

[Miramichi video game company hopes to conquer App Store](#)

'Dragon Fighters, Dungeon Wars' features fictional places based on place names in New Brunswick

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Egg Roll Digital of Miramichi has launched a new video game called 'Dragon Fighters, Dungeon Wars.' (Egg Roll Digital Studios)



A trio of game designers from Miramichi hope their game will crack the top 25 apps in the U.S. this week.

Egg Roll Digital Studios' *Dragon Fighters, Dungeon Wars* is available on the Apple App Store and at Google Play and features fictional locations derived from local place names in Miramichi.

"It's a pretty big deal," said Mike White, company CEO, in an interview with *Information Morning Moncton*.

'We all kind of, still are, those children that still like the dragons and monsters.' - *Curtis Carey, art director, Egg Roll Digital Studios*

"With the support of Big Viking Games we're going try to make it into the top 25 in the U.S. [Thursday].

"We could all be millionaires," he added with a laugh.

"It's kind of cold right now, and I want to not be cold, so if we could all be rich by 2:30 pm on Friday, I would love that," added Curtis Carey, the company's art director.

Fierce competition

Making the top 25 and staying at the top of the rankings, for any amount of time is difficult, the young company says, with about 20,000 apps submitted to Apple every month.

Apple reps have told Egg Roll Digital Studios its game is under consideration to become a featured app, but White noted Apple keeps its intentions close to its chest before making a final decision.

Carey said the idea behind the game really goes back to childhood, and the child in everyone.

"We had a bunch of different ideas, but in the end we all kind of, still are, those children that still like the dragons and monsters and stuff like that," he said.

The game begins in Sunny Korner, a play on the name of the Miramichi-area community, Sunny Corner.

The three constantly tossed ideas back and forth, which Carey said was a great experience as creative teams can often have clashes of ego, or disagreements about how things should look.

But in this case, they say they kept challenging one another to be just a bit better after each step of the design.

"It's just working with people who you think are better than you," said White.