

# FORT HOGS

Farcry 5: Inspired Level

Ubisoft Next



## FORT HOGS MISSION BRIEF:

### Radio Transmission: Static Clears

"Attention, Deputy. This is Skeeter. Hope you're receiving this loud and clear. Hamsworth Deli's turned into a fortress since the cult took over, guarded up tighter than Fort Knox. The place has become a critical hub for John's operations in arming Hope County. You'll have a tougher time getting in than out.

Now, listen up. Since the cult rolled in, they've been making shady deals with corrupt American officials, stockpiling heavy-duty weaponry. Your mission is to infiltrate that deli, gather evidence on who they're trading with, and dig up intel on Joseph's plans.

It's a high-stakes game, Deputy. To make matters worse one of John's goons just pulled in for a fix-up on John's car. You need to take him out, guns blazin', I don't care. Get rid of him and take down his ride. We can't afford any loose ends."

### Interrupted by Pastor Jerome:

*Sudden voice intrusion:* "Skeeter, we need to talk about this plan of yours. Sneaking into that deli is like dancing with the devil. We ought to reconsider and-"

*Skeeter cuts in:* "Not now, Pastor! The Deputy's got a job to do, and we can't afford to second-guess. We're counting on 'em"

### Back to Skeeter:

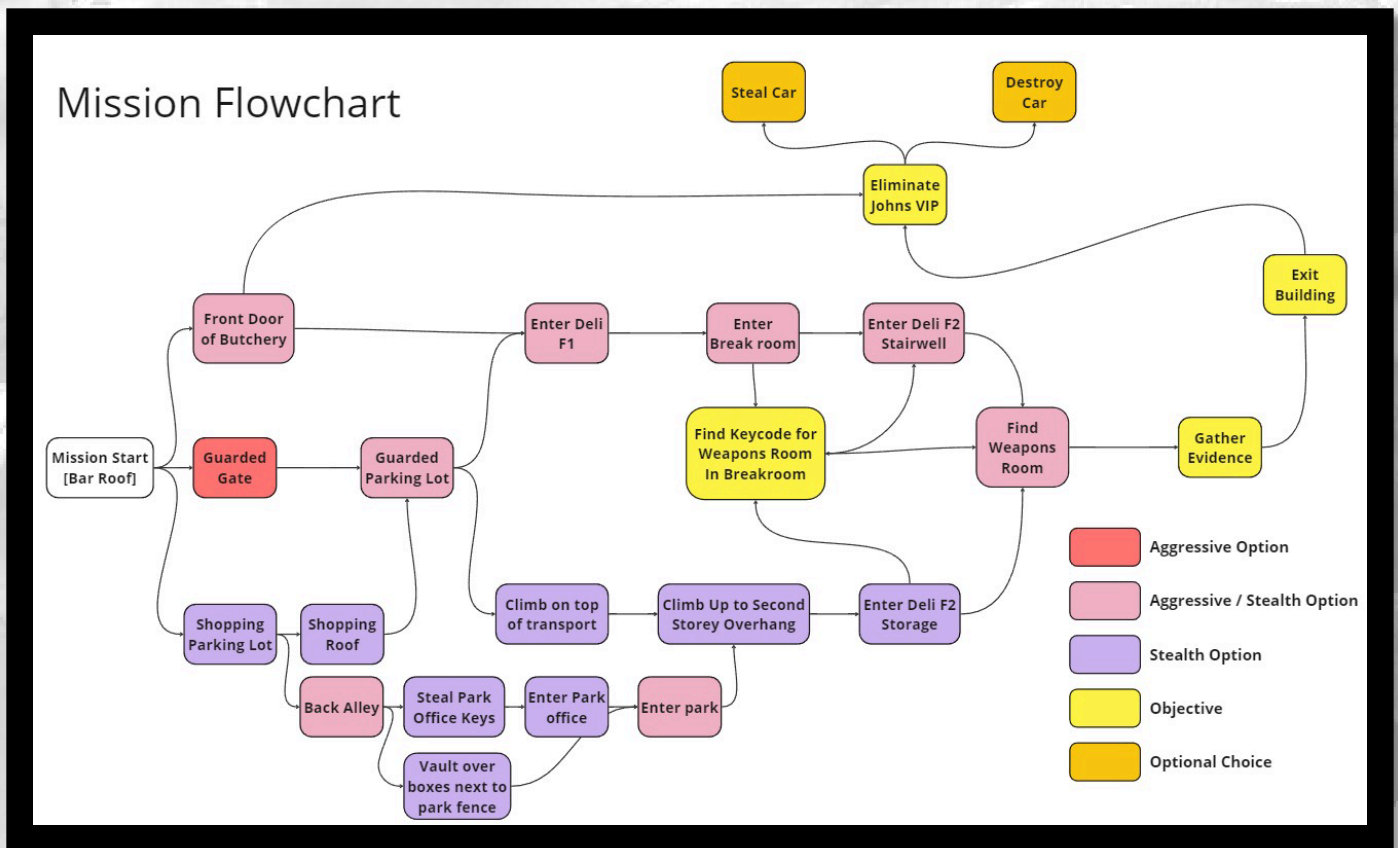
"Stay sharp, stay quiet, and remember, the fate of Hope County is on your shoulders. Skeeter out."

