



MumboJumbo Timeline

2001

January

- MumboJumbo established.

February

- MumboJumbo hires Macintosh programmers, focusing exclusively on developing games for the Mac.

October

- MumboJumbo develops *Myth III: The Wolf Age* for the PC under Take-Two Interactive's "GodGames" label.

2002

November

- MumboJumbo releases the retail version of *Bejeweled* and *Alchemy* for the Mac.

2003

March

- MumboJumbo partners with GameHouse to publish their most popular online games (*Super Collapse!*, *Super Nisqually!* and *Super Glinx!*) on CD-ROMs for the PC and Mac in national retail outlets.

April

- MumboJumbo releases *Power Chips* and *High Roller* on a single CD-ROM as well as *Snowball Run* for the PC and Mac.

September

- MumboJumbo partners with Activision to release classic gaming collection *Activision® Anthology: Remix Edition* for the PC.

October

- MumboJumbo releases *Equilibria* and *Chainz* for the PC and Mac.

November

- MumboJumbo partners with Astraware Limited to bring key titles *Equilibria*, *Chainz* and *Snowball Run* to the Palm OS and Pocket PC handheld devices.

December

- MumboJumbo releases *UltraBall* for the PC.

- MumboJumbo partners with Vivendi Universal Games for PC publishing and distribution rights to *Mace Griffin Bounty Hunter*.

2004

February

- MumboJumbo releases *Hard Rock Casino* for the PC.

July

- MumboJumbo partners with PopCap Games for exclusive retail distribution of *Bejeweled 2*, *Zuma Deluxe* and *Rocket Mania*.

August - October

- MumboJumbo releases *Lemonade Tycoon 2: New York Edition*, *Ricochet: Lost Worlds* and *Jewel Quest* for the PC.

2005

March - May

- MumboJumbo releases *LUXOR* and *Poker Superstars* for the PC.

September

- MumboJumbo partners with eFlyte to make games available on in-flight entertainment.

2006

January

- MumboJumbo acquires development studio Zono, Inc. to provide the necessary resources to move its top properties to handheld consoles.

February

- MumboJumbo releases *Polar Games* and *Wildlife Tycoon: Venture Africa* for the PC.

March

- MumboJumbo releases *Mosaic: Tomb of Mystery* and *7 Wonders of the Ancient World* for the PC.

May

- MumboJumbo enters into an agreement to develop a series of games exclusively for Yahoo! Games.
- MumboJumbo releases *Super Collapse! 2* for the PC.

September

- MumboJumbo partners with developer Reflexive Entertainment to bring three titles to retail, including *Big Kahuna Reef 2: Chain Reaction* and *Mosaic: Tomb of Mystery*.

October

- MumboJumbo partners with King.com to make *LUXOR* available for skill-based gaming.
- MumboJumbo releases *LUXOR 2* for the PC.
- MumboJumbo brings *Cubis 2* for the PC to retail.

November

- MumboJumbo launches new division to capitalize on explosive growth of casual games in the European market and signs distribution deal with Eidos to release six PC games to European retail.
- *LUXOR 2* maintains the #1 selling casual game position on RealArcade for four weeks following launch.
- MumboJumbo releases its first titles in the console market *LUXOR: The Wrath of Set* and *Platypus*, both for the PSP® (PlayStation®Portable) system.

2007

January

- MumboJumbo partners with Microsoft to bring *Hexic Deluxe* and *Mozaki Blocks Deluxe*, both from the creator of Tetris, to retail.
- MumboJumbo enters partnership with Nickelodeon to publish *Charlotte's Web: Word Rescue*, *Neopets* and *Avatar: The Last Airbender*.
- MumboJumbo acquires development studio Ritual Entertainment to further solidify the company's presence as one of the largest casual game studios in the industry.

February

- *LUXOR 2* wins Zeebys Casual Games Awards for "Best Audio" and "Best Visual Arts" for 2006.

April

- MumboJumbo launches its first title on the Xbox LIVE® Arcade, *LUXOR 2*.

June

- MumboJumbo signs exclusive development and publishing deal with Universal Pictures Digital Platforms Group to develop *The Office* game.

July

- MumboJumbo acquired game development studio Hot Lava and names former CEO, Matt Lichtenwalter, as MumboJumbo's Vice President of Product Development.

August

- King.com partnership established to allow for cash gameplay at MumboJumbo.com.

December

- MumboJumbo brings *LUXOR: Pharaoh's Challenge* across consoles with the launch of versions for the PSP® (PlayStation®Portable) system, Nintendo DS™ the PlayStation®2.

2008

January

- MumboJumbo launches its first title for the Nintendo Wii™, *LUXOR: Pharaoh's Challenge*.