



**REPÚBLICA DE YARA**  
FUERZAS NACIONALES DE DEFENSA



# **DISRUPTOR**

## **DETAILED DESIGN DOCUMENT**

**CLASSIFIED DOCUMENT**

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## DEFINITION

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El FND Disruptor (*English: the FND Disruptor*) is a strategic leap forward in the FND's tactical repertoire against insurgent forces. Integral to Presidente Antón Castillo's military arsenal, its role in electronic warfare and intelligence disruption diverges markedly from traditional combat functions. The Disruptor's primary objective is to undermine and dismantle adversarial communication and technology, effectively paralyzing enemy operations.

### GOALS & EXPERIENCE

- **Tactical Innovation:** Engineered to undermine technological reliance, forcing a shift in tactical approach.
- **Strategic Dominance:** It introduces an additional layer of strategic depth, challenging conventional tactics.
- **Psychological Warfare:** Sow doubt and tension through unpredictable, creating psychological pressure.
- **Sensory Focus:** It diminishes dependency on typical aids, enhancing engagement with the environment.

In combat scenarios, the FND Disruptor transforms standard confrontations, compelling players to face an opponent that abstain from head-on conflict in favor of stealth and high-tech interference. Such encounters demand players to review their dependence on standard supports and plan innovative tactics to navigate these heightened challenges forcing player to leave comfort zone.

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## VISION

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The FND Disruptor's integration into *Far Cry 6* encapsulates the game's vision to cultivate a profoundly engaging combat experience, offering expansive tactical liberty to the players. Strategically designed, this unit profoundly enriches mid-to-late gameplay by reducing dependence on visual aids diegetically and enhancing engagement with the game's environments, thus fostering a more intuitive playstyle. The real-time adaptation of strategies not only challenges players but also rewards them with a more meaningful and immersive connection to the game world.

### ALIGNMENT

The Disruptor stands as a testament to the dynamic and immersive combat experience that *Far Cry 6* aspires to deliver. It confronts and challenges the players' dependency on technology, seamlessly integrating with the core principles of adaptability and agency of the game. This fresh enemy archetype adds depth to the gameplay, compelling players to dive deeper into the intricacies of Yara.

### INTEGRATION

- **AI Behavior Enhancement:** Its ability to disrupt the player's HUD and technology, like triggering a smartphone ring or disabling visual aids, adds a unique strategic layer to *Far Cry 6*'s enemies' interactions.
- **Level Design Maximization:** Preferring indoor engagements, the Disruptor leverages the urban game's environment of *Far Cry 6* to encourage more complex indoor combat scenarios.
- **Skill Augmentation:** It promotes the development of observational skills and situational awareness, in line with the game's emphasis on strategic ingenuity.
- **Developed for Agency:** Encourages diverse strategies and quick decision-making, increasing the depth of game strategy and enhancing the feeling of player agency due to the multiple outcomes.
- **Narrative Synergy:** As a controller of communication, the Disruptor embodies Yara's dictatorial oppression, integrating the narrative theme of control and its effects on resistance efforts.

## OVERVIEW

### BREAKDOWN

#### FUNCTIONALITY & AESTHETIC

The FND Disruptor in "Far Cry 6" serves as a pivotal support/defense unit, significantly altering the player's experience, particularly in the mid-to-end game phases. Its primary functionality lies in deactivating HUD elements and disabling key player support devices. This core function shifts player engagement from reliance on interface aids to a more active interaction with the game's environment in a diegetic approach, enhancing the immersive experience. Technically, the Disruptor's operation focuses on interfering with the player's technological tools, varying from removing visual cues like enemy tags and radar displays to triggering in-game events such as activating the player's cell phone. This necessity to adapt diversifies gameplay, encouraging players to rely more on instinctual play and strategic adaptability, regardless of their playstyle. The Disruptor's implementation into combat scenarios adds complexity and demands flexibility from the players, making each encounter unique and challenging.



Figure 1 - Disruptor's visual references

The aesthetic design of the Disruptor is pivotal for its functionality and player interaction. Its distinct visual cues signal its role and subtly blend with the FND forces, highlighting its unique abilities and function to easily recognize the unity. These elements are complemented by characteristic SFX that alert players to its actions and location, enhancing auditory interactions. Furthermore, the animations and movements are tailored to reflect its evasive nature, adding to the believability and challenge it presents. This comprehensive aesthetic design not only facilitates quick player understanding of the Disruptor's functionalities but also enriches the gameplay experience, allowing players to make instantaneous decisions to engage, evade, or strategize, making each encounter immersive and remarkable.

#### WEAPONRY

##### I. EMP-TAC Mk.1 (*Zeusito Variation*)

The EMP-TAC Mk.1 is engineered as a disruptive tool in the Disruptor's arsenal. Its primary role is to disable mobility and attack mechanisms.

- **EMP Recovery:** Requires a 15-second reboot, leaving the Disruptor vulnerable in a channeling state.
- **Directional EMP (long range):**
  - ◆ **Effective Range:** Up to 100 meters.
  - ◆ **Charge Time:** 3 seconds, necessitating tactical timing.
  - ◆ **Cooldown Period:** 180 seconds, balancing its powerful impact.
  - ◆ **Target Effect:** Permanent deactivation of vehicles and a 30-second Supremo shutdown. When the player is inside a vehicle, the Supremo remains operational to maintain gameplay balance.



➤ **EMP Burst (short range):**

- ◆ **Range:** A short 5-meter, designed for critical close-quarters engagement.
- ◆ **Cooldown:** Set at 30 seconds to allow frequent yet balanced use.
- ◆ **Impact:** Knocks back players for 4 seconds, creating strategic opportunities for the Disruptor.

**II. FLASHBANG GRENADES**

These grenades are a key tactical element in the Disruptor's evasion strategy. The Disruptor deploys a flashbang grenade upon detecting an imminent threat within proximity.

- **Range:** 10-meter, designed for close situations.
- **Blinding Effect:** Momentarily impairs the player's vision, creating disorientation and confusion.
- **Tactical Use:** Facilitates a window of opportunity for retreat, reposition, or use the EMP-TAC Mk.1.
- **Parameter Consistency:** Follows the standard effect, range, and cooldown parameters of Far Cry 6.

DEVICES

SIGINT-BLOCKER B2 BACKPACK

Designed to disrupt conventional gameplay strategies, compelling players to adapt to new tactical scenarios without relying on standard aids.

