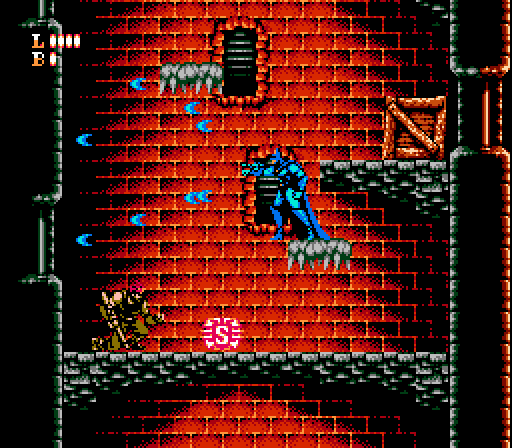
Long Arms (working title)

# References



*Solbrain (famicom)*



*Batman: Return of the Joker (nes)*



*Contra III (snes)*

# Main Idea

# Core mechanics