

[Ultimate Walrus](#) ([Sebastian Janisz](#) and [Liana Sposto](#)) ~ [More games](#)

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Beat Bros



[Link to trailer](#)

[Official website](#)

[List of Humble Bundle codes \(if you want to play current build\)](#)

[Link to Steam Greenlight page \(it was greenlit\)](#)

More screenshots: [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [11](#) [12](#)

Team size: 2 (programmer/musician and artist)

Platform: Unity (PC and Console)

"It looks like developer Ultimate Walrus (of #Snake2 infamy) started making a rhythm-based Bomberman clone, but then went off the deep end somewhere between floating doughnuts and giant snakes. Bonus points for the playable moai head statue." - Darren Nakamura, [Destructoid](#)
"It's not very often that you see a game that is pretty much entirely unique that can't be compared to anything else. Props to them this looks fun, and I've never seen anything else like it." - Scissors ([Destructoid commentor](#))

Imagine **Smash Bros as a turn-based Roguelike on a grid**, and you're part of the way there to understanding what Beat Bros is about. Multiplayer matches are fraught with carnage and chaos, yet everything is rigid and deterministic, like a game of chess flung completely off the deep end. It's aimed at players who love **chaotic couch multiplayer** like Smash Bros, players who love **weird puzzle games**, players who like **roguelikes and turn-based games**, and players who like **unique, experimental** new forms of gameplay.

Features 10 different characters, all with different superpowers, randomly-generated multiplayer arenas, the ability to steal and stock up on other players' powers, AI computer players, and a fleshed out single player puzzle mode.

Originally billed as a rhythm game, I plan on shifting the game's focus to a more thoughtful approach, with turns happening at the player's leisure rather than on the beat (though this will still remain an option). This may also entail a name change to downplay the rhythm aspect. ["Turn Undead"](#) by Nitrome is a handy reference to what I mean by turns happening at the player's leisure.

The game is made in Unity, so is portable to virtually any platform ([beta](#) was already released on PC and Ouya). It still needs some work.

What's needed?

Beat Bros is looking for a publisher to help with marketing and distribution, and possibly porting. Funding is not really necessary since it's relatively close to completion. If a publisher was secured, it could likely be done in a couple months. If interested please contact admin@ultimatewalrus.com. See [here](#) for my other games looking for publishers! Thanks for looking!