GODLIKE

godlike.host

Managed Game-Server Hosting

High-Performance, DDoS-Proof Infrastructure
for Online Games

2025

EXECUTIVE
SUMMARY

Online games face unprecedented infrastructure challenges – frequent DDoS attacks, unreliable servers, and skyrocketing cloud costs threaten player experience.

Godlike.Host offers a fully-managed game server hosting solution with **99.9% uptime SLA**, **12+ Tbps DDoS protection**, and **24/7 SRE support** – ensuring your game stays online and lag-free.

We custom-build high-performance servers (**latest Intel/AMD CPUs**) optimized for your game, and deploy them where you need them – all while you retain full control or use our easy management tools.

Business impact:

Reduce hosting spend by **30-50%** vs public cloud, eliminate surprise outages **(zero downtime during major launches)**, and **keep players engaged** with fast, stable servers.

WHO SHOULD READ THIS?

This is designed for decision-makers who run or monetise online games — and for the partners who support them:

Indie Studios
Launch globally on AAA-grade hardware without AAA budgets. Focus on content — our SREs keep your servers online and lag-free.

Mid/Large Publishers
Multi-region clusters, 99.9 % SLA, 12+Tbps DDoS shield, and dedicated technical account manager for every title.

Communities & Networks
Higher tick-rate, mod-friendly environments, built-in Donator store to boost retention and cover hosting costs.

Hosting Resellers
White-label bare metal or KVM nodes, VirtFusion panel & API. Zero cap-ex, instant new revenue lines.

Esports / TOs
Spin up high-tick match servers in key regions, <5 min support response, L7 anti-bot filters for fair play.

Gaming SaaS / Tools
Low-latency edge compute for analytics, voice, anti-cheat or AI workloads—deploy exactly where your user base is.

MARKET CHALLENGES FOR GAME SERVER BACK-ENDS

Building a reliable online gaming platform is **hard.** Recent data highlights just how high the stakes are:

DDoS Attacks on Gaming Industry

Volume of attacks (index)

0	1	2	3	4

2024
2023
2022
2021
2020
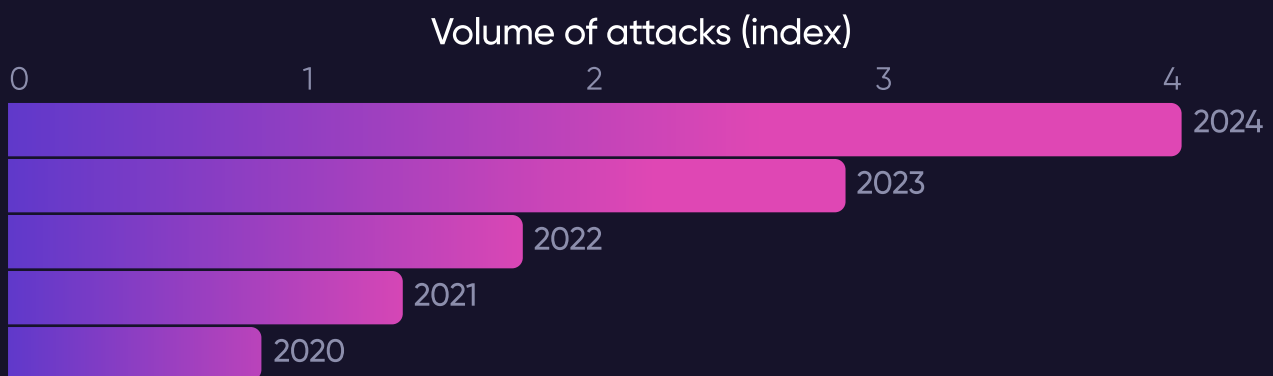
Sources: Akamai, Gcore – Gaming remains the #1 DDoS target (≈30-40% of all attacks).

DDoS Threat Escalation

The gaming industry endures the most DDoS attacks of any sector – accounting for ~30-35% of all attacks. In 2024, total DDoS attack volume jumped ~56% year-on-year. Massive assaults (1-2 Tbps) that were once rare are now a regular threat.

Cloud Cost & Complexity

Public cloud "scalability" comes at a price – game studios often overprovision (or underprovision and lag). Over 3 years, an AWS cloud deployment can cost 5–10× more than equivalent dedicated servers.

Player Expectations

Gamers are unforgiving: a single outage or high latency incident can send your players to competitors. Poor server performance directly translates to player churn and lost revenue.

"The gaming industry continues to be the most targeted by
DDoS attacks, accounting for 34% of all attacks."

