

GAME MODE

Game Mode Report

Quarter 2 - 2025



هيئة الاتصالات والفضاء والتقنية
Communications, Space &
Technology Commission

Table of Content

Introduction		3
Call of Duty		4
Marvel Rivals		4
PUBG		5
e Football		5
EA Sports FC		6
Mobile Legends		6
Counter Strike		7
OverWatch 2		7
Free Fire		8
League of Legends		8
Valorant		9
Honor of Kings		9
Fortnite		10
PUBG Mobile		10
Rocket League		11
Dota 2		11
Call of Duty Mobile		12
RainBow Six Siege		12
Starcraft 2		13
Download Speed for Gaming Platforms		14
Platinum Operator Award for Games		15
How to Ensure the Efficiency of Your Home Network Setup and Devices?		16
Participate with us to Achieve Game Mode's Initiative Objectives		17

Introduction

GAME
MODE



هيئة الاتصالات والفضاء والتقنية
Communications, Space &
Technology Commission

The Communications, Space and Technology Commission (CST) publishes a quarterly report as part of its “Game Mode” initiative, launched by the Commission to support the online games sector in Saudi Arabia by improving the quality of user experience for online games, and launching qualitative initiatives that focus on developing this sector.

The report compares the (Latency/ping) between service providers with emphasis on the most popular online games in Saudi Arabia. The report also indicates most popular gaming platforms and online games among the gamers community, and provides them with most important guidelines for improving the quality of their internet connections for gaming.

CST aims by issuing the "Game Mode" report to stimulate competition among service providers to improve the performance and to enhance transparency in the sector by revealing to investors and interested parties the sector performance indicators.



CALL OF DUTY

CALL OF DUTY

Publisher



Server Location



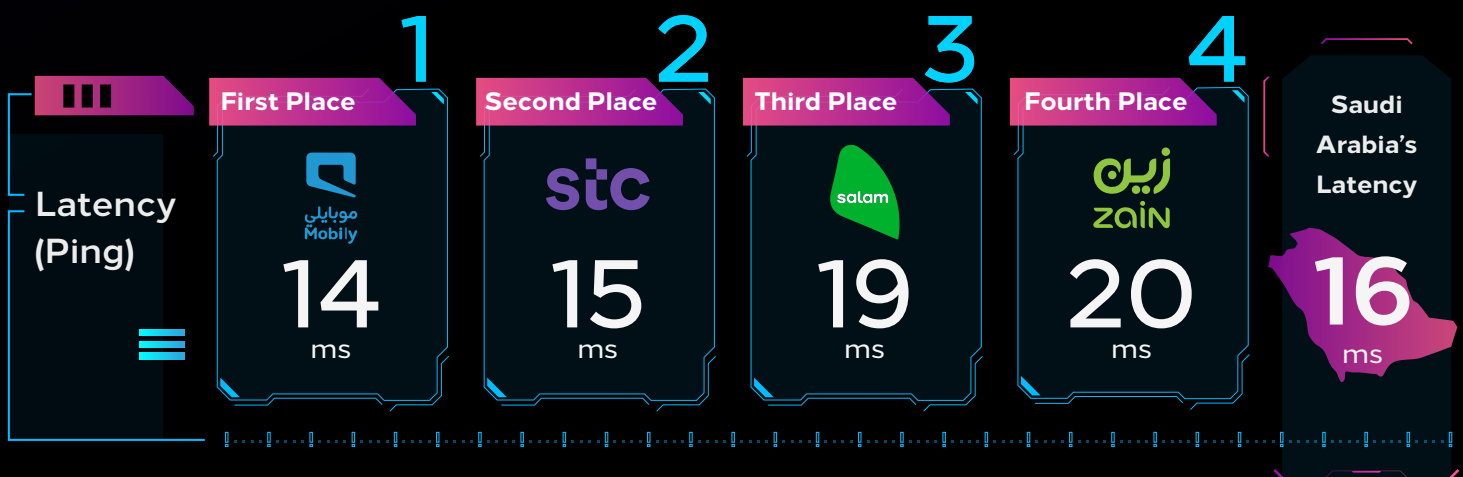
MARVEL RIVALS



Publisher



Server Location



Latency Range

Ideal 0ms-40ms

Good 40ms-90ms

Average 90ms-130ms

Poor more than 130ms



"Game Mode" Report - Q2, 2025

Measurements were collected from "Meqyas" devices for FTTH Internet installed by users.

