
Far Cry 3 is an open world first-person shooter video game developed by Ubisoft Montreal and published by Ubisoft. The game was released on December 4, 2012 for Microsoft Windows, Xbox 360 and PlayStation 3. A direct sequel to Far Cry 2, the game is set in a tropical island between the Indian and Pacific Oceans. The player takes control of Jason Brody, who has just been freed from captivity by rebels led by his older brother Grant Brody at an enemy compound on the island of Vaas. The game takes place on the fictional tropical island of Rook Island. The game features many elements found in role-playing games, such as an open world environment which will allow players to explore locations including villages, jungles, and temples. Players can also take advantage of crafting and scavenging equipment. The game features both single-player and cooperative multiplayer modes; players can play alone or team up with up to three other players through the game's multiplayer mode. The game's map editor will enable players to create content that can be used in conjunction with the cooperative mode. Players are able to take on quests given out by non-player characters (NPCs) or activate scenarios during free roam gameplay. This allows for greater flexibility in how players approach missions. As the game progresses, players may gain access to specialized skills which can be tailored to their own specific playing styles. The game's core feature is the option to play the game in multiplayer mode with three other companions; this is an updated version of the "Buddy System" found in "Far Cry 2", where lone wolves could play solo or with a computer-controlled companion. The game has both cooperative and competitive multiplayer elements, encouraging team play by allowing players to assist each other in fighting animals or human enemies. The player can also gain experience points through these battles and buy new abilities, weapons, and items using currency awarded based on their performance. The game does not have any competitive modes, but there are three challenges in single-player mode that are based on player versus player fighting. These include 2v2 Team Deathmatch, 3v3 Capture the Flag Mode, and 4v4 Bomb Mission Mode. In "Far Cry 3", the player controls the protagonist from a first-person perspective, with a third-person perspective cover system. These sections will commonly involve a firefight between the protagonist and oncoming enemies. The new "dynamic" cover system allows less tactical positioning, whereas in previous games of the series, players were able to lean around or over cover. In "Far Cry 3", players can also vault over obstacles and leap between two adjacent pieces of cover. As with previous entries in the series, "Far Cry 3" features combined stealth and action gameplay, allowing the player to engage enemies from behind by surprise or ambush while they are distracted by other fights or conflicts within levels.

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