

Player2

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

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

The client was later open-sourced by Ezcha. [You can find it here.](#)

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Last update: **2025/11/07 19:15**

