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
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 infinitively.

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.