

# GAME MODE

## Game Mode Report

Quarter 4 - 2024



هيئة الاتصالات والفضاء والتقنية  
Communications, Space &  
Technology Commission

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# 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



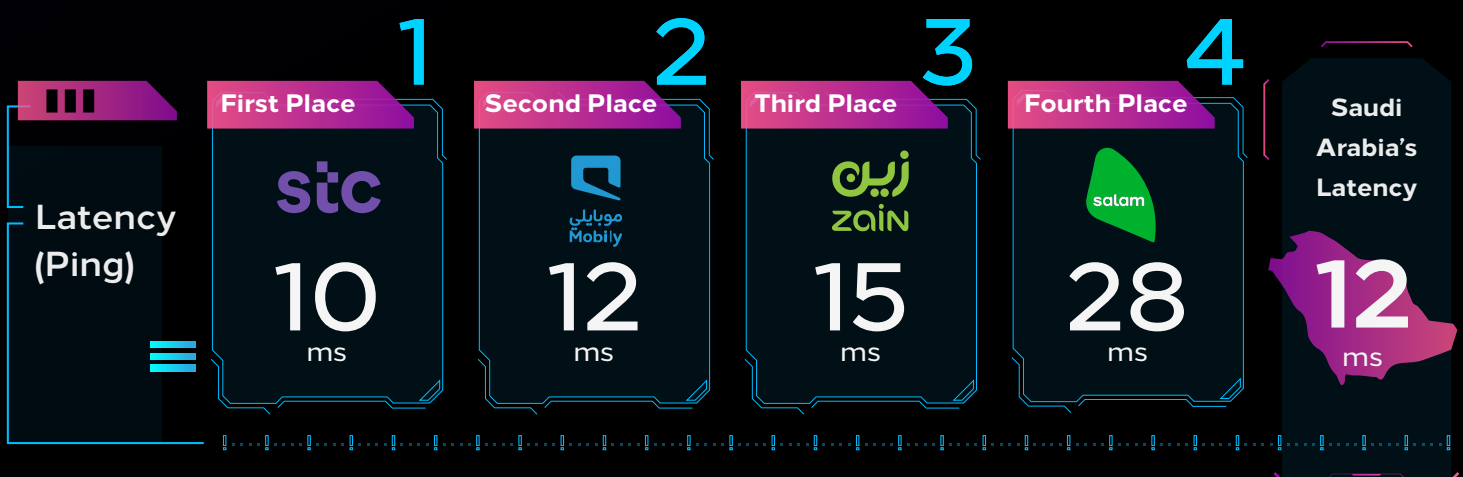
# MOBILE LEGENDS



Publisher



Server Location



Latency Range

Ideal

0ms-40ms

Good

40ms-90ms

Average

90ms-130ms

Poor

more than 130ms



"Game Mode" Report - Q4, 2024

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

Based on the analysis of SamKnows Ltd.

