GAME
MODE

Game Mode Report

Quarter 4 - 2023

هيئة الاتصالات والفضاء والتقنية
**Communications, Space &
Technology Commission**

cst.gov.sa

Table of Content

Introduction

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 stimulation initiatives that focus on developing this sector.

The report compares the (Latency/ping) between service providers with emphasis on the most popular video 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 informing stakeholders and interested parties about the sector performance indicators.

Download Speed for Gaming Platforms
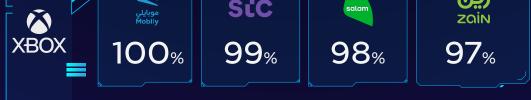
The performance of download speed of games across gaming platforms in the Kingdom

100%	99%	99%
STEAM	PlayStation	XBOX

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

PlayStation

1 First Place — Mobily / salam — **100%**
2 Second Place — stc — **99%**
3 Third Place — زين ZAIN — **96%**

XBOX

1 First Place — Mobily — **100%**
2 Second Place — stc — **99%**
3 Third Place — salam — **98%**
4 Fourth Place — زين zain — **97%**

STEAM

1 First Place — Mobily / stc / salam — **100%**
2 Second Place — زين zain — **99%**

CALL OF DUTY

CALL OF DUTY MWII MODERN WARFARE® II

The gameplay in Call of Duty is based on players connecting to the central game servers for each region

Game Name	Call of Duty	Server Location	
Publisher	ACTIVISION	Company Location	

Latency

	1	2	
Latency (Ping)	**First Place** — Mobily stc — **14** ms	**Second Place** — Zain salam — **17** ms	**Saudi Arabia's Latency** — **14** ms

Latency Range

Ideal   Good   Average   Poor

8	23
6	24
8	31
10	27

0ms 10ms 20ms 30ms 40ms 50ms 60ms 70ms 80ms 90ms 100ms 110ms 120ms 130ms 140ms

Measurements were collected from "Meqyas" devices for fixed internet installed by users

stc   Mobily   Zain   salam

The graph indicates the shortest and longest latency for each service provider

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ms : Milliseconds   Low latency means better performance   Based on analysis by SamKnows Ltd.

FORTNITE

The gameplay in Fortnite is based on players connecting to the central game servers for each region

Game Name	Fortnite	Server Location	
Publisher	EPIC GAMES	Company Location	

Latency

	1	2	3	4	
Latency (Ping)	First Place	Second Place	Third Place	Fourth Place	Saudi Arabia's Latency
	stc	Mobily	salam	zain	
	13 ms	14 ms	17 ms	18 ms	14 ms

Latency Range

Ideal   **Good**   **Average**   **Poor**

7 — 23
6 — 25
8 — 33
10 — 28

0ms 10ms 20ms 30ms 40ms 50ms 60ms 70ms 80ms 90ms 100ms 110ms 120ms 130ms 140ms

Measurements were collected from "Meqyas" devices for fixed internet installed by users

stc   Mobily   zain   salam

The graph indicates the shortest and longest latency for each service provider

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ms : Milliseconds | Low latency means better performance | Based on analysis by SamKnows Ltd.

EA SPORTS FC

The way to play in EA SPORTS FC depends on the connection between two players, one of whom is being the (Host), and so the quality of the connection depends on the distance between the two players. There are also other game modes where players connect to centralized servers used for each region

Game Name	EA SPORTS FC	Server Location	
Publisher	Electronic Arts	Company Location	

Latency

1
First Place
stc / Mobily
14 ms

2
Second Place
zain / salam
17 ms

Latency (Ping)

Saudi Arabia's Latency
14 ms

Latency Range

Ideal	Good	Average	Poor

8 — 23
7 — 24
8 — 31
10 — 27

0ms 10ms 20ms 30ms 40ms 50ms 60ms 70ms 80ms 90ms 100ms 110ms 120ms 130ms 140ms

Measurements were collected from "Meqyas" devices for fixed internet installed by users

stc   Mobily   zain   salam

The graph indicates the shortest and longest latency for each service provider

ms : Milliseconds | Low latency means better performance | Based on analysis by SamKnows Ltd.

