



CLASHCORE PRIVATE LIMITED



Our Game Categories



Card Games

Classic meets innovation



Dice Games

Strategy and chance



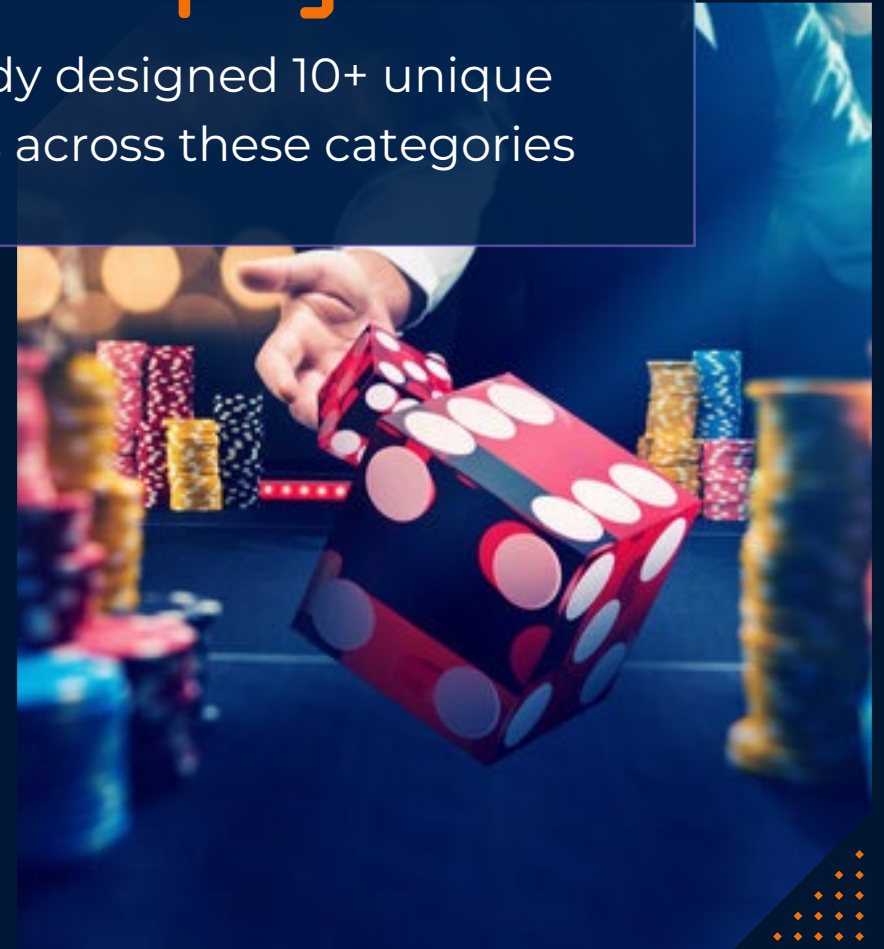
Gambling

Inspired Games – Legal, fun, and strategic

We are designing Real Money Games (RMG) for mobile games.

10+ unique games

Already designed 10+ unique games across these categories



Rummy Point

“Where Every Card Counts”



Game Concept

Rummy Point is a fast-paced, competitive, **4-player online rummy game** with a strategic scoring system that rewards both smart sequencing and efficient set-making. It's a new-age twist on traditional rummy, where every move builds momentum toward a winning score of 100.



Why It Stands Out

Unlike regular rummy that focuses only on finishing first, **Rummy Point** turns every turn into a scoring opportunity. You don't wait to finish a hand — you earn points continuously by forming valuable card combinations. It's dynamic, it's rewarding, and it demands smart play.



Strategic Depth

- Drop early or hold?
- Go for a perfect combo or accept support points?
- Observe opponents or push ahead?
- Every decision changes the pace of the match.

How to Play



- Each player is dealt **13 cards**.
- Players take turns **drawing and discarding** cards in a clockwise manner.
- If a valid combination is formed (like a set or sequence), players can “drop” it to earn points.
- New cards are then drawn to replace dropped cards, keeping the hand alive.
- Special combinations (without joker) score higher than Support combinations (with joker).
- Jokers are limited and highly strategic—**only printed Jokers** are allowed as substitution.
- The **first player to reach 100 points wins** the game.



