Game Mode
Report

Quarter 2 - 2024

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Introduction

GAME MODE

CST
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.

GameMode Initiative

It's an initiative launched by the Communications, Space and Technology Commission (CST) at the beginning of 2021. This initiative is part of CST's efforts to support the gaming sector in the kingdom.

18 Online Games

latency performance has been improved, achieving an improvement of up to 85%

68%

improvement in speed performance for gaming stores.

+1 million gamers

have been served through dedicated technical support for gamers by service providers

3 Online games

servers have been hosted in the kingdom

100%

stability in latency performance (bufferbloat)

+6 million subscribers

to packages dedicated for gamers

+320 thousand subscribers

to cloud gaming platforms

CALL OF DUTY

Call of Duty MODERN WARFARE III

Publisher **ACTIVISION**   Server Location

Latency (Ping)	First Place **stc** / **Mobily**	Second Place **zain** / **salam**	Saudi Arabia's Latency
Improvement Percentage [1] **13 %**	**13** ms	**14** ms	**13** ms

MOBILE LEGENDS

MOBILE LEGENDS BANG BANG
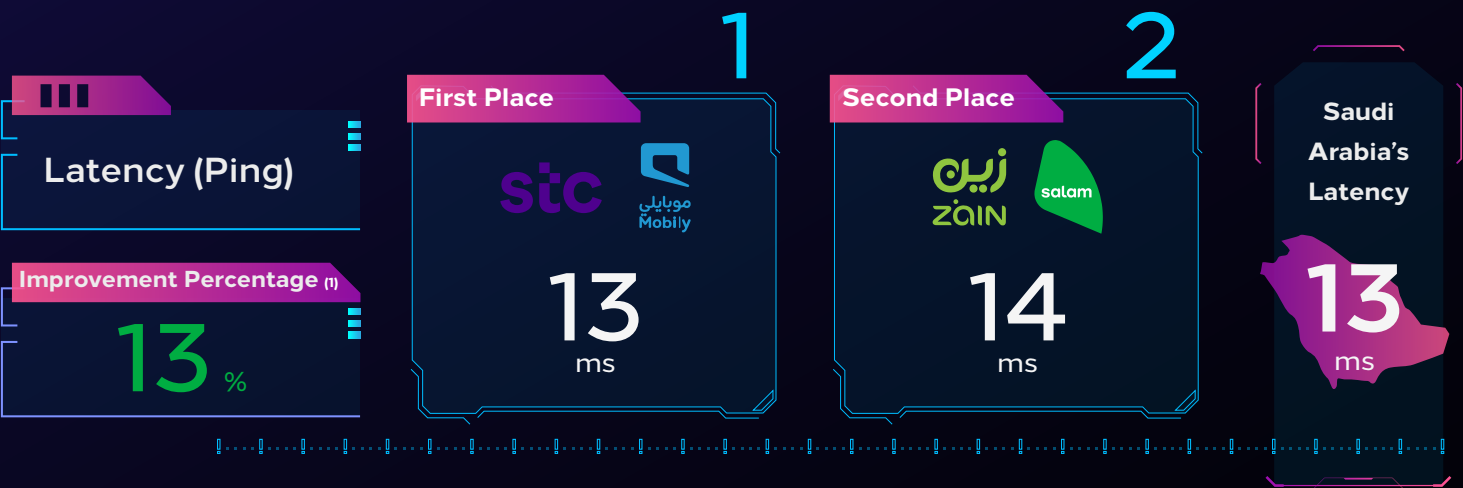
Publisher **MOONTON**   Server Location

Latency (Ping)	First Place **stc**	Second Place **Mobily**	Third Place **salam**	Fourth Place **zain**	Saudi Arabia's Latency
	10 ms	**11** ms	**12** ms	**15** ms	**10** ms

Latency Range	Ideal 0ms-40ms	Good 40ms-90ms	Average 90ms-130ms	Poor more than 130ms
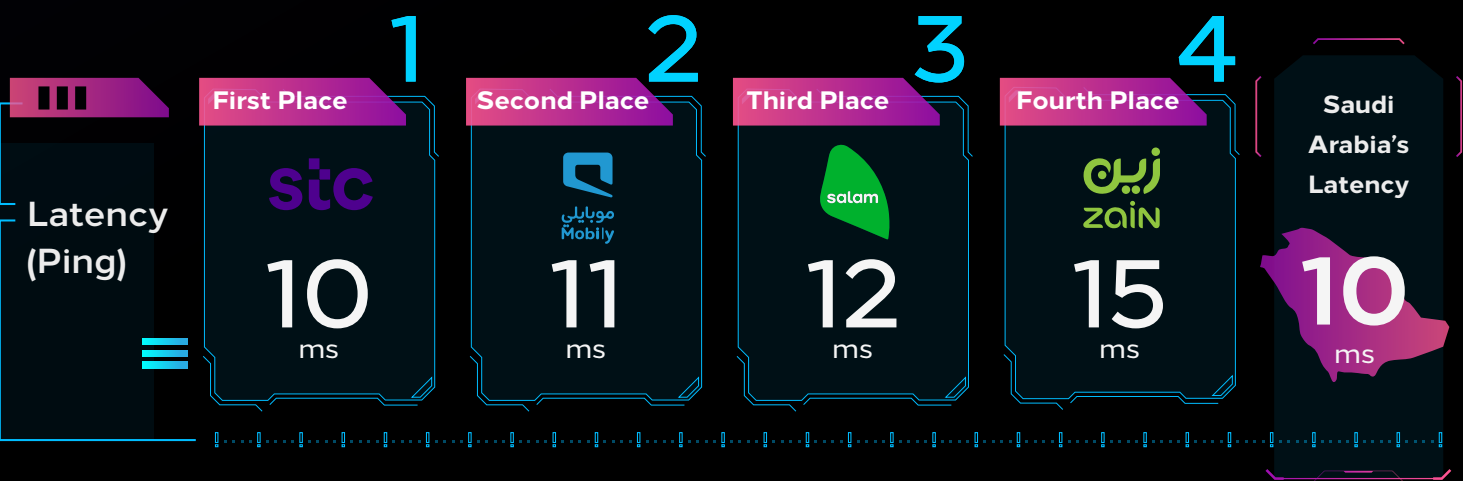
EA SPORTS FC