ms: Milliseconds

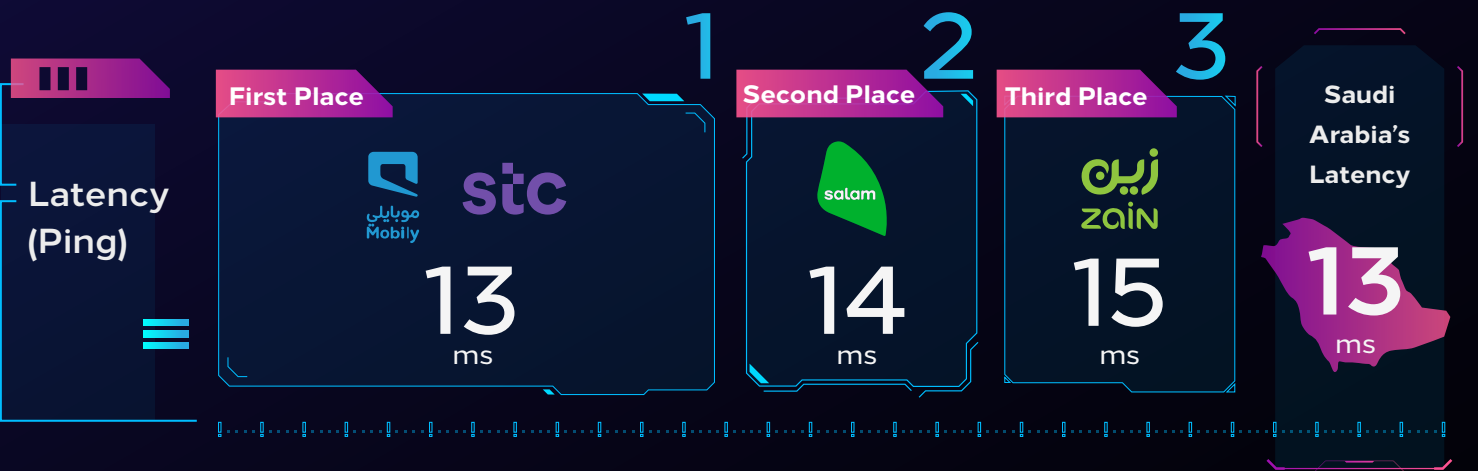


# EA SPORTS FC



Publisher **Electronic Arts**

Server Location

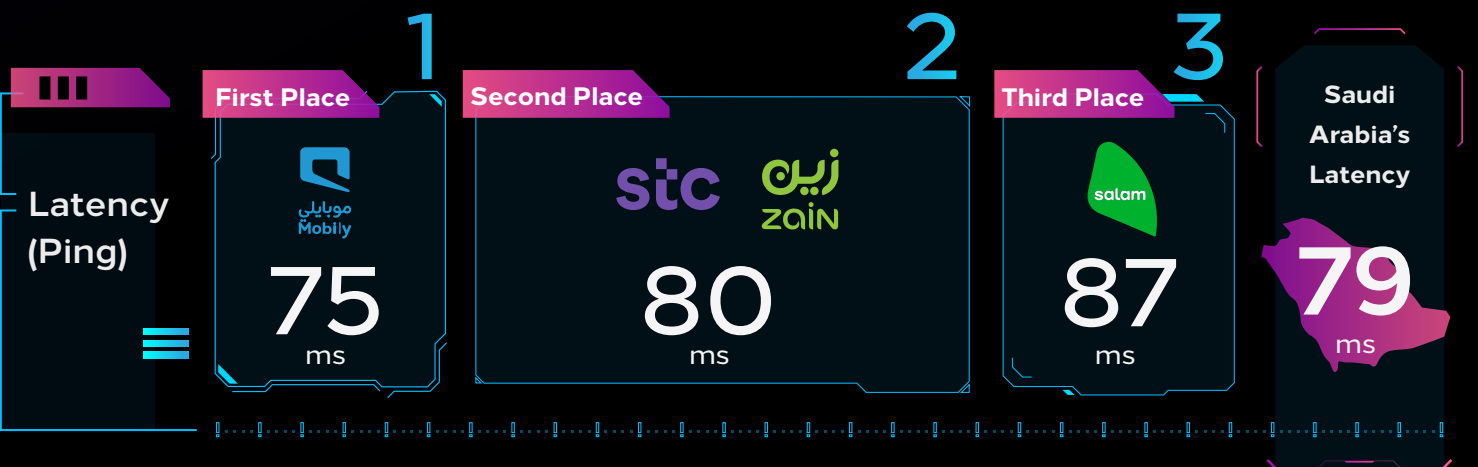


# PUBG



Publisher **KRAFTON**

Server Location



Latency Range

Ideal

0ms-40ms

Good

40ms-90ms

Average

90ms-130ms

Poor

more than 130ms



# FORTNITE

# FORTNITE

Publisher



Server Location



Latency (Ping)

First Place



13 ms

Second Place



14 ms

Saudi Arabia's Latency

13 ms

# FREE FIRE

# FREE FIRE

Publisher



Server Location



Latency (Ping)

First Place



70 ms

Second Place



77 ms

Third Place



81 ms

Saudi Arabia's Latency

76 ms

Latency Range

Ideal

0ms-40ms

Good

40ms-90ms

Average

90ms-130ms

Poor

more than 130ms



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

Based on the analysis of SamKnows Ltd.