RUMMY POINT

Final Hook

Rummy Point isn't just a card game. It's a **tactical points chase** designed for sharp minds and quick decisions. If you love rummy, **this is your next level.**

Roll X Ride

“Roll Dice, Ride Horse”



Game Concept

Roll X Ride is an adrenaline-fueled **online multiplayer horse racing game**, combining dice-powered speed with real-time action. Up to **12 players** compete head-to-head in a dynamic race that blends luck, strategy, and skill in an electrifying format



What Makes It Unique

This isn't your typical horse race. Here, players actively control acceleration, collect speed-boosting items, dodge obstacles, and choose **when to roll, when to jump, and when to sprint**. The outcome? Always unpredictable. Always thrilling



Game Feel

You'll feel the intensity of a real race — from dodging bushes and leaping fences to activating bursts of speed at just the right moment. No two races are the same

How to Play



- Each player is assigned a horse and positioned in a unique lane.
- The race is **powered by dice rolls**, where your roll determines your speed.
- Horses **accelerate, tilt, and jump obstacles** on a detailed 30km track.
- The track is scattered with **Rewards and Hazards** that influence your race strategy.
- Use **Sprint and Boost mechanics** to gain tactical advantages.
- Every decision—when to roll, how to dodge, what to collect—affects your outcome.
- The first to reach the finish line wins **real rewards and in-game recognition**.



Final Hook

Roll X Ride delivers a rich mix of chance and control in a **next-gen mobile racing experience**. If you love speed, tension, and strategy, saddle up — it's go time.

Wheeloot

“Spin Your Luck”



Game Concept

Wheeloot is a roulette-inspired multiplayer game for 2–26 players, where every spin becomes a strategic challenge. A 28-pocket wheel with 10 numbers (0–9) and 10 vibrant colors powers dynamic betting using personalized chips. Players choose between Silver Betting Game or Gold Betting Game to outscore their opponents over 10 intense rounds.



What Makes It Unique

It's not just luck—it's calculated gameplay. Choose between spread-out silver bets or a bold, single gold bet. A varied point system and betting options make every spin a test of nerves and brain.



Game Feel

Every round feels like poker meets roulette. With colorful visuals and tactical betting, Wheeloot brings casino drama to your fingertips

How to Play



- Each player gets 12 silver chips and 1 gold chip.
- At the start, players must choose to play either the Silver Betting Game or the Gold Betting Game - not both.
- After bets are locked, the wheel spins and points are awarded.
- After 10 rounds, the highest scorer wins. Tie? Playoff round begins

Silver and Gold Betting:



Silver Betting Game: Strategic chip placement across multiple betting zones. Max score: 200 points per round.

Gold Betting Game: One high-stakes bet on a single colored-number pocket. Score 200 points if it hits.



Final Hook

Wheeloot reimagines roulette with Indian flair, real-time strategy, and multiplayer thrill. It's not just about luck—it's about how smart you spin



Unified Revenue Model

For: Rummy Point, Roll X Ride, Wheeloot

Rummy Point, Roll X Ride and Wheeloot - are combining elements of multiplayer, matching, probability, chance, skill, competition, strategic, and excitement.

1. Entry Fees (Real-Money Competitive Mode)



Tournament invites players to compete for real rewards in structured matches. Players pay a **fixed entry fee** to join a tournament, enabling **low-ticket, high-volume participation** that encourages repeat play and mass adoption. This format not only fuels competitive engagement but also creates a sustainable revenue stream through tournament-based ecosystems

2. Microtransactions

Clashcore offers optional digital goods as microtransactions, allowing players to enhance their in-game experience without impacting fairness:



Cosmetic upgrades (horse skins, horse jockey outfits)



Themes, Profile badges, Avatars



Unlock additional Arenas



Revenue Source

Premium in-game assets create **recurring micro-revenue** without affecting game balance.

3. Game Commission

Clashcore earns revenue by applying a **fixed platform commission** on every match or tournament hosted across its games. This ensures sustainable income while maintaining fairness in player rewards.

Revenue Cut

Clashcore charges a **5% commission** from the total **prize pool** of each match or tournament, allowing the majority of winnings to remain with the players while monetizing at scale.



4. In-Game Ads

Non-intrusive ad placements (mainly in free mode or between matches):



