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Real-Money Gaming Economics Modeller

Gaming, Esports & Digital Entertainment

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This guide explains what the tool produces, how to use the output, and what to watch for. The actual output (draft/report) is generated on the tool page.

Background

Builds an economics model for a real-money gaming platform from discrete inputs — deposits, rake/commission, GST, TDS, bonuses and UA — showing net take-rate and contribution. Use it to model RMG viability under the current tax regime. For GST detail use the Gaming GST Compliance Guide.

Purpose of this tool & output

Model RMG revenue after GST, TDS and UA

How the output is used

Use it to model RMG revenue after GST, TDS and UA — the real economics of a real-money platform once levies are counted.

Who should vet it

Your CA or finance lead, to confirm the GST, TDS and UA assumptions in the RMG economics.

Important cautions

Estimates only. The 28% GST on deposits is the defining constraint on RMG economics — it compresses margins sharply and demands strong retention and UA payback to survive. TDS (194BA) adds compliance and affects player withdrawals. Confirm the exact GST/TDS computation with specialist tax counsel; this is not tax advice.

Companion documents

- Game Studio P&L Modeller
- Game Unit Economics Calculator
- Studio Burn & Runway Planner
- Game Break-Even Calculator
- Gaming Fundraise Financials Builder
- Gaming Venture Valuation Guide

This is AI-assisted guidance. Verify with a qualified professional before any binding decision. Fees, authorities and processes vary by state and change over time — confirm with your state authority.