



NACON STUDIO GHENT ANNOUNCES *HUNTING SIMULATOR 3*

Belgian studio Neopica becomes NACON Studio Ghent and reveals its new project

Lesquin, 26 November 2024 – **NACON** and **NACON Studio Ghent** are pleased to announce ***Hunting Simulator 3***, a new simulation that will delight hunting enthusiasts. Explore the natural landscapes of Colorado and Texas, alone or in a group, and hunt numerous animal species with the help of your faithful hunting dog, when the game launches soon for PlayStation®5, Xbox Series X|S and PC (Steam).

Check out the Announcement Trailer: <https://youtu.be/kdgO9IDeUxc>

With almost 10 years' expertise in hunting games, the studio intends to offer fans of the genre an authentic hunting experience with this third opus. Thanks to feedback from the community, which numbered over 1 million players on the two previous titles, NACON Studio Ghent has retained the foundations that have made the series such a success, while introducing a number of new features and gameplay improvements. Among these, ***Hunting Simulator 3*** introduces an all-new dynamic system, "SimFauna", which faithfully reproduces animal behavior, allowing players' actions to have a real impact on animals and the environment.

In addition to improved hunting dog behavior and sound design, and the addition of vehicles, the game features realistic, natural open-world environments thanks to Unreal® Engine 5. Players can hunt over 40 species of animal, using hunting equipment from renowned brands such as Beretta®, Winchester®, Browning® and many others.

NACON is also proud to announce that its Belgian studio Neopica, which joined the group in 2020, has become NACON Studio Ghent. The studio recently moved to brand-new premises in Ghent, Belgium,

to benefit from new equipment and workspaces. This will enable the studio to continue growing its workforce, which has now reached almost 40 developers, in preparation for the development of **Hunting Simulator 3** and future projects.

“We're delighted to be bringing this adventure to fruition, and to be able to take advantage of new premises that will enable our talented teams to continue working on ambitious projects such as Hunting Simulator 3. This third opus is the culmination of almost 10 years' experience in hunting game simulation, and we're concentrating all our efforts on meeting players' expectations. To achieve this goal, we're considering community feedback on the first two titles and working closely with professional hunters throughout the game's development,” says Peter Vermeulen, Studio Director of NACON Studio Ghent.

Hunting Simulator 3 will be available on PlayStation®5, Xbox Series X|S and PC (Steam).

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Join the *Hunting Simulator* community: <https://linktr.ee/huntingsim>

[Check out the Hunting Simulator 3 Steam page](#)

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Press Contacts:

Dead Good PR, nacon@deadgoodmedia.com

NACON – Vianney Jouve, vjouve@nacon.fr

About NACON

A company within the BIGBEN group, NACON was created in 2019 to optimize its expertise and leverage synergies in the video game market. Comprising 16 development studios, AA game publishing, and the design and distribution of premium gaming peripherals, NACON brings 40 years of experience to benefit the world's gaming community. This unified center of excellence strengthens NACON's position in the market and creates unique opportunities for innovation and competitive advantages. www.corporate.nacongaming.com

About NACON Studio Ghent

NACON Studio Ghent is a Belgian video game developer dedicated to creating original experiences. Established in 2007 by passionate developers, the studio has successfully developed over 60 titles, from small-scale productions to large-scale games. Since 2020, NACON, one of Europe's leading video game publishers, has held a 100% stake in the company. Today, NACON Studio Ghent operates mainly on their successful hunting game license, *Hunting Simulator*.

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