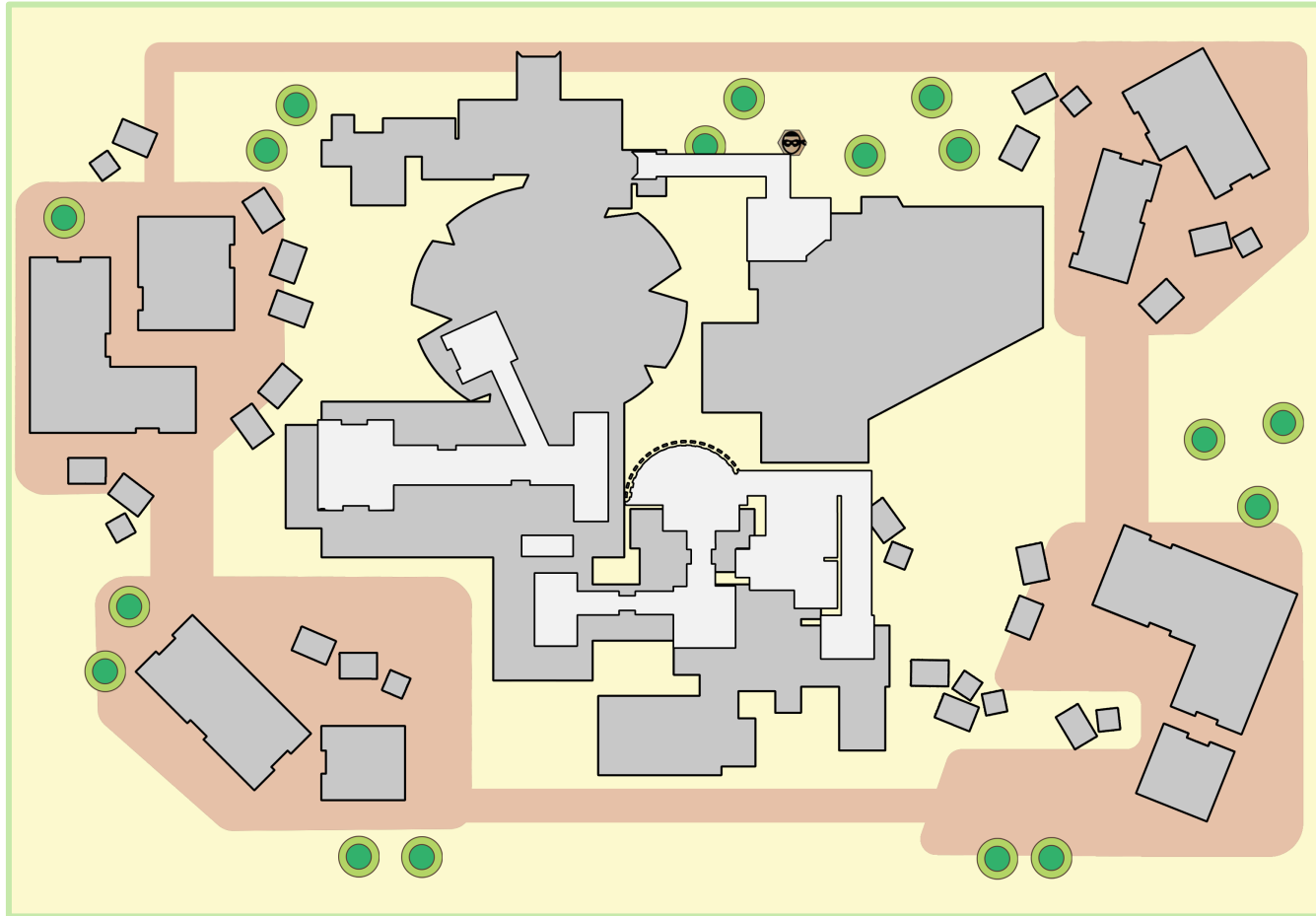


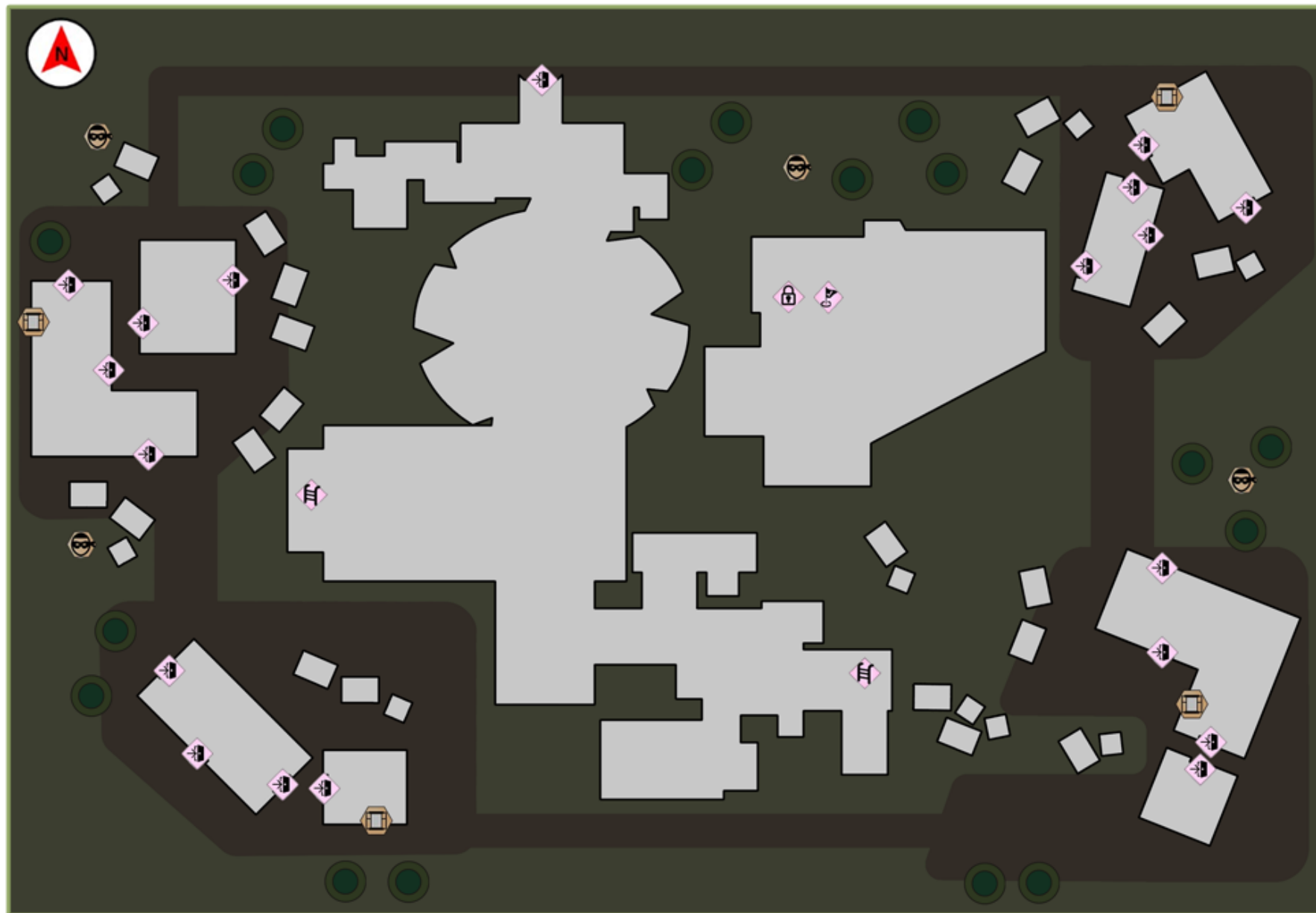
# Intro



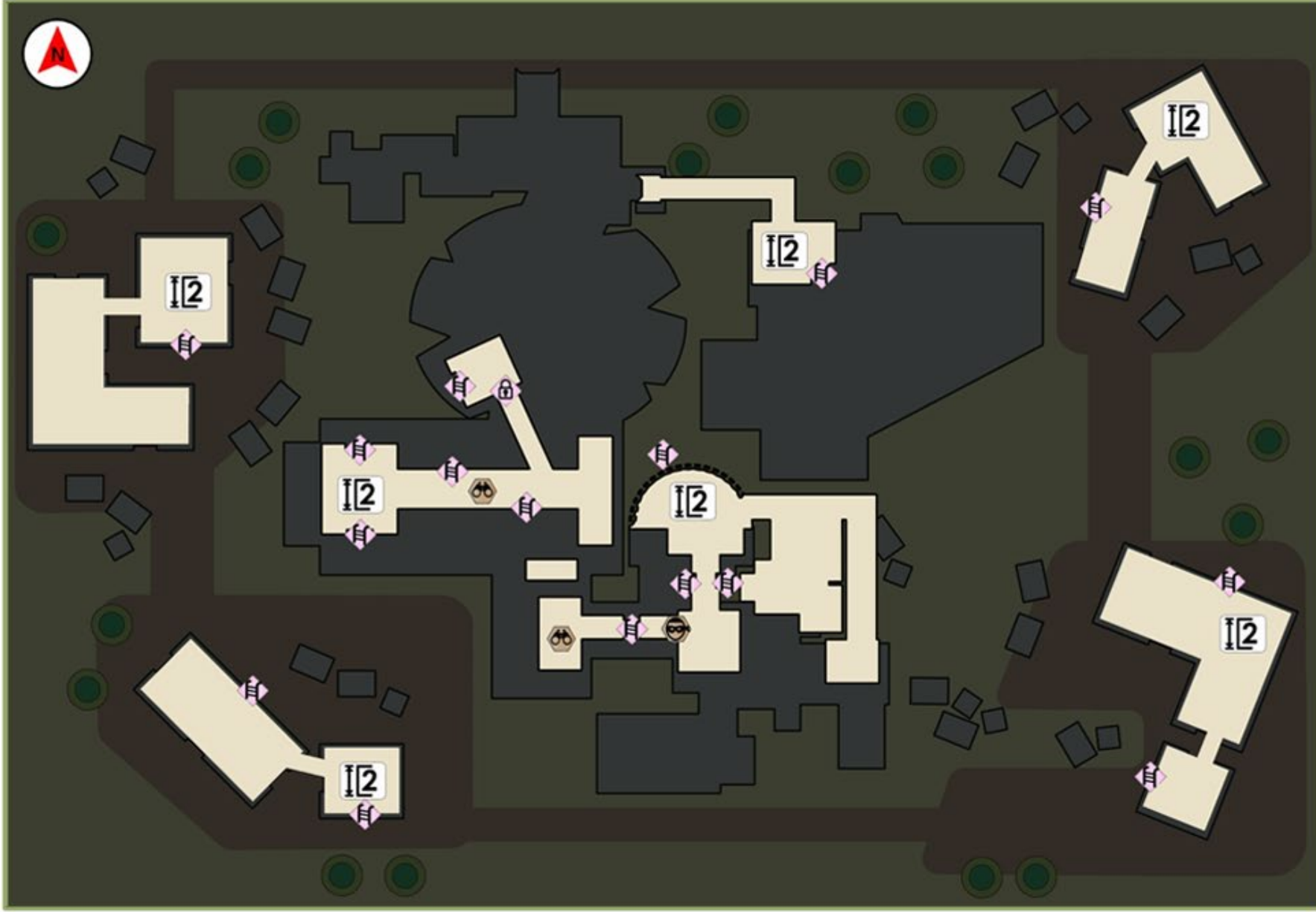
In an obscure corner of **Far Cry 3**, there rests an ancient **TEMPLE** filled with secrets and perils. This island, once an emblem of peace, encircled by the deep blue sea, has been transformed into a bastion for hostile forces. Legends speak of priceless **TREASURE** hidden within the depths of the temple, but of more urgent concern is the captivity of a person of great importance.

