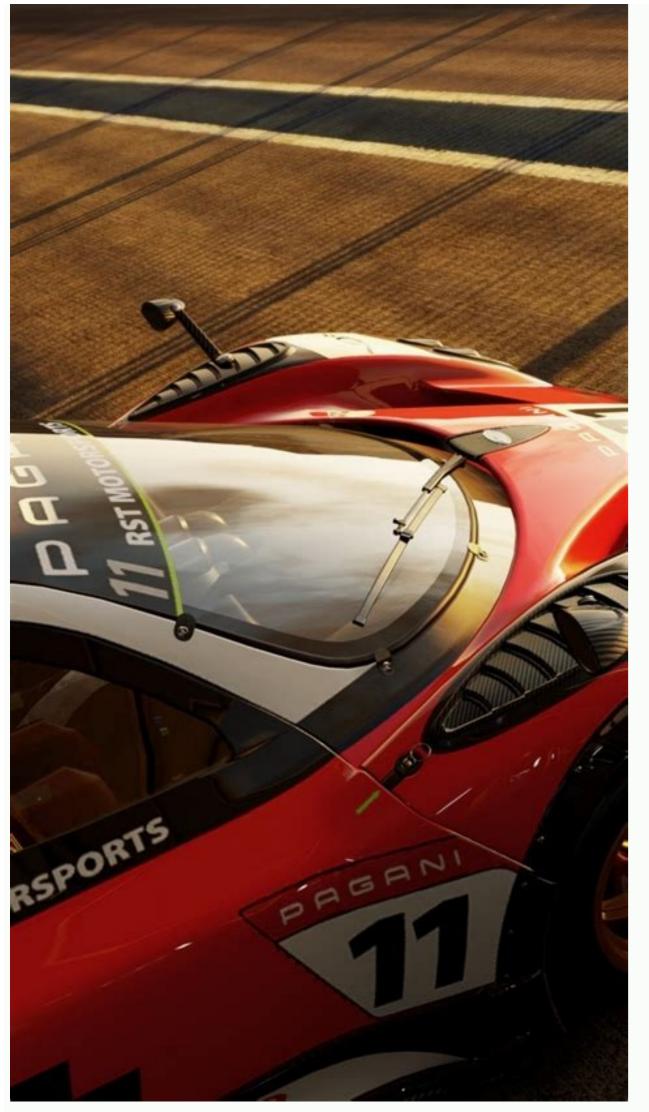
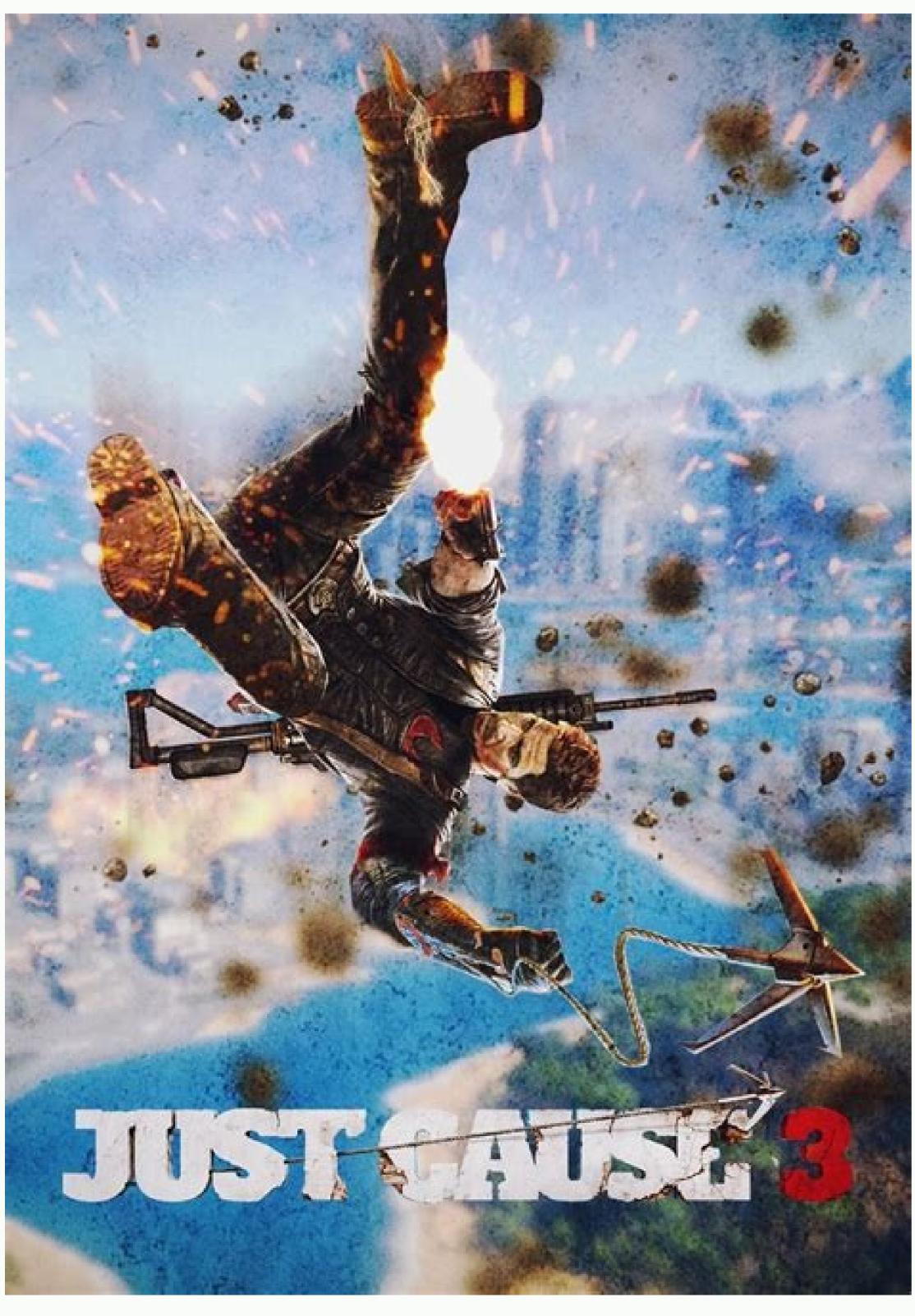
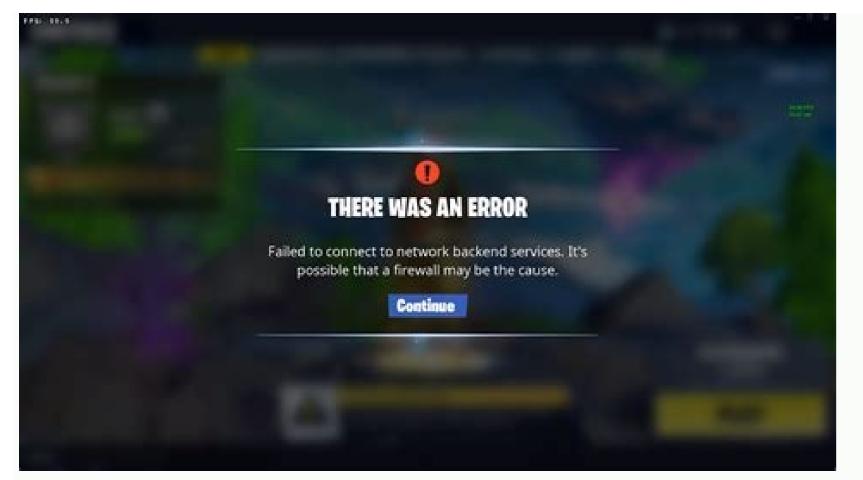
Just cause 3 game guide

I'm not robot!











Advent is upon us, and what better way to celebrate than by liberating an island nation from the grip of an oppressive dictator? It's tradition, after all. Luckily Just Cause 3 is out now and, like its two predecessors, is a massively open sandbox rife for carnage-filled adventure, and also a little bit of blowing stuff up. Ok, actually quite a lot of blowing stuff up. Ok yeah so it's mainly blowing stuff up. Looking for more freeform action? Get messing around with the best sandbox games on PC. Playing as Rico Rodriguez, a kind of Antonio Banderas rendition of James Bond that'd appear in mediterranean straight-to-VHS bargain bins, you'll hop, skip, glide and fly across the game's ridiculously large and beautiful setting, essentially aiming to cause as much havoc as possible in order to bring about freedom (logical, right?). But it's not all sun, sea and 'splosions, so here are our tips to get you started. It's not a standard third-person shooter You may play Just Cause 3 from that familiar perspective, and all the controls are largely as you'd expect, but unlike in other games, Rico can take an incomprehensible amount of damage before he finally succumbs to his wounds. As such, you're able to take on entire military complexes, large towns, and other big facilities on your own, without much worry. At times it's easy to forget this and be too cautious with your movements and conservative with ammunition. In reality, you can essentially go to town. You have an almost limitless supply of bullets, and providing you're not trying to take on ten tanks with a measly machine gun, you'll likely survive whatever the game throws at you - and even then you can usually turn the tide providing you're not trying to take on ten tanks with a measly machine gun, you'll likely survive whatever the game throws at you - and even then you can usually turn the tide providing you're not trying to take on ten tanks with a measly machine gun, you'll likely survive whatever the game throws at you - and even then you can usually turn the tide providing you're not trying to take on ten tanks with a measly machine gun, you'll likely survive whatever the game throws at you - and even then you can usually turn the tide providing you're not trying to take on ten tanks with a measly machine gun, you'll likely survive whatever the game throws at you - and even then you can usually turn the tide providing you're not trying to take on ten tanks with a measly machine gun, you'll likely survive whatever the game throws at you - and even throws at you - a Just Cause 3's main stroke of genius is the wingsuit - a physics-defying upgrade to your parachute that you earn almost straight after you boot up the game for the first time. The suit is ridiculous - an apparent prototype that's effortlessly pinned onto your jacket by one of your compadres, and then suddenly becomes fully operational. Videogames! That aside, it really is brilliant, allowing you to fly and glide unaided across the towns, forests, facilities and mountains of Medici's several islands. You can seamlessly transition between parachute and wingsuit, tethering onto landscape and vehicles alike, stringing together moves to keep you afloat for as long as you can master. It's tough to begin