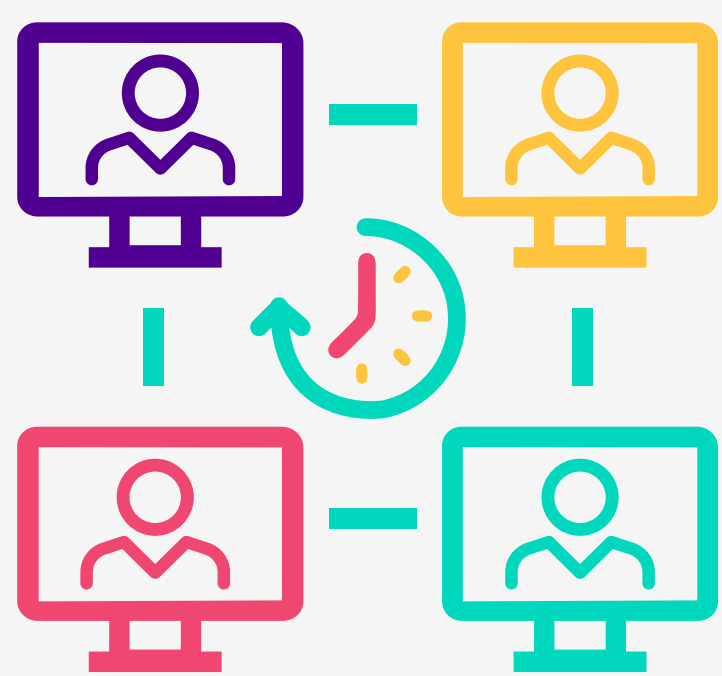


Colt Wave supports on-time delivery of new video games

Fans expect new video games to be released on the promised dates.

They want high-quality games that are ready to play on whatever platform they choose.



Video game companies must develop and test new games within rigid timeframes.

All the teams — designers, artists, programmers, engineers, testers — must be able to work together on game development, even if they're in different studios.

For a leading video game company in France, connecting its regional studios to its Paris data centre for collaboration and data exchange used to be a challenge.

Connectivity was bought locally as needed but:

- slow or unreliable bandwidth sometimes put schedules at risk
- lots of providers meant lots of contract management overhead



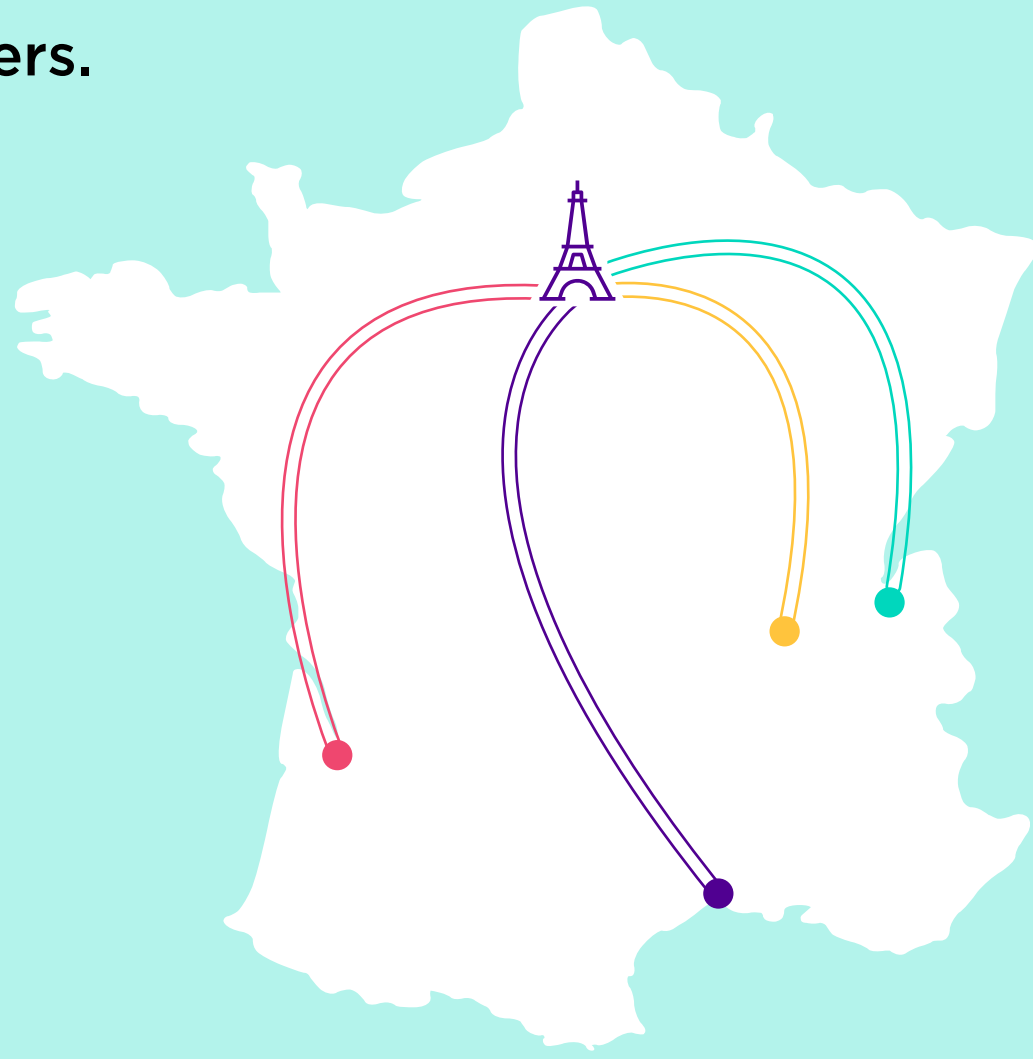
That all changed when the company's new procurement team developed a centralised bandwidth purchasing strategy for the first time.

