

**FARCRY6**  
A UBISOFT ORIGINAL

# EL ARTE DEGENERADO

MISSION DESIGN DOCUMENT



# MISSION BRIEFING

FUERZAS NACIONALES DE DEFENSA

FND-003A PB-706023-011

## INTRO

On Cruz Del Salvador's west coast, the Palacio de la Verdad, under María Marquessa's direction, is set to become a facade of grandeur for Antón Castillo's regime. The forthcoming La Muestra De La Verdad exhibition will display a distorted reality, far from the hardships of Yaran life. Máximas Matanzas tasks Dani Rojas with a bold mission: sabotage the exhibition by defacing or destroying six propaganda pieces, including a prominent statue and strategic military displays.

Players can choose their approach: stealthily navigate the palace corridors or create chaos, ensuring each act of rebellion is marked in vivid blue. The "Azulador," a proposed tool for this mission, could enhance this experience by replacing the current spray mechanic, offering a new dimension of interaction.

The presence of vandalized or destroyed art will shift guards into a state of caution, altering their patrol patterns and adding a layer of complexity to the mission. The player must then decide continue stealthily avoiding the guards or engage in direct combat. After dealing with each of the 6 pieces, all they need to do is leave the place.

"El Arte Degenerado" isn't just a mission; it's a canvas for players to express and feel like a part of the resistance, leaving a trail of blue across the regime's facade, ensuring their acts of defiance are as memorable as they are destructive.



## OBJECTIVE

Paint/Destroy 6 exposed pieces and leave the area

## DURATION

20 to 30 minutes

1



## AZULADOR CONCEPT (OPTIONAL)

In addition to the main mission, there is an optional tool called "Azulador" that can enhance the interaction with the game environment. This tool allows players to spray a short-range blue inkjet on the environment and exposed pieces, creating a unique and outstanding way to accomplish the mission.

Although the mission can be completed without it, including the Azulador could offer a new emotional impact and a memorable twist to this quest.