Publisher	Electronic Arts	Server Location

Latency (Ping)	**1** First Place	**2** Second Place	**3** Third Place	Saudi Arabia's Latency
	stc موبايلي Mobily	salam	زين zain	
Improvement Percentage (1) **73**%	**13** ms	**14** ms	**15** ms	**13** ms

PUBG

Publisher	KRAFTON	Server Location

Latency (Ping)	**1** First Place	**2** Second Place	**3** Third Place	**4** Fourth Place	Saudi Arabia's Latency
	stc	موبايلي Mobily	salam	زين zain	
	78 ms	**80** ms	**81** ms	**97** ms	**81** ms

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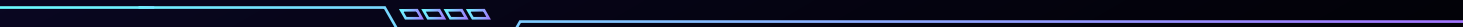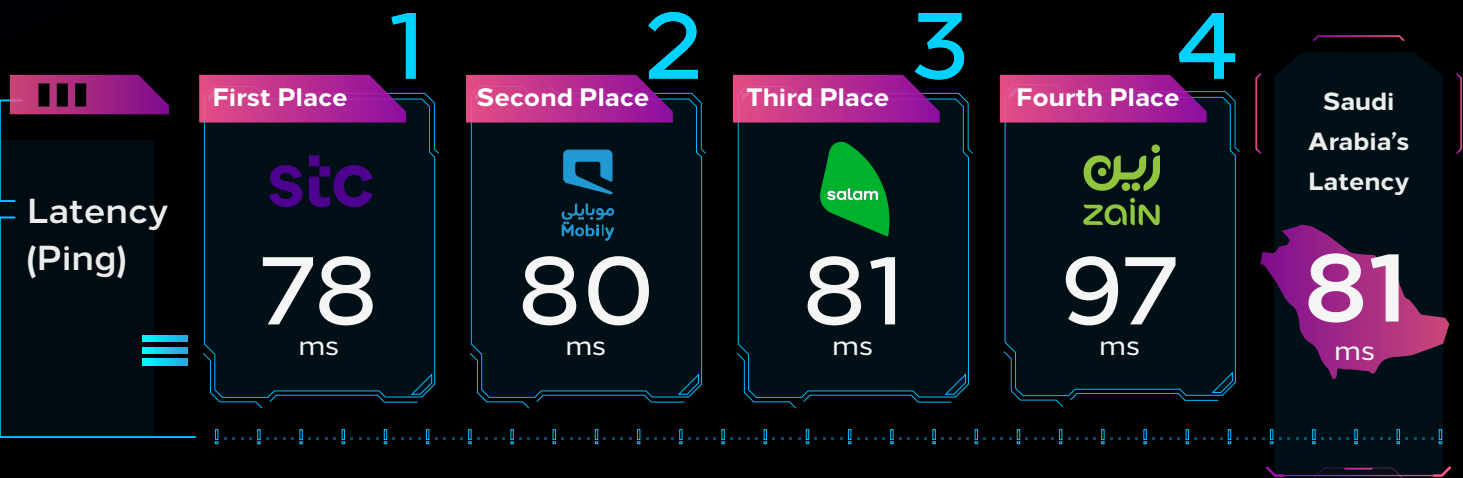
FORTNITE

FORTNITE

Publisher	Server Location
EPIC GAMES	(GCC)

Latency (Ping)

Improvement Percentage (1)

57%

	First Place	Second Place	Saudi Arabia's Latency
	1	2	
	stc / Mobily	ZAIN / salam	
	13 ms	**14** ms	**13** ms

FREE FIRE

FREE FIRE

Publisher	Server Location
Garena	(Europe)

Latency (Ping)

First Place	Second Place	Third Place	Fourth Place	Saudi Arabia's Latency
1	2	3	4	
Mobily	Zain	stc	salam	
76 ms	**77** ms	**80** ms	**85** ms	**79** ms

Latency Range

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

"Game Mode" Report - Q2, 2024

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

(1) Since the launch of GameMode initiative and the game latency being monitored in the kingdom.

Based on the analysis of SamKnows Ltd.   ms : Milliseconds

LEAGUE OF LEGENDS

LEAGUE OF LEGENDS

	Publisher	RIOT GAMES	Server Location	

Latency (Ping)

Improvement Percentage (1)

85 %

First Place ①

stc Mobily

13 ms

Second Place ②

zain salam

14 ms

Saudi Arabia's Latency

14 ms

COUNTER STRIKE

COUNTER STRIKE

	Publisher	VALVE	Server Location	

Latency (Ping)

First Place ①

stc

19 ms

Second Place ②

Mobily

20 ms

Third Place ③

zain

24 ms

Fourth Place ④

salam

26 ms

Saudi Arabia's Latency

19 ms

Latency Range

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

ROCKET LEAGUE

Publisher Psyonix

Server Location

Latency (Ping)	First Place 1	Second Place 2	Saudi Arabia's Latency
	stc Mobily	zain salam	
Improvement Percentage (1) **41 %**	**13** ms	**14** ms	**13** ms

DOTA 2

Publisher VALVE

Server Location

Latency (Ping)	First Place 1	Second Place 2	Third Place 3	Fourth Place 4	Saudi Arabia's Latency
	stc	Mobily	zain	salam	
Improvement Percentage (1) **39 %**	**19** ms	**20** ms	**24** ms	**26** ms	**19** ms

