eSport Match Hosting

GAMEYE

Automated Scoring

No more screenshot and self reporting.

Match results and player scoring are passed to your platform once a match has ended.

This gives you the ability to reward players based on match outcome and automatically progress tournaments.

Spent less on time on integrating games and more time building features.

1   **0**

Navi	0
SK Gaming	1
Team Liquid	0
Fnatic	1

| Virtus.pro | 1 |
| Cloud9 | 0 |
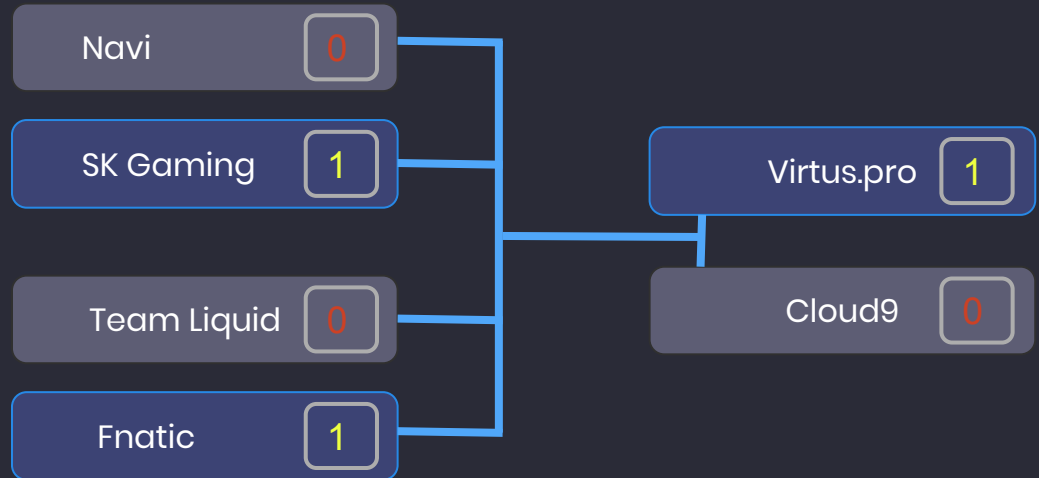
GAMEYE

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Match Orchestration

Start Match

Game: Team Fortress 2
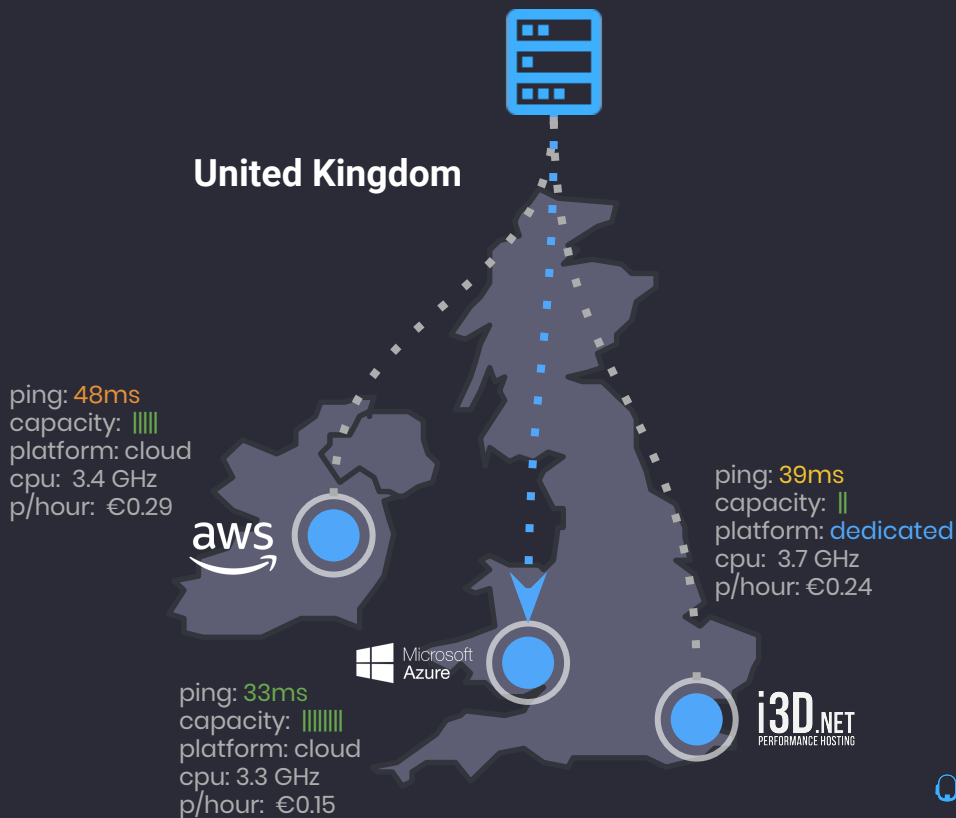Location: United Kingdom
Mode: 6vs6

