



Good news reaches the trenches!

The launch is announced

ALKMAAR, THE NETHERLANDS – April 8, 2015 – The trenches are in uproar, the official launch date for Verdun is set: the 28th of April! Verdun is currently available on PC, Mac and Linux via [Steam Early Access](#).

Attention trench rats, war is coming!

Joyous news for the troops in the trenches; the **official launch date** for Verdun is set on the **28th of April 2015!** During the Steam Early Access, the developers have taken the time to perfect the game. By listening to the community's desires the game has grown into a unique FPS with a lot of historical depth, something the developers have always strived for.

The constant development and releases of updates have created a close and dedicated community that the developers can be proud of. The most notable improvements are; the introduction of the dreadful and iconic gas weapon combined with a claustrophobic gas-mask experience, the introduction of new troops, realistic maps such as the swampy Flanders map and the Artois map, and the Unity 5 engine upgrade which was a big improvement on performance and stability. Of this and more, a 'Verdun – Development progress' **trailer** is released: <https://youtu.be/vIEkPF26eYA>

The last few updates have been focused on polishing the game and increasing the performance, but who knows, maybe the developers might have a surprise for us on release...

The developers have given a special thanks to all the players who've supported Verdun during the Steam Early Access, they will each receive a "**Early Access Medal**". Also, Early Access players get **exclusive access** to the live release a day before the official launch, this as a gesture of the developer's gratitude for their loyalty and support.

On top of it all a new event has been revealed; **tournaments!** Players are invited to sign up for the **first Verdun tournament**, which will be hosted on Steam during the celebration of the release.

Be sure not to miss the celebration and **sign up** your squads for the tournament here:

www.VerdunGame.com/tournament/

About Verdun

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

The game includes many historically accurate features such as highly realistic WW1 weaponry, historically accurate maps based on the real battlefields of the Western Front and authentic uniforms and equipment. The game immerses you into one of the bloodiest conflicts ever fought in Europe.

The nature of the merciless trench warfare of that time offers a never seen before FPS battlefield that is ideal for tactical squad gameplay; Verdun's gritty Frontlines game mode, and a pure and fun challenge in the rifle Deathmatch mode.

The Frontlines game-mode stands out in its tactical depth. The realistic trenches are very challenging to fight in and require a combination of teamwork and tactical cunning to achieve victory. As you and your squad-mates fight and gain more experience, you can level up one of the different types of squads you can choose from, whom each have their own tactics and roles. Drive your enemies from their trenches and dominate the Western Front!

Verdun key features include:

- Unique World War 1 gameplay: Authentic weaponry, character levelling and realistic historical battlefields set in France and Belgium
- Tactical squad-based FPS: Squad assembling and upgrading
- True trench warfare: Real-time dynamic frontline; momentum-based attack and counter-attack gameplay
- Chemical weaponry: Tactical gas deployment and a claustrophobic gas mask experience
- 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 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 Games 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 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. With over 1750.000 players, a NWTV award for Best Dutch game 2014, 5th place for [Top upcoming](#) IndieGames 2014 on IndieDB and a 48h top seller ranking on Steam, Verdun is looking forward to their launch on the 28th of April, 2015!

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.

Press contact

Stephanie van Geel
Public Relations Verdun
E-mail: press@verdungame.com
Twitter: <https://twitter.com/VerdunGame>