



About the Developers

With the development of Verdun, Game Studio M2H and Blackmill Games 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. On August 30 2016 the game was released on the PlayStation®4, and it was released on Xbox One on March 8 2017. While continuing to support and improve Verdun, M2H and Blackmill Games are currently working on standalone expansion Tannenberg.

Verdun won several awards:

- IndieDB Editors Choice; Best Multiplayer 2015
- Best Economic Achievement Award 2015
- Control Industry Award 2015
- NWTv award; Best Dutch game 2015
- #5 Top Upcoming Indie Games of 2014

M2H

M2H are veterans when it comes to developing games. In 2009, the brothers Hergaarden founded their studio, specializing in 3D Unity multiplayer games. This bold approach resulted in many successful Android, iOS, Web and Standalone games. Their mobile games have been downloaded more than 20 million times already, and there are over 2 million unique monthly visitors to their web portal Wooglie.com, which hosts third-party Unity games as well as their own self-developed games. 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 that this is the driving force behind every step of the design decision-making process. It didn't make the [European Develop 100 2013](#) for nothing!

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

