



CRYSIS 3


CRYTEK



⚠ WARNING Before playing this game, read the Xbox 360® console, Xbox 360 Kinect® Sensor, and accessory manuals for important safety and health information. www.xbox.com/support.

Important Health Warning: Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people with no history of seizures or epilepsy may have an undiagnosed condition that can cause “photosensitive epileptic seizures” while watching video games. Symptoms can include light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, momentary loss of awareness, and loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. **Immediately stop playing and consult a doctor if you experience any of these symptoms.** Parents, watch for or ask children about these symptoms— children and teenagers are more likely to experience these seizures. The risk may be reduced by being farther from the screen; using a smaller screen; playing in a well-lit room, and not playing when drowsy or fatigued. If you or any relatives have a history of seizures or epilepsy, consult a doctor before playing.

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PROPHET RETURNS

Twenty years have passed since New York City was saved from the hostile alien race known as the Ceph. With the alien infestation under control, the chaos seemed all but over. The Crynet Enforcement and Local Logistics organization, or CELL, utilized the Ceph’s technology and promised free and unlimited energy to the world. All that goodwill vanished, as CELL took advantage of their technological and political might to strong-arm society. A resistance has begun to fight against CELL, but their forces are simply not strong enough. The resistance hopes to turn the tide by freeing the one man who can stop CELL: Prophet.

CAMPAIGN CONTROLS

PLAYER CONTROLS	
Move/Strafe	
Look/Rotate	
Sprint	
Melee	
Stealth kill (in stealth only)	(hold)
Aim/Weapon sights	
Fire weapon	
Toggle armor	
Toggle cloak	
Change weapon	

PLAYER CONTROLS (CONT.)

Grenades	Y (double-tap)
Jump	A
Power jump	A (hold)
Reload	X
Interact	X (hold)
Toggle crouch	B
Slide	B (when sprinting)
Toggle visor	↻
Toggle Nanovision	↻ (hold)
Equip Predator Bow	↻
Explosives	↻
Toggle fire modes	↻
Weapon customization	⏪ (hold)
Nanosuit customization	⏪
Pause menu	⏸

VEHICLE CONTROLS

Steer	⬅️
Look	⬅️
Switch seats (ICV only)	Y
Accelerate	RT
Fire primary weapon	LB
Reverse	RT
Fire secondary weapon	RB
Exit/Enter	X
Handbrake	A
Pause menu	⏸

MAIN MENU

RESUME GAME

Select RESUME GAME to continue the single-player campaign from your last saved checkpoint.

CAMPAIGN

Access the Campaign menu from the main menu in order to start a new single-player game or revisit completed missions. The mission to liberate New York from CELL starts here.

CAMPAIGN MENU

New Campaign Begin a new campaign. Choose to play the game on Recruit, Soldier, Veteran, or Super Soldier difficulty.

Replay Mission Start a previously completed mission from its beginning.

Previously in *Crysis*® Recaps the events in *Crysis* and *Crysis*® 2.

SAVING & LOADING

While playing *Crysis*® 3, your progress is automatically saved via a number of mid-mission checkpoints. If Prophet dies, the Nanosuit reboots and Prophet respawns at the last activated checkpoint.

MULTIPLAYER

Select MULTIPLAYER to jump online and test your skills against players around the world. To access the Multiplayer features of *Crysis* 3, you must be logged into a profile with access to Xbox® LIVE and an Origin Account (EA).

IN-GAME MANUAL

Visit the main menu to access the in-game manual.

EXTRAS

Access the Extras menu to view the credits for *Crysis 3* or access things you have unlocked while playing the game.

Nanosuit Showroom Visit the Nanosuit Showroom to examine the Nano Modules unlocked for the Nanosuit.

Service Record View your current status and overall progress. The Operative Status menu displays your kills, assists, deaths, accuracy percentage, kill/death ratio, headshots, stealth kills, and suicides. You may also view weapon- and Nanosuit-related statistics.