ms: Milliseconds



# LEAGUE OF LEGENDS

# LEAGUE OF LEGENDS

Publisher



Server Location



Latency (Ping)

1  
First Place

stc

10 ms

2  
Second Place

موبايلي Mobily

22 ms

3  
Third Place

salam

24 ms

4  
Fourth Place

زين ZAIN

26 ms

Saudi Arabia's Latency

15 ms



# COUNTER STRIKE

# C/S

Publisher



Server Location



Latency (Ping)

1  
First Place

stc

21 ms

2  
Second Place

موبايلي Mobily

22 ms

3  
Third Place

زين ZAIN

26 ms

4  
Fourth Place

salam

34 ms

Saudi Arabia's Latency

23 ms

Latency Range

Ideal 0ms-40ms

Good 40ms-90ms

Average 90ms-130ms

Poor more than 130ms



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

Based on the analysis of SamKnows Ltd.

ms : Milliseconds



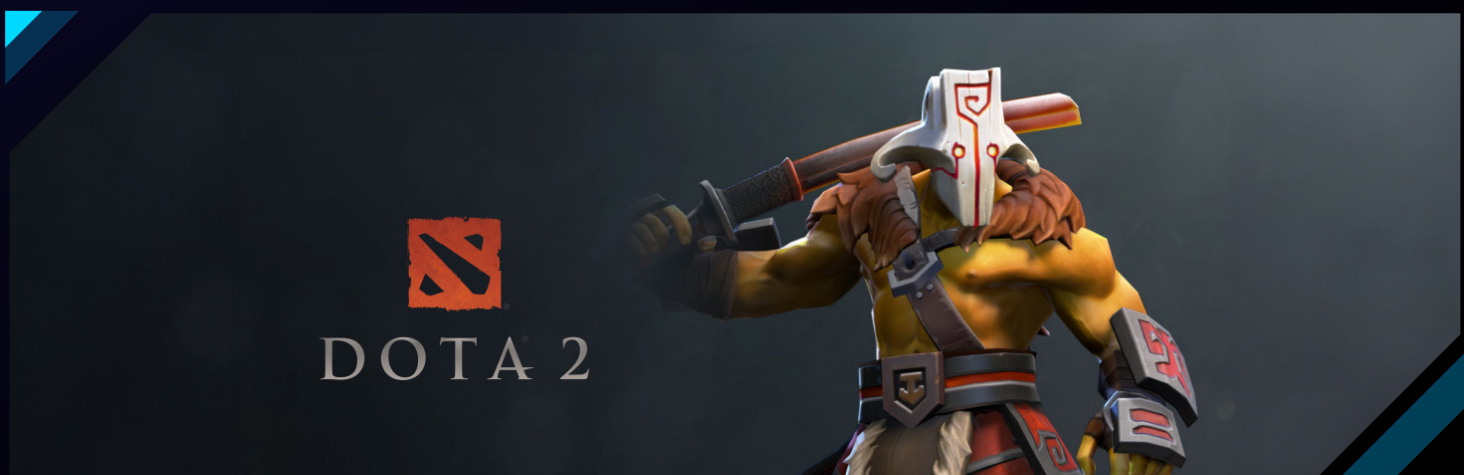
# ROCKET LEAGUE



Publisher



Server Location



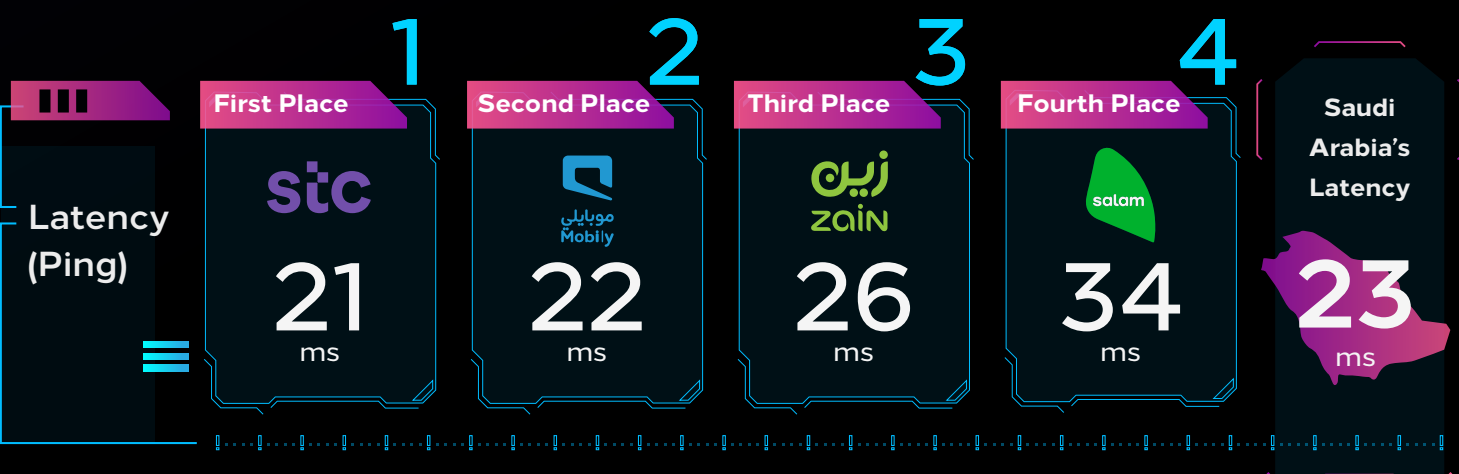
# DOTA 2



Publisher

VALVE

Server Location



Latency Range

Ideal

0ms-40ms

Good

40ms-90ms

Average

90ms-130ms

Poor

more than 130ms



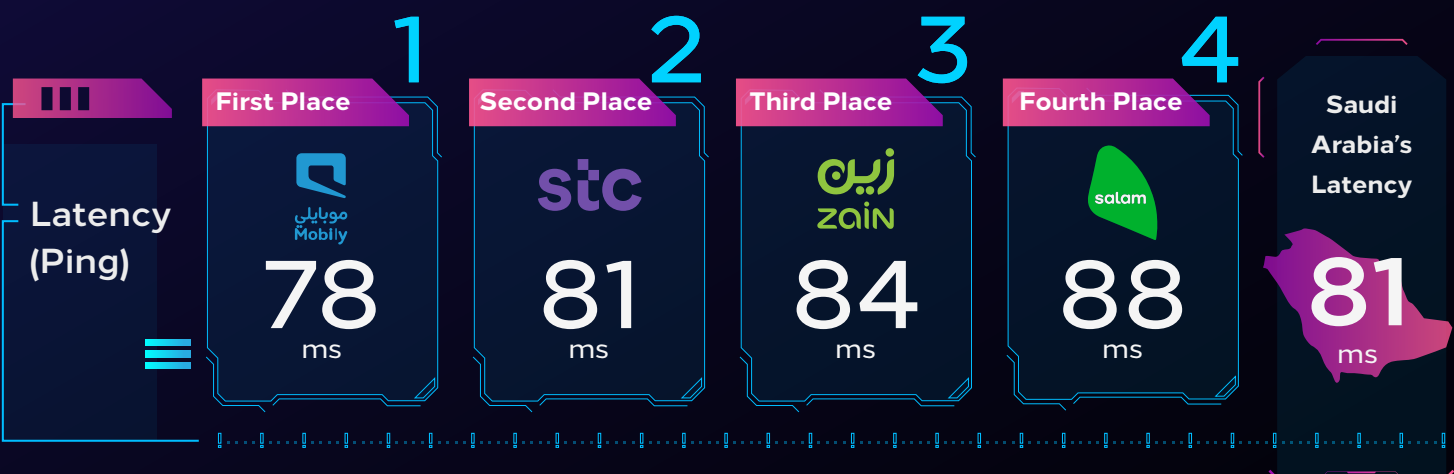
