

# Tacto v1.5 by Subterfuge Software

<http://www.threeup.ca/tacto>

## Table of Contents

### Getting Started

How to Start .....	2
Find a Server .....	2

### Features

Gametypes.....	3
Mutacto	
Weapons and Classes .....	4
Hutacto	
Weapons and Classes .....	8

### Control

Regular User .....	10
Power User / RCon Admin .....	10
Server Administrator .....	12

### Appendices

Variables .....	13
Tacto Terms .....	14
Credits.....	14

## Getting Started:

### How to Play

There are a number of ways to start Tacto

#1 Make a shortcut to Far Cry/Mods/Tacto/tacto.cmd

#2 Copy your Far Cry Shortcut.  
Right Click and go to properties.  
Then add "-mod:tacto" to the target

#3 Run Far Cry and click Mods.. Select Tacto

#4 Run Far Cry. Find a Tacto server and join it. Click Yes when it asks you to restart Far Cry.

### Where to Play

Once you have Tacto running, go to the internet section of multiplayer.  
Next Sort by mods and find all the servers running Tacto.

### What else?

Tacto is designed for multiplayer only. The single player game will be affected with the variations of the weaponry. It was not balanced or tested in single player and it is not officially supported.

You can start your own server with Tacto just as you would start your own assault server. Tacto is designed for Assault maps so try selecting one of those maps and start up your server. Most likely your server will not be able to support many people so it might be best to stick to the dedicated servers that are already up and running.

## Gametypes:

### Plunder:

Plunder is sometimes known as Plunder the Gold or Capture the Gold. It is a game similar to capture the flag but the difference is that in plunder, there are multiple flags. The objective is to horde all the gold pieces at one's own flag. The gold can be picked up from the enemy flag or from the ground. If killed while carrying the gold, the gold will fall to the ground. Gold carriers will be highlighted on the radar. The flag points can be found by faint but constant pulses on the radar.

### King:

King is also known as Long Live the King or Last King Standing. It is a game that promotes survival and teamwork. The objective is to eliminate all the enemy kings. At the start of the match all players are kings and will lose their crown if they fail to record a kill before the timer runs to zero or if they die. If there are only a few kings on one's own team, protection and health for the king(s) should be a priority. A player that has lost their crown can regain their crown by killing two kings.

### Assault:

Assault is the standard game designed by Crytek. The objective is to capture and hold a flag point while the opposing teams defend it. When the attackers touch the flag, they must prevent any defenders from touching the flag. If they can hold the flag for 10 seconds, the flag will be captured and they will move to the next flag for a maximum of 3 flag captures on traditional Assault maps.

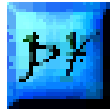
### Annihilation:

Annihilation is a modifier to any game that will kick anyone with too many deaths into spectator to watch the rest of the game. Annihilation Plunder makes the gameplay much more conservative and each gold piece taken from the flag is much more valuable. Annihilation King will just end up being a traditional last man standing type map with the kill timer in place to enforce a higher pace. Annihilation Assault again will be more conservative than regular assault but there are some incentives to capture the flag as each living player on the attacking team will receive an extra life for each flag captured.

## MuTacto:

A set of fun-based classes composed of mutants and humans.

### Mortar Mutant:



Armament: Portable Mortar Launcher  
Secondary: Rocket Launcher, MP5SD  
Off-hand: Smoke Grenades,  
Off-hand: Flashbangs, Grenades

Special: Extra Armor  
Speed: 5  
Strength: 200%

#### - Mortar -

Accuracy: N/A  
Fire Rate: 0.5 / s  
Damage: 400  
Recoil: N/A  
Weight: 18  
Run Slowdown: 35%

### Heavy Machine Gun Mutant (Brute):



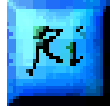
Armament: M249 aka SAW (5.56mm)  
Secondary: P90 SMG, Ammo Packs  
Off-hand: Proximity Mines  
Off-hand: Grenades

Special: Extra Armor  
Speed: 4.7  
Strength: 400%

#### - SAW -

Accuracy: 70% - 80%  
Fire Rate: 12.5 / s  
Damage: 80  
Recoil: 2 - 3  
Weight: 10  
Run Slowdown: 70%

## Bio-Suit Rifleman:



Armament: G3A3 (7.62mm)  
 Secondary: JackHammer Shotgun, PPK  
 Off-hand: Poi son, Grenades

Speci al : Poi son Immune  
 Speed: 6.2  
 Strength: 100%

### - G3A3 -

Accuracy: 70% - 94%  
 Fire Rate: 11.1 / s  
 Damage: 100  
 Recoil : 6 - 16  
 Wei ght: 10  
 Run Sl owdown: 65%



## Grenadier Mutant::



Armament: OI CW (5.56mm)  
 Secondary: P90 SMG,  
 Secondary: JackHammer Shotgun  
 Off-hand: Molotov Cocktails,  
 Off-hand: Grenades, Flashbangs

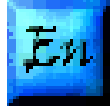
Speci al : All-around  
 Speed: 7.0  
 Strength: 200%

