

GAME MODE

Game Mode Report

Quarter 1 - 2026



هيئة الاتصالات والفضاء والتقنية
Communications, Space &
Technology Commission

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Introduction

GAME
MODE



هيئة الاتصالات والفضاء والتقنية
Communications, Space &
Technology Commission

The Communications, Space and Technology Commission (CST) publishes a quarterly report as part of its “Game Mode” initiative, launched by the Commission to support the online games sector in Saudi Arabia by improving the quality of user experience for online games, and launching qualitative initiatives that focus on developing this sector.

The report compares the (Latency/ping) between service providers with emphasis on the most popular online games in Saudi Arabia. The report also indicates most popular gaming platforms and online games among the gamers community, and provides them with most important guidelines for improving the quality of their internet connections for gaming.

CST aims by issuing the "Game Mode" report to stimulate competition among service providers to improve the performance and to enhance transparency in the sector by revealing to investors and interested parties the sector performance indicators.



CALL OF DUTY

CALL OF DUTY®

Publisher

ACTIVISION®

Server Location



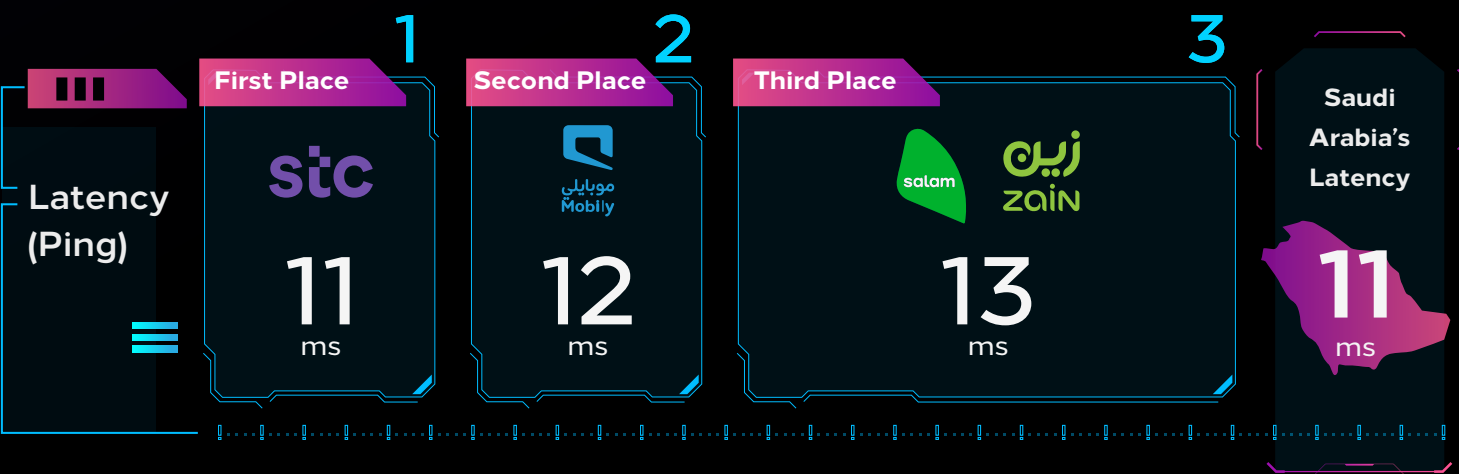
LEAGUE OF LEGENDS

LEAGUE OF LEGENDS

Publisher

RIOT GAMES

Server Location



Latency Range

Ideal

0ms-40ms

Good

40ms-90ms

Average

90ms-130ms

Poor

more than 130ms



BATTLEFIELD

BATTLEFIELD

Publisher **Electronic Arts**

Server Location



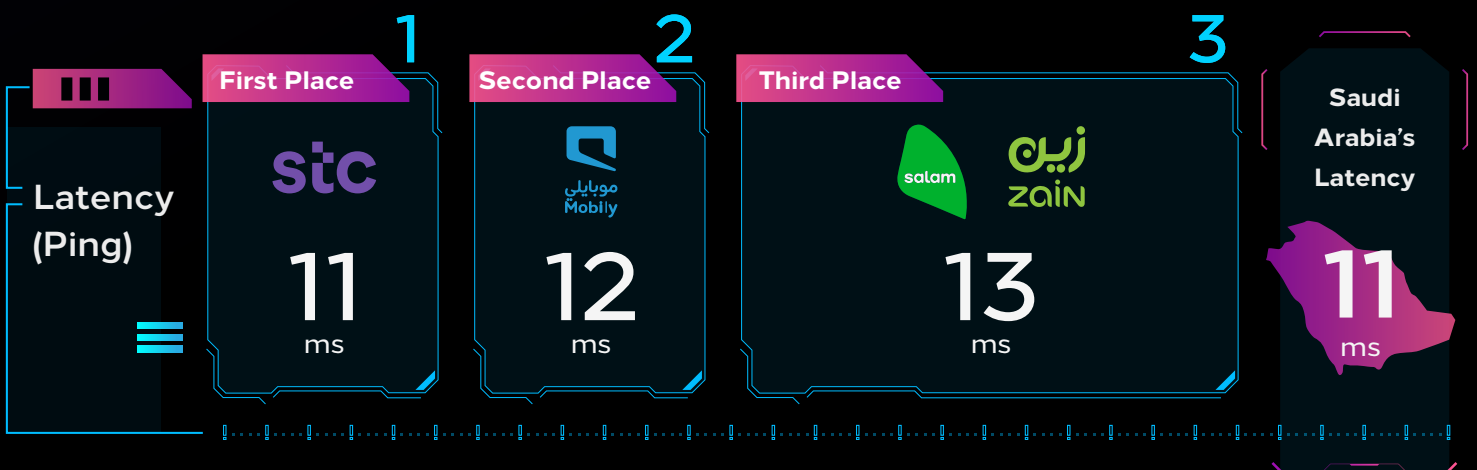
TEAMFIGHT TACTICS

TEAMFIGHT TACTICS

Publisher



Server Location



Latency Range

Ideal

0ms-40ms

Good

40ms-90ms

Average

90ms-130ms

Poor

more than 130ms

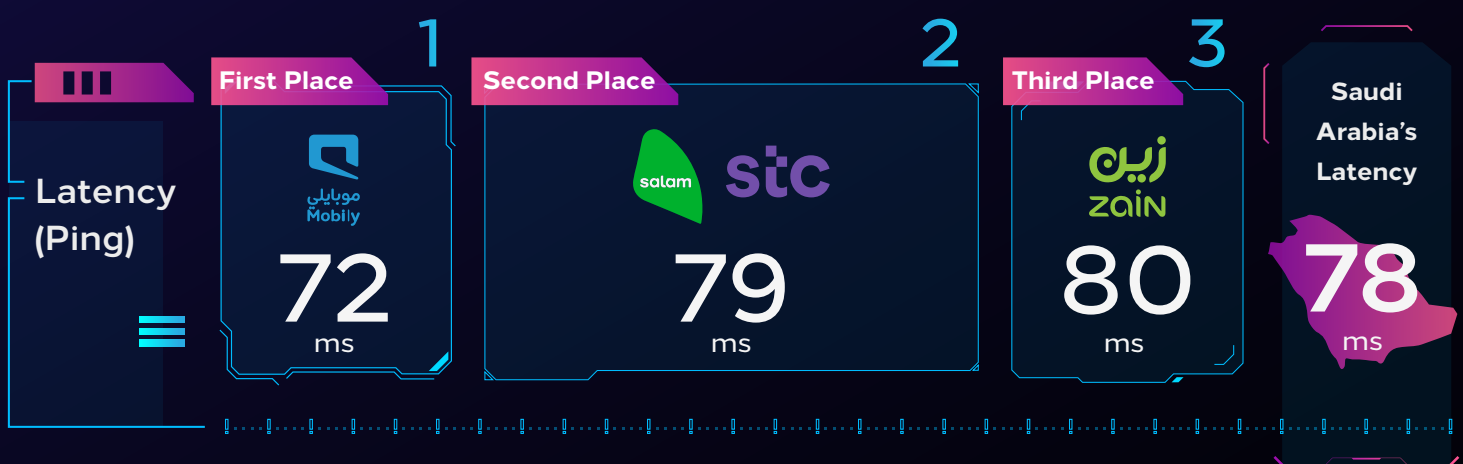


