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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	W/A/S/D
Look	Mouse
Sprint	Left **SHIFT**
Melee/Stealth kill (in stealth only)	V
Weapon sights	Right-click (hold)
Fire weapon	Left-click
Toggle armor	Q
Toggle cloak	E
Interact	F
Jump	**SPACEBAR** (hold for power jump)
Reload	R

PLAYER CONTROLS (CONT.)	
Toggle crouch	C
Slide	C (when sprinting)
Toggle visor	B
Toggle Nanovision	N
Grenades	G
Cycle weapons	Scroll wheel/**1**
Toggle Fire Mode	2
Equip Predator Bow	3
Explosives	4
Nanosuit customization	H
Weapon customization	X
Pause menu	ESC

VEHICLE CONTROLS	
Steer	A/D
Look	Mouse
Accelerate	W
Reverse	S
Fire primary weapon	Left-click
Fire secondary weapon	Right-click
Exit/Enter	F
Switch seats (ICV only)	C
Handbrake	SPACEBAR
Pause menu	ESC

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, Super Soldier, or Post-Human Warrior difficulty.
Load	Load a game in progress from a list of previously saved checkpoints.
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. When reloading your game, you can select a checkpoint from the Load menu.

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 have an Origin Account (EA) and access to the Internet.

PROFILES

Create a new profile or load an existing profile.

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.

MODS

Access downloaded custom content, including maps and levels.

OPTIONS

Select OPTIONS 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.
Graphics	Change resolution and system spec options, and toggle fullscreen and v-sync.
Advanced Graphics	Adjust various advanced graphics settings.
Brightness	Adjust the picture brightness.
Safe Area	Adjust the screen size.
3D Options	Make changes to 3D visuals (requires 3D-compatible monitor).
Controls	Change the player or vehicle keyboard controls, mouse sensitivity, and options for gamepad control.

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 **ESC** to open the Pause menu and navigate to the list. There are two types of objectives: primary objectives that are required to complete the mission and secondary objectives that are optional.
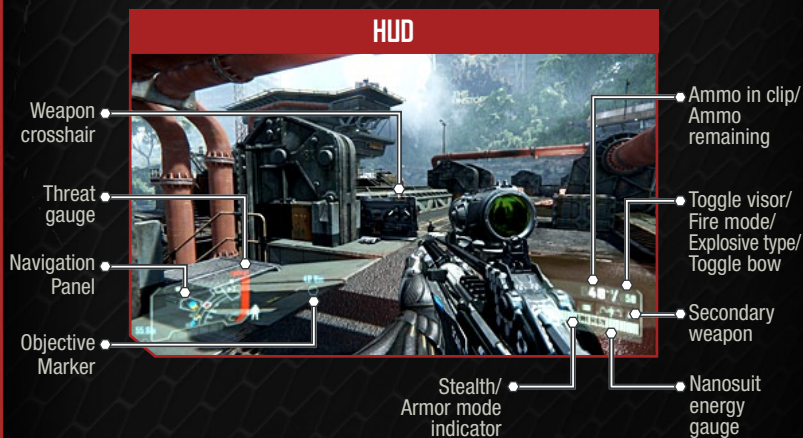
STRATEGIC MAP

To view a detailed map of the battlefield, press **ESC** to open the Pause menu. The map displays a yellow arrowhead indicating your position and a blue hexagon that represents your objective waypoint. Use the scroll wheel 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.

HUD

Weapon crosshair

Threat gauge

Navigation Panel

Objective Marker

Ammo in clip/ Ammo remaining

Toggle visor/ Fire mode/ Explosive type/ Toggle bow

Secondary weapon

Stealth/ Armor mode indicator

Nanosuit energy gauge

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.

Basic map of the immediate terrain

Current heading

Enemy locations—enemy icons will change from green to orange to red as they become more aware of your location.

Threat Level—the meter changes from green to orange to red as your detection level increases.

