Why Nakama?

• Nakama powers AAA console, PC, and F2P games from studios including Zynga, Paradox, Gram, Snap, and many others.
• Studios running Nakama have reached peaks of 15M MAU, 3M DAU, and 350,000 CCU in production games using the platform.
• Runs on dedicated hardware; not a multi-tenant solution
• Fixed, predictable pricing. We do not offer usage-based pricing, or artificially limit your game’s API use in any way.
• Open source under the Apache 2.0 license.
• Wide Game Engine and Language Support: Unity/.NET, Unreal Engine, Godot Engine, Defold, Cocod2d-x, JavaScript, C/C++, and Java/Android
• Optional support plans available.

Product Overview

Nakama is an open-source scalable multiplayer game server and social backend solution that lets you focus on building games, not infrastructure.

Product features

Comprehensive Game Server Platform
All the APIs you need for your social, connected multiplayer game
• Social: player accounts, social login (Facebook, Steam, Xbox, PlayStation, etc.), friends, groups, built-in social graph
• Competitive: matchmaking, leaderboards, tournaments, groups/clans
• Realtime: chat, status events, in-app notifications, real-time parties, real-time or turn-based active and passive multiplayer

Nakama Enterprise
Offers high availability, easy scaling, and support for those studios who need it
• Proprietary clustering technology that allows for scalability to hundreds of thousands of concurrent players in a single cluster
• Automatic load balancing and failover support; can scale up or down within minutes based on player demand

Managed Cloud
Nakama is also available in two forms of managed cloud, both of which include Nakama Enterprise built-in:
• Heroic Cloud: dedicated hardware for your project, with dashboard, graphs, CI/CD deployment, load balancing, logging, daily backups, SSL termination and more
• Private Cloud: runs in your own AWS account on your own hardware. Includes unlimited environments, dedicated DevOps team with 24x7 dedicated email, phone, and private Slack channel support.
How it works

With our technology game studios can establish a ECS cluster with the Elastic Containers Service (ECS), AWS Aurora for Postgres, and utilize Cloudwatch Logging/Monitoring to deploy multiple game projects across availability zones as a highly scalable and performant game server stack.

This deployment leverages the elastic scalability of the Amazon Web Services compute layer to achieve cost effective scale for games of all types and which target different devices and software platforms.

Additional Resources

- Heroic Labs Architecture Overview
- Heroic Labs Benchmarks
- GameSparks Migration

Solution available in AWS Marketplace