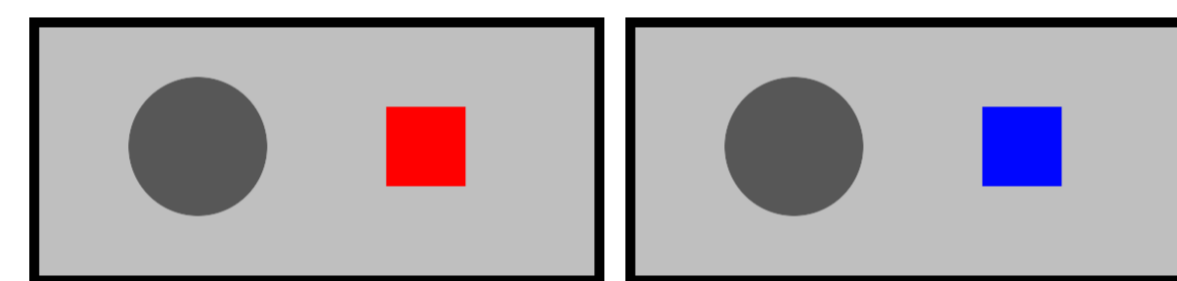
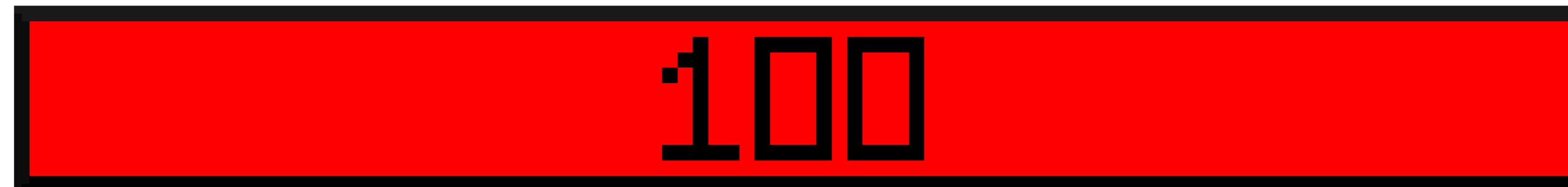


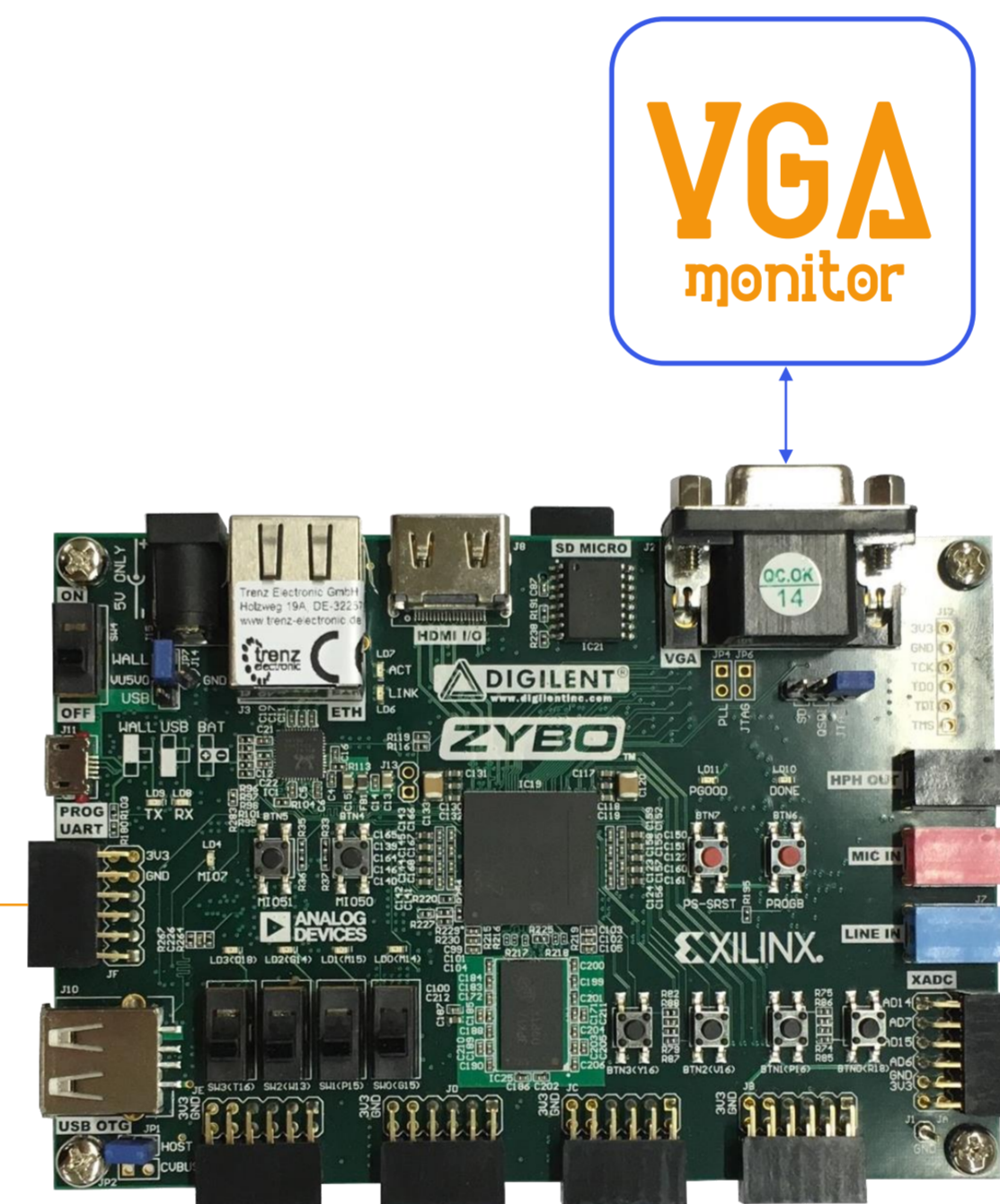
# BRUTALUS MAXIMUS

## Features

- Unit collisions
- Intuitive mechanics
- Fluent animations
- Visual healthbars
- Multiple maps
- Game statistics
- Gravity
- Platform-specific controller



**ADC**  
Analog to Digital Converter



## Gameplay

- 100 Health
- 3 lives
- 5 damage/hit
- First player to kill their opponent wins

