

Brick Hill



Development Lifespan	Late 2016 - 2023 (as of 2024 the platform became defunct)
Initial Release	April 2017
Game Engine	Gamemaker 8.1, Godot, C++
Developer	Mooshimity Ltd.



- Needs additional information (specifically regarding the late 2017 C++ unreleased client rewrite alongside with XTreme 3D client rewrite)

Brick Hill (earlier: Role Block) is a defunct sandbox game, originally released in April 2017 by brick-luke and spacebuilder. Despite the platform hitting the record of 1.2 million users registered in total, the platform has suffered numerous scandals related to its staff team which has resulted into the platform closure.

Brick Hill had [Development eras](#), where the codebase could be rewritten almost from scratch alongside with their [Executable codenames](#). This includes:

- 2016 ([Role Block](#))
- Late 2016 - Early 2017 ([Brick Hill Legacy Beta](#))
- Early 2017 - Mid 2017 ([Brick Hill Legacy](#) bug fixes, feature additions based on classic codebase)
 - Late 2017 ([C++ client](#) rewrite by ppsychrite)
 - 2018 - April 2022 ([Player2](#) by ezcha)
- Late 2017 - 2023 (brick-luke's codebase rewrite + client bug fixes and feature additions by other Brick Hill client developers)
 - 2020 - 2023 ([Brick Hill Next](#))

It should be noted that clients after late 2017 but before 2022 in Brick Hill Legacy development era, most of Brick Hill Next executables and C++ client 2017 rewrite (alongside with XTreme 3D clients) are possibly lost. If you can find them, preserve such executables on [archive.org](#). Your contribution to findings will be mentioned on our wiki.

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