

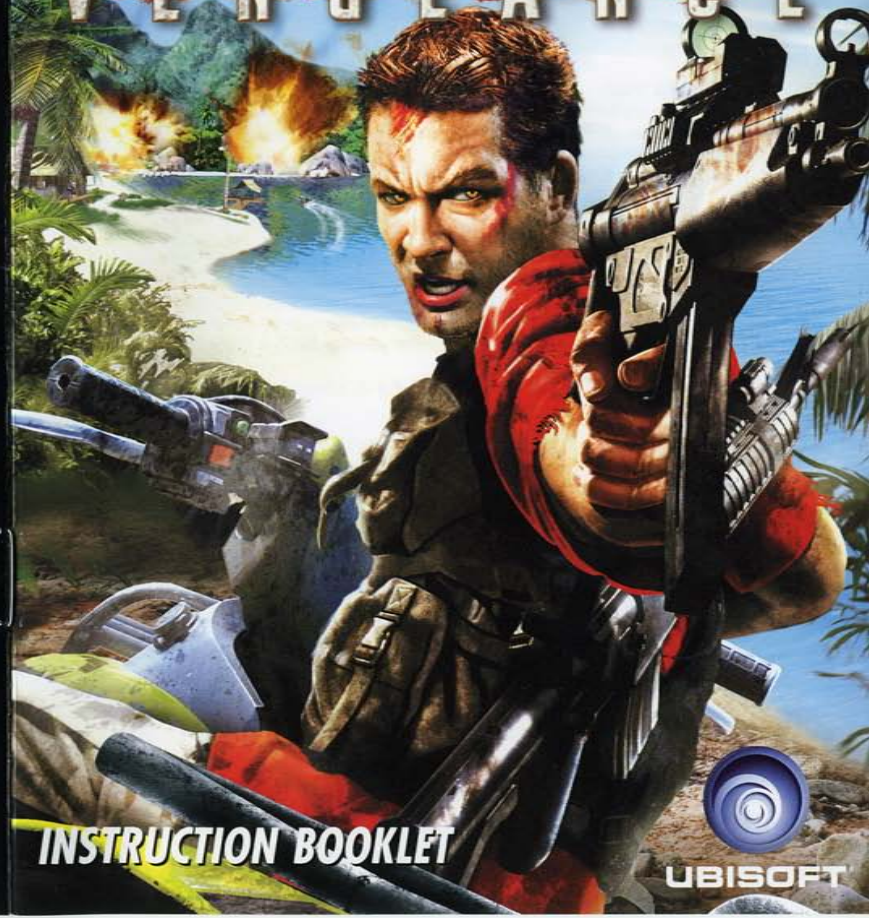
<http://www.replacementdocs.com>

RVL-RCVP-AUS

Wii™

# FAR CRY

## VENGEANCE



INSTRUCTION BOOKLET



UBISOFT

UBISOFT ENTERTAINMENT - 28, RUE ARMAND CARREL,  
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THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO SYSTEM.



**WARNING:** Please carefully read the separate Health and Safety Precautions booklet included with this product and the Wii™ operations manual completely before using your Wii™ Hardware system, Game Disc or Accessory. These contain important health and safety information.

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#### 60Hz (480i) Mode

60Hz mode (unlike 50Hz mode) is not supported by every TV.

On TVs that support 60Hz mode (PAL60 compatibility) this game can be displayed at 60Hz for a clearer display with higher quality.

You can enable 60Hz mode in your Wii console's System Settings (Screen).



#### EDTV / HDTV (480p) - Progressive Scan

Progressive Scan is an enhanced display mode that enables the Wii console to present the best possible visual quality. Most high definition TVs and some standard definition TVs support Progressive Scan (480p). To determine whether your TV supports Progressive Scan (480p) consult the user's manual of your TV or contact the manufacturer.

You can enable this mode in your Wii console's System Settings (Screen).

NOTE: EDTV / HDTV (480p) requires the use of a Wii component AV cable (sold separately).

#### EDTV / HDTV(480p) Mode - Progressive Scan

EDTV / HDTV(480p) is a progressive display mode that allows players to view and enjoy their game in the best possible quality. This means an intensely sharp picture, the game running at optimal speed and minimised flicker, all of which produces a great gaming experience. We at Nintendo want players to enjoy our games under the best possible conditions.

