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\* **IN THE HIGH COURT OF DELHI AT NEW DELHI**

+ **CS(COMM) 594/2025 & I.A. 14403/2025, I.A. 14404/2025,  
I.A. 14405/2025, I.A. 14406/2025, I.A. 14407/2025**

**GAMESKRAFT TECHNOLOGIES**

**PRIVATE LIMITED AND ANR**

.....Plaintiffs

Through: Mr. Sandeep Sethi, Senior Advocate  
with Mr. Arun Srikumar, Mr.  
Abhyudaya Shishodia & Mr. Ritwik  
Gupta, Advocates.

versus

**JOHN DOE AND ORS**

.....Defendants

Through: Mr. Gaurav Barathi, Advocate for D-  
33, 34 and 36.

**CORAM:**

**HON'BLE MR. JUSTICE AMIT BANSAL**

**ORDER**

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**30.05.2025**

**I.A. 14404/2025 (exemption from filing original copies, true typed copies of  
dim/ unclear/ illegible documents)**

1. Allowed, subject to the plaintiffs filing clear copies of the dim documents within four (4) weeks.
2. The plaintiffs are exempted from filing original/ clearer documents at this stage.
3. The application stands disposed of.

**I.A. 14405/2025 (exemption from filing Legal Proceeding Certificates)**

4. For the reasons stated in the application, the same is allowed.
5. Plaintiffs are exempted from filing the legal proceedings certificates of



trademarks registered in favour of the plaintiffs at this stage.

6. The application stands disposed of.

**I.A. 14406/2025 (u/s 12A of Commercial Courts Act)**

7. As the present suit contemplates urgent interim relief, in light of the judgment of the Supreme Court in *Yamini Manohar v. T.K.D. Krithi*, 2023 SCC Online SC 1382, exemption from the requirement of pre-institution mediation is granted.

8. The application stands disposed of.

**I.A. 14407/2025 (under Section 80(2) of the CPC)**

9. The present application has been filed on behalf of the plaintiffs under Section 151 of the Code of Civil Procedure, 1908, seeking exemption from advance service to the defendants no. 33 to 36.

10. In view of the urgent relief sought and the nature of relief sought against defendants no. 33 to 36, exemption is granted to the plaintiffs from serving the requisite notices to the defendants no. 33 to 36, under Section 80(2) read with Section 151 of the CPC.

11. The application is disposed of.

**CS(COMM) 594/2025**

12. Let the plaint be registered as a suit.

13. Issue summons.

14. Summons are accepted by counsel appearing for defendants no.33, 34 and 36, who waive issuance of formal summons.

15. Summons be issued to the remaining defendants through all permissible modes.

16. The summons shall state that the written statement(s) shall be filed by the defendants within thirty days from the date of the receipt of summons.



Along with the written statement(s), the defendants shall also file an affidavit of admission/denial of the documents of the plaintiffs, without which the written statement(s) shall not be taken on record.

17. Liberty is given to the plaintiffs to file replication(s), if any, within thirty days from the receipt of the written statement(s). Along with the replication(s) filed by the plaintiffs, an affidavit of admission/denial of the documents of the defendants be filed by the plaintiffs.

18. The parties shall file all original documents in support of their respective claims along with their respective pleadings. In case parties are placing reliance on a document, which is not in their power and possession, its details and source shall be mentioned in the list of reliance, which shall also be filed with the pleadings.

19. If any of the parties wish to seek inspection of any documents, the same shall be sought and given within the timelines.

20. List before the Joint Registrar on 31<sup>st</sup> July, 2025 for completion of service and pleadings.

21. List before the Court on 26<sup>th</sup> September, 2025.

**I.A. 14403/2025 (under Order XXXIX Rule 1 and 2 of CPC)**

22. The present suit has been filed for permanent injunction restraining the defendants from infringing the trade mark and copyright, passing off, along with other reliefs.

