

# Far Cry X – Broken Inn Mission

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## Scenario

Foghorn Island, home to a peaceful fishing community off the coast of Newfoundland, is in trouble. The island has been taken over by hostile cultists, and the inhabitants have either been killed, kidnapped, converted, or fled.

Billionaire Rick Walsh, a figure of power and influence, was born and raised on Foghorn. To honour his birthplace, he had a luxury inn built on the island to serve as an exclusive meeting place of powerful figures.

During the take-over of Foghorn Island, Walsh was staying at the Inn. The cultists attacked, and his associates fought back, but they were killed, and much of the inn was damaged in the firefight.

Walsh now remains at the inn, alive, but they are no doubt trying brainwash him to join their cause. A man of that wealth and power cannot be allowed to turn.

That is where you come in.

## Objectives

1. Approach and infiltrate the Foghorn Island Inn
2. Locate VIP Rick Walsh and notify the crew when you make contact
3. Escort him out of the inn safely
4. Drop him off at the getaway boat at the nearby dock

Bring the VIP to safety and the mission will be a success.

Focus on keeping the VIP alive. If he dies, the mission is a failure.



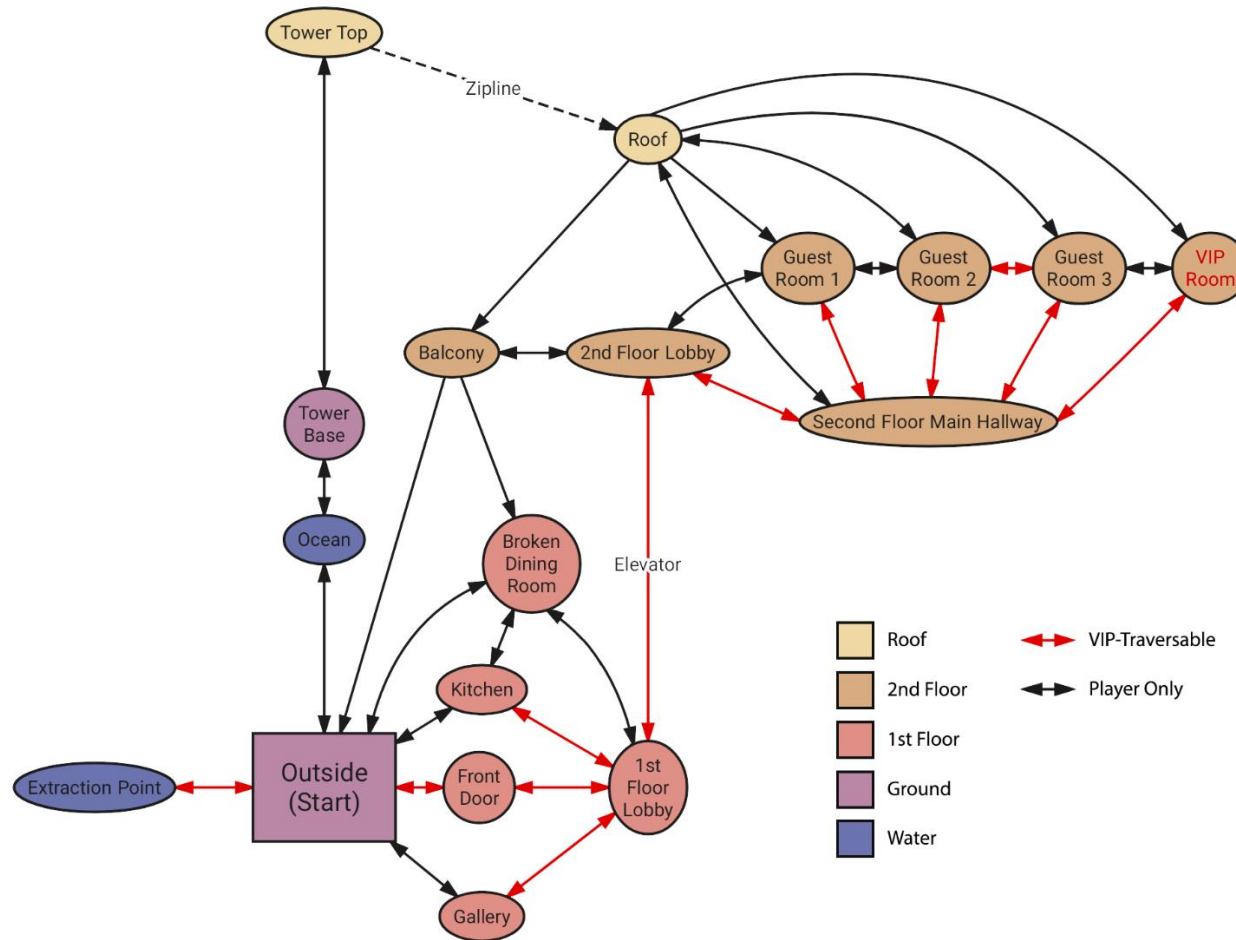
*Based on the Fogo Island Inn in Newfoundland*