with, though, and you have to learn the various telltale signs that you're about to ditch into a road, or a hillside, or an ocean, or a person. Medici has many different wingsuit challenges dotted around the islands, and these are a great way of both practicing how to use it as well as earning Gears, which unlock various upgrades, but you should also just use it as your main traversal device. Not only is it great fun to use - it's rare that the sensation of unaided flight is put to such good use in open-world games - but you also get a much broader set of environments with which to practice your skills. Try wingsuiting between the girders of a ginormous bridge, or a set of wind turbines. It's damn exhilarating. Map your surroundings to aid fast travel The wingsuit is fantastic fun, but to get around Just Cause's enormous islands, or across its large bodies of water, you'll eventually unlock a fast travel system, which really helps if you need to get somewhere far away, but you need to discover locations before you can zap to them without hassle. To map the surroundings, grab a small plane or a helicopter, and set off on a journey. Flying around Medici is beautiful, but you'll also get a lay of the land - stop off in towns to liberate them, or try your hand at attacking a giant military base. Spoilers: you'll probably die. Complete side missions to unlock upgrades As well as taking down the regime that suffocates Medici by undertaking a ton of main missions, there are dozens upon dozens of side activities to get involved in. As you complete races, master wingsuit challenges, liberate bases, towns, airports and more, you'll earn Gears to unlock particular upgrades to your weaponry, your driving skills, your wingsuit abilities, etc. With the amount of stuff to do in Medici, it's definitely worth getting stuck into these. Liberate towns by taking out the prerequisite satellite dishes, speakerphones, billboards, police stations and more to set more of the island free and to increase your abilities. The game occasionally forces you to complete them by locking off main missions until you've liberated a certain number of settlements, but keep ahead of the game and you'll have much more fun experimenting with all of Just Cause 3's different upgradeable abilities. Experiment with your tether Your grappling hook doubles up as a super fun, ridiculously stupid tethering line that you can use to attach objects in the world together, and then pull them toward each other for destructive results. You get multiple tethers to muck around with as you complete side activities, increasing the maximum tension and strength of the tethers as you attach more of them onto any object. Tether an explosive barrel to a helicopter, pull together two cars going in opposite directions, rip down guard posts, tear huge fuel containers into one another to blow up an entire complex. I spent an embarrassing amount of time strapping NPCs to trees, or to each other, or to cars, just to see how they reacted. They always died. Don't forget the rebel drops As you help the denizens of Medici overcome portions of the island, you'll recruit new allies willing to return the favour. Along with your brother Mario, the rebels will be on call to drop guns, bazookas, cars, planes, helicopters and more to you on the island, wherever you are. Providing you've got a beacon grenade to call in support, the rebel drops are incredibly useful - and