Story Information Review detailed information on units, weapons, and collected Intel.

Unlocks Replay unlocked game videos and music.

Credits View the credits.

SETTINGS

Select SETTINGS from the main menu to change settings within the game and view the controls.

Game Change the crosshair settings, toggle subtitles, and adjust the HUD bob during player movement.

Sound Adjust various volume settings.

Visuals Change visual settings.

Brightness Adjust the picture brightness.

Safe Area Adjust the screen size.

3D Options Make changes to 3D visuals (requires 3D-compatible television).

Controls Change the player or vehicle controls, controller sensitivity, vibration, aim assistance, and inversion settings.

PLAYING THE GAME

MISSION INFORMATION

OBJECTIVES

As you progress through a mission, your briefing and objectives are updated and displayed on Prophet's HUD. Objectives are briefly shown at the top of the screen before being assigned as waypoints to follow. To access the objectives list, press  to open the Pause menu and press  to switch to the list. There are two types of objectives: primary objectives that are required to complete the mission and secondary objectives that are optional.

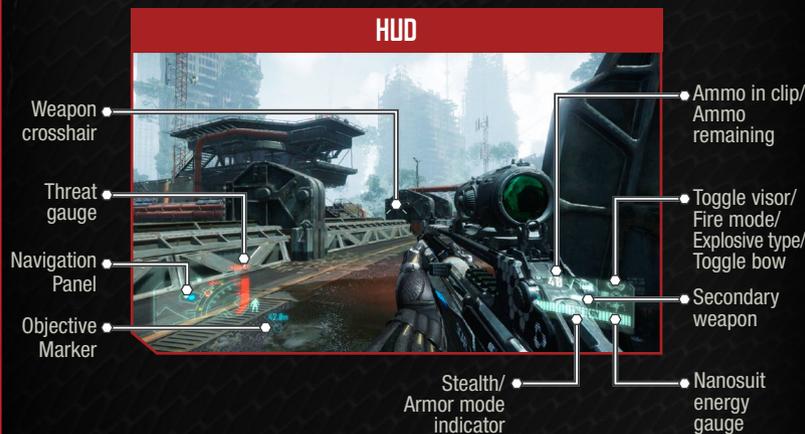
STRATEGIC MAP

To view a detailed map of the battlefield, press  to open the Pause menu. The map displays a yellow arrowhead indicating your position and a blue hexagon that represents your objective waypoint. Pull  to zoom out when viewing the map.

EQUIPMENT BRIEFING

HEADS-UP DISPLAY

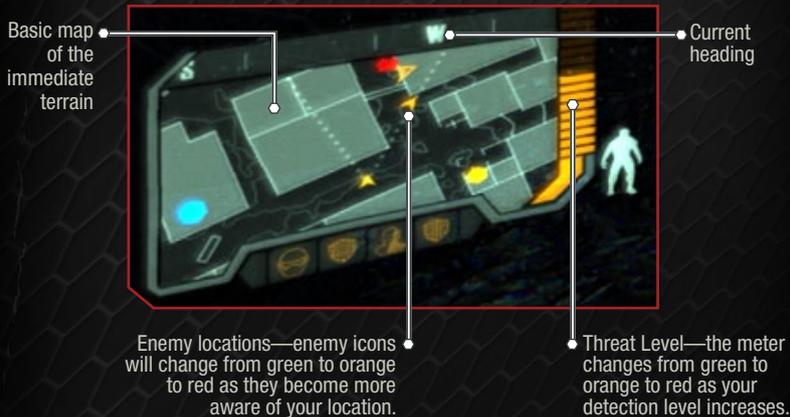
Prophet's Nanosuit is the ultimate battle armor, granting him a range of enhanced abilities. The suit features an integral heads-up display (HUD) that utilizes a satellite uplink to place essential tactical information directly in view.