However, it may happen that this mode cannot be displayed, depending on the combination of TV and cable that you use. To find out if your TV supports the progressive scan display needed for the EDTV / HDTV (480p) Mode, consult your TV Instruction Manual or contact the respective manufacturer for details. Please make sure to use the Wii Component AV Cable (sold separately) and to enable Progressive Scan on your display device before selecting this mode.

The default setting of the Wii is 50Hz (576i) Mode. To activate EDTV / HDTV(480p) Mode, please select this screen resolution in the Wii System Settings. For additional information on how to set the screen resolution, please refer to the Wii Operations Manual.

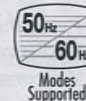


#### 60Hz (480i) Mode

60Hz (480i) is a display mode that allows players to view and enjoy their game in enhanced quality. This means an intensely sharp picture and the game running at optimal speed, all of which produces a great gaming experience. We at Nintendo want players to enjoy our games under the best possible conditions.

This game allows a better display with higher quality on TVs that support 60Hz (480i) Mode (PAL60 compatibility). To activate 60Hz (480i) Mode, please select this screen resolution in the Wii System Settings. For additional information on how to set the screen resolution, please refer to the Wii Operations Manual.

When you connect the Wii Component AV cable (sold separately) to a TV which has component video input connections and PAL60 compatibility, you can enjoy an even smoother game screen with less flicker. However, certain, mainly older, TV sets are unable to display games in 60Hz (480i) Mode and therefore a small number of players could experience difficulty in playing this game on their TV. To find out if your TV set features 60Hz (480i) Mode, consult your TV instruction manual or contact the respective manufacturer for details.



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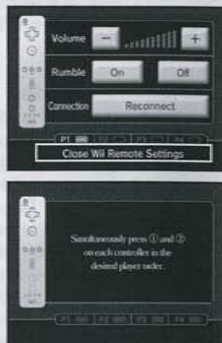


The player cannot control the Wii Remote if it is not registered on the Wii console. Press the SYNC. Buttons from the Wii Remote and the Wii console simultaneously to register the Wii Remote. The Wii Remote included with your Wii console has already been synchronised with the console. Therefore, the registration of the Wii Remote is not required. For more information please refer to the Wii Operations Manual.

### One Time Mode Synchronisation

**NOTE:** This mode temporarily removes the **Standard Mode** synchronisation set-up for all Wii Remotes until the Wii console's power is turned off. When the power is turned back on again, **Standard Mode** settings will return.

1. Press the HOME Button on a Wii Remote that is synchronised with the Wii console.
2. Select the Wii Remote Settings option from the **Home Button menu**, then select the Reconnect option.
3. Press the 1 and 2 Buttons simultaneously on the Wii Remote that you want to synchronise with the Wii console. The order in which you synchronise Wii Remotes will set the player order for multiplayer games.
4. The Player LED will blink during the synching process. When the blinking stops, the connection is complete.



The in-game language depends on the one that is set on your Wii console. This game includes five different language versions: English, German, French, Spanish and Italian. If your Wii console is already set to one of them, the same language will be displayed in the game. If your Wii console is set to another language, the in-game default language will be English.

You can change the in-game language by changing the language setting of your Wii console. For further instructions about how to change language settings please refer to the Wii Operations Manual.