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

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"Game Mode" Report - Q2, 2024
Measurements were collected from "Meqyas" devices for FTTH Internet installed by users.
(1) Since the launch of GameMode initiative and the game latency being monitored in the kingdom.
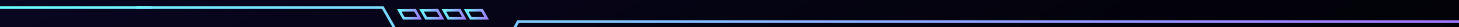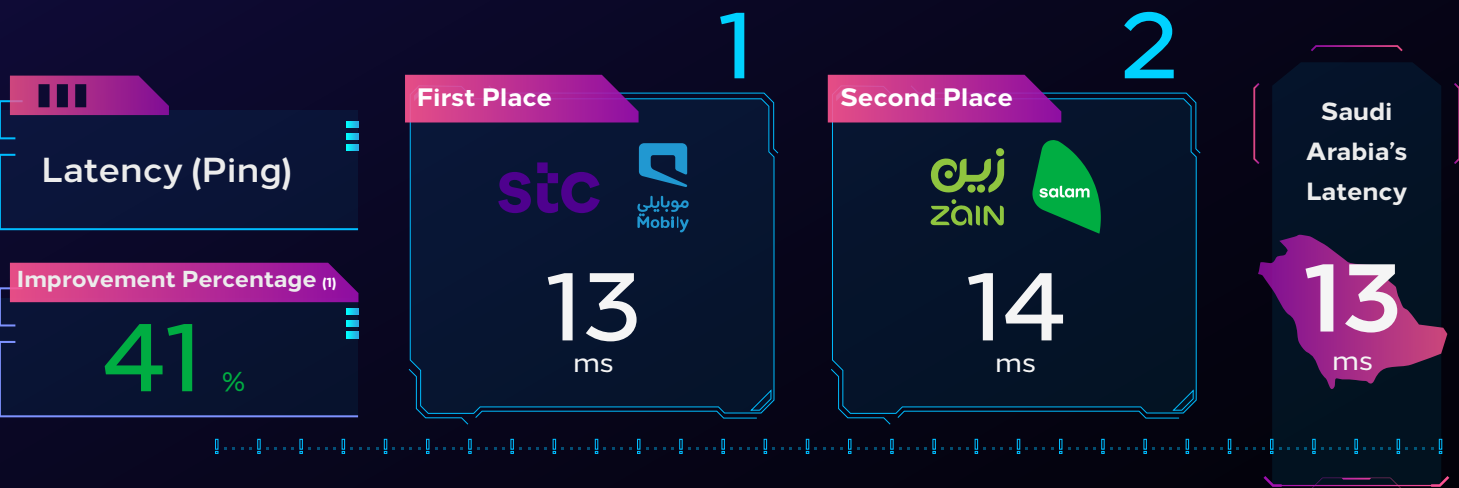Based on the analysis of SamKnows Ltd.   ms : Milliseconds

9

STAR CRAFT 2
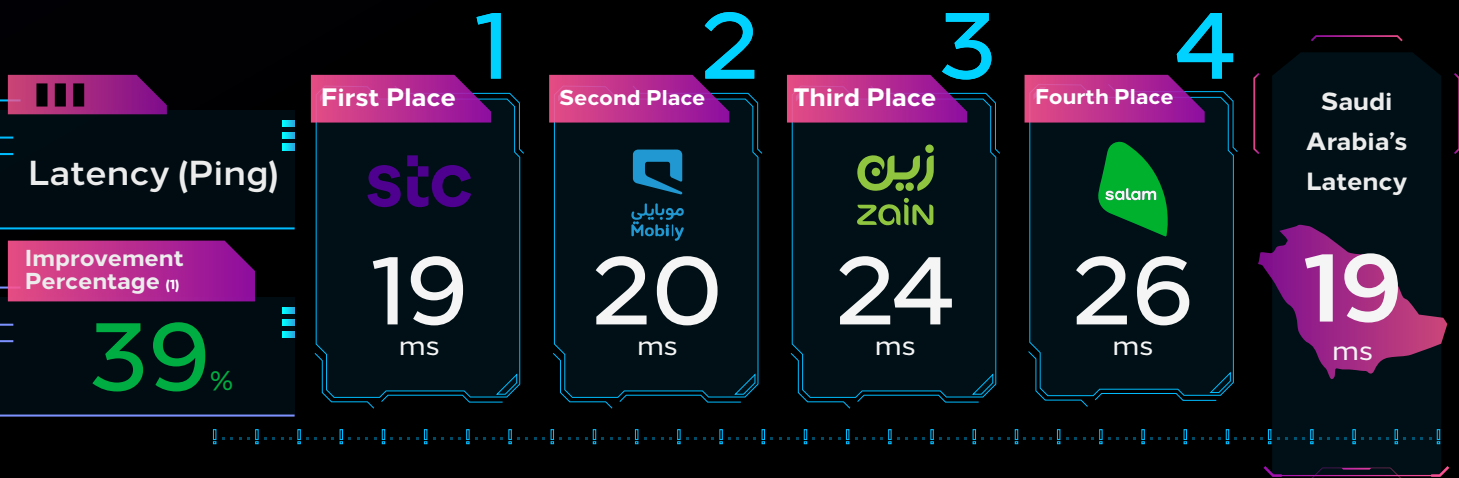
Publisher	Server Location
BLIZZARD ENTERTAINMENT	Europe

Latency (Ping)

