

First WW1 FPS to be released on PlayStation®4

Trench warfare with Verdun!

ALKMAAR, THE NETHERLANDS – August 30, 2016 – Developers Blackmill Games and M2H, equipped with their trusty combat shovels, have dug their way to the console players to share with them a true trench warfare experience. The intense WW1 [PC-hit](#) Verdun just released on the [PlayStation®4](#) and will be released later this year on Xbox One.

Watch the new launch trailer, taking you back to historical WW1 battles: <https://youtu.be/maYTgEEDx88>

Console

After the release of Verdun on April 2015, the developers started working on a console version together with adaption house; Abstraction Games. The community was excited to see the game development for both Xbox One and PlayStation®4. Today, the first milestone has been achieved by releasing Verdun on the PlayStation®4. An extra mile has been taken by giving the UI an overhaul and enhancing the controls for a seamless console play. Focusing on realism and historical accuracy, this game is not for the light-hearted offering an intense experience of trench warfare In one of the bloodiest wars of human history.

The developers are keen to welcome the PC veterans to the console battlefield and therefore made sure to give out 102 [PlayStation®4 store](#) keys within the Steam community. The newbies don't have to worry, the game includes a game mode against the AI (Squad Defense) to make sure all they receive a good training before entering the gritty battlefields.

As for those who have been waiting patiently for a console version, a shoveling competition just started. Make sure to share 'your shovel ready for battle' via [Twitter](#) or [Facebook](#) with #DiggingVerdun. Try to win a PlayStation®4 key for you or your friend to accompany you in battle, or get yourself a true WW1 shoveling experience by winning a WW1 shovel replica.

The game is available via the [PlayStation®4 store](#) with a 25% launch discount if you get the game before September 30 2016.



About Verdun

Verdun is the first multiplayer FPS set in a realistic First World War setting. 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 in 1916. The game offers 4 distinct game-modes; Frontlines, Attrition, Rifle Deathmatch and Squad Defense. There are also many historically accurate features included such as realistic WW1 weaponry, authentic uniforms, gore, 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'll find yourself rushing the enemy trenches during an offensive battle in order to gain ground, while in another battle you might be defending your recently conquered ground against a fierce 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.

In the Attrition game mode, the Entente and the Central Powers are pitted against each other in a single battle. Each side has a number of tickets which represents the amount of manpower they have. When a player is killed and respawns, a ticket is deducted from the side they belonged to. When a side has no more tickets, players of that side cannot respawn - the last side standing wins!

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.

In the Squad Defense mode, the player along with three squad-mates will have to defend a position as long as they can against endless waves of AI controlled attackers.

Verdun key features include:

- Realistic World War 1 gameplay: Authentic weaponry with realistic bullet physics, skill based weapon handling, accurate gore, poisonous gas with a claustrophobic gas mask experience, and ferocious artillery barrages
- Tactical squad-based FPS: Unique squad leveling system, distinct squad types and roles, and 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, tactical Attrition, skill-based Rifle Deathmatch and desperate survival in Squad Defense

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Related Links

Official website: <http://www.verdungame.com>

PlayStation®4 page: https://store.sonyentertainmentnetwork.com/#/cid=EP1662-CUSA03395_00-VERDUNPS40000000

Xbox One page: coming soon

Steam page: <http://store.steampowered.com/app/242860/>

Press kit: <http://www.verdungame.com/press>

About the Developers

During 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 typical First Person Shooter familiarities.

The challenging trench-warfare in a WW1 setting, combined with a tactical squad mode along with 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 Steam Greenlight (July 2013) and has been in Steam Early Access from 2013 to April 27th 2015. M2H and Blackmill Games took this opportunity to work with the community on polishing the game, and they've continued this process after their live launch, by releasing multiple free expansions. Since the 30th of August the game is also available on the PlayStation®4 and later this year it is expected on Xbox One.

Verdun won several awards: IndieDB Editors Choice; Best Multiplayer 2015, Best Economic Achievement Award 2015, Control Industry Award 2015, the NWTV award; Best Dutch game 2015 and #5 Top Upcoming Indie Games of 2014 as voted by the IndieDB community.

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 have been downloaded more than 20 million times already and their web portal Wooglie.com, which hosts third-party Unity games as well as their own self-developed games, has over 2 million unique monthly visitors. M2H has won several Dutch Global Game Jam awards for their games including an audience and jury award. M2H recently released their switcheroo multiplayer party game [Marooners](#).

For more information visit www.M2H.nl.

Blackmill Games

Blackmill Games is a studio specialized in 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](#). The affinity Blackmill Games have 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 into 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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