occasionally a lifesaver. If you end up in need of explosives to take down a particularly tough satellite dish, call on the rebels. Be warned, though: there's a cooldown on each drop, so make sure you've chosen everything you need before you chuck that beacon down. Find a jetplane (duh) The planes you get in the early portion of the game are fun to fly, but aren't capable for getting you from point A to point B, but could they take down an entire military base? Quite. For the big guns you need to get a bit experimental, getting off the beaten track and exploring Medici to find some extra firepower. Head north from the starting island and you'll find much larger military complexes, as well as large air bases in higher altitude areas. Providing you can get into them without being shot to pieces by the land-to-air guns and missiles that protect them, you'll find goodies: pilotable goodies, with huge guns and infinite missiles. Just bear in mind that you've got to get back out with the jet once you've purloined it. Hijack vehicles to overcome the heat One of the best things about Just Cause 3 is how there are always multiple options for you to exploit in any given combat scenario. When you do end up picking up real heat and the regime starts sending the big guns after you - tanks, helicopters and jets - you should always remember that you're just a couple of button presses away from evening the occupant out and taking full control. Want that helicopter to stop firing at you and start firing at the bad guys? Done. Want to shoot an enemy tanks? Also done. Just Cause 3 is so damn liberating, but it takes a couple of hours to properly sink in that you're always able to screw with enemies in ridiculous ways. That's the best of us - anything you've found out that might help out in Rico's quest? Drop it in the comments below. © 1996-2014, Amazon.com, Inc. or its affiliates Release Date Platforms December 1, 2015 PlayStation 4, Xbox One, PC Developer Publisher Avalanche Studios Square Enix Official Site // TwitteradvertisementJust Cause 3 is the latest installment of the Just Cause franchise. The series focuses on large open worlds and highly destructible environments, with an emphasis on physics-based gameplay, largely through the use of series protagonist Rico Rodriguez's signature grappling hook and "stunt" maneuvers. Just Cause 3 FebJust Caus "The Scorpion" Rodriguez. The small republic has come under the despotic rule of a ruthless dictator known only as General DiRavello. advertisementRico must return to his homeland and liberate the island's inhabitants by systematically dismantling DiRavello's regime and restoring democratic peace to the region - through any means necessary. Keeping the core mechanics of the Just Cause series, gameplay will mostly revolve around Rico journeying across the island destroying military encampents and outposts. Causing this chaos will destabalize DiRavello's forces and allow the citizens of Medici to begin reclaiming their land. The new wingsuit combined with the parachute, is a powerful new tool to help you traverse the massive open world. Rico will have access to a full suite of weapons, as he has in past games, though the most important item in his armory remains his signature Grapple has been upgraded to allow Rico to tie multiple objects together, as well as adjust the wire's tension on command. This means he can tether one enemy to another and retract