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Local visitor at the India Gaming Show South 2018, Bengaluru / India. Photo by Xenia Zeiler, 20 January 2018.



Figure 1. Logo of Ogre Head Studio.

We started Ogre Head Studio to make epic games inspired by Indian myth and culture. The Indian game industry is renowned for its service/outsourcing and mobile game sector, and as such, our opportunities were limited. As a result, I pitched the idea to friends and colleagues to join me in bringing a change in the Indian games industry by making original games with quality and unique gameplay. So, Ogre Head Studio was formed!

Ogres are stereotypically deemed as boring creatures, and as game developers, we hope to eliminate boredom and teleport you to a fantastical realm when playing our games. Hence, the name Ogre Head Studio which kind of symbolizes the death of boredom. Also, we believe that it sounds EPIC! :)



Figure 3. Asura in action. One of the game ads.

We believe that “Game-play is KING!” and you will be fascinated to learn that the Indian mythology if applied wisely in games, can inspire not only the lore but also the game mechanics. There have already been other mediums like TV series, anime, etc where Indian mythology has been adopted, but at Ogre Head, we do it differently. We do not base our games on Indian mythology but take inspiration from its rich culture and folklore to hyper fantasize and craft new stories. As a result, our games are unique and fresh!

Q3: To date, what have been the most important achievements of your company? How did they come about? Do tell us about your most important game(s) please!

Releasing our debut game *Asura* was the most significant milestone of our studio. When we started the company, everyone in the Indian Game Industry was sceptical

