



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.

A glimpse into their portfolio:

Action games; [Totem Hunters](#) and [Gunfire](#)
Racing games; [Highway Rally](#) and [Crash Drive 1](#) & [2](#)
Strategy games; [Bomb Factory](#) and [Cubelands](#)
Puzzle games; [Paradudes](#), [Jigsaw](#) and [Spot the differences](#)

There is more... 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.