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 **B** to use the visor or click the scroll wheel to select it from the menu wheel. Right-click to zoom. 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 **F** to attempt to crack the code's wavelength. As the icon moves along the wavelength, press **F** or left-click 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 **E** to use the cloak to sneak up on enemies and perform Stealth Kills, or simply use the advantage to escape detection. You can click the scroll wheel to activate the cloak from the radial menu.

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

ARMOR

Press **Q** to channel the Nanosuit's energy to its armor and increase its defensive capabilities, or click the scroll wheel to select Armor mode from the radial menu. 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

Press **N** 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. To access the Nanosuit Modules menu and view the Nanosuit's available upgrades, press **H** or click the scroll wheel to select the Nanosuit icon from the radial menu. 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 buttons. Left-click on a module to place it in the yellow-bracketed module combination. Once you have a module combination you wish to save, hold **1**, **2**, or **3** to save it for a quick change, or simply press **1**, **2**, or **3** 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, press **X** or click the scroll wheel to select the weapon icon from the radial menu. 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

Press **G** to equip grenades. Grenades can be aimed accurately using the Nanosuit's telemetry system. Right-click and hold to display its trajectory on the HUD and then left-click 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. Switch which type your currently equipped weapon fires in the weapon customization screen.

ALTERNATE FIRING MODES

Certain weapons have alternate firing options. Press **2** 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 **F**. 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

Map

Score, Time, Progress, Objective

Ammo in clip/ Ammo remaining, Energy Meter, ARMR, STLTH
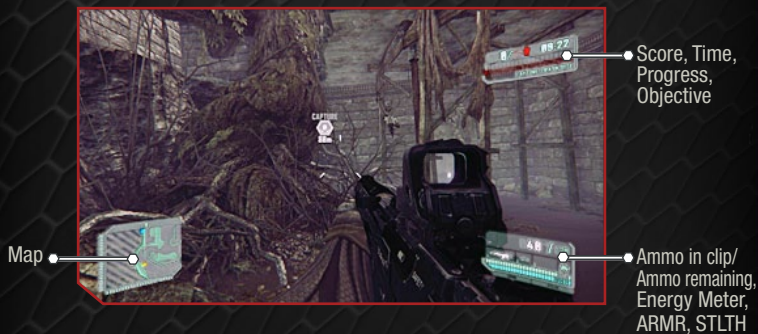
Up to 16 fighters can take to the field and battle it out over a variety of game modes. Your character grows with experience, allowing you greater control over their weapons, attachments, and Nano Modules. Take up arms with the Marines or CELL and battle for supremacy.

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 challenge 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

MULTIPLAYER CONTROLS	
Move	W/A/S/D
Look	Mouse
Sprint	Left **SHIFT**
Melee/Stealth kill (in stealth only)	**V**
Weapon sights	Right-click and hold
Fire weapon	Left-click
Toggle armor	**Q**
Toggle cloak	**E**
Interact	**F**
Jump	**SPACEBAR** (hold for power jump)
Reload	**R**
Toggle crouch	**C**
Slide	**C** (when sprinting)
Toggle visor	**B**
Toggle Nanovision	**N**
Grenades	**G**
Cycle weapons	Scroll wheel/**1**
Toggle fire modes	**2**
Explosives	**3**
Support Bonus	**4**
Weapon customization	**X**
All chat	**Y**
Team chat	**U**
Scoreboard	**TAB**
Pause menu	**ESC**

MAIN MULTIPLAYER MENU

Join Match — View a list of all games currently in progress or enter a specific server name or IP address.

Quick Match — Find an online game. You may select the game type, map, and 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.

Options — Adjust the volume of in-game audio, change controller settings, and alter other options.

Singleplayer — Return to the campaign.

Logout — Log out of *Crysis 3* multiplayer.

NOTE: Select PLAY WITH FRIENDS in the multiplayer menu, game or lobby, or open the Pause menu 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.

Options — 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

	Assault	Scout	Sniper	Gunner
CLASS LOADOUTS				
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.