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About This Game

Your world...Your rules! In Just Cause, you are a Latin field operative and specialist in regime change backed by top secret US government agency who will overthrow the corrupt government of San Esperito. The rogue South American state is suspected of stockpiling Weapons of Mass Destruction, and it's your mission to negate the threat this poses to world peace. It could be to your advantage that the tropical paradise is about to implode as various factions vie for power - it just needs a gentle nudge in the right direction.

Just Cause offers the freedom to tackle your assignments however you want: playing the island's factions against one another, inciting a rebellion among the masses and building alliances with rebel forces and drug cartels. The action takes place in an incredibly detailed game world which consists of over 250,000 acres of mountains, jungles, beaches, cities and villages. The island can be explored by land, sea and air, as you will have at your disposal one of the most varied and exciting array of vehicles ever seen in a video game.

- Freeform game-play: approach missions in any way you like, or break off from the fight and enjoy exploring the islands.

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- Over 250K acres of land to explore: the largest environment ever seen in a game!
 - Over-the-top Stunts: jump from vehicle-to-vehicle, parasail, skydive and base-jump...
 - Massive selection of vehicles: over 100 of the most varied, exciting array of land, sea and air vehicles ever seen in a video game.
 - Avalanche Engine™: procedurally generated landscape delivers a huge, beautiful, detailed world while eliminating loading times.
 - Wealth of missions: story missions, side-missions, bonus missions and many more; ensuring plenty of action spread throughout the islands.
 - Support team: Sheldon and Kane, two US government secret agents, will provide you with reconnaissance info, extraction and vehicle drops.
 - Fly: The best way to explore San Esperito is by air!

Title: Just Cause
Genre: Action
Developer:
Avalanche Studios
Publisher:
Square Enix
Franchise:
Just Cause
Release Date: 22 Sep, 2006

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English,French,German,Italian







Just Cause is an interesting sandbox that wins a lot in its proposal not to take itself seriously. The first thing that impressed me in the game was the size of the map, it is actually quite large which makes the context of the island more interesting. The story itself I liked a lot, the comical and exaggerated way that deals with a theme so delicate and controversial as the interference of the United States in dictatorships. The main story, although interesting, is relatively short, there are less than 20 missions for such a complex theme and for such a large map, but overall it is quite interesting and well written, mainly for accepting itself as a comical-exaggerated action. The only big problem (and that really messed up the gameplay) was the physics of the vehicles, I found it unstable and physically sensitive. It is very important to master the mechanics of the hook to play the missions... Do not dare play certain missions without having the full control of this weapon, especially in the last one that I believe it is impossible to beat without using the tool. Good script, good fun, very dynamic, a good sandbox action game!. Not best graphics. (ofc) ..but your playing..as a james bond\rambo type...epic game.. nothing much to say

8.5/10. Ehhhhhh... it's alright?. I always wanted to play the Just Cause series. Unfortunately this is a bad starting point. I am all for older style retro games, but I'm not sure you can even call this a retro game. Either way it's boring...and overall just bad. The game is super repetitive. All you do is shoot stuff non stop and almost all the missions are the same. The only cool thing about this game is you can drive, fly, or boat any vehicle, but even then most vehicles seem boring and uninteresting. Don't even get me started on the infamous "grappling hook". It Only grapples onto vehicles and when you do manage to do just that there is a "jump to vehicle" option which just randomly takes you to the nearest car and not the one you grappled to. To me it's just useless. Even though I am giving this a negative review don't be discourage to try the other Just Cause games, because from what I have read and watched they don't even compare to this.

Pro's

- 1: Drive, fly, boat all vehicles.
- 2: Graphics aren't to terrible for a game that release in 2006...I guess.

Con's

- 1: Repetitive and dull missions.
- 2: Shooting is all you do.
- 3: Setting and vehicles seem boring and unoriginal.
- 4: Sometimes the smallest thing attracts police and gangs which makes continuing your objective hard.
- 5: Grappling hook is useless which is shame because it could have been so great.
- 6: My opinion the music get incredible annoying at times. Pretty sure it's only 2 songs on repeat the whole game.
- 7: Doesn't seem to be a great start to a series that seems to evolve into something way better.
- 8: Driving is SOOO bad in this game. Maybe try with a controller.. Just normal shooter for first hour... and after that everyone is shooting everyone, helicopters are shooting everyone, we're shooting everyone and that's what makes this game perfect

It's begining of propably best sandbox shooters and one of most interactive ones

Game before getting graplink is still kinda slow but it's like 2h of gameplay and from that point it gets just better and better Maybe it's bit repetetive but every game is (another mission to kill someone in GTA, more shooting in RDR or another weird stuff in SR... here we have bit of everything but with more explosions) collecting all packages, taking over all bases and even driving here is more interesting than most of open world games (and the perfect mission with cocain boxes... cars here are like bubble gum)

If you like shooting to everything that moves and drive through jungle you should play it. No. Bugged and unbalanced. Stay away from this poor port.. i never really got into this game, i loved JC2 and JC3 and look forward to buying and playing JC4 after they patch some bugs, but i was just bored playing this. Don't mock me game. I know my cause is not just. exploding things to explode things. But I do not care. shut up.

It's not that this aged badly, it's just a bad game. Get the second, though, it's awesome and very cheap nowadays.

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