23. The plaintiff no.1 (including its group of companies) is stated to be one of India's first gaming companies to build an ISO 9001:2015 certified platform. The plaintiff no.2 is part of the plaintiff no.1's group of companies. Since its inception in 2017, the plaintiff no.1 and its affiliates have catered to a growing group of skill-based players within the online gaming community,



and resultantly, the companies within the group are now amongst the country's most recognised online skill-based gaming companies, home to immensely popular, widely known and recognised platforms, i.e., *Rummyculture*, *Playship Rummy*, *Pocket52*, *RummyPrime*, *Ludo Culture* and *RummyTime*.

24. It is submitted that the plaintiffs use numerous trademarks on and in connection with their online gaming platforms. These include the marks 'PLAYSHIP', 'PLEGO', 'LUDO SELECT', 'POCKET52', 'RUMMY', 'RUMMY CULTURE', 'GAMESKRAFT', 'CULTURE OF CHAMPIONS',





'and marks that incorporate one or more of plaintiffs' marks.

25. It is stated that the plaintiffs' marks are used as the plaintiffs' corporate logos and as trade marks on their various online gaming websites, including, [www.rummyculture.com](http://www.rummyculture.com) and [www.rummytime.com](http://www.rummytime.com), on their advertising and marketing materials, social media pages, mobile applications/computer software, and in many other ways. The plaintiffs' marks are renowned for identifying their offerings and services, and are associated exclusively with the plaintiffs in the mind of the public.

26. The plaintiff no. 1 registered the domain names "rummyculture.com" and "gameskraft.com", in the years 2017 and 2018, respectively. Since its inception, these domain names have been used as active websites on which one or more of the plaintiffs' marks are prominently displayed along with access to plaintiff no.1's "Rummyculture" application (App)-which is a platform for online games of rummy. Further, plaintiff no.2 also operates its website "rummytime.com" to provide information about, and to provide access to download its "Rummytime" App.

27. The home page and other pages of the plaintiffs' websites feature a distinctive layout that is unique and original to the plaintiffs. The plaintiffs enjoy a copyright in the look and feel of these websites, as well as the literary, pictorial and video content accessible on these websites in the form of terms of service and other written content. The plaintiffs' websites expressly stipulate that the copyright in these websites belongs to the plaintiffs. The plaintiffs are the authors of all the material appearing on their respective



websites, and all the material is their original works of authorship.

28. It is averred that plaintiff no.1's combined usage of the terms "Rummy" and "Culture" is entirely unique and distinctive, and quite unlike any other product names in the online gaming industry. In fact, plaintiff no.1 has employed this naming convention/terminology in its other marks and platforms as well, such as "Ludo Culture" and "Culture of Champions". Thus, the combination of words "Rummy" and "Culture" lends plaintiff no.1's website a high degree of distinctiveness, such that any combination of the two words in a domain name or app name would be directly associated with the plaintiff no. 1. Similarly, the plaintiffs' other platforms employ uniquely coined terms such as "Playship", "Gamezy", "Ludo Select" and "Pocket52", such that these terms are solely associated with the plaintiffs.

29. It is contended that the plaintiffs' marks are inherently distinctive and entitled to the highest degree of protection. The plaintiffs have already received registration certificates in respect of about 50 marks within just a few years of their operation. The details of registration obtained by the plaintiffs are given in paragraph 37 of the plaint.

30. Due to such extensive use, the plaintiffs' platforms have garnered immense popularity and the same is reflected through their annual turnover, details of which are given in paragraph 32 of the plaint. It is pertinent to note that the annual turnover of the plaintiff no.1 in the FY 2023-24 was around Rs. 3,466 crores. Further, the plaintiffs invest a substantial amount of money in advertising their platforms, details of which are given in paragraph 33 of the plaint.

31. Defendant No. 1 is the unknown owner/operator of the website at <https://www.playshiprummy.net/>, which is a deceptive iteration of the





plaintiff no.1's website "www.playship.com". The infringing website purports to offer download links for various online rummy games including plaintiff no.1 's Playship Rummy and Rummy Prime. However, all such links lead to a third-party website titled "82bet.com".

