



Wolves on the hunt in Tannenberg historical event!

Will you call a truce to deal with the pack, or try to take advantage of the chaos?

ALKMAAR, THE NETHERLANDS – April 12, 2018 – Blackmill Games and M2H announce a special historical event for WW1 shooter *Tannenberg* on April 12 2019, and a 60% sale the following day!

Ravenous wolves are on the hunt in this limited time historical event for *Tannenberg*. In the same vein as the Christmas Truce events held in *Verdun* in the past, the Wolf Truce will offer a new experience for players until April 21. Watch the Wolf Truce trailer here: <https://youtu.be/dwDXkextcWg>

Players can buy *Tannenberg* on Steam for 60% off on April 13:

<http://store.steampowered.com/app/633460>

Tannenberg Wolf Truce

The Wolf Truce is a limited time special event which will run from April 12 until April 21. To take part in the event no extra steps have to be taken, players just need to play *Tannenberg* as usual. In any battle over the weekend, and every battle on Winter maps while the event is live there will be a pack of wolves descending on the battlefield, forced by hunger and the chaos of the war to seek human prey. Players on both teams will have to decide amongst themselves whether or not to call a truce to deal with the new threat - but the battle clock will continue ticking, and should one team be in a weaker position they may decide to try and take advantage of the unexpected attack...

Players will be able to earn a special medal if they and every other player can survive a wolf attack without attacking anyone on the opposing team, and *Tannenberg* will be on sale with a 60% discount on April Saturday 13th - the perfect opportunity for new players to grab the game and join the event!

Historical Wolf Truce

The event is based on historical records - hungry wolves attacking people was a real threat in many areas of Russia during the war, and there are newspaper reports of soldiers from different sides calling a temporary ceasefire to deal with wolf attacks. A Russian book roughly translated as *The History of Russia in Faces: Book Two* describes a ceasefire to exterminate wolves, while the [New York Times](#) went into more detail on an extraordinary truce in 1917 between German and Russian forces. In *Tannenberg* we tried to reenact this remarkable event, where players can choose to hold a truce or fight the wolves alone...

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WW1 Game Series

Starting out on the Western Front with the release of the first authentic WW1 FPS *Verdun* back in April 2015, and expanding to the Eastern Front with the release of *Tannenberg* in February 2019, the WW1 Game Series throws players into intense warfare inspired by the chaos and fury of iconic battles from the First World War. With over 1,250,000 copies sold, this novel and underserved setting has proven popular with the gaming community!

Players choose from a variety of historically accurate squads and weapons, with more available to unlock through playing the game, before diving into the mud and blood splattered battlefields of dynamic multiplayer trench warfare.

Every game is built on a base of thorough research and receives extensive post-release support bringing new content and challenges for our players. The games in the series are linked, but each one is standalone and provides a different experience, reflecting the nature of the fighting in the many-sided theaters of the war.

Related Links

Official website: www.WW1GameSeries.com/Tannenberg
Steam page: <http://store.steampowered.com/app/633460>
Press kit: <https://www.ww1gameseries.com/press-kit/>

About the Developers

M2H and Blackmill Games started working together on the authentic squad-based WW1 FPS game *Verdun*, which was Greenlit on Steam in July 2013. *Verdun* was released in April 2015 after a year of Early Access, and went on to see releases on PlayStation®4 and Xbox One, along with many free updates. While continuing to support and improve *Verdun*, M2H and Blackmill Games are preparing to release standalone expansion *Tannenberg* from Steam Early Access on February 13th, 2019.

For more information on the two studios, visit www.M2H.nl and www.BlackmillGames.com.

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