# STAR CRAFT 2



Publisher



Server Location



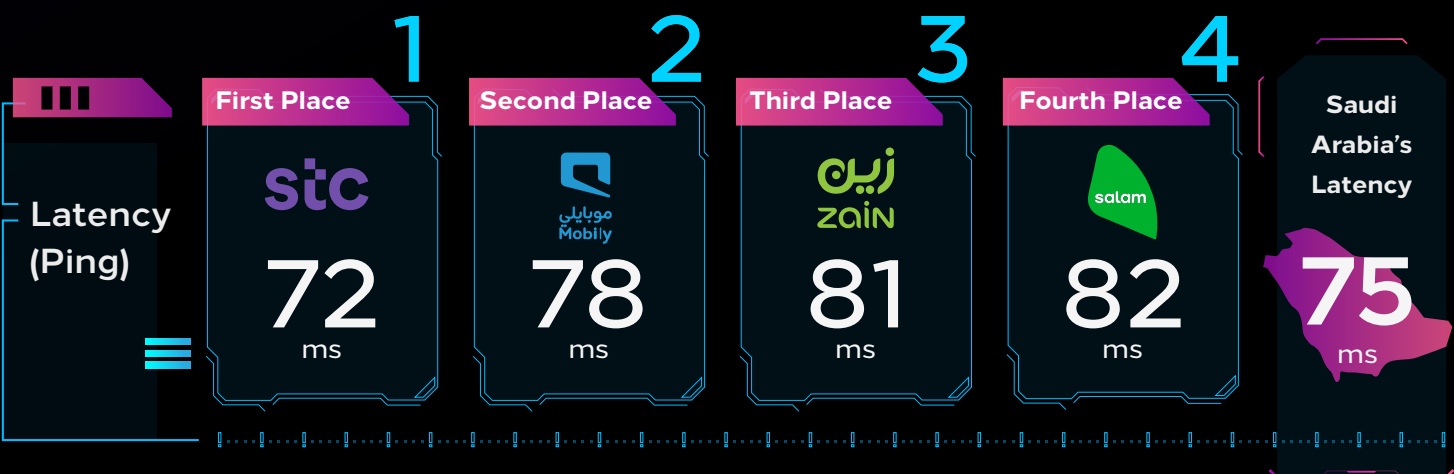
# HONOR OF KINGS



Publisher



Server Location



Latency Range

Ideal

0ms-40ms

Good

40ms-90ms

Average

90ms-130ms

Poor

more than 130ms



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

Based on the analysis of SamKnows Ltd.

ms: Milliseconds



# VALORANT



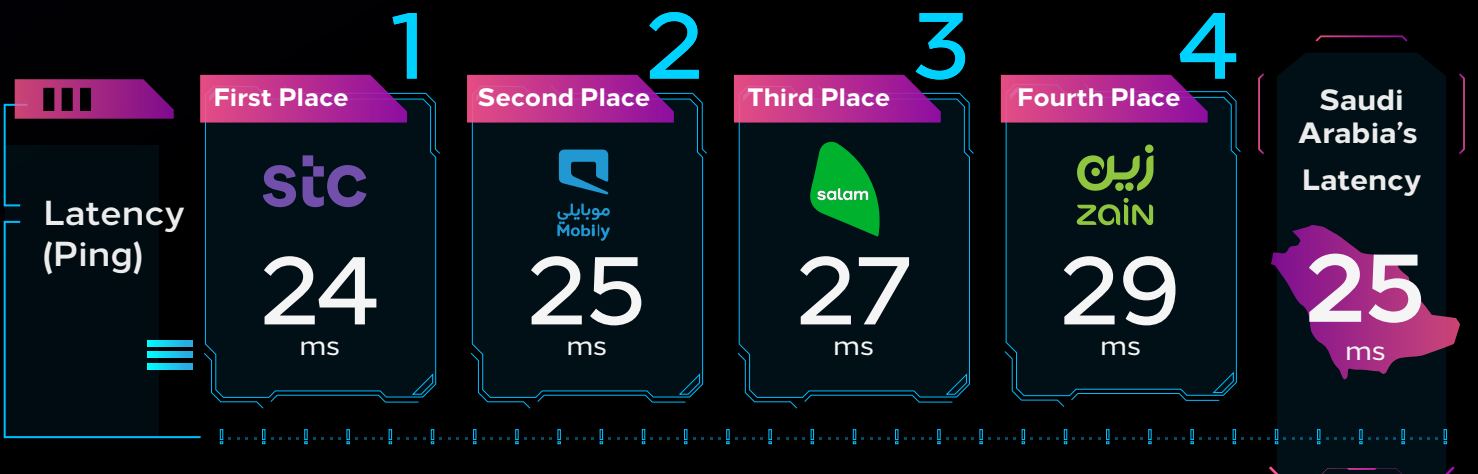
Publisher 	Server Location 
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# PUBG MOBILE



