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# Riptide Games, Inc.

Moby ID: 14478

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## Overview edit · view history

Riptide Games is an iPhone and mobile game development studio founded by Brian Robbins.

Riptide Games was founded in 2007 and released their first game in 2009.

## Credited on 9 Games from 2009 to 2013

[My Pet Dragon](#) (2013 on iPad, iPhone)

[Bop It! Smash](#) (2012 on iPhone)

[Remembird](#) (2012 on iPad, iPhone)

[Ultimate Battle Zombies](#) (2012 on iPhone)

[My Pet Zombie](#) (2011 on iPhone, iPad)

[Nancy Drew Mobile Mysteries: Shadow Ranch](#) (2011 on iPhone, iPad)

[Mini Monster Smash](#) (2011 on iPhone)

[Bop It!](#) (2011 on iPhone, iPad, Android)

[Gravity Sling](#) (2009 on iPhone)

## History

2007

The company is founded.

## Related Web Sites

[Riptide Games, Inc.](#)

official site

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Logo first used 2009

## Frequent Collaborators

Companies

2 games with Bloom Animation

2 games with Chillingo Ltd

2 games with KID Group, LLC

1 game with EA Mobile

1 game with Bill Corkery Productions

1 game with Google LLC

1 game with Backflip Studios, Inc.

1 game with Clatter&amp;Din

1 game with Hasbro, Inc.

1 game with Adam Rossi Audio

People

9 games with Brian Robbins

9 games with Seth Howard

8 games with Jonathan Hartstein

7 games with Mike Montgomery

5 games with Sara Bine

5 games with Adam Jones

5 games with Ohm Unmongkolthavong

5 games with Andrew Miller

4 games with Allison Allain

4 games with Jayson Flick

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[All games by Riptide Games, Inc.](#)

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[Developed by Riptide Games, Inc.](#)

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