



Man the trenches, the battle for Verdun has begun!

WW1 FPS Verdun released

ALKMAAR, THE NETHERLANDS – April 28, 2015 – WW1 FPS Verdun has officially launched today! The game is now available with a 10% release discount on PC, Mac and Linux via [Steam](#). Watch the brand new game trailer here: <https://youtu.be/kWp-7XH3080>

The Battle has begun

Verdun has officially been released, surprising the players with a new sector of the Western front; Aisne! Verdun is the first multiplayer FPS set in a realistic First World War setting. The merciless trench warfare offers a unique battlefield experience, immersing you and your squad into intense offensive and defensive battles.

The **new map Aisne** represents a large sector of the Western front, which was held by the French for most of the war. It is noticeably different in setting, because the environment is as of yet unspoiled by the ravages of war with lots of greenery, something the game hasn't covered yet.

To celebrate the years of hard work, Verdun has a special **10% release discount**. Also, there are a number of **celebration events** that you can [attend](#), amongst which the first ever official Verdun Tournament!

What now?

The end of the Steam Early Access is a significant milestone that marks the end of a phase during which the developers worked closely with the community to develop the heart of the game.

After creating a vision for the gameplay, prototyping it intensively and using their vast experience in game development to guide the process, the developers now proudly look back at how Verdun has evolved. The game has transformed into a unique FPS with a lot of historical depth. The developers are very grateful for the community's contributions and loyal support.

Jos Hoebe, co-producer of Verdun says;

“Early Access gave us the opportunity to build up a community and in turn realize the potential of our game together with them. This is what we could only dream of and we're very grateful for the players that stuck by us during the development process.”

The developers, however, aren't finished. There are many **more free thematic expansions** soon to follow, of which a few are revealed today!

Belgium and American troops will be added to the Entente and more special German troops are coming for the Central Powers. For more details, check out the following **road-map** of what is still to come: http://www.verdungame.com/images/PR/verdun_roadmap.png.

Be sure to try Verdun and take the fight to the trenches of your enemies!

About Verdun

Verdun is the first multiplayer FPS set in a realistic First World War setting. The merciless trench warfare offers a unique battlefield experience, immersing you and your squad into intense battles of attack and defense.

The game takes place on the western front between 1914 and 1918, in one of the bloodiest conflicts in world history. The developers were inspired by the infamous Battle of Verdun France in 1916. The game includes many historically accurate features such as realistic WW1 weaponry, authentic uniforms and maps based on the real battlefields of France and Belgium.

The Frontlines game mode is unique in its tactical complexity. The realistic trenches are challenging to fight in and require tactical cunning to capture and defend. The Entente and Central Powers strive to gain control of frontline sectors. One battle you're rushing the enemy trenches during an offensive battle in order to gain ground. In another battle you might be defending your recently conquered ground against an enemy counter-attack.

Players can choose to be part of one of the many squad-types in the game, each of whom have their own distinct tactical role. By working together with your friends, you can earn experience that improves the power and versatility of your squad. As you gain more experience fighting and get promoted in rank, you also earn Career Points which you can use to unlock specializations, weapons and equipment. The Rifle Deathmatch is a free-for-all game mode, where all players are pitted against each other in a thrilling contest of skill using only bolt-action rifles.

Verdun key features include:

- Realistic World War 1 gameplay: Authentic weaponry with realistic bullet physics, skill based weapon handling, poisonous gas with a claustrophobic gas mask experience and artillery barrages
- Tactical squad-based FPS: Unique squad leveling system, distinct squad types and roles, voice chat
- True trench warfare: Real-time dynamic frontline with momentum-based attack and counter-attack gameplay
- Authentic World War 1 setting: Typical WW1 music and style, historical battlefields set on the Western Front
- Challenging game modes: Team-based Frontline and skill-based Rifle Deathmatch

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

Related links:

- **Steam page:** <http://store.steampowered.com/app/242860/>
- **Official website:** <http://www.verdungame.com/>
- **Press kit:** <http://www.verdungame.com/press>

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; the 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 has been in Steam Early Access from 2013 to April 27 2015. M2H and Blackmill Games took this opportunity to work with the community on polishing the game Verdun.

So far, Verdun attracted over a 200.000 players, received a NWTV award for Best Dutch game 2014, and was voted by the Indie DB community as the #5 Top Upcoming Indie Games of 2014.

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.

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