— Gcore Radar Report Q4 2024

3-Year Cost of Cloud vs Dedicated

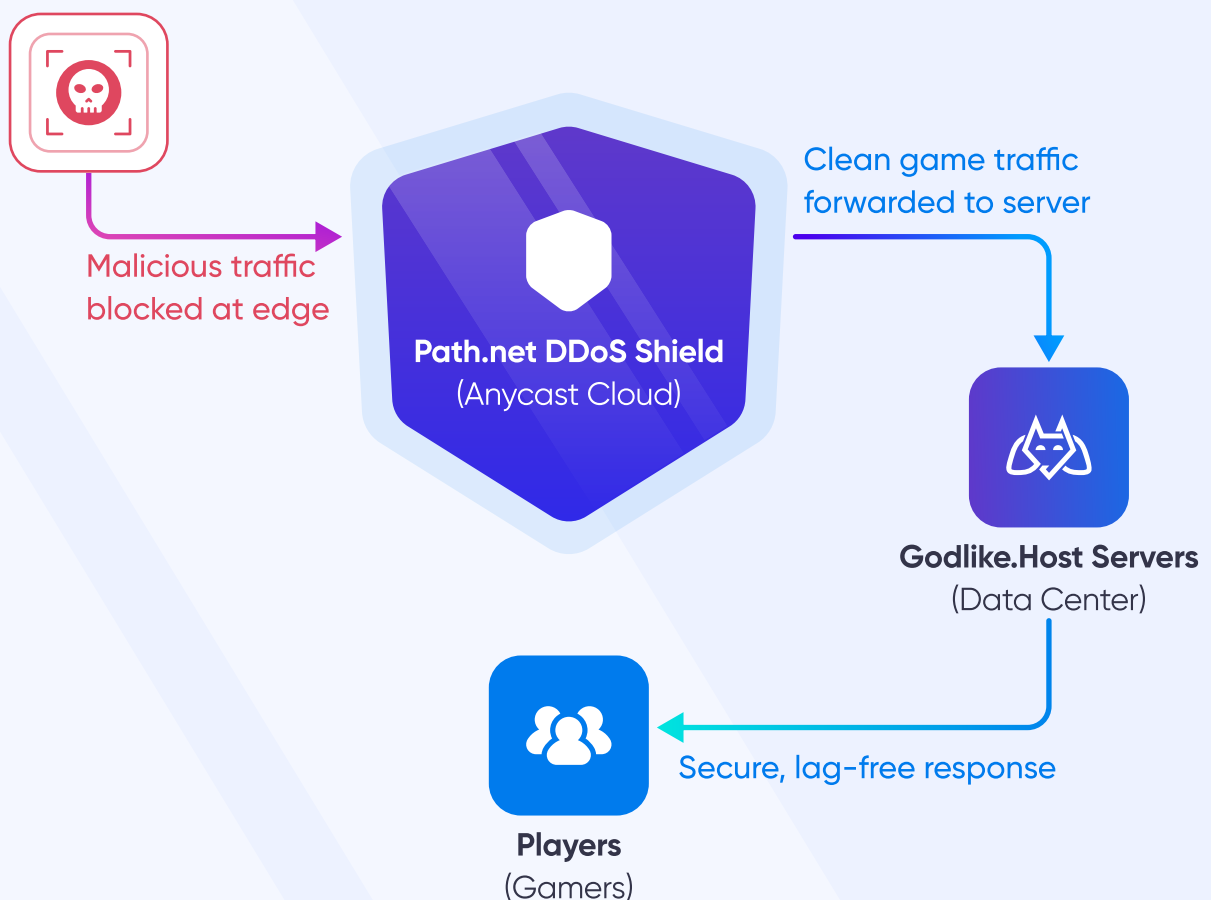| Scenario (24/7 for 3 Years)	Public Cloud (AWS)	Dedicated Bare-Metal
Example Instance	c5n.9xlarge (36 vCPU, 96 GB)	1× AMD Ryzen 9 9950X3D (16 cores, 192 GB)
Hourly Rate / Monthly	$1.94/hr ($1,400/mo)	— (~$300/mo flat)
Estimated 3-Year TCO	~$50,000	~$10800
Performance Notes	36 vCPUs (mid 3.0 GHz) – many cores underutilized for game threads	16 physical cores @ 5.7 GHz – high per-thread performance optimized for game tick
Cost per 1k Concurrent Players	~$5,000 /month	~$1000 /month

Note: figures are approximate and for illustration purposes only. A c5n.9xlarge cloud instance costs ~$1.94/hour in us-east; a bare-metal server with a high-frequency 8-core CPU is ~$150/month. Supporting ~1000 concurrent players typically requires around 4 such servers.

Dedicated hardware can cut hosting bills by 80-90% compared to on-demand cloud instances – all while delivering better per-core performance for game workloads.

OUR SOLUTION
OVERVIEW

Godlike.Host provides a turnkey managed game server hosting service. We combine **custom-tuned bare metal servers,** a global **low-latency network,** and **proactive 24/7 management** to keep your game running smoothly – so you can focus on development, not infrastructure.

