

# MULTIPLAYER GAMING MADE SIMPLE

Communication, messaging  
and signaling for mobile  
and web games



Powered by realtime APIs  
and backed by a global  
network, PubNub delivers  
the seamless experience  
and interactive features  
your gamers crave.



## Multiplayer Functionality

Power your game



- ✓ Player movement
- ✓ Player input
- ✓ Sharing game state
- ✓ Total player occupancy

## Social Functionality

Empower your gamers



- ✓ In-game and lobby chat
- ✓ Leaderboards and statistics
- ✓ Alerts and notifications
- ✓ User rosters / friend lists

POCKET GEMS

SCOPELY

KABAM

DISRUPTOR  
BEAM

WAR  
DRAGONS

STAR TREK  
TIMELINES

W  
CHAMPIONS

THE  
WALKING  
DEAD  
MARCH TO WAR

# Why PubNub?



## GLOBAL DISTRIBUTION

Points-of-presence all over the world, so your game works wherever your gamers are.



## SUPER LOW-LATENCY

¼ second, in fact. Player movement, chat messages, and leaderboards update in a blink.



## WORKS ON EVERYTHING

SDKs for web, mobile, and the major game engines, we've got you covered. No need to reinvent the wheel.



# In-Use Today

PubNub powers various game types across a massive spectrum of devices and platforms. From turn-based, to slow action, to realtime, PubNub can handle it all.

## TURN-BASED GAMES

Power game state for puzzles, card games, board games, word games - any game where users take turns carrying out an action. Concurrent users are never an issue - PubNub scales infinitely.

```
1 pubnub.publish({
2   message: {
3     uuid: PlayerID
4     input: keyPressed,
5     position: myHero.body.position,
6   },
7   channel: session46295,
8 });
```

```
1 pubnub.subscribe({
2   channel: session46295,
3   withPresence: true,
4 });
```

## IN-GAME CHAT

Interactive in-game features, the most important being chat, are a breeze to implement with PubNub. From core realtime messaging, to typing indicators, to live-updating user rosters and lists, PubNub's chat capabilities fit in a gaming architecture perfectly.

```
1 pubnub.publish({
2   message: {
3     uuid: PlayerID,
4     chatMessage: "It's over 9,000!",
5   },
6   channel: redTeam,
7 });
```

```
1 pubnub.subscribe({
2   channel: redTeam,
3   withPresence: true,
4 });
```

## LEADERBOARDS AND ALERTS

Stream realtime statistics to charts, graphs and leaderboards. Deliver realtime alerts and notifications for game invitations, milestones, and new game updates and offers.