Based on the analysis of SamKnows Ltd.

ms: Milliseconds

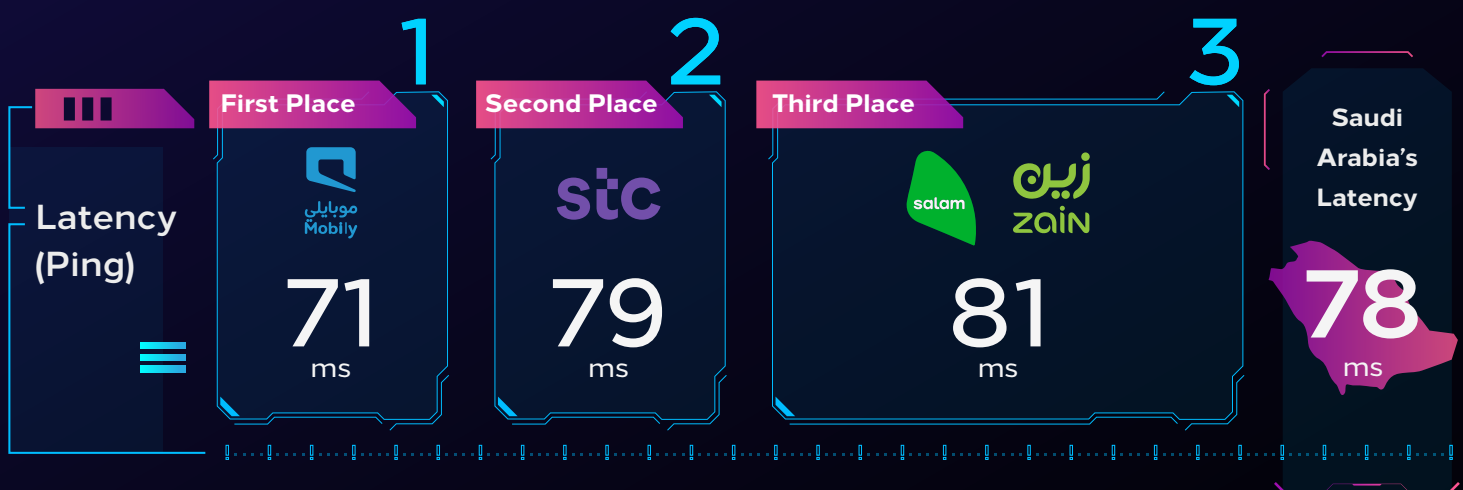


PUBG



Publisher **KRAFTON**

Server Location



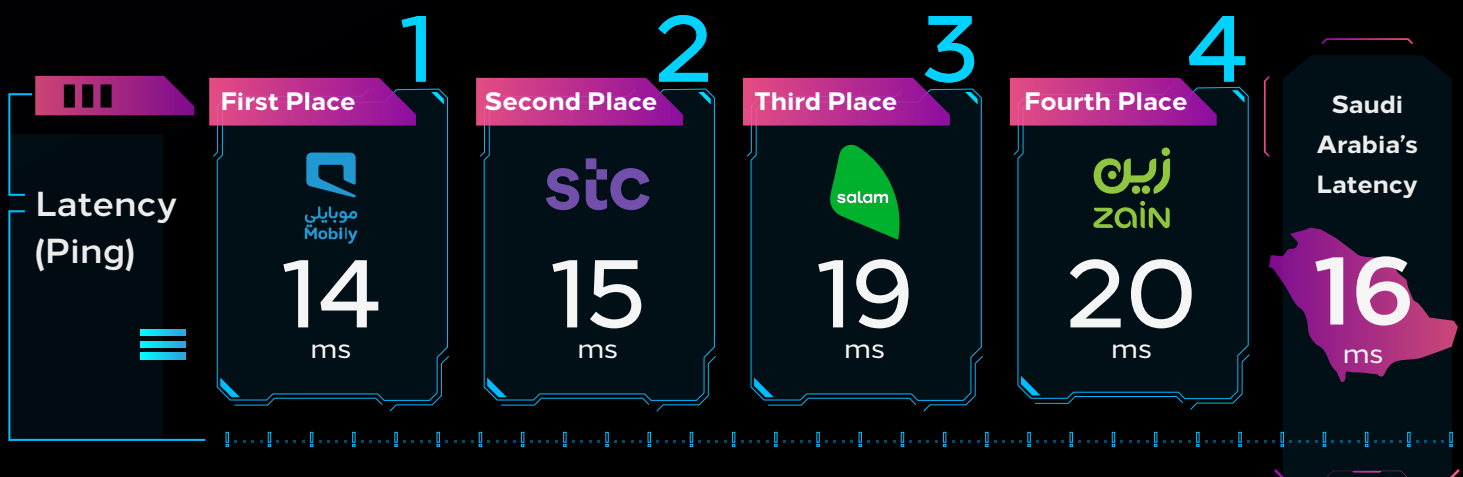
FOOTBALL™

FOOTBALL™



Publisher **KONAMI**

Server Location



Latency Range

Ideal | 0ms-40ms

Good | 40ms-90ms

Average | 90ms-130ms

Poor | more than 130ms



"Game Mode" Report - Q2, 2025

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Based on the analysis of SamKnows Ltd.

