TYPICAL SHANTY ENCAMPMENT SCENE (FIGURE 2).
 - 5 ENEMIES
 - 5 RANDOM GRUNTS SPAWNED IN THE MIDDLE THAT MILL ABOUT THE CAMP AS GUARDS.

ENCOUNTERS/TRIGGERS

- **WHEN PLAYER ALERTS ENEMIES WITHIN MINING CAMP:**
 - **THE MINING BOSS AND TWO TROOPS BOARD THE NEARBY TRUCK. MINING BOSS RIDES PASSENGER WHILE ONE TROOP DRIVES AND THE OTHER MANS THE TURRET. IF PLAYER ENCROACHES FROM THE NORTH, TRUCK FOLLOWS SOUTHERN PATH TO MINING BASE. IF PLAYER ENCROACHES FROM THE SOUTH, TRUCK FOLLOWS NORTHERN PATH TO MINING BASE. IF CONFRONTED WHILE ON PATH, TRUCK TURRET WILL SHOOT AT PLAYER BUT CONTINUES TO DESTINATION (FIGURE 3).**
 - **BUDDY AND LABORER HIDE FROM ENEMIES BEHIND OBSTACLES.**
 - **A SILENT 60 SECOND TIMER BEGINS.**
 - **DURING THIS TIME, THE BUDDY CALLS OUT TO THE PLAYER FOR ASSISTANCE, HELPING THE PLAYER RECOGNIZE HIM AS A BUDDY.**
 - **WHEN TIMER REACHES ZERO, IF ENEMIES ARE STILL ALIVE WITHIN THE MINING CAMP, THEY EXECUTE THE BUDDY. PLAYER THEN HAS 30 SECONDS TO REVIVE THEM BEFORE THEY DIE.**
 - **THE NORTHEAST SNIPER IS RADIOED AND ALERTED. IF PLAYER IS WITHIN RANGE, HE OPENS FIRE. IF PLAYER IS OUTSIDE OF RANGE, SNIPER TAKES UP POSITION IN THE HILLS IMMEDIATELY SURROUNDING THE CAMP.**

PACING PLAN

THE APPROACH TO THE CAMP SHOULD BE SLOW AND CAREFUL. WHEN THE MINING CAMP IS ALERTED, GAMEPLAY QUICKLY PICKS UP AND THE PLAYER MUST CHOOSE TO PURSUE THE FLEEING JEEP OR INFILTRATE THE CAMP AND RESCUE THE SLAVES. AS THE ENEMIES AT THE CAMP ARE PICKED OFF, THE ACTION SHOULD SUBSIDE UNTIL THE SNIPER TAKES POSITION IN THE IMMEDIATE SURROUNDING HILLS AND STARTS FIRING.

NEW LEVEL ASSETS

- **AFRICAN SLAVE LABORER**
 - **RAGGEDY, OBVIOUSLY OVERWORKED WIELDING A PICKAXE AND PICKING AT A ROCK ON THE MOUNTAIN SIDE.**
- **DIAMOND ROCK**
 - **A ROCK STUDDED WITH DIAMONDS FOR THE LABORERS TO PICK AWAY AT.**
- **MINING BOSS**
 - **APPEARANCE SHOULD REFLECT THAT OF A WELL SALARIED AND TENURED AFRICAN WARLORD. HE HASN'T DONE MANUAL LABOR IN OVER A DECADE AND DOESN'T TYPICALLY GET HIS HANDS DIRTY.**

REFERENCE IMAGES



FIGURE 1. MINING CAMP



FIGURE 2. MINING BASE



FIGURE 3. PATROL VEHICLE ENCOUNTER

MAP

