

Nakama: An open-source server for social and realtime games.

Build games faster and operate at scale with no lock-in and total ownership.

As the games industry grows and expands on mobile and new device platforms, consumers have greater expectations of their gameplay. Realtime multiplayer, chat, ability to form guilds and clans with their friends, and beautiful looking games. To stay on the cutting edge, studios must use the latest tools available to them.

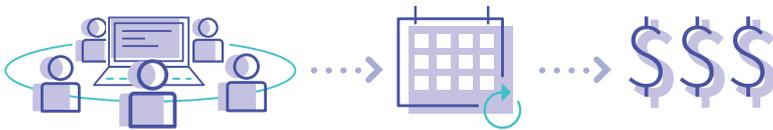
Nakama has been architected to be the most advanced and versatile infrastructure for the games industry. Built as a realtime server, it is designed with a simple one to one scaleout model utilising only one database engine. Scaling and operations are both easy and cost-effective. Nakama can be integrated with existing games to add new features, or used from the ground up for new game projects.

With Nakama open-source, studios have full ownership and control over their infrastructure - no lock-in whatsoever. The database chosen (CockroachDB) is also open-source which allows developers flexibility over their data as well as the ability to push data streams into any business intelligence systems. You get free updates and new features monthly, keeping your infrastructure modern and immune to shifts in consumer demand.

Build vs Buy (total cost of ownership, TCO)

As with game engines, very few studios build their own bespoke engine for their games. It's expensive, complex, and provides little or no competitive advantage. Especially when you consider the complexity to support multiple target devices for games.

We feel the same with the backend. By offering Nakama, every studio now has access to a modern backend engine to build successful games with ease. We challenge the status quo on industry standards for infrastructure and demonstrate exceptional value.



You can build your own game servers but it requires an exceptionally specialist team - it sets you back on time, reliability, and can limit your ability in the future to build different types of games and adapt to the fast moving needs of the market. Nakama is built for every type of gameplay, from turn-based board games, to realtime PvP. We've designed it to be cross-play capable from the very start.

By choosing Nakama, you get a team of engineers dedicated to improving the system every day, offering you the most advanced and competitive infrastructure of any studios. No internal technical debt to manage, no delays, and state of the art tools to build beautiful social games.

 **REALTIME FIRST** - realtime and turn-based multiplayer along with persistent chat history for modern gameplay.

 **REDUCED COMPLEXITY** - written in one language, built for one database engine, with constantly updated industry leading documentation by our Nakama experts and open community.

 **BUILD LARGE GAMES** - with easy scale out, focus on building engaged communities within your games. Monetise easily with our optional third party integration partners for dynamic IAP prices, Ads, and more.

 **EASY SCALING** - Scale the database and Nakama app servers independently to ensure your games are always available to your players. Scale Nakama server up and down based on traffic for fine-grained control over costs.

 **ALL IN ONE** - Nakama is your entire authoritative backend infrastructure. No reliance on third party providers for storage and user accounts, and no artificial feature limits.

 **NO LOCK-IN** - Nakama is entirely open-source. Run it on any cloud, develop locally on your machines, and maintain your ownership over your games and codebase. Integrate in as little as 4 weeks with your existing games to power new features and delight your players.