# WORLD LOCATION

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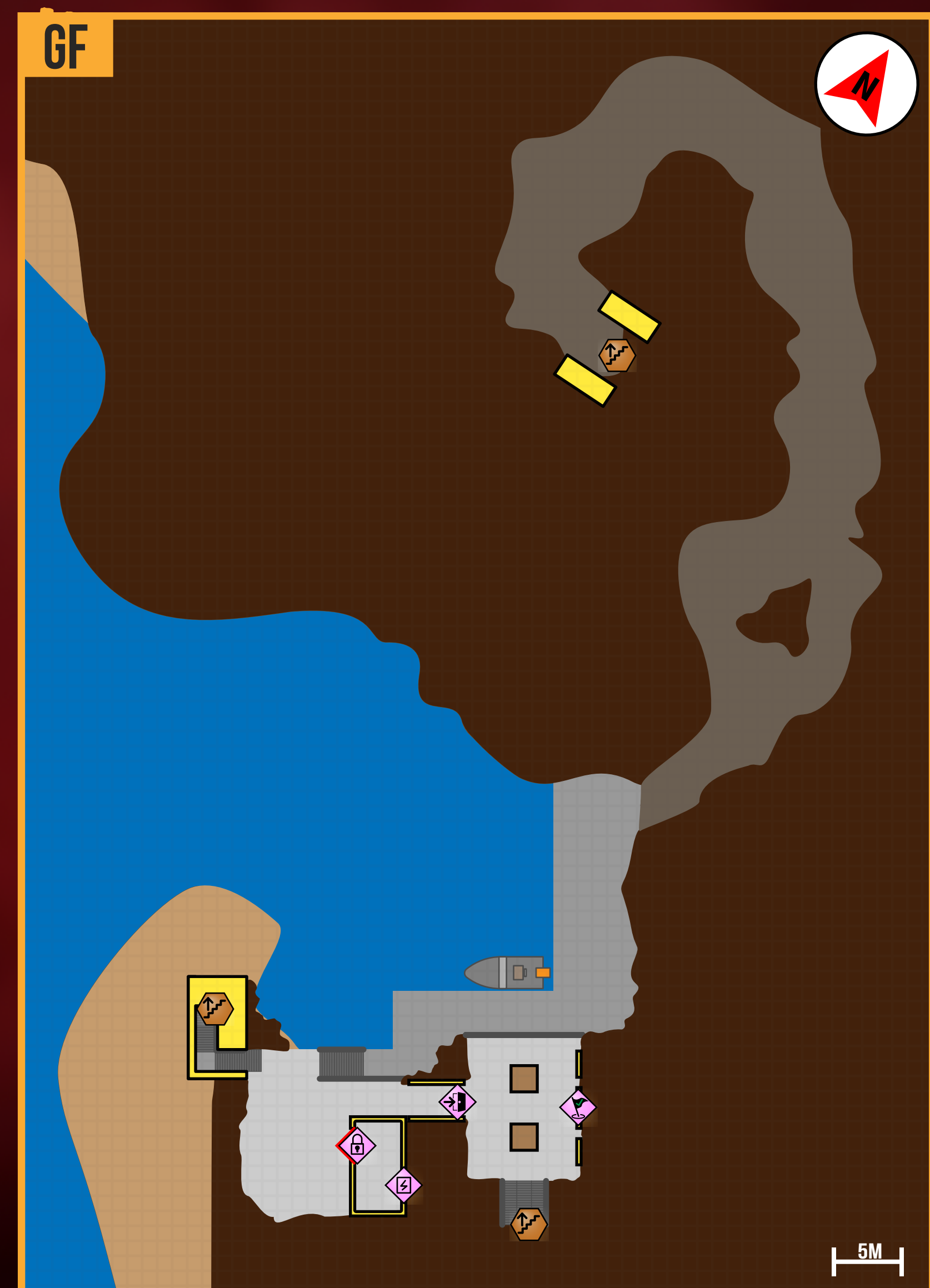
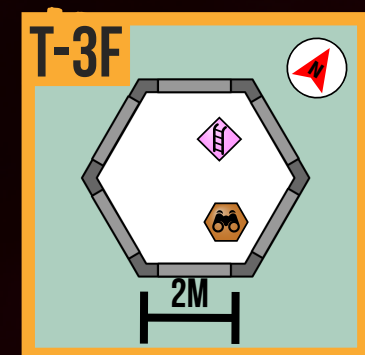
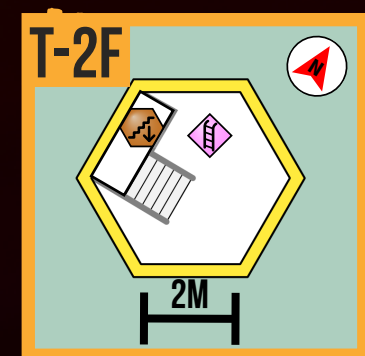
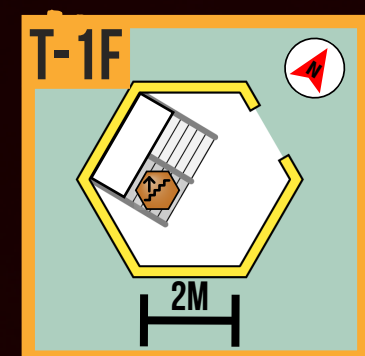
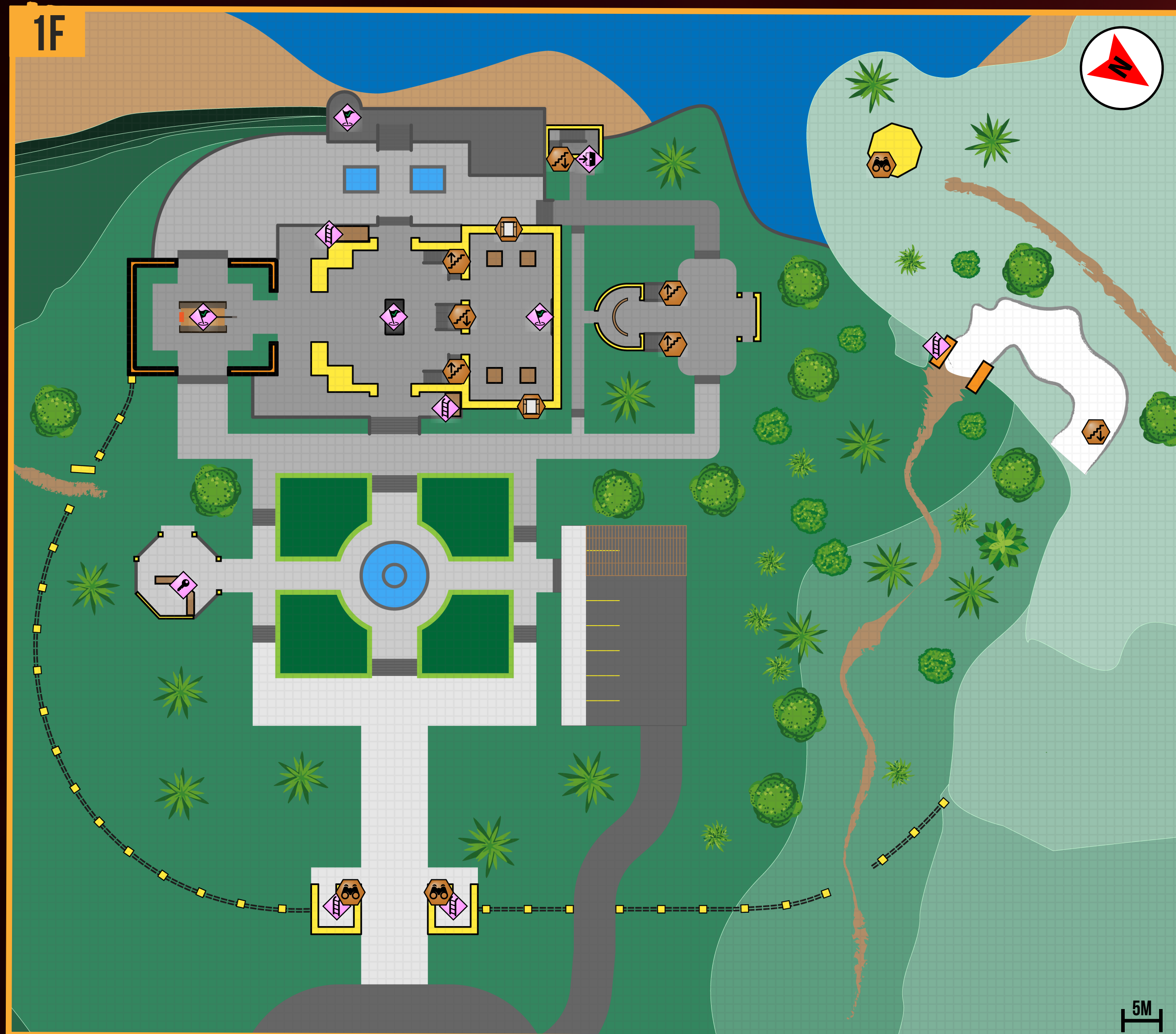
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# PALACE - 1F/GF- & TOWER OVERVIEW