ms : Milliseconds

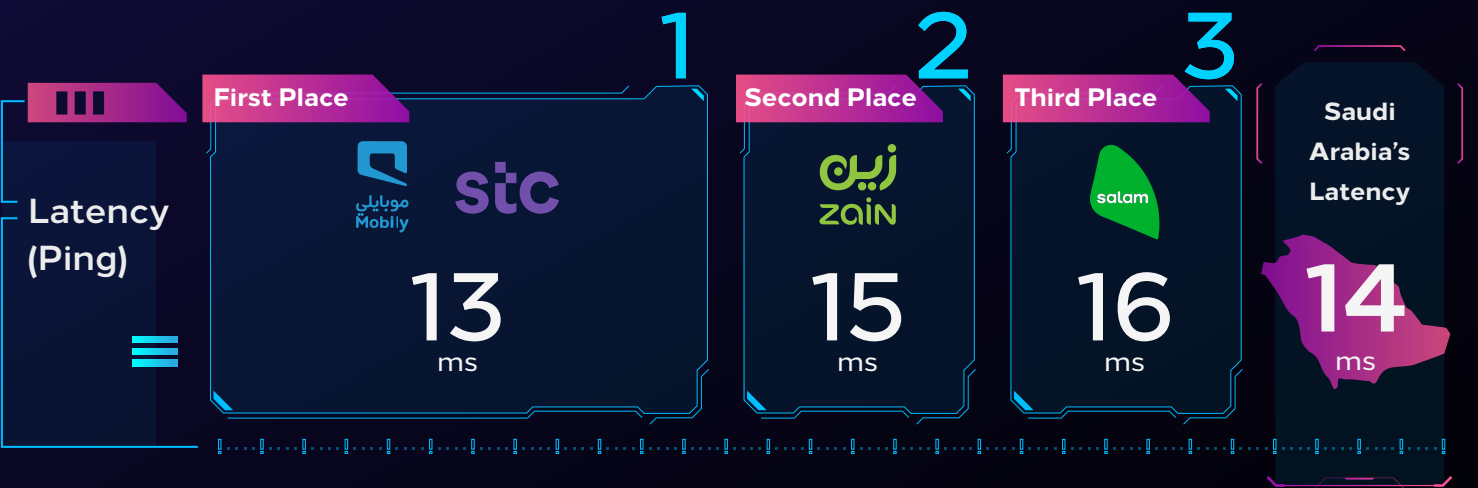


EA SPORTS FC



Publisher **Electronic Arts**


Server Location 

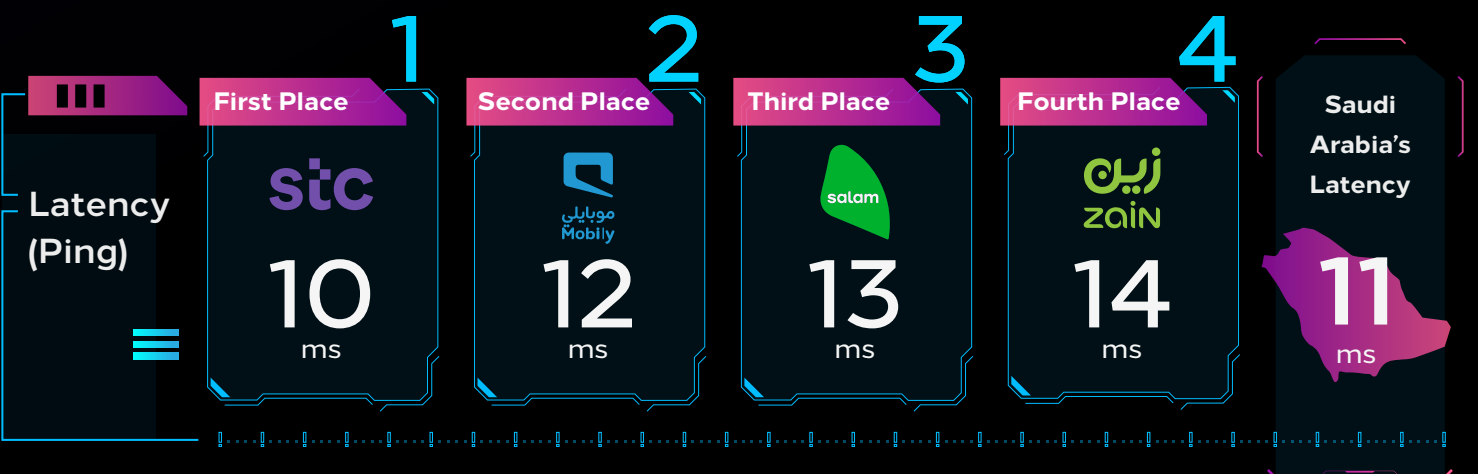


MOBILE LEGENDS



Publisher  **MOONTON**

Server Location 



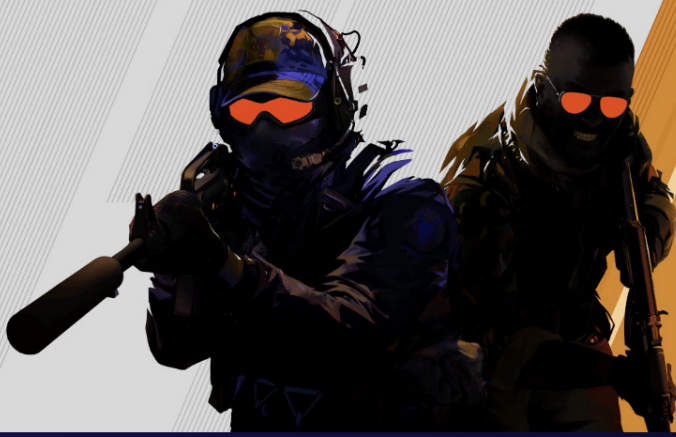
Latency Range

Ideal | 0ms-40ms

Good | 40ms-90ms

Average | 90ms-130ms

Poor | more than 130ms



COUNTER STRIKE

COUNTER STRIKE



Publisher

VALVE

Server Location



Latency (Ping)