# Maps

## Diagrams

### Adjacency

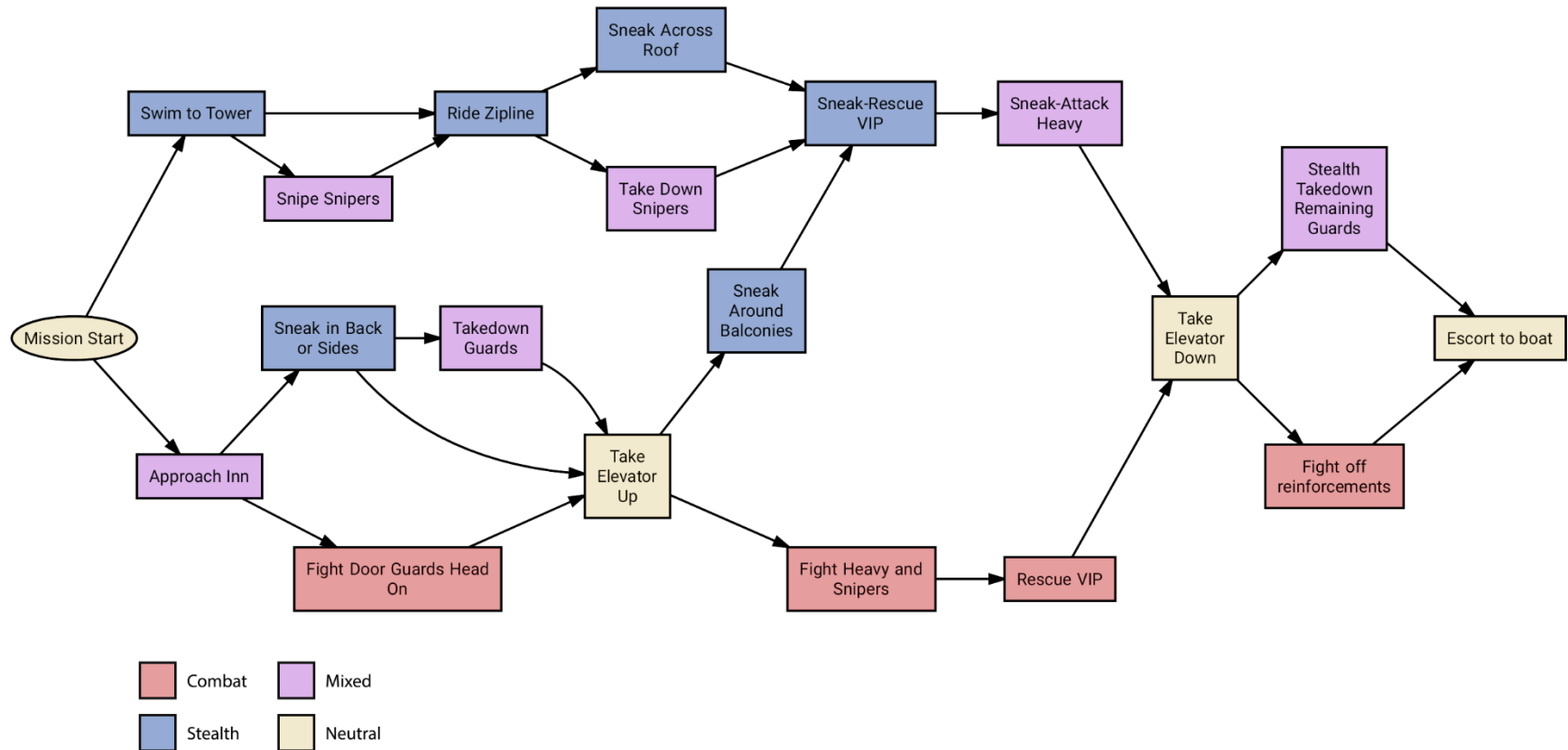
The player has many options on how they enter the inn from the outside. However, they are much more limited on the way out, since the VIP is drugged up, fragile and afraid of heights, so they have to go down the elevator and out the front door. That said, while their path is fairly linear, the player can still approach the bottleneck any way they choose.



## Branching Choices

Two main paths are the focus of this mission, with stealth being optimal, but a head-on “guns-blazing” approach still accounted for.

These are the extreme examples of two intended outcomes, but the mission is not limited to just these. Players can make different decisions at any point during the mission that will create their own unique stories.



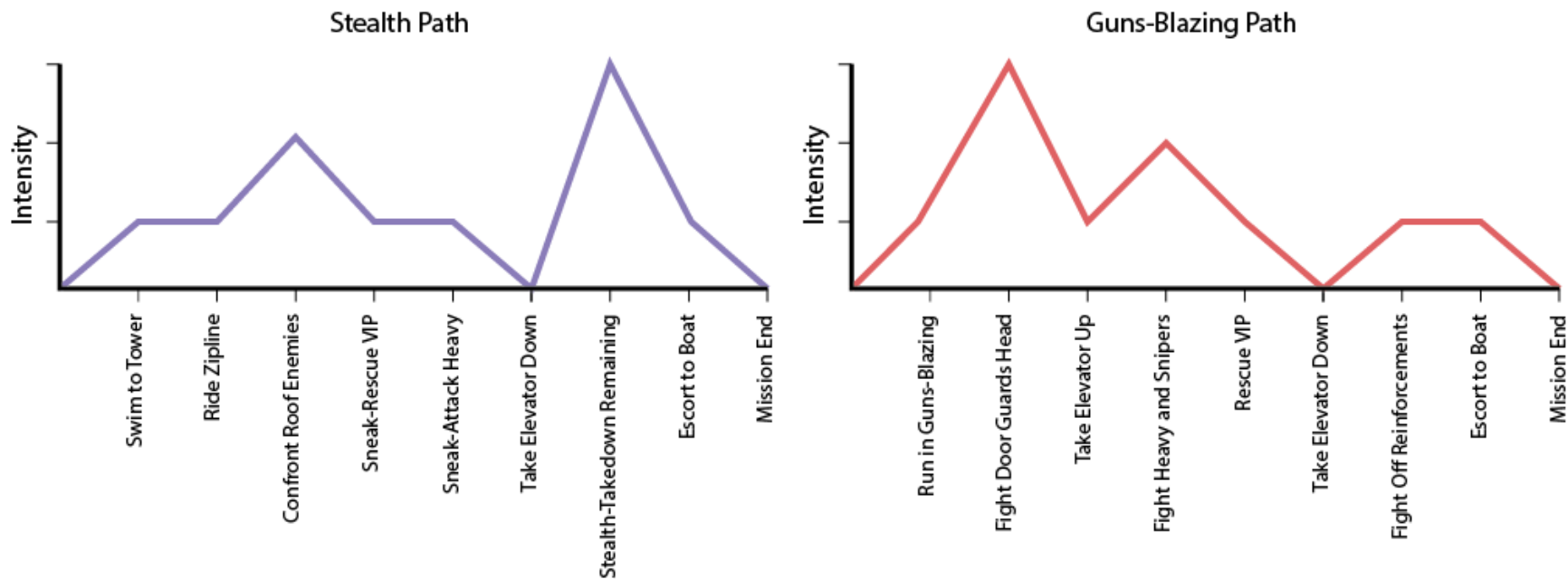
## Pacing

Depending on whether the player takes a stealth approach vs a guns-blazing approach, the pacing of the mission varies.

For guns-blazing, they start by fighting past the six enemies on the ground floor – two of which have turrets – while being assaulted from above. Then they have to fight a heavily-armoured soldier with a minigun who has support of those on the roof, but they have much more cover. If they can survive that, things get easier when escorting the VIP out, as they just have to deal with any reinforcements that show up.