PUBG



Publisher **KRAFTON**

Server Location

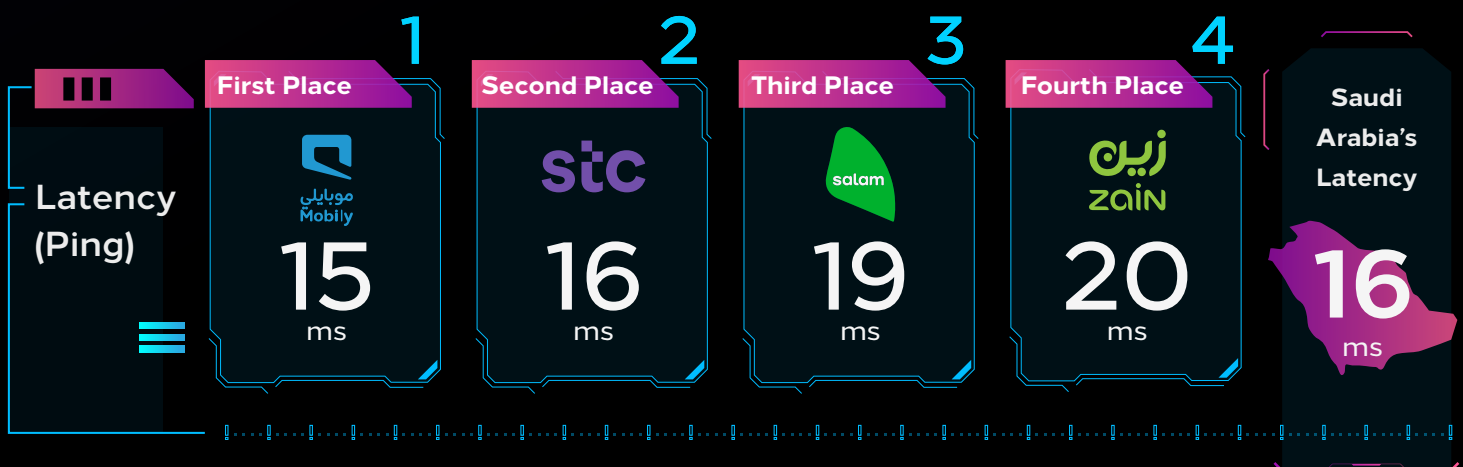


EFOOTBALL



Publisher **KONAMI**

Server Location



Latency Range

Ideal | 0ms-40ms

Good | 40ms-90ms

Average | 90ms-130ms

Poor | more than 130ms



MARVEL RIVALS



Publisher



Server Location



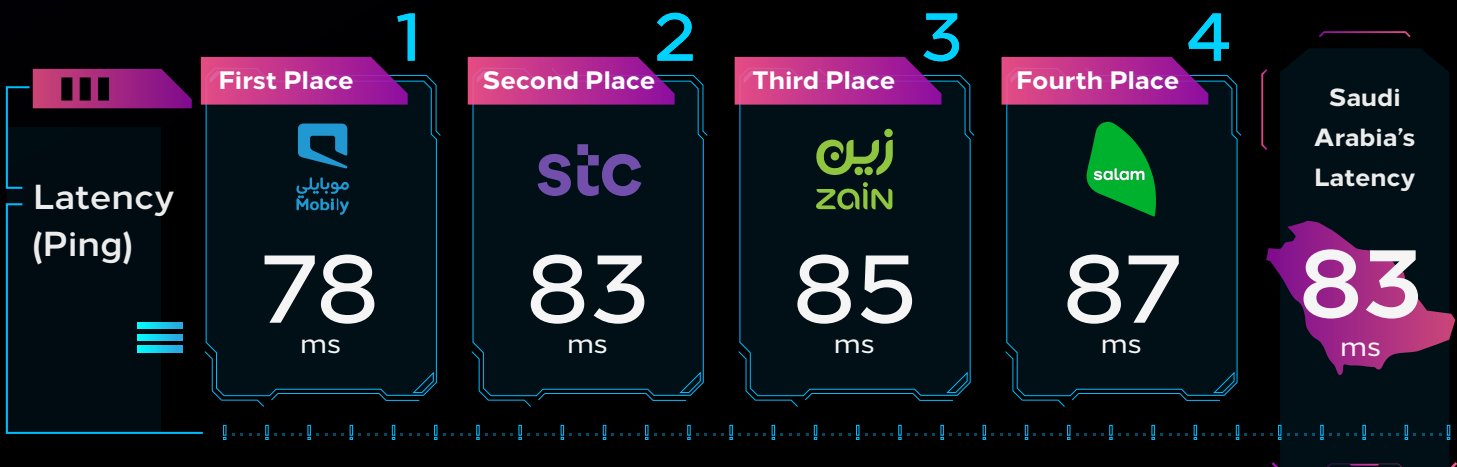
STAR CRAFT 2



Publisher



Server Location



Latency Range

Ideal

0ms-40ms

Good

40ms-90ms

Average

90ms-130ms

Poor

more than 130ms



Measurements were collected during January and February 2026 using "Meqyas" devices for FTTH internet

Based on the analysis of SamKnows Ltd.

ms : Milliseconds

"Game Mode" Report - Q1, 2026



HONOR OF KINGS



Publisher



Server Location



Latency (Ping)

1
First Place



71
ms

2
Second Place



72
ms

3
Third Place



83
ms

Saudi Arabia's Latency

74
ms



FORTNITE

FORTNITE

Publisher



Server Location



Latency (Ping)

