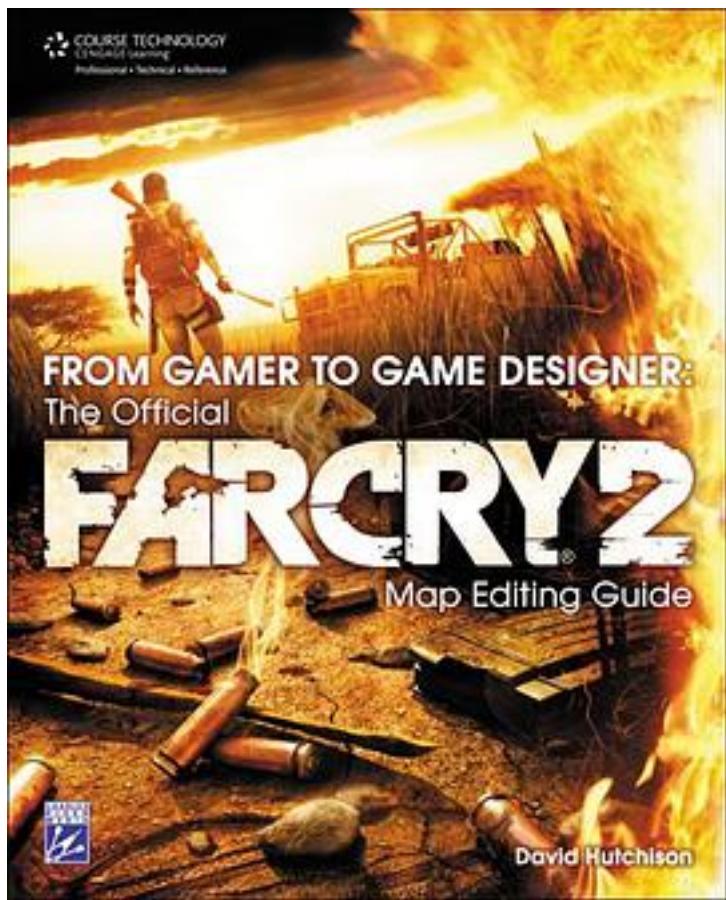


From Gamer to Game Designer



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Welcome to the official Far Cry ? 2 map editing guide. Bridging the distance between playing and designing video games, From Gamer to Game Designer: The Official Far Cry ?2 Map Editing Guide provides you with in depth advice on creating your own multiplayer maps for Far Cry 2, an open-world, firstperson shooter for the PC,

PlayStation? 3, and Xbox 360?. Set in the wilds of Africa, the dunes, oases, savannahs, and jungles provide a unique and exciting setting for both players and map makers. First, you?ll be introduced to the powerful yet user-friendly map editor as you get comfortable with the interface, menus, and toolbox. Then, you?ll go beyond the basics as you explore how the disciplines of game design theory, military science, environmental geography, and urban planning can help take your map design efforts to the next level. You?ll learn how to design indoor and outdoor environments, work with weapons and vehicles, promote tactics and teamwork, and more. No programming skills are required, allowing you to create attractive and engaging maps right from the comfort of your game console that other Far Cry 2 gamers will be eager to play!

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