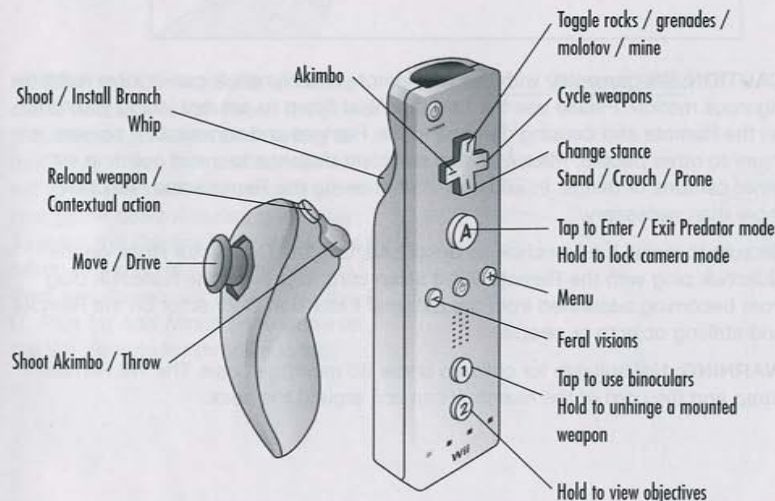
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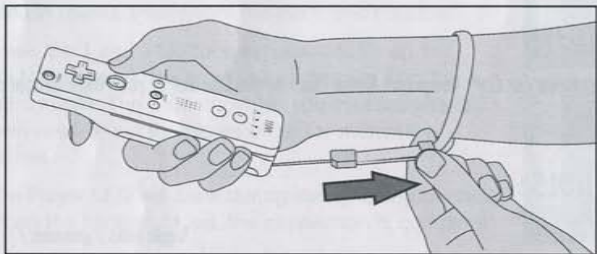
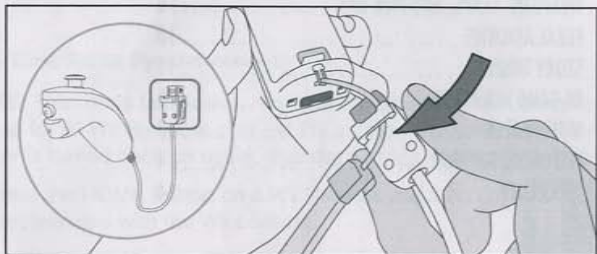
## GETTING STARTED

To begin playing, insert the Far Cry® Vengeance Game Disc into the Disc Slot of your Wii™ console and push the Power Button.

## GAME CONTROLS



Feed the cord on the Remote Wrist Strap through the Connector Hook. Insert the Nunchuk plug into the External Extension Connector on the bottom of the Remote. Place your hand through the Remote Wrist Strap and hold the Remote firmly in your hand. Slide the strap lock up so that the strap will not fall off your wrist. Do not over tighten the strap lock so that it's uncomfortable. It should just be tight enough to hold the Remote Wrist Strap in place.



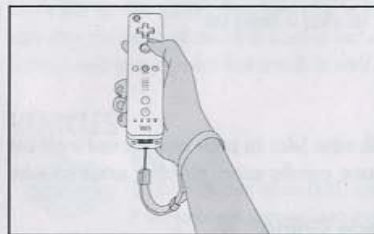
**CAUTION:** Wii gameplay with the Wii Remote and Nunchuk can involve rapid or vigorous motion. Please use the Remote Wrist Strap to prevent losing your grip on the Remote and causing damage to the Remote and surrounding objects, or injury to other people. Please ensure sufficient distance to avoid colliding with other persons or things. In addition, do not swing the Remote and Nunchuk more than necessary.

Be sure to install the Nunchuk as described. Use the Connector Hook on the Nunchuk plug with the Remote Wrist Strap cord to prevent the Nunchuk plug from becoming separated from the External Extension Connector on the Remote and striking objects or people.

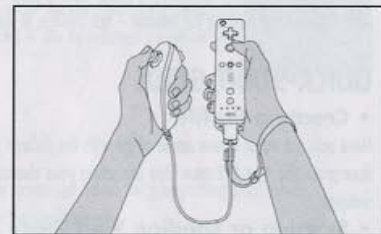
**WARNING:** Not suitable for children under 36 months of age. The Wii Remote Strap and the cord of the Nunchuk can coil around the neck.

## Wii Remote Configurations

- The Wii Remote can be used by itself, or in different configurations when connected up to other Wii accessories. These configurations can be used right or left handed.
- The configuration will depend on the game you are playing. Review the instruction booklet for the game you are playing for specific controller requirements.

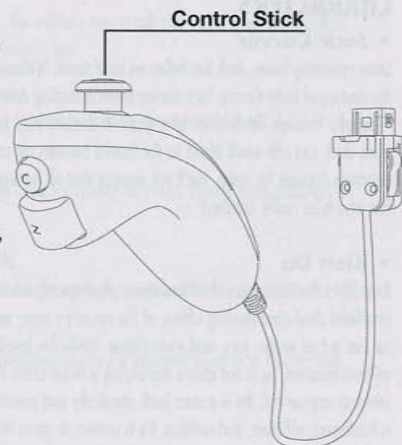


Wii Remote – Vertical Position



Wii Remote and Nunchuk

**NOTE:** If the Control Stick is moved out of neutral position when the power is turned on, or when connecting to the Wii Remote, that position will be set as neutral position, causing incorrect game control during gameplay. To reset the Control Stick, allow it to return to the normal neutral position, then simultaneously hold down the A, B, Plus (+) and Minus (–) Buttons on the Wii Remote for three seconds.





