

We Make Multiplayer Simple



photon



TRUSTED BY
95,000
DEVELOPERS

Unparalleled Cross Platform Support. Proven in Countless Games.





Multiplayer Fully Managed as a Service

Fast. Reliable. Scalable. Hosted in the Photon Cloud.

- ✓ Worldwide Hosting
- ✓ Launch Your Games Globally
- ✓ Reliable UDP, TCP & Websockets
- ✓ Matchmaking, Data Exchange
- ✓ #1 in Unity Asset Store
- ✓ FREE Plans Available



Over
50,000,000
Monthly Active Users

#1 Network Engine with more than 95,000 Developers



SQUARE ENIX

glu™

Microsoft
game studios

RILISOFT

WORLD GOLF TOUR™



"10/10 for Photon...would make online multiplayer again."
Jefferson Bandeira, Co-Founder at BitCake Studio



"...most important advantage is the rapid integration into the project. ... quickly make a version and set it live all over the world with the help of the Cloud."
Artem Petukhov, Head of Marketing at Pixonic



"Photon is going great for us! ... a great backbone and easy to get set up."
Jason Bakker, Lead Developer at League of Geeks



"...easy-to-use, allows to implement any idea. Thanks to the team for their support & fast solutions."
Anton Sinelnikov, CEO of RiliSoft

Photon Clouds Products for Any Kind of Room-based Games.



- Works with all **Unity exports**: Browser, PC, Mobile and Console
- Unity Networking API Compatible
- Fully integrated with **Unity**
- All features of Photon Realtime



- Turnkey API: Connect, Matchmaking and Gameplay
- Fast and Lean Networking: **R-UDP, TCP, Websockets and HTTP**
- Custom Logic Option
- Code Webhooks with Heroku, Parse, Azure etc.



- Sync and Async Matchmaking and Gameplay
- Authentication with Facebook, Steam or your own Backend
- Rejoin Games after Network Loss
- Code Webhooks with Heroku, Parse, Azure etc.



- Text and Binary Messages
- Subscribe and Publish in Channels
- Message and Chat History
- Mix it with any Photon Cloud Product



- Full Duplex Voice Chat
- 1-on-1 and Group Chat
- Excellent Voice Quality & Latency
- Mix it with any Photon Cloud Product

Starts 05/2015

Looking for SLAs and Authoritative Server Logic?

Your Solution:
Photon Private Cloud

Dedicated Servers, Fully Managed
Guaranteed Service Levels (SLAs)
Authoritative Server Logic via Plugins
All Photon Cloud Features

Pick a Plan & Sign up. Upgrade, Downgrade, Cancel at any Time.

Product	20 CCU	ONE TIME		\$95 per month	\$185 per month
		100 CCU	500 CCU		
Photon Unity Networking	FREE!	\$95	\$95	\$95 per month	\$185 per month
Photon Realtime	FREE!	\$95	\$95	\$95 per month	\$185 per month
Photon Turnbased	FREE!	\$65	\$65	\$65 per month	\$125 per month
Photon Chat	FREE!	\$45	\$45	\$45 per month	\$85 per month
Photon Voice	FREE!	\$95	\$95	\$95 per month	\$185 per month
		100 CCU forever			



All Photon products are made in Germany by the cool dudes from Exit Games

EXIT GAMES®

For up to date pricing
see exitgames.com



Multiplayer Hosted on Your Own Servers

Fast. Scalable. The Network Engine for all Major Platforms.

- ✓ High Performance C++ Core
- ✓ Reliable UDP, TCP, Websockets & HTTPS
- ✓ Extensible in C#
- ✓ Frameworks for FPS or MMOGs
- ✓ 1st Class Unity Support
- ✓ Easy Deployment in the Cloud (AWS, Azure, ...)



"We want to change the way players experience FPS on a touch device, and Photon is totally core to that mission."