NAVIGATION PANEL

The Navigation Panel monitors and analyzes the environment, giving you real-time tactical feedback on your surroundings. The yellow arrowhead marks your position and heading, while blue dots indicate primary objective points to follow. Green arrowheads indicate an enemy unit. Pay attention to the Navigation Panel to view your surroundings and assess your threat level, and use the tactical information to complete objectives.

As Prophet proceeds through a mission, secondary objectives may be relayed to his Nanosuit. After receiving a secondary objective, a yellow dot appears on the Navigation Panel and indicates where the objective is located. Unlike primary objectives, secondary objectives are optional and are not integral to the mission. Take these challenging detours to reward Prophet with more intel, weapons, and more.



THREAT GAUGE

The Threat Gauge to the right of the Navigation Panel displays your current threat level. The meter increases and changes color depending on your level of detection.

- Green** Enemy units are unaware of your presence.
- Orange** Enemies are on a high state of alert and will investigate the slightest disturbance.
- Red** Enemy units have line of sight on you. Take cover and use your Nanosuit abilities to lower the alert status.

HIT DETECTION

Instant analysis of incoming projectiles allows the Nanosuit to pinpoint the location of any enemy that scores a hit, allowing you to retaliate accurately. Stay alert for a red arc and arrow in the HUD, indicating the direction of attacking fire.

TACTICAL VISOR

The Nanosuit's Tactical Visor is essential for scouting out areas for enemy units before engaging them. Press \odot to use the visor, and toggle zoom depth with \square . Once anything is scanned, the Nanosuit feeds any important information on the object from its satellite uplink.

TAGGING

Use the Tactical Visor to tag enemy units and ammo caches so they appear on the HUD and Navigation Panel. To tag a unit, center it on screen with the Visor active and the Nanosuit will automatically tag it.

Once a unit has been tagged, the Threat Icon Designator, which appears as a hollow triangle over the unit, fills with a color. Green indicates the unit has not spotted you. Orange units are aware of your presence and are on alert, but are unaware of your location. Red units can see you and are poised to attack.

When you lower the Visor, the Threat Icon Designator remains so you can track the unit. Tagged units will remain visible on the HUD within a range of 100 meters, or until they are dispatched.

HACKING

The Nanosuit's complex algorithms can decrypt even the most secure systems. To hack an encrypted system, target the device and press \otimes to attempt to crack the code's wavelength. As the icon moves along the wavelength, press \otimes to match it until all the sequences are complete. Hacking can be augmented with Nanosuit upgrades.

Hacking is not limited to security panels, but also provides a way to disable mines and temporarily gain control over enemy auto-turrets. The Tactical Visor also provides the ability to hack encrypted systems from a distance, provided that line of sight is maintained with the target.

NANOSUIT FUNCTIONS

The Nanosuit can be quickly augmented to adapt to any combat situation, but all functions require energy. During combat, the suit's energy can be temporarily channeled to boost a number of the Nanosuit's abilities. Each function slowly drains the suit's energy over time, but the Nanosuit will automatically recharge energy when suit functions are inactive. Learn to use these augmentations during battle conditions to survive.

CLOAK

The Nanosuit's energy can be used to power its cloaking function, an advanced augmentation that camouflages Prophet when active. Press **Tab** to use the cloak to sneak up on enemies and perform Stealth Kills, or simply use the advantage to escape detection.

Energy consumption depends on your movement speed. Energy depletes at a slower rate when you are standing still.

ARMOR

Press **Alt** to channel the Nanosuit's energy to its armor and increase its defensive capabilities. With Armor mode active, the Nanosuit can absorb damage during hectic firefights, cushion the shock of a potentially fatal fall, or protect you from being knocked down by strong melee attacks.

NANOVISION

Hold **Shift** to enter Nanovision. When active, Nanovision's enhanced visual filter colors all units' energy signatures to help you locate hidden targets, even in the dark. Using Nanovision consumes suit energy.