- **Operational Range:** Effective within an 80m radius.
- **Signal Output:** Disrupt player radar and smartphone.
- **Visibility Features:** Brightly lit screens, increasing detectability in dark environments.
- **EMP Recovery:** Requires a 15-second reboot, leaving the Disruptor vulnerable in a channeling state.
- **Radar Evasion:** Removes the Disruptor's position from radar but does not prevent it from being tagged by players outside its range.

DEVICE'S ABILITIES

**I. SIGNAL JAMMER (PASSIVE)**

Degrades player navigation and communication, disrupting radar and smartphone functionality, compelling players towards more environmental awareness in combat.

➤ **Radar Dynamics:**

- ◆ **Patrol/Caution State:** Introduces moderate static, maintaining partial functionality.
- ◆ **Alert State:** Completely static and inoperative and remove icons/outlines of tagged enemies.

| In this area, smartphones cannot tag new enemies; but tags made outside the area are lost only if the player is inside while in an alert state.

| Removed tags do not return when the player leaves the area or neutralizes the Disruptor, previously tagged enemies need to be tagged again to recover their icons and outlines.

- **Smartphone Functionality:** Features like binoculars, tagging, and vehicle delivery are disabled.
- **Signal Guidance:** Static pulse and patterns in the smartphone function as directional guides to the Disruptor.

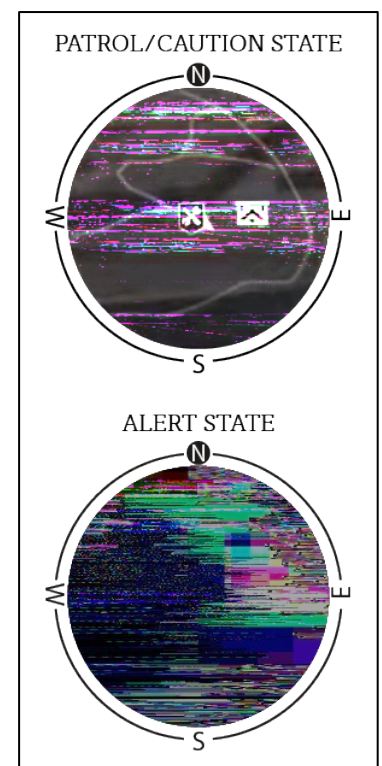


Figure 2 - Signal Jammer's effect



## II. SMARTPHONE TRIANGULATION

Designed to compromise player stealth by activating their smartphone, revealing their location to nearby enemies, and disrupting stealth strategies.

- **Tactical Impact:** Forces the player's smartphone to ring in Caution/Alert states, compromising their stealth and position, and alerting nearby enemies.
  - ◆ Pre-alert noise provides a tactical heads-up to reposition or brace for an enemy approach.
  - ◆ The Disruptor does not gain knowledge of the player's exact position upon activation.
- **Response to Ringing:**
  - ◆ **Enemy Reaction:** Catches the attention of nearby enemies who investigate the sound.
  - ◆ **Player Options:**
    - | **Manual Silence:** Hold down the smartphone button/key for 3 seconds to silence it, during which time the player cannot use weapons, items, or perform actions requiring their hands.
    - | **Ignore Option:** Let the phone continue to ring, which allows the player to stay combat-ready but risks continuous enemy attention until they exit the Disruptor's area or neutralize it.

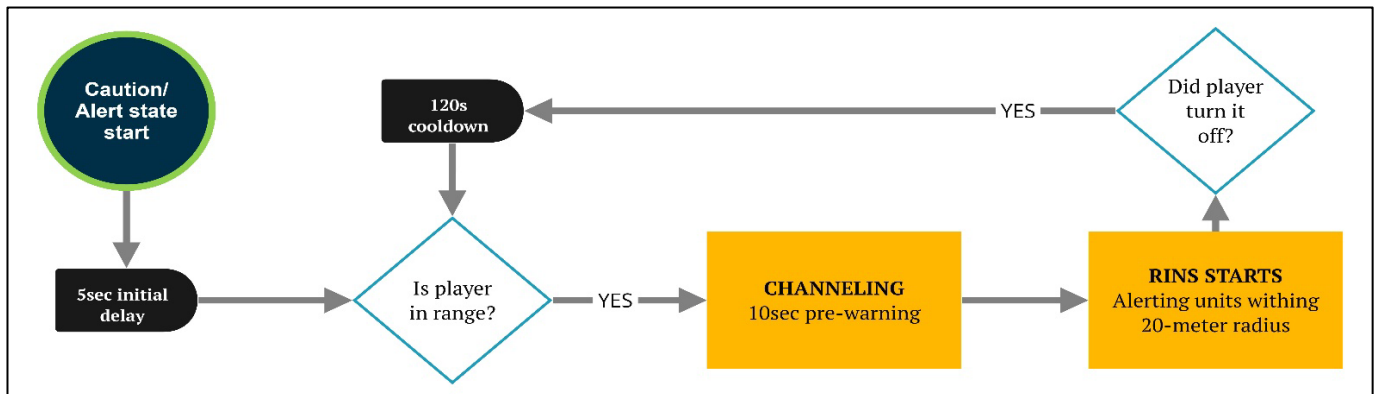


Figure 3 - Smartphone Triangulation's cycle

## HEALTH & DEFENSIVE CAPABILITIES

The Disruptor is designed with defensive capabilities that align with its non-combative and stealth-focused role. It has a low health pool as low-tier FND units, increasing slightly with rank but remaining limited to underscore its vulnerability. Additionally, the Disruptor is equipped with no armor, like the FND Pistolero, prioritizing mobility and stealth over durability. This design choice emphasizes its reliance on evasion and necessitates strategic support from other FND units, while its lack of armor enhances its agility, making it a more elusive target for players.

## MOVEMENT & BEHAVIOUR

The Disruptor's movement and behavior are designed to blend with the game's environment while emphasizing its unique role. It utilizes standard animations like running, jumping, and crawling, consistent with other FND units, to maintain operational consistency and optimize animation resources. The Disruptor also features specialized animations for engaging with its equipment, particularly during the channeling of the Smartphone Triangulation ability and while recovering from EMP attacks. These animations highlight the unit's vulnerabilities and enhance immersion. Despite carrying a bulky [SIGINT-Blocker B2](#), the Disruptor has advanced mobility capabilities. It uses ziplines, jumps over covers, and ascends ladders, crucial for its strategic positioning. However, its design excludes interaction with vehicles and swimming due to the it's equipment sensitivity to water, contributing to a more realistic gameplay experience. In rainy situations, it restricts itself to sheltered areas, venturing out only in high-risk situations. This design choice not only aligns with the character's tactical role but also ensures a realistic and immersive gameplay experience, ensuring that the Disruptor shows its belonging to the game.