Malicious traffic blocked at edge

Clean game traffic forwarded to server

Path.net DDoS Shield
(Anycast Cloud)

Godlike.Host Servers
(Data Center)

Secure, lag-free response

Players
(Gamers)

FIVE REASONS
TO GO GODLIKE:

1. Guaranteed Uptime SLA
99.9% uptime financially guaranteed – we architect for no single point of failure.

2. 12+ Tbps DDoS Shield
Always-on L3–L7 DDoS mitigation via Path.net (22 global scrubbing PoPs).

3. 24/7 SRE DevOps Support
Round-the-clock monitoring & incident response by game-savvy engineers.

4. Custom Hardware
High-clock CPUs, NVMe storage – hardware tailored to your game's engine and scale.

5. Flexible Control & Pricing
Use raw root access, VMs, or our game panel. Scale up or down with no long-term lock-in.

GLOBAL NETWORK & ARCHITECTURE

Our infrastructure is designed for **low latency and high resilience.** Player traffic is automatically routed to the closest network **PoP** (Point of Presence) via **Anycast,** scrubbed of attacks, and then delivered to the game server in the nearest data center. We operate in top-tier data centers with redundant **10 GbE+** links and direct peering to minimize ping.

Hosting Locations
deploy in 24 h

DDoS Scrubbing PoPs
22 globally – malicious traffic filtered here

On-Demand & Upcoming Regions
requested and available within 1-2 weeks on request

Anycast Routing: Players connect to a single anycast IP per region – automatically reaching the nearest scrubbing node. This ensures minimal lag for legitimate users, while attacks are filtered before they ever hit your server.

Our backbone leverages **Tier 1** carriers and private fiber paths. For instance, EU-to-NA round-trip latency is ~75 ms (Frankfurt ↔ New York) on our network, with jitter **under 5 ms.**
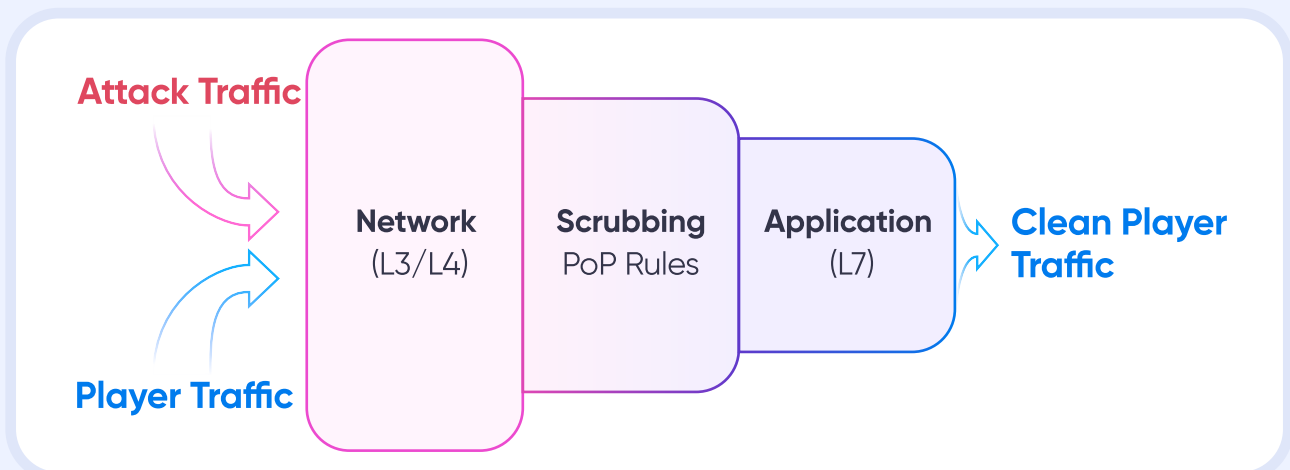
DDOS PROTECTION:
12 TBPS + LAYER 7 DEFENSE