Publisher <b>KRAFTON</b>	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



Latency (Ping)

First Place

stc  
21 ms

Second Place

Mobily  
23 ms

Third Place

zain  
27 ms

Fourth Place

salam  
37 ms

Saudi Arabia's Latency

24 ms



# RAINBOW SIX SIEGE

# RAINBOW SIX SIEGE

Publisher

UBISOFT

Server Location



Latency (Ping)

First Place

zain stc  
15 ms

Second Place

Mobily salam  
16 ms

Saudi Arabia's Latency

15 ms

Latency Range

Ideal

0ms-40ms

Good

40ms-90ms

Average

90ms-130ms

Poor

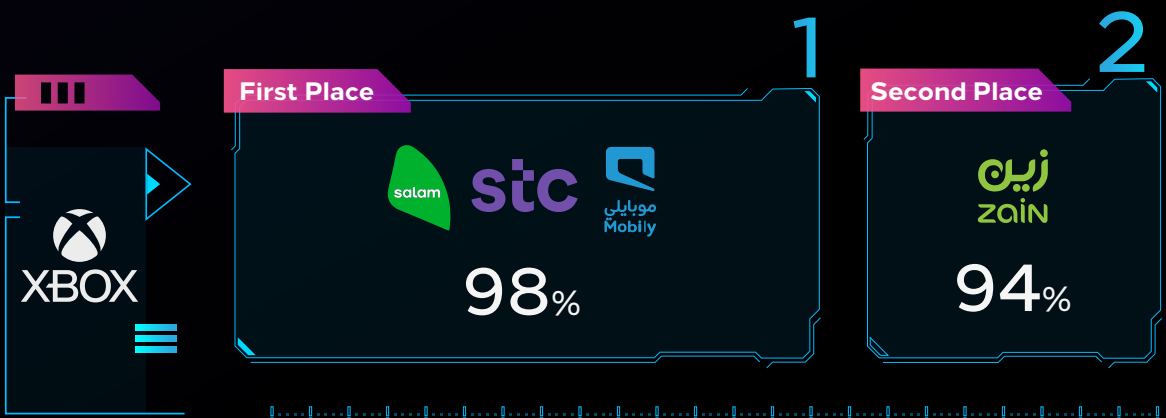
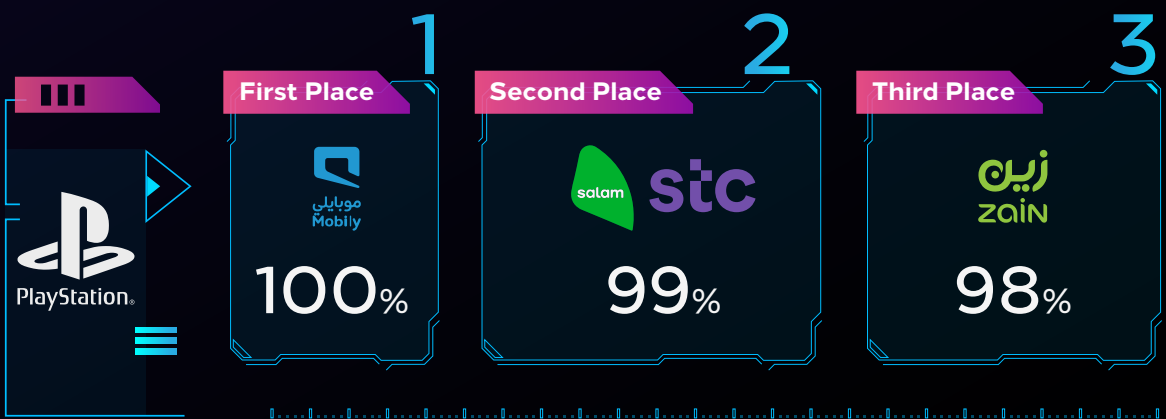
more than 130ms