32. Defendant no.2 is the unknown owner/operator of the website <https://playshiprummy.icu/>, which uses a similarly deceptive domain name and offers a download link for plaintiff no.1 's Playship Rummy app. In turn, the download link redirects the user to a webpage titled "Lottery.in".

33. Defendant no.3 is the unidentified owner/ operator of the website <https://www.gamezy82.com/>, which has substantially copied the name and contents of plaintiff no.1 's website "www.gamezy.com". The links available on the website falsely purport to offer various platforms of plaintiff no.1 for download but do not result in any such download.

34. Defendant no.4 is the unknown owner of the website at <https://gamezy.space/>, which is a platform for developers to sell their games and/or demos. The said website uses the domain "gamezy.space", which is nearly identical to plaintiff no.1's domain name.

35. Defendant no.5 owns and operates the webpages <https://happymod.com/ludo-select-enjoy-ludo-onlinemod/com.plego.ludo.practice/original-download.html> and <https://download.happymod.com/ludo-select-enjoy-ludo-online-mod/com.plego.ludo.practice/download.html> ,\ which purport to offer unauthorised versions of plaintiff no.1 's *Ludo Select app* for download.

36. Defendant no. 6 is also an unknown entity behind a third-party platform which hosts an illegal download of the Lude Select app on its webpage [https://mi9.comipackage/com.plego.ludo.practice//download/#google\\_vignet](https://mi9.comipackage/com.plego.ludo.practice//download/#google_vignet)



te. Similar illegal downloads of the Ludo Select app are offered by Defendants no.7 and 8 on their websites at <https://www.gamespot.com.cn/en/games/10927> and <https://sbjhub.com/ludo-select-play-ludo-roll-win-repeat/>, respectively.

37. Defendant no.9 is the owner/operator of the website <http://playgoogle.ludoculturepro.com/api/sys/chnup>, which appears to be a fake clone of the Google Play Store, and purports to offer the Ludo Culture app for download. However, the apps available for download on this link are not those of the plaintiffs. Similarly, Defendants no. 10 and 11 also host unauthorised information as well as download links for the "Ludo Culture" app while using the plaintiffs' marks on their websites at <https://apkpure.net/ludoculture.playstore/download> and <http://playmods.net/game/ludo-culture/com.ludo.culture.playstore/download>, respectively.

38. The aforementioned websites operated/owned by the defendants no. 1-11 shall hereinafter collectively be referred to as the "defendants' rogue websites".

39. In the present case, the defendants' rogue websites mislead the members of the public into falsely believing that these websites are associated with the plaintiffs. Defendants no. 1 and 3 do not have any particulars to indicate who owns the websites, but they misleadingly name various gaming apps, including "Playship Rummy", "Rummy Prime", "Gamezy Poker" and "Ludo Culture" of the plaintiffs as a sign of their provenance, credibility and reliability. Defendants no. 2, 5 to 11 only refer to themselves by their domain names, with no reference to any legal entity having ownership of the said





domain names, and they host information about the plaintiffs' apps, and provide download links for the said apps without any prior authorisation from the plaintiffs. Defendant no.4's website does not disclose the identity of its owners and uses the plaintiffs' marks to operate its own game-sharing platform.

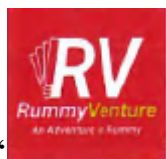
40. Since the particulars of the defendants no.1 to 11 are unknown, the defendants no. 1 to 11 are impleaded as "John Doe" in the Memo of Parties. Further, it is apprehension of the plaintiffs that the fraudulent activities of the registrants of these websites are likely to continue even after the passing of any injunction order. It is likely that the registrants may simply register new domain names containing the plaintiffs' marks and host new websites that will continue to defraud the members of the public. Accordingly, in addition to John Doe orders, the plaintiffs seek a dynamic injunction to cover all future rogue websites that mirror or mimic the contents of the plaintiffs' websites and/ or whose domain names or SEO keywords/metatags contain the plaintiffs' marks or marks similar to the plaintiffs' marks.