APEX LEGENDS

The gameplay in Apex Legends is based on players connecting to central game servers of each region
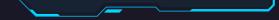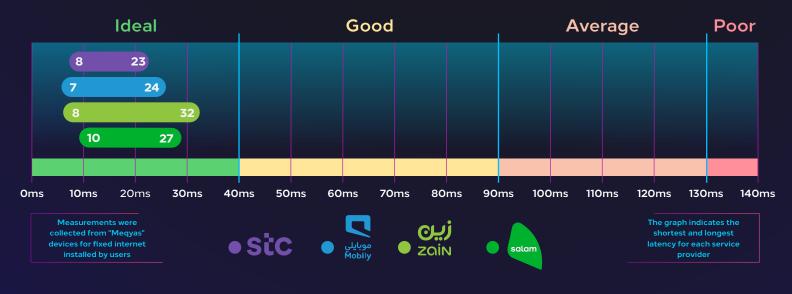
Game Name	Apex Legends	Server Location	
Publisher	Electronic Arts	Company Location	

Latency

	First Place	Second Place	Third Place	Saudi Arabia's Latency
Latency (Ping)	**1** stc — 14 ms	**2** salam — 17 ms	**3** zain — 18 ms	14 ms

Latency Range

Ideal   **Good**   **Average**   **Poor**

- 8 — 23
- 7 — 24
- 8 — 32
- 10 — 27

0ms 10ms 20ms 30ms 40ms 50ms 60ms 70ms 80ms 90ms 100ms 110ms 120ms 130ms 140ms

Measurements were collected from "Meqyas" devices for fixed internet installed by users

stc   Mobily   zain   salam

The graph indicates the shortest and longest latency for each service provider

ms : Milliseconds   Low latency means better performance   Based on analysis by SamKnows Ltd.

LEAGUE OF LEGENDS

The gameplay in League of Legends is based on players connecting to central playing servers of each region

Game Name	League of Legends	Server Location	
Publisher	RIOT GAMES	Company Location	

Latency

	First Place 1	Second Place 2	Third Place 3	Fourth Place 4	Saudi Arabia's Latency
Latency (Ping)	**stc** 81 ms	**Mobily** 82 ms	**zain** 85 ms	**salam** 97 ms	83 ms

Latency Range

Ideal   Good   Average   Poor

- 73 — 88
- 73 — 89
- 78 — 94
- 87 — 106

0ms 10ms 20ms 30ms 40ms 50ms 60ms 70ms 80ms 90ms 100ms 110ms 120ms 130ms 140ms

Measurements were collected from "Meqyas" devices for fixed internet installed by users

stc   Mobily   zain   salam

The graph indicates the shortest and longest latency for each service provider

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ms : Milliseconds | Low latency means better performance | Based on analysis by SamKnows Ltd.

DOTA 2

The gameplay in Dota 2 is based on players connecting to central game servers of each region

DOTA 2

Game Name	Dota 2	Server Location	
Publisher	VALVE	Company Location	

Latency

	1 First Place	2 Second Place	3 Third Place	4 Fourth Place	Saudi Arabia's Latency
Latency (Ping)	stc **21** ms	Mobily **22** ms	salam **26** ms	zain **27** ms	**22** ms

Latency Range

Ideal	Good	Average	Poor

17 — 29
17 — 33
16 — 41
19 — 37

0ms 10ms 20ms 30ms 40ms 50ms 60ms 70ms 80ms 90ms 100ms 110ms 120ms 130ms 140ms

Measurements were collected from "Meqyas" devices for fixed internet installed by users

stc · Mobily · zain · salam

The graph indicates the shortest and longest latency for each service provider

ms : Milliseconds | Low latency means better performance | Based on analysis by SamKnows Ltd.