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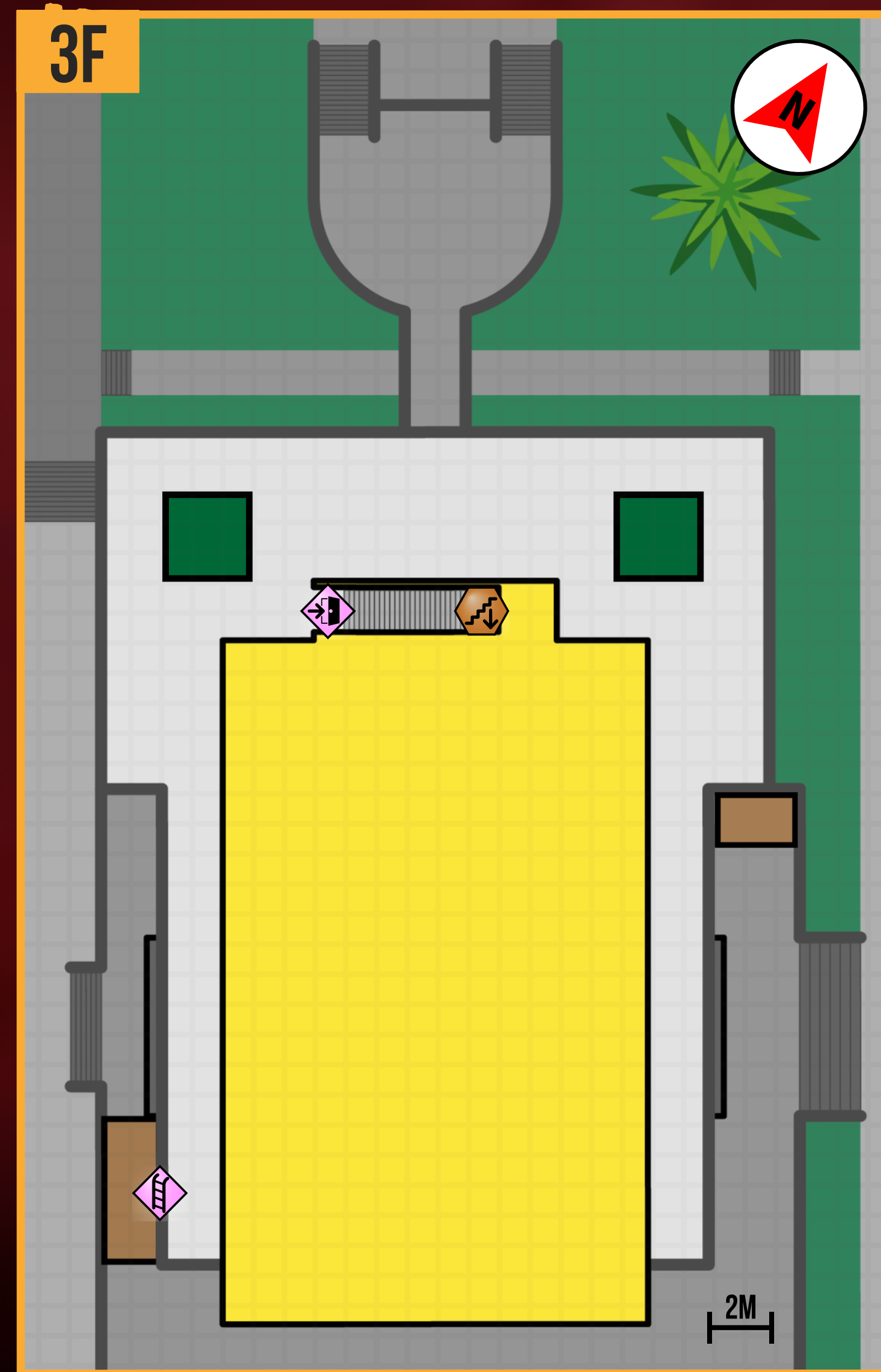
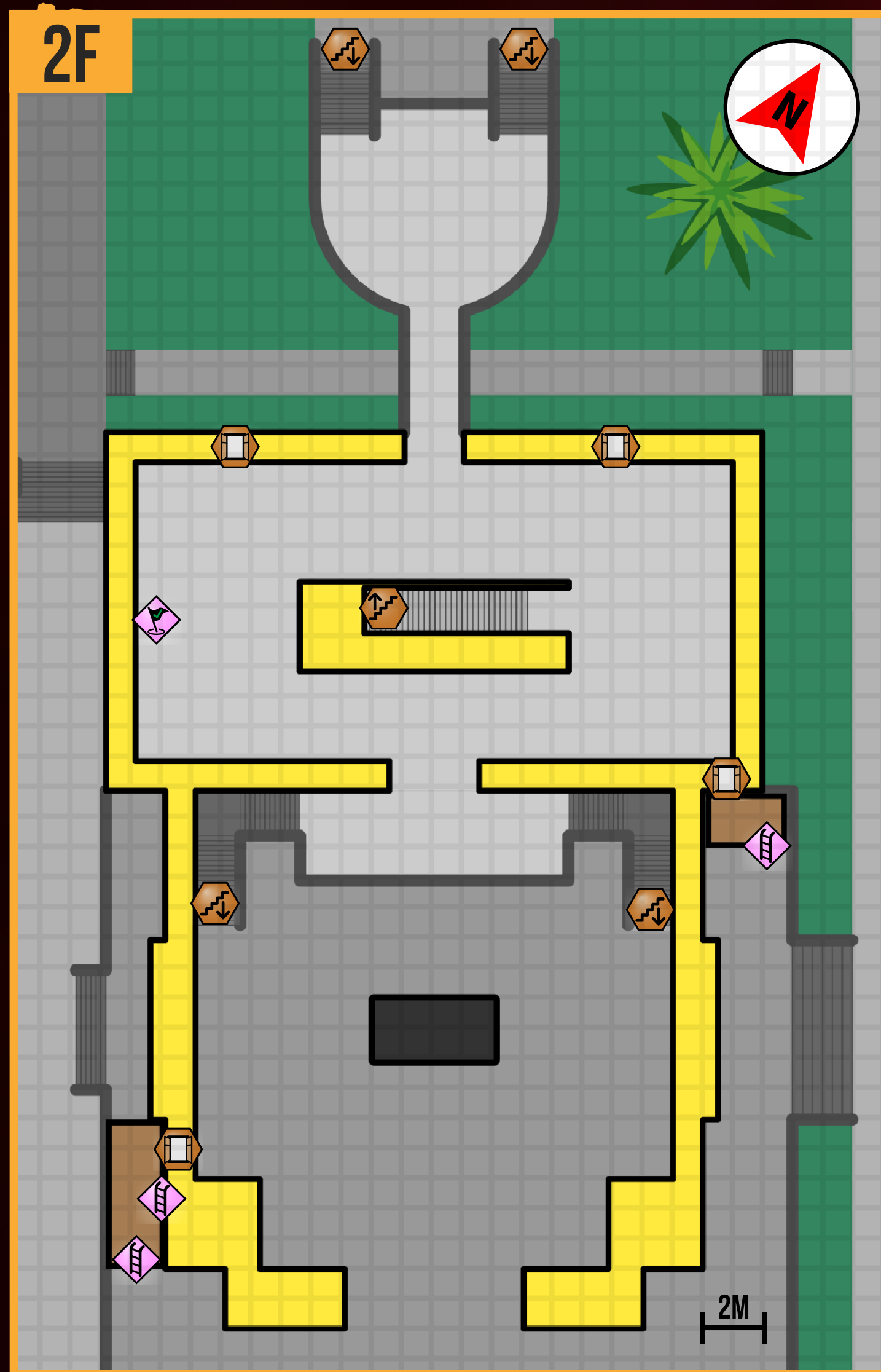
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# PALACE -2F/3F- OVERVIEW

