

## Letter from the Indian Video Games Industry Requesting to Distinctly Recognize our Industry

We, a consortium of 45+ video game companies from across India, are writing on behalf of the Indian video games industry to address a matter of utmost importance.

First and foremost, we wish to express our sincere appreciation to the GST Council, the Department of Revenue, and the Government of India for exempting Video Games from the recent 28% GST decision. Recognising that Video Games do not involve any form of wagering or staking, we are truly grateful for this thoughtful consideration, which acknowledges the diversity of business models within our industry.

However, despite this favourable decision, we find ourselves embroiled in a challenging situation. Regardless of clear statements from the Government following the GST row, there are campaigns that associate Real Money Games (RMG) and Fantasy Sports with Video Games and Esports, both in front of domestic and international media as well as gamers. These campaigns project a homogenous image and suggest that the entire games industry of India is adversely affected by the Government's imposition of 28% GST.

While this assertion is objectively false, due to the usage of an overly broad term like "Online Games" different industries are unjustly clubbed together, leading to widespread confusion. This confusion, in turn, fuelled controversies and heated debates surrounding the imposition of 28% GST.

Globally, irrespective of skill or chance a clear distinction is drawn between games involving wagering (categorised as "**iGaming**") and games without wagering (categorised as "**Video Games**"). Unfortunately, in India, these mutually exclusive categories have been consolidated under the common umbrella of "Online Games."

The ramifications of this prevailing confusion and homogenization have been detrimental to the Indian video games industry in the following ways:

- **Unfair Social Stigma**: The negative sentiments and social stigma towards games involving monetary wagering are unfairly linked to video games in Indian society, leading to misconceptions about our industry's products and services.
- **Clouded Investor Perception**: International game corporations, publishers and investors are under the impression that the Indian regulatory system does not differentiate between Video Games and RMG/Fantasy Sports (iGaming) and applies blanket regulations to both industries. This has resulted in hesitation to invest in Indian video game companies and discouraged potential investments, co-productions, and strategic partnerships.

Video Games as an artistic and narrative entertainment medium are recognised and heavily supported by various countries as they are a prime source of soft power projection and export

revenue. The Indian video games industry is on the path of explosive growth as two dozen video games based on original IPs are going to be released in the next five years, an exercise that will export Indian stories, character brands and ethos across the globe.

To sustain and further develop our industry's growth trajectory and economic contributions, we emphasise the critical need for clear differentiation and categorization of Video Games as separate entities from Real Money Games and Fantasy Sports (iGaming) as it is done across the world.

We request an audience to share the views of the Video Games industry in detail and seek guidance on the way forward. Our earnest desire is to actively engage in a dialogue to work with the regulators to establish policies that recognize the unique characteristics of Video Games, promote investor confidence, and enable a safe and secure ecosystem for Indian gamers engaging in interactive entertainment arts.

We look forward to the opportunity to discuss the future of the Indian video games industry and its positive impact on both cultural expression and economic growth.



Harish Chengaiah - Founder & Director, Outlier Games & Organizer of Representation



Danish Sinha - Founder, Gamestacy Entertainment Pvt Ltd



Abhishek Jain - Co-founder Gmonks entertainment



Akash Menon, Head of Gaming, Tulsea



Anurag Khurana - CEO, Newgen Gaming Private Limited



Armaan Sandhu - Founder, Frostwood Interactive



Avichal Singh, Co-Founder and Game Director - Nodding Heads Games



Chirag Chopra - Founder & Director, Lucid Labs Pvt. Ltd.



Damini Pawha - CEO & Co-Founder Appsoleut Games.

Deepak Ail - Co-Founder & CEO, Dot9 Games

Deepak Gurijala - Founder & CEO, Street Lamp Games Pvt Ltd

Dinesh Sehgal - Founder, Wayu Digital Studio Pvt. Ltd.

Biprajyoti Chakraborty- CoFounder & CBO- DIOSC Gaming

Goutham Dindukurthi - Founder, Holy Cow Productions

Harshil Ambati- Founder & M.D Voidpeak Games Pvt. Ltd.

Himanshu Manwani - Founder, Xigma Games

Hina Saiyada - Founder, Oddjoint Art Pvt. Ltd.

Hitesh Ramchandani, Co-founder Neosphere Interactive Studios

Jaskaran Singh - Founder & CEO, AppRoarr Studios

Jemish Lakhani - Founder and CEO, XSQUADS Tech private limited

Kashyap Reddy, Founder and CEO, Hitwicket

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Mario Royston,  
Co-Founder & Managing Director, Weloadin Studio

Mayur Bhimjiyani,  
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Mridul Kashatria  
Director, Niku Games



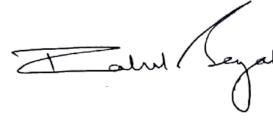
Nakul Verma, Director, Playbae



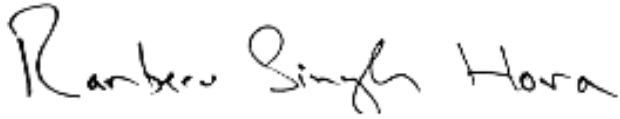
Neeraj Kumar  
Founder, Silvine Game Studios



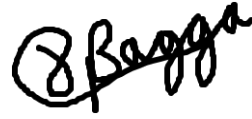
Nikhil Malankar, Founder and CEO, Gameon Studios



Rahul Sehgal, Managing Director, Roach Interactive



Ranbeer Hora, MD, GodSpeed Games



Raunak Bagga Founder-CEO, Koolgen Interactives



Roby John - Co Founder, SuperGaming



Rohith Bhat, Founder, 99Games



VK Samhith, Founder & CEO, BornMonkie



Shantanu Tonpe - Founder & CEO, Uniplay Digital.



Sidharth Bansal - Co-Founder, Trimurti Games



Tarun Hinduja, Founder and CEO Firebolt Entertainment



Tehzeeb Khurana - Education & Youth Director, Aniverse & Visual Arts Foundation



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Vaibhav Chavan, Founder and CEO, StoryPix

Vamsi Penmetsa

Vamsi Penmetsa , Founder - StareOut Games

Vandana Goyal

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Vijay Srinivasan

Vijay Srinivasan, Studio Director, Hammerplay Studios

Yashaswi Shivanand

Yashaswi Shivanand, Co-founder Brewed Games