## INTRODUCTION

For most people, life in a tropical paradise is the ultimate exotic fantasy. But most people aren't Jack Carver. The days are sunny and warm, but at night, Jacutan is never far away.

For most people, mad scientists, beastmen, and a Jekyll-and-Hyde complex would have been the stuff of nightmares. For Jack, it was all too real.

Now, back in his home port of Ponphei, he does his best to pick up the few remaining pieces of his former life. Despite having no boat, no prospects, and very little cash in his pocket, Jack can still manage to keep the demons at bay with a few stiff drinks.

But Dr. Krieger's serum continues to pump through his veins, and deep down inside, the Beast rattles its cage...

Jack Carver's not looking for trouble — but trouble, it seems, has a way of finding him.

## QUICK-START GUIDE

### • Create a Profile

Here you can enter a new name or go with the default profile name. Select the profile name you want to edit and then press the A or B Button. You can select your character setup, controller options, multiplayer options and video settings.

### • Starting or Loading Your Story Mode Game

- Select Story Mode from the Main Menu.
- Select Create New Game to start at the beginning.
- Select Resume Current Game to continue an existing game.
- Select Play Without Saving if you have no storage device.

### • Starting a Split-Screen Multiplayer Game

- Select Multiplayer from the Main Menu.
- Each player must press the A Button to join the game. Once both players have pressed the A Button, choose the game type and map.

## CHARACTERS

### • Jack Carver

Since returning home, Jack has fallen on hard times. Without a new boat to replace the destroyed Lady Karma, he's staring down mounting debts and limited prospects — usually through the bottom of a glass. It doesn't help that when he closes his eyes, Jack can still smell blood in the humid Jacutan air and feel the adrenaline pumping through his veins. He'll tell anyone that all he wants is his old life back. But who is he really kidding?



### • Kien Do

Kien Do is the Governor's chief lieutenant. Bodyguard, adviser, and assassin, he is also the unofficial chief commanding officer of the country's army and police force. When need be, he can act as judge, jury, and executioner. While his loyalty to the Governor's family is without question, he is not above disobeying a direct order if he feels that the family's best interests are served. He is a man both physically and emotionally scarred by life. Kien Do is intelligent, efficient, and ruthless. He is content to serve the Governor's family to the best of his abilities and prefers to use his gun only as a last resort; his razor-sharp mind is by far his deadliest weapon. He likes to dress the way he kills: clean and professional.



### • Kade

Kade never knew her father, only that he was European and thought nothing of casting her mother aside like trash. She took the lesson to heart. Over the years, she's applied her sensuality, keen intellect, and occasionally a blade between the ribs to ascend through the world of smugglers and pirate clans — and out of the squalor of her birth home.



### • Semeru

Whether it was psychotic delusion or simple arrogance that inspired him to take as his name the birthplace of the gods, Semeru has built a potent mythology for himself. His origins are secret, but he and his elite warriors share a common background of ascetic militarism, mystical experience, and the brutal crucible of ceaseless warfare. This is the foundation on which he formed a misfit army of zealots from around the world.



## VEHICLES



### RMV

The Recon Medium Vehicle (RMV) is lightly armoured. Ideal for transporting small units, it also packs some firepower with its mounted machine gun.



### Patrol Boat

Armed with a machine gun, the patrol boat is good for getting across contested water under fire.



### Inflatable Boat

Very light and manoeuvrable in the water, the inflatable boat has a sharp turning radius.



### ATV

The all-terrain vehicle (ATV) is rugged and fast but notoriously prone to rolling and flipping.



### Hovercraft

Temperamental and difficult to control, the military hovercraft can travel over any surface. Fortunately, it also sports a mounted machine gun.



### Water Scooter

Highly manoeuvrable, the water scooter is ideal for getting through tight spots.



### Pirate Boat

The pirate boat is a small boat normally used for fishing on rivers. Pirates have modified it with a motor and mounted weapon.



### Military Transport Truck

The military transport truck is a tactical vehicle normally used for the transportation of soldiers.



### Technical Truck

The technical truck is a civilian pickup modified to carry a mounted weapon in its rear bed.

