



Tannenberg releases in February – get ready for a surprising Winter offensive...

The full release of Tannenberg is planned for February 13th!

ALKMAAR, THE NETHERLANDS – November 8, 2018 – Blackmill Games and M2H announce that WW1 shooter *Tannenberg* will leave Steam Early Access for a full release on February 13 2019. The end of Winter will bring more than new features and players to *Tannenberg*. In addition to a special winter offensive (we won't say more just yet) new content has been spotted. Watch the *Tannenberg* release announcement trailer here: <https://youtu.be/iyUjCk03a0Q>

Players can add *Tannenberg* to their Steam wishlist, or buy the game already in Early Access on Steam: <http://store.steampowered.com/app/633460>

Alongside this news, the developers are planning to commemorate the centenary of the Armistice on November 11th that ended the First World War 100 years ago. Players will be able to take part in a two minutes silence in-game.

Tannenberg leaves Early Access

Tannenberg's Early Access development has seen Romania introduced to the game with a squad and the Mount Coşna map, a whole new sound system with realistic new audio effects (demo video at <https://youtu.be/VylZ2TCCwAQ>), new weapons, and many other improvements. Every aspect has been worked on through the Early Access, from performance and map design to the artillery command systems and AI bot behaviour... and we're not done yet! More updates will be made in these last months, in particular making the squads and roles within them more distinctive. Call-ins of artillery and air support will be further balanced, and attention will be paid to the weapons in order to make sure they all feel authentic and varied in how they handle. There will also be extra polish for the new user interface which was released earlier this week. The game is now cleaner, more intuitive and more atmospheric, from the menus to the battle maps and soldier HUDs. Up until the full release there will be continued gameplay improvements to ensure the feeling of large scale Eastern Front warfare is captured.

Co-founder Jos Hoebe says: *"We received great feedback from Tannenberg players, and have made use of that as we iterate on our gameplay to create an intense, authentic Eastern Front experience."*

It isn't only *Tannenberg* which is seeing an update this Winter! A huge free update is expected for Verdun later this year, including gameplay improvements, bots, an interface overhaul to bring it in line with the new UI of *Tannenberg*, and new content! M2H and Blackmill Games have been committed to making both entries in the WW1 Game Series compelling experiences, and have taken this past year to do so,

New at Release!

The announcement trailer shows Bulgaria joining the fight, and that's just part of what's expected. More details on the new additions will be revealed to the community in the upcoming months. We can also announce that a special winter offensive is planned for the release! But the exact details will remain a mystery - so mark your calendar for February 13th!

World War One Armistice Day

In addition to sharing our great Tannenberg news, we would also like to take some time to reflect on the history. This Sunday, November 11th, will mark the centenary of the Armistice that ended fighting in the First World War. We will ask players to mark the Armistice in-game with two minutes silence, and on our social media where they will be able to read the stories of 100 people who died during the war. The WW1 Game Series Facebook page will also pay respect by using a poppy memorial frame. Others are welcome to use the frame for their own pages if they wish.

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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 *Tannenberg*, 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 a million copies of Verdun 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.

Press Contact

Bram and Stephanie (Game Drive)
Public Relations WW1 Game Series
E-mail: press@ww1gameseries.com
Twitter: @WW1GameSeries