

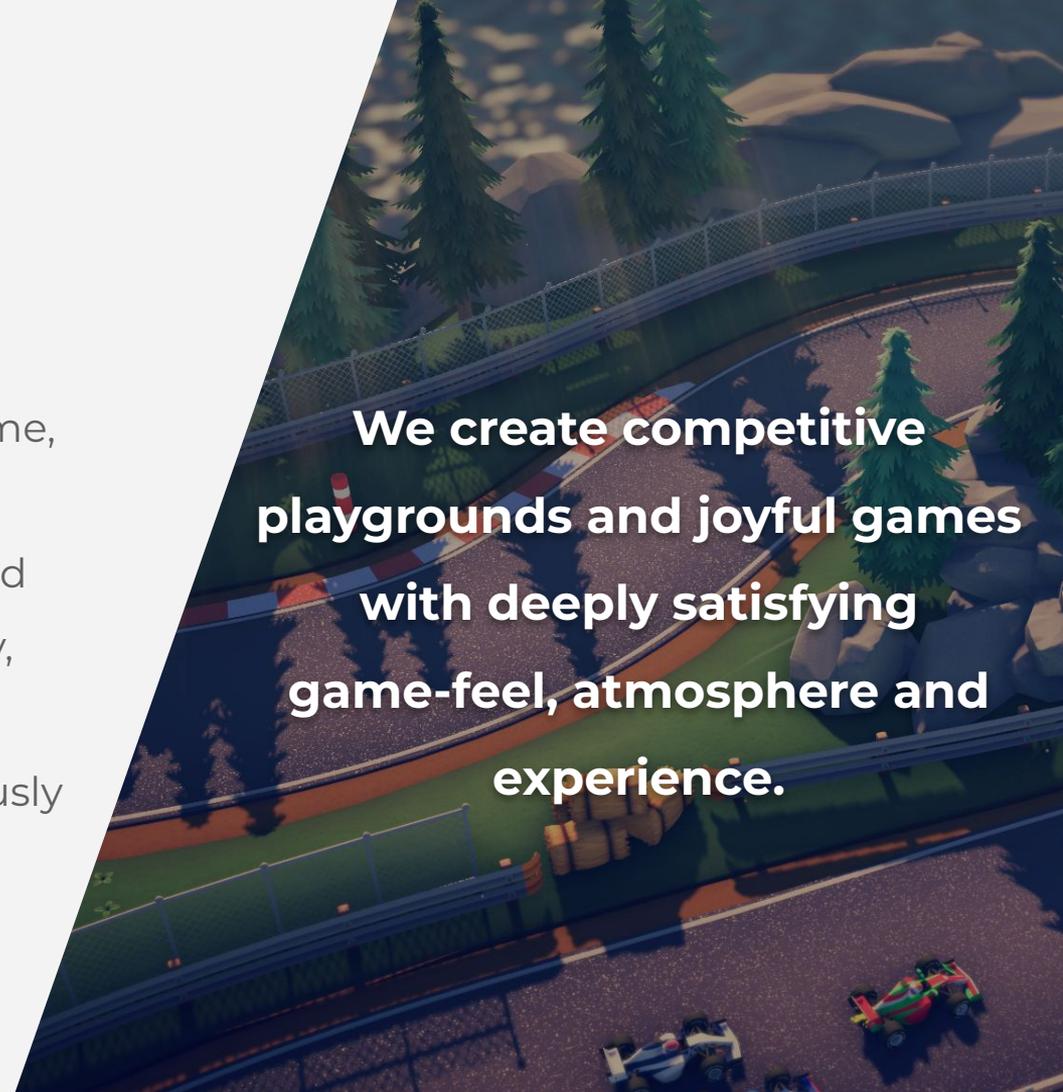
**ORIGINAL
FIRE
GAMES**

STUDIO BIO

MAY 2022

ABOUT US

- We are a Vancouver based game studio established in 2019.
- In 2021, we released our debut game, Circuit Superstars, published by Square Enix Collective, on Xbox and PC, then on PlayStation in January, 2022.
- Our goal as a team is to courageously experiment, learn and create groundbreaking games.



