



# Verdun's surge to the Frontline!

We're getting close to release...

**ALKMAAR, THE NETHERLANDS –SEPTEMBER 23, 2014** – Verdun has been surging forward as more than 85,000 players have played the World War One (WW1) FPS in Early Access already. Verdun is currently available on PC, Mac and Linux via [Steam Early Access](#).

## The Last Big Update

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Watch the trailer on [YouTube](#).

In order to keep up the momentum before going live, M2H and BlackMill Games are releasing their last big update. This update features a lot of improvements based on valuable feedback from the huge group of players that dove into the tactical trench warfare of Verdun this summer.

There have been some improvements to the performance and the inclusion of realistic bullet physics will have a profound impact on the First Person Shooter gameplay, as players now have to lead their targets and adjust their sighting in order to make an accurate shot. Today, Verdun released another big patch introducing competitive squads, advanced gameplay, iconic weaponry and another realistic map.

A new assault squad type which features 2 new authentic historic units; the "Stosstruppen" for the Germans and the "Canadian Assault Squad" for the Allies made their appearance in-game. Both new squads can call upon a dreadful new weapon, Gas! Gas was one of the most iconic elements of World War one and will be linked to Verdun's unique squad levelling system. So get your gasmasks ready!

Also the British 'Tommy's' will make their entrance to the war, and players will be able to fight with a new range of weaponry including the famous Lee-Enfield rifle and the iconic Lewis light machine gun.

Other notable weapons released within this patch are the fearsome Trench Club and Feldspaten. Melee weapons that were ideal for close-quarter fighting!

Exciting news for WW1 history fans, Verdun has another new realistic WW1 map inspired by the battles of Vimy Ridge, Loos and Neuve Chapelle which took place in the Artois sector of the Western Front. The map named Artois features a massive German "redoubt", which was a mine quarry turned fortress. The grim soil landscape is reflected visually, with slag heaps towering over the battlefield and endless rows of barbed entanglements dominating the scenery. Harsh conditions for the soldiers to live and fight in.

Should you be visiting EGX in London between 25<sup>th</sup> – 28<sup>th</sup> of September, be sure to visit us at stand 85E, where you can have a chat with the developers and play the latest version of Verdun!

## About Verdun

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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 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
- Chemical weaponry: Tactical gas deployment and immersive 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 on Verdun on [Steam](#), like us on [Facebook](#), and follow us on [Twitter](#).

## Steam Early Access

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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 85.000 players and a 48h top seller ranking on Steam, Verdun is looking forward to an autumn release.

### 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

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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](http://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](http://www.BlackmillGames.com).

## Event presence

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Interested in an exclusive interview?

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

- EGX London 2014 (September 25 -28, London)
- Firstlook 2014 (October 11-12, Utrecht)

## Press contact

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