	1 First Place	2 Second Place	3 Third Place	4 Fourth Place	Saudi Arabia's Latency
	stc	Mobily	zain	salam	
	80 ms	**82** ms	**83** ms	**88** ms	**81** ms
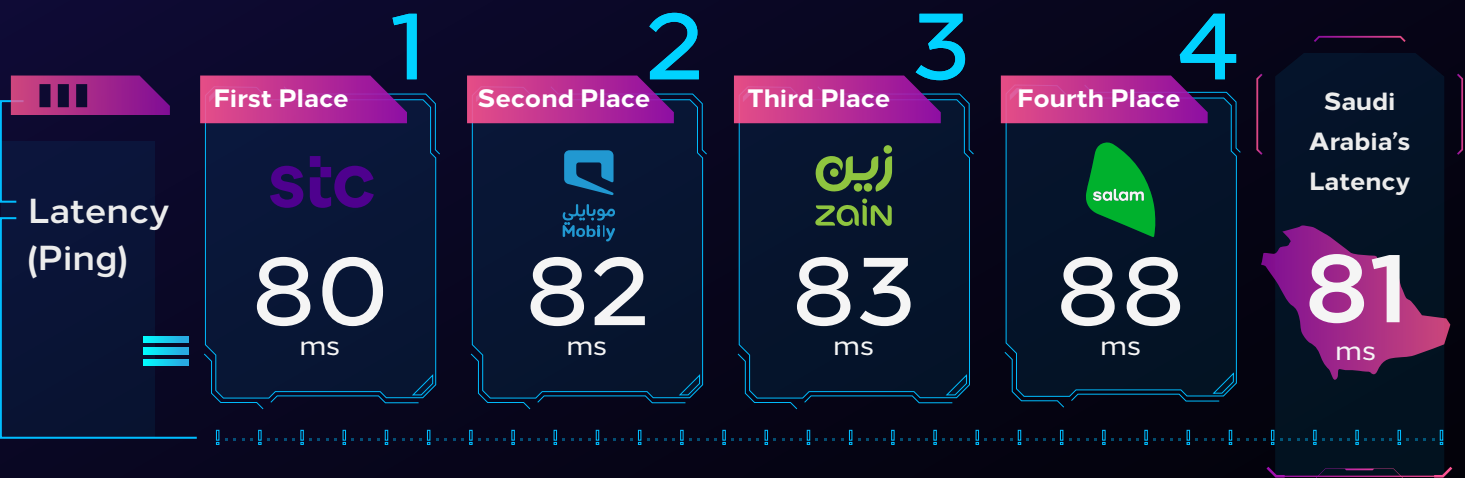
HONOR OF KINGS

Publisher	Server Location
Tencent	Europe
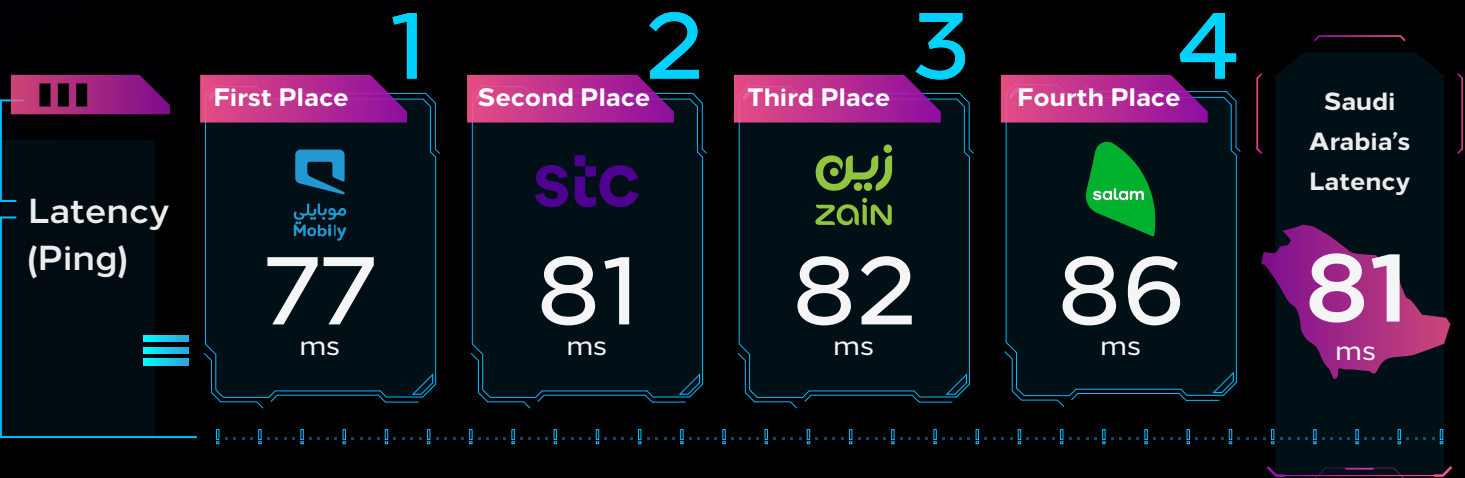
Latency (Ping)

	1 First Place	2 Second Place	3 Third Place	4 Fourth Place	Saudi Arabia's Latency
	Mobily	stc	zain	salam	
	77 ms	**81** ms	**82** ms	**86** ms	**81** ms

Latency Range

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

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"Game Mode" Report - Q2, 2024
Measurements were collected from "Meqyas" devices for FTTH Internet installed by users.
Based on the analysis of SamKnows Ltd.   ms : Milliseconds