## STATE MACHINE BEHAVIOUR

### ► **Patrol Behavior (Unaware State):**

- ◆ **Indoor Navigation Focus:** The AI is programmed to prioritize indoor patrolling, using the game's pathfinding algorithms to navigate complex structures and minimize exposure.
- ◆ **Stealthy Path Selection:** The AI selects paths that avoid long-range exposure, using environmental obstructions for cover, based on a stealth-prioritized pathfinding system.

### ► **Caution Behavior (Suspecting Threat State):**

- ◆ **Cover Utilization:** In this state, the AI adopts a crouched posture, moving towards strategic cover points, analyzing environmental cover and possible threats.
- ◆ **Smartphone Triangulation:** The AI dynamically adjusts its position to optimize the [SIGINT-Blocker B2's](#) effective area, potentially triggering the player's smartphone in response to disturbances.

### ► **Alert Behavior (Active Counter State):**

- ◆ **Advanced Positioning:** The AI continues crouched movement, using cover and prioritizing indoor areas to stay out of the player's direct line of sight.
- ◆ **Proactive Repositioning:** The AI discreetly repositions itself to maintain an optimal, but safe, distance from the player, enhancing the impact of its [SIGINT-Blocker B2](#).
- ◆ **Response to Player Fast Approach:** If a player gets too close unaware of the Disruptor's presence (e.g. looking in the opposite direction), it will move silently to a safe location to avoid being detected. If the player gets too close aware of the Disruptor's presence (e.g. aiming directly at it), it will respond using [flashbangs](#) or an [EMP Burst](#), to disorient the player, and then retreat to a safer position to escape the player's detection.
- ◆ **Tactical EMP:** The AI may risk approaching to disable player vehicles or Supremos using its Directional EMP, based on player reliance on these technologies and the paths available.

## PLAYER INTERACTIONS

The Disruptor transforms player interactions through distinctive challenges, seamlessly diverging from conventional combat and navigation methods. The design was crafted to deepen the tactical elements of gameplay while aligning with the game's core of unpredictability and adaptability. The interactions with the Disruptor are intricately entangled into the game's mechanics and its character narrative, making the changes feel natural and diegetic. Those choices enhance the game's immersive quality and encourage players to engage in a more diverse and creatively strategic combat experience. The Disruptor's unique abilities and behaviour patterns effectively evaluate strategic thinking and adaptability, introducing a fresh layer of engagement to the gameplay.

## GADGET INTERACTIONS

- **Static Guidance:** The Disruptor causes a radius-based interference within an 80m range, progressively intensifying as the player approaches. The disrupted smartphone also features a noise pattern, which points and increases depending on the direction and distance from the Disruptor. This mechanic shifts the focus from UI elements to in-game cues, making the experience more immersive and enhancing the sensory dimensions of gameplay.

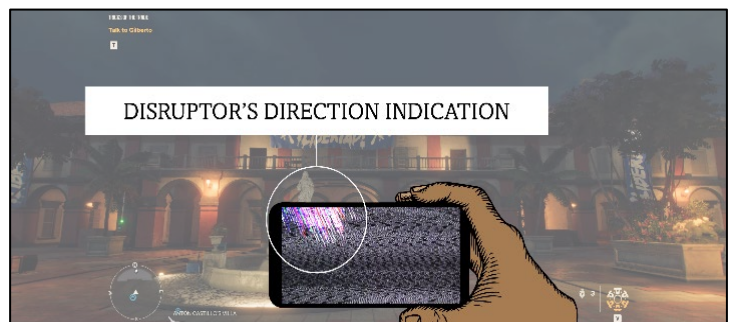


Figure 4 - Smartphone search mechanics mock-up

- **Positioning Shutdown:** It makes the Disruptor undetectable on the player's radar, introducing static interference and escalating to full static during alert states. This subversion standard aids heightens suspense and



necessitates a more exploratory approach to enemy localization, forcing players to use environmental cues like oscillating lights from the Disruptor's gear to pinpoint its location.

- **Unwanted Call:** This feature triggers the player's cell phone during caution/alert states, signaling their location to nearby enemies. The induced phone alert integrates into the game's stealth dynamics, adding a layer of urgency and strategic decision-making. Players receive a pre-alert auditory warning, allowing them to prepare by quickly eliminating enemies nearby or repositioning to evade detection.
- **No Signal:** Disruptor's interference disables smartphone functionalities, like vehicle delivery, reinforcing the ludonarrative and the need for devise independent strategies in its presence.

#### ENGAGEMENT STRATEGIES

- **Evasion and Counter-Engagement:** Upon detection, the Disruptor employs evasion tactics or stuns to disorient players. This behaviour compels players to constantly switch between aggressive and stealth approaches, avoiding straight methods and reassessing tactics based on its actions.
- **EMP Counterplay:** Encourages players to use EMP devices to neutralize the Disruptor's equipment and weapons, fostering tactical diversity and broad use of the game's arsenal.
- **Throwables & Traps:** Players can deploy throwables – as grenades or molotovs – to force the Disruptor out of its cover, and also set traps – as proximity mines – in strategic spots and lure the Disruptor into them during its evasion maneuvers. This option enriches the environmental tactics and the strategic complexity of engagements, necessitating foresight and clever placement of traps to effectively counter its evasive behaviour.

#### COMBAT DYNAMICS

- **Close-Quarters Interaction:** In close encounters, the Disruptor deploys **EMP Bursts** or **flashbangs**, creating sudden environmental changes and necessitating quick adaptation.
- **Supremo and Vehicle Countermeasures:** In alert states, the Disruptor targets players' vehicles, and Supremos, pushing players to rethink their reliance on these assets and adapt to a dynamic battlefield.

Any unmentioned standard interactions – as stealth takedown or player's detection time – remain unchanged.

### PLAYSTYLE

The FND Disruptor in *Far Cry 6* operates as a key Support/Defence unit, pivotal in changing the dynamics of confrontations by disabling player aids and assisting FND forces. This unit prioritizes evasive maneuvers over direct confrontation and is equipped with tactics and tools that significantly impact the player's strategy.

