

Halfbrick Studios

Halfbrick Studios Pty Ltd is an Australian video game developer based in Brisbane. The company primarily worked on licensed games until 2008. The company released *Fruit Ninja* (2010) and *Jetpack Joyride* (2011).

Outside their Brisbane headquarters, Halfbrick opened five offices in Sydney, Adelaide, Spain, Bulgaria, and Los Angeles.^[1] In March 2012, Halfbrick Studios acquired Onan Games for an undisclosed price to make use of their software Mandreel, which allows games to support iOS, Android, Adobe Flash and HTML5 development.^[2]

By 2015, *Fruit Ninja* had been downloaded over 1 billion times.^[3] In 2017, Halfbrick Studios was inducted into the Queensland Business Leaders Hall of Fame.^[4]

Games

Halfbrick Studios Pty Ltd



Type	<u>Private</u>
Industry	<u>Video games</u>
Founded	2001
Headquarters	<u>Brisbane</u> , Australia
Number of locations	3 (2019)
Area served	Worldwide
Key people	Shainiel Deo (CEO)
Products	<u>Video games</u>
Number of employees	30 (2019)
Website	<u>halfbrick.com</u> (<u>http://halfbrick.com</u>)

Year	Title	Platform(s)
2002	<u><i>Rocket Power: Beach Bandits</i></u>	<u>Game Boy Advance</u>
2003	<i>Fuzz & Rocket</i> (cancelled)	<u>Game Boy Advance</u>
2004	<u><i>Ty the Tasmanian Tiger 2: Bush Rescue</i></u>	
2005	<u><i>Ty the Tasmanian Tiger 3: Night of the Quinkan</i></u>	
2006	<u><i>Barnyard</i></u>	
	<u><i>Avatar: The Last Airbender</i></u>	
	<u><i>Nicktoons: Battle for Volcano Island</i></u>	
2007	<u><i>Heatseeker</i></u>	PlayStation Portable
	<u><i>Avatar: The Last Airbender – The Burning Earth</i></u>	Game Boy Advance
	<u><i>The Legend of Spyro: The Eternal Night</i></u>	PlayStation 2, Wii
2008	<u><i>Hellboy: The Science of Evil</i></u>	PlayStation Portable
	<u><i>Avatar: The Last Airbender – Into the Inferno</i></u>	Nintendo DS
2009	<u><i>Star Wars: The Clone Wars – Republic Heroes</i></u>	Microsoft Windows
	<u><i>Marvel Super Hero Squad</i></u>	Nintendo DS
	<i>Halfbrick Blast Off</i>	Xbox 360, PlayStation Portable, PlayStation 3
	<i>Halfbrick Echoes</i>	Xbox 360, PlayStation Portable, PlayStation 3, <u>Zune HD</u>
	<i>Halfbrick Rocket Racing / Aero Racing</i>	Xbox 360, PlayStation Portable, PlayStation 3
2010	<i>Age of Zombies</i>	<u>iOS</u> , PlayStation Portable, PlayStation 3
	<u><i>Fruit Ninja</i></u>	<u>iOS</u> , <u>Android</u> , <u>Bada</u> , <u>Windows Phone</u> , <u>Symbian</u>
	<i>Sunset Studio: Behind the Scenes!</i>	Microsoft Windows
	<u><i>The Last Airbender</i></u>	Nintendo DS
	<i>Monster Dash</i>	iOS
	<u><i>Raskulls</i></u>	<u>Xbox 360</u>
2011	<u><i>de Blob 2</i></u>	Nintendo DS
	<i>Fruit Ninja FX</i>	Arcade
	<i>Fruit Ninja Kinect</i>	Xbox 360
	<i>Fruit Ninja Frenzy</i>	<u>Facebook</u>
	<i>Age of Zombies</i>	Android
	<i>Monster Dash</i>	<u>Google Chrome</u>
	<u><i>Jetpack Joyride</i></u>	iOS
	<u><i>Fruit Ninja: Puss In Boots</i></u>	Android, iOS
	<i>Steambirds: Survival</i>	Android, iOS
	<i>Age of Zombies Anniversary</i>	iOS
2012	<u><i>Jetpack Joyride</i></u>	Android, <u>BlackBerry OS</u> , Facebook, <u>PlayStation Vita</u> , <u>Windows Runtime</u>

2013	<i>Fish out of Water</i>	iOS
	<i>Fruit Ninja Skittles</i>	Android, iOS
	<i>Band Stars</i>	Android, iOS
	<i>Colossatron: Massive World Threat</i>	Android, iOS
2014	<i>Bears vs. Art</i>	Android, iOS
	<i>Birzzle Fever</i>	Android, iOS
	<i>Yes Chef</i>	Android, iOS
	<i>Radical Rappelling</i>	Android, iOS
	<i>Top Farm</i>	Android, iOS
2015	<i>Fruit Ninja Kinect 2</i>	<u>Xbox One</u>
	<i>Fruit Ninja Academy: Math Master</i>	Android, iOS
2016	<i>Fruit Ninja VR</i>	Microsoft Windows, PlayStation VR
	<i>Star Skater</i>	Android, iOS
	<i>Dan the Man</i>	Android, iOS
2021	<i>Jetpack Joyride 2</i>	Android, iOS

References

- Snowdon, Tom (28 March 2014). "Step inside the Brisbane lab of Fruit Ninja app creators Halfbrick Studios, with Queensland Business Monthly" (<http://www.couriermail.com.au/business/step-inside-the-brisbane-lab-of-fruit-ninja-app-creators-halfbrick-studios-with-queensland-business-monthly/story-fnihsp3-1226866441611>). *The Courier-Mail*. News Corp. Retrieved 7 July 2016.
- Takahashi, Dean (19 March 2012). "Halfbrick Studios acquires Onan Games for quick cross-platform ports" (<https://venturebeat.com/2012/03/19/halfbrick-studios-acquires-onan-games-for-quick-cross-platform-ports/>). *GamesBeat*. VentureBeat. Retrieved 7 July 2016.
- Serrels, Mark (8 November 2016). "Australia's Most Successful Game Studio Is Having An Identity Crisis" (<http://www.kotaku.com.au/2016/11/australias-most-successful-game-studio-is-having-an-identity-crisis/>). *Kotaku*. Retrieved 23 November 2016.
- "Halfbrick Studios" (<http://leaders.slq.qld.gov.au/inductees/halfbrick/>). *Queensland Business Leaders Hall of Fame*. 2017. Retrieved 11 July 2019.

External links

- Official website (<http://halfbrick.com>)
- Queensland Business Leaders Hall of Fame - 2017 Inductee digital story - Halfbrick (<https://vimeo.com/235861703>)

Retrieved from "https://en.wikipedia.org/w/index.php?title=Halfbrick_Studios&oldid=1012075345"

This page was last edited on 14 March 2021, at 13:29 (UTC).

Text is available under the Creative Commons Attribution-ShareAlike License; additional terms may apply. By using this site, you agree to the Terms of Use and Privacy Policy. Wikipedia® is a registered trademark of the Wikimedia Foundation, Inc., a non-profit organization.