Your mission is to delve into this savage relic, clear out **ALL** the **ENEMIES**, and liberate a soul in distress. As you venture further, you will be met with increasing resistance from foes and more treacherous **LANDSCAPES**. Wisdom and strength are your allies as you confront the adversaries blocking your path and endeavor to rescue the **HOSTAGE**.

# Exterior Overview - 1F

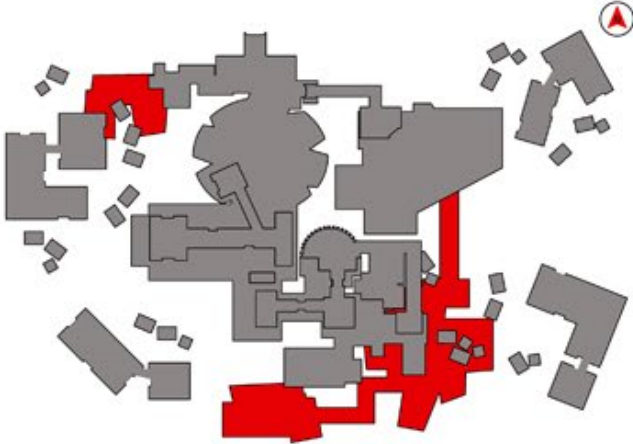
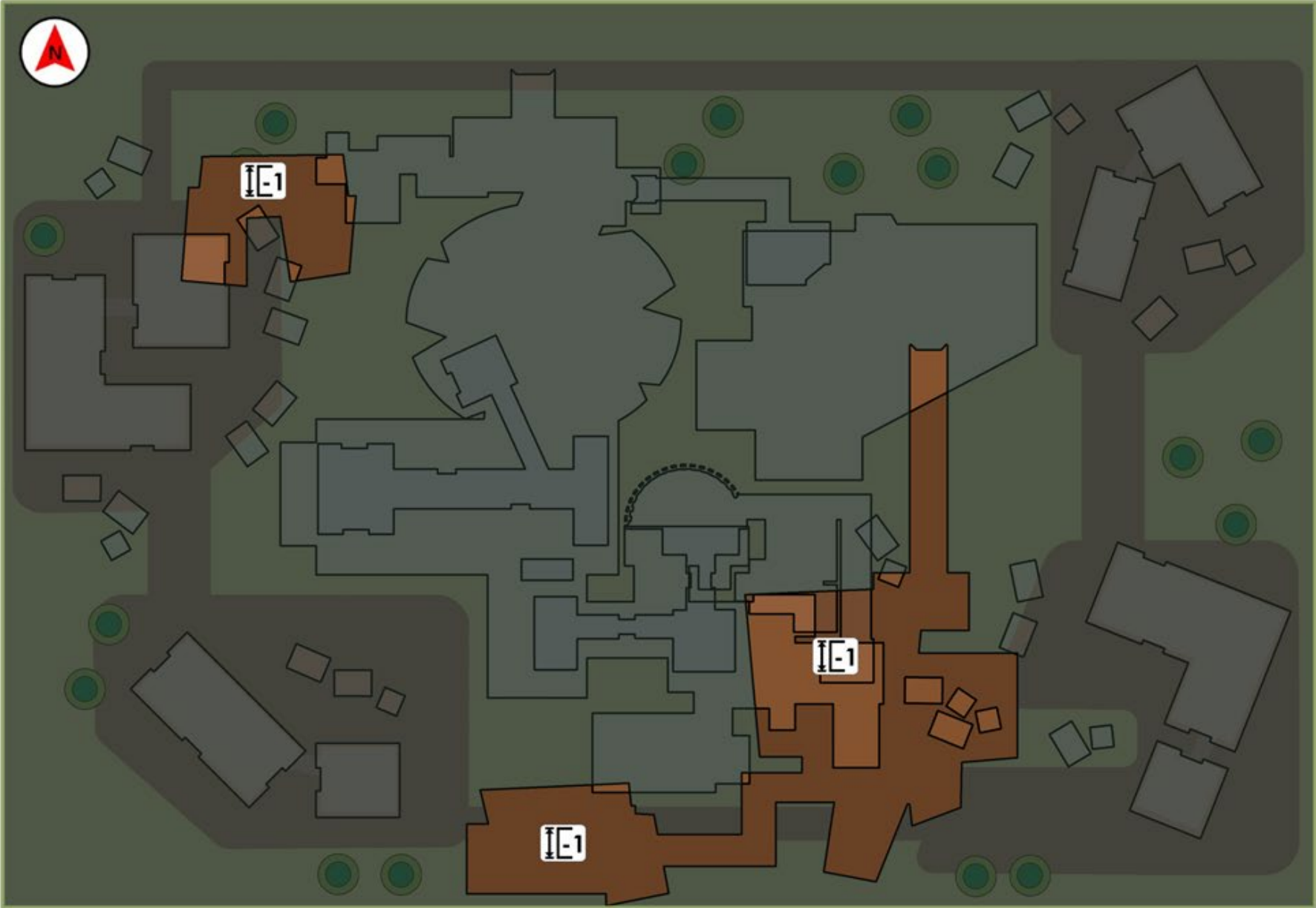


