Deadhunt Trainer Download

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About This Game

Deadhunt is a first-person arcade shooter (FPS) game that merges the best features of arcade and FPS action games with fresh ideas and new twists.

An addictive 3D-shooter game where you consistently develop your character by killing endless monsters and getting bonuses. Stay as long as possible on fighting pits against hordes of zombies and skeletons.

Features:
- Non-stop adrenaline-pumping gameplay
- 4 episodes with total of 40 missions
- Two additional modes: Survival and Greed
- Armed combat against multiple enemies
- Three classes of monsters with 50 kinds of weapons
- Unique system of monster destruction
- Seven varieties of weapons plus grenades
- 10 runes and 37 bonuses, including Slowdown, Double Damage, Nuke
- Remote picking of bonuses, runes and weapons
- 10 varieties of monsters' armor
- 15 original soundtracks

- Four difficulty levels

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The game was released in 2005.

Title: Deadhunt
Genre: Action
Developer:
REL Games
Publisher:
REL Games
Release Date: 28 Mar, 2005

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English

Deadhunt is a weird little FPS where you run around one of two small, empty arenas and shoot lots of identical zombies and dudes in armor (that look like pre-bought assets, even if they aren't) with one of several infinite-ammo guns and collect bonuses until the game decides you're done. I didn't want to actually try to beat it, so I just switched to Godmode early on and slogged my way through all 40 \u2665\u2665\u2665\u2665ing levels. It's got some decent gore effects, and the weapons generally feel nice, but that's about all it has going for it. It's not even bad enough to be noteworthy; just cheap, shallow, and amateurish. It feels like somebody's first\u2014no, second\u2014crack at making a game, which I wouldn't mind except for the fact that they saw fit to publish and charge money for it. Please, don't reward them by buying it.. This game reminded me my childhood <3333. A game I played in the "Era-of-Big-Bad-Shoot-Games" back when "Painkiller" and "Serious Sam" were still active alive (Although Serious Sam kinda is still alive right now, but you get the idea.).
A personal classic, not the best, but playable.You get the bang for your buck.

Not as aged well and remembered as the games mentioned above but still...a personal classic!. This game is really fun but this is the kind of game I might have to pass on. I only beaten a few levels and I am not satisfied, I have played a shooting game similar to this such as Painkiller. The map layout is somewhat annoying with all the zombies and other enemies in general surrounding you while you only have a gun that requires reloading. Not to mention just one weapon with powerups.

To clear things up from what i'm trying to say.

Pros:

+Gameplay is fun, especially when shooting enemies that are surrounding you.
+So far through the levels theres no bugs or glitches. The game seems clean.
+With powerups dropping pretty often, it helps balance the odds when fighting many enemies. Especially for a long time.
+Some boss fights, though not too big but still pretty nice.

Cons:
-Overwhelming amount of enemies. Its like theres no limit on how many enemies spawn. They just keep spawning and coming at you. Pretty much playing campaign wont matter because it feels somewhat like survival mode. This is something compared to Painkiller, where it controls the spawns, but at the same time adds many so we dont get off so easily.

-Guns, especially when you have to deal with an army of enemies running at the same speed (slightly faster?) than you. Even you have to reload alot in crucial times when many enemies are on your tail.

-Some powerups are not as useful as it suppose to be. What got me to be done with this game is if I nuke the boss(es), it didnt seem to effect them. But it does effect the enemies, regardless though they will STILL spawn even if you grab the nuke, it doesnt calm down the situation at all. In a way, I was trying to see if I can think some sort of strategy to pass by but in the end I still get overwhelmed in seconds which I figured they just spawned without any control.

Out of respect, I dont recommend this game but if any of you want to try it feel free. I dont want to waste time on something thats unbalanced overall because even if many powerups dropping, you wont be able to get them in time eventually because of being chased down by many enemies that forces you to run away and shoot. Same to be said on boss battles (they will STILL spawn on boss fights).

Recommendation to developers: Fix Campaign mode, it feels more of survival mode than campaign with amount of endless spawns. Good game but needs improvement. The game could be potentially good with some tweaks.. I can't believe this game finally made it to Steam! It's fantastic. I've been palying this game for years, purchased it from their site right before it was taken down because of Akella.

This is from a time when indie titles were tucked away from the public, when you found them by accident or only word of mouth.

Pros
Runs at over 400fps at 2560x1440 on my system.

Easy to pickup game play
Tons of enemies
Tons of weapons
Nice level variety.

Cons
The damn enemies run at just the right speed to usually get one hit off on you when you cross paths.
Trees... running backwards and hitting a tree screws you pretty bad lol.
Took so long to get on Steam!

100% recommend this game!

The nostalgia is real.

The game is awesome, and for it being made 10 years ago, it's crazy how well the game holds up.

Sound track is beautiful and fits the scene, the graphics match the game play style, and the action is all around brilliant.

I give this game an "A", for "Amazing"!. Ahhh the memories of playing this at work lol!. Painkillers ostracised brother. Welcome to your new home, ill take care of you.. At first I thought It was "Vivisector: Beast Within" because of the same damage model but I soon realised I was wrong... This is a repetitive survival arena shooter. Stop! You are become to zombie!. I played a demo of this a while ago and finally got around to purchasing the full game on Steam. I enjoyed it as I did when I played the demo.

It can be repeatitive but don't let that steer you away from giving it a go. It's a fun time waster and it has some cool features such as the monster damage. Things like armor pieces falling off when you shoot them, limbs getting blown off, bullet holes, that kind of thing. Which for its time was pretty advanced. Sure other games did it too but for an indie game it's a pretty impressive effort.

I don't know if it's just my system but it does this odd "fast forward" thing at the start of a level before returning to normal speed. I don't remember that happening in the demo.

All in all it's fun and that's what counts. I recommend giving it a go.. After 10 years this game still playable. Love you and thank you, REL Games for great memories.. Gets repetitive really fast but can be fun for a couple of hours.. I'm glad I bought this. Its old but Gold. Really awesome FPS like the golden years. 10\/10

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