## WEAPONS, TRAPS, AND PICK-UPS

### • Weapons



#### MACHETE

This concealable blade comes in handy at close range, in stealth situations, or when ammo is scarce.



#### 9MM AUTO

The 9mm auto is a reliable machine pistol with an extended magazine that can hold 30 rounds, with one in the chamber (Akimbo supported).



#### 9MM

This pistol can be equipped with a suppressor, making it a favourite of special operators (Akimbo supported).



#### HANDGUN

This large-calibre, semi-auto handgun is effective even against light vehicles (Akimbo supported).



#### BULL44

This large-calibre revolver is effective against anything (Akimbo supported).



#### SHOTGUN

The shotgun is used in close quarters against armoured targets or in jungle situations against fast-moving animal quarry.



#### G18

The G18 clip has been upgraded to contain 30 bullets, thus providing this fast-rate weapon with high-capacity power (Akimbo supported).



#### AM9

This light automatic handgun is fast enough to provide firepower to rapidly defeat any enemy (Akimbo supported).



#### MP5

Small, lightweight, and accurate, the MP5 is versatile enough to be good in close quarters as well as for extended firefights (Akimbo supported).



#### AUTO 45

Lightweight and fast, the Auto45 is a newly designed accurate weapon that has since been adopted by the new generation of close combat fighters (Akimbo supported).



#### P90

While it lacks the range of heavier assault weapons, the P90's portability and ammo capacity make it robust. It can defeat standard body armour at medium distances (Akimbo supported).



#### CARBINE

Equipped with both a scope and a suppressor, the Carbine is good for both close-quarter fights and light sniping.



#### ASSAULT RIFLE

Equipped with a grenade launcher, the assault rifle is the perfect choice for situations where subtlety isn't a tactical requirement.



#### BC-74

Equipped with a grenade launcher, the BC-74 is the rebel's perfect weapon. Efficient and reliable, its attached grenade launcher additionally provides good support fire power.



#### MACHINE GUN

The machine gun is a lightweight, portable weapon capable of delivering a large volume of effective fire. Its standard configuration uses a high-capacity box magazine.



#### RECON RIFLE

Equipped with a 7x optical sight, this weapon is perfect for taking down your enemies from a distance.



#### SNIPER RIFLE

The sniper rifle's 10x optical sight makes it perfect for long-range sniping from protected positions.



#### ROCKET LAUNCHER

With its 2x zoom and 4-rocket capacity, the portable rocket launcher is perfect for unleashing big destruction.



#### HAND GRENADE

The standard fragmentation grenade inflicts high-velocity shrapnel damage on targets within its 15-meter explosive radius.



#### MORTAR STATIONARY WEAPON

This 40mm multipurpose indirect-fire weapon is ideally suited to perimeter defence, counter-sniper operations, and blowing the hell out of hostile vehicles.



#### FC STATIONARY WEAPON

This reliable, heavy machine gun provides both offensive and defensive suppression fire.



#### BLOWGUN

This primitive weapon uses poisonous darts that will neutralise Feral abilities for a while.



#### PIPE BOMB

Jack can install the bombs and detonate them later. You can always disarm a pipe bomb by pressing the C Button.



#### LAND MINE

Use these as grenades or create your own defensive minefield.



#### MOLOTOV COCKTAIL

Bottle filled with flammable liquid to throw at opponents.



## • Traps

### BRANCH WHIP

A tree branch with a wooden spike, pulled back and then released to lash anyone passing close by.

### PLACING AND SETTING UP TRAPS

- Find location: Find an appropriate location for the trap you want to use. The trap will turn opaque once set in an appropriate location.
- Set up branch whip: Once the trap appears opaque, push the B Button to bend the branch around the tree. When fully bent, the branch is installed.

**Tip! Draw in your enemy (optional):** You can try to lure enemies by throwing a rock near an installed trap. However, this strategy will only work with unsuspecting enemies.

## • Pick-Ups

**HEALTH PACK** - Small and large health packs restore your health.

**ARMOUR** - Small and large armour restore your protection.

**BINOCULARS** - Binoculars have up to 24x zoom, a motion tracker for identifying and tracking distant enemies, and a directional microphone for hearing noises from a great distance.