# Exterior Overview - 2F



-  Ladder
-  Stealth Entry
-  Vantage Point
-  Storey Height

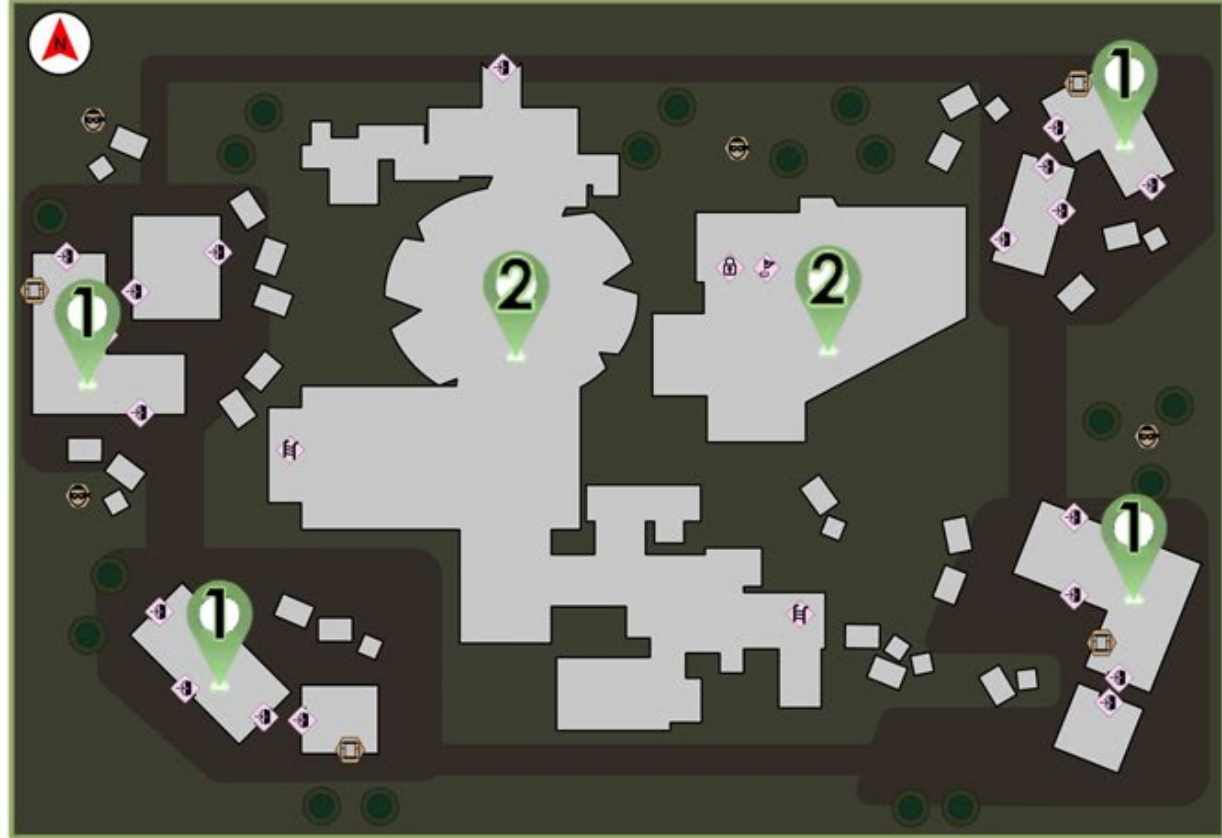
# Exterior Overview - Underground



 Storey Height



# Exterior References



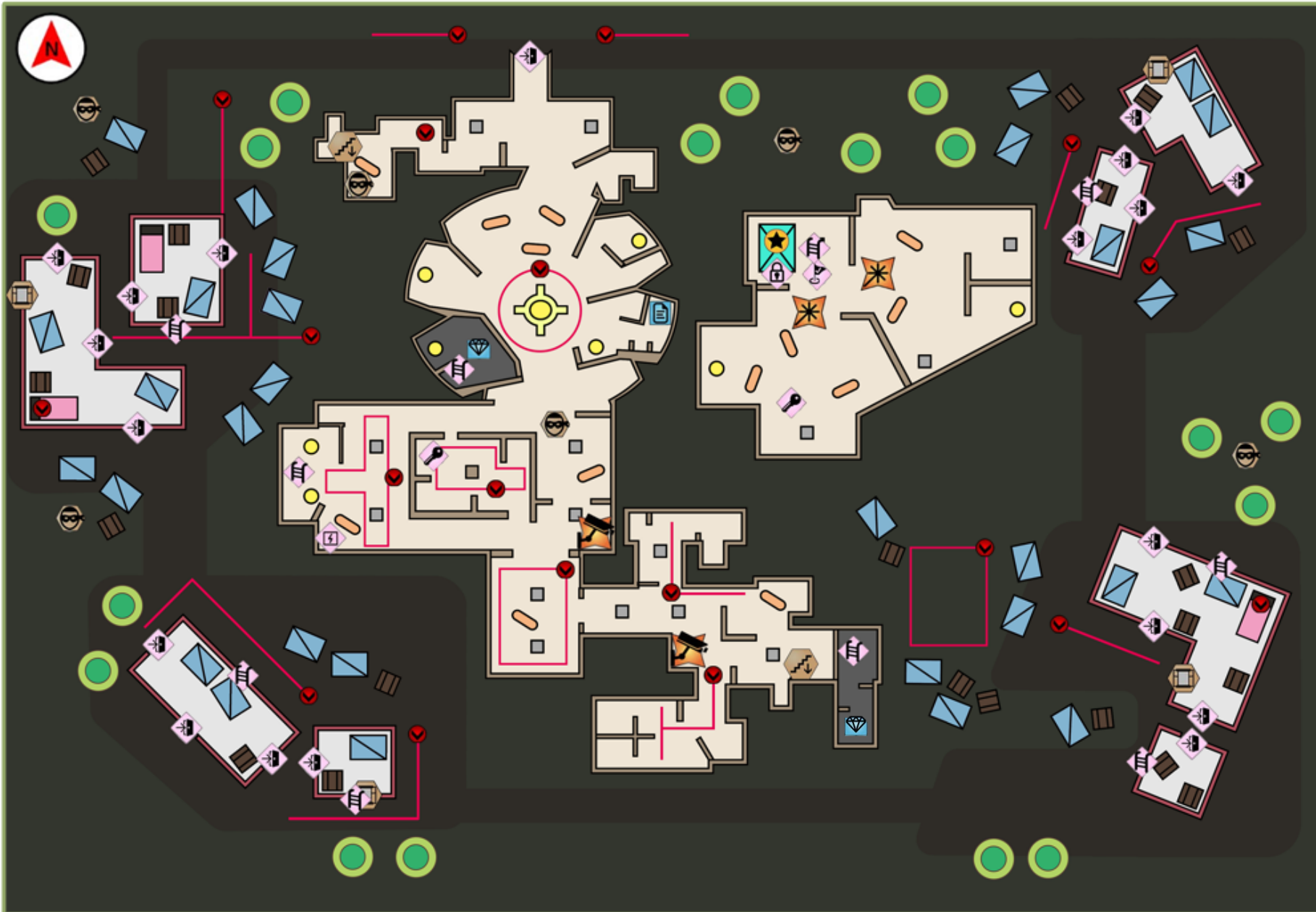
## 1 Military Outpost



## 2 Temple



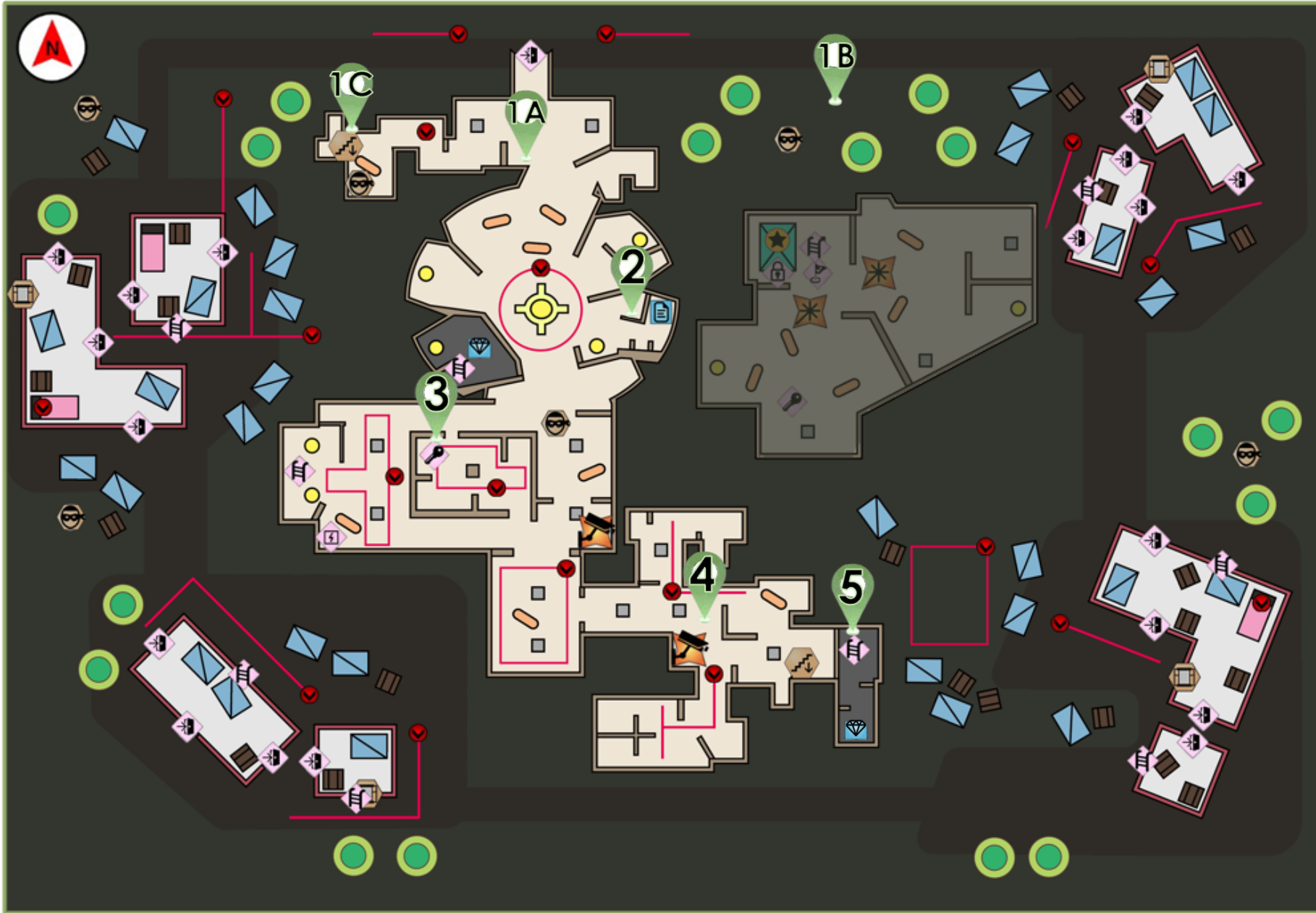
# Interior Overview - 1F



- |   |               |   |                  |
|---|---------------|---|------------------|
|    | Ruin          |    | Ladder           |
|    | Large Statue  |    | Camera Switch    |
|    | Small Statue  |    | Unlocked Door    |
|    | Container     |    | Open Window      |
|    | Crate         |    | Stealth Entry    |
|    | Bed           |    | Stairs Down      |
|    | Pillar        |    | Laser            |
|    | Cage          |    | Camera           |
|    | Bush          |    | Target of Rescue |
|   | Objective     |   | Guard            |
|  | Key A         |  | Treasure         |
|  | Key B         |   |                  |
|  | Locked Door B |   |                  |





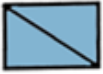








# Interior Overview - 1F



- 1A** The player enters the temple from the north, choosing between combat or stealth.
- 1B** The player can choose to clear nearby outposts, taking out patrolling and resting foes.
- 1C** They infiltrate the antechamber of the temple through a subterranean passage to the west.
- 2** Accessing the front hall, the player can secure an important document. It contains communication logs between enemy leaders.
- 3** Disabling cameras and acquiring **Key A**, prepare to unlock a secret chamber from **2F**.
- 4** Ascending via ladder, the player maneuvers more freely if cameras are off; otherwise, caution is needed.
- 5** The ladder connects to the **2F**, leading to a semi-enclosed space.

# Interior Overview - 2F



-  **Ruin**
-  **Bridge**
-  **Small Statue**
-  **Container**
-  **Crate**
-  **Pillar**
-  **Locked Door A**
-  **Ladder**
-  **Camera Switch**
-  **Vantage Point**
-  **Stealth Entry**
-  **Camera**
-  **Document**
-  **Guard**

