

Player2

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

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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