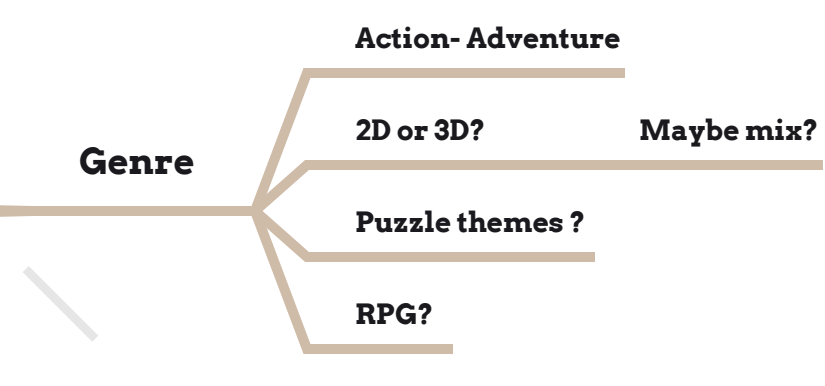
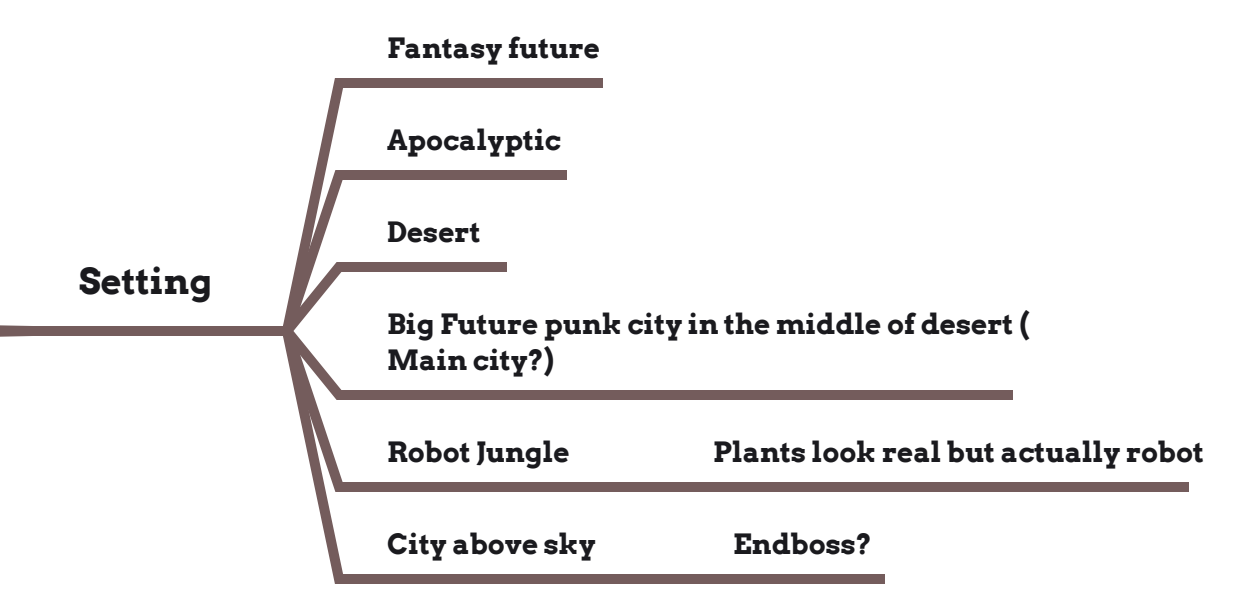
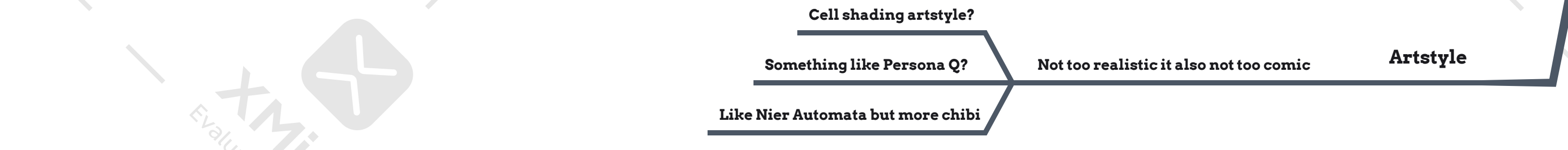