Many providers stop at basic **L3/L4 DDoS protection.** We go further, leveraging **Path.net's 12+ Tbps** capacity and intelligent **Layer 7 filters** to block even complex application-level attacks – all without slowing down legitimate players.
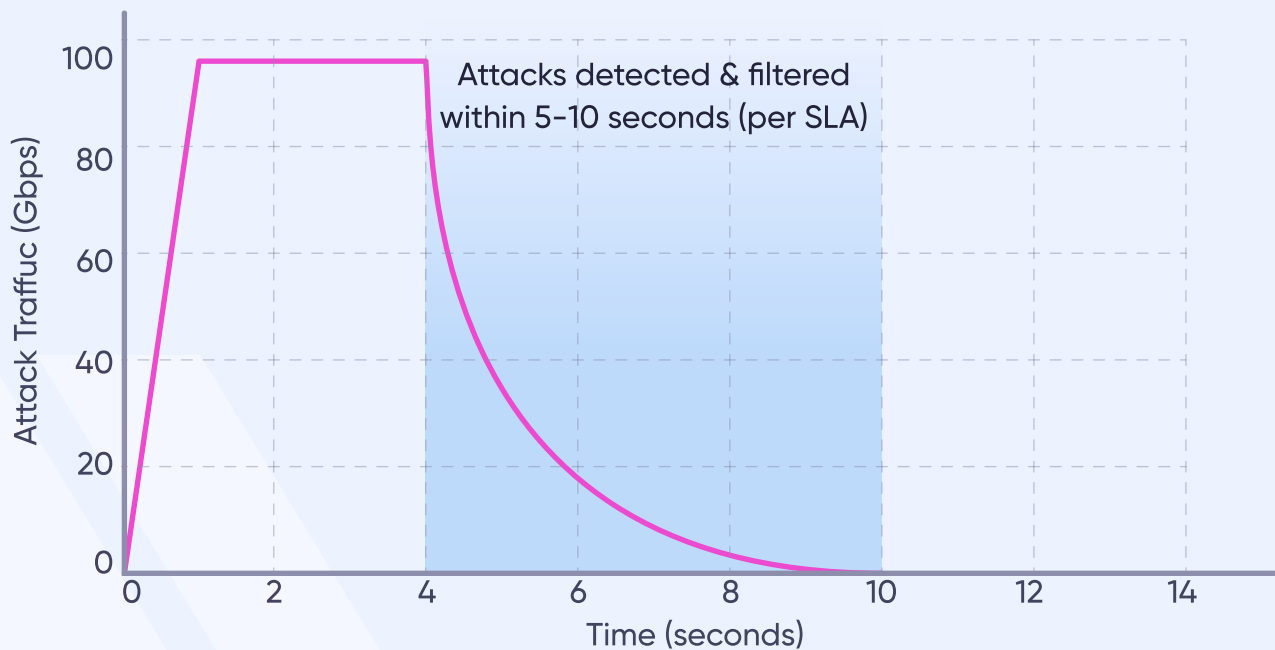
Layers of Defense:

Attack Type	Network (L3/L4)	Application (L7)
Example Threats	Volumetric floods (UDP, SYN floods), DNS amplification, etc.	Slowloris, login/chat spam, fake game-client packets
Mitigation	High-capacity filtering at 22 PoPs (drop rogue packets by IP/port)	Deep packet inspection (DPI) of game protocols (drop malformed or spammy game messages)
Godlike.Host Coverage	✔ Auto-mitigated in <10 sec	✔ Auto-mitigated in <10 sec
Impact on Players	None – traffic spikes absorbed	None – malicious traffic removed, legit packets pass

Attack Traffic

Player Traffic

Network (L3/L4) → Scrubbing PoP Rules → Application (L7) → **Clean Player Traffic**

Attack Traffic Over Time (seconds)

Attacks detected & filtered
within 5–10 seconds (per SLA)

Attack Traffuc (Gbps)

Time (seconds)

Game Protocol DPI:

Our system **recognizes and filters** malicious patterns in game traffic. e.g. It can differentiate a flood of fake Minecraft server pings or Source Engine query spam from real players' packets – and block the bad without impacting the good.
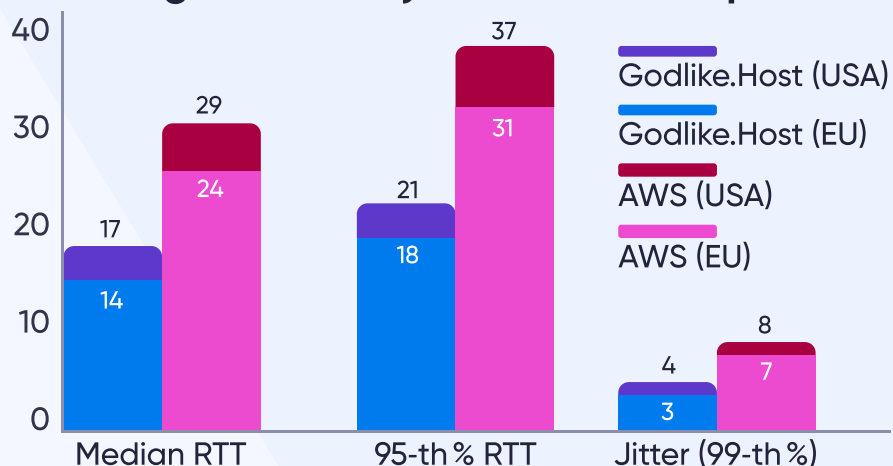
We **guarantee <10 s Time-to-Mitigation.** If an attack isn't curbed within 10 seconds, we credit you – but to date, none have breached that window.