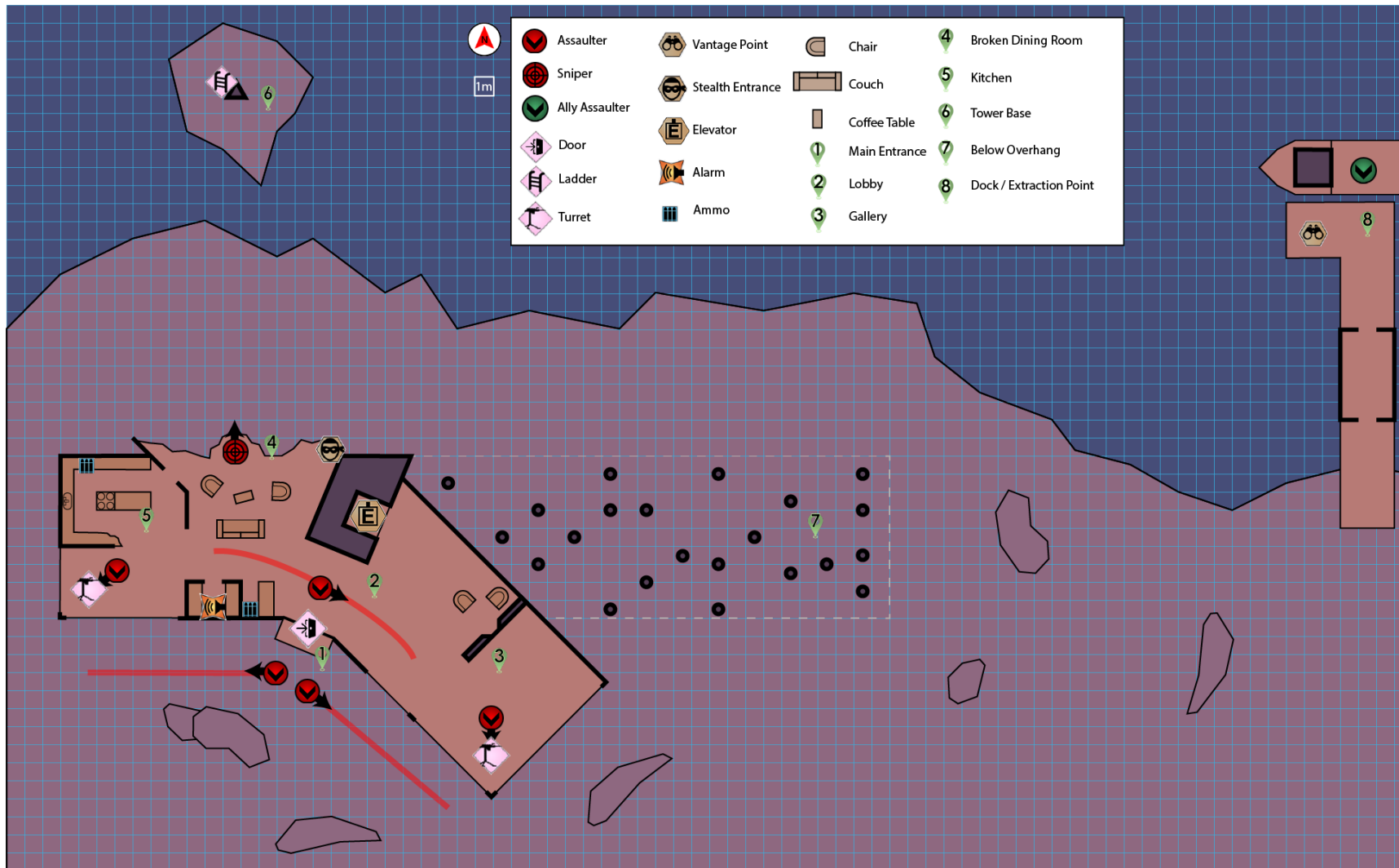
For stealth, things start off easy with few enemies to confront as they zipline to the roof. It gets a little more intense as they weave through or takedown the enemies on the roof, and the heavy is far easier to defeat when they have the drop on him. The way out is perhaps the most challenging, because they have to deal with the six enemies on the ground floor at once *while* they have a drugged VIP to deal with.

This makes it a trade-off, whether the player deals with the hardest group of enemies first or last.