- **Supportive Electronic Countermeasures:** With its **SIGINT-Blocker B2**, the Disruptor jams nearby enemy technology, such as smartphones and radars, thereby hindering enemy situational awareness and disrupting their ability to coordinate effectively.
- **EMP Tactical Strikes:** The Disruptor's **EMP-TAC Mk.1** is essential for defense, capable of disabling player's vehicles and Supremos. This creates a protective buffer for FND forces, limiting the player's offensive capabilities and defending against these key assets.
- **Signal Triangulation:** The **SIGINT-Blocker B2** can also trigger the player's smartphone, revealing their position and countering stealth approaches, effectively alerting FND units to the player's location.

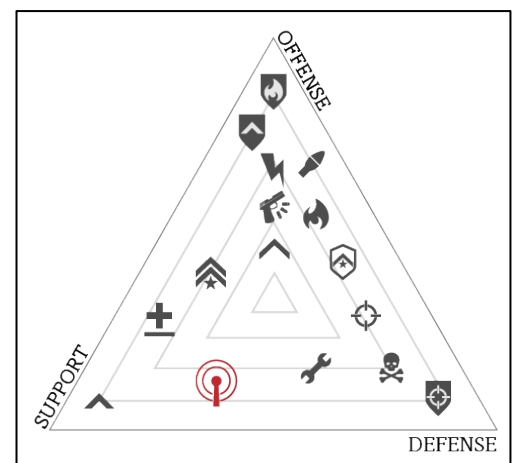


Figure 5 - Distribution of Enemies Archetypes

Operationally, the Disruptor excels in Information Warfare, manipulating the information flow on the battlefield. It uses its abilities to trigger alarms and disrupt enemy aids, effectively confusing the opposition and aiding the overall FND strategy. The Disruptor's evasion tactics focus on self-preservation due to its lack of offensive capabilities, using its environment –



especially indoor spaces – and tools like EMP Pulse and Flashbangs to survive. This not only ensures its survival but also poses a constant challenge to players, maintaining its presence as a nuisance on the battlefield.

## PLAYER ADAPTATION & CHALLENGES

The Disruptor presents unique adaptation challenges to players, necessitating heightened situational awareness and tactical flexibility. The key to locating the Disruptor lies in recognizing its distinctive auditory signals and static disruptions, as it does not appear as a red blur on the radar. This subtlety, combined with its preference for indoor environments where it can remain undetected, adds a complex layer to each encounter. Players need to rely more on cues and less on visual aids, turning the process of tracking the Disruptor into an intense, immersive experience that tests and enhances their observational skills and strategic planning.

Different player will have different experiences while facing the Disruptor. Stealth players must use sound and static cues to track and silently neutralize the Disruptor, engaging in a suspenseful game of cat-and-mouse. Assault-focused players are forced to swiftly adapt, deciding between aggressively pursuing the Disruptor or coping with the absence of visual aids. Strategists are challenged to revise their attack plans and gear when surprised by the Disruptor presence, turning each battle into a unique tactical puzzle. Those who rely heavily on gears must reconsider their approach, incorporating more EMP-based tools to counter the Disruptor's effects. Snipers face the difficulty of adjusting long-range tactics to target the Disruptor effectively, given its preference for indoor evasion. In co-op play, the Disruptor encourages enhanced team communication and collaborative strategy, as players work together to overcome the distinct challenges it poses.

## STRENGTHS & WEAKNESSES

The Disruptor differs from other units by excels in evasion and collateral damage but is weak in direct combat, requiring strategic support from other units to balance its strengths and combat vulnerabilities.

### GENERAL AND SITUATIONAL

#### STRENGTHS

1. **Advanced Hiding:** Expert at remaining undetected, it can render itself invisible to radar and disrupt key player tools, enhancing environmental interaction and reliance on instinct, deepening player immersion.
2. **Evasive Behavior:** Employs sophisticated AI for evasion, compelling players to adapt their strategies and ensuring the Disruptor remains a challenging and elusive target throughout the combat.
3. **Environmental Mastery:** Utilizes the urban level design to its advantage, enhancing interaction and complexity of gameplay while shifting combat towards indoor settings for a refreshed mid/end experience.
4. **Countermeasure Capability:** Capable of neutralizing vehicles and Supremos, it restricts offensive options, pushing players to rethink dependencies and challenging comfort zones.
5. **Indirect Tactical Support:** Provides strategic support to FND units by disrupting player capabilities and revealing locations, increasing FND forces' effectiveness and creating varied combat scenarios.

#### WEAKNESSES

1. **Dependence on allies:** Lacks direct combat abilities, relying on allied support for defense, which balances its strengths and offers strategic opportunities for players to exploit its limitations.
2. **High EMP Susceptibility:** Vulnerable to EMP attacks, temporarily disabling its capabilities and offering players a tactical countermeasure to explore, encouraging a more diverse use of EMP in gameplay.
3. **Conspicuous Signals:** Equipment may reveal its position, prompting players to use sensorial cues for detection and countering, diversifying the situational awareness mechanisms in the late game.
4. **Minimal Physical Defense:** Lack of armor makes it vulnerable to most weapons once detected, ensuring that despite its evasive abilities, the Disruptor can be neutralized easily, maintaining a fair game dynamic.
5. **Dependence on Shelter:** Relies on indoor environments for effectiveness, prompting players to use environmental strategies, like area-effect tools, to flush out or corner it, enhancing strategic gameplay.



## SYNERGY & COUNTERS

### SYNERGY

The Disruptor's synergy with other FND units is a key aspect of its design, enhancing both its defensive and offensive capabilities. Primarily, its ability to disrupt technology plays a crucial role in supporting offensive units. By disabling players' radar or Supremos, the Disruptor creates significant tactical advantages for units like the Vanguard. These units can exploit the player's disorientation and compromised technological aids to effectively flank and attack, leveraging the player's vulnerability to their advantage. This strategic collaboration not only intensifies the challenge for players but also enriches the overall combat dynamics, making engagements more unpredictable and demanding.