UPGRADING THE NANOSUIT



As Prophet moves through New York, he may come across CELL stockpiles that hold Nano Modules. Once Prophet collects these modules, he can apply them to enhance the Nanosuit's functions or unlock new abilities. Access the Nanosuit Modules menu by pressing **Esc** to view the Nanosuit's available upgrades. You may browse through all the modules and then unlock your chosen upgrade. These upgrades do not need any additional power and are always active after being installed.

MODULE UPGRADES

You may read a description of each module, detailing its upgrades or abilities, on the screen. Every module can be auto-upgraded to the maximum level by completing relevant tasks.

For instance, completing a task to remain cloaked near enemies for 100 seconds earns you the maximum level for the Super Stealth module, which awards you with improved cloak.

Whenever you auto-upgrade a module to the maximum level, a pop-up reminder appears on the HUD.

Each Nanosuit Module Upgrade requires one to three kits to unlock. Cheap modules have minor benefits, while expensive modules provide bigger boosts. Highlight Nanosuit Upgrade Kits in range on the Visor.

SUIT STATISTICS

Equipping a Nano Module can also increase the Nanosuit's five main capabilities: Power, Stealth, Armor, Speed, and System. Check out the Suit Statistics on the bottom left side of the screen to view the Nanosuit's overall capabilities. Play around with each module to improve the Nanosuit's statistics.

MODULE PACKAGES

The Nanosuit can only have up to four modules equipped at a time. To help you change out module combinations with ease, you can assign three module packages to a button. Choose a module combination you wish to save and then hold **X**, **Y**, or **B** to save it for a quick change, or simply press it to load the package as your current selection.

WEAPONS AND EQUIPMENT

As Prophet progresses through each mission, he procures a number of different weapons. From simple rifles to advanced Ceph technology, discover each weapon's strengths and weaknesses to get through New York in one piece.

PREDATOR BOW

When utilized alongside Cloak, the Predator Bow is a versatile weapon that allows Prophet to silently kill enemy units without alerting reinforcements. Arrows make little noise when fired and can be retrieved from the unit that was fired upon. The Predator Bow is also one of the few weapons that can be fired while remaining cloaked and is best utilized when employing stealth tactics.

WEAPON ATTACHMENTS

To improve Prophet's efficiency on the battlefield, he can customize his weapons with available attachments that he has collected. To access the Weapon Attachments menu, hold . Press the corresponding on-screen buttons to cycle through available attachments. Equip weapons with scopes to land a distant kill shot, attach silencers for muffled takedowns, or discover new attachments to unlock even more destructive potential.

NOTE: With the bow equipped, use the Weapons Attachments menu to swap out arrow types and adjust the weapon's draw strength.

GRENADES

Double-tap to equip grenades. Grenades can be aimed accurately using the Nanosuit's telemetry system. Hold to display the grenade's trajectory on the HUD and then pull to throw it.

SPECIAL AMMO

Some of the advanced weapons require special ammo, which you'll find at special ammo caches. In addition, certain weapons can fire multiple types of ammo. Use the weapon customization screen to switch ammo types.

ALTERNATE FIRING MODES

Certain weapons have alternate firing options. Press to switch between firing modes. Selecting alternate firing modes can change the weapon's firing style, speed, recoil, and damage. Adding attachments can add firing modes.

VEHICLES

While fighting through New York, Prophet can commandeer various CELL vehicles to drive. Vehicles not only provide transportation, but also can deliver some heavy firepower from mounted guns or provide cover in dire situations. To use a vehicle hold . Upon entering a vehicle, the Nanosuit HUD is synchronized for seamless control with the vehicle's built-in heads-up display, and allows Prophet to take full control of the vehicle's navigation and weapon systems.

MULTIPLAYER



Score, Time, Progress, Objective

Map

Ammo in clip/
Ammo remaining,
Energy Meter,
ARMR, STLTH

Up to 12 fighters can take to the field and battle it out over a variety of game modes. Your character grows with experience, allowing you greater control over their weapons, attachments, and Nano Modules. Take up arms with the Marines or CELL and battle for supremacy.