1
First Place



14
ms

2
Second Place



15
ms

3
Third Place



17
ms

Saudi Arabia's Latency

14
ms

Latency Range

Ideal 0ms-40ms

Good 40ms-90ms

Average 90ms-130ms

Poor more than 130ms



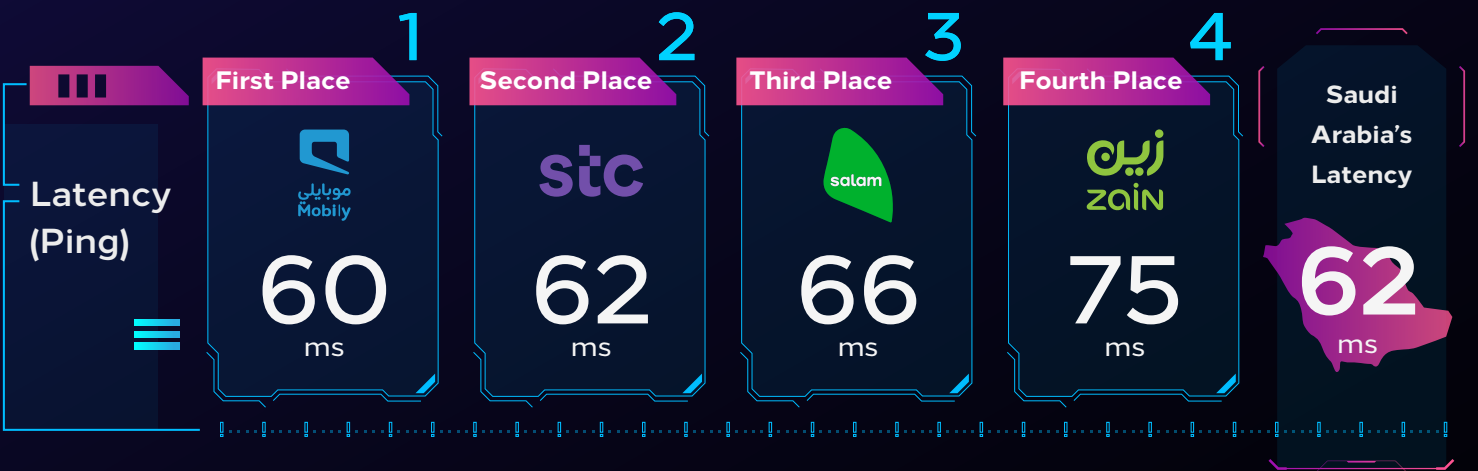
FREE FIRE

FREE FIRE

Publisher



Server Location



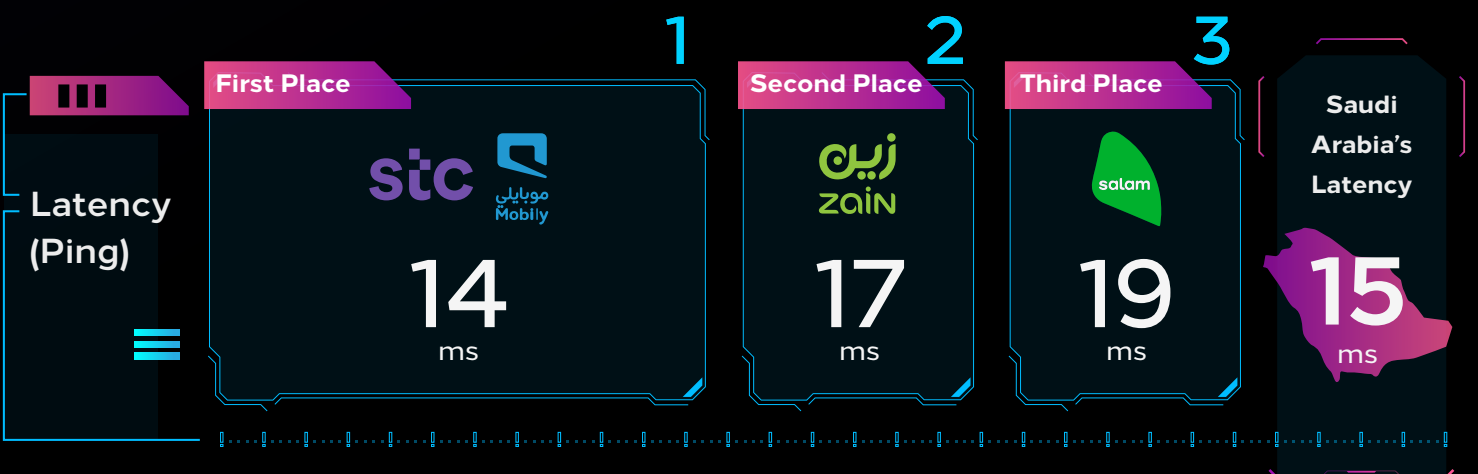
EA SPORTS FC



Publisher

Electronic Arts

Server Location



Latency Range

Ideal

0ms-40ms

Good

40ms-90ms

Average

90ms-130ms

Poor

more than 130ms



MOBILE LEGENDS



Publisher MOONTON

Server Location

Latency (Ping)