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VALORANT

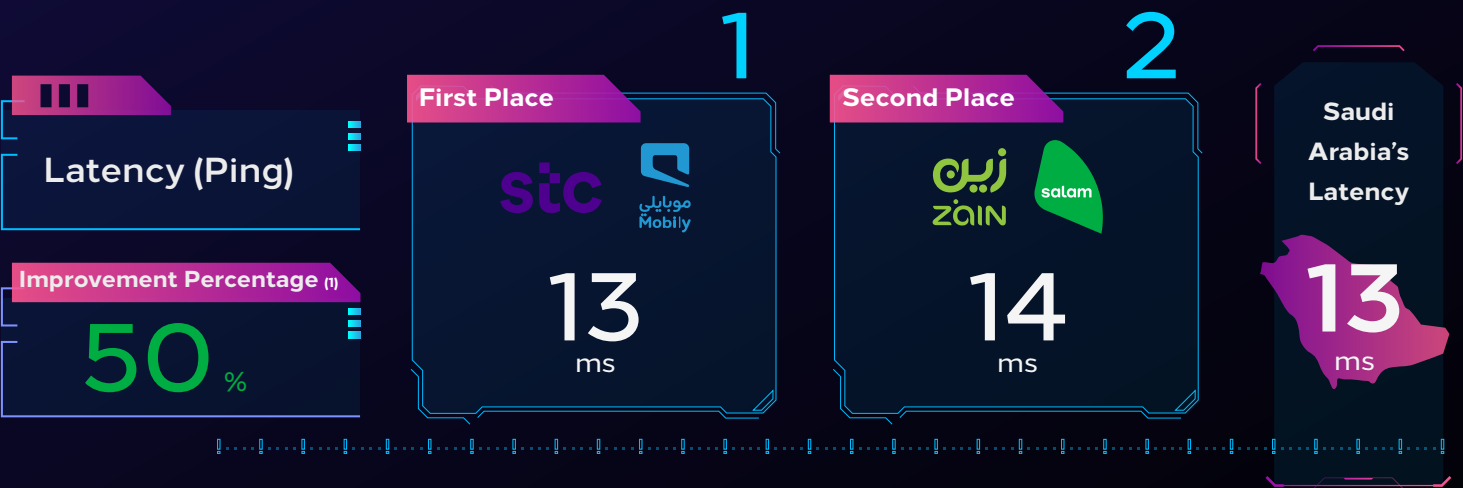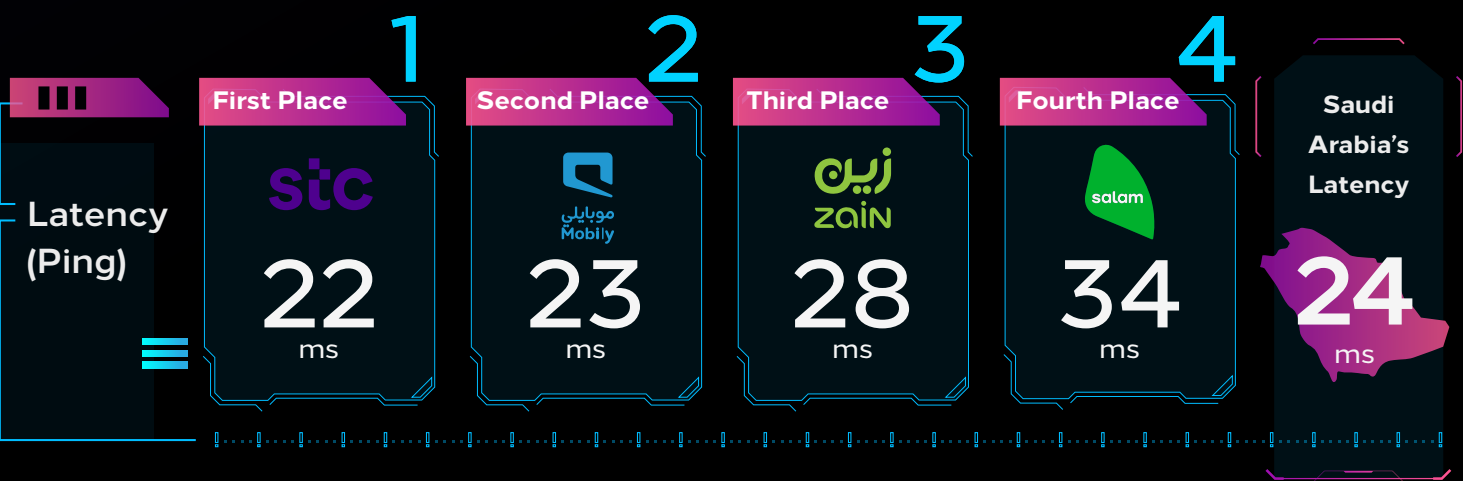|	
Publisher	RIOT GAMES
Server Location	[GCC logo]

Latency (Ping)

Improvement Percentage [1]

50%

		Saudi Arabia's Latency
First Place 1 — stc / Mobily	**Second Place** 2 — ZAIN / salam	
13 ms	14 ms	13 ms

PUBG MOBILE

Publisher	KRAFTON
Server Location	[GCC logo]

Latency (Ping)

First Place 1	Second Place 2	Third Place 3	Fourth Place 4	Saudi Arabia's Latency
stc	Mobily	zain	salam	
22 ms	23 ms	28 ms	34 ms	24 ms

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

CST

GAME MODE

CALL OF DUTY

CALL OF DUTY MOBILE

Publisher ACTIVISION

Server Location

	First Place 1	Second Place 2	Third Place 3	Fourth Place 4	Saudi Arabia's Latency
Latency (Ping)	stc **21** ms	Mobily **23** ms	zain **26** ms	salam **34** ms	**23** ms

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RAINBOW SIX SIEGE

TOM CLANCY'S RAINBOW SIX SIEGE

Publisher UBISOFT

Server Location

	First Place 1	Second Place 2	Saudi Arabia's Latency
Latency (Ping)	stc **13** ms	zain Mobily salam **15** ms	**14** ms
Improvement Percentage [1] **36** %			