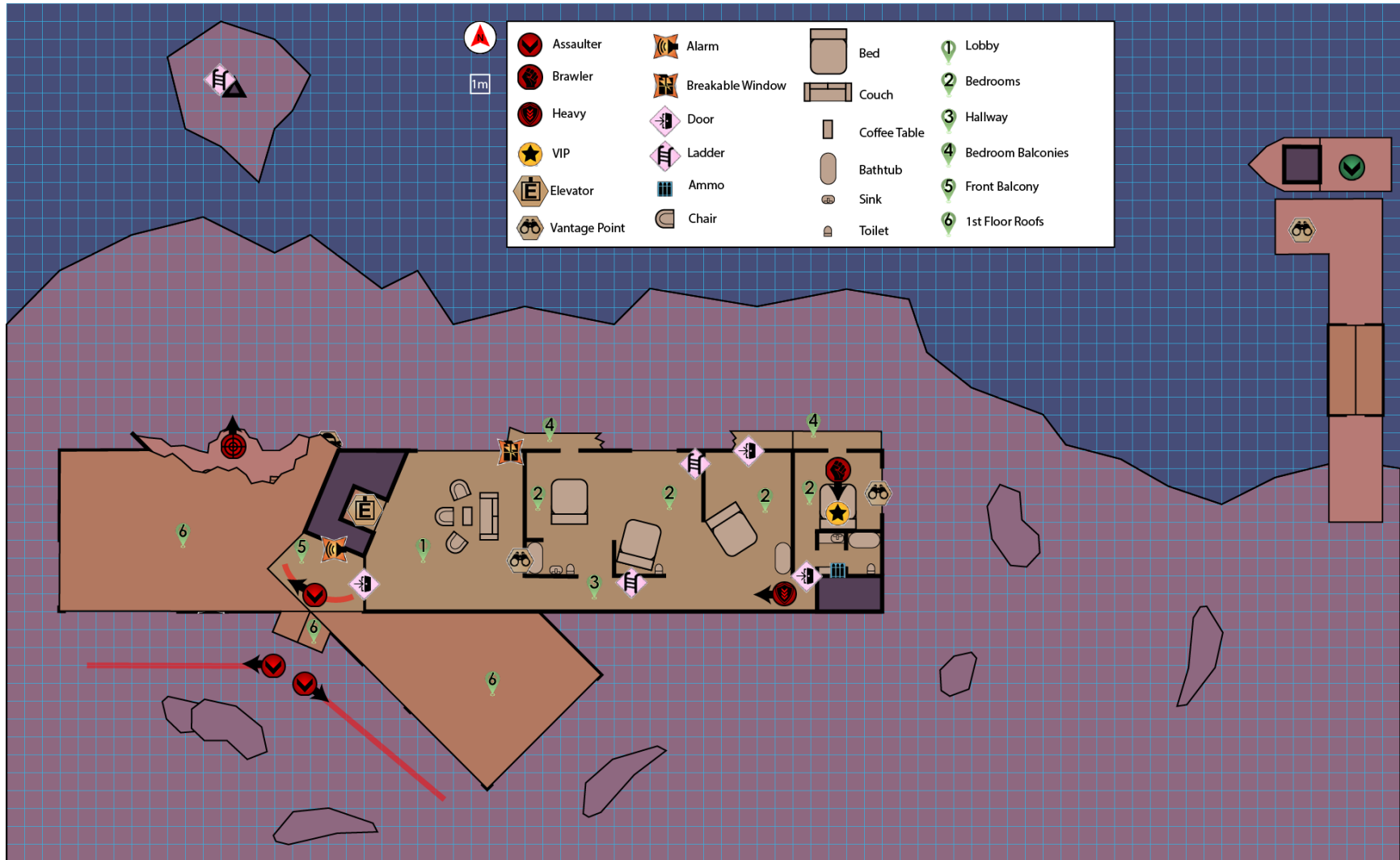
# Overview

## First Floor

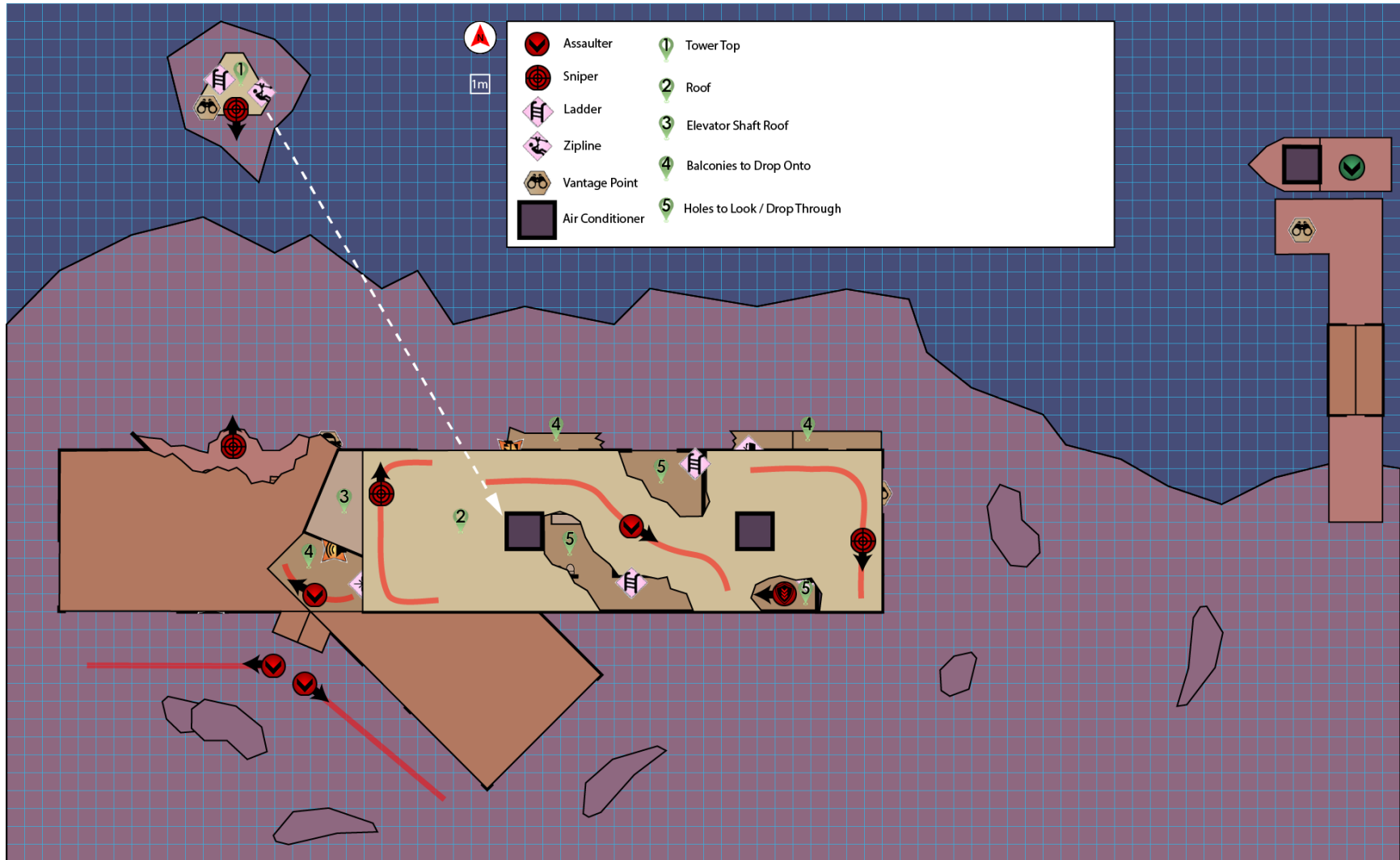




# Second Floor

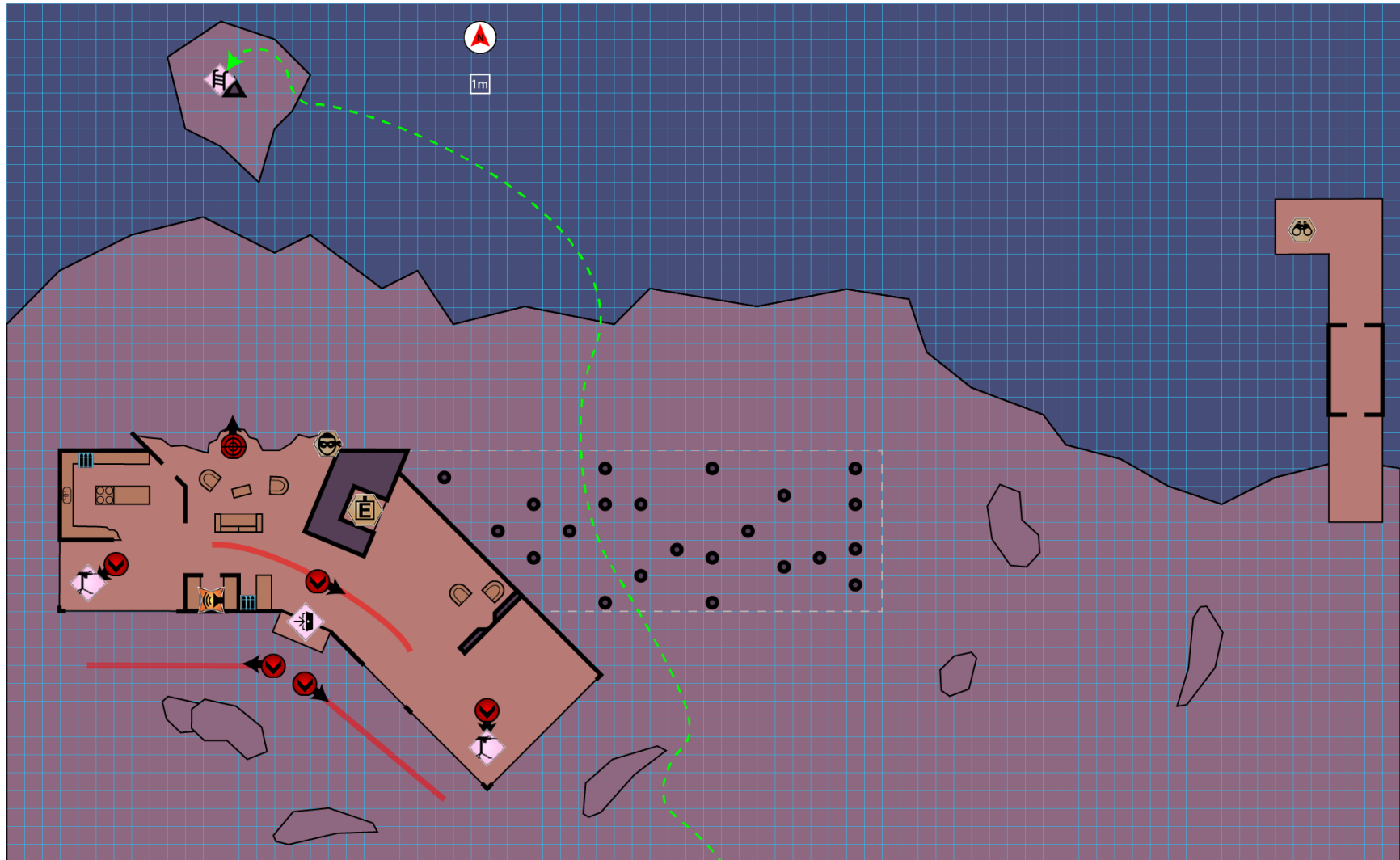


# Roof

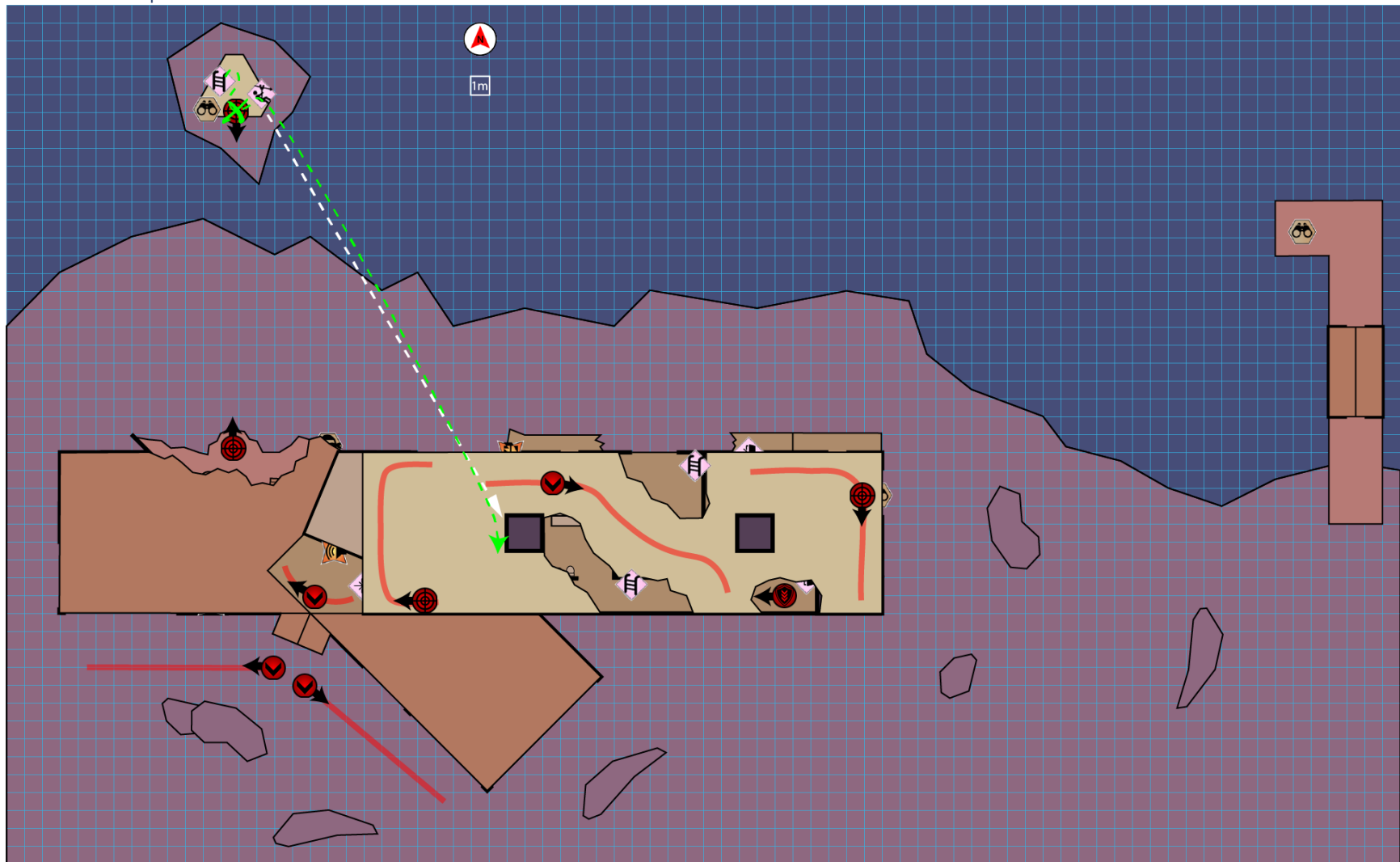


# Mission Maps

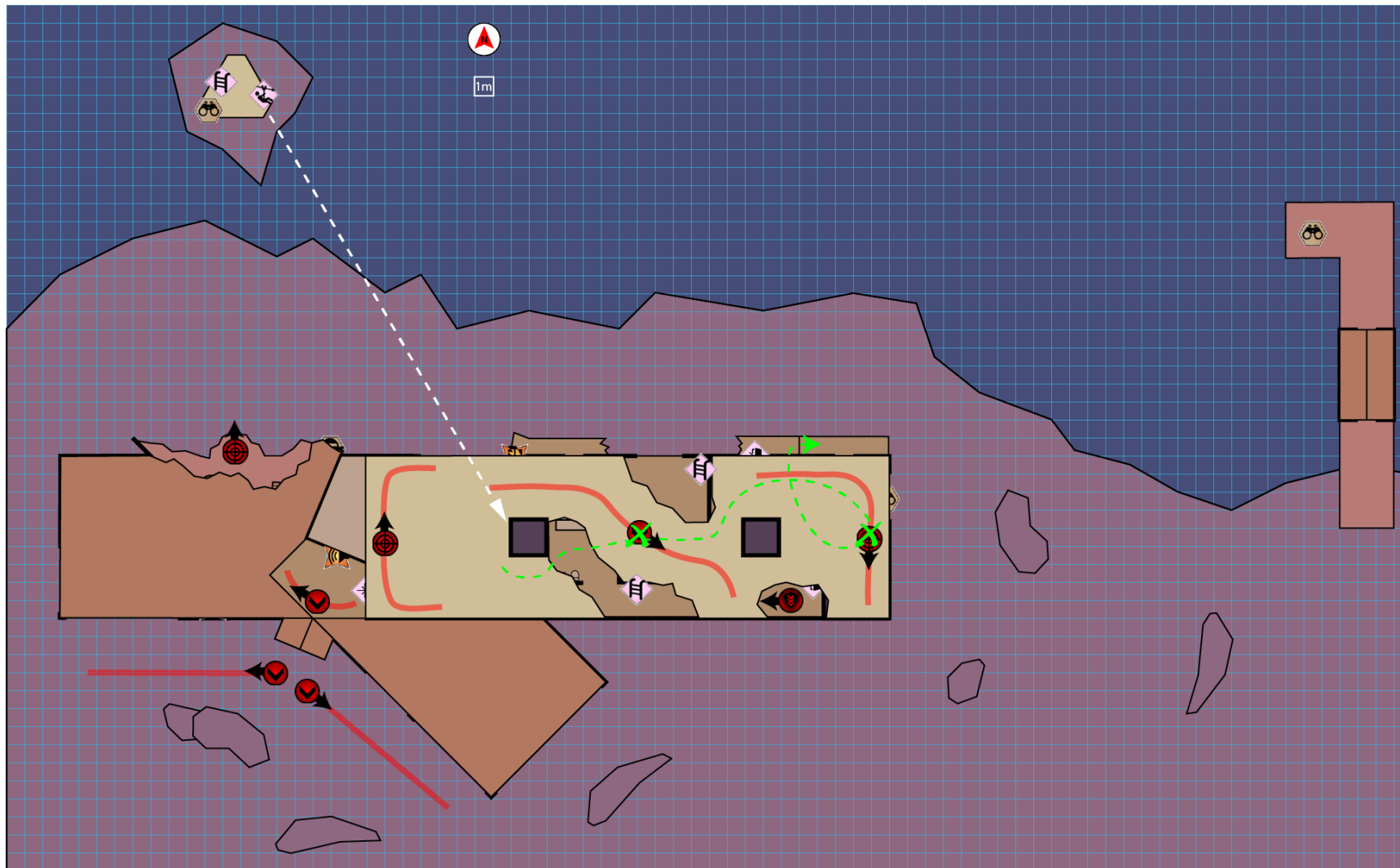
## Part 1: Swim to Tower



Part 2: Ride Zipline



Part 3: Confront Roof Enemies



Part 4: Sneak-Rescue VIP



Part 5: Sneak-Attack Heavy



Part 6: Take Elevator Down