Gameye API

Start Match

Game: 213.163.99.5:93234
GOTV: 213.163.99.5:55932
Type: Cloud, Azure

Gameye Backend

Matches are created on the best possible location based on key metrics such as network latency, capacity, server performance and price.

United Kingdom

ping: 48ms
capacity: |||||
platform: cloud
cpu: 3.4 GHz
p/hour: €0.29

aws

ping: 39ms
capacity: ||
platform: dedicated
cpu: 3.7 GHz
p/hour: €0.24

Microsoft Azure

ping: 33ms
capacity: |||||||
platform: cloud
cpu: 3.3 GHz
p/hour: €0.15

i3D.NET
PERFORMANCE HOSTING

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Games

One integration to support all major competitive games.

Counter-Strike: Global Offensive
- Bomb Defusal

Battalion 1944
- Team Deathmatch
- Capture the Flag

Team Fortress 2
- Control Point
- King of the Hill
- Payload

Left 4 Dead 2
- Versus
- Survival

Killing Floor 2
- Versus

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Play Community Made Maps

Add extra game modes and training capabilities to your platform by supporting custom maps.

Upload your own maps to the Steam Workshop and pass the id as a parameter in the create match command.

STEAM WORKSHOP

```
CURL

1    ## Create match playing on a custom map
2    curl -X POST -H "Content-Type: application/json" -H
3    {
4      "tickRate": 128,
5      "maxPlayers": 12,
6      "workshopMap": 1258599704,
7      "authkey": "892FFEJGYREG337A9343432094ECA6F923",
8      "teamNameOne": "Fnatic",
9      "teamNameTwo": "Cloud9",
10   }
11   ]}'
12    "https://api.gameye.com/start-match"
```

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Stream Every Game

Start a match with a game that has streaming capabilities and the match will be streamed by default.