**DETONATION PACK** - The detonation pack contains explosives with a time delay.

**AMMUNITION** - Ammo can be picked up from weapons of dead enemies, or from weapons lying around, or both.

## FERAL ABILITIES

To survive, Jack Carver must adapt to his environment. In the course of the game, he will unleash his dormant animal aspect. Here's a quick overview of those feral abilities:

### • Predatorine

Predatorine is the body's stress chemical (similar to adrenaline). Jack learns to harness its power for a variety of physical feats. He can receive an adrenaline rush in two ways:

- Headshot: By mastering the aiming device you will be able to kill enemies with a headshot and experience a medium predatorine spike.

- Close combat: When Jack kills an enemy in a close-combat fight, he experiences a big predatorine spike.

When you have enough predatorine, you can enter Predator mode by pressing the A Button. In Predator mode you will be able to freely use Feral Attack and Feral Speed. If you harness too much predatorine without using it, you will begin to suffer degeneration mode.

### • Feral Attack

This slashing attack lets Carver instantly kill an enemy with his bare hands. It's very useful in medium to close combat (Jack can also attack an enemy standing on a dock or beach from beneath the water). You'll know you are able to perform the attack when a claw icon appears in your HUD.

### • Feral Stealth Attack

This silent attack lets Carver instantly kill an enemy with his bare hands. It's useful in close combat, but only when Carver attacks his enemy from behind. You'll know you are able to perform the attack when a claw icon appears in your HUD. Only available in Predator mode.

## • Feral Sense: Smell

Flesh and blood have a distinctive odour, as does fear. Like a jungle predator, Jack will learn to perceive the scent trail left by his prey and track it to its source. You can activate this sense in normal mode but that will cost some Predatorine.

## • Feral Sense: Vision

Carver's eyes become adapted to low-light conditions, allowing him to see useful terrain features even in the dark. Over time his vision becomes sensitive to the heat generated by living things. You can activate this sense in normal mode, but that will cost some Predatorine.

## • Feral Speed

Like any good predator, Jack needs to be fast. While actively using his speed, Jack can also build up power for incredible long-distance leaps. Only available in Predator mode.

## • Feral Climb

This ability allows Jack to use his Feral sense to perceive climbable paths on cliffs or trees that would be otherwise be inaccessible.

## STORY MODE

To start a new single-player game, select Story Mode from the Main Menu. To continue a previous game from your last saved progress, choose Story Mode from the Main Menu, then Resume Current Game from the following screen. As you play through each map, the game will automatically save your progress to the Wii Console at various checkpoints.

If no storage devices are available, you can still play by choosing Play Without Saving.

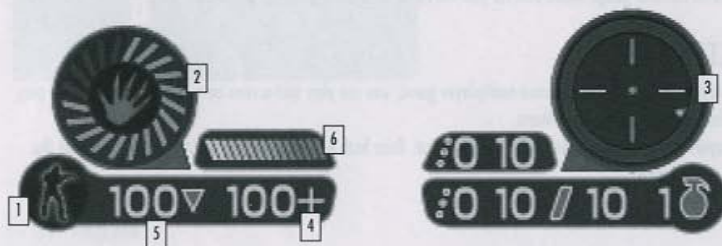
## IN-GAME INTERFACE (HUD)

The HUD (Heads-Up Display) has multiple elements.

### 1. Stance:



### 2. Predatorine meter:



### 3. Radar:

Green dot: Unnoticed.

- Yellow dot: Investigating AI.
- Orange dot: Threatened AI.
- Red dot: Alerted.
- Blue dot: Objective.
- White dot: Friendly AI.

### 4. Health meter:

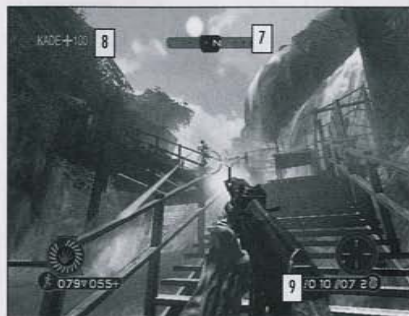
- When Carver is shot at, a red arrow will indicate the direction the shots came from.

### 5. Armour meter:

- When Carver is wearing armour, this takes two-thirds of any inflicted damage, while his health takes the last third.

### 6. Breathing bar:

- Use when underwater.



### 7. Compass:

- Indicates the direction in which you're facing.
- Blue dot indicates the objective's direction.

