

FIREFLY STUDIOS

Creators of Global Strategy Games



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–Mark Barney,
Producer

Nestled in a small office building along Route 44 lies the gateway to another world, many worlds to be precise. This is the US office of Firefly Studios, a global video game design house. The founders, Simon Bradbury and Eric Ouellette, met in London and started the firm there in 1999, making Firefly Studios one of the oldest independent game development studios in the world. They had rapid success with the release of *Stronghold*, a groundbreaking medieval strategy title that also has the features of a city builder game. That concept of innovation plus collaboration is infused in everything Firefly Studios does.

After a few years in London, Ouellette, who grew up in the Farmington Valley, brought Firefly Studios to the US by establishing an office in Canton closer to his original home. “It’s a great place to raise a family,” Ouelette says. Bradbury still leads the London office which serves as the global headquarters for the firm.



The teams in both offices work seamlessly together. Mark Barney, a producer at Firefly Studios says “having offices in the London and Canton allows us to get more done because we can collaborate in the morning and create in the afternoon. With people in different time zones we can iterate faster.” The company also works with local community managers in countries such as Spain and Germany, the most popular market for their games, to engage players and translate the titles into local languages.

Responsiveness to the community is critical as “the consumer is much more empowered now and can give nearly instantaneous feedback,” says Barney. New games can be uploaded to consumers right from the office to distribution services such as Steam, Google Play and the Apple Store.

The office itself is designed to foster the creativity and collaboration needed when making new worlds. There’s an art studio, handmade video game console, gaming tables and even a Lego miniature of one of their games. This artistic atmosphere helps the team continue to put out hit games and keeps employees creative. Says Barney, “I love coming to work.” The newest game to launch is *Metamorph: Dungeon Creatures* which combines both tactical combat and puzzles with fast game play.