First Place



21
ms

Second Place



26
ms

Third Place



29
ms

Saudi Arabia's Latency

22
ms

OVERWATCH 2



OVERWATCH 2

Publisher



Server Location



Latency (Ping)

First Place



14
ms

Second Place



15
ms

Third Place



19
ms

Fourth Place



20
ms

Saudi Arabia's Latency

16
ms

Latency Range

Ideal | 0ms-40ms

Good | 40ms-90ms

Average | 90ms-130ms

Poor | more than 130ms



FREE FIRE

FREE FIRE

Publisher



Server Location



Latency (Ping)

First Place



70 ms

Second Place



77 ms

Third Place



79 ms

Saudi Arabia's Latency

76 ms

LEAGUE OF LEGENDS

LEAGUE OF LEGENDS

Publisher



Server Location



Latency (Ping)

First Place



10 ms

Second Place



25 ms

Third Place



27 ms

Fourth Place



35 ms

Saudi Arabia's Latency

15 ms

Latency Range

Ideal 0ms-40ms

Good 40ms-90ms

Average 90ms-130ms

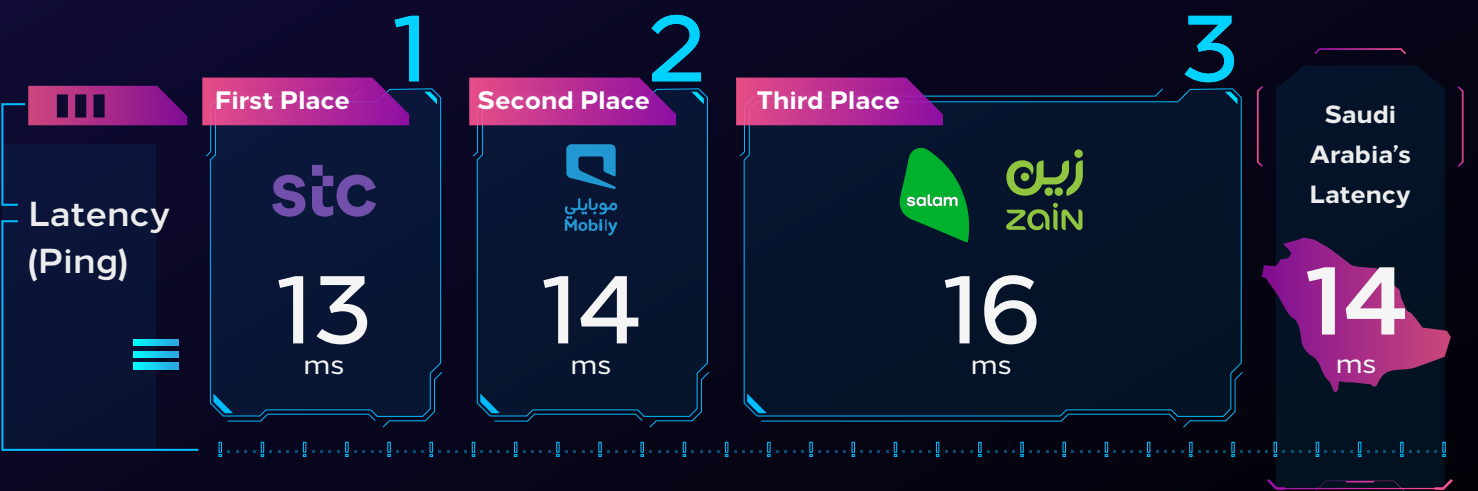
Poor more than 130ms



VALORANT




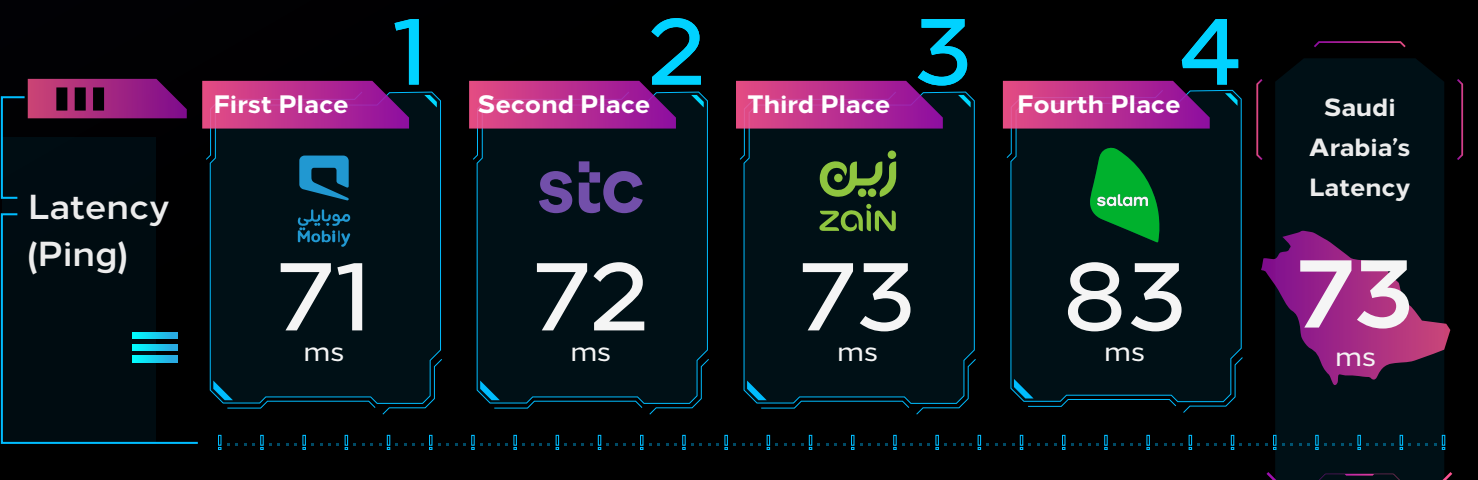
Publisher  Server Location 



HONOR OF KINGS



Publisher *Tencent* Server Location 



Latency Range	Ideal 0ms-40ms	Good 40ms-90ms	Average 90ms-130ms	Poor more than 130ms
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FORTNITE

FORTNITE

Publisher



Server Location



Latency (Ping)

1
First Place
stc
13 ms

2
Second Place
موبايلي Mobily
14 ms

3
Third Place
زين ZAIN
15 ms

4
Fourth Place
salam
16 ms

Saudi Arabia's Latency
14 ms



PUBG MOBILE



Publisher

KRAFTON

Server Location



Latency (Ping)

1
First Place
موبايلي Mobily
24 ms

2
Second Place
stc
25 ms

3
Third Place
زين ZAIN
29 ms

4
Fourth Place
salam
30 ms

Saudi Arabia's Latency
25 ms

Latency Range

Ideal

0ms-40ms

Good

40ms-90ms

Average

90ms-130ms

Poor

more than 130ms



GAME MODE

"Game Mode" Report - Q2, 2025

Measurements were collected from "Meqyas" devices for FTTH Internet installed by users.

Based on the analysis of SamKnows Ltd.

