Destruction Brothers

A physics-based demolition game where every wall, plank and joint is accurately modelled. Bring buildings down in four-player online co-op or work through a solo career. A fully deterministic physics engine means every brick lands in the same place on every player's screen.

Developer and publisher
Anneal Games

Release
Steam Early Access: Early 2027
Full release planned for late 2027

Platforms
Windows 10/11 (64-bit)
SteamOS and Linux

Players
Single-player career
Online co-op sandbox for 1–4 players

Genre
Physics simulation, demolition sandbox

Price
To be announced. The price will rise at full release.

Language
English (interface, audio and subtitles)

Steam
store.steampowered.com/app/4930330

Website
destructionbrothersgame.com

Discord
discord.gg/6WwuDzVVDJ

Press contact
hello@destructionbrothersgame.com

About the game

Destruction Brothers is a physics-based demolition game where every wall, every plank and every joint is accurately modelled. Players take on paid demolition jobs around an open town, alone or in four-player online co-op, using everything from a claw hammer to explosive charges, cannons and a physics launcher.

There are no voxels and no hit points. The game simulates more than thirty materials, from drywall to cast iron, each with its real density and strength: timber bends and snaps, glass shatters and brick parts along its mortar. Buildings are constructed like real ones, with load-bearing walls, beams and foundations, so taking out the right wall brings the floors above down with it. Nothing is scripted.

The physics engine is fully deterministic, so when a building collapses under its own weight in co-op, every brick lands in the same place on every player's screen.

Alongside the sandbox, a single-player career offers contracts whose missions unlock in turn, with reward tiers that earn permanent cash and equipment. Back at base, players buy vehicles and yard buildings and upgrade their vehicles in the garage.

Key features

- **Deterministic physics:** collapses play out identically for every player in co-op
- **Real materials:** more than 30, each with its real density and strength
- **Structural loads:** forces run through walls, beams and foundations as they would in a real building
- **An open town** from the start, with paid jobs taken from quest boards
- **The kit:** claw hammer, sledgehammer, explosive charges, cannons, a physics launcher and an exoskeleton suit
- **Vehicles:** four, including a wrecking crane, a rubble-hauling pickup and an easily flipped three-wheeler, plus a towable caravan

Early Access

At launch, early 2027

- The whole town is open from the start, solo or in four-player co-op
- Paid jobs from the quest boards, and cash to spend on the full kit and four vehicles
- The career's first contract: four missions at one site that unlock in turn, with reward tiers
- Vehicles and yard buildings to buy, and vehicle upgrades in the garage

Planned for full release, late 2027

- The sandbox expanded with new tools and systems for a greater variety of emergent gameplay
- The career grown into a full campaign, with more sites, missions and rewards to unlock
- The price will rise at full release

The physics engine is ready for players to enjoy now. Early Access is for hearing what works in the gameplay structure around it, and how the engine behaves and performs on players' machines.

System requirements

	Minimum	Recommended
OS	Windows 10/11 64-bit, SteamOS or Linux	Windows 11 64-bit, SteamOS or Linux
Processor	4 cores / 8 threads	8 cores / 16 threads
Memory	16 GB RAM	32 GB RAM
Graphics	8 GB VRAM	RTX 5070 or equivalent
DirectX	Version 12 (Windows)	Version 12 (Windows)
Network	Broadband internet connection (SteamOS and Linux)	

About the developer

Destruction Brothers is developed and published by Anneal Games, an independent, one-person studio.

Use of AI

AI tools were used during development: to help write the code, to generate many of the 3D models and textures and the capsule art, and for most of the in-game and store text. The audio is not AI-generated. Nothing is generated during play: every collapse is simulated physics.

Streaming and videos

You're welcome to stream Destruction Brothers and to monetise videos of it.

Review keys

Press and content creators can request a Steam key by emailing hello@destructionbrothersgame.com.

Contact and links

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