



SOLUTION BRIEF

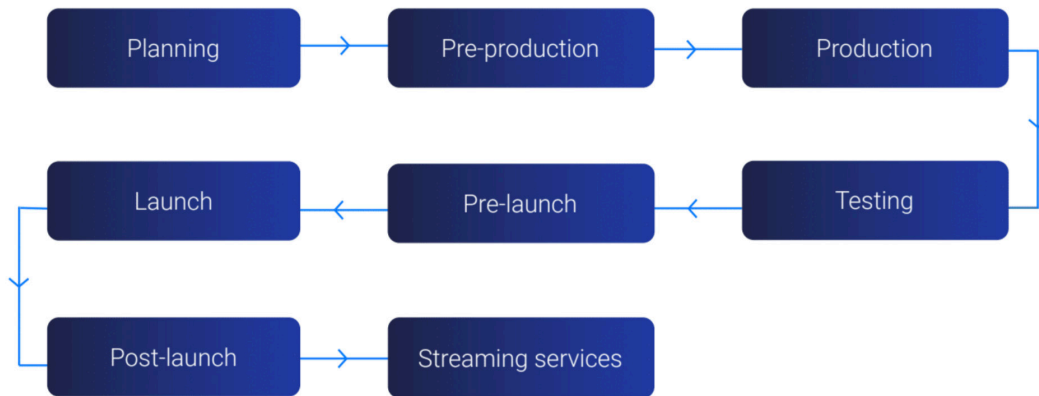
Why Vultr is The #1 Cloud for Gaming

Vultr powers the gaming life cycle from development to streaming, delivering the optimal on-demand experience to gamers worldwide.

VULTR.COM

The gaming industry is massive – estimated at \$235 billion in 2022, and projected to rise to \$320 billion by 2026. Infrastructure is essential to this industry, and the cloud is key to future growth.

Game development requires a broad set of technical infrastructure that changes over the life cycle and stages of development and deployment, which includes:



Game development has a very demanding set of technical requirements facilitating both software as well as visual development teams.

Once a game launches, success then creates a whole new set of challenges of scale, global reach, dynamic server creation and allocation, and the ever-important latency problem, all of which affect the gamer's experience and the game's success.

Global game streaming via platforms like Twitch and YouTube Gaming and the latest generation of content creators all impact game success and revenue. Video game streaming is increasingly going mainstream.

But, streaming is highly resource-intensive and needs global reach to provide the type of game experience and low-latency gamers demand.

Delivering this type of service with the largest providers like AWS, Google Cloud, and Azure can be prohibitively expensive. Vultr has a long history of gaming and gamer server infrastructure and comes in at just a fraction of the cost as compared to the hyperscalers.





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With Vultr, you have an unbeatable price-to-performance partner with a global reach that can support your entire game development, deployment, and monetization life cycle.

Thanks to Vultr's robust infrastructure, creating games has never been easier. Whether you're developing an AAA title or a small indie game, Vultr has the resources you need to get the job done, and the global reach for worldwide deployments.

Cloud options suited to the modern gaming universe

Vultr's infrastructure is ideal for developing and testing video games because it provides the high performance and flexibility needed to run game servers. With an easy-to-use control panel, you can quickly deploy and manage your game servers. Our global network ensures low latency and fast speeds for game players worldwide.

Vultr is ideally suited to video streaming because of its high performance and affordability. You get the power and flexibility of a cloud server without the high price tag. We also make it easy to scale your video streaming setup as your needs grow.

Vultr for development

Cloud environments enable developers to create ideal setups at the push of a button, making onboarding and collaboration easy. Cloud environments can be rapidly scaled up or down as needed, making them more flexible than traditional on-premises development environments. We offer various sizes of compute instances, storage options, and even a dedicated bare-metal server option.

Vultr locations on six continents, enabling low-latency setups and testing all over the globe. This means you can be sure that your products or services will work in diverse locations. Low-latency setups allow for more accurate testing, with a shorter delay between the instance and the location it's testing, saving time and money when debugging issues or developing new products.

With Vultr, you can rent fractional GPUs and only pay for the computing power you use. This means you don't have to purchase infrastructure or rent more than you need, which is especially valuable if you only need a small amount of computing power for your project.