We create competitive playgrounds and joyful games with deeply satisfying game-feel, atmosphere and experience.

WHY REACH OUT?

- We are looking for partners that can help us **catalyze our potential.**
- We've proved our ability to build games that look and feel fantastic.
- We've built an extraordinary team.
- We want to catalyze the Esports potential of Circuit Superstars by continuing to grow the competitive community.
- More importantly, we want to keep learning and making extraordinary games!



FOUNDERS

We are 3 siblings from Mexico City. [A lifetime of team work experience](#) in the racetrack made us a fantastic team as adults.



Alberto

Alberto is an artist, a designer and a programmer. His work weaves through the project, making his contributions work as the foundation for our games.



Carolina

Caro is building an environment in which OFG can thrive, both as a team and as individuals. She manages the studio and production. Before OFG, Caro was a lead designer on Age of Empires IV at Relic Entertainment.



Carlos

Carlos creates the world of Motorsport at OFG. Through designing the tracks, environments and cars, he ensures the charms of the sport come to life.

OUR TEAM

OFG is an experienced self-managed team that believes that making games should bring us satisfaction and fulfillment. Trust, autonomy, conversation and coaching are the foundations of our team's culture.



John

John builds systems and tools to keep our team running effectively. He joined OFG after working at Relic Entertainment.



Phil

Phil helps craft software to solve technical problems and dazzle players. Before OFG, Phil was leading AI Engineering at Relic for Age of Empires IV.

Ciccio

Ciccio crafts 3D art and environmental composition for our tracks.

Andrew

Andrew is joining OFG in March, 2022 as a Software Engineer.

OUR DEBUT GAME

Circuit Superstars is a top-down racer that celebrates generations of multi-disciplinary racing, focusing on driving that feels great – but with a high skill ceiling that has players spending hours honing their perfect lap.

This game is our love-letter to motorsport. With it, we've built an engaged, wholesome and competitive community that continues to grow.



PC GAMER

"My favourite racing game for years"

Polygon

"Circuit Superstars' winning design has a long family history behind it"

ON THE PRESS

"It is, I'm surprised to find, my favourite racing game for years."

[PC Gamer](#)

"You might think just from looking at it that you've seen this type of game before. But under the surface, it sets itself apart from anything that's come before, and it's packed with features that true motorsport fans will appreciate and enjoy."

[The Race](#)

"Circuit Superstars is a triumph. It only has the potential to get better."

[Forbes](#)

"From its presentation to its driving mechanics, Circuit Superstars is glowing with polish and attention to detail."

[PC Invasion](#)

"...this is a unique experience that showcases the very essence of motor racing – the competition."

[Traxion](#)

"Please make more games, Original Fire. Show the rest of the genre how 'sim-meets-arcade' is done"

[PC Gamer](#)

DISCOVER

THE BEST RACERS

Start your engines.

In March 2022, Circuit Superstars became one of the top 3 best racing games on a curated list for the PlayStation store.

Sort by: Default



WHAT WE'VE ACHIEVED

Circuit Superstars was an extraordinary challenge. With it, we:

- Built a physics based, 4 player split screen, server authoritative, cross platform, online multiplayer racing game.
- We developed in-house expertise for building and maintaining a live game.
- We learned how to port and optimize our games for Xbox, PlayStation and Nintendo Switch.
- We proved our ability to iterate and learn rapidly.



WHAT WE ARE DOING NOW

With Circuit Superstars:

- We are finishing our port to Nintendo Switch, set to be released in Q3 2022.
- We are developing a catalogue of DLC content.
- We are **partnering with Esports platforms & brands** to continue to grow the competitive community.
- Our goal is to catalyze the potential of Circuit Superstars, and we are **actively looking for partners** interested in helping us get there.

Beyond:

- We are excited to fuel our second project with everything we've learned.
- We are working on the concept for our second game and **actively having conversations with publishers interested in working with us.**



Thank you for reading!

**Want to follow up?
Please contact us! We would love to chat.**

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[LinkedIn](#)