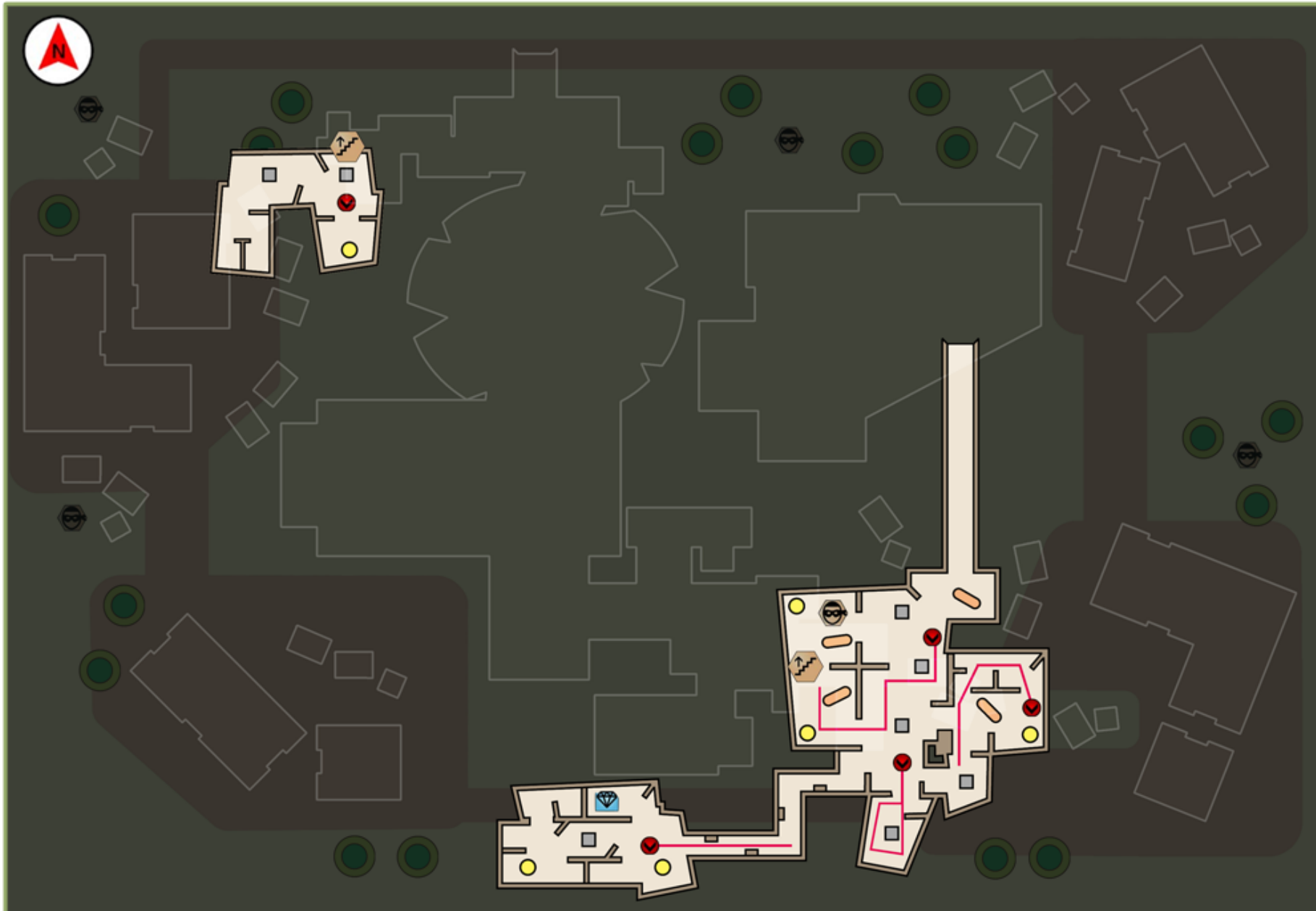


# Interior Overview - 2F



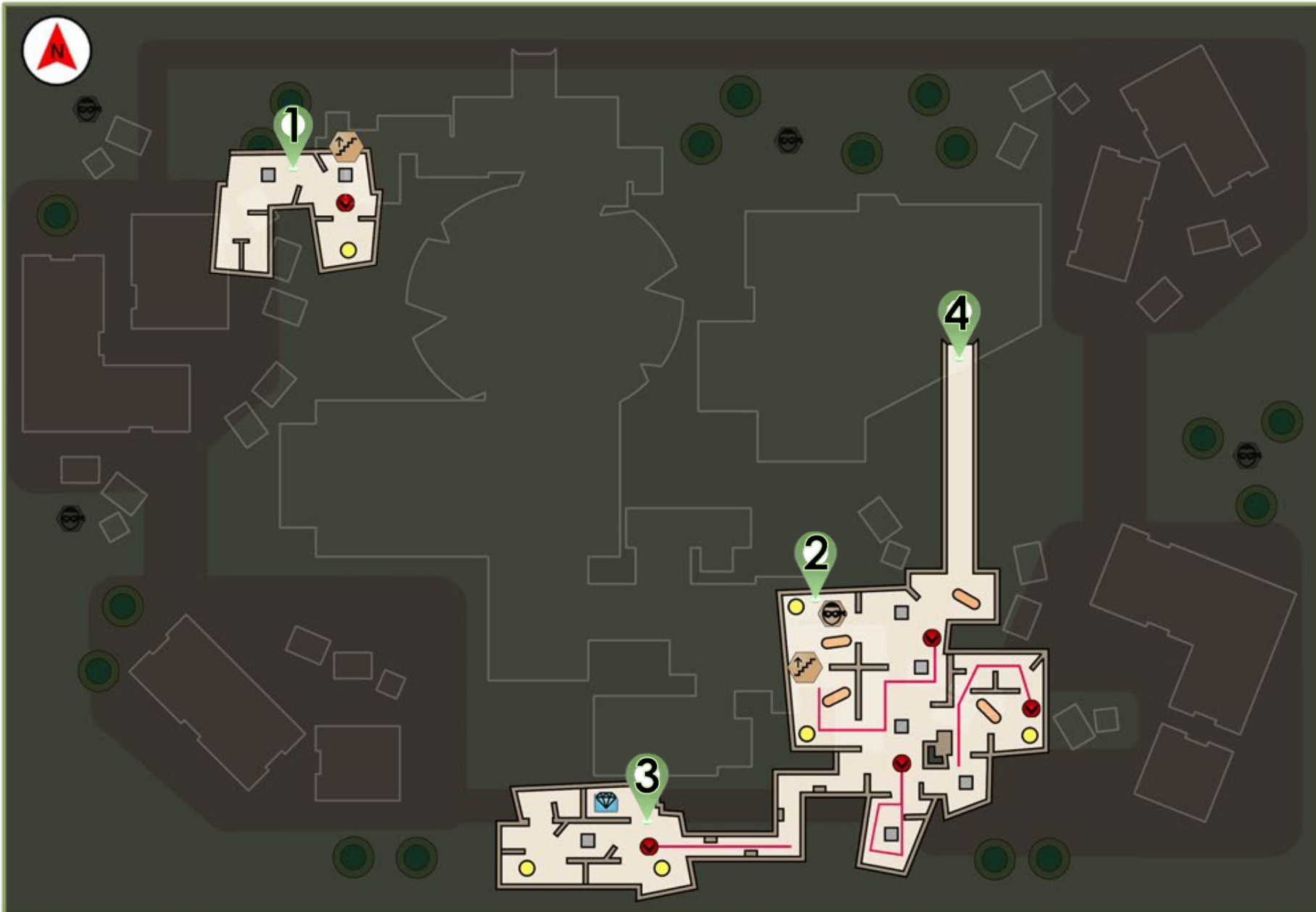
- 1A** The player ascends to **F2** via a ladder.
- 2** Using **Key A** obtained on **1F**, the player unlocks the chamber door and descends the stairs to claim the treasure.
- 3** The player deals with guards by stealth or combat and disables the cameras for the next area.
- 4** After bypassing or neutralizing the guards, the player secures a vital document. It is an ancient manuscript that tells part of the temple's history.
- 5** The player enters a corridor and descends a ladder leading to a semi-enclosed space on **F1**, where the treasure is located.