First Place

stc
11
ms

Second Place

12
ms

Saudi Arabia's Latency

11
ms



COUNTER STRIKE



Publisher **VALVE**

Server Location

Latency (Ping)

First Place

stc
21
ms

Second Place

25
ms

Saudi Arabia's Latency

22
ms

Latency Range

Ideal

0ms-40ms

Good

40ms-90ms

Average

90ms-130ms

Poor

more than 130ms



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Measurements were collected during January and February 2026 using "Meqyas" devices for FTTH internet

Based on the analysis of SamKnows Ltd.

ms : Milliseconds

"Game Mode" Report - Q1, 2026

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OVERWATCH

OVERWATCH

Publisher



Server Location



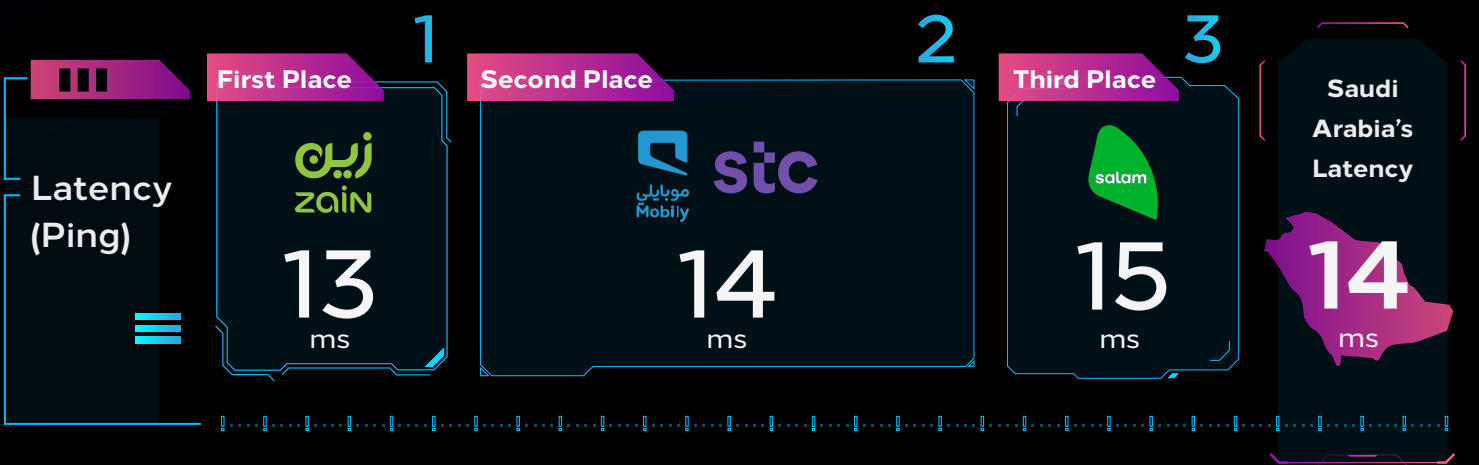
PUBG MOBILE



Publisher



Server Location



Latency Range

Ideal

0ms-40ms

Good

40ms-90ms

Average

90ms-130ms

Poor

more than 130ms



Measurements were collected during January and February 2026 using "Meqyas" devices for FTTH internet

"Game Mode" Report - Q1, 2026

Based on the analysis of SamKnows Ltd.

ms : Milliseconds



ROCKET LEAGUE



Publisher



Server Location



Latency (Ping)

First Place

1



14
ms

Second Place

2



15
ms

Third Place

3



17
ms

Saudi Arabia's Latency

14
ms

DOTA 2



Publisher

VALVE

Server Location



Latency (Ping)

