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The game is the first release in the Cabela's Dangerous Hunts series, which includes two games, Cabela's Dangerous Hunts 2010 and Cabela's Dangerous Hunts 2012. In the game, players are required to control a rifle and kill game animals such as deer, elk, bear, and boar to be named the Hunter of the Year and earn cash bonuses as well as trophies. The game also allows the players to use some items such as a camouflaged hunting vest, climbing boots, flashlights, and binoculars to help achieve the hunters' objectives. Gameplay In the game, players are required to use a light gun to aim and fire at various game animals such as deer, elk, bear, and boar. The animals are found in real-life locations and on trails. These animals can be found on four different hunting locations. The animals are also hidden in trees, bushes, and other locations. Players can earn money by killing the game animals and other activities such as mount hunting and skinning a game animal. The game includes five difficulties with different number of game animals to hunt and kill. The game also includes other activities such as free roaming, map hunting, skinning, and mount hunting, a hunting contest that gives the players with the most animals and cash bonuses to receive trophies. Other features include a camouflaged hunting vest, flashlight, climbing boots, binoculars, and a duffle bag for carrying items. Development and release Cabela's Dangerous Hunts 2013 is a first-person shooter game. The game was released for PlayStation 3 and Xbox 360 on October 2, 2012. It is the first game in the Cabela's Dangerous Hunts series, which includes two games, Cabela's Dangerous Hunts 2010 and Cabela's Dangerous Hunts 2012. According to Activision, the development of the game started after players expressed their interest to play a hunting game on the PlayStation 3 and Xbox 360 platforms. The game's developer, Cauldron, aimed to make a game similar to real hunting by using the light gun peripheral to control the game. The game is developed by Cauldron, a game development company in Shanghai, China. The game was primarily developed by three China-based programmers, who had experience working on previous game development. The game was also developed by approximately 40 people. The developers of the game made sure to include features such as gun recoil and the realistic hunting experience. In addition, the game developers also looked to add game characters to 82157476af

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