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Operation archangel wildlands walkthrough

A new group of operators has emerged in Bolivia. After their much-praised Splinter Cell crossover, Ghost Recon added a new mission bonus that features the Ghost Recon Wildlands squad teamed up with some of the operators of the Rainbow Six Siege. This new mission codenamed Operation: Archangel. Here's our guide to beating the new crossover. The mission begins with Nomad and his team intercepting a distress call from Caymans, near the town of Frontera. Head to the point of the path on the map to explore. When you get there, you will find a crashed truck surrounded by piles of cash and a number of dead cartel members. Nomad will then contact Bowman, who tells the team that she thinks she knows what it is. One of The Rainbow's operators, Caveira, went rogue and takes members from Santa Blanca to Bolivia. After a brief acquaintance with Valkyrie, another Rainbow operator, the team is tasked with heading to the Cayman Echo to meet with Twitch and continue the search. You can drive or travel quickly to the outpost where you will find Twitch looking at some documents. She'll ask you to take her to the crash site so she can investigate. It's kind of a long way, so we recommend using a helicopter that spawns at the outpost to get there faster. When you return to the crash site, Twitch will take some time to investigate before confirming that it is the work of Cover. She finds a GPS locator in a truck that points you to a cartel base in the neighboring province of La Cruz. This is your next destination, so jump back into the helicopter and head. Arriving at the base, you will find that it is littered with corpses. Covera was already here, and she definitely wasn't happy. You will be tasked with exploring the base. To trigger the next target, head across the base and up the hill on the far side of this building: Inside, you'll find the cartel lieutenant cringe. Grab him and interrogate him. He will show that Kavera in honor of someone named Dengoso, but that's when the action begins. The lieutenant called for backup, and they arrived. Your next goal is simple: survive waves of enemies coming for you. Once the interrogation is over, we suggest booking it for this building in the center of the outpost: It is a tiered structure with plenty of coverage and access to a box of ammunition. The first wave comes in the form of a pair of attack helicopters. The sooner you can get them out, the better. It won't be long before another group of cartel members rolls into vehicles and things start to get even more dicier. Stay in hiding as much as possible and pick up enemies who poke their heads. If you can, throw a grenade into parked cars to cause a chain of explosions that will most likely destroy several cartel sicarios. Soon enough, another Helicopters swoop in; they are equipped with missile launchers. They can cause serious damage, so be prepared to dive into the shelter if you hear them launching their missiles. Once you've shot down these helicopters, you'll be in the clear. Link back with Twitch to finish this part of the mission. To start Part 2 of the operation: Archangel, wait for a call from Bowman and then go to Libertad. You're looking for Dengoso's apartment in the hope of finding some clues as to why Kavera is after him. Once you have arrived in the search radius, look for this red apartment building: Head around the back to meet Twitch. Together, head inside the building and make your way to the top floor. Choose a castle to head to Dengoso's apartment here. Inside you can find several items of information: a picture on the side table, an IDENTITY card and a manifesto on the table. The real gold in the bedroom, though: a voicemail left by Dengoso that shows him to be Cover's younger brother. He is being held hostage by the cartel at the Chemical Institute, and Kavera is already on his way there. Before leaving, check out the bedroom closet for a neat Hitman Easter Egg. Is Ubisoft hinting at their next crossover mission? Once on the street, pile into the car and go to the Chemical Institute. Once you're there, park at the outside gate and head to the gate where you finally bond with Caveira. After a quick exchange with Twitch, you'll get your new goal: head to the Chemical Institute and save Brother Kavera. Now the real fun begins. The institute is absolutely teeming with cartel soldiers. Stay hidden, and make good use of your drone to mark as much as you can. A fully upgraded drone is a huge advantage here. Watch out for three snipers on the roof, as well as several four-person patrols that scout the perimeter of the main building. Once you've finished