



Game Server Orchestration Platform

PLATFORM OVERVIEW

Rotterdam, Netherlands · Founded 2017
gameye.com

Deploy game servers anywhere.

Pay for sessions, not capacity.

Gameye is a provider-agnostic orchestration platform that deploys your server containers across bare metal, cloud, and edge nodes globally — scaling in under a second per session, billed per second. No egress fees. No lock-in. Your infra or ours.

130M+

SESSIONS ORCHESTRATED

7 yrs

IN PRODUCTION

30+

GLOBAL LOCATIONS

<1 s

SESSION SCALE-OUT

WHY GAMEYE

METAL-FIRST INFRASTRUCTURE

Default deployments target **dedicated bare-metal nodes** — Zen 4 & Zen 5 CPUs at 5 GHz — then spill to cloud only when capacity is exhausted. Game servers are single-thread bound; bare metal wins every tick-rate benchmark.

PROVIDER-AGNOSTIC, ZERO LOCK-IN

One API spans OVH, Hetzner, AWS, GCP, Azure, and any hardware you bring. **Switch providers without changing a line of code.** We route sessions to the lowest-cost node that meets latency and capacity constraints.

NO EGRESS FEES, EVER

We do not charge for data transfer. Neither does your bare-metal bill. At 130 M sessions, the savings compound fast — **egress alone often offsets 30–50% of cloud hosting costs** for studios with global player bases.

TRANSPARENT PRICING

TIER	RATE
On-demand 1 vCPU · 2 GB RAM	\$0.07 / vCPU·hr
Reserved 1 vCPU · 2 GB RAM	\$0.035 / vCPU·hr
Reserved 1 vCPU · 4 GB RAM	\$0.042 / vCPU·hr

Per-second billing. No egress. No minimum spend.
Reserved = dedicated bare-metal allocation.

PLATFORM CAPABILITIES

→ **Sub-second** cold-start and scale-out per session

IN PRODUCTION

NO MORE ROOM IN HELL 2

1M+ PLAYERS, FIRST WEEKEND

500,000+ server containers orchestrated across a single launch weekend. Bare metal, flex metal, and cloud auto-scaling coordinating automatically as a global audience hit simultaneously.

Peaked at **#5 on PS5 trending** at release — alongside Call of Duty, GTA, and Spider-Man 2. Zero downtime.

- **Docker Hub** + private registry support (Harbor, GHCR)
- **Container labels** for matchmaker-driven routing
- **Warm pools** for zero-wait session allocation
- **Artifact streaming** for crash dumps & replays
- **Admin Panel** + full REST API v2 with OpenAPI spec

CHIVALRY 2 — TORN BANNER STUDIOS / TRIPWIRE INTERACTIVE

250K CONCURRENT PLAYERS AT LAUNCH

Absorbed 2× the projected peak in the first 30 minutes. Zero downtime. 30 locations worldwide.

"We felt there was a personal relationship, and if there was a problem, we knew that Gameye would be there."

Rasmus Löfström — Game Director, Torn Banner Studios

HARDWARE PROFILE

AMD Zen 4 & Zen 5 cores at up to 5 GHz. UE5 and most game server workloads are single-thread limited — the highest clock speed available wins, and cloud virtualisation caps you well below bare-metal turbo frequencies.

TESTED INTEGRATIONS

- Unity Matchmaker
- Nakama
- AWS FlexMatch
- PlayFab
- Photon Fusion
- Pragma Engine
- Mirror / FishNet
- Docker Hub

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