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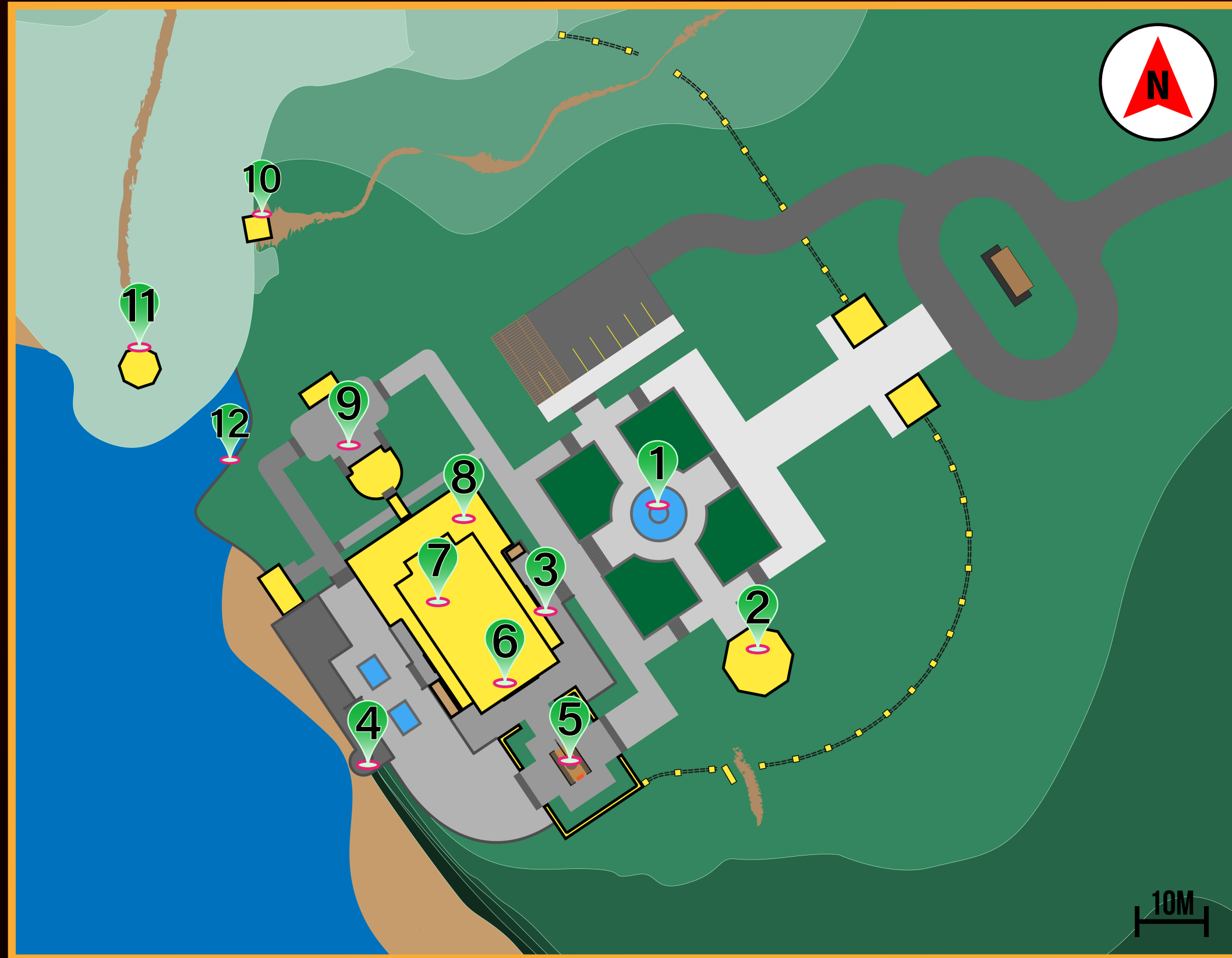
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# REFERENCES