Furthermore, the Disruptor's preference for indoor environments and complex terrains complements the strategies of close combat units like the Flamer and Fumigator. Its indoor evasion tactics draw players into scenarios where these units can effectively use their area control and damage-over-time abilities. This synergy enhances their combat effectiveness, making each encounter with the Disruptor a multi-faceted challenge. In addition, the Disruptor's psychological impact, particularly its ability to trigger the player's cell phone, disrupts player concentration and strategy, thereby assisting other FND units in coordinating attacks. This feature is especially advantageous for ambush units like the Vanguard, who can capitalize on the confusion to quickly locate and attack the player.

Defensive synergy is also a critical aspect of the design. To improve its defense, units such as Flamers, Fumigators, Engineers, Heavy Gunners, and Officers can be strategically employed. Flamers and Fumigators use area denial to restrict the player's movements, while Engineers deploy sentries and traps, impeding the player's advance. Heavy Gunners provide shields for protection, and Officers enhance the Disruptor's resilience. In alert scenarios, the shared perception among units is vital. Snipers, positioned strategically, can keep the player under surveillance, allowing the Disruptor to maintain a safe distance and avoid confrontations. This layered approach to synergy ensures the Disruptor remains a remarkable presence on the battlefield, significantly influencing the game's strategic landscape.

### COUNTERS

Countering can involve several strategic approaches. Utilizing the Supremo Volta with its EMP shockwave effectively exploits the Disruptor's vulnerability to EMP, disabling its capabilities and rendering it an easy target. Stealth and long-range tactics are also effective; stealth approaches and snipers can eliminate it before it reacts.

Players can manipulate the Disruptor's reaction to vehicles or Supremos to lure it out of cover, exposing it. In cooperative play, team coordination can be used to distract and expose the Disruptor, by dividing tasks and manipulating the Disruptor's detection levels, players can distract it with one player while another positions for the takedown, effectively countering its evasion tactics. Additionally, exploiting the Disruptor's preference for indoor environments by placing traps at strategic exit points can effectively trap and neutralize it. These diverse counter strategies allow players to tailor their approach and add depth to the gameplay.

### BALANCING & TUNING

The Disruptor is designed with elements that allow for easy balancing and tuning. This flexibility ensures optimal alignment with the gaming experience and balanced gameplay. Key aspects include:

- **Disruption Range and Effectiveness:** The operational range of the Disruptor's abilities can be adjusted based on playtest data to ensure a fair challenge without being overpowering.
- **Evasion AI Complexity:** Adjustments to the Disruptor's evasion AI can enhance or reduce the gameplay difficulty, guided by player feedback to maintain a balanced challenge.
- **Variable Health and Armor Levels:** Health levels vary with the Disruptor's rank, with potential adjustments based on player familiarity to keep the gameplay challenging.
- **EMP Vulnerability Window:** The duration of the Disruptor's vulnerability post-EMP attack is adjustable, balancing its threat level and ensuring EMPs are not overly exploitative.
- **Visual and Auditory Cue Intensity:** The intensity and frequency of the Disruptor's cues can be fine-tuned based on player ability to locate it, balancing the challenge of detection.



## ACCESSIBILITY

The FND Disruptor was designed with the diverse needs of all players in mind. To ensure inclusivity, the Disruptor features adjustable audio cues, emitting a distinctive hum and static noise critical for location tracking, with settings allowing players to modify the pitch and volume to accommodate varying auditory capabilities. For players with color vision deficiencies, the Disruptor's backpack screens are highlighted in a customizable bright colour, ensuring visual identification. Additionally, the Disruptor can be detected through distinct static effects on the smartphone and changes in the environment lights, serving as visual indicators. Players with hearing impairments can activate a visual cue interface ring to receive direction guidance (like a damage direction ring UI) replacing the auditory cues while maintaining the same level of strategic engagement. Tactile feedback options, such as controller directional vibrations or screen shake effects, will be included to also provide an alternative sensory engagement. Importantly, the introduction of the Disruptor maintains consistency with Far Cry 6's established accessibility features, like enemy outlines for visually impaired players, upholding the game's commitment to inclusivity and ensuring that every player can effectively engage with and overcome the challenges posed by this adversary.

## EXPERIENCE WALKTHROUGH

### SCENARIO 1: URBAN AMBUSH IN ESPERANZA

- **Gameplay Mechanic:** Stealth and evasion, with a focus on sound-based detection.
- **Strategic Challenge:** The player must deftly manage the smartphone alert without drawing attention.
- **Emotional Experience:** Intense suspense during stealth and gratification upon successful.

The player navigates the streets of Esperanza, guided by the faint sounds of the Disruptor. Suddenly, a slip-up causes an enemy to become suspicious, and the Disruptor's attention is drawn towards them. Panic sets in as the player's phone unexpectedly emits the distinct triangulation noise. The player quickly find cover in an isolated area, heart pounding in their chest as they silence their phone and narrowly avoid detection. Regaining composure, the player resumes their pursuit of the Disruptor, now with increased vigilance. The sound now guides them towards their target. As they approach the Disruptor's hiding place in an apartment, the player skillfully evades detection and neutralizes the enemy with ease, showcasing their mastery of stealth.

### SCENARIO 2: NIGHT ASSAULT AT LA JOYA PORT

- **Gameplay Variety:** Shift from stealth to aggressive tactics due to unexpected enemy detection.
- **Strategic Challenge:** Adapting to radar and communication disruption while under heavy enemy fire.
- **Emotional Experience:** High-stress combat, with a mix of urgency and strategic thinking.

Under the cover of night, the player began a silent infiltration mission at La Joya Port. However, the mission took an unexpected turn; the player got spotted, turning the covert operation into an action movie. Among the chaos, suddenly, the player's radar went off, and a few seconds later an EMP shot, coming from nowhere, disables the Supremo. An unexpected Disruptor is in the area. Choosing to fight, the player battled through enemy waves. Some oscillating lights inside a room catch the player's attention among the chaos. The noise of static intensifies as the player approaches, and a sentry gun set by the Engineer guards the entrances, confirming that the Disruptor is inside. With a strategic mindset to avoid the sentry, the player came up with an explosive solution. Timing it perfectly, they cooked a grenade and hurled it through the window of the room. The grenade exploded with a deafening roar, and as the dust settled, the radar's static ceased immediately, signalling the successful neutralization of the Disruptor.

### SCENARIO 3: HELICOPTER CRASH IN SIERRA PERDIDA

- **Gameplay Mechanic:** Survival and tracking in a dense jungle environment.
- **Tactical Play:** Using cues to track the Disruptor, setting traps, and adapting to its evasive maneuvers.
- **Emotional Experience:** A mix of tension, surprise, and triumph as the player outsmarts the Disruptor.