The team aims to go from -60 to -20 connectivity providers globally, and build closer relationships with them.

Colt is one of the selected providers.

We connect four regional studios to the company's Paris data centre using Wave, our high-bandwidth optical wavelength service. At each studio:

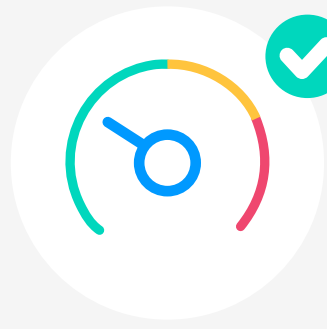
- two point-to-point 10Gbps Waves provide connectivity to the data centre
- active/active configuration makes full 20Gbps bandwidth available
- diverse routing removes single points of failure
- high-speed internet access enables testing on cloud gaming platforms



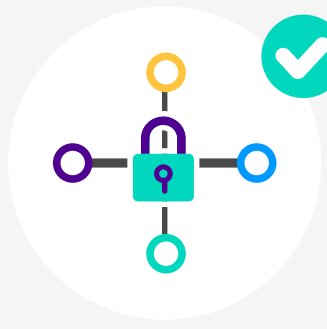
The company values our:



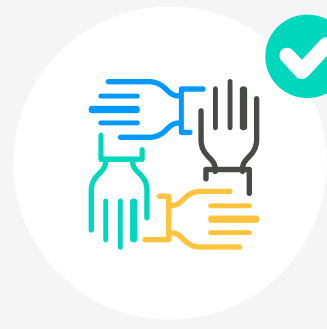
on-time delivery, every time



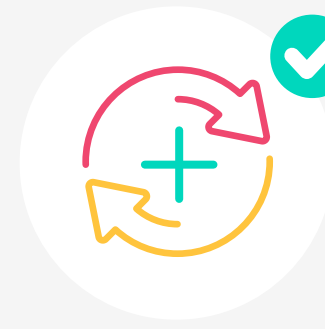
SLA-backed low latency and uptime



secure service that helps protect IP and pre-release game content



collaboration and partnership working

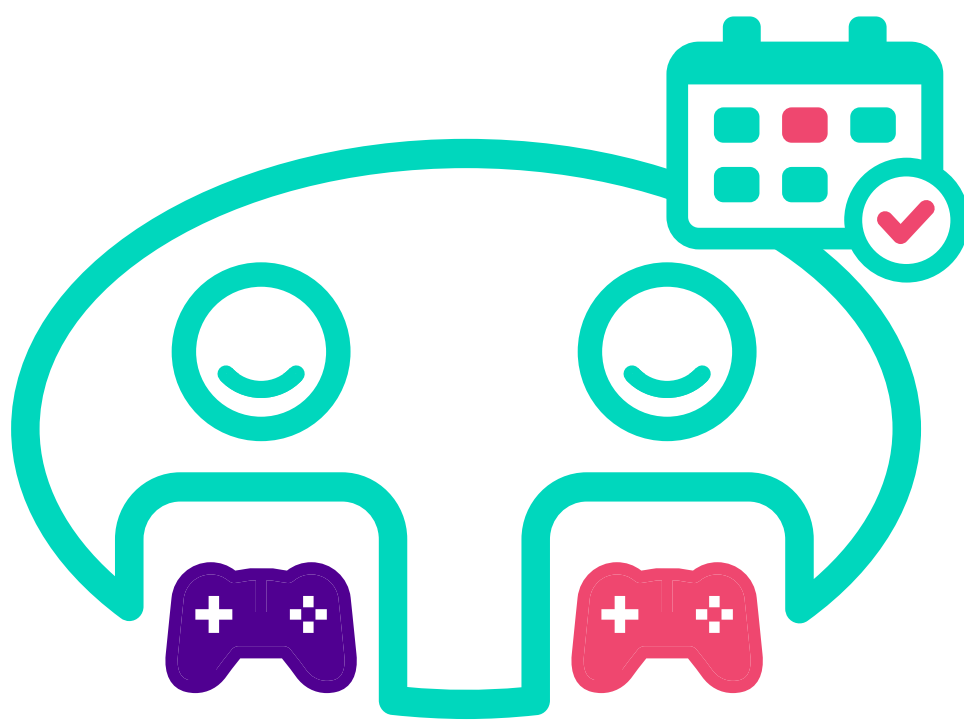


master service agreement (MSA) that makes it easy to add and change bandwidth

With Colt Wave services, the studios have the secure, reliable, high-performance bandwidth they need to:

- exchange game sequences and other data with the Paris data centre
- test games in the cloud

All of which helps the company stay on course to deliver its next great game on the promised date.



colt