reconnaissance, you can head inside the base. We recommend a hidden approach. From the gate where you met Kavera, look after you. You have to see this river that crosses between the road and the institute: head through it and climb the hill on the other side. You will see a low wall around the perimeter that you can easily vault. Do this and head to this building: Head up the stairs to the roof and eliminate the sniper there. Now you have the perfect point of view to start quietly picking up your enemies. The more you can eliminate now, the easier your work will be later. Try to stay hidden for as long as you can. You can make good use of shot synchronization to get rid of multiple enemies at once. Once you've got rid of the guards patrolling outside, head back down and across the yard to the main building. You have to see a low, red side building here with a tunnel underneath it. Go to Tunnel. Rainbow Six Siege players will be treated to a familiar look: When you lob C4 at the door, grab some cover, and break. Inside will be a group of enemies. Dislocate them, and then felt. You will break through another door at the far end of the room that leads to the stairwell. Head upstairs, but don't break any other doors until you get to the top floor. It's just cul-de-sac numbers that contain more enemies and will only make your life harder. Break through the door on the top floor to access the balcony. Dislocate the enemies here and go to the stairs at the far end. As soon as you head up the stairs, you will find another break room. It's where Dengoso is held. Go to the corridor on the right to find the side door. We recommend using this as a point of violation, as this will allow you to flank behind the enemies inside. Break down the door, clean the room, and open the red door inside to find Dengoso. After Kavera reunites somewhat frostily with her younger brother, Twitch will let you know that reinforcements are on the way. There's no time to waste: have Dengoso follow you and then repeat your steps. Get out of the building as fast as you can. You don't want to be kept inside when reinforcements arrive. If you're lucky, you'll be heading outside just as the first reinforcements come out of their cars. Move them out, and when it's safe, get to the nearest car. Once Dengoso and Kavera are safely inside, gun it up. There's a helicopter hovering above, but if you're fast enough, you can lose it before it does any serious damage. As soon as you leave the outer perimeter, head to the meeting point to meet Bowman. After a strenuous cutscene, the mission will end and you can enjoy your new Rainbow Six themed awards. 2017 Tactical Video Game Shooter Tom Clancy Ghost Recon WildlandsDeveloper (s)Ubisoft ParisUbisoft Milan (s)UbisoftDirector (s)Eric CouzianProducer (s)Nuredin AbbDesigner (s)Dominic ButlerArtist (s)Vincent DelassusWriter)Sam StrachmanComp Alain Johannes 2'SeriesTom Clancy's Ghost ReconEngineAnvilNext 2.0'3'Platform (s)Microsoft WindowsPlayStation 4Xbox OneReleaseMarch 7, 2017Genre (s)Tactical shooterMode (s)Single-player, Tom Clancy's Ghost Recon Wildlands is a tactical shooter video game developed by Ubisoft Paris and Ubisoft Milan and published by Ubisoft. It was released worldwide on March 7, 2017 for Microsoft Windows, PlayStation 4 and Xbox One as the tenth installment in the Tom Clancy's Ghost Recon franchise and is the first game in the Ghost Recon series to feature an open world environment. The original Ghost Recon (2001) was an open environment. Technology at that time did not allow the use of such large-scale maps. But, missions were open to players so they could plan different ways of approaching your goals or explore the maps. The game moves away from the futuristic setting introduced in Tom Clancy's Ghost Recon Advanced Advanced and instead has a setting similar to the original Tom Clancy's Ghost Recon. Ubisoft described it as one of the biggest open world games they have published, with the gaming world including a wide range of environments such as mountains, forests, deserts and salt flats. The game received mixed positive reviews from critics. Praise was given to the mechanics of shooting the game, visuals, emphasis on player selection and Bolivia's design, while criticism was directed at the narrative of the game, poor driving, cooperative game errors, and repetitive missions. The sequel, Tom Clancy's Ghost Recon Breakpoint, was released on October 4, 2019. The Wildlands gameplay has a wide range of environments that include mountains and deserts, and players will be able to skydive while exploring them. Tom Clancy's Ghost Recon Wildlands is a tactical cover shooter game set in the open world and played in a third person