Gameye API

Game and streaming connection details are passed available

Casual

Let friendly streamers broadcast your matches via direct GOTV access

Event Streaming

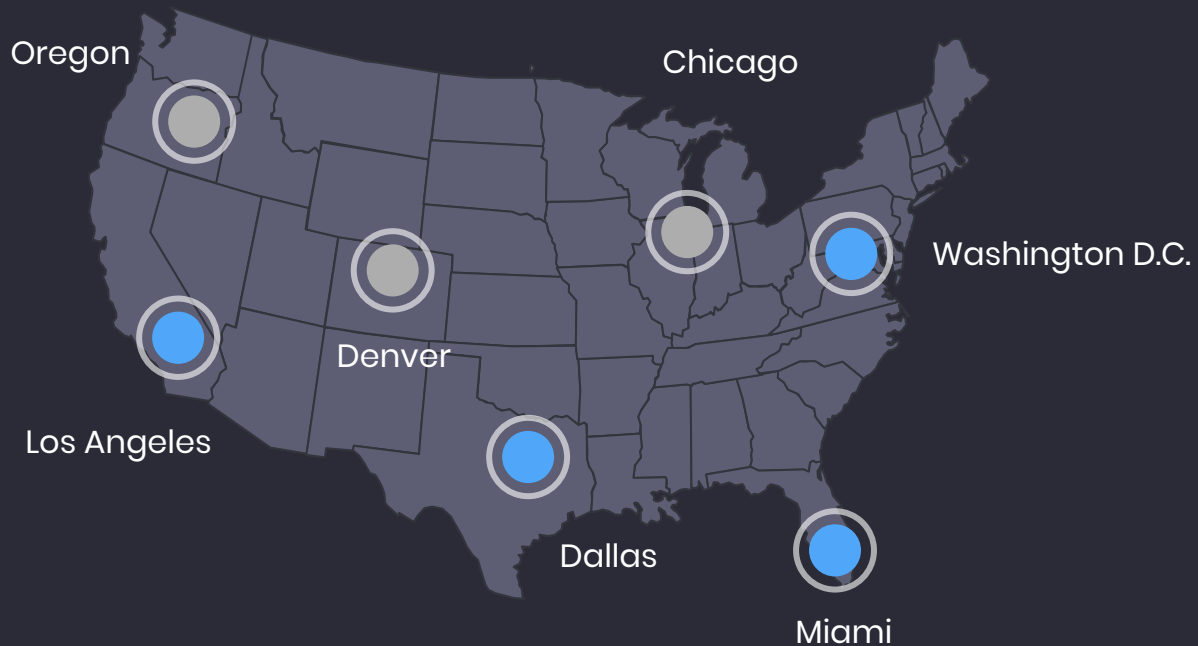Monetize important event matches by broadcasting them on the Znipe.tv platform

```
## Match Connection Details
"host": "213.164.99.5"
"port": [
  {
    "game": 56555,
    "gotv": 59932
  }
],
```

GAMEYE
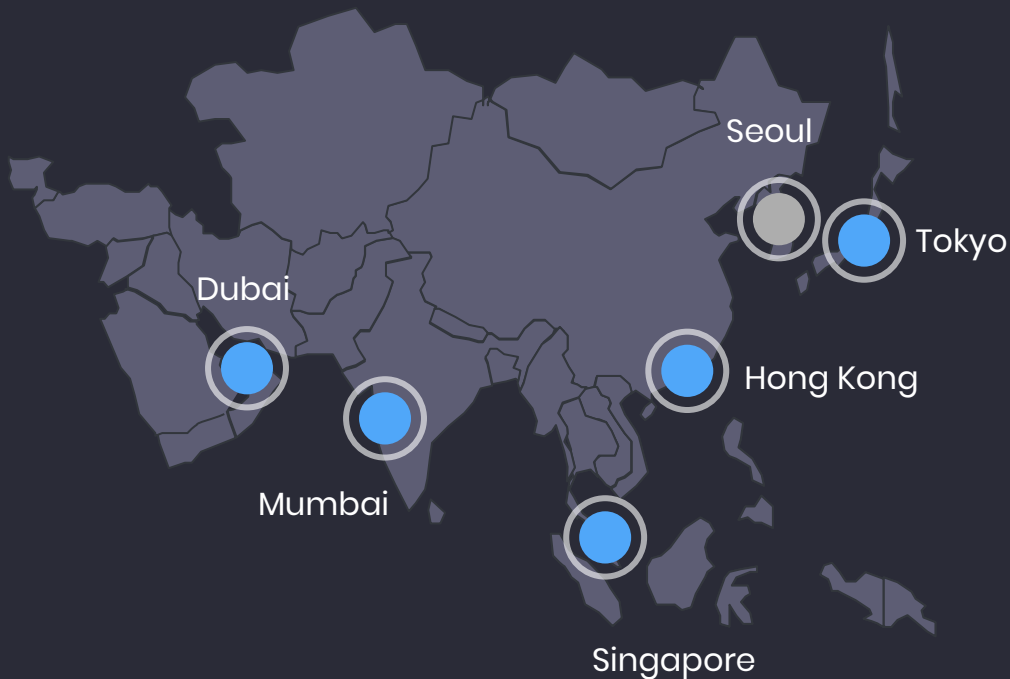
Game Updates

Game updates are managed by us. When a new game version is published matches are automatically started on updates machines.