### - OI CW -

Accuracy: 70% - 95%  
 Fire Rate: 12.5 / s  
 Damage: 40  
 Recoil : 2 - 3  
 Wei ght: 10  
 Run Sl owdown: 80%



## Attack Engineer:



Armament: M4 (5.56mm)  
 Secondary: DE .357 Pi stol , Ammo,  
 Secondary: Wrench  
 Off-hand: Timed Bombs, Grenades  
 Off-hand: Proxi mi ty Mi nes

Speci al : Bui l der  
 Speed: 6.25  
 Strength: 400%

### - M4 -

Accuracy: 65% - 94%  
 Fire Rate: 12.5 / s  
 Damage: 40  
 Recoil : 1 - 2  
 Wei ght: 7  
 Run Sl owdown: 80%

## Sniper:



Armament: AWP Ri fl e  
 Secondary: MicroUzi , DE .357 Pi stol  
 Off-hand: Smoke, Grenades,  
 Off-hand: Fl ashbangs

Speci al : Fai r Cl i ff Jumper  
 Speed: 6.5  
 Strength: 100%

### - AWP -

Accuracy: N/A  
 Fire Rate: 0.8 / s  
 Damage: 350  
 Recoil : 5 - 8  
 Wei ght: 15  
 Run Sl owdown: 70%



## Mutant Medic:



Armament: None  
Secondary: Ammo, Armor, Medi c Packs  
Off-hand: Grenades

Speci al : Flo at Jumper  
Speed: 8.5  
Strength: 33%



## Assassin Scout:



Armament: MP5SD SMG  
Secondary: Sword, PPK Pistol  
Off-hand: Poi son, Atomi c Bomb,  
Off-hand: Fl ashbangs, Grenades

Speci al : Sui ci dal  
Speed: 6.7  
Strength: 50%



### - MP5SD -

Accuracy: 78% - 92%  
Fi re Rate: 12.5 / s  
Damage: 20  
Recoi l : 1 - 2  
Wei ght: 3  
Run Sl owdown: 90%

## HuTacto:

A set of reality-based human classes

### Distance Rifleman:



Armament: M16A2 (5.56mm)  
Secondary: MicroUzi, Desert Eagle .357

- M16A2 -  
Accuracy: 75% - 99%  
Fire Rate: 12.5 rounds / s  
Damage: 50  
Recoil: 2 - 4  
Weight: 5  
Run Slowdown: 80%

### Short Ranged Rifleman:



Armament: FAMAS (5.56mm)  
Secondary: MP5SD, PPK

- FAMAS -  
Accuracy: 82% - 90%  
Fire Rate: 14.3 rounds / s  
Damage: 40  
Recoil: 1 - 1.5  
Weight: 6  
Run Slowdown: 80%

### High Powered Rifleman:



Armament: G3A3 (7.62mm)  
Secondary: P90, Ammo

- G3A3 -  
Accuracy: 60% - 94%  
Fire Rate: 11.1 rounds / s  
Damage: 75  
Recoil: 3 - 6  
Weight: 5  
Run Slowdown: 80%

### Ballistic Explosive Expert:



Armament: Portable Mortar Launcher  
Secondary: P90, Desert Eagle .357

- Mortar -  
Accuracy: N/A  
Fire Rate: 0.5 rounds / s  
Damage: 400  
Recoil: N/A  
Weight: 18  
Run Slowdown: 35%



### Heavy Machine Gunner:



Armament: M249 / SAW (5.56mm)  
Secondary: P90, Ammo

- M249 -  
Accuracy: 55% - 85%  
Fire Rate: 12.5 rounds / s  
Damage: 60  
Recoil: 3 - 6  
Weight: 10  
Run Slowdown: 70%

### Attack Engineer:



Armament: MP5A4  
Secondary: Ammo, Wrench

- MP5SD -  
Accuracy: 78% - 92%  
Fire Rate: 12.5 rounds / s  
Damage: 20  
Recoil: 1 - 2  
Weight: 3  
Run Slowdown: 90%

### Sniper:



Armament: PSG Sniper  
Secondary: MicroUzi, Desert Eagle .357

- PSG Sniper -  
Accuracy: N/A  
Fire Rate: 1 round / s  
Damage: 200  
Recoil: 5 - 8  
Weight: 15  
Run Slowdown: 70%

### Support Medic:



Armament: SPAS Shotgun  
Secondary: Desert Eagle .357, Armor, Medi cPacks

- SPAS Shotgun -  
Accuracy: 50% - 65%  
Fire Rate: 3 rounds / s  
Damage: 18  
Recoil: 20  
Weight: 8  
Run Slowdown: 80%

## User Control Interface:

### Vote Panel:

When you are in a multiplayer game, from the menu there is a vote panel. To access this main menu after you are already playing just press esc. Once you are in the vote panel, you can start a vote to change some of the game settings.

After a vote has been started on the main panel there will be a Vote Yes and Vote No under the class selection screen. Another way to vote is to bring up the console with the ` key (next to the digit 1.) When the green panel comes down, type “\vote yes” or “\vote no” (without quotes).