Venturing into the jungle of Sierra Perdida to investigate an FND helicopter crash, the player finds no survivors, but the radar static suggests a familiar unity nearby. Following the increasing static pulse, the chase suddenly changed after a wrong turn; the Disruptor suddenly emerged, employing an EMP Burst and a flashbang, disorienting the player before vanishing into the jungle. The Disruptor is now aware of the player, but the player stays calm, knowing that the Disruptor is alone and vulnerable. The player's smartphone emits the triangulation noise; the player calmly silences it and begins to use it to track the Disruptor but faces several failed attempts at neutralization. It became clear that even though it was alone in the jungle, a direct approach was futile, so the player adapted their strategy. Stealthily, after pinpointing the Disruptor's location again, the player places a mine near it. In a calculated move, the player gets close and exposes itself, anticipating that the Disruptor's attempt to escape would lead it into the trap. The Disruptor reacted with another flashbang. Blinded, the player hears the mine detonating, signalling the end of the hunt.

#### SCENARIO 4: HELICOPTER ASSAULT AT FND AIRBASE OLIMPIA

- ▶ **Gameplay Dynamics:** Transition from aerial to ground combat due to Disruptor's EMP attack.
- ▶ **Tactical Play:** Identify and target the Disruptor while dealing with other enemies' support.
- ▶ **Emotional Experience:** An aerial assault turns to urgency and challenge on the ground.

In a daring aerial ambition, the player soared through the skies over Olimpia in a 1968 Garin Verona CT, unleashing a powerful air strike on the ground FND units. However, their dominance was abruptly cut short by a Direction EMP shot, sending the helicopter spiralling downwards. Surviving the crash, the player quickly adapted to ground combat, but without its technology, it needs to rely solely on skills and instincts. Knowing that the battle would be difficult that way, the player's attention focuses on finding the Disruptor, knowing that it would be nearby and vulnerable after having shot down the helicopter. With its bright backpack, the player easily spotted the Disruptor, escaping through the landing strip. The player gave chase, shooting against the target. But an unexpected setback arose when a SF Flamer created a fiery wall, impeding the pursuit. In a tense missed opportunity, the Disruptor slipped into a nearby building. The player, now surrounded and under heavy fire, fought valiantly but was overwhelmed and taken down.

## SYSTEMIC DESIGN THINKING

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### PLAYER:

- ▶ **Radar System Disruption:** Alters the game's radar mechanics for the player, removing essential navigational aids like enemy location markers and GPS guidelines. This systemic change demands players navigate and identify threats without these aids.
- ▶ **Smartphone System Impairment:** Impacts the smartphone's in-game functionality; disabling tagging, erasing enemy tags, and preventing vehicle delivery calls. The smartphone's altered role in tracking the Disruptor adds a new tracking system and strategic layer.
- ▶ **Triggered Smartphone Alerts:** Employs the player's smartphone against them, initiating calls that can alert nearby enemies, changing the dynamics of stealth and enemy engagement.
- ▶ **Supremo Equipment Disruption:** Temporarily disables the Supremo equipment system, affecting the player's combat and strategic abilities. This disruption suspends the utility of these critical assets, forcing players to adapt their combat strategies.
- ▶ **Disorienting Equipment Effects:** Utilizes flashbangs and EMP bursts to impair the player's visual and physical capabilities, adding a layer of challenge to the player's combat and navigation experience.

### FND UNITS AI & TACTICAL INFLUENCE:

- ▶ **Adaptive AI System:** The Disruptor's AI behavior is closely tied to the alert state of its base, with its actions and available tactics evolving in response to the current threat level.



- **Influencing Allied Tactics:** Assault units in the presence of the Disruptor modify their tactics significantly. They engage in broader, more aggressive maneuvers, exploiting the player's disoriented state due to the Disruptor's interference. This change in strategy makes assault units more unpredictable and dangerous.
- **Defensive Synergy with Area Control Units:** The Disruptor's presence prompts defensive units to strategically place traps, sentries, and utilize area-denial weapons. These units reposition themselves to safeguard the Disruptor, creating defensive barriers around it. The Disruptor, positions itself to maximize the effectiveness of these defensive measures, ensuring its survival and continued disruption of the player.