PERFORMANCE
BENCHMARKS

Raw performance matters for competitive games. We continuously benchmark our network and hardware to ensure you get **the best latency** and server tick rates.

In-Region Latency (America/Europe)

Legend:
- Godlike.Host (USA)
- Godlike.Host (EU)
- AWS (USA)
- AWS (EU)

Median RTT: 17, 14, 29, 24
95-th % RTT: 21, 18, 37, 31
Jitter (99-th %): 4, 3, 8, 7

Anycast peering cuts ~10 ms RTT and halves jitter compared to default cloud paths — on both continents.

CPU Tick-Rate Throughput

AWS c6i.12x: 100 baseline
Xeon E-2488: 135 +35%
Ryzen 9 9950X3D: 140 +40%

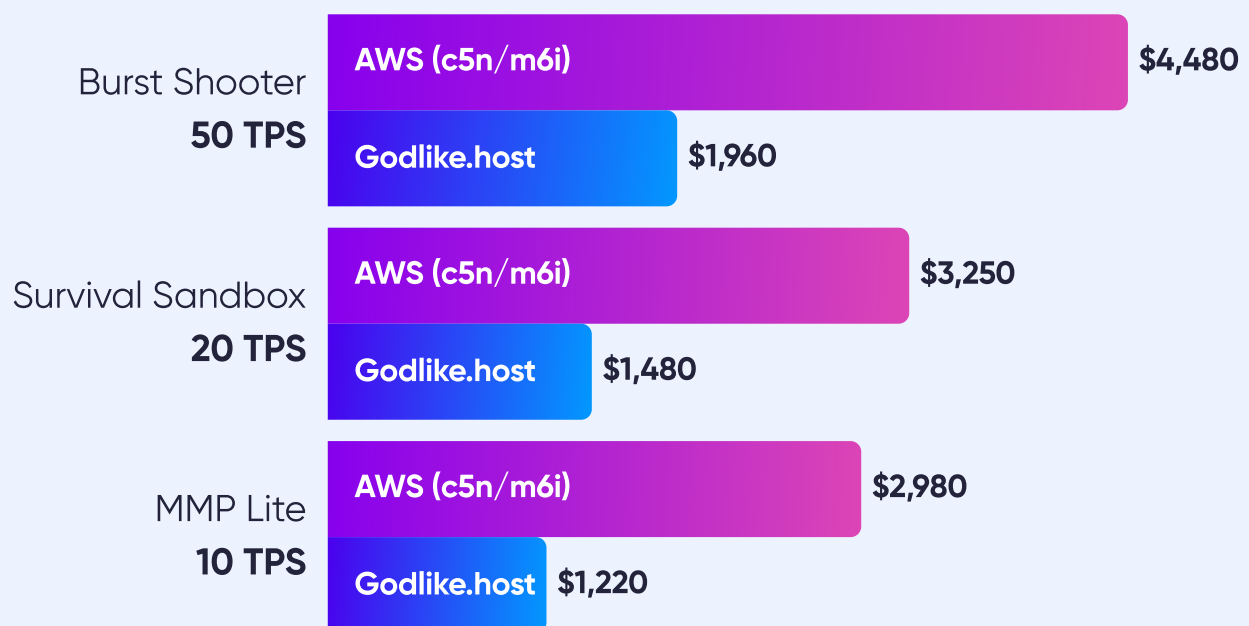Synthetic **Unreal 5** dedicated-server tick benchmark. Same RAM & NVMe; lower = fewer boxes needed.

Latency: ICMP & TCP pings from RIPE Atlas / Speedtest nodes (Oct 2025); 100 EU probes, 120 NA probes; measured to nearest PoP. **CPU:** UE 5 server-tick sim, 32 MB map, Linux 6.7; c6i = 24 vCPU, E-2488 = 8p/16t, 9950X3D = 16c/32t.

TOTAL COST:
GODLIKE VS OTHERS

Get more for less – our clients typically **save 40-60%** compared to public cloud, even before considering downtime costs.

Cost per 1000 Players:

Burst Shooter 50 TPS
- AWS (c5n/m6i) — $4,480
- Godlike.host — $1,960

Survival Sandbox 20 TPS
- AWS (c5n/m6i) — $3,250
- Godlike.host — $1,480

MMP Lite 10 TPS
- AWS (c5n/m6i) — $2,980
- Godlike.host — $1,220

Pricing illustration **based on AWS c5n.9xlarge / m6i.12xlarge in us-east-1**, and Godlike.Host **bare-metal quotes** (e.g. Ryzen 9 9950X3D, Xeon E-2400) as of July 2025. Actual results vary by region, tick-rate, and workload.