the wire, slamming the two together - or connect a helicopter to a building and send it crashing into the side. advertisementThe fictional island of Medici is located somewhere in the Mediterranean sea, which gives the locale a warm and sun-soaked aesthetic. The island is allegedly over 400 square miles in size and building interiors, which would make it far larger in scale that JC2's isle of Panau. Developers at Avalanche Studios have yet to officially deny built-in multiplayer for Just Cause 3, though it's highly unlikely that such a feature will be included. CCO Christofer Sundberg says, "It's tough to make it fit with the Just Cause IP," and that the studio instead wanted to focus on perfecting the sandbox fun of the game's single-player. Game Director Roland Lesterlin went on to mention that, "If we were going to progress with something in that field, then we'd have to start with something like that in mind." However, in regards to the overwhelming community support for the Just Cause 2 multiplayer mod, and we can offer more...prepared this time, and we can offer more support to the community. We love them." advertisement "Set in the sun-drenched Medici...by any means necessary. With over 400 square miles of complete freedom from sky to seabed and a huge arsenal of weaponry, gadgets and vehicles, prepare to unleash chaos in the most creative and explosive ways you can imagine." Was this guide helpful?In This Wiki GuideCheck out the thrilling, action-packed new trailer for Prey, the newest entry in the Predator franchise. Set in the Comanche Nation 300 years ago, Prey is the story of a young woman, Naru, a fierce and highly skilled warrior. She has been raised in the shadow of some of the most legendary hunters who roam the Great Plains, so when danger threatens her camp, she sets out to protect her people. The prey she stalks, and ultimately confronts, turns out to be a highly evolved alien predator with a technically advanced arsenal, resulting in a vicious and terrifying showdown between the two adversaries. The movie features a cast comprised almost entirely of Native and First Nation's talent, including Amber Midthunder, Dakota Beavers, Stormee Kipp, Michelle Thrush, and Julian Black Antelope. The movie also stars Dane DiLiegro as the Predator. The movie is written by Patrick Aison and produced by John Davis, Jhane Myers, and Marty Ewing, with Lawrence Gordon, Ben Rosenblatt, James E. Thomas, John C. Thomas, and Marty Ewing, with Lawrence Gordon, Ben Rosenblatt, James E. Thomas, John C. Thomas, and Marty Ewing, with Lawrence Gordon, Ben Rosenblatt, James E. Thomas, John C. Thoma as a Hulu Original in the U.S., Star+ in Latin America and Disney+ under the Star banner in all other territories. Check out the teaser trailer for Avatar: The Way of Water, the upcoming movie starring Zoe Saldana, Sam Worthington, Sigourney Weaver, Stephen Lang, Cliff Curtis, Joel David Moore, CCH Pounder, Edie Falco, Jemaine Clement, and Kate Winslet. Set more than a decade after the events of the first film, Avatar: The Way of Water begins to tell the story of the Sully family (Jake, Neytiri, and their kids), the trouble that follows them, the lengths they go to keep each other safe, the battles they fight to stay alive, and the tragedies they endure. Avatar: The Way of Water, directed by James Cameron, opens in theaters on December 16, 2022.

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