PUBG

The gameplay in PUBG is based on players connecting to central game servers of each region

Game Name	PUBG	Server Location	
Publisher	KRAFTON	Company Location	

Latency

	1	2	3	4	
	First Place	Second Place	Third Place	Fourth Place	Saudi Arabia's Latency
Latency (Ping)	Mobily	stc	zain	salam	
	78 ms	80 ms	82 ms	90 ms	81 ms

Latency Range

Ideal	Good	Average	Poor

72 — 88
69 — 84
75 — 93
87 — 95

0ms 10ms 20ms 30ms 40ms 50ms 60ms 70ms 80ms 90ms 100ms 110ms 120ms 130ms 140ms

stc Mobily zain salam

Measurements were collected from "Meqyas" devices for fixed internet installed by users

The graph indicates the shortest and longest latency for each service provider

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ms : Milliseconds | Low latency means better performance | Based on analysis by SamKnows Ltd.

PUBG MOBILE

The gameplay in PUBG Mobile is based on players connecting to central playing server of each region

Game Name	PUBG MOBILE	Server Location	
Publisher	KRAFTON	Company Location	

Latency

	First Place	Second Place	Third Place	Saudi Arabia's Latency
	1	2	3	
Latency (Ping)	stc Mobily **23** ms	salam **26** ms	زين zain **28** ms	**24** ms

Latency Range

Ideal	Good	Average	Poor

18 — 33		
18 — 33		
18 — 43		
19 — 39		

0ms 10ms 20ms 30ms 40ms 50ms 60ms 70ms 80ms 90ms 100ms 110ms 120ms 130ms 140ms

Measurements were collected from "Meqyas" devices for fixed internet installed by users

stc   Mobily   زين zain   salam

The graph indicates the shortest and longest latency for each service provider

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ms : Milliseconds   Low latency means better performance   Based on analysis by SamKnows Ltd.

WORLD OF WARCRAFT

The gameplay in World of Warcraft is based on players connecting to central game servers of each region

Game Name	World of Warcraft	Server Location	
Publisher	BLIZZARD ENTERTAINMENT	Company Location	

Latency

Latency (Ping)

	First Place	Second Place	Third Place	Fourth Place	Saudi Arabia's Latency
	1	2	3	4	
	stc	Mobily	zain	salam	
	74 ms	75 ms	85 ms	89 ms	76 ms

Latency Range

Ideal   Good   Average   Poor

65 — 84
64 — 82
78 — 94
82 — 98

0ms 10ms 20ms 30ms 40ms 50ms 60ms 70ms 80ms 90ms 100ms 110ms 120ms 130ms 140ms

Measurements were collected from "Meqyas" devices for fixed internet installed by users

stc   Mobily   zain   salam

The graph indicates the shortest and longest latency for each service provider

ms : Milliseconds   Low latency means better performance

AMONG US

The gameplay in Among Us is based on players connecting to central game servers of each region

AMONG US

Game Name	Among Us	Server Location	
Publisher	INNERSLOTH	Company Location	

Latency

	First Place	Second Place	Third Place	Saudi Arabia's Latency
	1	2	3	
Latency (Ping)	Mobily stc **77** ms	زين zain **82** ms	salam **94** ms	**79** ms

Latency Range

Ideal	Good	Average	Poor

71 — 84
68 — 84
80 85
87 — 101

0ms 10ms 20ms 30ms 40ms 50ms 60ms 70ms 80ms 90ms 100ms 110ms 120ms 130ms 140ms

• stc   Mobily   زين zain   salam

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ms : Milliseconds   Low latency means better performance   Based on analysis by SamKnows Ltd.

VALORANT

The gameplay in Valorant is based on players connecting to central game servers of each region

| Game Name | **Valorant** | Server Location | |
| Publisher | RIOT GAMES | Company Location | |

Latency

| | First Place | Second Place | Third Place | Saudi Arabia's Latency |
| Latency (Ping) | stc Mobily **14** ms | salam **17** ms | zain **18** ms | **14** ms |

Latency Range

| Ideal | Good | Average | Poor |

- 8 — 23
- 7 — 24
- 10 — 31
- 10 — 27

0ms 10ms 20ms 30ms 40ms 50ms 60ms 70ms 80ms 90ms 100ms 110ms 120ms 130ms 140ms

Measurements were collected from "Meqyas" devices for fixed internet installed by users

stc   Mobily   zain   salam

The graph indicates the shortest and longest latency for each service provider

ms : Milliseconds   Low latency means better performance   Based on analysis by SamKnows Ltd.

