

Architecture Technical Engagement (ATE)



The challenge with dedicated server games:

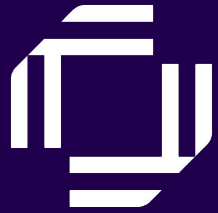
Deliver the best player experience whilst minimizing costs

Deliver the best player experience

- Optimise ping, server fps and wait times
- Easily manage and quickly distribute new builds
- Host globally across complex supply chain
- Protect against downtime with a multicloud approach
- 24/7 support and runbooks to mitigate issues fast
- Observability and resilient tech to minimise risk of issues impacting players

Minimize costs

- Orchestrate just enough compute to meet demand
- Use a hybrid approach to get the flexibility of on-demand cloud with the cost-efficiency of bare metal
- Have a leaner team and remove the burden of operations



IMS

Improbable Multiplayer Services

Tailored solutions from experts for specialist multiplayer backend problems and complex backend tech, so you can keep your team lean and focused on what you do best.

Our areas of expertise:

- Online Services
- Gameplay enablement
- Game server operations
- Developer Effectiveness

Selection of our partners:





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Who is it for?

Studios with dedicated servers multiplayer games

How long does it take?

10 days

What do I get?

A .pdf with a technical breakdown of how to optimize performance and minimize costs of your project.

Pricing?

30k USD

New World Interactive
Insurgency Sandstorm



Goal

Two years after launching *Insurgency Sandstorm*, New World Interactive (NWI) wanted to optimise the operating costs of their game. Having already implemented a hybrid cloud solution, NWI felt their hosting costs were still consuming a large portion of their revenue, so the studio wanted to optimize further.

What we did

We analysed NWI's current setup and identified several areas for improvement, from their machine types and server capacities to their matchmaking setup and optimization of global coverage.

We prepared and executed a live migration from NWI's existing hybrid cloud setup to our hybrid cloud solution in less than two weeks.

Recently, New World Interactive have launched *Insurgency Sandstorm: Mercenaries* on PlayStation 4 and Xbox One, supported by the IMS team and scaling seamlessly thanks to zeuz orchestration.

Result

We cut NWI's hosting and operations costs by 75% compared to their previous hybrid cloud solution.

Thank you!

To ask questions or to get started:
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