Approx. monthly infrastructure cost to **support 1000 concurrent players** (illustrative scenario, ±10 % region swing possible).

Operational & Cost Advantages with Godlike.Host:

No Overspend:
We **right-size your hardware** – you're not paying for idle cloud VMs.

Lower Unit Costs:
Bare metal performance means **fewer servers needed.** (E.g. 1 high-frequency machine can replace 2–3 cloud VMs for single-threaded tasks.)

Included Support:
Our **price includes management and DDoS protection** – with cloud, those are extra costs (or require extra staff).

Transparent Pricing:
Simple monthly or annual rates. **No surprise egress or API charges.**

SERVICE LEVEL
AGREEMENT & SUPPORT

Our commitments are **not just promises** – they're written in our SLA. We operate as an extension of your team, with guaranteed performance and clear remedies if we fall short.

SLA Key Metrics:

SLA Metric	Commitment	What it Means
Uptime	99.9% uptime (monthly)	**Max ~45 min downtime/month.** We design for HA – downtime beyond SLA earns you credits.
DDoS Mitigation	< 10 seconds Time-to-mitigate	**Attacks are stopped within moments.** If an attack lasts >10s before mitigation, we compensate you.
Support Response	5 min initial response (24/7)	Critical issues answered in minutes by on-call engineer **(no Level 1 triage delays).**
Hardware Replacement	4 hours or less	In case of any hardware failure, we replace the server or component within 4h (often faster, hot spares on-site).
Backups	Nightly + 7-day retention	**Full server backups every night,** stored off-site for disaster recovery (at least 7 days of restore points).

SLA Compensation Curve
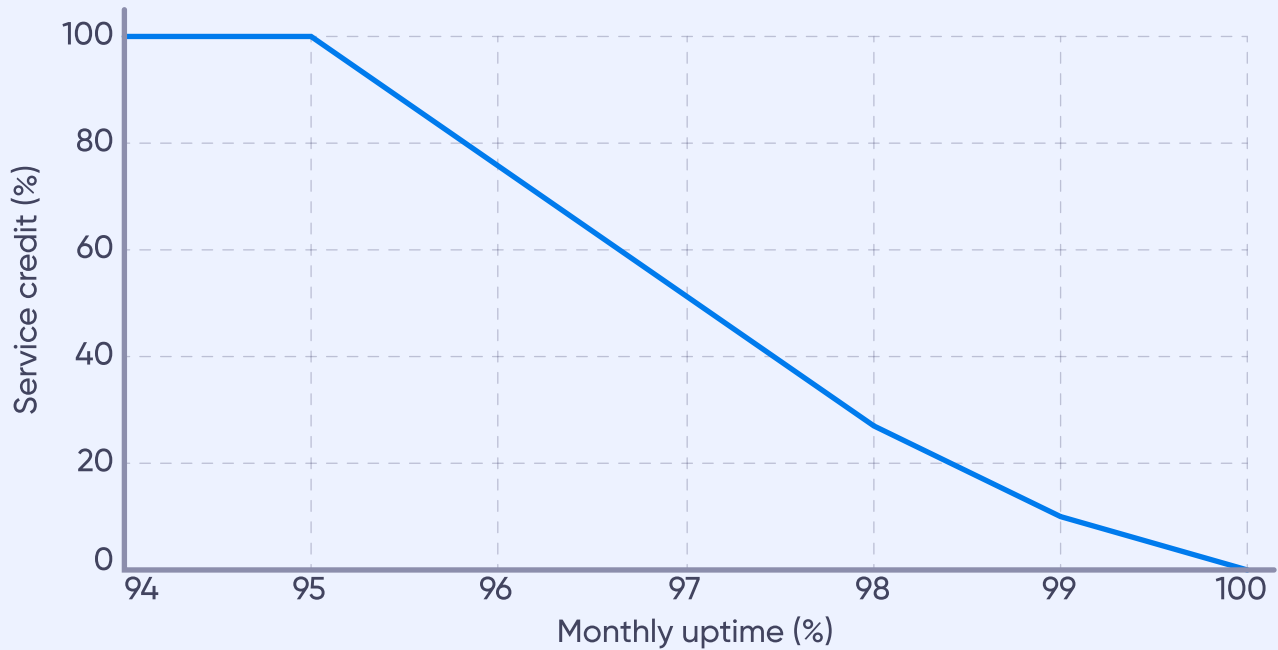
We back our SLA financially: e.g. 99.0% uptime in a month would earn a service credit.

Incident Response

Monitor
Proactive monitoring triggers alerts at the first sign of trouble.

Respond
Our on-call engineer jumps in <5 min, diagnoses the issue.

Resolve
Most issues are fixed within minutes. Hardware issues auto-failover or are replaced within hours.