# Interior Overview - Underground



-  Ruin
-  Bridge
-  Small Statue
-  Pillar
-  Stealth Entry
-  Stairs Up
-  Treasure
-  Guard

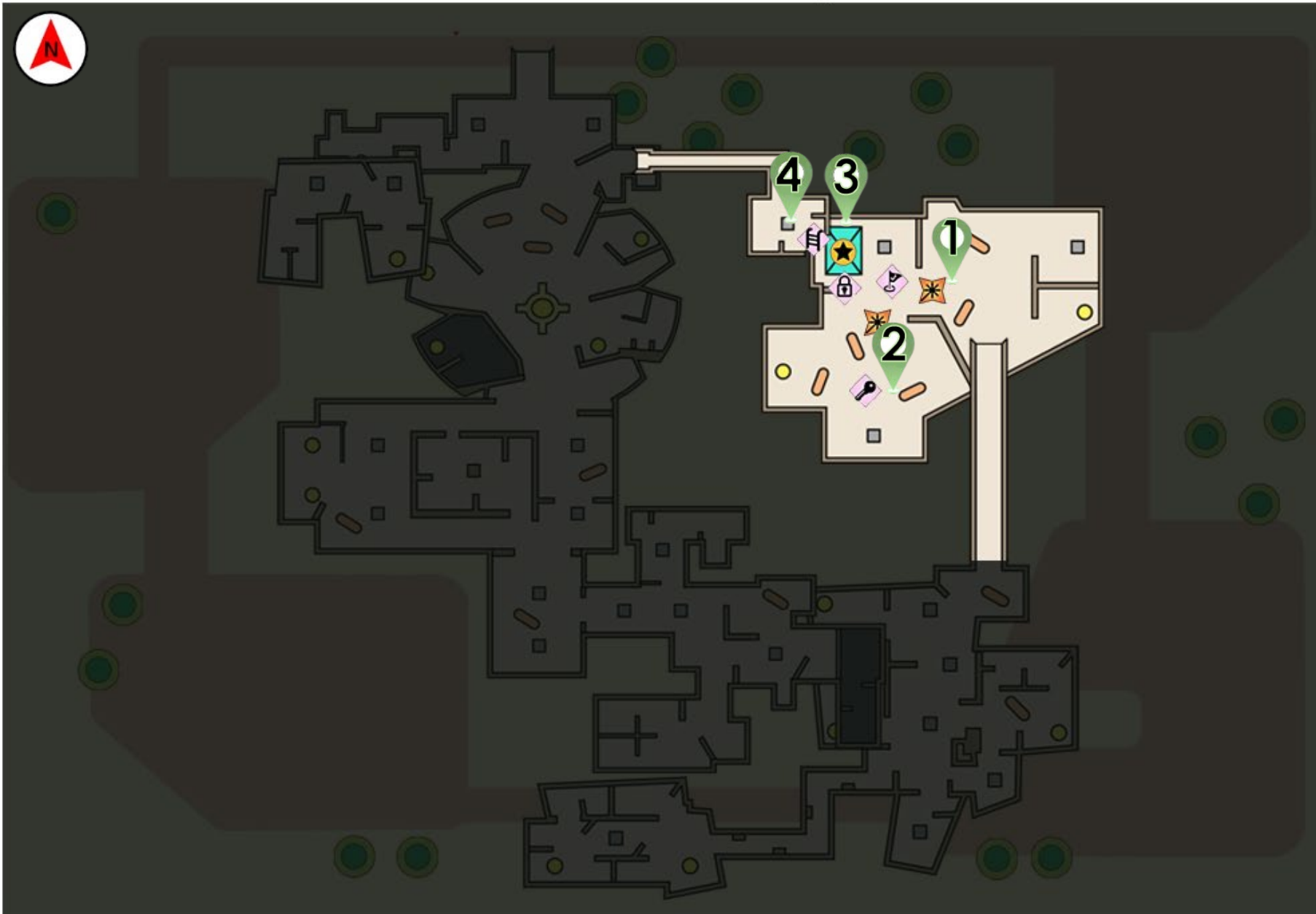
# Interior Overview - Underground



- 1** After evading or dealing with enemies, the player uses stairs to reach **1F**.
- 2** Entering the underground level from the temple's south side, players may stealthily bypass or confront enemies.
- 3** Delving deeper into the underground level, the player discovers new treasure.
- 4** The player traverses the corridor to a secret chamber on **1F**, where the hostage is confined.



# Interior Overview - Escape Path



**1** Upon entering the chamber, the player must disable laser mechanisms to proceed.

**2** Disarming the lasers grants access to **Key B** for the hostage's cell.

Meeting with the hostage reveals background information on the enemy, including their objectives and how they came to control the area.

**3**

**4** The player escorts the hostage up the ladder, through the corridor, and back to the temple's front hall (**1F**), successfully completing the mission.