First Place

1



21
ms

Second Place

2



25
ms

Saudi Arabia's Latency

22
ms

Latency Range

Ideal

0ms-40ms

Good

40ms-90ms

Average

90ms-130ms

Poor

more than 130ms



CALL OF DUTY MOBILE

CALL OF DUTY MOBILE

Publisher **ACTIVISION**

Server Location



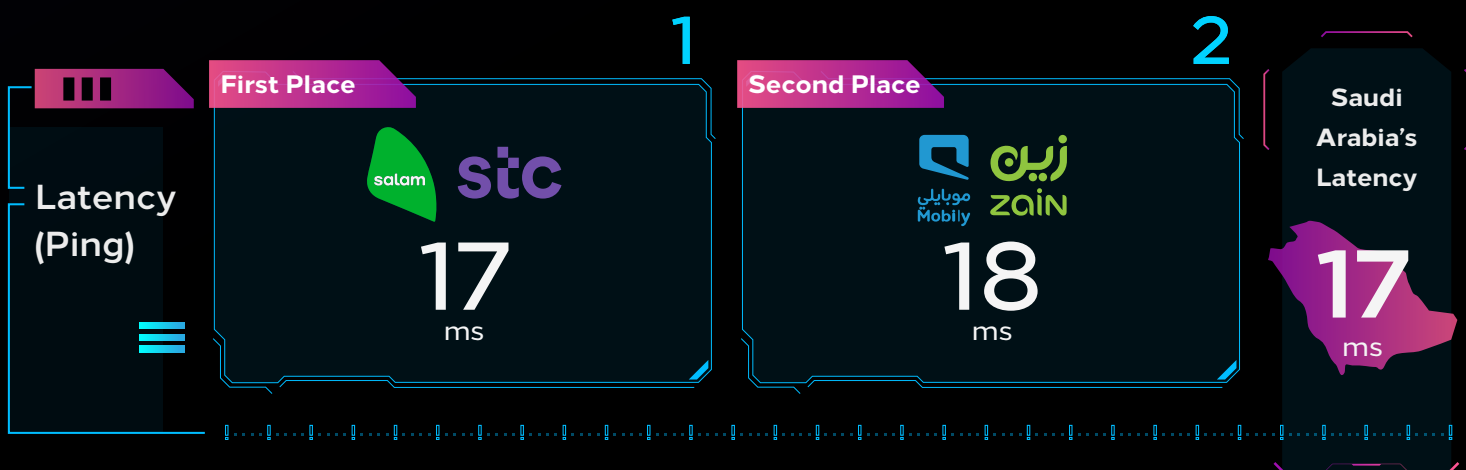
RAINBOW SIX SIEGE

RAINBOW SIX SIEGE

Publisher



