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Hunt: Showdown is a competitive multiplayer shooter that pits a player's ability to outthink and out-shoot the competition against a field full of them. Each player takes control of a Hunter and travels the world, executing powerful stealth takedowns on unsuspecting outlaws. About The Game Hunt: Showdown - Ember and Ash: Hunt: Showdown is a competitive multiplayer shooter that pits a player's ability to outthink and out-shoot the competition against a field full of them. Each player takes control of a Hunter and travels the world, executing powerful stealth takedowns on unsuspecting outlaws. Recommended Play Style: The best way to play Hunt: Showdown is as a stealth focused hunter. Leave no stone unturned with your plans and loadouts. Both weapons in Ember and Ash can be worth upgrading for some extra damage and utility. Feedback: Suggestions, improvements, or just some friendly chat is always appreciated. Twitter: Facebook: Steam Community: About the Developer: Hunt: Showdown is developed by Facepunch Studios, an indie game studio based in Finland. The studio was founded in 2012 by Garry Kitchen and Janne Joutsen, and they've been making games ever since. They released Facepunch's first game on Facebook called Facepunch's New Game, in 2013. Changelog: 2.3.1: Added it to Steam when available. Added Steam Trading Cards in the Store. Fixed an issue with double sockets on the new Hunter Robes. Fixed a bug where the game was trying to load an achievement. Fixed an issue with the General store where the store price was incorrect. 2.3.0: Added Native Language Support for Cantonese, Danish, Dutch, Finnish, French, German, Italian, Norwegian, Polish, Spanish, and Swedish! Added missing inventory icons. Added missing label icons. Added missing legend icons. Added missing trader items. Added missing Trader items in crates, chests, and holds. Fixed an issue where crafting a new weapon would throw an error. Fixed an issue where the game

### **Shiny Features Key:**

Start  
Developed from the ground up to accommodate 128 players.  
Create a single player fun, rivalry, tournament or record your winnings!

Game play  
Adapted from the classic, high-quality classic game style of the legacy game.  
Random & Multiple maps  
Any map that is available in-game can be used in-game; there's no limit to how many games can be played.  
Choose from a selection of classic map styles or create your own map to play!

Race against the clock  
This game allows you the option to randomly select a time limit for every played game.  
You can increase the time limit to +/- 2 days (reliable) or increase it indefinitely at a time cost of 30 credits per day or 56 credits for an entire week.  
The time limit is applied to all maps played within that day.

Play against the computer  
Start your own tournament and challenge 3 other players to 3 vs 3 matches.  
400+ additional features & enhancements  
Examples:

- Customizable Tutorial with 10 chapter levels.
- Displays all available timer types for all playing and played games.
- Full-screen games and mini-map in-game.
- Credits earned displayed for every game in a player's history in-game.
- Automatic saving of games played, after or before time limit is reached.
- Personal stats page and score-board.
- In-game Map Designer.
- Player Status Cards.
- Game Post-It notes.
- The ability to define your own colors for all game play objects and the ability to disable that feature during training sessions.

Changelog:

- **New in version 5.0.1**