AiroClip:-

→AI-Powered gaming Founded in 2024(The next generation of adaptive puzzle games with personalized gaming experiences)

→Focuses on AI-driven personalization and dynamic content generation to deliver immersive gaming experiences to global audiences.

→Airoclip was founded on a simple belief: no two players are alike, and gaming should adapt to each individual rather than forcing players down a predetermined path.

1.Leadership Ability:- Founded by IIM Calcutta alumni Naga Rohith Anishtty(Ex-Tencent, GameBerry) and Pruthvi Sai Y(Ex- GameBerry). Both founders bring prior experience, with exposure to mobile game scaling and live-ops. Rohith's stint at Tencent adds credibility in understanding global gaming economics. Even at times, they are looking for investors.

2.Founding:- Raised USD 2.75 million in a seed round led by T-Accelerate Capital and co-led by Centre Court Capital. Carol Wong of T-Accelerate Capital said, "Their sharp blend of analytical depth and creative ambition reflects the evolution of India's gaming ecosystem. A specialist gaming investor, validates Airoclip's technology-led approach and provides strategic access to global gaming networks.

3.Innovative:-

→Personalized player experience and Story-Driven Gameplay (Make puzzle games that feel personal, experience where every screen feels alive)

→Personalized levels with AI(Ai will decide my levels on the basis of my performance,
This is most interesting reason for like to play the game)

→Personalized Content Dynamically(One game in different formats, like TAB HEXA and HEXA DREAMS)

-->Data-Driven Focus also(They leverage the advance Analytics and machine learning to convert the large number of data into action gameplay)

4.Problem and Solution:- Mobile games difficulty like:-
(A)Poor personalization leads to high uninstall rates
Example→ Some of us love solving puzzles quickly. Others like to take our time and think about things.
Solution→ Building puzzle games that learn how YOU play and WHAT you like. Games that adjust to your style, your pace, your preferences.(Using AI models)

(B)Linear difficulty curves frustrate users
Example→ Traditional games increase difficulty step-by-step, often leading to churn
Solution→ AI monitors player performance continuously and dynamically defines future levels, maintaining engagement without frustration.

5.Risk Analysis:-

(A)Operational and Technological risks:- Airoclip has big plans for the year ahead, and this new environment gives us the perfect launchpad to chase them. They are growing fast and **hiring** across many roles.
→Hiring is important for growth, it shows that they are building something good for the future.

(B)Market and Competitors risks:- Some companies like GameRamp, TriplateDot provide AI systems and compete for user attention & retention in puzzle/casual genres.
→The combination of adaptive tech(using AI models) + compelling gameplay positions Airoclip ahead of studios that treat AI as a frontend feature or analytics add-on.

(C)User Acquisition Cost (UAC) Volatility:- Higher retention from personalization reduces dependence on paid UA over time. But, they have data advantage (player behavior models) deepens with time.
→ Focus on organic retention and live-ops optimization

(D)Model Complexity & Costs:- Optimize model cost/benefit before scaling to heavier genres
→ (They need good Engineers it), Advances in real-time ML/DL inference, declining compute costs, and player fatigue with static puzzle games.

6.Market Analysis:-
- Global Reach:- Western markets shows Airoclip's global product-market fit beyond India
- Platform Expansion:- Android + ios
- Opportunity to lead India's presence in AI-first gaming exports
- Additional games added in the future beyond the puzzles

7.Traction:-
(A) AI at the **Core gameplay loop**, not just analytics(Strong product + Early traction + Global ambitions)
(B) 300k+ installs across initial stage(Tap Hexa, Hexa Dreams) with 4.8/5 ratings
(C) Gaming in India becoming a serious global gaming hub
(D) Prior Experience Founders
(E) Strong Innovation and Technology
(F) One Game in Different Formate more Ideas can create more games by them
(G) One Founding already done by T-Accelarate

Summary:-
A high-potential early-stage investment at the intersection of gaming and generative AI with many feature and hungry founders.
AiroClip creates a favorable **risk−reward** profile at the seed stage. The company has **Validated Traction**, **Cutting-edge personalization tech**, and a **Capital-efficient roadmap** supported by credible gaming and consumer tech investors.

Airoclip:-

→A high-potential investment at the intersection of **AI and mobile gaming**, Founded in **2024** and targeting a well-defined market problem: low retention and engagement in casual and puzzle games due to static, linear gameplay.

Innovation:-

AI-driven personalized gameplay: Difficulty, pacing, and progression adapt in real time based on player behavior
Dynamic content generation: A single core game engine can power multiple formats (Tap Hexa, Hexa Dreams)
Data-driven design: Advanced analytics and machine learning convert player data into actionable gameplay improvements

Traction:-

- AI at the **Core gameplay loop**, not just analytics(Strong product + Early traction + Global ambitions)
- 300k+ installs across initial stage(Tap Hexa, Hexa Dreams) with 4.8/5 ratings
- Gaming in India becoming a serious global gaming hub

Bachatt:-

→Bachatt is a **high-potential early-stage fintech investment founded in 2024** focused on solving a fundamental and underserved problem in India: **cash-flow instability among 30+ crore self-employed individuals**.

Innovation:-

- **Daily savings as the core product:** Builds financial discipline before offering credit, reducing risk and improving lifetime value
- **Behavior-led product design:** Designed around real income and expense patterns of the self-employed
- **Platform-led expansion:** Savings acts as a foundation to unlock loans, high-yield savings, and insurance at better terms

Traction:-

- Founded by former **BCG leaders from IITs and IIMs** with deep financial services and experience
- Backed by **institutional investors and senior CXOs**,
- Large, underpenetrated market with strong regulatory tailwinds for financial inclusion
- Early-stage execution with a clear roadmap toward multi-product monetization
- 1m+ installs initial stage with 4.6/5 ratings

Gladful:-

→Gladful is a **high-potential early-stage consumer brand,** Launched in **2021** in the fast-growing healthy snacking category, addressing a clear gap in India's snack market: **the trade-off between taste and nutrition**.

Innovation:-

- **Clean-label formulation:** High-protein, high-fiber snacks with no maida, no trans fats, no cholesterol, no preservatives, and gluten-free ingredients
- **Quality-first sourcing:** Made with wholesome ingredients, unrefined cane sugar, and tested for crop and heavy-metal contaminants
- **Omnichannel distribution:** D2C-first with strong presence across major marketplaces and quick-commerce platforms

Traction:-

- Growing national distribution across Amazon, Flipkart, CRED, and Swiggy Instamart
- Featured on **Shark Tank India Season 2**, driving brand credibility and consumer awareness
- Backed by **Antler, Huddle, StrongHer Capital, and marquee angels**
- Earned strong media coverage across leading startup and consumer platforms