NOTE: The multiplayer HUD has a few differences that distinguish it from the single-player experience. In a multiplayer match, there are separate energy meters for the Armor and Cloak Nanosuit functions and Nanovision. Sprinting does not drain your energy bar.

NEW YORK FEED

The New York Feed is where you and your friends can view all of your latest progress, accomplishments and feats. The Feed is where all of your completed challenges are displayed for everyone to see. Also check out the Crynet broadcasts to get information on community events.

CHALLENGES

Complete challenges to move up the multiplayer ranks faster. During a match, players can complete performance goals, feats of daring, or use a particular weapon or module to gain XP rewards.

As you complete challenges, new challenges are generated that feature higher XP rewards and bragging rights for you and your friends. Each challenge has an easy, medium, and hard difficulty, and the XP rewarded is high or low depending on which one is completed. There are four types of challenges to pursue:

- Social** Individual goals or goals set by friends based on each player's personal achievements, progress, and combat abilities.
- Crynet** Game generated challenges over a broad range of gameplay areas.
- Squad** During a match each member of a squad has set goals (selected by your squad leader). All these goals are required to complete the challenge and gain the rewards.
- Lobby** Players in the lobby can select the conditions of a gameplay challenge before a match begins. The conditions are available according to the game mode being played.

MULTIPLAYER CONTROLS

Below are the controls necessary to compete in a multiplayer match.

Move/Strafe	
Look/Rotate	
Sprint	
Melee	
Stealth kill (in stealth only)	(hold)
Aim/Weapon sights	
Fire weapon	
Toggle armor	
Toggle cloak	
Change weapon	
Grenades	(double-tap)
Jump	
Power jump	(hold)
Air stomp	(midair)
Reload	
Interact	(hold)
Toggle crouch/slide (while sprinting)	
Toggle visor	
Toggle Nanovision	(hold)
Cycle explosives	
Support Bonus	
Toggle fire modes	
Scoreboard	(hold)
Weapon customization	
Pause menu	

MAIN MULTIPLAYER MENU

- Quick Match** Choose a game type and then jump into a game with automatically chosen teammates and opponents.
- Private Match** Create a private match. You may select the game type, invite friends, and adjust certain match settings.
- Player Profile** Check out your multiplayer stats, rank, current form, skill assessment progress, and the leaderboard. Select a Dog Tag or set your Clan Tag for your profile, as well.
- Customize Equipment** Adjust your loadout settings for multiplayer matches.
- Settings** Adjust the volume of in-game audio, change controller settings, and alter other options.
- Download Content** Check for new downloadable content.
- Singleplayer** Return to the campaign.

NOTE: When on applicable menus, press  to access your friends list. View your friends list, read any messages, and look at a list of the players you have encountered online.

PAUSE MENU

- Resume Game** Return to the multiplayer match.
- Change Equipment** Access the Equipment menu to change your class or equipment loadout.
- Settings** Adjust the volume of in-game audio, change controller settings, and alter other options.
- Friends List** View your friends who are currently playing online.
- Leave Session** Leave the match.

GAME TYPES

Game types decide the objectives and rules for every multiplayer match. Game types may be automatically updated from the *Crysis 3* servers.

- Team Deathmatch** This is the basic team-based deathmatch mode. You must kill enemies to score points, and the first team to reach the score limit or finish with the highest score when the timer ends wins.
- Deathmatch** This is a free-for-all deathmatch mode. There are no teams, only enemies, so kill everyone to score the most points within the time limit.
- Hunter** Play as the hunter or the prey across five rounds in this mode. Hunters are Marines with unlimited stealth, armed only with bows. CELL operatives have superior numbers and firepower, but return as Hunters when killed. Rounds end when all CELL operatives are dead or the timer runs out.
- Crash Site** Capture energy from downed alien pods while preventing the enemy team from doing the same thing.
- Spears** Capture three Alien Spears while preventing the enemy from doing the same. A captured spear emits a shield to provide some cover. The first team to earn 100 points wins.
- Capture the Relay** Capture the enemy's relay and return it to your base to score. The team with the highest number of captures wins. The match is split into two rounds, and teams swap sides at half time.
- Extraction** Extract Power Cells from defended locations to score points. Each match consists of an even number of rounds, and teams take turns attacking and defending.
- Assault** Nanosuit operatives must download data from terminals defended by black ops soldiers. Pick a side and get the job done.