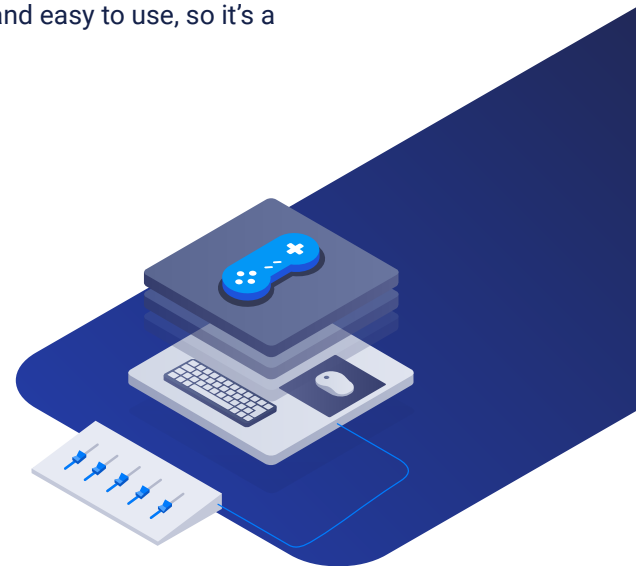
Vultr has been able to scale its infrastructure efficiently to offer better value, features, and functionality than the hyperscalers.

Vultr for gaming

Vultr offers many services suited for game servers and cloud gaming, including managed Redis[®]-compatible databases.

Compute – Vultr’s computing services include virtual private servers (VPS), bare metal servers, and a cloud computing platform. Our regular performance cloud compute servers start from \$2.50 per month and include 1 vCPU, 0.5 GB memory, 0.50 TB bandwidth, and 10 GB storage. We offer a range of features, including the ability to scale up or down as needed, pay by the hour, and select from various operating systems. Vultr’s dedicated CPU instances are perfect for game servers, and our global network ensures low latency and high performance for players worldwide.

- **Storage** – Vultr offers comprehensive storage services, including object storage, block storage, and file storage. **Object storage** starts at \$5 per month and can store 250 GB of data with a bandwidth of 1 TB. Block storage in a highly available and scalable environment starts at \$1 per month for every 10 GB. In a gaming context, Vultr can store game files and cache game data, helping to reduce latency and improve streaming quality.
- **Container orchestration** – Container orchestration makes it easy to launch and manage containers at scale. With Kubernetes, you can launch containers consistently and reliably, so you can effectively manage your application in a production environment. Kubernetes also provides features that make it easier to scale your application, like horizontal pod scaling and autoscaling.
- **Tech stack agnostic approach** – Vultr’s tech stack agnostic approach lets you work with whatever stack you’re comfortable with, including Windows, which is usually a requirement for Unreal Engine 5 (UE also supports Linux and Mac but runs best and most easily with Windows). This flexibility means you can use Vultr for your game servers, regardless of your technology. Vultr’s flexible cloud platform makes scaling to meet demand easy – you can grow as your audience does.
- **API-first approach** – Vultr’s API-first approach allows game developers to manage game servers and player data in the cloud. We provide a simple yet powerful API that you can use to provision and manage your servers. Our API is fully documented and easy to use, so it’s a breeze to start.
- **Low-latency networking** – Vultr has locations on 6 continents. More locations mean less distance for data to travel, so we can offer lower latency for global users.



Vultr for streaming


Vultr is an ideal choice for game streaming, with key features such as:

- **Block storage** – The **block storage** option is ideal for storing large amounts of video data. Our dedicated CPU option gives you the power and resources needed to stream high-quality video.
- **GPUs** – Vultr offers GPUs well-suited to the simultaneous demands of gaming, video editing, and streaming. You can use Vultr to program a new server instance or a one-click app with GPU configuration.
- **Easy scaling** – If you're looking for a scalable streaming solution, Vultr offers an easy-scaling feature that allows you to seamlessly add more resources as you grow.

Get started with Vultr for game development

Gaming is one of the most resource-intensive industries. Games require high-quality hardware and software to run correctly, and the development process is lengthy and costly.

Vultr is uniquely positioned to meet these challenges, providing reliable and high-performance gaming servers, a huge global network, and a range of specialized features. With Vultr, gamers can enjoy a lag-free experience, and developers can focus on creating the best possible gaming experience without getting bogged down by server performance issues.



Vultr offers a simple interface and incredible performance at a price you can afford.
Check out Vultr to learn more.

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