



## Factsheet

### DEVELOPER:

Pyrodactyl  
Based in Jaipur, India

### FOUNDED ON:

December 4, 2009

### WEBSITE:

[pyrodactyl.com](http://pyrodactyl.com)

### PRESS / BUSINESS CONTACT:

[arvind@pyrodactyl.com](mailto:arvind@pyrodactyl.com)

### SOCIAL:

[twitter.com/pyrodactylgames](https://twitter.com/pyrodactylgames)  
[facebook.com/pyrodactylgames](https://facebook.com/pyrodactylgames)

### GAMES:

[Unrest](#)  
[Will Fight for Food](#)  
[A.Typical RPG](#)

### POSTAL ADDRESS:

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### TEAM MEMBERS ON TWITTER:

Arvind ([@arvindrajayadav](https://twitter.com/arvindrajayadav))  
Adam ([@rutskarn](https://twitter.com/rutskarn))  
Mikk ([@gamesbymilu](https://twitter.com/gamesbymilu))



## Description

Pyrodactyl is an indie game studio that crafts offbeat role playing games. We are an international team with members from India, USA, Estonia, UK and Canada. Despite never having met in real life\*, we have somehow continued making games for more than 7 years.

## History

After working on many Half Life 2 mods (such as [Dystopia](#)), [Arvind Raja Yadav](#) founded Pyrodactyl while in college, along with Ian Nicholls. Pyrodactyl's debut title was A.Typical RPG, a light-hearted parody of adventure game and RPG genres inspired by Scott Pilgrim and getting bullied in school.

The game's release left Arvind in depression, which led to therapy, lots of watching pro wrestling on the couch while dejected, and [Will Fight for Food](#) – a game where a disgraced professional wrestler comes to terms with himself and decides to take back his title. The open world combo of brawler & RPG didn't exactly set the world on fire, but it convinced his parents that he might be able make a living out of making video games.

After that minor success, writer and tabletop RPG designer Adam DeCamp joined Pyrodactyl. After almost two years of work, we finished [Unrest](#) - a narrative focused RPG set in ancient India. The game features five different protagonists from various castes and backgrounds, and aims to deconstruct the traditional fantasy narrative while exploring serious themes.

## Interviews & Facts

- Unrest is the first video game [Kickstarter](#) project from India.
- [YouTube playlist](#) showing how Unrest evolved, one video per month.
- [Gamasutra article](#) by Arvind about how he ended up making games.
- [IGN interview](#) about how Pyrodactyl was founded and Unrest.
- \*3 of us met at EGX Rezzed in 2014, after 6 years of working together.

## Legal Stuff

We are completely, 100 percent fine with you making videos or streaming our game on the internet. If you need a more formal permission letter, [click this link](#). (thanks to [@tha\\_rami](#))