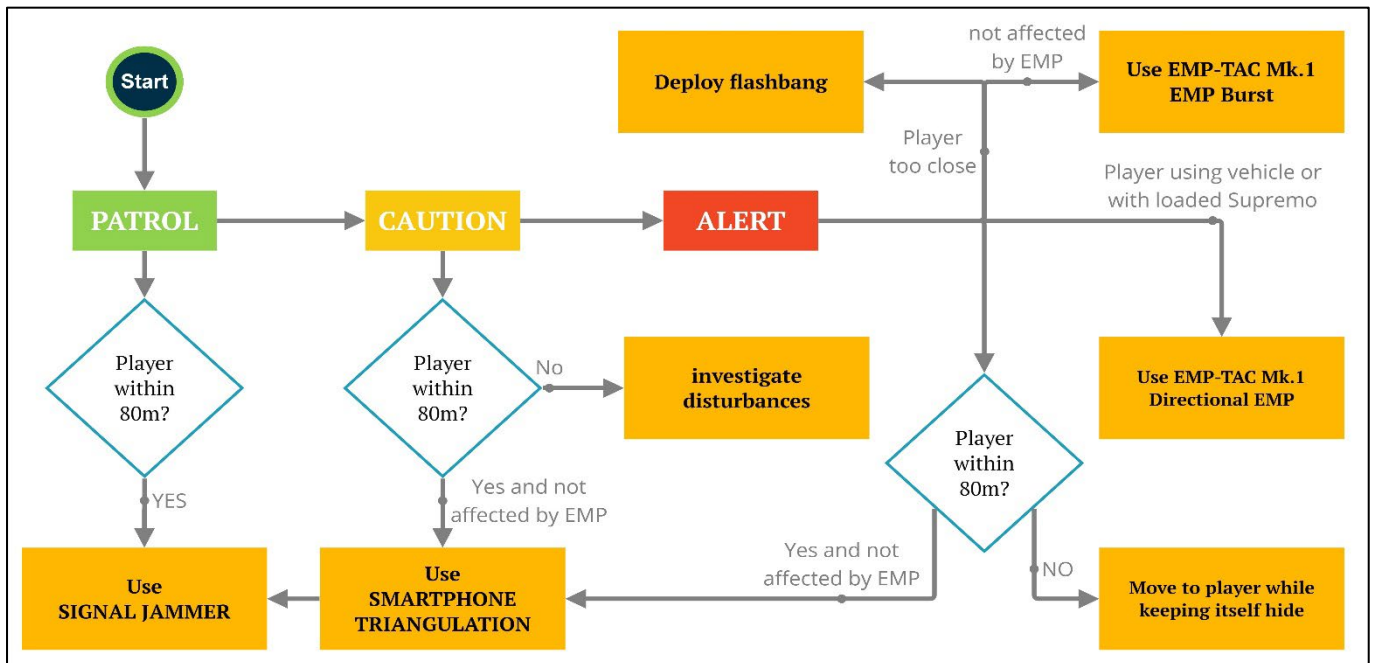


Figure 6 - Simplified State Machine Diagram

## NPC & GAME ELEMENTS:

- **NPCs' Reaction to Disruptor:** Non-combatant NPCs in the vicinity express frustration or confusion over poor smartphone signals, subtly indicating the Disruptor's presence.
- **Environmental Disruptions:** The Disruptor's gear induces visual oscillations in nearby electric light sources, such as lamps and screens, signaling its active engagement in the area.
- **Vehicle and Hacking Disruption:** Capable of permanently disabling vehicles used by players in alert scenarios and more effectively interrupting players' hacking attempts.

## MOBILITY & NAVIGATION:

- **Superior Movement Capabilities:** The Disruptor showcases advanced mobility by utilizing environmental elements like ziplines and ladders. It can adeptly climb, jump, and crawl through small openings like vents.
- **Limitations:** The Disruptor is unable to operate vehicles, swim or move under the rain due to the large and sensitive equipment it carries. During rainy situations, it restricts itself to shelters, except in risky situations.

## MISCELLANEOUS SYSTEMS:

- **Vulnerability to Environmental Hazards:** The Disruptor is susceptible to fire and poison, behaving similarly to other units when exposed to these elements.
- **EMP Damage and Recovery:** When exposed to any EMP damage, the Disruptor must undergo a reboot process to restore its electronic warfare capabilities.
- **Behavioural Adaptation:** The Disruptor avoids hazardous elements like fire or poison fog but will risk passing through them when cornered, even at the risk of its own demise.



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## **DIFFERENTIATION**

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The FND Disruptor distinctly redefines the enemy dynamics in "Far Cry 6," setting it apart from traditional combat-focused adversaries. Its design focuses on disrupting players' technological aids and abilities, introducing a cerebral layer to gameplay that demands strategic thinking and adaptability. Unlike standard enemies, the Disruptor engages in indirect confrontation, utilizing evasion tactics and technological sabotage. This approach not only challenges players to reconsider their reliance on in-game technology but also adds a fresh tactical depth to the gameplay. Its unique role as a disruptor, mirroring the pervasive surveillance and control in the game's dictatorship narrative, using the current in-game elements to fill a gap in the enemy roster. The Disruptor's introduction encourages players, especially the advanced ones, to shift their strategies, moving from predictable straight engages to more nuanced, surprise-driven encounters. This strategic pivot from a reliance on technological aids to a more environment-engaged approach enhances the overall gaming experience, making it more immersive and intellectually stimulating.

The Disruptor's gameplay mechanics are designed to induce players to rely more on instincts and observational skills. This design philosophy accommodates a diverse range of player: stealth players face a challenging adversary that tests their patience and tracking abilities; assault-focused players are encouraged to adopt more strategic planning; and snipers must adjust their approach for an enemy that excels in indoor settings, and so on. The unit's ability to force players to explore varied combat strategies, whether through tracking, engagement, or counterplay using specific gadgets and weapons, ensures that each encounter remains exciting even in the mid/late game. This ability to adapt and rethink combat strategies enriches the player experience, making the Disruptor a significant and unique addition to the Far Cry 6.

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## **REASONING**

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The conception of the Disruptor in "Far Cry 6" originated from a thorough gameplay analysis aimed at enhancing the player experience, particularly for skilled players. This analysis identified key areas for improvement, such as the overuse of visual aids in alert states, the lack of challenge in maintaining stealth, and the absence of enemies countering advanced tools like heavy vehicles and Supremos. The Disruptor was conceptualized as a support/defense unit to address these gaps, thereby enriching the game's strategic complexity and immersion.

### **APPROACH AND INSPIRATION**

The Disruptor's design addresses key gameplay elements to enhance the player experience. The game's original radar mechanic, while beneficial for navigation and stealth, inadvertently reduced the challenge in later game stages by providing extensive information on enemy locations. To address this, an experiment was conducted, disabling the radar in the game's settings upon player detection in FND bases. This adjustment significantly elevated the game's challenge and excitement, reminiscent of the initial gameplay experience. This approach draws inspiration from titles like Metal Gear Solid and Ghost Recon: Breakpoint, where radar is disabled during action sequences, compelling players to rely more on their skills and instincts. Consequently, the Disruptor was conceived to disrupt the radar system diegetically, injecting unpredictability and strategic depth into late-stage encounters and revitalizing the assault experience with thrilling and unforeseen gameplay moments.

Another pivotal aspect of the Disruptor's design is the smartphone ring mechanic, inspired by Rainbow Six Siege's Dokkaebi. Adapted to the context of Far Cry 6, the Disruptor can trigger the player's smartphone, compromising stealth and revealing the player's location. This mechanic not only escalates tension during stealth gameplay but also aligns seamlessly with the game's equipment and narrative themes. It introduces a critical decision-making element, balancing stealth excitement with exposure risk, and rendering stealth approaches more dynamic and engaging.

Furthermore, the Disruptor utilizes a sound and static guidance mechanism, inspired by the Scorched Officer from Fallout. This feature replaces traditional visual cues with auditory signals, enhancing the game's sensory experience and harmonizing with the Disruptor's stealthy nature. It prompts players to actively use auditory cues for enemy



localization, bringing a novel sensory aspect to the game. For inclusivity, the player's smartphone is transformed into a visual tracking tool like the one in Alien: Isolation, ensuring accessibility for players with auditory impairments. This distinctive approach not only adds depth to the gameplay but also underscores Ubisoft's commitment to inclusive design, ensuring all players can fully engage with the new challenges presented by the Disruptor.