41. The plaintiffs have also impleaded defendants no. 12 to 15, who are operating online third-party mobile application hosting platforms / "apk" file repositories, which purport to offer various apps owned by the plaintiffs on their platforms, without any prior agreement with the plaintiffs. It is stated that although these websites have identifiable owners, they are also infringing on the plaintiffs' marks and seeking to pass off unofficial copies or purported copies of the plaintiffs' apps as genuine products of the plaintiffs.


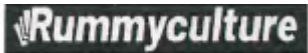
42. Defendant No. 16 has been impleaded as the owner / operator of social media accounts on various platforms such as YouTube, Instagram and X



(formerly Twitter) run under the name "Rummy Venture" using the following



mark, ‘’. The infringing mark features a stylised representation of

the letter 'R', which is identical to the plaintiff no. 1 's mark ‘’ and the said mark also contains the words "Rummy Venture" in a stylised form that is deceptively similar to plaintiff no.1 's ‘’, mark. Defendant No. 16’s social media accounts further redirect a user to its website (<http://www.rummyventure.com/>); however, when opened, the website is found to be disabled. Defendant No. 16 has also filed a trade mark application for the aforementioned infringing mark, seeking registration of the mark in its own name, in relation to services which are identical and overlapping with the services offered by the plaintiff no.1.

43. Defendants no. 17 to 30 are the domain name registrars and web hosting service providers. Defendants no. 31 and 32 are social media platforms, Instagram and X, respectively and have been arrayed as defendants in the present suit to ensure deletion of the social media accounts owned/operated by defendant no.16.

44. Plaintiffs have also arrayed the Department of Telecommunications, the Ministry of Electronics and Information Technology, the National Internet Exchange of India and the Deputy Commissioner of Police, Cyber Cell, New Delhi as defendants no. 33 to 36, respectively.

45. It is evident from the above that the defendants no.1 to 16 are misleading unsuspecting users on a daily basis into downloading various



unknown apps, through suspicious links on their websites, and entrapping users wanting to use the plaintiffs' products into downloading dubious apps which have no connection whatsoever with the plaintiffs. The usage of the aforementioned websites and infringing apps is not reflected on the plaintiffs' systems, and any money used in these apps is not deposited with the plaintiffs. Thus, the said apps pose a major financial risk to the public at large as the defendants' rogue websites use the plaintiffs' name for the defendants' unjust enrichment.

46. The use of plaintiff no.1's "Rummy Culture" mark as part of the domain names and in the content of the websites, by all the defendants, the prominent display of one or more of the plaintiffs, marks on their infringing websites, as well as the near identity of the infringing websites with the plaintiffs website (in the case of defendants no. 1, 2 and 4), and the reference to the plaintiffs various gaming platforms as an assurance of credibility by various defendants, makes it wholly apparent that the sole intention of the people/entities/registrants operating the defendant websites is to defraud Indian consumers into mistakenly believing that these are the plaintiffs genuine sites or are somehow associated with/ related to the plaintiff.

47. Given the fact that defendants no. 1 to 13's actions are fraudulent, the plaintiff is suffering immense losses to its goodwill and injury to its well-earned reputation on account of the unlawful activities of the defendant websites and associated mobile applications.

48. The defendants *modus operandi* is bound to cause incalculable harm and injury to the business, goodwill and reputation of the plaintiffs, especially, on account of the significant injury which the common citizens