Latency Range

Ideal	0ms-40ms	Good	40ms-90ms	Average	90ms-130ms	Poor	more than 130ms
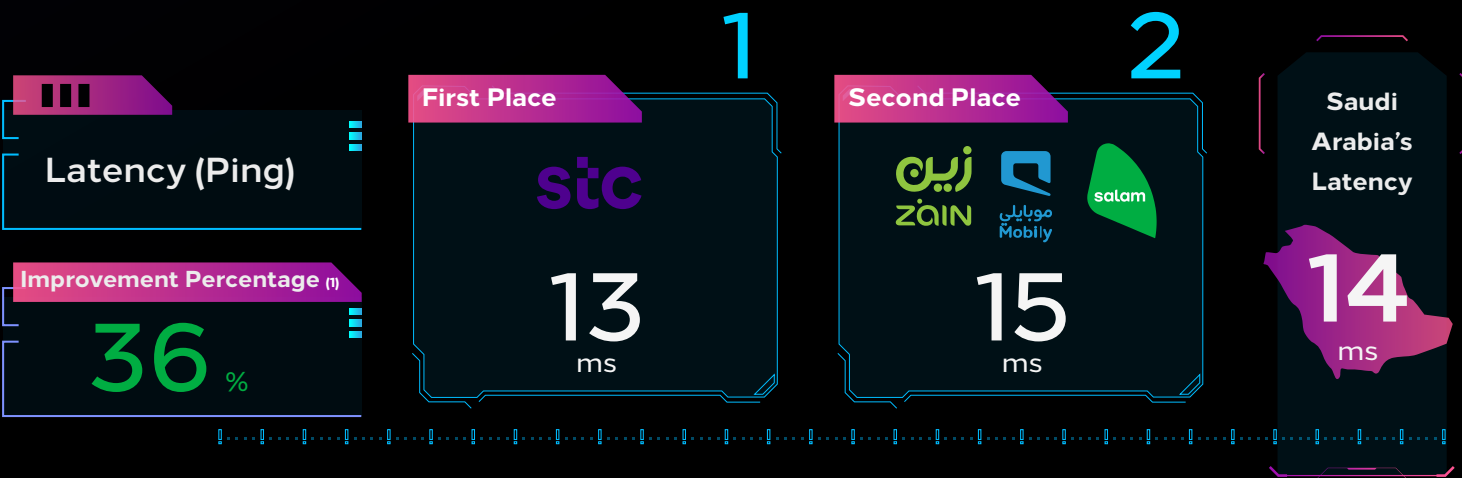
CST GAME MODE

HALO INFINITE

Publisher	Xbox Game Studios	Server Location	

Latency (Ping)

	1 First Place	**2** Second Place	**3** Third Place	Saudi Arabia's Latency
	Mobily / stc	zain	salam	
	22 ms	**28** ms	**38** ms	**24** ms
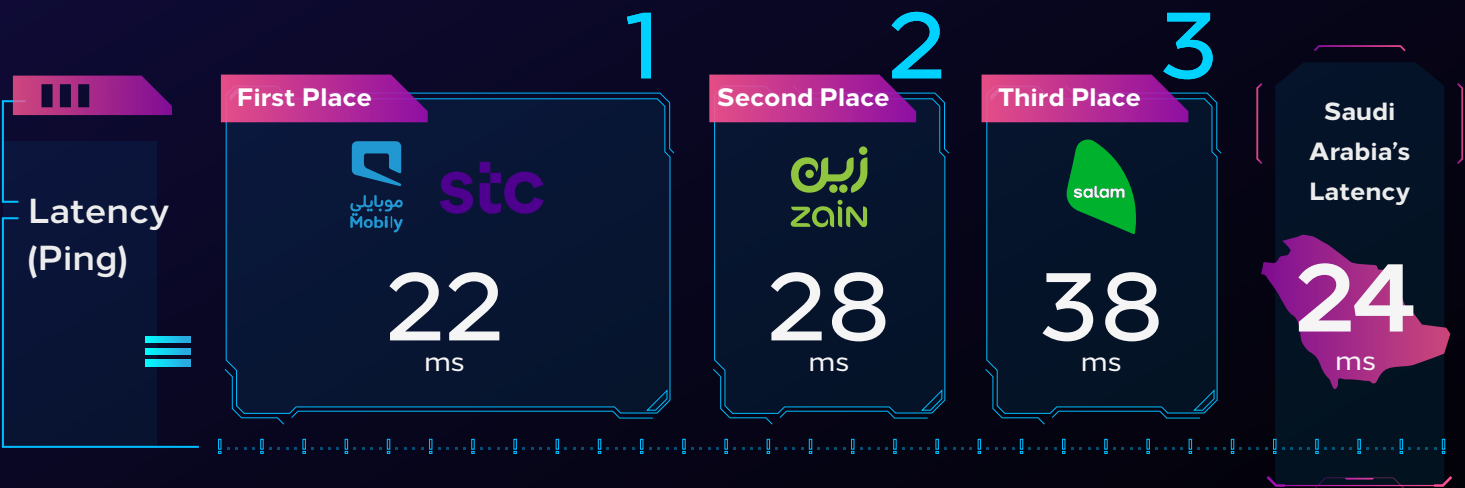
BATTLEFIELD — BATTLEFIELD 2042

Publisher	Electronic Arts Gothenburg	Server Location	

Latency (Ping)

	1 First Place	Saudi Arabia's Latency
	salam / zain / Mobily / stc	
	14 ms	**14** ms

Latency Range

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

"Game Mode" Report - Q2, 2024
Measurements were collected from "Meqyas" devices for FTTH Internet installed by users.
Based on the analysis of SamKnows Ltd.   ms : Milliseconds

