



Live and let live!

It's that time of the year again we call Christmas Truce

ALKMAAR, THE NETHERLANDS – December 22, 2015 –The Christmas Truce has been called in the WW1 FPS Verdun. Join the snowball fights and football matches, sing along with Christmas Carols and make sure to send your friends a Christmas card from the trenches. Watch the **trailer** here:

<https://youtu.be/LyHI-XUthYg>.

Verdun is available now with a 40% [Holiday Sale](#) discount.

Live and let live

The **Christmas Truce** has begun in Verdun! From **December the 22nd to January the 4th 2016** players will have the opportunity to come together with their friends and enemies on a dedicated winter map. Throw some snowballs, play football for some extra points, write Christmas cards to your beloved ones or sing along with Christmas carols while enjoying this extraordinary scene.

Lorraine, the Christmas Truce map, wraps it all together and gives players the opportunity to win an extra Steam key. When players send their friends and enemies **Christmas Cards** from out of the trenches, they will automatically participate in a daily give away. Each day three random winners will be picked from the many Christmas Cards sent.

Verdun is also offered at a **40% discount** during the whole Christmas Truce event on [Steam](#), [Humble Bundle](#), [Greenman Gaming](#), [GamersGate](#), [Games Rocket](#) and [Bundle Stars](#).

A Christmas Truce live stream - www.Twitch.TV/VerdunGame - will be hosted with [BaronVonGamez](#), [Squire](#), [PhlyDaily](#) and the Verdun team on the 23th of December at 4PM EST /9PM GMT.

Enjoy the Holidays!

The history of Christmas Truce

World War 1 has a merciless dark side, yet also a surprisingly human side to it. In 1914 French, German and British troops held a remarkable truce during Christmas. During this truce, soldiers from the Entente and Central Power threw snowballs, exchanged Christmas greetings and sang carols together.

Soldiers who wrote Christmas cards from the trenches to their loved ones, had many stories of this extraordinary event, even mentioning that a number of football matches were held between the two sides. This stood in stark contrast with the massive death toll unheard of in the history of that time, marking WW1 as one of the bloodiest wars the world had ever seen.

This extraordinary event must not be forgotten, certainly not today. Live and let live!

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 offers 3 distinct game-modes; Frontlines, Attrition and Rifle Deathmatch. Also many historically accurate features are included 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.

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 who the player belonged to. When a side has no more tickets, players of that side cannot respawn.

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, tactical Attrition 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. They've continued doing this after their live launch, by releasing free updates e.g. the Attrition and Fort Douaumont update.

Verdun attracted over 350.000 players and won several awards including: IndieDB Editors Choice; Best Multiplayer 2015, Best Economic Achievement Award 2015, Control Industry Award 2015, the NWTV award; Best Dutch game 2014 and #5 Top Upcoming Indie Games of 2014 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 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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