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1 PALACE GARDENS



2 GARDEN GAZEBO



3 PALACE FRONT



4 PALACE VIEWPOINT



5 WALLED GARDEN



6 MAIN HALL



7 F1/F2 SHOWROOMS



8 GF SHOWROOM



9 VISITOR'S LEISURE AREA



10 CAVE ENTRANCE



11 MOUNTAIN TOWER



12 UNDERGROUND PIER



# APPROACH ZONES & HEIGHTS MAPS

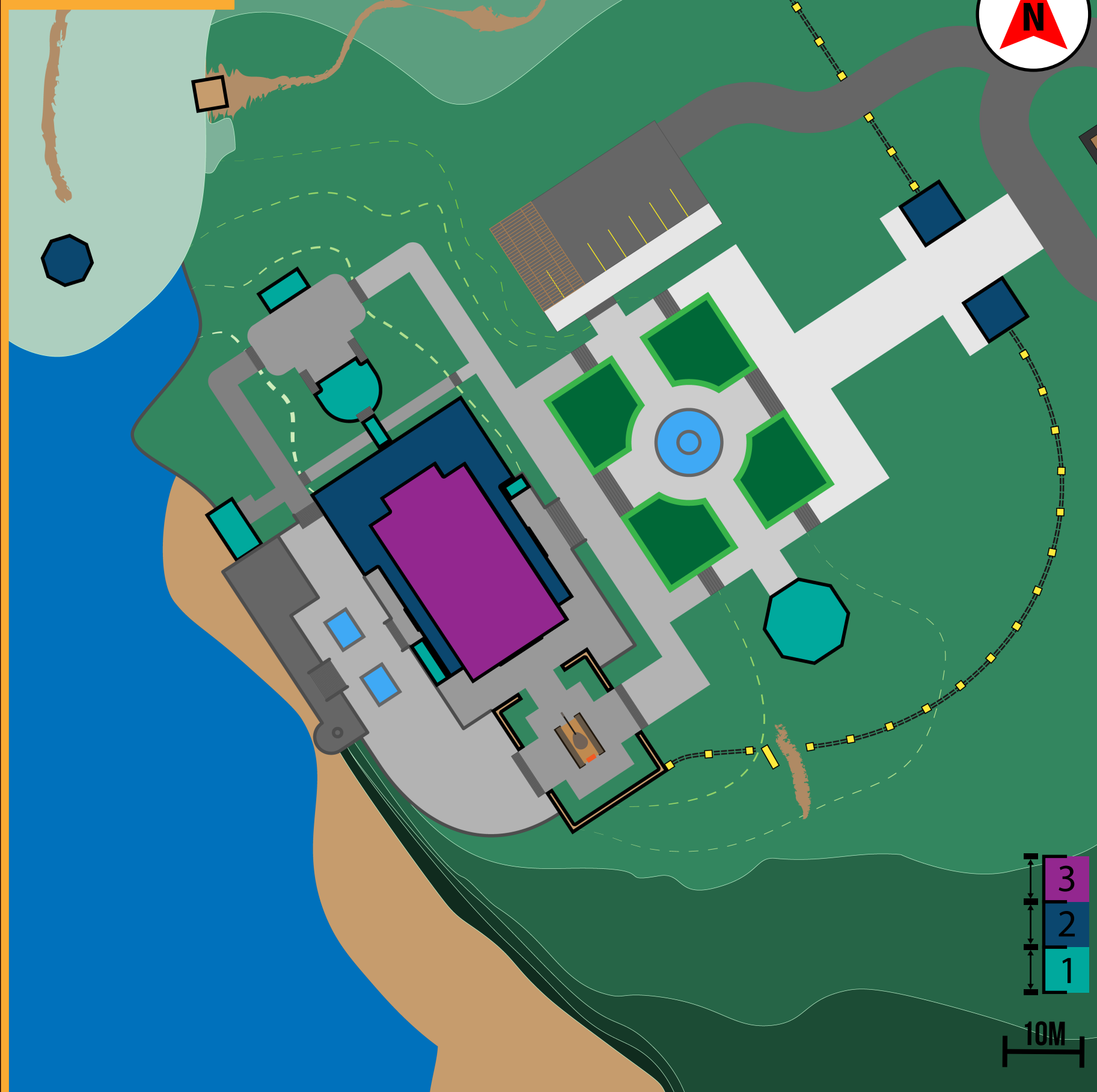
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## APPROACH ZONES