with an additional first-person view to aim the gun. The players play as part of Delta, the First Battalion, the 5th Special Forces Group, also known as Ghosts, a fictional elite U.S. Army Special Operations Unit under the command of the Joint Special Operations Command. It doesn't have the futuristic setting used in Advanced Warfighter and Future Soldier, but instead adopts modern settings similar to Tom Clancy's original Ghost Recon. As a result, the equipment shown in the game is based on weapons and equipment commonly used by armed forces around the world. However, it has some original equipment such as drones that can be used to tag enemies and show targets. These unmanned aerial vehicles have limited capabilities prior to upgrade. The game is the first recording with an open world environment that consists of nine different types of terrain such as: mountains, forests, desert, salt flats, and introduces a dynamic weather system as well as a daytime night cycle. Completing missions in the daytime allows players to easily detect enemies when performing missions at night provides players with a tactical advantage, as the night offers players better concealment and easier penetration due to the fact that some guards sleep. Players are instructed to make observations before completing missions. A variety of vehicles such as dirt bikes, helicopters and dune buggies are presented in the game. Unlike its predecessors, Wildlands has several spin-off missions. When performing missions, players can get to the place where the mission starts in a variety of ways. Players can parachute from a helicopter, walk on land, or ride to their targets. Players are allowed to use several methods to perform tasks such as using stealth, melee or long-range or short-range weapons provided in the game. The game also has outposts that can be taken accepted Players. Players can capture enemies at close range with one hand to defend as a human shield, using the other hand to fire. Players can also score experience points to level off. The playable character can be configured, and the loot found on the corpses of enemies can be equipped with the player's characters. Weapons and equipment can also be upgraded. According to the game's creative director, the game's AI has no script and has its own own motives and agendas. Each of the 21 regions on the map is controlled by Buhon, which is also linked to one of the cartel's four divisions: influence, security, manufacturing and smuggling. Cleaning up missions in the area and collecting key Intel opens up missions where players can target the buhon and eliminate it or her by killing or capturing the target (with a few exceptions). Eliminating enough boochons in the operational unit allows players to target the subdivision, and eliminating this subs and all the buhons in the operational unit makes the head of the division vulnerable. Capturing this head of the unit cripples and destabilizes the division and makes the cartel boss more vulnerable. It has a collaborative multiplayer mode in which players can be joined by up to three other players to explore the world of the game and complete the mission of the campaign. The game can also be played solo, in which the player will be accompanied by three AI teammates, to whom the player can give orders, if the player wants a more lone wolf style of play, they can be disconnected through the settings. The competitive multiplayer mode was released as part of a free update on October 10, 2017. It has the kind of game-type elimination in the term of a 4v4 match with a resurgent. Players can align through multiplayer gameplay, which allows them to improve the different classes of characters available. The game takes place in Bolivia in July 2019. The country is becoming increasingly unstable as the Mexican drug cartel, known as the Santa Blanca cartel, gains control of several regions across the country. Led by the brutal and religious boss of the El Sueno cartel, the cartel gains more power and influence inside and outside the country and turns Bolivia into the world's largest producer of cocaine. In an attempt to re rid the armed occupation of Santa Blanca in their country, the Bolivian government is creating La Unidad, an elite SWAT group that fights the cartel. Both factions eventually set up a truce to prevent further bloodshed after months of brutal fighting, with some Unidad staff secretly working on Santa Blanca. DEA agent Ricky Ricardo Sandoval goes undercover to Santa Blanca in a joint operation with the CIA to collect intelligence on the cartel, eventually working for El Sueno itself. The United States, when the bomb targets the U.S. Embassy in La Paz and Sandoval is