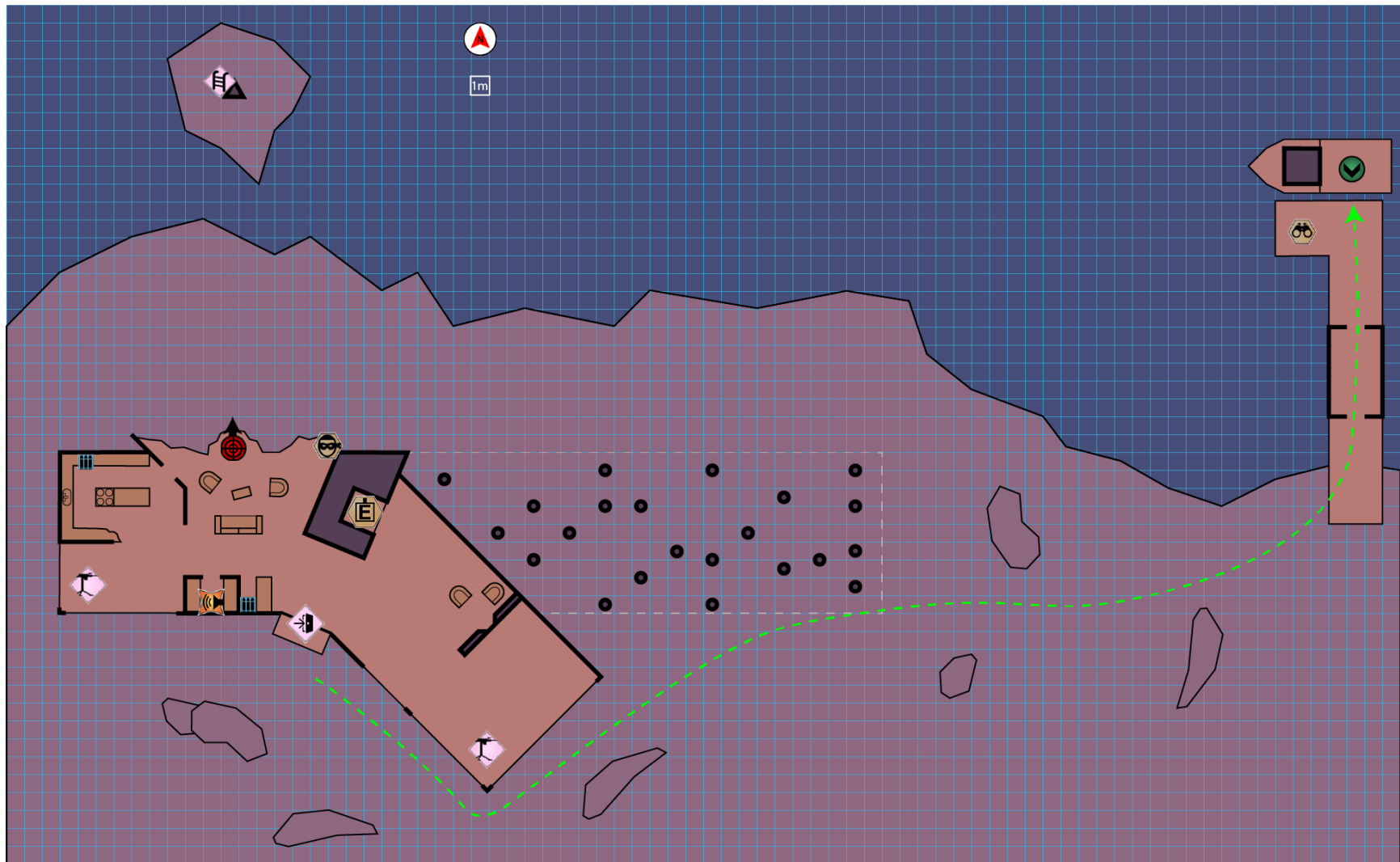




Part 7: Stealth-Takedown Remaining



Part 8: Escort to Boat



## Walkthrough

### Part 1: Swim to Tower

The front of the inn and the main entrance are heavily guarded, so the player chooses to sneak around the rocks and overhang, and approach from behind.

The player sees a radio tower on a nearby islet, which connects to the inn via zipline, so they decide to swim to there, hidden from snipers by the ocean water.

The player starts climbing up the radio tower.

Note that while the player in this scenario chose to cut across the site, more cautious players may choose to approach from any angle via the ocean.

### Part 2: Ride Zipline

Atop the tower, the player gets the drop on a single sniper, which they easily take down. The player takes the opportunity to survey the inn from above, taking note of the enemies patrolling the roof.

