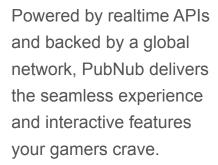
# **PubNub**

# MULTIPLAYER GAMING MADE SIMPLE

Communication, messaging and signaling for mobile and web games



















### **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

















### Why PubNub?



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





#### SUPER LOW-LATENCY

1/4 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 infinitively.

```
pubnub.publish({
   message: {
      uuid: PlayerID
      input: keyPressed,
      position: myHero.body.position,
   },
   channel: session46295,
   });

pubnub.subscribe({
   channel: session46295,
   withPresence: true,
   });

pubnub.subscribe({
   channel: session46295,
   withPresence: true,
   });
```

### **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.

### 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.