RAINBOW SIX SIEGE

TOM CLANCY'S RAINBOW SIX | SIEGE

The gameplay in Rainbow Six Siege is based on players connecting to central playing server of each region

Game Name	Rainbow Six Siege	Server Location	
Publisher	UBISOFT	Company Location	

Latency

	First Place	Second Place	Third Place	Saudi Arabia's Latency
Latency (Ping)	Mobily / stc **14** ms	salam **17** ms	zain **18** ms	**15** ms
	1	2	3	

Latency Range

Ideal	Good	Average	Poor

8 — 24
7 — 25
8 — 33
11 — 28

0ms 10ms 20ms 30ms 40ms 50ms 60ms 70ms 80ms 90ms 100ms 110ms 120ms 130ms 140ms

Measurements were collected from "Meqyas" devices for fixed internet installed by users

stc • Mobily • zain • salam

The graph indicates the shortest and longest latency for each service provider

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ms : Milliseconds | Low latency means better performance | Based on analysis by SamKnows Ltd.

ROCKET LEAGUE

The gameplay in Rocket League is based on players connecting to central playing server of each region

Game Name	Rocket League	Server Location	
Publisher	Psyonix	Company Location	

Latency

Latency (Ping)

First Place 1

salam Mobily stc

14 ms

Second Place 2

zain

17 ms

Saudi Arabia's Latency

14 ms

Latency Range

Ideal	Good	Average	Poor

8 — 23
6 — 23
8 — 29
7 — 26

0ms 10ms 20ms 30ms 40ms 50ms 60ms 70ms 80ms 90ms 100ms 110ms 120ms 130ms 140ms

Measurements were collected from "Meqyas" devices for fixed internet installed by users

stc   Mobily   zain   salam

The graph indicates the shortest and longest latency for each service provider

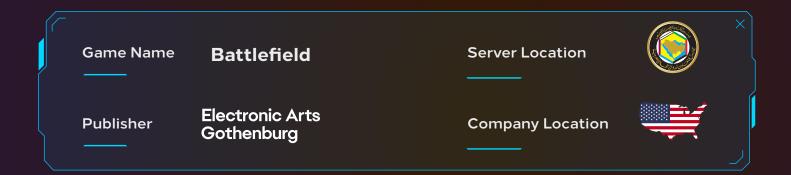ms : Milliseconds   Low latency means better performance   Based on analysis by SamKnows Ltd.

BATTLEFIELD

BATTLEFIELD 2042

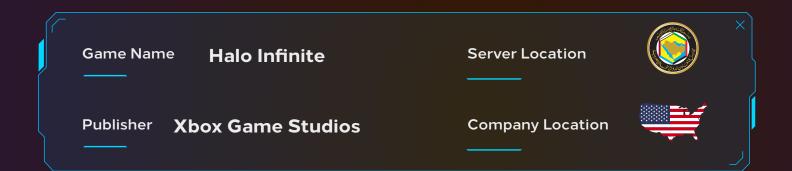The gameplay in Battlefield is based on players connecting to the central game servers for each region

Game Name	Battlefield	Server Location	
Publisher	Electronic Arts Gothenburg	Company Location	

Latency

	First Place	Second Place	Third Place	Saudi Arabia's Latency
	1	2	3	
Latency (Ping)	stc Mobily **14** ms	salam **17** ms	zain **19** ms	**15** ms

Latency Range

Ideal	Good	Average	Poor

8 — 24
6 — 25
10 — 33
11 — 27

0ms 10ms 20ms 30ms 40ms 50ms 60ms 70ms 80ms 90ms 100ms 110ms 120ms 130ms 140ms

Measurements were collected from "Meqyas" devices for fixed internet installed by users

stc   Mobily   zain   salam

The graph indicates the shortest and longest latency for each service provider

Game Mode Report – Q4, 2023

ms : Milliseconds | Low latency means better performance | Based on analysis by SamKnows Ltd.