executed by the cartel after its coating is detonated. The Ghost Recon fire brigade is deployed in Bolivia as part of Operation Kingslayer, a joint operation by the CIA, DEA and JSOC. The team consists of team leader and support gunner Nomad, transport and assault specialist Midas, hacker and tactical engineer Holt, as well as their sniper Weaver. Ghosts enter Bolivia with his CIA contact, Karen Bowman, who was also a close friend of Sandoval. They meet Pac Katari, leader of Kataris 26, the only resistance to Santa Blanca. Pak Katari asks them to save Amaru, whose ideologies inspired Kataris 26, from Santa Blanca. Ghosts, backed by Bowman and Kataris 26, are then free to tackle the cartel in any way they see fit. Ghosts dismantle the cartel in parts, targeting their four main operations, attacking cocaine-producing facilities and warehouses, disrupting smuggling operations, discrediting the cartel in the eyes of corrupt politicians and supporters and fueling conflict between high-ranking cartel officials. El Sueno eventually contacts the team and lures them to a meeting to meet face-to-face. Ghosts hesitantly agree, but do not find El Sueno in an agreed place. Instead, El Suenyo calls them on the phone to bribe the Ghosts to work for him, even though they reject his offer and instead threaten him. During the elimination of the cartel, the team finds and collects audio recordings of agent Sandoval Bowman's reports about his time as an undercover in El Sueyo. Sandoval's records show that he was deeply concerned about his mission not only to cover up his cover, but also to his superiors' reluctance to take action against the cartel. After eradicating Sandoval's body from the cartel, Sueno again contacts them to offer them a recording of Sandoval's confession. After listening to him, they were dismayed to learn that Sandoval was responsible for the embassy bombing and framed Santa Blanca so that the United States Government would have to intervene in Bolivia. Although Bowman and the team are outraged by Sandoval's deception, they decide to continue the mission as the cartel still poses a threat. After eliminating half of the cartel, Pak Katari claims that his men found El Sueno, but the Ghosts become suspicious when they instead find Amaru's body. Unable to contact Bowman, they find her captured by Kataris 26, and Paque Katari breaks their alliance, arguing that the rebels must kill El Sueno themselves, so as not to be seen as puppets of the United States. Ghosts rescue Bowman and race to the el-Sueno mausoleum to capture him before Pak Katari kills him. After fighting the rebels and the opposition cartel, Ghosts and Bowman surround El Sueno, who beheaded Katari. Bowman receives a call from his superiors informing him that El Sueno made a deal with the Justice Department to waive the heads of other drug cartels in exchange for immunity and witness protection. How the story ends depends on whether the Ghosts completely eliminated the cartel. If the remnants of the cartel remain, Bowman will execute El Suenyo, leading to her dismissal from the CIA and arrest for the murder of El Suenyo. She did not regret it, fearing that El Sueno would become a dictator with the support of the United States. If the Ghosts completely eliminate the cartel, Bowman takes El Sueno under protection. El Sueno provides additional information on other drug cartels, terrorist groups and arms smugglers. Bowman predicts that when the intelligence runs out, El Sueno will either be extradited by Mexico or cut and launch a new drug cartel, starting the cycle anew. She and the Ghosts decide to prepare for the next fight. Downloaded content Shortly after the game's release, Ubisoft announced plans to release two episodes of downloadable content, each with its own narrative set in Bolivia. Narco Road This episode sees the player take on the role of an unnamed ghost sent undercover to Bolivia by the CIA to identify El Invisible, the elusive head of the Santa Blanca smuggling network. Ghost pretends to be a mercenary for hire and befriends the leaders of gangs engaged in smuggling operations. Help Ghost CIA handler Karen Bowman and a local fisherman using the pseudonym Senor Sonrisa, who is a CIA informant. Each gang leader gives the key to the identity of El Invisible before the Ghost kills them. Eventually, the Ghost's fame grows to the point where El Invisible recruits them to Santa Blanca, erasing the Ghost's identity and staging their death. However, El Invisible is aware of the true identity of the Ghost and put them in prison. Ghost escapes and with the help of Senor Sonrisa, restores the portable device El Invisible uses to launch a smuggling network Santa Blanca anonymously