



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 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.

Verdun has 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 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. Soon, M2H will release another multiplayer game called [Marooners](#).

A glimpse into their portfolio:

Action games; [Totem Hunters](#) and [Gunfire](#)
Racing games; [Highway Rally](#) and [Crash Drive 1](#) & [2](#)
Strategy games; [Bomb Factory](#) and [Cubelands](#)
Puzzle games; [Marooners](#), [Paradudes](#) and [Jigsaw](#)

There is more... 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 behind every design decision-making process. It didn't make the [European Develop 100](#) for nothing!

For more information, please visit www.BlackmillGames.com.