## GAMEPLAY SYNERGY

In terms of gameplay synergy, the Disruptor fills a gap in the enemy roster, challenging players to adapt to new dynamics and enriching the game's narrative. Symbolizing the pervasive control of the dictatorial regime in the game, the Disruptor's design reflects themes of control and manipulation, aligning with diverse playstyles. Its abilities offer a counterbalance to player advantages, ensuring balanced and engaging engagements by shaking up the comfort zone of players who are feeling too comfortable in the late game.

The AI and behavior of the Disruptor were crafted to complement its support/defense role, focusing on evasion and stealth rather than direct combat. This requires players to adapt to a more elusive adversary, adding a unique dimension to gameplay and transforming enemy encounters into immersive experiences. Overall, the Disruptor's design in "Far Cry 6" exemplifies innovative game design, enhancing the immersive quality, integrating with the game's narrative, and adding depth and engagement to the gameplay, ensuring a fresh and challenging experience for players.

	OFFENSE	DEFENSE	SUPPORT
▲ ASSAULTER	STANDARD INFANTRY		
🔫 ROCKETEER	ANTI-VEHICLE SPECIALIST		
🔫 PISTOLERO	FLANKING		
🛡️ SF ASSAULTER	VERSATILE COMBAT		
🔥 SF FLAMER	FIRE SPECIALIST OF ALL RANGES		
🦶 VANGUARD	AGGRESSIVE ASSAULT		
🔥 FLAMER	RUSHER	AREA DENIAL	
🛡️ HEAVY GUNNER	HEAVY SUPPRESSION	TACTICAL SHIELDS	
☠️ FUMIGATOR	AREA DENIAL		
🎯 SNIPER	TOWER DEFENSE		
🎯 SF SNIPER	TOWER DEFENSE AND CLOSE COMBAT		
🔧 ENGINEER	SABOTEUR AND TRAP LAYER	VEHICLE REPAIR	
📡 DISRUPTOR	VEHICLE/SUPREMO COUNTER	DISRUPTS PLAYER'S HUD	
▲ MILITARY CLERK	CALL FOR REINFORCEMENTS		
⚕️ MEDIC	REVIVING ALLIES	POISON ROUNDS	
🏠 OFFICER	BOOSTING TROOP	AIRSTRIKES	

Figure 7 - Enemies Functionality Breakdown

## PROCESS

### COLLABORATION & VERIFICATION

The development of the FND Disruptor demands cohesive collaboration among various departments within "Far Cry 6" to guarantee its effective integration into the game's existing systems. Key to this process is the partnership between game designers and programmers to confirm the Disruptor's compatibility with existing game mechanics, including addressing potential unforeseen interactions of its unique abilities with other game elements. The project manager plays a critical role in determining if the Disruptor can be included within the current development timeline and resource constraints. Additionally, artists and programmers must validate the Disruptor's visual and mechanical designs, ensuring they are feasible for in-game implementation. This multifaceted collaboration ensures the Disruptor is a technically viable and seamlessly integrated addition to the game.

### PROTOTYPING

During the prototyping stage, the Art and Animation team focuses on crafting initial concept art for the Disruptor, highlighting key features to align its appearance with gameplay functions. The Programming team is tasked with establishing basic AI behavior patterns and a simple state machine to showcase the Disruptor's primary functions. This involves focusing on basic abilities and movement mechanics. Concurrently, Design Coordination assesses the prototype's compatibility with existing game mechanics, identifying any integration challenges. Project Management is responsible for ensuring resource allocation for effective prototyping. The Sound Design team develops preliminary sound effects for the Disruptor's actions, aiding in its auditory testing. Lastly, Quality Assurance and Playtesting play a crucial role in early testing of the prototype's functionality, balance, and integration with the existing systems.



## IMPLEMENTATION TASKS

The Art Department's responsibilities include creating multiple visual concepts, refining the Disruptor's final design, developing a 3D model with necessary materials and textures, and creating animations, visual effects, and UI elements tailored to the Disruptor. The Programming team is in charge of developing a behavior tree or state machine, designing an AI algorithm for interactions, building a prototype demonstrating the Disruptor's behavior, adjusting NPC classes, and creating tools for balancing adjustments. Level and Quest Design involves collaborating with writers and designers to integrate the Disruptor meaningfully into missions and quests. Sound Design is tasked with creating unique sound effects, recording voice lines, and developing audio elements for Disruptor-involved missions. Quality Control and Testing ensure the prototype functions as intended, addressing any issues that arise. My personal responsibilities as designer encompass engaging in feedback discussions, documenting the design, supporting all departments, balancing the Disruptor based on feedback, and proposing alternatives to align with the game's vision.

*Playtesting is a crucial component throughout this process, ensuring the Disruptor's integration is seamless, balanced, and enhances the overall gameplay experience.*

## CONCLUSION

The FND Disruptor's arrival in Far Cry 6 is more than a mere expansion of the enemy roster; it marks a significant evolution in the game's strategic framework. This adversary embodies the very essence of Yara's conflict, where control over information is a critical aspect of power. Antón Castillo's regime, represented through the Disruptor, challenges players to rethink their reliance on technological aids, pushing them towards a new realm of innovation and adaptability. The Disruptor's role is pivotal, shifting the gameplay dynamics and compelling players to pursue a renewed sense of creativity and caution in their tactics. Far Cry has consistently been about transcending boundaries, and the Disruptor epitomizes this philosophy by transforming the conventional combat experience into something more unpredictable and demanding.

The introduction of the Disruptor is a testament to Far Cry's enduring commitment to tactical freedom and adaptability. It challenges players to strategize beyond their usual approaches, fostering an environment where adaptability isn't just an option, but a necessity for survival. The Disruptor's unique capability to disrupt the player's comfort zone underscores this philosophy. In a game where planning, reconnaissance, and execution are paramount, the Disruptor adds an exhilarating layer of complexity. It rewards players who excel in stealth, tests the mettle of assault-focused players, and enhances the overall experience for explorers. Every encounter with the Disruptor becomes a test of skill and adaptability, reinforcing the game's core of providing diverse, creative solutions to challenges. In essence, the FND Disruptor doesn't just add to Far Cry 6; it enriches and elevates the entire experience, embodying the game's spirit of tactical freedom within the vibrant and challenging world of Yara.

FOR THE PEOPLE AND GREATNESS OF YARA

  
PRESIDENTE DE YARA