CST | GAME MODE   13
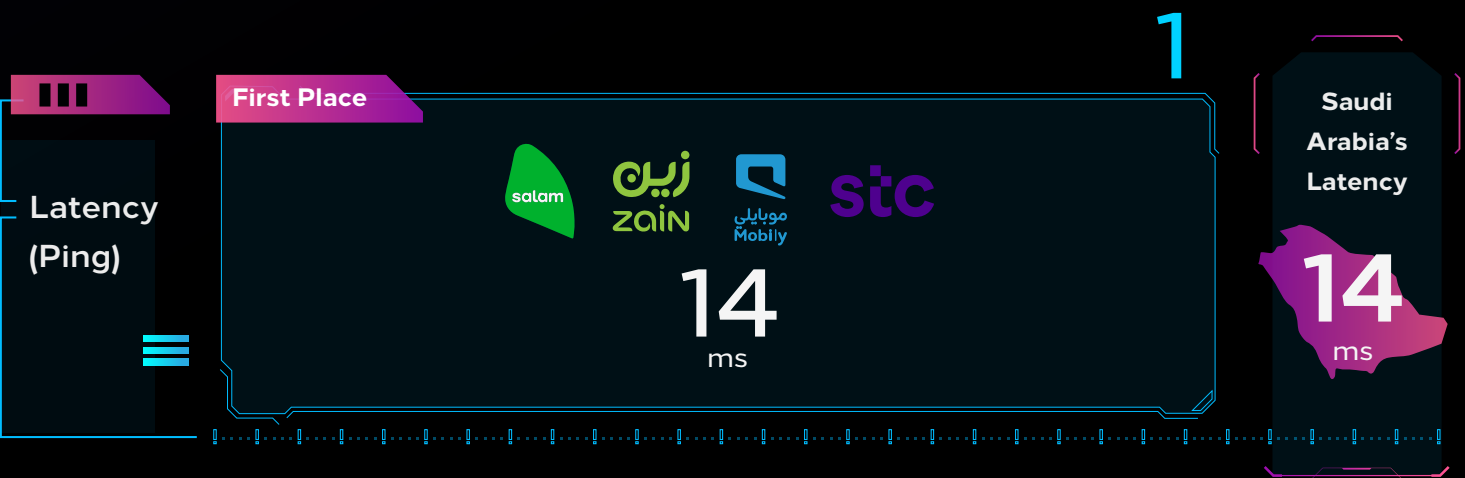
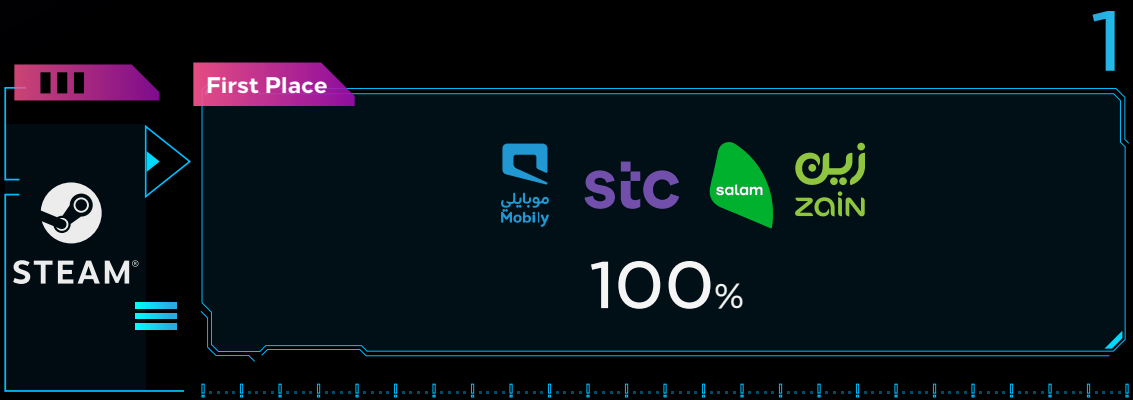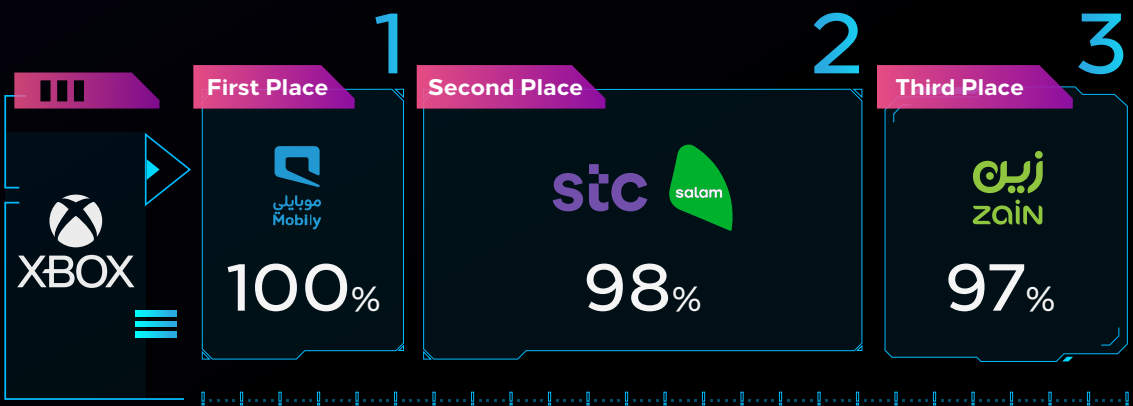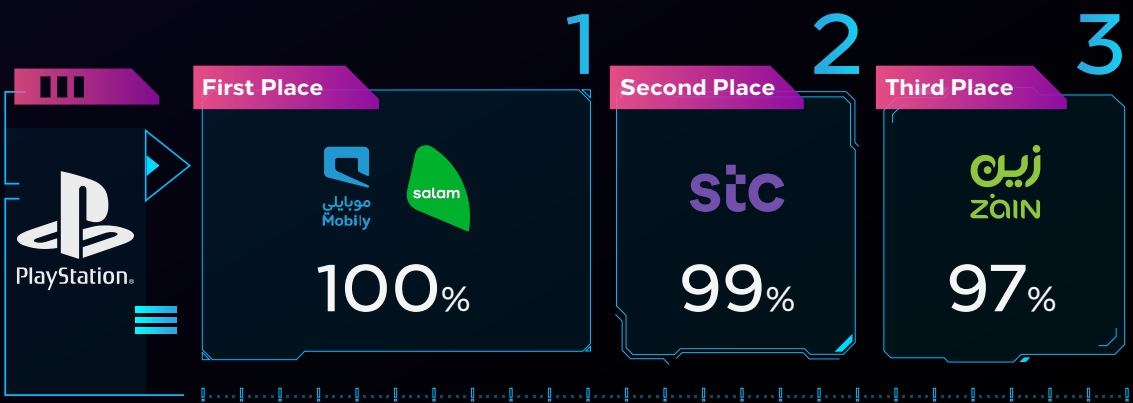# Download Speed for Gaming Platforms