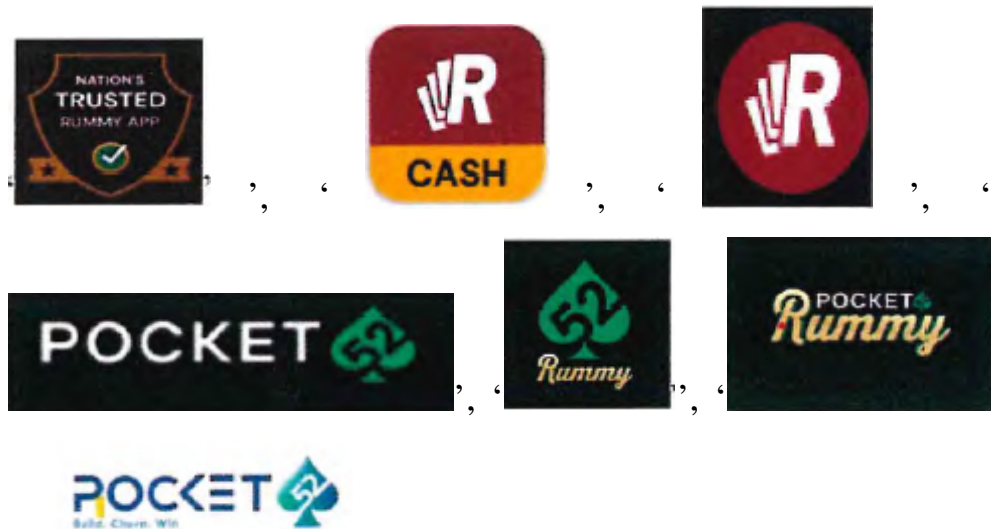
shall suffer. All profits earned by the said websites in pursuance of their illegal activities amount to unjust enrichment.

49. Accordingly, in the above circumstances, the plaintiffs have demonstrated a *prima facie* case. The plaintiffs will suffer an irreparable loss and injury if an injunction is not granted in their favour. Balance of convenience also lies in favour of the plaintiffs and against the defendants.

50. Accordingly, till the next date of hearing, the following directions are issued:-

52.1. Defendants no. 1 to 16 (and other rogue websites/domains/entities/ mobile applications which are discovered during the proceedings to have been engaging in or carrying out fraudulent activities by infringement of one or more of the plaintiffs' marks) are restrained from using the plaintiffs' marks 'PLAYSHIP', 'PLEGO', 'LUDO SELECT', 'POCKET52', 'RUMMY', 'RUMMY CULTURE', 'GAMESKRAFT', 'CULTURE OF





, ‘ and marks that incorporate one or more of plaintiffs’ marks.

52.2 Defendants no.1 to 16 (and other rogue websites/ domains/ entities/ mobile applications which are discovered during the proceedings to have been engaging in or carrying out fraudulent activities by copying the original content of the plaintiffs’ websites and/or apps), and all others acting through them and on their behalf are restrained from infringing on copyright vested with the plaintiffs in the unique content (textual, visual, pictorial and video) of their websites located at [www.rummyculture.com](http://www.rummyculture.com), [www.gamezy.com](http://www.gamezy.com), [www.playship.com](http://www.playship.com), [www.rummyprime.com](http://www.rummyprime.com), and [www.pocket52.com](http://www.pocket52.com) or the apps hosted by the plaintiffs under the names “Rummy Culture”, “Gamezy Poker”, “Playship Rummy”, “Rummy Prime” and “Pocket52”.

52.3 Defendants no. 1 to 16 (and other rogue websites/ domains/ entities/ mobile applications which are discovered during the proceedings to have been engaging in or carrying out fraudulent



activities by replicating or copying the plaintiffs' websites), and all others acting through them and on their behalf are restrained from registering any domain name or SEO keywords/metatags containing plaintiffs' marks and anything deceptively similar to plaintiffs' marks;

52.4 Defendants no.12 to 16, their directors, partners, proprietors, officers, affiliates, servants, employees, and all others in capacity of principal or agent acting for and, on their behalf, or anyone claiming through, by or under them, are directed to take down their respective webpages found at:

- (i) <https://playship-rummy-cashrummy.en.softonic.com/android>
- (ii) <https://playship-rummycash-games.en.softonic.com/iphone>  
<https://pocket52-pokertexas-holdem.en.softonic.com/android>
- (iii) <https://ludo-selectenjoy-ludo-online.en.softonic.com/android>
- (iv) <https://ludoselect-play-cash-ludo.en.softonic.com/iphone>
- (v) <https://ludoculture.en.softonic.com/android>
- (vi) <https://gamezypracticeen.uptodown.com/android>
- (vii) <https://gamezypoker.en.uptodown.com/android>
- (viii) <https://pocket52.en.aptoide.com/app>, <https://topgamesroyal-play-gamezymania.en.aptoide.com/app>
- (ix) <https://www.appbrain.com/app/ludo-culture-onlinegame/com.ludo.clubworld.game>





(x) <http://www.rummyventure.com/>.