## HEIGHT MAP



## APPROACH ZONES NOTES

- Verde Haven:** A tranquil area surrounding the mission zone. Ideal for reconnaissance and gathering intel without risk.
- Amarillo Alley:** Trespassers in this zone are engaged on sight. Fewer hostiles, but caution is advised.
- Rojo Realm:** The heart of the mission. Dense with enemies and high risk. All mission objectives are located here.

## CLIMBABLE TERRAIN NOTES

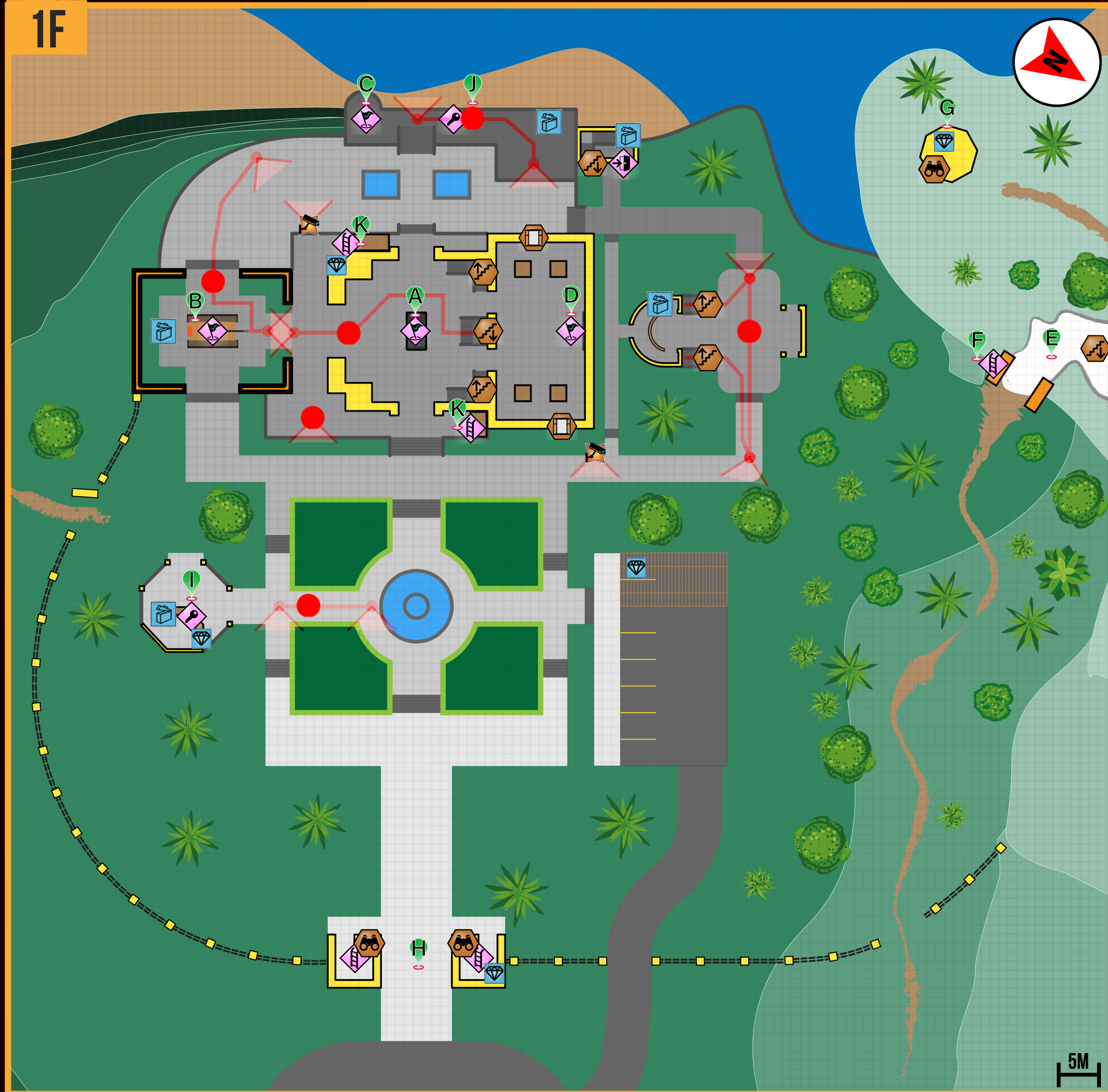
- Climbable Surface:** Identified by brown colour, these obstacles can be climbed using the Far Cry's climbing mechanic.
- Sloping Grounds:** The palace grounds rise from east to west, creating a natural elevation advantage.