and seemingly kills El Invisible. When the device is decrypted, it releases a virus that threatens the CIA. The ghost makes out of this that Senor Sonris is actually El Invisible, and that he organized an operation to escape Santa Blanca, attack the CIA and disappear forever. Unable to explain the motive behind the attack on Senor Sonrisa, the CIA spends the next two years tracking him. He was eventually found in Arizona, and the Ghost was assigned a mission to kill him. The ghost breaks into the fishing hut of Senor Sonrisa and kills him. Fallen Ghosts The second episode follows Ghost Recon fireteam on his return to Bolivia. Cocaine trafficking collapsed after Kingslayer surgery and with the death of Pak Katari, Kataris 26 descended into In an attempt to restore order, the Bolivian authorities tried to restore the Unidad tactical police unit with special forces from all over Latin America. Now known as Los Extranjeros, these remnants of Unidad prove corrupt and seize control of cocaine production. When a data leak at the CIA jeopardizes the identity of every active agent in Bolivia, Ghosts return to extract compromised agents. Their mission goes awry when their helicopter is shot down a few minutes after they enter Bolivian airspace. They regrouped and rescued a CIA field officer codenamed Socrates. Because Los Extranjeros are better armed, trained and organized than Unidad, extracting compromised agents is not possible. Instead, Socrates invites the Ghosts to target the Los Extraditionjos commanders and restore Kataris 26. Their actions prompt the commander of Los Extraditeros, Colonel Merlot, to personally take responsibility for the remaining forces. When Merlot is killed, Los Extranjeros rips itself apart, and evidence of their crimes is causing a political scandal that upends the Bolivian government. Ghosts and Socrates leave, doubting that this will be enough to change the course of the future of Bolivia. Special Operations As part of an ongoing effort to support the game, Ubisoft has also released short-term special operations DLC. Predator First Package, released in December 2017, has a Mission to Hunt Predator. In the expansion, the group investigates several brutal killings in wooded areas of Bolivia, found several skins of corpses and crashed an alien vessel before colliding with a deadly Predator. After a long battle, the team manages to defeat the Predator before he activates his self-destruction, killing himself in a powerful explosion. The debate squad informed Bowman of the meeting, but eventually decided to keep it to himself. Operation Watchman's next package, Operation Watchman, features a connection with Tom Clancy's Splinter Cell, with actor Michael Ironside reprising the role of Sam Fisher. Fischer is sent to Bolivia in order to recover confidential intelligence from a rogue CIA officer. Fisher has contact with the Fourth Echelon of Bowman and borrows a team of Ghosts to help in his mission. Fisher's deployment leads him to Unidad Base in La Cruz, where he enters the base in front of a team of Ghosts and kills a goout agent before they arrive. Welcoming Nomad, Fisher hacks Unidad's servers to remove all traces of sensitive information from Skell Technology, while the Nomad team provides backup. While ex-filter from the base, Fisher shows that intelligence data is about sensitive research and development that could change the future of war. Fisher has summed up with Bowman before deploying their next mission to recover missing nuclear devices. Operation Arkhangelsk Summer 2018 DLC, Operation Operation features characters from the Rainbow Six Siege of Tom Clancy. The group intercepts a distress call outside the city of Frontera and finds a crashed truck surrounded by piles of cash and several dead cartel members. The team reports on the Bowman massacre, which informs them that Rainbow operative Taina Caveira Pereira recently went to THE GOS from Team Rainbow and is suspected of killing several members of the Santa Blanca gang. Bowman then introduces the team to fellow Rainbow operative Megan J. Valkyrie Castellano, who asks for the team's help in finding Caveira. Hoping to stop the rogue operative potentially launching an international incident, Bowman and the team agree to help bring in Caveira. Soon the team meets The Rainbow operative and Kavera's girlfriend Emmanuel Twitch Pichon, who asks the team to lead her to the crash site. Their investigation leads them to a cartel outpost, where they interrogate Lieutenant Sanat Blanc, who reveals that Kavera is after someone named Dengoso. Twitch briefly part of the way with a pre-date with them at Dengoso's apartment in hopes of finding any hints about why Kavera followed