Rewarded Video Ads: Watch ads to earn entry tokens, coins, or skips



Interstitial Ads: Between non-competitive matches



Banner Ads: In menus or game lobbies



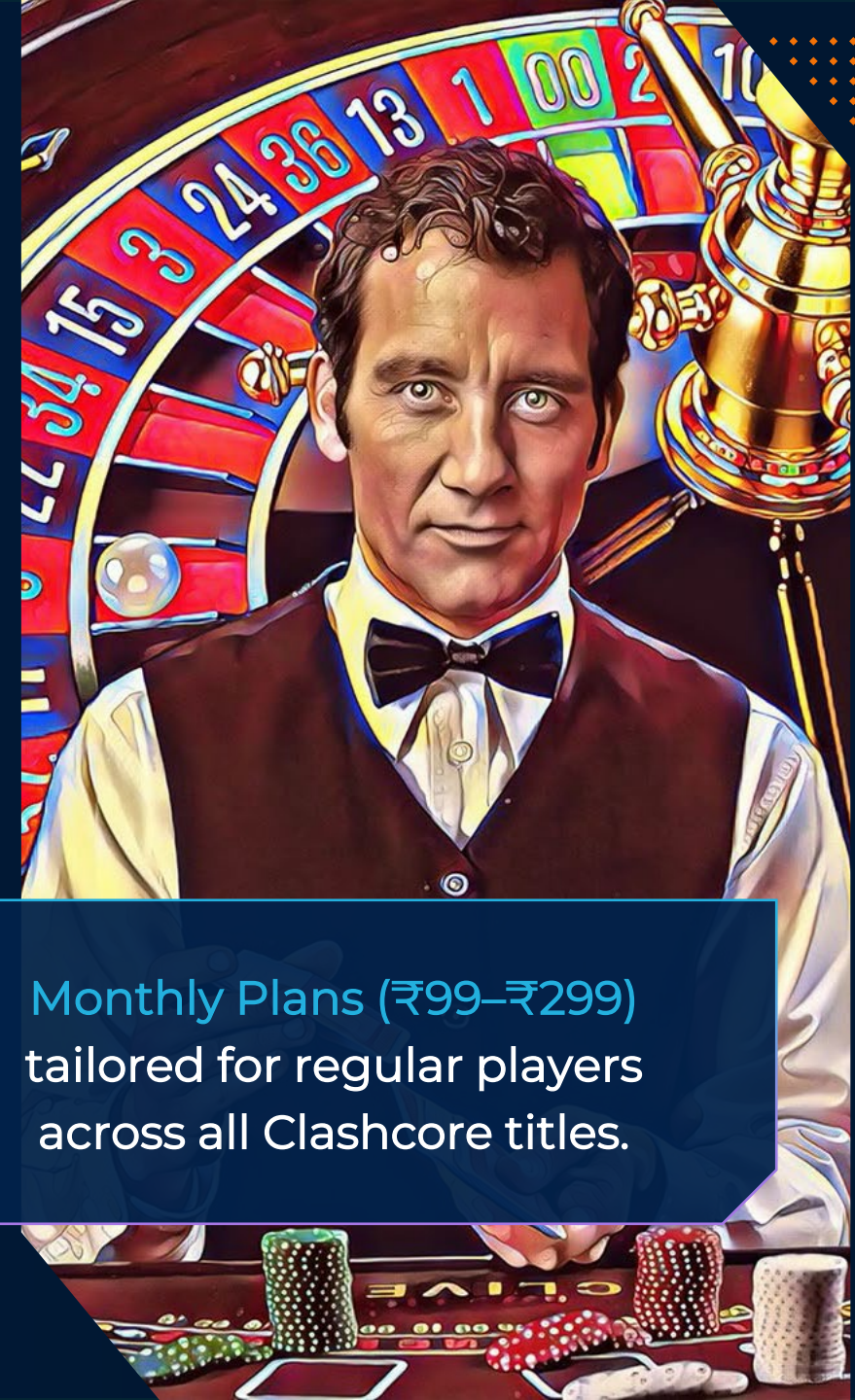
**Ads target casual users
and help monetize the
free-to-play ecosystem**

5. Subscription Services

A premium plan offering exclusive benefits:

- 01 Ad-free experience
- 02 Daily bonus coins or free entry tokens
- 03 Access to VIP-only tournaments
- 04 Early access to new games and features

Monthly Plans (₹99–₹299)
tailored for regular players
across all Clashcore titles.



6. Market Opportunity



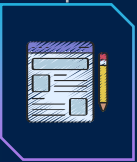
India has over 60 crore mobile gamers.



15 crore Indians are RMG mobile gamers.



Real Money Games like Card Games, Dice Games, and Strategic Games are hugely popular.



Yet, original Indian-developed titles in this space remain underrepresented.

Market Size

₹31,000 Cr

Indian gaming industry revenue in 2024 is ₹31,000 Cr

₹20,000 Cr

Indian RMG games market cap is ₹20,000 Cr

20%

Indian gaming market is projected to grow at a Compound Annual Growth Rate of 20%

Competitors

Game	Game Type	Revenue Model	Revenue Generated in 2024
Rummy Circle	Real-Money Skill-Based Card Game	Entry Fees, Real-Money Tournaments, Cash Rake	₹1,200+ Crores (approx.)
Ludo King	Casual Multiplayer Board Game	In-App Ads, Cosmetic Purchases (Skins, Themes)	₹300–₹400 Crores (approx.)
Roulette Online	Casino-style Chance Game	House Edge, In-App Purchases, Virtual Chips	\$2+ Billion globally (₹16,000+ Crores)*

1. Our Target Audience



Casual Mobile Gamers



Rummy & Card Game Players



Dice Game Enthusiasts



Real-Money Game Users