The player carefully times their descent on the zipline and quickly takes cover behind an air conditioning unit.

If the player did not mind being detected, they might have taken the opportunity to do some sniping.

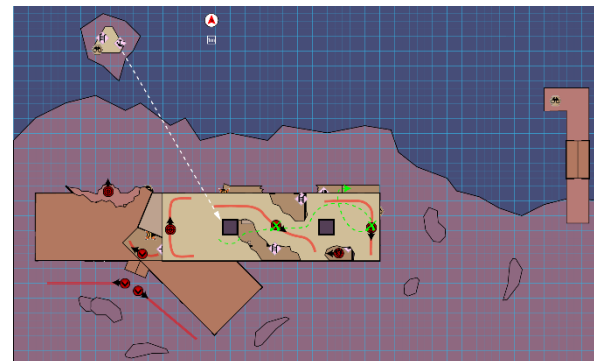
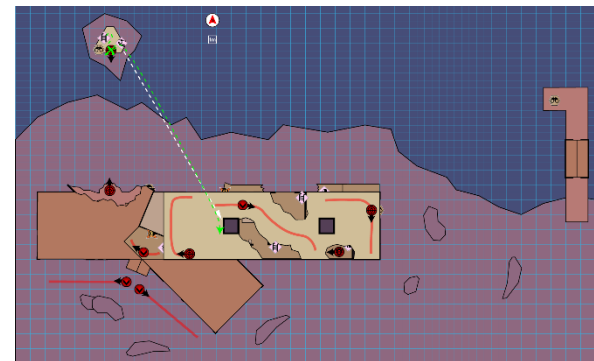
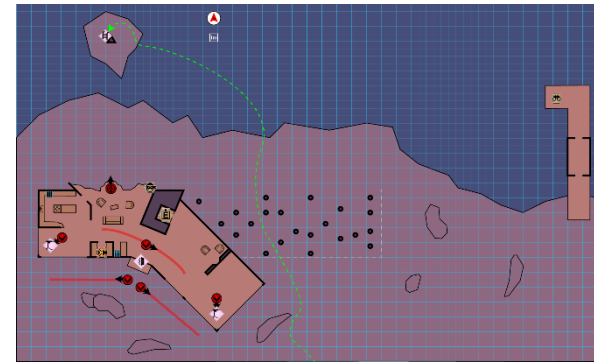
### Part 3: Confront Roof Enemies

The player loops around the air conditioner to avoid the gaze of the west sniper.

Then they decide to be flashy and jump across a gap in the roof to take out the middle assaulter from behind. They soon move over to take out the east sniper.

From the easternmost part of the building, the player can hear mutterings from the room below, so they drop down onto the balcony to search for the VIP.

More-pacifistic players may have chosen to avoid conflict by weaving between the roof and second floor, via the holes and ladders.



#### Part 4: Sneak-Rescue VIP

Safely on the balcony, the player sneaks into the easternmost bedroom.

A brawler is sitting on the bed, reciting twisted ideals to the VIP, who is sitting there drugged and bound in a hypnotic state.

The player makes short work of the brawler, unties the VIP, and snaps him back to reality, but he is still groggy from the drugs.

Communication automatically opens between the player and their allies, who were standing by at a distance in the get-away boat. They inform the player that they are on their way to the dock.

The player can see the nearby dock out the window of the bedroom.

Although the player wants to simply jump off the balcony and escape right away, the VIP demands to take the elevator.

Had the player chosen to jump off anyway, the VIP would have stayed still until retrieved.

#### Part 5: Sneak-Attack Heavy

The player tries going back the way they came, on the balcony, because there was another door there, but the VIP refuses to go on “that rickety balcony.”

The player listens, and steps out the front door instead, only to be greeted by the back of a heavily-armoured soldier with a big scary gun.

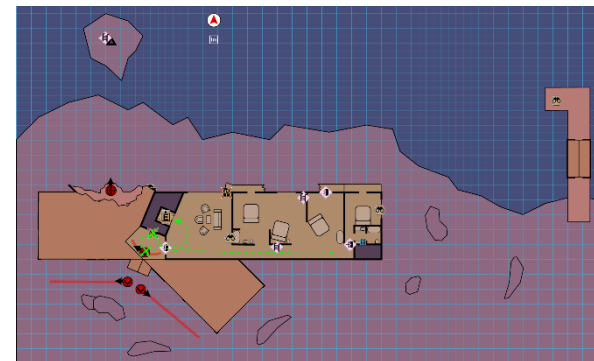
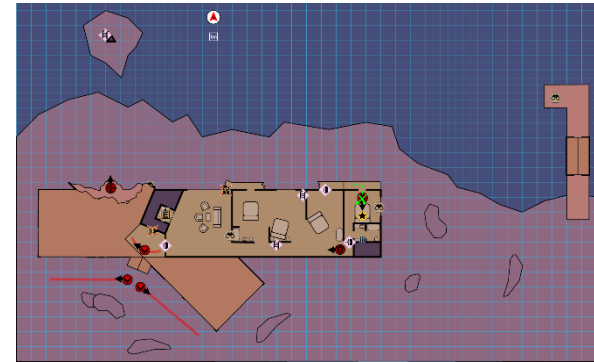
The player easily dispatches the heavy from behind, and sighs in relief.

#### Part 6: Take Elevator Down

With the heavy defeated, the second floor is largely undefended, except for a soldier on the balcony at the end of the hall.

Remembering seeing them from when they were at the front of the building, the player takes them down on their way to the elevator, as well as the alarm they were standing next to.

The player takes the VIP down the elevator.



### Part 7: Stealth-Takedown Remaining

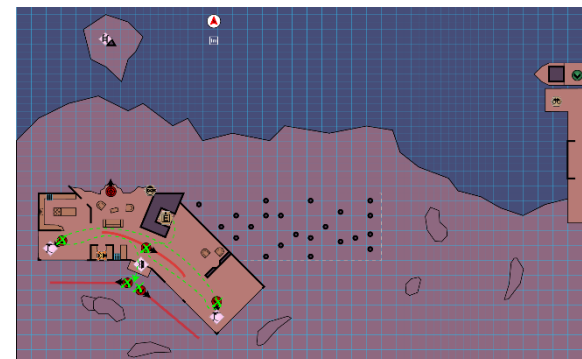
As the elevator reaches the ground floor, an audible “ding” is heard, alerting the nearest guard.

The player holds their cool, and takes them out once they turn the corner to the elevator.

Again, not wanting to jump out windows, the VIP must be taken out the front door, but it is heavily guarded, so the player decides to clear the front before leading the VIP out.

The soldiers on either end of the inn manning turrets are easily taken down, since they expected a frontal assault if any, they never looked behind them.

As for the two patrolling out front, the player waited for them to meet in front of the door, at which point the player ambushes them both.