Report
We provide a post-incident report and preventive measures for any major incident.

Full SLA document available on request.

DEPLOYMENT **OPTIONS**

One size doesn't fit all. We offer **multiple ways** to deploy and manage your servers, so you can choose the level of control or convenience that fits your project.

Bare Metal
Full Root Access

You get dedicated **physical servers with full OS control (root access).** Perfect for projects needing full autonomy – whether you bring your own DevOps team or rely on our experts to help you set things up and optimize.

Features: Custom OS installs, direct hardware access, our team handles hardware/network – you manage software as you like.

Virtual Machines (KVM)
Cloud-Like Flexibility

We set up a **KVM virtualization layer (using VirtFusion).** You can spin up multiple VMs on your servers, with isolation, snapshots, and an API – just like a mini-cloud. Perfect for resellers or multi-tenant setups.

Features: Easy web panel to create/delete VMs, resource quotas, snapshot backups, scriptable via API. Our team maintains the hypervisor; you manage your VMs or resell them.

Managed Game Panel
Pterodactyl

Not a sysadmin? No problem. We provide a **pre-configured Pterodactyl game panel** – a user-friendly web UI to manage game servers (start/stop, install mods, scheduled tasks) with per-user permissions.

Features: One-click mod/plugin installs, database integration, in-browser console. Great for community server admins or studios that want a plug-and-play solution. We handle panel updates and security.

Hybrid setups? You can mix modes – e.g. run critical servers on bare metal, and less critical ones via the panel. Our architects will help design the best combination.

EFFICIENCY
CASE STUDIES

InSave Hosting

Dedicated & VPS Provider

EU / US provider delivering dedicated & virtual servers to mid-market customers.

≈ 40 bare-metal nodes across NL (Amsterdam), US-NJ & US-Seattle — AMD EPYC 9474F / 9374F / 9354 & Intel Xeon E-2388G.

Unit cost **-40 % vs OVH** and **-25 % vs Hetzner** after migrating. Lead-time for new stock down from **14 d → 5 d.** InSave scales without over-leasing cap-ex.
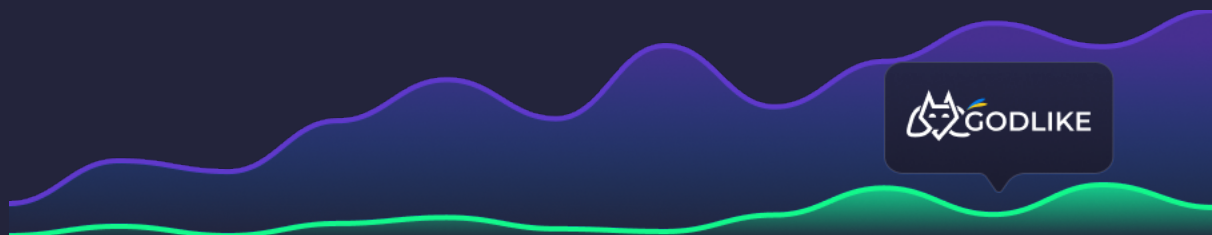
OVH

Hetzner

Godlike

Donator.Store

B2B SaaS for in-game shops

Platform powering item shops & donations for game communities worldwide.

Web & API micro-services on AMD EPYC 7443P and Intel Xeon E-2388G clusters in EU + US

Switch from **AWS m6i** cut compute spend **-50 % (≈ $12 k → $6 k/mo)** and erased egress overage. Flat bare-metal pricing lets the team reinvest in product.
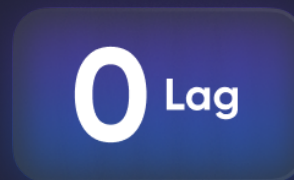
GODLIKE

Oceania Gaming Network

Certain info omitted under NDA

Australian community network hosting Minecraft & Rust shards for APAC players.

0 high-freq nodes — AMD Ryzen 9 7950X3D + web UI via Pterodactyl; servers in Sydney & Melbourne DCs.

Server tick-rate **+35 %**, player retention **+20 %**, lag complaints dropped to zero. Donator integration now yields **≈ $3 k / mo**

Retention **+20**%

0 Lag

MMO Studio

Certain info omitted under NDA

Mid-Market MMO Studio — NA+EU Launch

5 region-split servers — AMD Ryzen 9 9950X3D & EPYC 9374F in US-East, US-West, Frankfurt

Launch week ran with **0 downtime;** average player ping **45 ms → 32 ms.** Replacing AWS c5n fleet cut **3-year TCO −40 %** while keeping capacity intact

TCO
−40%

Our partners — from mid-market hosting providers to in-game commerce platforms — consistently report two hard results after switching to Godlike.Host: lower unit economics and higher operational headroom.