# 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

Second half of 2024

stc



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

Award Evaluation Criteria

First Half of 2024

Criteria	Value	stc	موبايلي Mobily	زين ZAIN	سلام
Improving the QoE for Online Games	40 Points	38.5	37	27.5	21
Hosting Online Games Locally	30 Points	5	0	0	10
Hosting Cloud Gaming Platforms	10 Points	7	0	10	0
Providing Games Packages	10 Points	6	6	2	7
Support The Gaming Community	10 Points	7	5	5	2
<b>Total</b>	<b>100 Points</b>	<b>63.5</b>	<b>48</b>	<b>44.5</b>	<b>40</b>

## Most Popular Gaming Platforms in Saudi Arabia



## Most Popular Online Games in Saudi Arabia

FORTNITE

CALL OF DUTY

FREE FIRE

BATTLEFIELD 2042

FOOTBALL™

ROBLOX

TEKKEN

MINECRAFT

TOM CLANCY'S  
RAINBOW SIX SIEGE

TEAM FIGHT  
TACTICS

MOBILE  
LEGENDS  
BANG BANG

GUILTY GEAR  
- STRIVE -

ROCKET  
LEAGUE

LEAGUE OF  
LEGENDS

APEX  
- LEGENDS -

CS

EA  
SPORTS  
F1

PUBG

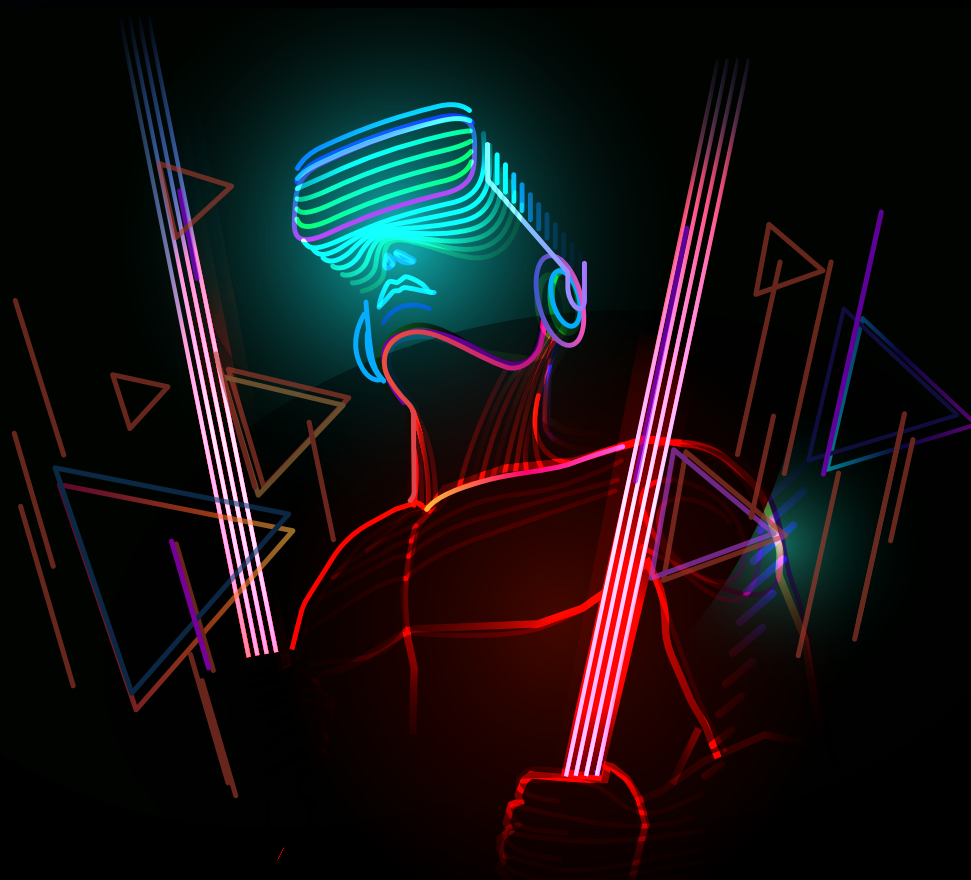
PUBG  
MOBILE

DOTA 2

OVERWATCH

STREET  
FIGHTER

VALORANT





## 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](http://www.meqyas.sa)



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