



PRESS RELEASE
14/05/2026

Directorate of Enforcement (ED), Bengaluru Zonal Office, has conducted a Search & Seizure operation at the office and residential premises of M/s. Gameskraft Technologies Pvt. Ltd., and its Directors & key employees, in Bengaluru and the NCR region, on 07/05/2026 to 13/05/2026. These Searches resulted in the seizure of incriminating documents, electronic records, and **freezing of movable assets** including bank balances, payment gateway balances, Mutual Funds, Bonds and fixed deposits, valued **at Rs.526.49 Crore (approx.)**. Also, resulted in the **seizure of Bullion/Gold/Diamond Jewellery weighing 2.30 Kgs., worth Rs.3.50 Crore (approx.)**, and cash amounting Rs.11 Lakh.

The investigation was initiated based on multiple FIRs registered in multiple states across the country for the offences of cheating under the IPC, 1860.

The company, M/s. Gameskraft Technologies Pvt. Ltd., is into the business of hosting Rummy games & Tournaments – a Real Money Game (RMG) through its mobile application, under various brands viz. RummyCulture, RummyPrime, Playship and RummyTime, including a B2B mobile application under the name of 'RummyCorner'. The total user base of the company is around 3 Crore across the country, and the investigation is revealed that a large user base is from the states where the online real money gaming is banned, such as Telangana, Andhra Pradesh, Tamil Nadu etc., and to provide their online Rummy gaming services to the users of these banned states, the company has tampered their geo location. Further, for providing these RMG services, the company charges certain percentage on the stake/wagering amounts of the users, in the form of Commission (*which ranges from 10 to 15%, which is very high*). Furthermore, the company also assured its users, that its gaming platform is free from any BOTs and transparent & secure.

However, investigation revealed that the company has indulged in unscrupulous practices in hosting/conducting the online Rummy game through its platform, by subjecting the users to play against BOTs (*Automated program/Algorithm*), without the knowledge and consent of its users. Due to the usage of the BOTs, the gullible users incurred huge financial loss and also mental agony.



The investigation further revealed that users were initially lured with small rewards and made to win, even being allowed to withdraw small winnings, thereby creating a false sense of trust. Once users began playing with higher boot amounts, the company deploys BOTs very systematically and strategically, which resulted in significant financial losses to the users. Evidence gathered during investigation revealed that **the genuine users were lost to BOT user IDs and incurred financial losses amounting to Rs.1154 Crore** (approx.).

Evidence found in the form of grievances/complaints, received by the company through its application, Front Desk, revealed that the manipulative gaming structure of **Gameskraft caused severe financial distress to users (especially those from a poor financial background), and some users reportedly experienced extreme mental distress and also suicidal tendencies.**

Further, three of the company's Directors, Prithvi Raj Singh, Vikas Taneja and Deepak Singh Ahlawat were arrested u/s. 19 of the PMLA, 2002.

The investigation revealed that the Proceeds of Crime so derived by the company and its Directors, were laundered through investment in Foreign entities, Dividend payment to its shareholders, Mutual Funds, Bonds, and investment in movable /immovable properties.

Further investigation is under progress.