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

XBOX — 99%

PlayStation — 99%

STEAM — 100%

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

PlayStation

First Place 1	Second Place 2	Third Place 3
Mobily / salam **100%**	stc **99%**	zain **97%**

XBOX

First Place 1	Second Place 2	Third Place 3
Mobily **100%**	stc / salam **98%**	zain **97%**

STEAM

First Place 1
Mobily / stc / salam / zain **100%**

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The Efforts of Service Providers in Supporting the Gaming Community
GameMode Initiative

[Dedicated Technical Support for Gamers]

zain	salam	Mobily	stc
959	8005000000	1100	900

[Cloud Gaming Platforms]

stc   SORA STREAM Saudi Arabia   zain   NVIDIA GEFORCE NOW

[Tournament Platforms]

Mobily Gamers   stc play   zain PLAYHERA

[Packages Dedicated for Gamers]

zain
- Packages with free subscription to Nvidia Geforce NOW.
  - NVIDIA GEFORCE NOW

stc
- A package with purchase credits in STC Play store.
- A package with additional data for a selection of games and social media networks for gamers.
- A package with additional data for gaming stores.
  - XBOX   PlayStation Store

Mobily
- A package with purchase credits for buying gaming consoles.
- A package with additional data for a selection of games.

salam
- A package with a gaming router for better online gaming performance.
- A package with a free subscription to YouTube Premium.
  - YouTube Premium

Platinum Operator Award for Games

First half of 2024

stc

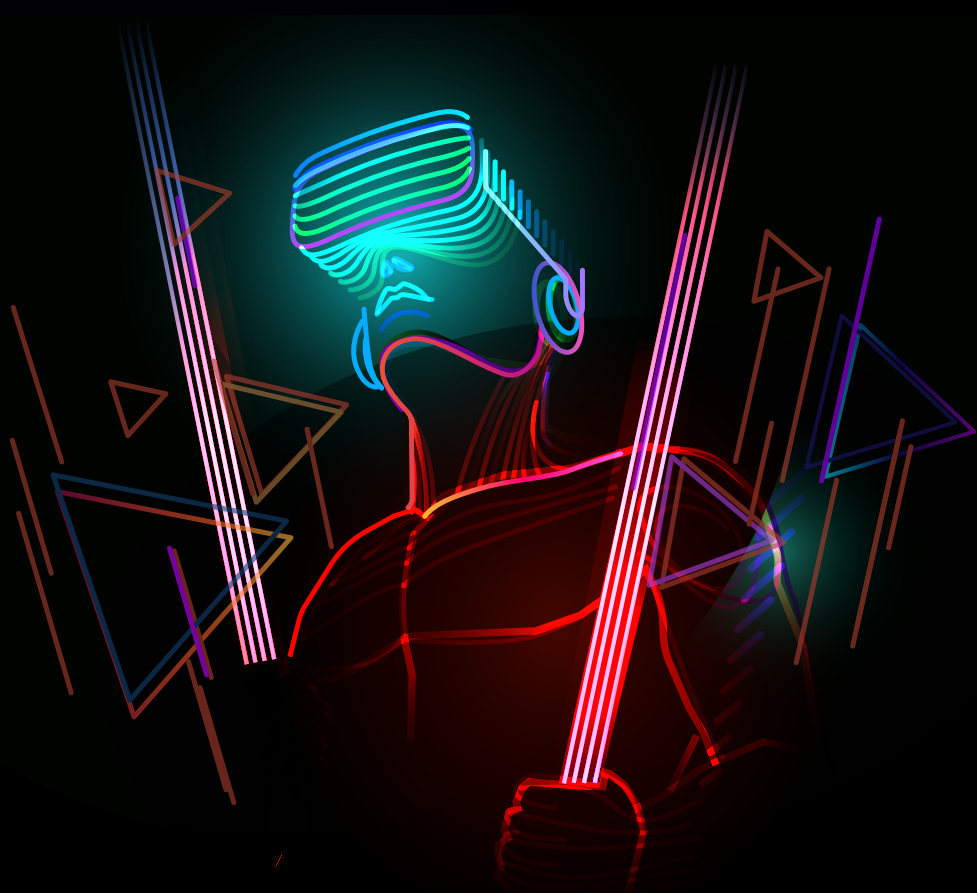## The criteria adopted for the award and evaluation results of service providers

Award Evaluation Criteria		First Half of 2024			
Criteria	Value	stc	Mobily	zain	سلام
Improving the QoE for Online Games	40 Points	40	36.5	27.5	26.5
Hosting Online Games Locally	30 Points	10	0	0	0
Hosting Cloud Gaming Platforms	10 Points	7	0	10	0
Providing Games Packages	10 Points	8	3	2	7
Support The Gaming Community	10 Points	4	4	3	2
Total	100 Points	69	43.5	42.5	35.5

Most Popular Gaming Platforms in Saudi Arabia

PlayStation · XBOX · STEAM · android · Apple · Nintendo

Most Popular Online Games in Saudi Arabia

FORTNITE · CALL OF DUTY · FREE FIRE · BATTLEFIELD 2042

eFOOTBALL · ROBLOX · TEKKEN · MINECRAFT

TOM CLANCY'S RAINBOW SIX SIEGE · TEAMFIGHT TACTICS · MOBILE LEGENDS BANG BANG · GUILTY GEAR STRIVE

ROCKET LEAGUE · LEAGUE OF LEGENDS · APEX LEGENDS · CS · EA SPORTS FC

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

MEQYAS

GAME MODE

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

cst.gov.sa

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Communications, Space &
Technology Commission

GAME
MODE