

Player2

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Development Lifespan	Late 2018 - 2022
Initial Release	Never released
Game Engine	Godot 3.*
Developer	Ezcha
Source Code	Github

**This is an article of one [Brick Hill](#) Development era.
If you want to take a look on other development
era, please refer to [Development Eras](#) article.**

Developed by Ezcha, Player2 was supposed to be the successor to the [Brick-Hill](#) GameMaker client originally developed by brick-luke. The Player2 client was never completed because the developer, Ezcha, left the development team.

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