*Radio Shuts Off*

### In the background, Skeeter yelling:

"Dammit, Pastor! We don't have time for doubt. And someone deals with that car situation! Blow it up, shoot it, I don't care, just get rid of it!"

# Mission Flowchart



## 360\* Degree Approach

Easy: Green  
 Medium: Orange  
 Hard: Red



# Exterior References

## EXTERIOR REFERENCES



**A BUTCHER SHOP**



**B PARK OFFICE**



**C SHOPS**



**D BAR**



**H LOCAL PARK**



**G PARKING LOT**



**E MECHANIC**



**F GAS STATION**



# Interior References

## F1 INTERIOR REFERENCES



### DELI INT



### PARK OFFICE INT



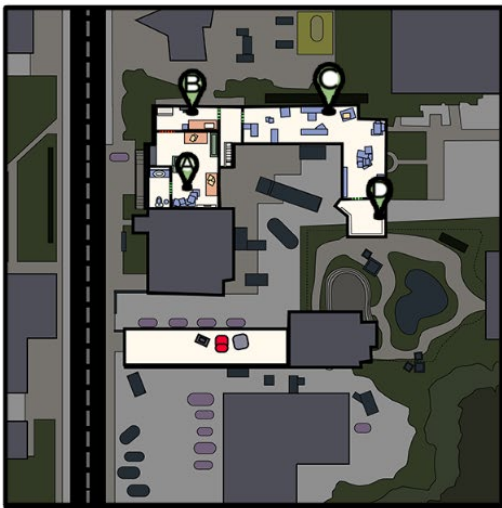
### BREAK ROOM



### FREEZER STORAGE



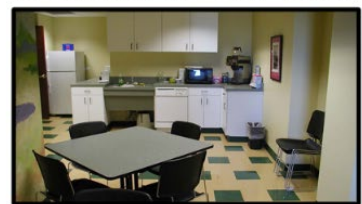
## F2 INTERIOR REFERENCES



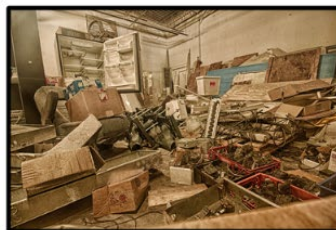
### WEAPONS ROOM



### BREAK ROOM CONT.



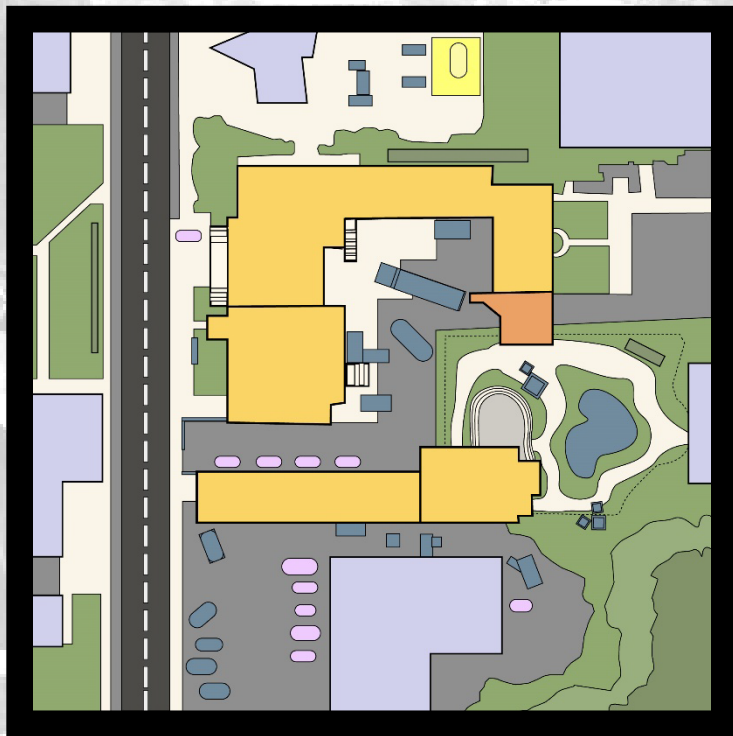
### STORAGE



























### BALCONY



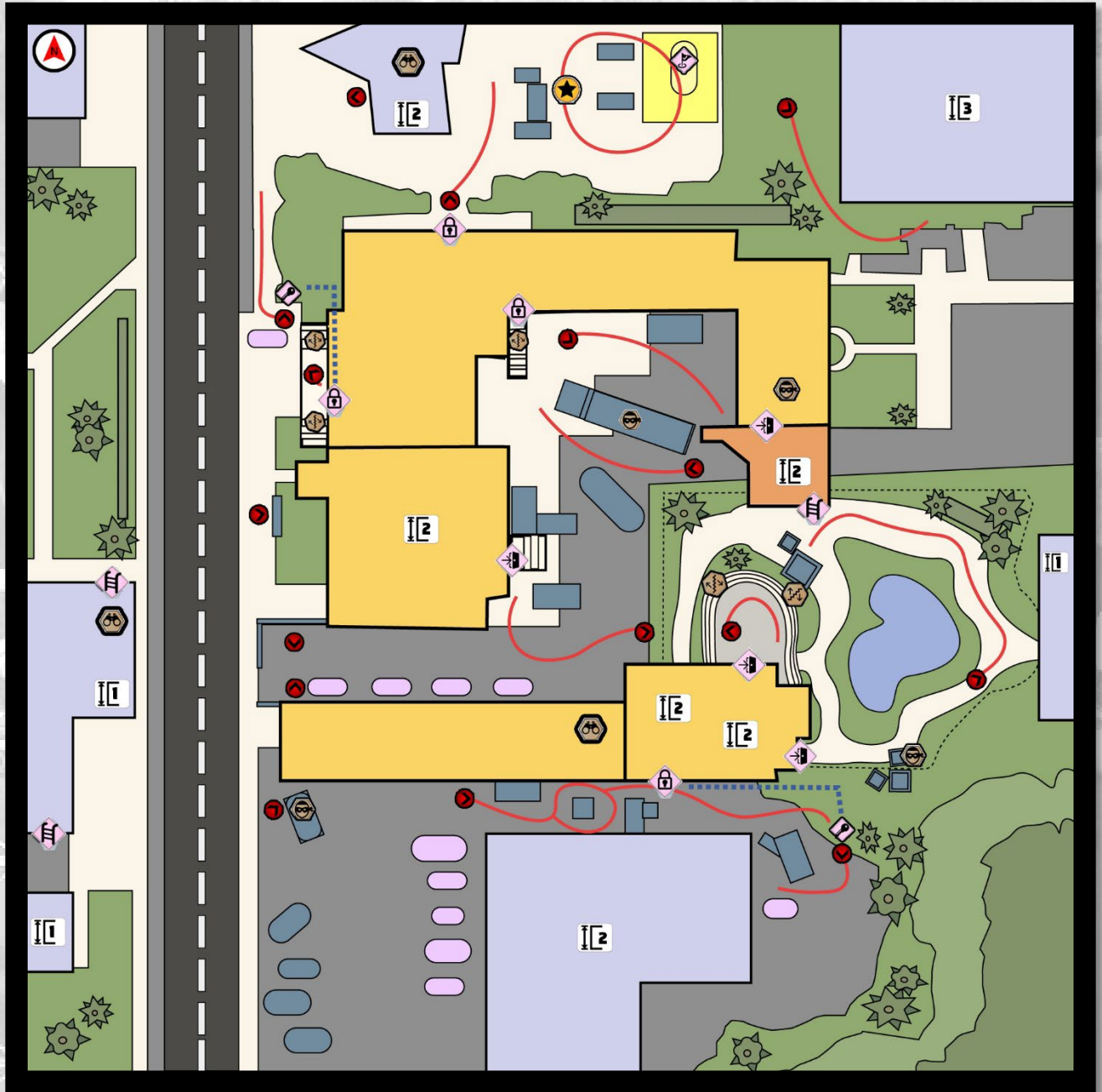
# Exterior Overview



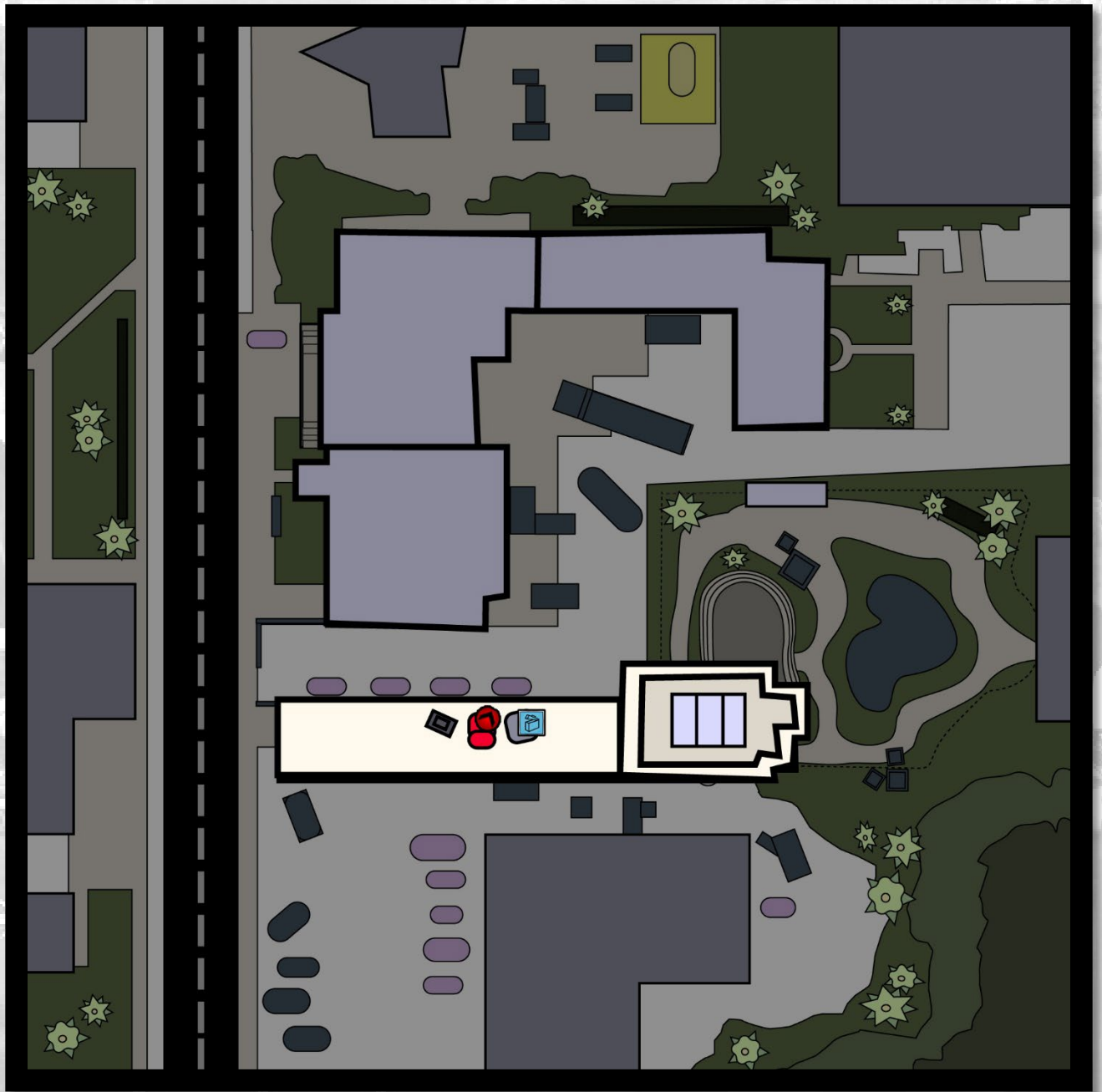
## KEY:

	<b>Greenery</b>		<b>Valuable</b>		<b>Objective</b>
	<b>Generic Walkable Space</b>		<b>Ammo</b>		<b>Key</b>
	<b>Unexplorable Building</b>		<b>Document</b>		<b>Unlocked Door INT</b>
	<b>Explorable Building</b>		<b>Stealth Path</b>		<b>Locked Door INT</b>
	<b>Overhang Structure</b>		<b>Stairs</b>		<b>Key Door Connection</b>
	<b>Cover</b>		<b>Vantage Point</b>		<b>Locked Door EXT</b>
	<b>Vehicle / potential Cover</b>				<b>Unlocked Door EXT</b>
	<b>Tree</b>				<b>VIP Enemy</b>
	<b>Storey Height</b>				<b>Enemy</b>