Shaun Lelacheur Sales, Co-Founder at Cmune

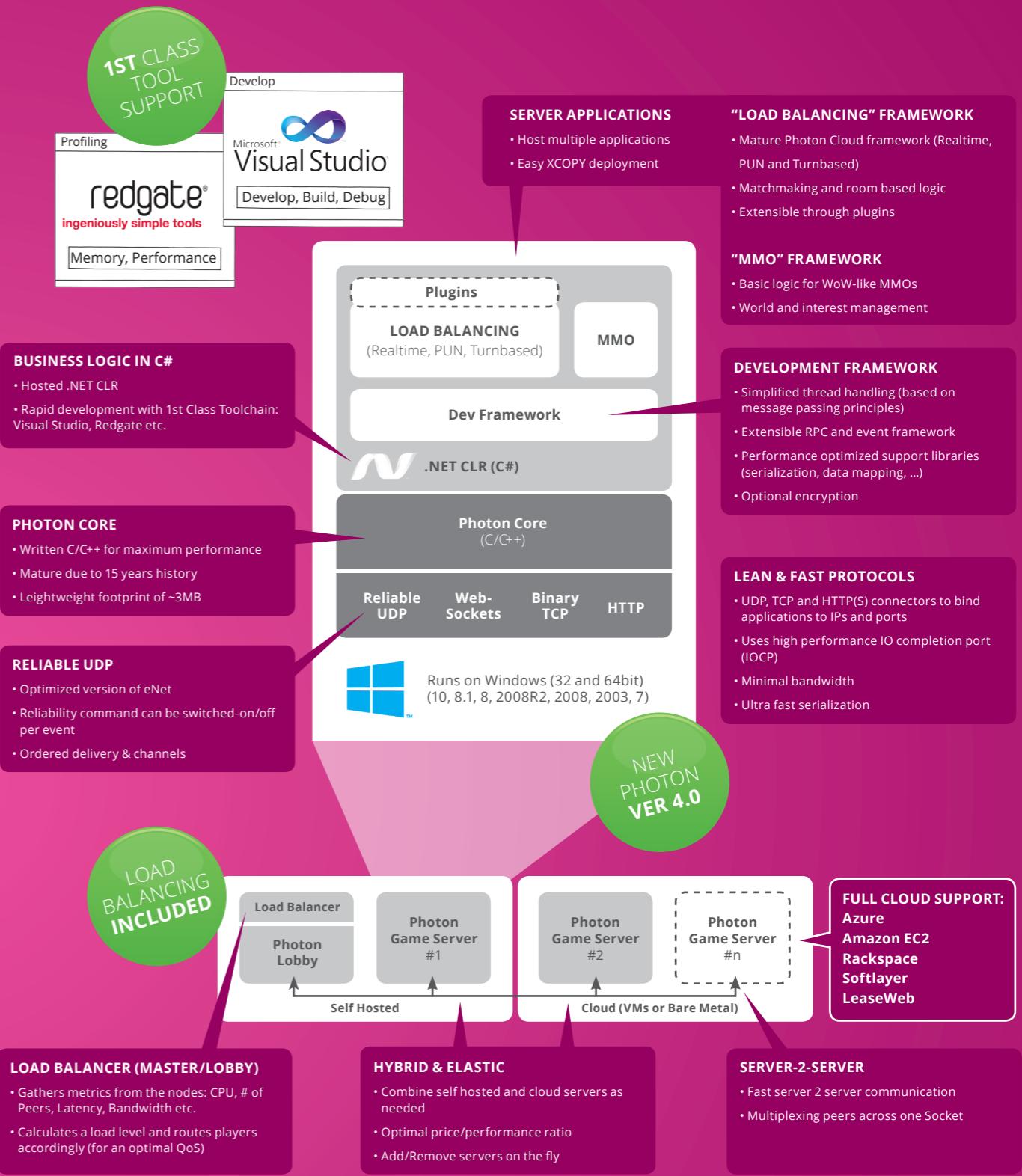


"...once we tested it, we ... enabled real-time battle in just two months."

Masaru Oyamada, Producer at Square Enix

"Rock-solid Technology"

Stefan Wiezorek, CEO of Sandbox Interactive



Pick a Plan & Sign up. Upgrade, Downgrade, Cancel at any Time. Pricing per Title.

100 CCU	500 CCU	Unlimited CCU	Start-Up	Enterprise
	FREE! per Server	\$25 per Month per Server	\$175 per Month per Server	\$750 per Month Unlimited Servers
				\$1,500 per Month Unlimited Servers

Visit www.exitgames.com, contact info@exitgames.com