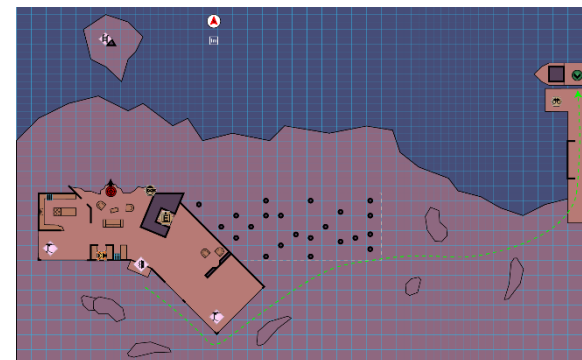
### Part 8: Escort to Boat

With the front of the building safe to exit, the player and the VIP trot safely out the inn, still hugging the walls to avoid the gaze of the remaining snipers.

The player escorts the VIP safely to the dock, and hands him over to the allies, who have now arrived in their boat.

They help him onto the boat and quickly take him away to safety.

Mission complete!

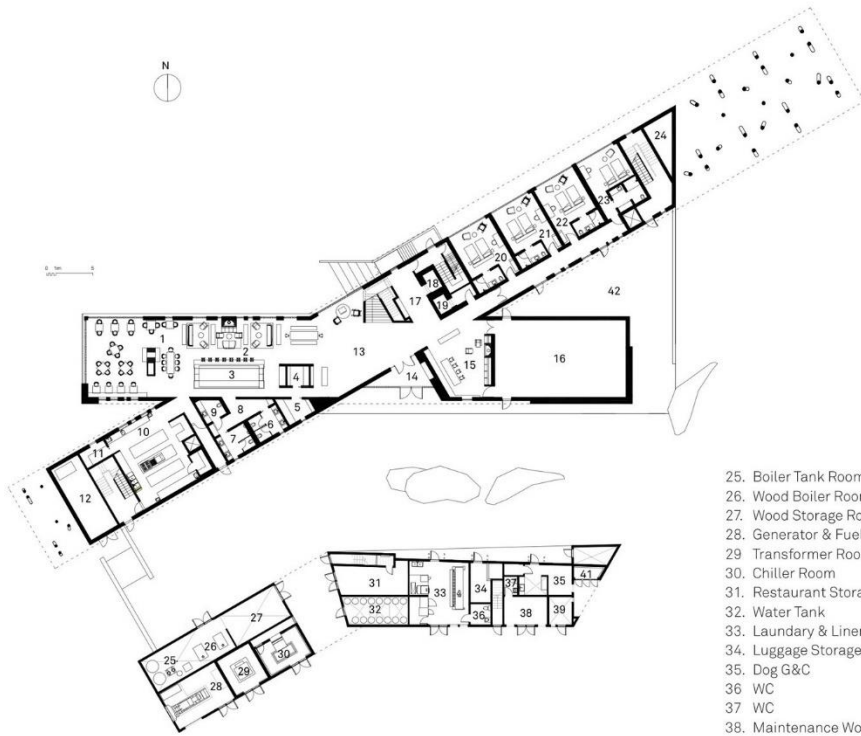


# Reference

## Floor Plans

### FIRST FLOOR

- 01. Restaurant
- 02. Lounge
- 03. Lounge Bar
- 04. Office
- 05. Coats
- 06. Female
- 07. Male
- 08. Alcove
- 09. BFWC
- 10. Kitchen
- 11. Chef Office
- 12. Mechanical Room
- 13. Main Lobby
- 14. South Entry
- 15. Library
- 16. Gallery
- 17. Elevator Lobby
- 18. Public Elevator
- 19. Service Elevator
- 20. Room 1
- 21. Room 2
- 22. Room 3
- 23. Room 4
- 24. Mechanical Duct Space



- 25. Boiler Tank Room
- 26. Wood Boiler Room
- 27. Wood Storage Room
- 28. Generator & Fuel Tank Room
- 29. Transformer Room
- 30. Chiller Room
- 31. Restaurant Storage
- 32. Water Tank
- 33. Laundry & Linen
- 34. Luggage Storage
- 35. Dog G&C
- 36. WC
- 37. WC
- 38. Maintenance Workshop.
- 39. Recycling & Refuse Storage
- 40. Guest Outer Wear
- 41. Propane Storage
- 42. Terrace

Figure 1 - Topographical layout of the Fogo Island Inn is mirrored in the level's design



Figure 2 - This particular section was borrowed for the second-floor bedrooms

## Buildings



*Figure 3 - how the overhanging section of the Fogo Island Inn works*



*Figure 4 - overhead view of the entire inn and surroundings*



*Figure 5 - View of the angled stilts on the inn*



*Figure 6 - Another view of the stilts and overhang*



Figure 8 - the inn in the game should maybe have slightly more mundane look, due to its size compared to the real thing



Figure 7 - a mundane building on stilts, which the inn can follow after

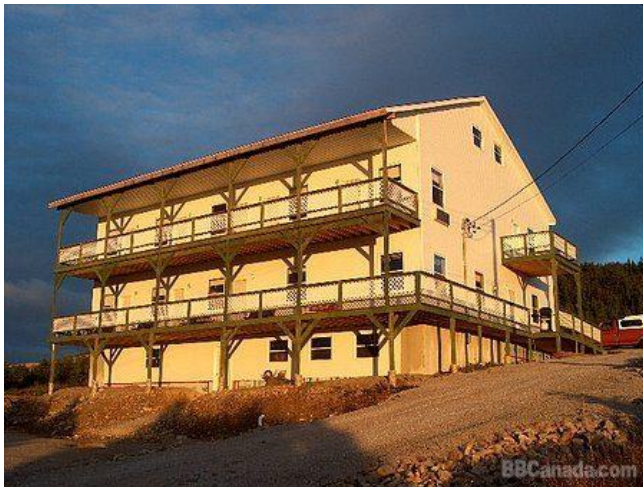


Figure 9 - Balconies on a modest Newfoundland inn



Figure 10 - a building with the entrance angled just like the inn entrance





Figure 13 - example of an equivalent radio tower from Far Cry 5



Figure 11 - appearance of tower from base



Figure 12 - example of a larger island with smaller adjacent islands (on which towers might be built)



Figure 15 - old rickety dock



Figure 14 - how the dock meets the shore



Figure 16 - small fishing boat that one could be rescued in

## Furniture



Figure 18 - shape and layout of chairs and couch for lounge areas in Fogo Island Inn



Figure 17 - Fogo Inn front desk appearance



Figure 19 - appearance of library in Fogo Island Inn



Figure 20 - the dining room area, which was destroyed. The rubble can be based off the present furniture



Figure 21 - bed and other furniture in Fogo Island Inn bedrooms



Figure 23 - furniture and view from bedroom



Figure 22 - rooftop air-conditioning unit

## Environment



*Figure 24 - appearance of shoreline*



*Figure 25 - appearance of rocks which may be used as cover*