



Verdun commemorates the WW1 Centenary

Verdun reflects on the WW1 Centenary and announces release date

ALKMAAR, THE NETHERLANDS – July 28, 2014 – Coinciding the World War One centenary developers M2H and BlackMill Games have a number of great offers for their WW1 game **Verdun**.

There is an exclusive [WW1 Verdun newspaper](#), a give-away, a game update with greatly improved player characters and a -66% 'Daily Steam Sale'.

Also, the launch date of Verdun is finally revealed; the 10th of September, 2014. Verdun is currently available on PC, Mac and Linux via [Steam Early Access](#).

Watch the trailer on [YouTube](#).

WW1 Centenary

With the WW1 centenary today, M2H and BlackMill decided to embrace this remembrance with several exciting features. First of all by publishing an exclusive WW1 newspaper; [Daily War Journal](#) online between 28th of July and the 4th of August with World War 1 news from 1914, as well as news from the game Verdun. Secondly, the game is improved with revisited characters and slick animations, a long awaited wish from the community. On top of that the game will give out WW1 presents such as trench order booklets, trench whistles, 1914/15 star medals and WW1 newspaper.

Lastly the developers and Steam made sure to put the game worldwide up for a 66% discount on the [Steam Daily Sale](#). Enough said right?!

September release

In two months Verdun will be released, with just a few more community requests, such as performance improvements, left to fulfill before the developers focus on a multiplatform strategy. The 10th of September, 2014 will be the day, exactly 95 years after Austria signed the Peace treaty in Paris, a country that played an important role in the time that led up to WW1, after Archduke Franz Ferdinand and his wife got assassinated by Serbian terrorist Gavrilo Princip.

About Verdun:

Verdun is a squad-based multiplayer FPS set in First World War (WW1). The game is inspired by the infamous battle of Verdun in 1916.

The game includes historically accurate features such as realistic WW1 weaponry, historical maps based on sectors of the Western Front and authentic uniforms and equipment. The game immerses you audio visually into one of the bloodiest conflicts fought in Europe.

The merciless trench warfare offers a unique battlefield for tactical squad play in the gritty Frontlines game mode, and raw pure gameplay in the rifle Deathmatch.

The Frontlines game mode is unique in its tactical complexity, where you are levelling different types of squads, each with your own tactics and roles. The realistic trenches are an extra challenge in the fight, where teamwork and tactical cunning are essential for success. Drive your enemies from their trenches and dominate the Western Front!

Verdun key features include:

- Unique World War 1 gameplay: Authentic weaponry, characters levelling and realistic historical battlefields set in France and Belgium
- Tactical squad-based FPS: Squad assembling and levelling
- True trench warfare: Real-time dynamic frontline; momentum-based attack and counter-attack gameplay
- WW1 atmosphere: Typical WW1 music, art, units, grim battlefields and an immersive user interface
- Challenging game modes: Dynamic Frontline and rifle Deathmatch

For more information, please visit on Verdun on [Steam](#), like us on [Facebook](#), and follow us on [Twitter](#).

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Steam Early Access:

M2H and BlackMill Games took the opportunity to work with the community on polishing the game Verdun. By entering Steam Early Access in September 2013 they managed to get the attention needed to vastly improve the gameplay and user experience. Verdun will leave Early Access September 10, 2014.

Related links:

- **Steam Early Access page:** <http://store.steampowered.com/app/242860/>
- **Official website:** <http://www.verdungame.com/>
- **Press kit:** <http://www.verdungame.com/press>
- **Facebook page:** <https://www.facebook.com/pages/Verdun-Game/119504188113384>
- **Twitter:** <https://twitter.com/VerdunGame>

About the Developers

With the development of Verdun, Game Studio M2H and Blackmill shared a common vision; a passion to create a realistic World War 1 game and a desire to differ from the First Person Shooter familiarities. The challenging trench-warfare in a WW1 setting combined with a tactical squad mode; with different squad types and role, bring a unique diversity in tactical gameplay to this First Person Shooter.

Verdun is the first Dutch game that made it through the Steam Greenlight (July 2013) and is currently available on [Steam Early Access](#).

M2H

M2H is a veteran when it comes to developing games. In 2009, the brothers Hergaarden founded their studio, focusing on 3D Unity multiplayer games as their specialization. This challenging approach resulted in many successful Android, iOS, Web and Standalone games. Their mobile games account for more



than 20 million downloads already and their web portal Wooglie.com, which hosts third-party Unity games as well as their own developed games, has over 2 million unique monthly visitors per month. M2H has won several Global Game Jam awards for their games including recently an audience and jury award.

Check for more information www.m2h.nl.

Blackmill Games

Blackmill Games is a studio specialized in the unity3D game development. It was founded in 2013 by Jos Hoebe, a software engineer with a broad set of game design and development skills. The studio gained experience in the mod-scene and with the development of the music game [MokMok](#). Blackmill Games affinity with authentic historical games can be seen in their first game; [Verdun](#).

Blackmill is a studio that puts the user experience first and makes sure to drive this force behind every design decision-making process. It didn't make the [European Develop 100](#) for nothing!

For more information, please visit www.BlackmillGames.com.

Event presence

Interested in an exclusive interview?

You are always welcome at our office in Alkmaar (The Netherlands) or at one of the attending events:

- GamesCom Holland Paviljoen hall 4.2 - standnr. D-040 (August 12 -17, Cologne)
- Eurogamer Expo (September 25 -28, London)

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