ms : Milliseconds

10



ROCKET LEAGUE



Publisher



Server Location



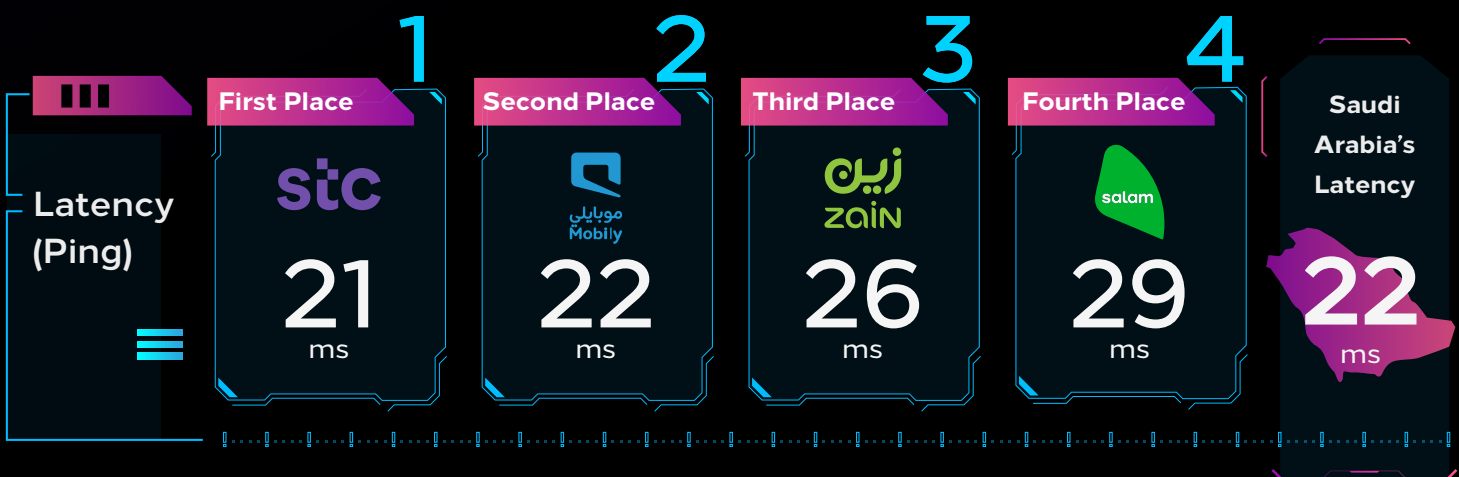
DOTA 2



Publisher

VALVE

Server Location



Latency Range

Ideal

0ms-40ms

Good

40ms-90ms

Average

90ms-130ms

Poor

more than 130ms



CALL OF DUTY MOBILE

CALL OF DUTY MOBILE

Publisher

ACTIVISION®

Server Location



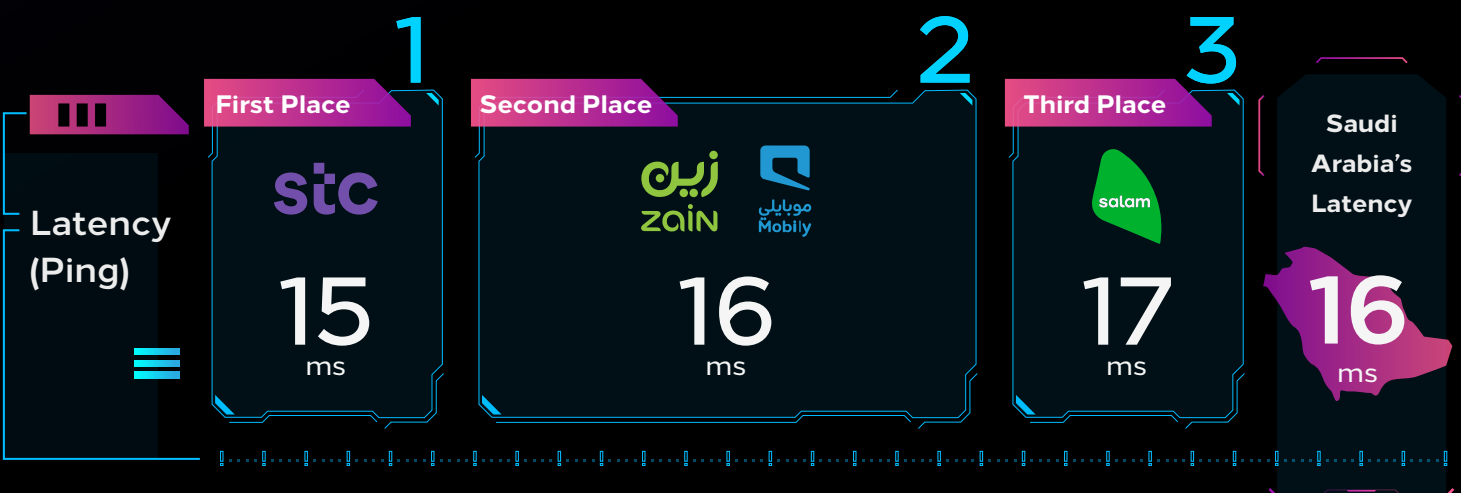
RAINBOW SIX SIEGE

TOM CLANCY'S RAINBOW SIX SIEGE

Publisher

UBISOFT

Server Location





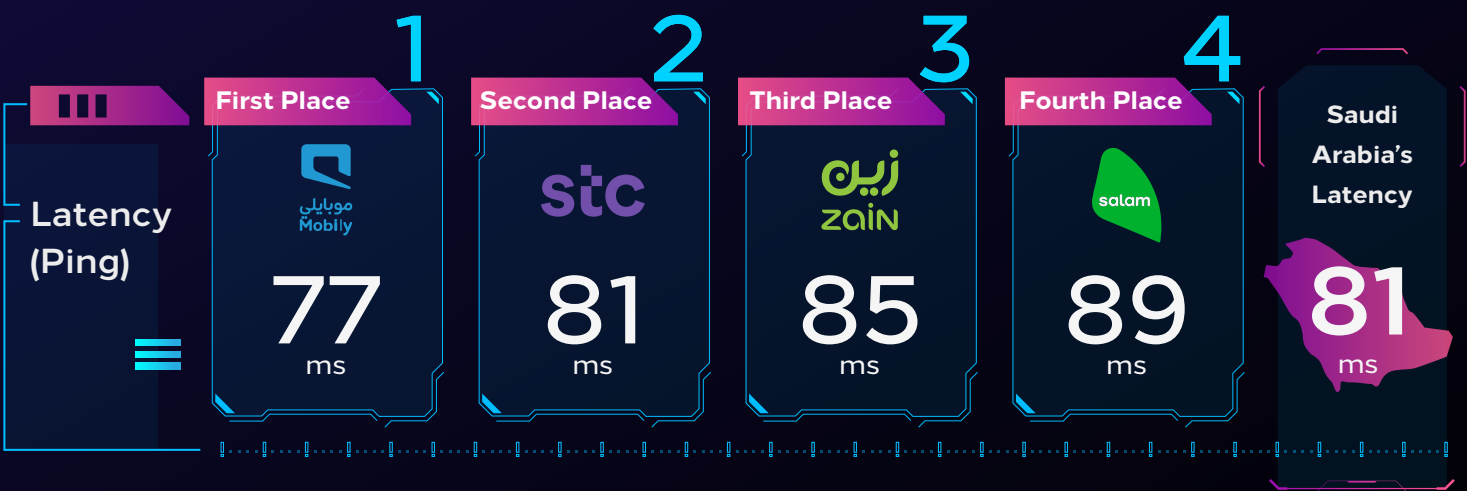
STAR CRAFT 2



Publisher



Server Location



Latency Range

Ideal

0ms-40ms

Good

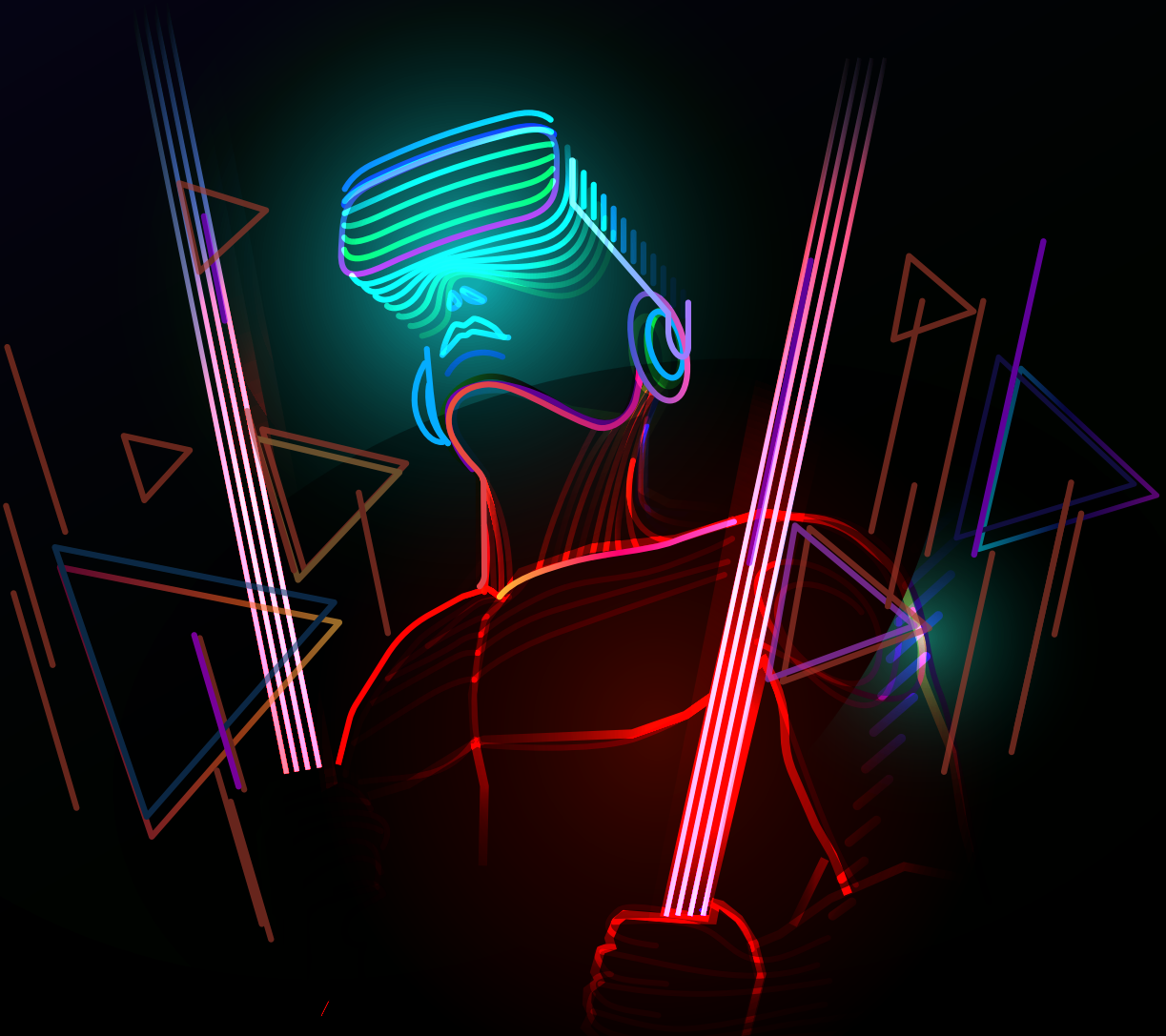
40ms-90ms

Average

90ms-130ms

Poor

more than 130ms

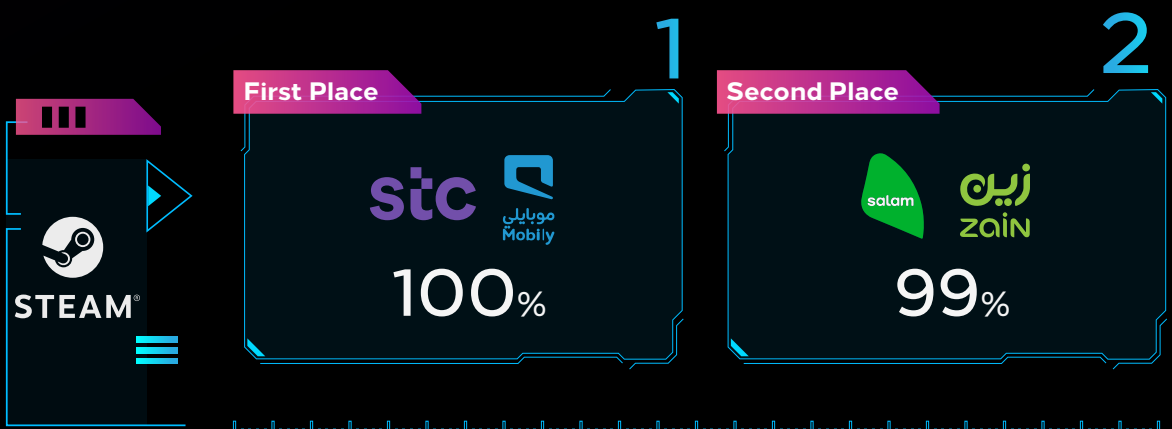
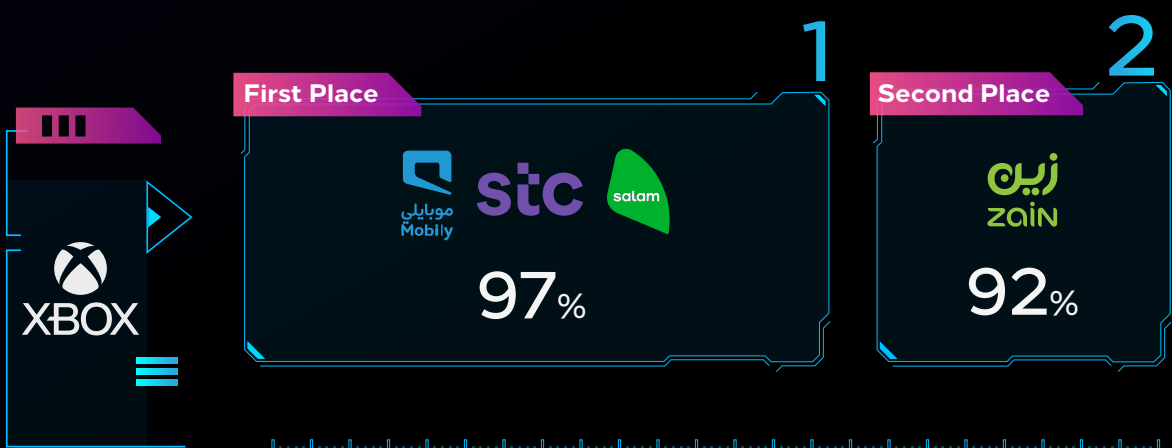


Download Speed for Gaming Platforms