52.5 Defendant no. 16 is directed to take down its accounts on YouTube, Instagram, X (formerly Twitter) and any other social media websites that host content infringing on one or more of the plaintiffs' marks and/or copyrights;

52.6 Defendants no. 17 to 30, their directors, partners, proprietors, officers, affiliates, servants, employees, and all others in capacity of principal or agent acting for and, on their behalf, or anyone claiming through, by or under them, are directed to provide contact details/addresses of defendants no. 1 to 11 (as applicable) and lock and suspend access to the domain names "playshiprummy.net", "playshiprummy.icu", "gamezy82.com", "gamezy.space", "happymod.com", "mi9.com", "gamespot.com", "sbjhub.com", "playgoogle.ludoculturepro.com", "apkpure.net", "playmods.net", and any other domain names discovered during the proceedings to have been engaging in or carrying out fraudulent activities.

52.7. Defendants no. 31 and 32, their directors, partners, proprietors, officers, affiliates, servants, employees, and all others in capacity of principal or agent acting for and, on their behalf, or anyone claiming through, by or under them, are directed to lock and suspend access to the accounts operated by defendant no. 16 under the name "RummyVenture" on their platforms, Instagram and X. Further they are directed to remove the references of the plaintiffs' website (<http://www.rummyventure.com/>) from their



platforms, which are being used by the defendant no.16.

52.8 Defendants no. 33 and 34 are directed to issue an appropriate order or notification calling upon the various Internet Service Providers and Mobile Network Operators registered under it to take down/ block the websites found at:

- (i) <https://playship-rummy-cashrummy.en.softonic.com/android>
- (ii) <https://playship-rummycash-games.en.softonic.com/iphone> <https://pocket52-pokertexas-holdem.en.softonic.com/android>
- (iii) <https://ludo-selectenjoy-ludo-online.en.softonic.com/android>
- (iv) <https://ludoselect-play-cash-ludo.en.softonic.com/iphone>
- (v) <https://ludoculture.en.softonic.com/android>
- (vi) <https://gamezypracticeen.uptodown.com/android>
- (vii) <https://gamezypoker.en.uptodown.com/android>
- (viii) <https://pocket52.en.aptoide.com/app>, <https://topgamesroya-lplay-gamezymania.en.aptoide.com/app>
- (ix) <https://www.appbrain.com/app/ludo-culture-onlinegame/com.ludo.clubworld.game>
- (x) <http://www.rummyventure.com/>

impleaded as defendants no. 1 to 16 and associated mobile application(s).

52.9 Plaintiffs are given liberty to implead any other domain/website/URL, if discovered, by filing an application under



Order I Rule 10 of the CPC, based on which the Joint Registrar may extend the order passed today, in respect of the new website(s), so discovered.

51. Issue notice to the defendants.
52. Notice is accepted by the counsel appearing for the defendants no. 33, 34 and 36.
53. Notice be issued to the other defendants by all permissible modes.
54. Reply be filed within a period of four weeks.
55. Rejoinder thereto, if any, be filed within a period of two weeks thereafter.
56. Compliance of Order XXXIX Rule 3 CPC, be done, within a period of seven (7) days, from today. The necessary affidavit shall be filed within one week thereafter.
57. List before the Joint Registrar, on 31<sup>st</sup> July, 2025.
58. List before the Court on 26<sup>th</sup> September, 2025.

**AMIT BANSAL, J**

**MAY 30, 2025**

*at*