



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 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, gore, poisonous gas with a claustrophobic gas mask experience, gore 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, skill-based Rifle Deathmatch and desperate survival in Squad Defense

Verdun attracted over 425.000 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.