him. A message on Dengoso's return car shows that he is Kavera's younger brother Joan, and an undercover officer of the Brazilian Federal Police. Sent by his superiors to infiltrate Santa Blanca, Dengoso's cover was recently blown up and he is currently held captive by a cartel at a chemical institute. With Caveira already on her way to Dengoso's place, Twitch and the team catch up with her at the front gate and agree to help her rescue Dengoso from Santa Blanca. Salvation is successful, although tensions are rising between the Rainbow team and the ghosts when Bowman demands dengoso's cooperation in exchange for everything he knows about El Sueno and his operations in Bolivia. Although Kavera insists on immediate departure from Dengoso, he later agrees to cooperate with Bowman only with the permission of his superiors. The nomad soon breaks the tension between the two sides, allowing Degoso to leave with the Rainbow team, much to Bowman's chagrin. Operation Silent Spade Winter 2018 DLC, Operation Silent Spade, released in December 2018, includes characters from Tom Clancy's ghost film Ghost Recon: Future Soldier. Lt. Col. Scott Mitchell, the team's commander, temporarily reassigns them from Operation Kingslayer for the inner Ghost Operation. Finding evidence that Russian ultranationalist forces are working with Santa Blanca to extract weapons-grade uranium deposits in Bolivia, Mitchell orders the team to meet with the new member of Ghosts John Kozak at the Unidad base to prevent the Russians from leaving Bolivia with uranium. The mission is successful, but they soon discover that a significant amount of uranium is still missing. Nomad contacts Bowman, who leads them to the station They learn that Santa Blanca plans to detonate a dirty bomb in Barvejos, a city that openly supports the rebels. With Kozak's help, the team tries to defuse the bomb but is ultimately unable to, forcing them to drive it from the cliff to the mining area. With the bomb communicated and uranium took into account, Mitchell and Kozak leave Bolivia. Operation Oracle Ubisoft announced another update on April 30, 2019, known as Operation Oracle, featuring John Bernthal as Major Cole D. Walker, a Ghost Recon operative who becomes the antagonist of Tom Clancy's Ghost Of Recon Breakpoint. The update was released on May 2, 2019. Bowman instructs Nomad's team to infiltrate the Unidad facility in a railway tunnel on the Bolivian border. Upon entering the site, the group found the dead Soldiers of Unidad. Investigating further, they learn that the object is used to test reverse-engineered drones from classified Skell-Tech models that ghosts use. The Nomad team eventually encounters Cole D. Walker, a fellow ghost man who has already infiltrated the facility and informs the team that a Skell-Tech engineer named Daniel Rodriguez Arellano was selling classified Information to Unidad and that

Bowman was involved. They are attacked by Unidad soldiers and forced to fight their way out of the facility. Although Walker insists that Bowman cannot be trusted, Nomad persuades him to return Daniel to a safe place to further investigate Bowman's activities. Throwing Daniel to safety, Nomad and the team decide to keep an eye on Daniel. By eavesdropping on his phone calls, the team learns that Daniel is actually a CIA asset that has been compromised, and that Unidad is threatening his family. Walker soon sets up to meet at the airfield, where he shows the nomad body of his team who were killed by the drones Daniel gave Unidad and that Bowman was responsible for their deaths. Walker and Nomad go to a meeting between Bowman and Daniel, but find that Unidad captured Bowman and detained Daniel. The nomad interrogates Daniel, who reveals that he sold Bowman to Unida to protect his family, and Walker executes him. They regrouped and infiltrated the nearby Unidad base to save Bowman. Accompanying her to a safe school, she claims that Daniel was part of a lengthy CIA operation, and she was his handler, but never fully knew about the mission. Despite their conflicting views on how to handle the situation, Nomad ultimately convinces Walker to trust their judgment on Bowman, as she never gave him reason to doubt her. Development of Wildlands began in 2012 and was revealed at the end of the Ubisoft E3 2015 press conference. Ubisoft also claimed that Wildlands would have the largest Open environment that the company has ever created. In order to create a realistic Bolivian environment, the developers visited Bolivia for weeks and asked for advice from local Bolivians. A modified version of the AnvilNext engine was used to support large open-world environments. In March 2017, the Bolivian authorities complained