STATS AND PROGRESSION

After completing a match, you gain XP. The XP you gain is a combination of your Match Score, Match Bonus, and XP earned during that match by fighting other players and completing various objectives. The XP awarded in a match is based on the game mode, so when playing in special game types, focus on completing game objectives as well as killing the other team for best results.

XP serves both to track your progress and to unlock more skill assessments. Your total XP is measured by Rank. You start at Rank 1 and move up the ranks as you earn XP. As you earn higher ranks, you obtain more upgrades.

SKILL ASSESSMENTS

Skill Assessments are ongoing objectives and milestones achieved during a multiplayer match. Completing these assessments can earn players additional attachments, Nano Modules, and bonus XP. There is a Skill Assessment for just about every action on the battlefield, so use your weapons, play in many different types of matches, and use all of your Nanosuit functions to meet and exceed these milestones. The assessments become more complex as you progress, and each assessment has its own unique requirements.

DOG TAGS

Customize your player profile with Dog Tags. Accomplish various feats, skills, and progress through the game to earn new Dog Tags. Some tags are very hard to obtain and show off your skill as a player, while others are just plain cool to collect. Check out the sub-menu dedicated to Dog Tags to see what you have collected and find out how to unlock more. Try to collect Dog Tags from your fallen enemies to unlock Support Bonuses.

CLAN TAG

Want a name to strike fear into your opponents? Select Clan Tag from the Player Profile menu and enter a name for your Clan.

CUSTOMIZE EQUIPMENT

Your character starts with four base multiplayer classes. Each class has its own strengths and weaknesses. Going into battle on the front lines with a sniper rifle or attempting to hold down a rear guard position with a handgun are sure to lead to your doom. Once you have moved up to Rank 5, you unlock five new class slots. You can customize these with new weapon attachments and Nano Modules. Pick the appropriate weapons, attachments, and module sets before going into battle by selecting a preset class or customizing one of your own.

CLASSES

	CLASS LOADOUTS			
	Assault	Scout	Sniper	Gunner
Primary Weapon	SCARAB MOD 2 (Assault Rifle)	Marshall (Shotgun)	DSG-1 (Sniper Rifle)	O.G.R. (Medium Machine Gun)
Secondary Weapon	Hammer II (Pistol)	M 12 Nova (Pistol)	AY69 (Machine Pistol)	Majestic-Six (Heavy Revolver)
Explosives	M17 Frag Grenade	M34 Flash Bang	R.E.X. Charge	JAW (Rocket Launcher)
Armor Module	Auto Armor	Auto Armor	Auto Armor	Auto Armor
Support Module	Aim Enhance	Maneuverability	Surveillance	Weapon Pro
Weapon Module	Armor Transfer	Point Fire Enhance	Proximity Alarm	Heavy Weapon Pro

NANO MODULES

Nano Modules allow you to increase or enhance specific aspects of your Nanosuit while competing online. You may select three modules from among the Armor, Power, and Stealth module categories. Once you have obtained a module, it can be upgraded multiple times to increase its attributes. Select modules to match your class and weapon attachments to complement your play style.

WEAPON ATTACHMENTS

Much like the attachments in single player, you can customize your weapons with weapon attachments that have been unlocked in the multiplayer mode. To change weapon attachments, select CHANGE EQUIPMENT from the Pause menu and switch out attachments manually. You can also change your weapon attachments through the in-game Weapon Attachments menu. To change classes, select CHANGE EQUIPMENT from the Pause menu.

LIMITED 90-DAY WARRANTY

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