HALO INFINITE

The gameplay in Halo Infinite is based on players connecting to the central game servers for each region

Game Name	Halo Infinite	Server Location	
Publisher	Xbox Game Studios	Company Location	

Latency

	First Place	Second Place	Third Place	Fourth Place	Saudi Arabia's Latency
Latency (Ping)	Mobily **22** ms	stc **23** ms	salam **28** ms	zain **30** ms	**23** ms

Latency Range

Ideal   **Good**   **Average**   **Poor**

18	32
17	33
23	44
21	38

0ms 10ms 20ms 30ms 40ms 50ms 60ms 70ms 80ms 90ms 100ms 110ms 120ms 130ms 140ms

ms : Milliseconds   Low latency means better performance   Based on analysis by SamKnows Ltd.

COUNTER STRIKE

The gameplay in Counter Strike is based on players connecting to the central game servers for each region

Game Name	Counter Strike	Server Location	
Publisher	Valve Corporation	Company Location	

Latency

	First Place	Second Place	Third Place	Fourth Place	Saudi Arabia's Latency
	1	2	3	4	
Latency (Ping)	stc **20** ms	Mobily **21** ms	salam **24** ms	zain **26** ms	**21** ms

Latency Range

Ideal	Good	Average	Poor

Provider	Min	Max
	17	28
	17	31
	18	39
	17	37

0ms 10ms 20ms 30ms 40ms 50ms 60ms 70ms 80ms 90ms 100ms 110ms 120ms 130ms 140ms

Game Mode Report - Q4, 2023

ms : Milliseconds | Low latency means better performance | Based on analysis by SamKnows Ltd.

Platinum Operator Award for Games

As of second half of 2023

stc

The criteria adopted for the award and evaluation results of service providers
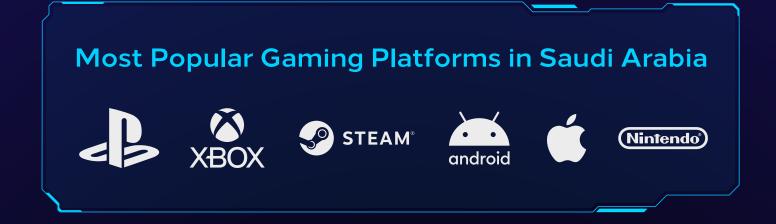
Award Evaluation Criteria		Second Half of 2023			
Criteria	Value	stc	Mobily	zain	salam
Improving the QoE for Online Games	40 Points	39	37.5	22	25.5
Hosting Online Games Locally	30 Points	0	0	0	0
Hosting Cloud Gaming Platforms	10 Points	0	0	10	0
Providing Games Packages	10 Points	8	0	2	8
Support The Gaming Community	10 Points	7	4	7	3
Total	**100 Points**	**54**	**41.5**	**41**	**36.5**

Most Popular Gaming Platforms in Saudi Arabia

PlayStation · XBOX · Steam · android · Apple · Nintendo

Most Popular Video Games in Saudi Arabia

FORTNITE · AMONG US · PUBG · PUBG MOBILE

CALL OF DUTY · APEX LEGENDS · BATTLEFIELD

TOM CLANCY'S RAINBOW SIX SIEGE · EA SPORTS FC · LEAGUE OF LEGENDS

DOTA 2 · MINECRAFT · OVERWATCH

CS2 · ROCKET LEAGUE · VALORANT

ROBLOX · GENSHIN IMPACT · WORLD OF WARCRAFT

How to Ensure Network Safety and Network Device Efficiency?

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

Internal Network Settings

Try to use a network cable connection instead of connecting to a wireless network **(Wi-Fi)**

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

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Participate with us to Achieve Game Mode's Initiative Objectives

MEQYAS

GAME MODE

Join hundreds of participants in the Game Mode initiative by registering for a "Meqyas fixed internet" device, which measures the performance of most popular video 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 video 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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**Communications, Space &
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