Server Location



Latency Range

Ideal

0ms-40ms

Good

40ms-90ms

Average

90ms-130ms

Poor

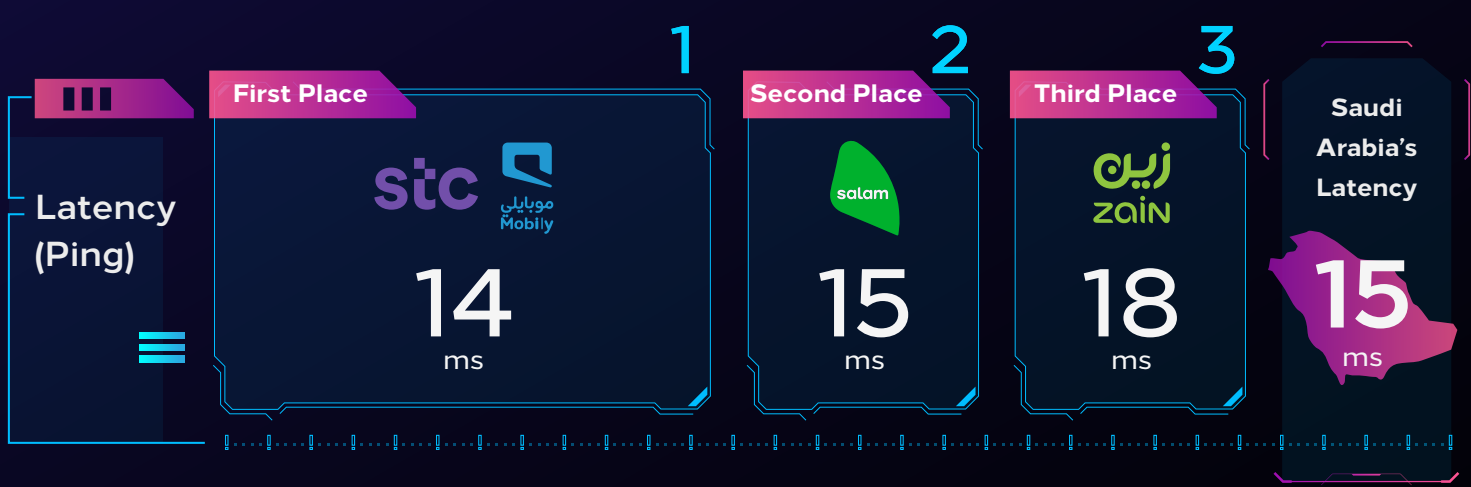
more than 130ms



VALORANT

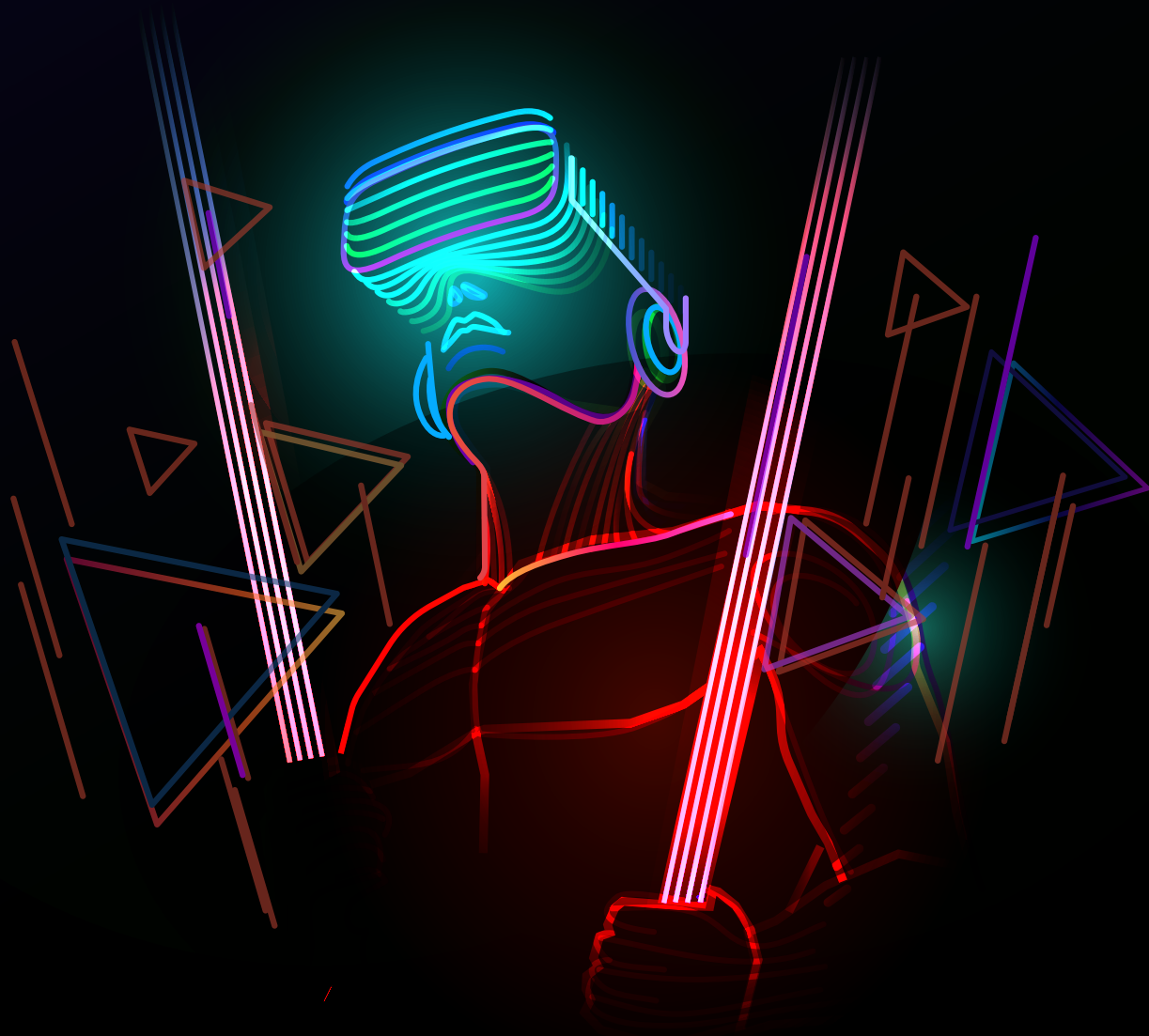


Publisher  Server Location 



Latency Range

- Ideal** | 0ms-40ms
- Good** | 40ms-90ms
- Average** | 90ms-130ms
- Poor** | more than 130ms