If more than half of the players vote yes, then the server will implement the change.

### Help:

When you are in a multiplayer game, from the menu there is also a help panel. To access this main menu after you are already playing just press esc.

The help section will either describe the Hutacto classes and weaponry or Mutacto classes and weaponry, depending on which class set is currently in use. The help will also depict which class boxes correspond to which classes and also there is some information on the objectives of each of the gametypes.

## Power User Control Interface using RCon:

### Server Admin Panel:

When you are in a multiplayer game, from the menu there is a server admin panel. To access this main menu after you are already playing just press esc.

At the top of the server admin panel is a place to enter a password. This is the rcon password which is set in the profile by the server administrator. If you know the password for the server you are currently on, enter it in and press login.

Once you have logged in, you can change a number of game settings immediately.

Be warned that if you attempt and fail to login, you may be banned. From the server admin panel, you can listban and unban someone that has been banned. Also this can be done by using the console. Bring down the console and type “\rcon listban”. To unban a particular person, type “\rcon unban #” where # is the number which corresponds to the person.

## Server Administrator Setup:

### Starting your Dedicated Server:

If you use services or a game panel to start and stop Far Cry, you must add another service to that list of services. The settings will be nearly identical to your plain Far Cry service but you will need to add `-mod:Tacto` to the command line. Also, you will likely want to make a new profile designed for Tacto. You may need to email your server host to get the second service added.

If you use a shortcut from a remote desktop to start your Far Cry, you can make a shortcut to the `Dedicated Server.cmd` shortcut in the `Mods/Tacto` directory and run the desired profile.

### Setting up your profile:

Included in the `Mods/Tacto` directory is a sample profile. Use it and the variable description section in Appendix A to properly configure Tacto to your liking.

## Appendix A: Tacto Variables:

There are a large number of variables which can alter the game play in a number of ways.

### Crytek:

gr_TimeLimit	Time in minutes for the round of play.
gr_DamageScale	Multiplier applied to all damage. Default = 1.
gr_RespawnTime	Time in seconds of the respawn clock cycle.
gr_DropFadeTime	Time in seconds until the dropped ammo fades into oblivion
gr_FriendlyFire	Enable / Disable damage from allies.
gr_InvulnerabilityTimer	Time in seconds which player can not be harmed after spawn

### Tacto:

gr_Announce1	A string which is sent to the public at a regular interval
gr_Announce2	
gr_AnnoJoin1	A string which is sent to the person who joins the server.
gr_AnnoJoin2	
gr_NumClass	A binary number denoting which classes can be used. 10100000 denotes that the first and third classes can not be used.
gr_currFlag	A number from 1 to 3 which denotes the active flag.
gr_tMode	Assault = 1, Plunder = 2, King = 3
gr_GamePerMap	Number of games (2 rounds per game) before moving to next map.
gr_classdef	Mutacto = 1, Hutacto = 2. Requires map to be reloaded.
gr_stopwatch	Enable / Disable a stopwatch where the second round time clock will start counting down from the time of the first round if the first round finished early.

### Annihilation:

gr_Lockdown	Enable / Disable a lock which prevents players from changing teams.
gr_Lockdowntime	Time in seconds starting from the beginning of the round until lockdown takes effect.
gr_MaxDeathLimit	Players will be moved to spectator when they surpass this number of deaths.

### Long Live the King:

gr_KingRespawn	Enable / Disable respawns in the King gametype.
gr_KingTimer	The initial time in seconds before the crown expires. Note that after the timer is reset for a kill, the timer will start at a value slightly lower than the last time.
gr_KingTimerUpd	The rate in seconds which the timer is updated (faster rate means more traffic.)

### Plunder:

gr_FortScoreStart	The initial number of gold pieces at the flag.
gr_FortScoreEnd	The number of gold pieces required for Total Dominance.
gr_FortQuickReturn	Enable / Disable the instantaneous return of gold if the gold initially came from the toucher.

## Appendix B: Tacto Terms:

Jumper / Trigen	The Mutant Medic who can leap long distances
Brute	Heavy Machine Gunner with the SAW
Engy	Attack Engineer
Girl / Valerie	Female Scout Assassin with the sword
BioSuit / HazMat	Rifleman in the white Hazardous Materials suit
Pea-shooter	Silenced MP5
Noob Launcher	OICW Explosive Shells (alternate fire)
Traps / Mines	Proximity Mines
Gold / Flag	The items of focus in Plunder mode
King / VIP / Crown	The players of focus in King mode.

## Credits:

<b>ThreeUp TAW</b> —	<b>Everything</b>
Ionized TAW	Support, Modeler, Advertising
JCD TAW	Testing
Healabro	2D Weapons Graphics
DJ Rodi Style	Menu Music
TAD TAW	
Whoracle	
GodLike SSM	Code
Kerpo SSM	Code
TheArtofWarfare.net	Testing and Server Usage
Various (see website)	Vehicle and Weapon Skins

Visit <http://threeup.ca/tacto> or email [threeup@gmail.com](mailto:threeup@gmail.com) for any questions or comments