The performance of download speed of games across gaming platforms in the Kingdom



The performance of download speed of games across gaming platforms for operators in the Kingdom



Platinum Operator Award for Games

As of first half of 2025



The criteria adopted for the award and evaluation results of service providers

Award Evaluation Criteria		First Half of 2025			
Criteria	Value	stc	موبايلي Mobily	زيه ZAIN	salam
Improving the QoE for Online Games	40 Points	36	36.5	22.5	14.5
Hosting Online Games Locally	30 Points	5	0	0	5
Hosting Cloud Gaming Platforms	10 Points	7	0	10	0
Providing Games Packages	10 Points	3	5	1	9
Support The Gaming Community	10 Points	5	3	5	5
Total	100 Points	56	44.5	38.5	33.5



How to Ensure the Efficiency of Your Home Network Setup and Devices?

Follow the instructions to help improve the internet connection for online games

Internal Network Settings

It's preferable to use an Ethernet cable that meets high standards, no less than CAT6, to connect to the fiber optic modem, or to use wireless technology with advanced standards such as **WiFi 6, 6e, or 7**.



Choosing a CPE that supports optimizing the performance of online games, which has the features of **smart traffic management**, such as (QoS Prioritization or Smart Queue Management ..etc)



Connection Settings

Use default settings for the domain name server (**DNS**) and try not to override it with other settings



Increasing the upload speed of the Internet package in case of heavy usage on the Internet connection.



Game Settings



Make sure to choose connection server for the Middle East region



If the Middle East server is not available, choose the European or Western European region server

Participate with us to Achieve Game Mode's Initiative Objectives



Join hundreds of participants in the Game Mode initiative by registering for a "Meqyas" FTTH Internet device, which measures the performance of most popular online games, in addition to dozens of other internet applications and services in Saudi Arabia.

The device enables you to know the performance of your internet connection and the most popular online games, and at same time, it enables us to analyze participants' measurements and know the performance of different services and service providers in the Kingdom



Register to Get Meqyas Device:
www.meqyas.sa



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