

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.

During its lifespan, Brick Hill had different [Development eras](#) where the codebase could be rewritten almost from scratch alongside with their executables.

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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