that their country was a violent drug state in the game and filed a formal complaint with the French Embassy in La Paz. Bolivian Interior Minister Carlos Romero said the country had the right to take legal action. Ubisoft responded with the following statement; Tom Clancy's Ghost Recon Wildlands is a work of art similar to movies or TV shows. Like all of Tom Clancy's games from Ubisoft, the game takes place in a modern universe inspired by reality, but the characters, locations and stories are all fantasies created solely for entertainment purposes. Bolivia has been chosen as the backdrop of this game based on its magnificent scenery and rich culture. While the premise of the game imagines a different reality than the one that exists in Bolivia today, we hope that the game world is approaching the presentation of a beautiful topography of the country, and that players love to explore the diverse and open landscapes it has moved us to create . Similar media outlets Ubisoft released a 30-minute short film called Ghost Recon Wildlands: War Within the Cartel on February 16, 2017 on their Twitch channel and then on Amazon Prime. Starring Board T.I. Harris and was executive producer of Roberto Orci and Orlando Jones through the production company Legion of Creatives. The short program was directed by Avi Youbian. Admission AcceptedAgregraed AccountAggregatorSorMetacritical (PC) 69/100 (PS4) 70/100 (XONE)) 76/100.24 'Review of AssessmentPublicationScoreEGM7/10'25'Game Informer8.25/10 27'GameSpot7 /10'28'GamesRadar'29'IGN7.9/10'PC Gamer (US)67/100'31'VideoGamer.com6/10'32' Pre-release As the game was revealed at E3 2015, some critics have called the announcement one of the most surprising shows during E3. Wildlands was nominated for IGN E3 2015 Game of the Show, Best PlayStation 4 Game, Best Xbox One Game and Best PC Game, and won one of GameSpot's Best of E3 Awards 2015. He was also named Best Co-op and Best Shooter game informer in their Best of E3 2015 Awards. The beta version of the game was released on Steam and lasted from February 23 to February 27, 2017. On March 1, 2017, Ubisoft revealed that the Tom Clancy Ghost Recon Wildlands beta phase attracted more than 6.8 million players, making it the most successful beta to date. Tom Clancy's Ghost Recon Wildlands post-release received generally favorable reviews for the Xbox One version of the game, while versions of PlayStation 4 and PC received mixed or medium critical reviews, according to a review by aggregator Metacritic, selling four million copies in the first six months, Praise was given to shooting game mechanics, visuals and Bolivia's design, while criticism was directed at narrative games, poor driving, cooperative play errors, and repetitive missions. Wildlands sales were the best-selling retail games in both the UK and the US in March 2017, overtaking rivals including Horizon zero Dawn and The Legend of zelda: Breath of the Wild. It was also one of the biggest video game launches in 2017, and it became the fastest-selling title in the Tom Clancy franchise, only after Tom Clancy's The Division. Wildlands became the seventh-selling retail game in 2017, according to the NPD Group. More than 15 million players have played the game since its release. The Game Awards was nominated for Best Cooperative Game at PC Gamer's 2017 Game of the Year Awards. He won the award for Best Cooperative Multiplayer at Game Informer's Best of 2017 Awards, and also won awards for Best Settings (Bolivia), Best Return in a multiplayer game and Best Cooperative Multiplayer at the 2017 Shooter of the Year Awards. EGMNow ranked the game 23rd on the list of the top 25 games of 2017. In the Ping Awards 2017 Best Game Award, the Ping Awards won Best Screenplay of 2018 D.I.C.E. Awards For Outstanding Achievement in Online Gameplay Nomination 49 Italian Video Game Awards People's Choice Nomination 51 Sequel In early May 2019, Tomcy Clan's Ghost Recon Breakpoint was announced during a live broadcast of the event. It will serve as a sequel to 2017's Wildlands. Notes : Additional work by Ubisoft Bucharest, Ubisoft Reflections, Ubisoft Montpellier, Ubisoft Annecy and Ubisoft Belgrade Links to Milan - Ubisoft. Ubisoft.com. - Greening, Chris. Ghost Recon Wildlands soundtrack from, the composer revealed. Video Games Music online. Received on January 12, 2017. a b Polygon (2016-12-09), GHOST RECON: WILDLANDS Goes to Bolivia - Interview with Benoit Martinez from Ubisoft, extracted 2017-01-21 - Fingas, Jon (June 16, 2015). Ubisoft 'Ghost Recon Wildlands' is an open-world tactical shooter. Engadget. Received on June 17, 2015. a b c d Varanini, Giancarlo (June 15, 2015). 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