# F1 EXT OVERVIEW

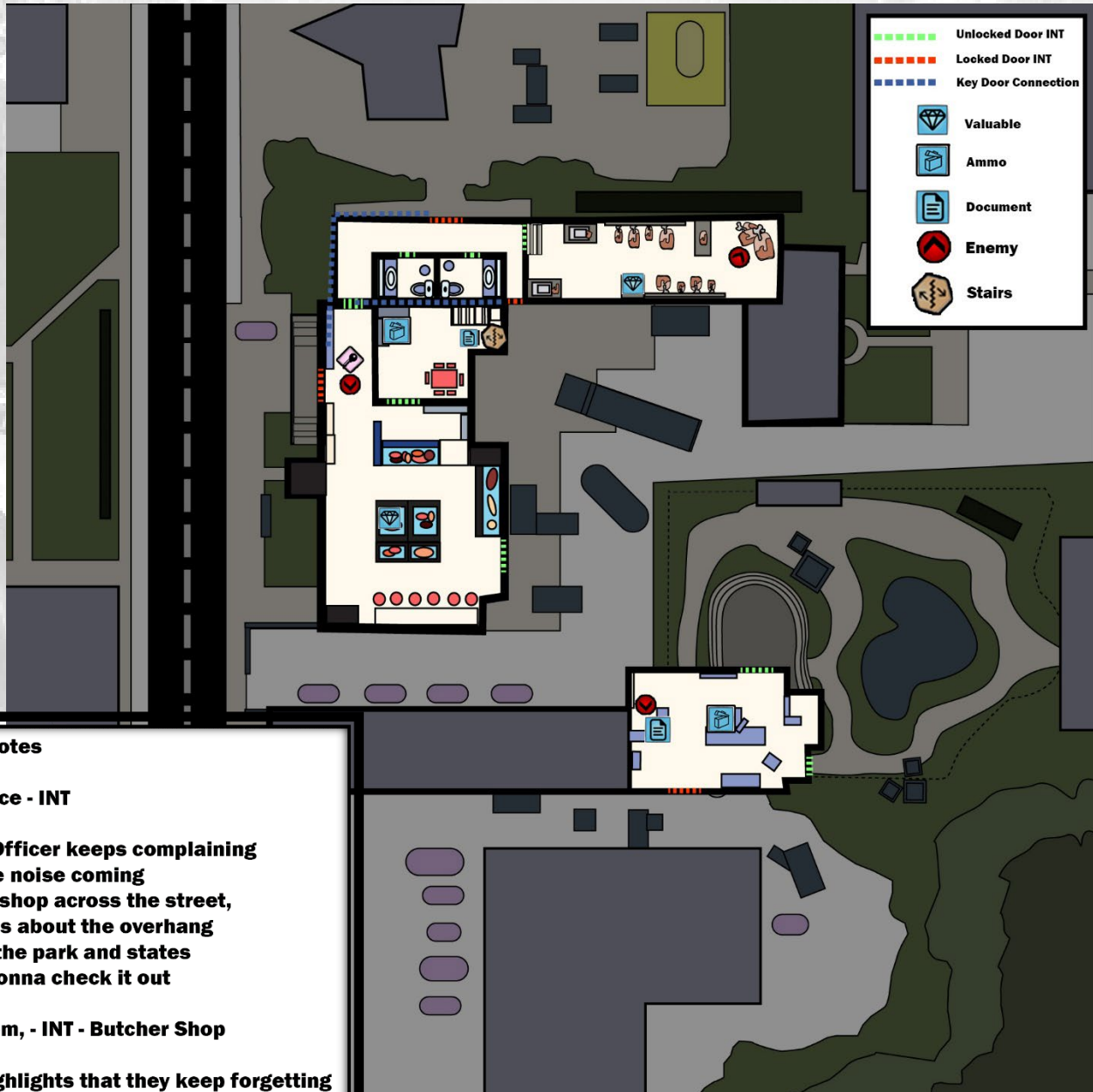


# F2 EXT OVERVIEW





# F1 INT OVERVIEW



## Floor 1 Notes

### Park Office - INT

**#1 Park Officer keeps complaining about the noise coming from the shop across the street, complains about the overhang north of the park and states they're gonna check it out**

### Breakroom, - INT - Butcher Shop

**Guard highlights that they keep forgetting the code to the weapons storage, highlights that its 4576 and makes note that they have to destroy or throw out the note next week.**

## F2 INT OVERVIEW

