DON’T EXPLAIN HOW THINGS WORK. Explain why things work for you.

Hunt: Showdown, a big diamond in the rough, In-depth review

Start the video with the music and some spicy shots.

**Intro**

Hunt showdown. Roaming the Louisiana bayou in a precise fps shooter game with heavy PvE elements.

*“Hunt: Showdown is a competitive first-person PvP bounty hunting game”*

**The gameplay loop, win/lose condition + mechanics**

As you enter the Bayou with your trusty iron and partner in search of bounty. **The search for clues is a dangerous one, filled with monsters trying to devour you \*Grunt sound\*, hunters lining up you head for a clean kill \*Sparks sound\*.** But if you succeeded in finding three clues or being lucky you will find the bounty. A boss monster for you and your partner to kill, which presents its own difficulties while surviving other hunter sieging your building in an attempt to kill the boss themselves.

In hunt you never truly win the game. Sure you can kill someone, survive a fight with other hunters, kill the boss or escape with a bounty. But you never win the game. There is no Victory screen. Only this screen. \*You live to die another day\*. And this screen means nothing since you could just at the start of the game extract from the map without doing anything. So what is the goal? The bounty is like alcohol in a social situation. It’s a social lubricant or in the case of hunt a means to an end to fight other hunters. So how do you win in this game? Well that depends on you the player and what your goal is.

Level up hunter, lost hunter/equipment. Stealth. Progression.

**Type of players/win**

Personally when I play Hunt I want to have a laugh with my friends. I don’t care much for the bounty, I don’t care much for killing the boss. I enjoy the thrill of rushing head first into other hunters and the gunslinging chaos that it ensues. **\*Dualy dualy video\*.** Other people like to take it slow and lurk in the bushes will lining up their perfect shot from 50 a 100 200 or even 300 meters away. **\*Sniper shot video\*** Damm Bushwookies. On the other side of the spectrum we have a good friend of mine a crazy guy who brings an axe to a gun fight. With his axe raised high above his head he runs fearlessly towards the enemy in an futile attempt to chop you in twine. **\*Axe kill video\*** and this game doesn’t buff your survivability, because you decided to go for melee combat there is no real benefit to going melee except for the fear you implant into your opponent before killing them.

<https://www.reddit.com/r/HuntShowdown/comments/uy04sz/the_different_types_of_hunt_players_ive/>

**Sound design**

Show video with sound.

Did you hear that? Did you hear the twig snap and the crows in the distance? A very faint gun shot followed by a louder explosion? Then the foot-steps in the mud was that another hunter? Or maybe just a zombie. Let’s listen to that again with some visual markers.

Hunt has very special sound design. Everything in this game makes sound. **The swapping between weapons, reloading your gun and the empty shells falling on the ground**. Everything makes a unique sound, each gun has different sound design and can be heard at a long distance and the sound of some guns, strike fear in the hearth of many hunters **\*Nitro + Avtomat\***.everyone listens for these sounds. Do you set off a flock of crows the entire map knows where you are. Other hunters that were nearby heard it, big chance they are now setting up an ambush to kill you. Making sound in Hunt is inevitable. The only thing you the hunter can do is exploit it.

**Looks and feels of the game**

Hunt doesn’t use the newest of the newest technology to make the game look amazing, it doesn’t use ray tracing, it doesn’t require a 2000 euro graphics card to play. Instead It uses love and dedication from the developers to create an amazing world. One that delivers a message, one that sets the mood perfectly for the hunt. Hunt is special, because of its level design. The mood is heavy the lighting is impactful, the world is alive. Everything is placed with thought every window, every obstacle every crack in the walls everything is placed with a purpose in mind.

lore

**Bugs**

Oh boy, Hunt has some problems. There are many bugs and with every bug fix a new bug appears, with every patch new bugs appear and every day hunters find new bugs. Some are rather small and other are game breaking. The sad truth about Hunt is that the code running behind the scene is as we in the community call it spaghetti code. Its really bad. The game optimization is really bad and the servers are bad.

\*Bug compilation\*

**Monetization**

What kind of review would this be if we didn’t talk about the monetization in this day and age, but I’ll be quick. There is no pay to win. The game cost anywhere between 40 and 10 euros depending on where your life and if it’s on a discount or not. It’s almost always on discount for 20 euros In Europe. You can buy Skin DLC’s and an in game currency called blood bonds with real money. These blond bonds can be spend on skins and in menu quality of life microtransactions. These microtransactions have no impact on the game play. Furthermore the game gives a lot of bloodbonds if you play the game thus you never need to buy them unless you really want a specific skin and don’t want to wait for a bit. I own a lot of skins and have never bought any bloodbonds. Oke that’s all I want to talk about monetization, next!

**Is the game alive**

Yes!

**Outro**

So should you play hunt? Yes, take a good friend and start exploring the hunt. It’s a complicated game, but you will learn fast and enjoy the learning curve.

A competitive shooter that is so much more And that is hunt showdown. A big diamond in the rough and by far one of the best shooter out there right now.  
My name is Bubble and I made this video for myself, but also as part of a university course and hopefully I can make more of these videos for my masters in game studies in the future. The last 10 minutes of this video is some gameplay of me and my wreaking havoc in the bayou. Enjoy and you for listening.

Hunt showdown is amazing. Don’t get me wrong it’s a very niche game and I’m very biased to this game, with just over 600 hours of game time.

**Gameplay video**