ONBOARDING &
MIGRATION

Worried about migrating? We've made it seamless. Here's how a typical onboarding works:

1.

Consultation
Schedule a **free consult call.** Our engineers learn about your game (player counts, regions, engine) and goals.

2.

Solution Design & Quote
We present a **tailored architecture and quote** – including hardware specs, locations, and an SLA draft. We iterate with you to ensure it fits.

3.

Pilot Deployment
Try before commit: we set up a free 7-day **pilot server** (or conduct a load test simulation) so you can validate performance, latency, and support responsiveness.

4.

Full Migration
With your go-ahead, we provision the **full production servers** (usually in <2 weeks for any new hardware/ regions). Our team assists with data migration, testing, and go-live to ensure a smooth switch – no lost progress or downtime.

5.

24/7 Managed Ops
Post-launch, we **continuously monitor and manage everything.** You get regular reports and one-touch access to our support for any tweaks or questions.

What we'll need
from you:

✓ Target launch date

✓ Current player metrics

✓ Any special requirements (mods, compliance needs)

✓ Your current pain points

We handle the rest!

We can also run migrations incrementally or during off-peak hours to ensure zero impact on your players.

SECURITY &
COMPLIANCE

We know enterprise requirements go beyond performance. Godlike.Host follows **strict security standards** to protect your data and your players.

ISO/IEC 27001 *(certification on our 2026 roadmap)*
We follow ISO 27001 best-practice guidelines for access control, change management, and encryption. Formal certification is planned, and we can share our internal security policy on request.

GDPR & Data Residency:
Personal data can be kept entirely in-region to satisfy GDPR. When a client's policy requires it, we're ready to sign a Data Processing Agreement, and we only access player data with explicit support authorization.

PCI-ready on request:
We can deploy isolated environments designed to pass a PCI-DSS audit (segmented VLANs, dedicated firewalls, quarterly scans). Formal QSA certification can be arranged for enterprise clients.

Routine Security Audits:
We perform regular OS patching, vulnerability scans, and DDoS drills. Any security patches are applied within 24 hours of release (often much sooner).

Backup & Recovery:
Nightly off-site backups (encrypted) with 7-day retention by default. Custom backup schedules or longer retention available if needed for compliance.

*All our employees are **background-checked** and **trained in security & privacy.** We can also **accommodate NDAs** or specific regulatory needs (let's discuss your requirements).*

PRODUCT
ROADMAP

2025

Where We're Heading

From deeper automation to new geos and a true PaaS layer, here's what's coming next.

Godlike Cloud *(Beta Launch)*

Self-service portal to spin up game-ready VMs or bare-metal in minutes; billing by the hour, full API.

Donator 2.0

Multi-game monetization SDK (UE & Unity) + analytics dashboard → pilot with 50 indie studios.

New POPs in Asia-Pacific

Tokyo, Singapore, Seoul online; ≤ 50 ms regional RTT.

Instant Hardware Marketplace

Live inventory and 1-click purchase of pre-burned servers in EU / US.
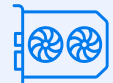
Partner Program

Revenue-share tier for indie studios & niche hosting providers.

2026

Bare-Metal GPU Clusters
NVIDIA H200 / AMD MI300a nodes for AI-driven NPCs & cloud rendering.

LATAM & MENA Expansion
São Paulo, Mexico City, Dubai data centers; 6 Tbps regional DDoS scrubbing.

Edge POP Automation
Deploy 20 micro-POPs via containerized routing to cut last-mile jitter.

DevOps API v2
Terraform provider + GitOps hooks for zero-touch deploy/rollback.

Anti-Cheat Traffic AI (GA)
Real-time model flagging abnormal packet patterns; feeds auto-mitigation rules.

TECHNOLOGY PARTNERS
& INTEGRATIONS

Path.net
12 Tbps always-on DDoS mitigation cloud

Intel
Latest Xeon® Gold / Platinum CPUs

AMD
EPYC™ & Ryzen™ X3D processors

VirtFusion
KVM control-panel & API layer

Pterodactyl
Managed game-server panel

InSafe Hosting
Strategic dedicated/VPS reseller partner (EU & US)

Donator.Store
SaaS monetization platform integrated with our infra

Have a **preferred platform** or need a **specific integration** (container orchestration, custom anti-cheat, etc.)? We likely support it — and if not, **we're open to building it with you.**

READY TO OPTIMIZE
YOUR INFRASTRUCTURE?

Let's talk about your needs. **Contact us** for a free custom proposal and see how Godlike.Host can **power your game.**

Request a Quote:

Waldemar Heisler
w.heisler@godlike.host

Katerina Lebedinec
k.lebedinec@godlike.host

Or schedule
a 30-min call:

Godlike.Host
https://godlike.host/enterprise/