We have optimized our infrastructure to process updates as fast as possible by making use of P2P technology to update fleets in the same location.
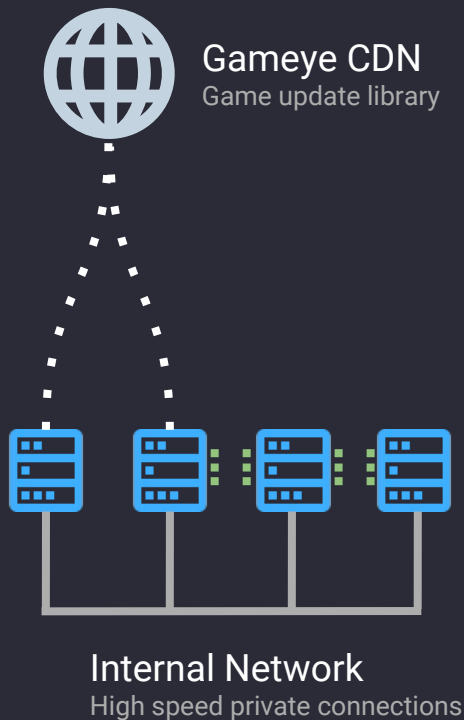
Counter-Strike: Global Offensive (9.32GB)

48m

Team Fortress 2 (7.68GB)

32m

Battalion 1944 (1.96GB)

7m

Gameye CDN
Game update library

Internal Network
High speed private connections

```
--group-id "csgo-match-654549" \
--ip-permissions '[
    {
        "IpProtocol": "tcp",
        "FromPort": 54345,
        "ToPort": 54345,
        "IpRanges": [
            {
                "CidrIp": "0.0.0.0/0",
                "Description": "allow GOTV streaming"
            }
        ]
    }
]'
```

GAMEYE

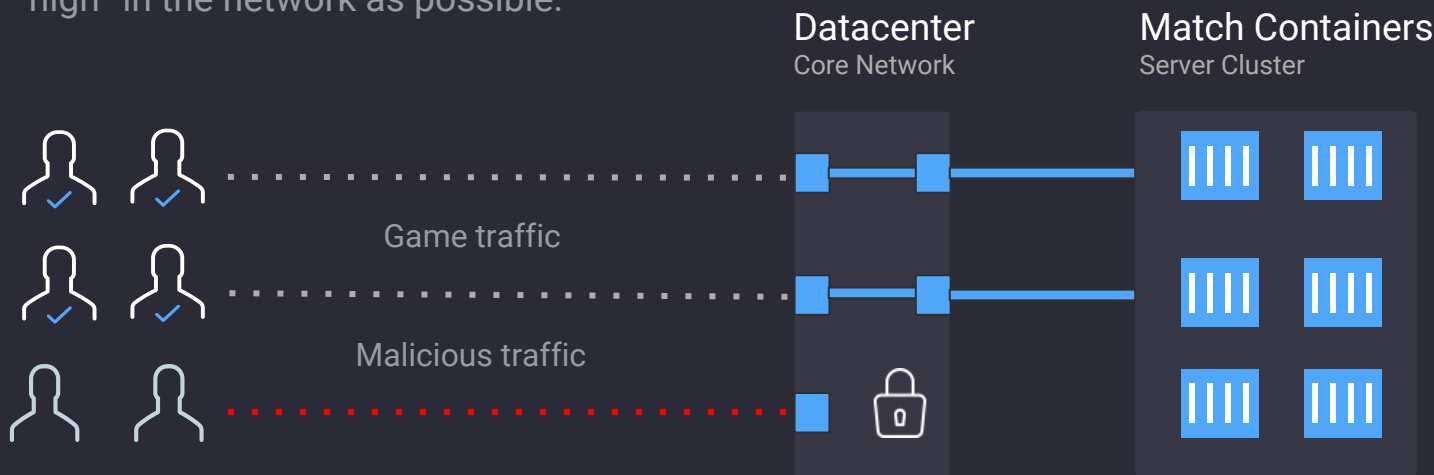# Match Protection

Every match is secure by default. We take preventive action by blocking DDoS attacks and unwanted traffic as "high" in the network as possible.

Datacenter
Core Network

Match Containers
Server Cluster

Game traffic

Malicious traffic

Dynamic ACL

When a match is created randomized game ports are opened on network level. All other traffic is considered unwanted and automatically dropped before it reaches the match container.

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