### 8. Kade and Kien Do's health status:

- Kade's death ends the game.
- Kien Do's death ends the game.

### 9. Remaining ammo:

- The first ammo count shows the ammunition in the weapon Carver is carrying.
- The second ammo count relates to the akimbo when activated.
- When the weapon runs out of ammunition, press the C Button to reload it.
- The grenade indicator shows the number of grenades that Carver is carrying.
- The throw distance gauge shows how far you will throw an object (grenade, pipe bomb, etc.).

## MULTIPLAYER

When playing the Far Cry® Vengeance multiplayer game, you can play split-screen on a single Wii Console. To play, select Multiplayer from the Main Menu.

Both players must press the A Button to join the game. Once both players have pressed the A Button, choose the game type and map.

## • Multiplayer Game Modes

### CHAOS

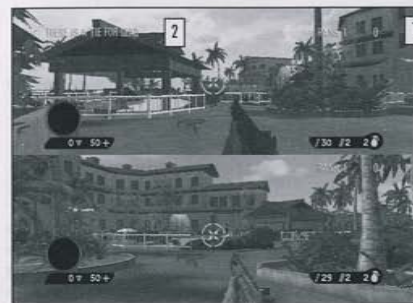
The first player to reach the predetermined kill number wins the match.

### PREDATOR

Two mercenaries are trying to become the Predator. Winning this power will provide a real advantage as the Predator will have the complete set of Feral abilities (Feral attacks, speed), but he will not have any ammunition.

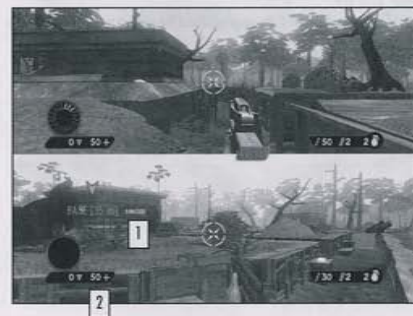
### MULTIPLAYER IN-GAME INTERFACE (HUD)

The multiplayer HUD has two elements.



1. Indicates your ranking and the number of kills.
2. Provides information about the game situation.

In Predator mode, two changes appear in the HUD:



1. Indicates the distance (in metres) between the player and the base where the transmitter is located.
2. Mercenaries don't have radar.

### Far Cry® Vengeance Proof-of-Purchase

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NEW: To serve you better, Ubisoft is now providing full ONLINE support, to solve your gaming problems quickly and efficiently.

Simply go to <http://www.ubi.com/uk> and visit the Ubisoft Frequently Asked Questions first!

By visiting our FAQ database, you can find exactly the same answers that are available to you by calling or sending web-mail to our support representatives. This service is free and available 24/7!

If for any reason you do not find the answer to your question, you can click on the Ask a question link in the FAQ to send us a web-mail, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time.

Make sure to include all information on your system, your problem, and the game you are playing.

If you do not have internet access, Our support representatives can assist you from 8:00 am until 10:00pm daily (excluding Bank Holidays) on Telephone: 0905 - 482 - 0109 Calls cost 30p per minute. Please be at your system when calling Ubisoft for support.

Australian technical support

Technical Support Info Hotline

1902 262 102

(calls are charged at \$2.48 per minute including GST. Higher from public and mobile phones).

### HINTS & TIPS

Looking for cheats to go up to the next level? Call our 24 hour automated Hints line: 0906 - 646 - 8477. Calls cost £1.00 per minute. Please ask permission from the person who pays the phone bill before making the call.

## WARRANTY

Ubisoft guarantees to the original purchaser of this computer software product that the compact disc (CD)/cartridge supplied with this product shall not show any default during a normal use period of ninety (90) days from the invoiced date of purchase. In the first instance please return the faulty product to the point of purchase together with your valid receipt. If for any reason this is not possible, (and it is within 90 days of the purchase date), then the faulty compact discs/cartridges should be returned to Ubisoft at the below address, along with a dated receipt, location of purchase, a statement describing the fault, and all original packaging.

Address for returns:

Ubisoft, Chertsey Gate East, London Street, Chertsey, Surrey, United Kingdom, KT16 8AP

Where a CD key is required to access on-line game play, this cannot be reproduced or replaced. It is the responsibility of the original purchaser to keep this CD key secure. Lost, stolen or damaged CD keys cannot be replaced.

## Notes