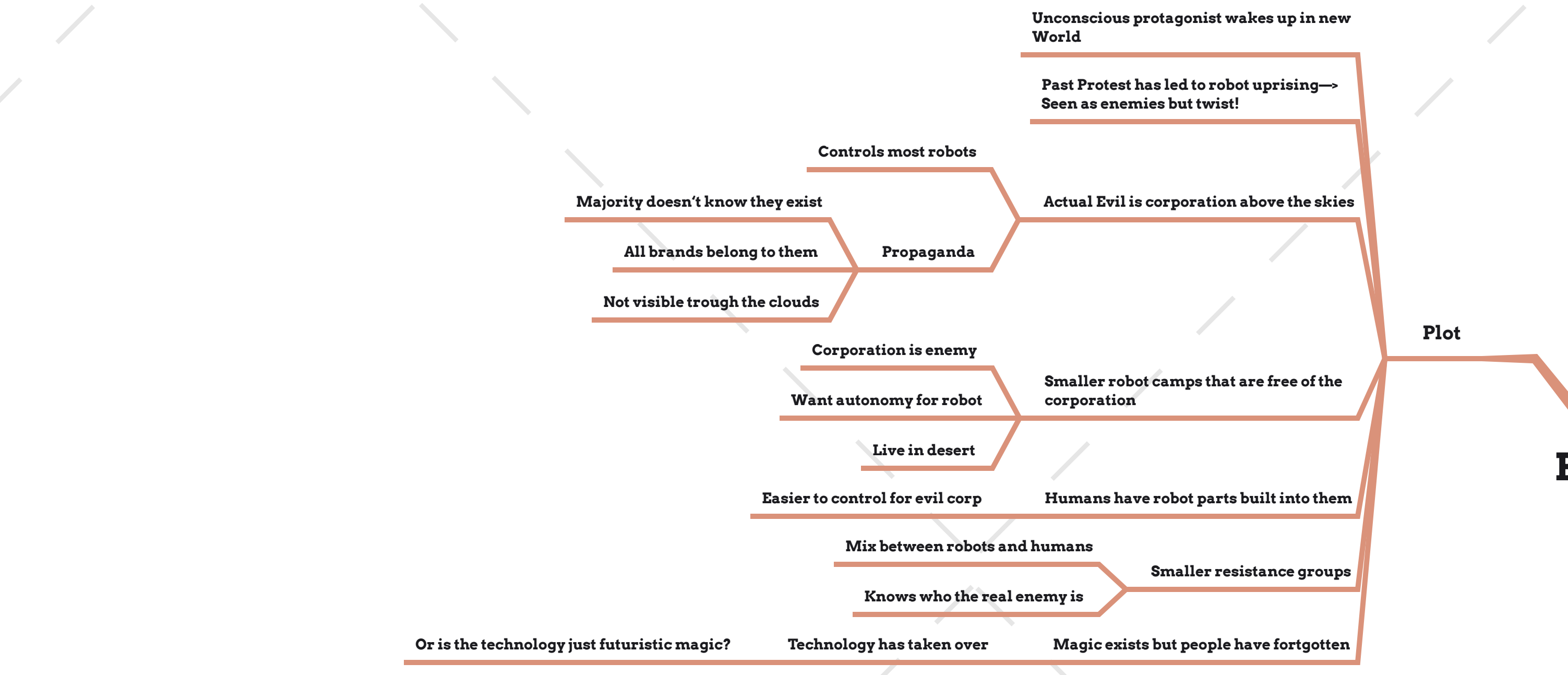
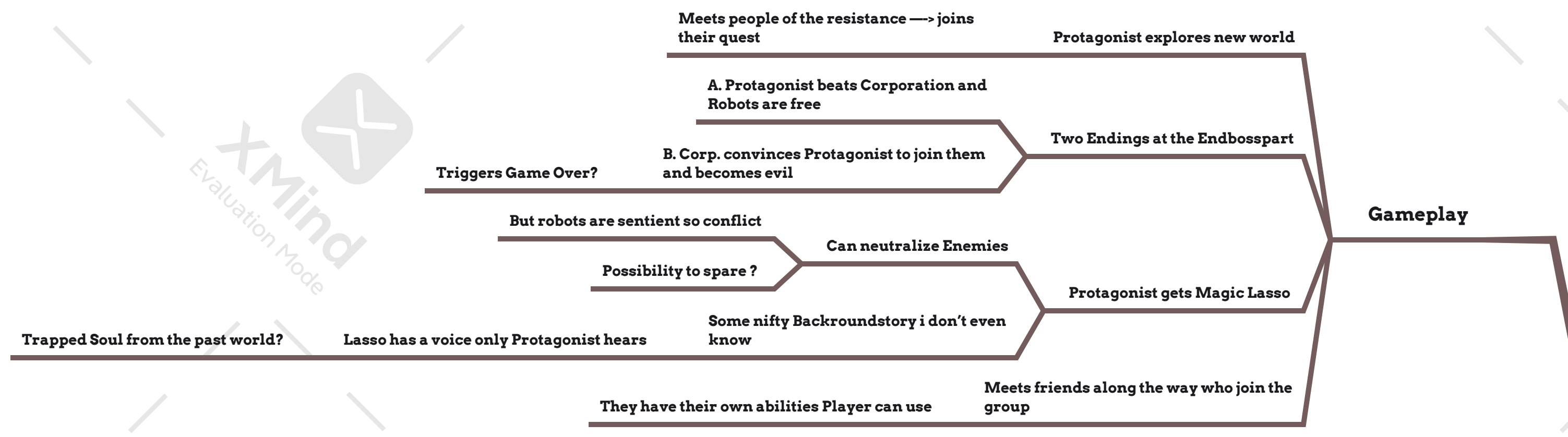


FUTURE SCI-FI GAME



But both have same strength stats because Brawl type

