

Brick Hill

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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.

 **Fix Me!** - Needs additional information about the late 2017 C++ unreleased client rewrite alongside with XTreme 3D client rewrite (development lifespan)

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 ownership. After a supposedly temporary hiatus, the website has now permanently closed, with no further announcements made by the staff members and the ownership.

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)
 - Early 2017 ([Xtreme3D Client](#))
 - 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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