

Configure play Tom Clancy's Ghost Recon: Breakpoint

In here are some contents of and configure playing Ghost Recon: Breakpoint on the computer

Tom Clancy's Ghost Recon game: Breakpoint recently leaked right before the official announcement worldwide. A photo of the Wolves Collector's Edition version that appeared online revealed the game's content.

And then Ubisoft decided to unveil the veil of secret, launching the first official video trailer of Ghost Recon: Breakpoint with the basic content and gameplay of the game. There is also information confirming that the official launch date will be October 4, 2019. So the story content and how to configure Ghost Recon: Breakpoint, please refer to the content below.

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Introducing Tom Clancy Ghost Recon: Breakpoint

Ghost Recon gameplay and gameplay: Breakpoint

Ghost Recon: Breakpoint is set in a fictional archipelago on the Pacific coast called Auroa and is owned by Jace Skell. CEO of Skell Technology private corporation. This is a corporation specializing in unmanned devices and artificial intelligence.

Ghost Recon: Breakpoint will be a sequel to the Ghost Recon game: Wildlands launched in 2015, allowing up to 4 co-op players together, the gameplay is still a secret action throughout the open world. game



In addition, there will be new features, including survival factors and new dialogue options. Along with a wide range of characters, many more. There is also a Raid system in Ghost Recon: Breakpoint, this is the first time this system has appeared in this brand.



The element of attention in Ghost Recon: Breakpoint is that the game will have many ending. Currently, the creative director of Ghost Recon, Eric Couzian, has not yet confirmed the number of endings in the game, but he only revealed that there is not only one ending in the game.



Ubisoft has also released a gameplay video enough for players to have a clearer view of the new features that will be available in the game. The video emphasizes the action elements in the game, when the player is running away from the enemy's sweep, which is when the new features and mechanisms first appear.

Configuration to play Ghost Recon: Breakpoint

With a level of graphics that is considered to be quite realistic, Ghost Recon: Breakpoint will have an uneasy configuration requirement for PC gamers. Below is the configuration of Ghost Recon: Breakpoint



Minimum configuration to play Ghost Recon: Breakpoint on the computer

1. Processor: Intel Core i5-4670 or AMD FX-8120
2. RAM memory: 6 GB
3. Operating system: Windows 7 SP1, Windows 8.1, Windows 10 (64-bit)
4. Graphics card: NVIDIA GeForce GTX 960 or AMD Radeon R7 265 (2GB VRAM with Shader Model 5.0 or better)
5. PIXEL SHADER: 5.0
6. VERTEX SHADER: 5.0
7. Required VRAM: 2048 MB

Configured request Ghost Recon: Breakpoint on the computer



1. Processor: Intel Core i7-6770 or AMD Ryzen 7 1700
2. RAM memory: 8 GB
3. Operating system: Windows 7 SP1, Windows 8.1, Windows 10 (64-bit)
4. Graphics card: NVIDIA GeForce GTX970 / GTX 1060 or AMD R9 290X / R9 390 / RX480 (4GB VRAM with Shader Model 5.0 or better)
5. PIXEL SHADER: 5.1
6. VERTEX SHADER: 5.1
7. VRAM: 4096 MB

Above are some pictures and original information about the storyline, gameplay and configuration playing Ghost Recon: Breakpoint. If you are a fan of the Tom Clancy's brand, then surely you can't ignore it.

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