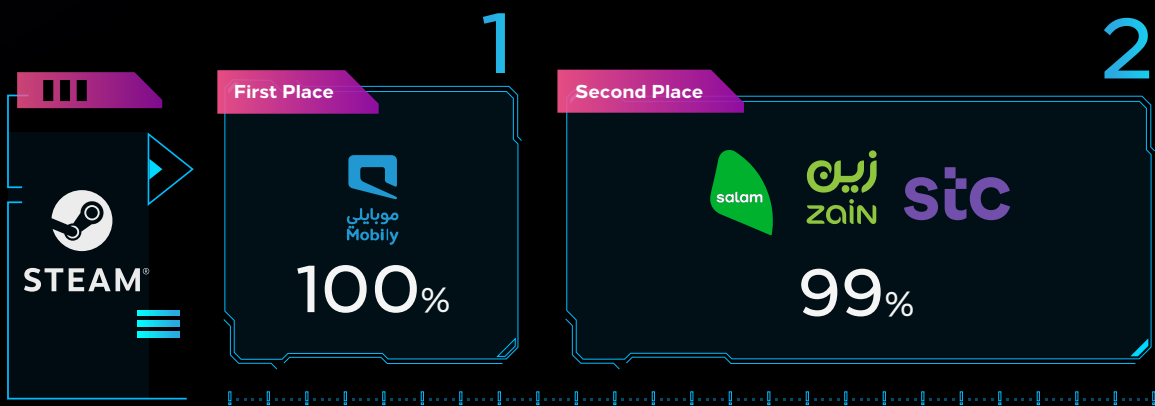
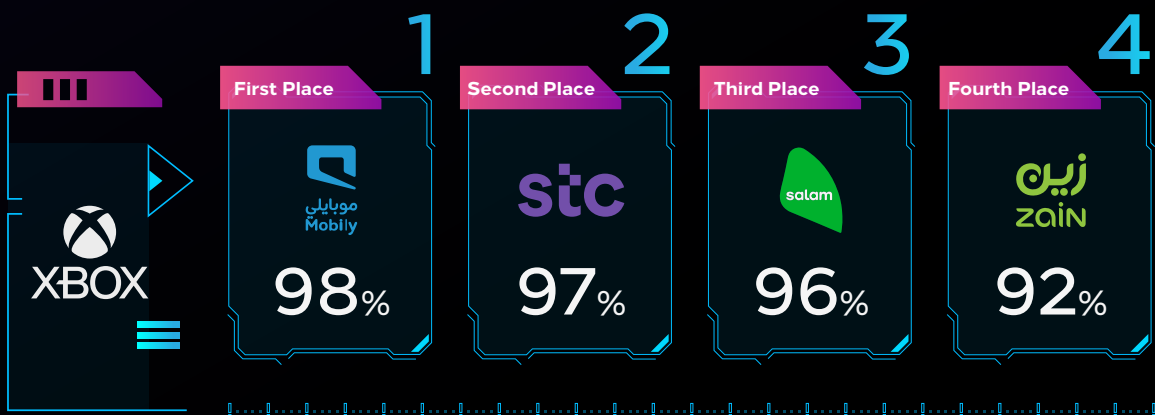
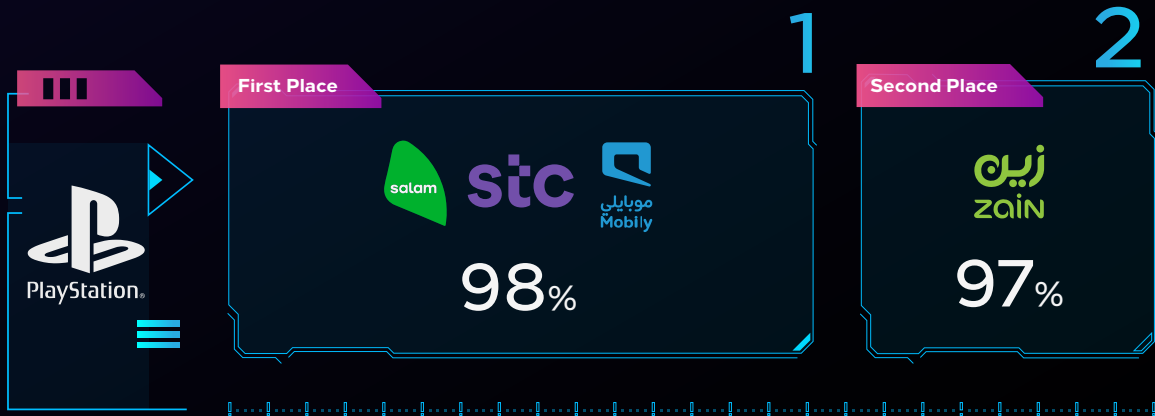


Download Speed for Gaming Platforms

The performance of download speed of games across gaming platforms in the Kingdom



The performance of download speed of games across gaming platforms for operators in the Kingdom





How to Ensure the Efficiency of Your Home Network Setup and Devices?

Follow the instructions to help improve the internet connection for online games

Internal Network Settings

It's preferable to use an Ethernet cable that meets high standards, no less than CAT6, to connect to the fiber optic modem, or to use wireless technology with advanced standards such as **WiFi 6, 6e, or 7**.



Choosing a CPE that supports optimizing the performance of online games, which has the features of **smart traffic management**, such as (QoS Prioritization or Smart Queue Management ..etc)



Connection Settings

Use default settings for the domain name server (**DNS**) and try not to override it with other settings



Increasing the upload speed of the Internet package in case of heavy usage on the Internet connection.



Game Settings



Make sure to choose connection server for the Middle East region



If the Middle East server is not available, choose the European or Western European region server

Participate with us to Achieve Game Mode's Initiative Objectives



Join hundreds of participants in the Game Mode initiative by registering for a "Meqyas" FTTH Internet device, which measures the performance of most popular online games, in addition to dozens of other internet applications and services in Saudi Arabia.

The device enables you to know the performance of your internet connection and the most popular online games, and at same time, it enables us to analyze participants' measurements and know the performance of different services and service providers in the Kingdom



Register to Get Meqyas Device:

Meqyas



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