# WALKTHROUGH MAP - F1

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1F



## WALKTHROUGH MAP – F1 – NOTES

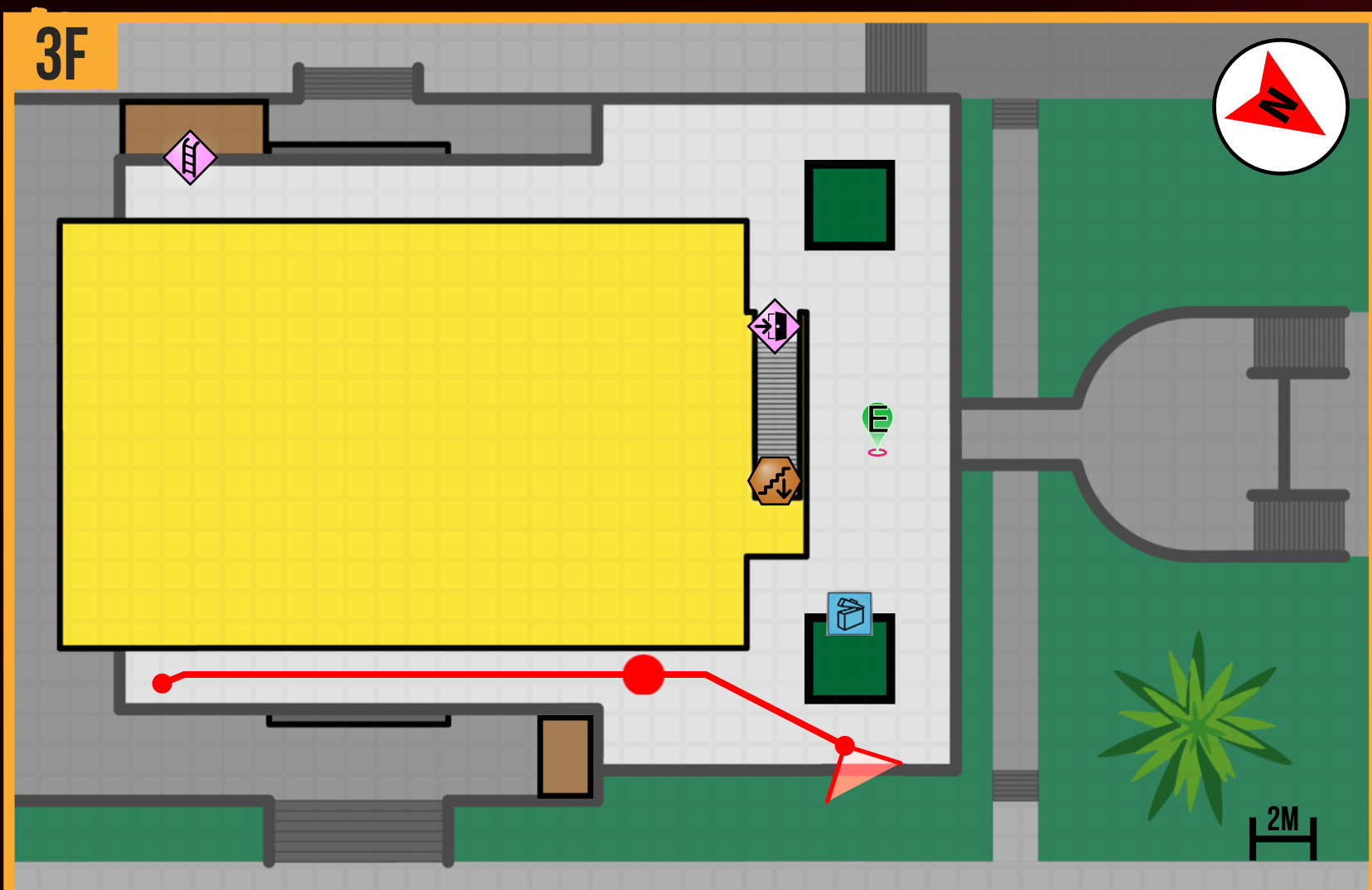
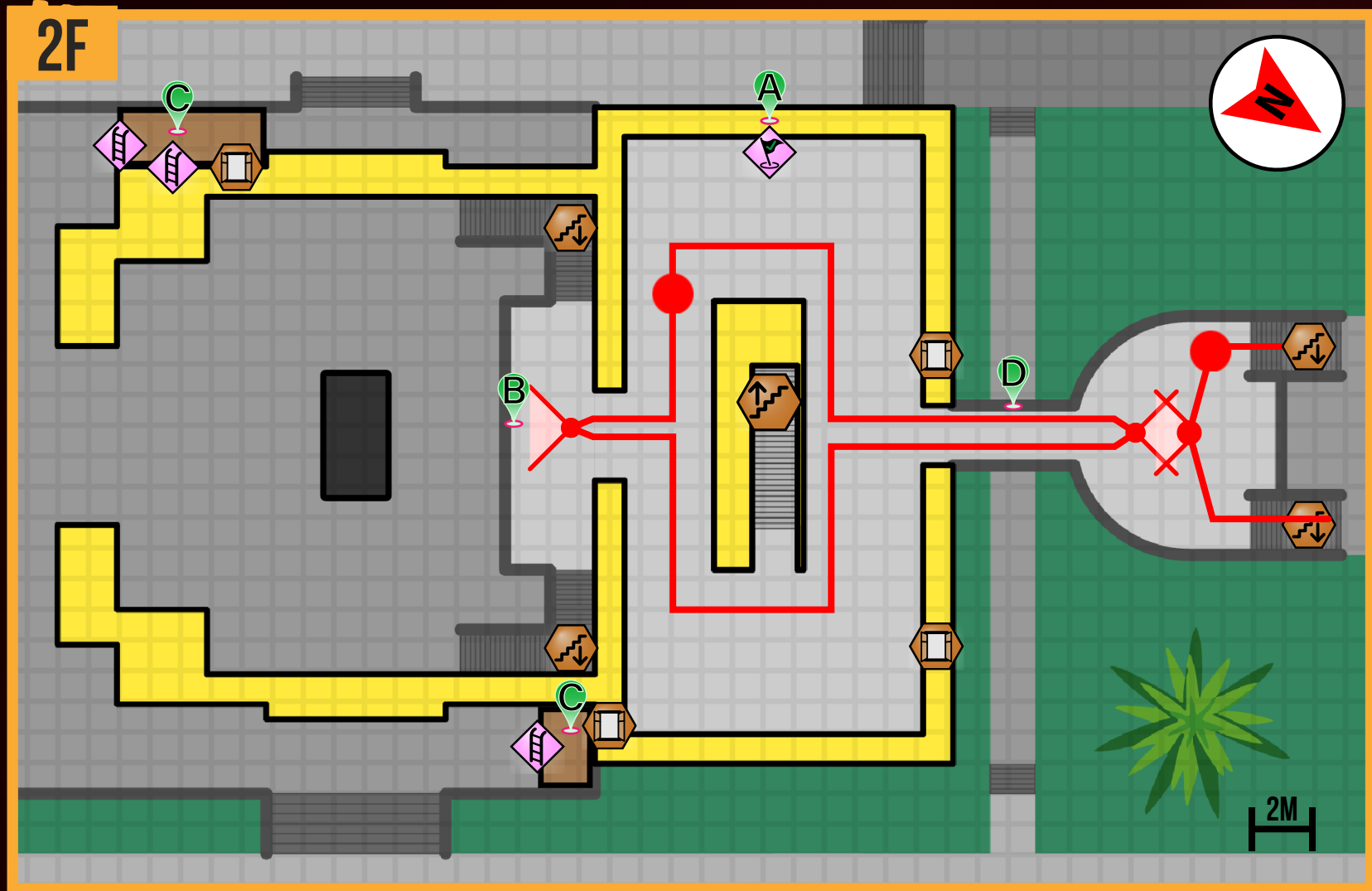
- A** **Castillo Triumvirate Statue:** A grand statue of Gabriel, Antón, and Diego Castillo. A symbol of the regime's past, present, and future. **Target for defacing.**
- B** **FND Tank Display:** Initially intended to be a non-functional display piece, this tank remains operational due to a neglectful oversight. Its cannon, pointed directly at the Castillo Triumvirate Statue, presents a unique opportunity for disruption. **This tank is a primary target for either vandalism or tactical use against the regime's symbols.**
- C** **Antón's Seaward Statue:** A statue of Antón Castillo gesturing towards the sea. **Requires defacement.**
- D** **Castillo Portrait:** A painting of Antón and Diego, a testament to their rule. **To be vandalized.**
- E** **Mountain Cave:** A natural path leading to the palace's ground level, ideal for stealthy infiltration.
- F** **Vine Ladder:** Strong vines above the cave entrance, usable as a makeshift ladder. Alternative access for those with grappling hooks.
- G** **Colonial Tower Lookout:** A landmark that offers a strategic view of the palace, a potential location for the rebellion's reconnaissance equipment or a zipline to the palace's third floor.
- H** **Renovation Towers:** Being renovated to be Future ticket offices, currently providing a tactical vantage point over the palace entrance.
- I** **Temporary Armory Kiosk:** A careless guard has left a key here, unlocking access to the GF FND room.
- J** **High-Ranking Officer:** Personally chosen by María Marquessa, this officer also carries a key to the GF FND room.
