



STUDIO DECK

MARCH 2022

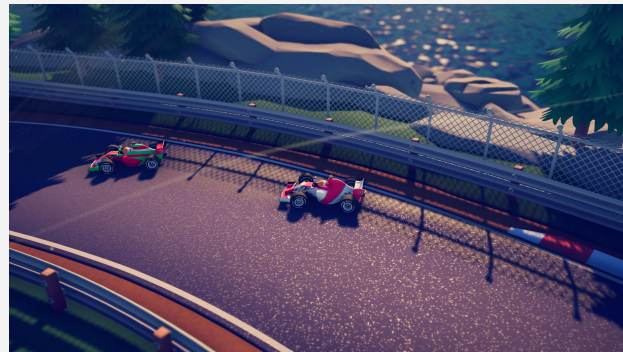
# ABOUT US

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

- We are a Vancouver based indie 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.
- We are a very effective and multidisciplinary team of 7 people.

# WHY PITCH?

- We've proved our ability to build games that look and feel fantastic.
- We've built an extraordinary team.
- We want to continue to capitalise on the potential of Circuit Superstars, as well leverage the technology we've built to make our next game.
- We are looking for a partner that can help us **catalyze our potential.**



# 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**

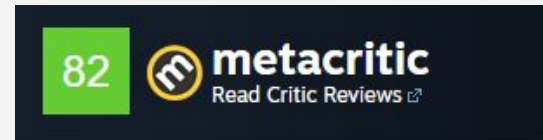
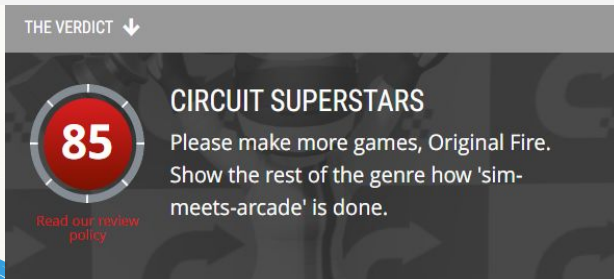
Andrew is joining OFG in March, 2022 as a Software Engineer.

# OUR PROJECT

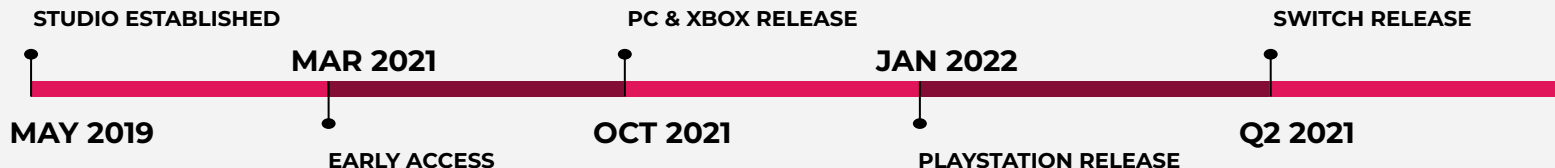
Circuit Superstars is a top-down racer that celebrates generations of multi-disciplinary racing, focusing on driving that feels great – but with a high skill ceiling that has players spending hours honing their perfect lap.

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

[PC Gamer](#)



88.71% Positive Reviews  
on Steam



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:

- Proved our ability to achieve against our vision.
- We built a fast paced, physics based, 4 player split screen, server authoritative, cross platform, online multiplayer racing game - **a unique offering even in the AAA racing market.**
- We developed a foundational suite of features transferable to any of our future games.
- We successfully maintained an Early Access title while continuing development and porting.
- 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.



# WHERE WE ARE NOW

- Our central goal for 2022 is to put Circuit Superstars in a position in which it can captivate and retain hardcore and casual players alike, across all platforms.
  - The release of Custom Lobbies in Q1 and Spectator mode in Q2, are the key milestones towards catalyzing E-sports / Streaming potential.
- We are porting the game to Nintendo Switch, with a Q2 2022 release window.
- We are beginning production of DLC features and content to be released on a 3 month cadence.
  - DLC is planned to be a bundle of themed cosmetic content.
    - Examples: Car chassis, Helmets, Themed Livery packs.



# OUR GOALS

## 1.5 YEARS

- Finish our suite of features to craft wholly featured racing games for any racing genre.
  - Spectator Mode, Ranked Progression and Weather Systems are our areas of focus.
- Hire essential expertise to further empower our team.
  - UX/UI, Animation, 3D Art, Community Management
- Invest in social media strategies for player acquisition.
- Catalyze the potential of Circuit Superstars' Esports opportunity

## 2 YEARS

- Capitalize on our learnings and technology to begin developing our second title.

## 5 YEARS

- Use our learnings, technology and vision to develop our 3rd game.

# WHAT WE ARE LOOKING FOR

- We are seeking an investment of \$2.0 million USD by November '22 , and we are open to different models of investment (project based, equity).
- With this investment, we will:
  - Grow our team to compliment (UX/UI, Animation, 3D Art).
  - Develop a DLC catalog of cars and cosmetics for Circuit Superstars.
  - Build a small and effective Community Service team.
  - Work with qualified Esports organizers and partners to take the competitive scene of CS to the next level.
  - Continue to refine the quality and user experience based on the game's live performance to further increase player engagement and retention.
  - Begin building our next title: Motorland (code name). See next slide for details.

# WHAT'S NEXT: Motorland (code name)

- Motorland is the code name of our second title.
- Our intention for Motorland is to leverage the feature set of Circuit Superstars as a foundation for a deeper stylized simulation of racing. With PC (Steam) as its first target platform.
  - We are leveraging a very robust platform of features so we can build upon it and focus on adding depth and content.
    - Tire compounds
    - Weather
    - Day / Night
    - Set-up adjustments
    - Online mini-games
  - We're doubling the quality of what we built, and taking the liberty to explore more ways for players to have fun with vehicles beyond racing.

## More information:

- 15,000 MAU
- 98,554 Wishlists on Steam
- 48,786 Units Sold
- Average play session: 38.5 minutes
- Twitter: 8,241 Followers
- Instagram: 1,687 followers
- Discord: 4233 Members



**Thank you for reading!**

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

[caro@originalfiregames.com](mailto:caro@originalfiregames.com)

[LinkedIn](#)