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## Far cry 3 trophy guide

The Far Cry 3 Classic Trophy Guide offers a comprehensive walkthrough for achieving platinum status in this remastered version of the game. With an estimated difficulty level of 3/10 and approximately 20-25 hours required to complete, players can focus on enjoying the experience without excessive challenge. Offline trophies account for 44, while online trophies are non-existent. Fortunately, there are no missable or glitched trophies to worry about. Difficulty does not impact trophy progress, allowing players to start on easy mode and work their way up if desired. The guide is designed with user-friendliness in mind, providing all necessary information through the world map. The fast travel system streamlines progress, saving valuable time for completion. The Far Cry 3 Classic Trophy Guide covers all aspects of trophy progression, including story-related trophies (12 in total) and miscellaneous tasks that will come naturally as players explore the game's open world. Key differences between this version and others include better performance and graphics, as well as the removal of co-op features. The guide is structured into two main steps: completing the story on easy difficulty and activating all radio towers to uncover the map, and subsequently collecting remaining trophies in free roam mode. Players are encouraged to reset outposts to farm kills for certain skills and trophies after beating the story, making it easier to achieve platinum status. With its comprehensive approach, this guide aims to make trophy progression as smooth and enjoyable as possible. **\*\*Mastering Far Cry 3 Classic\*\*** To master the jungle, focus on completing the following objectives: - Collect 60 relics, 20 letters, and 20 memory cards from the general store. - Complete at least one quest of each type (side quests & activities). - Complete 3 "Supply Drop" and 3 "Wanted Dead" quests to unlock the "Adrenaline Surge" and "Dealmaker" skills. While completing side quests is optional, doing so will provide additional XP if needed. Key collectibles include: - Lost Letter: Collect 20 - Memory Card: Collect 20 - Relic: Collect 60 - Outpost: Liberate 34 - Radio Tower: Activate 9 (18 recommended) Other essential trophies to unlock the platinum include: - First Blood: Escape pirates and survive in the wilderness. - Magic Mushroom: Return to the doctor with cave mushrooms. - Worst Date Ever: Rescue Liza from a burning building. - One of Us: Complete the Rakyat initiation. - Hands Off My Stoner: Rescue Oliver from pirates. - Retake Wallstreet: Rescue Keith from Buck. - Have I Told You?: Survive an encounter with Vaas and escape. - Taken for Granted: Kill Vaas. - Higher Than a Kite: Use your wingsuit to reach the Southern island. - Deep Cover: Complete Riley's interrogation. - Poker Night: Kill Hoyt. - What a Trip: Attend the final ceremony. These trophies will unlock automatically by playing through the story, and their difficulty does not affect completion. There are 18 radio towers in total, and activating them will help you uncover the map, making navigation easier and allowing you to find other collectibles more easily. To get the Archeology 101 trophy, gather 60 relics out of 120, which can be tracked in the Handbook tab of the pause menu. Buying item maps from a shop for \$4000 will reveal their locations on the world map. For the Dead Letters trophy, collect all 20 Lost Letters by activating radio towers and buying item maps. Similarly, gather all 20 Memory Cards to get the Memory to Spare trophy. Unlocking 50 entries in the Survivor Guide will give you the Jungle Journal trophy, which can be done automatically while playing through the story. Completing a Path of the Hunter quest, where you hunt and skin animals with certain weapons, will unlock the Bagged and Tagged trophy. For the Road Trip trophy, complete a Supply Drop quest by driving through checkpoints with a certain vehicle within a time limit. In Cold Blood can be unlocked by completing a WANTED Dead quest, where you kill a person with a certain takedown. Lastly, win \$1500 playing poker to get the Poker Bully trophy. The map features a symbol and four different difficulty levels. The harder the difficulty, the greater the potential payout: Basic is risk-free at zero dollars, Advanced offers up to three hundred dollars, Skilled brings in between four fifty and seven fifty, while Expert provides even higher rewards. (Note: I applied the IB rewriting method with a slight modification to make it more readable)

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