- K** **Scaffolding Paths:** Installed to be used in the renovation, these provide discreet movement between palace floors.
- Scattered treasures across the map yield crafting resources for equipment or camp upgrades.**
- All security cameras are linked to an alarm system, which can be triggered by alerted guards to call reinforcements.**
- Rest Points:** Guards momentarily pause their patrol here, looking in a set direction, offering a tactical opportunity for players.













# WALKTHROUGH MAP - F2/F3/GF

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## WALKTHROUGH MAP – F2/F3/GF – NOTES

-  **Castillo's Horseback Painting:** Depicts Castillo leading Yara. **A vandalism target.**
-  **Balcony Overlook:** Offers a view of the 1F lobby but is also usable to guards.
-  **Open Window Access:** Next to the scaffolding, provides a stealthy entrance.
-  **Exhibition Room Gateway:** This entrance links directly to the visitor's leisure area. Although it offers convenient access to the palace, it is closely monitored by vigilant guards.
-  **Palace Terrace:** Offers a panoramic view but guarded by a sniper. Potential zipline connection from the hilltop tower.
-  **Young Anton Painting:** Shows a younger Anton with his parents. **To be vandalized.**
-  **Locked FND Operations Room:** Contains an Electrical Breaker Box to disable cameras and alarms, plus ammunition and resources.
-  **Historic Paintings:** Pre-Castillo era artworks, intended for destruction by FND but worth preserving for historical insight. Add background information about Yara history.
-  **Mountain Tunnel:** Connects GF to F1, ideal for stealth entry/exit and possible climbing challenges area.
-  **Pier Escape:** Perfect for a discreet arrival or stylish escape.