

Game Server Elastic-scaling Purchase Guide Product Documentation



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Billing Overview

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To improve the user experience, Game Server Elastic-scaling (GSE) will be remaining in beta, which was originally scheduled to end on June 30, 2020. We will notify users via the console Message Center, email and SMS when the product is ready for launch as a paid service. If you have any questions, please submit a ticket, or [contact us](#).

GSE fees consist of the server fees and network traffic fees. Billing is pay-as-you-go by default upon service activation. Details are as follows.

Server Fees

GSE server fees are billed per second on an hourly billing cycle at prices determined by model, region, CPU, and memory.

Price list

Model	Region	CPU (Core)	Memory (GB)	Price (USD/Hour)
Standard S5	Beijing, Shanghai, Guangzhou	4	8	0.13
		8	16	0.26
		8	32	0.39
		16	32	0.52
		16	64	0.78
		24	48	0.78
		24	96	1.17
		32	64	1.04
		32	128	1.56
Standard S3	Singapore	4	8	0.18
		8	16	0.35

		8	32	0.53
		16	32	0.71
		16	64	1.06
		24	48	1.06
		24	96	1.59
		32	64	1.41
		32	128	2.12
	Mumbai	4	8	0.15
		8	16	0.30
		8	32	0.44
		16	32	0.59
		16	64	0.89
		24	48	0.89
		24	96	1.33
		32	64	1.18
	Silicon Valley	32	128	1.77
		4	8	0.19
		8	16	0.38
		8	32	0.57
		16	32	0.76
		16	64	1.14
		24	48	1.14
		24	96	1.71
		32	64	1.52
32	128	2.28		

	Virginia	4	8	0.14
		8	16	0.28
		8	32	0.42
		16	32	0.55
		16	64	0.83
		24	48	0.83
		24	96	1.25
		32	64	1.11
		32	128	1.66
	Frankfurt	4	8	0.17
		8	16	0.35
		8	32	0.52
		16	32	0.69
		16	64	1.04
		24	48	1.04
		24	96	1.56
		32	64	1.38
		32	128	2.07
	Moscow	4	8	0.19
		8	16	0.38
		8	32	0.57
		16	32	0.76
		16	64	1.14
		24	48	1.14
		24	96	1.71

		32	64	1.52
		32	128	2.28
Standard S2	Hong Kong (China)	4	8	0.18
		8	16	0.36
		8	32	0.53
		16	32	0.71
		16	64	1.06
		24	48	1.07
		24	96	1.58
		32	64	1.42
		32	128	2.11
	Bangkok	4	8	0.17
		8	16	0.35
		8	32	0.52
		16	32	0.69
		16	64	1.04
		24	48	1.04
		24	96	1.56
		32	64	1.38
		32	128	2.07
	Seoul	4	8	0.20
		8	16	0.39
		8	32	0.59
16		32	0.79	
16		64	1.17	

		24	48	1.18
		24	96	1.76
		32	64	1.57
		32	128	2.34
	Tokyo	4	8	0.20
		8	16	0.40
		8	32	0.60
		16	32	0.80
		16	64	1.21
		24	48	1.21
		24	96	1.81
		32	64	1.61
	Toronto	32	128	2.42
		4	8	0.15
		8	16	0.30
		8	32	0.45
		16	32	0.60
		16	64	0.90
		24	48	0.89
		24	96	1.35
32	64	1.19		
32	128	1.80		

注意：

The unit prices listed above may be rounded off. Please see your bill for the accurate price.

Traffic fees

GSE network fees are billed by traffic on an hourly billing cycle.

Price list

Billing Mode	Region	Price (USD/GB/Hour)
Bill-by-traffic	Hong Kong (China)	0.12
	Silicon Valley (US), Toronto	0.077
	Thailand	0.1
	Virginia	0.075
	India	0.1
	Frankfurt	0.077
	Japan, Russia	0.13
	Guangzhou, Shanghai, Beijing, Chengdu, Seoul	0.12
	Singapore	0.081

Service suspension/release policy

Your GSE service will be suspended 24 hours after your account falls into arrears. Your GSE resources will be terminated and repossessed 168 hours (7 days) after the service is suspended. To avoid service interruptions, please make sure that your Tencent Cloud account balance is always sufficient.

Resource Limits

Last updated : 2020-07-22 16:28:03

Note :

Each account can have 10 CVM instances of each model by default. To increase the CVM instance quota, please [submit a ticket](#).

Beijing, Shanghai, Guangzhou, and Hong Kong (China)

Resource Name	Quantity
Alias	20
Game server fleet	20
Game server queue	20
Build package	1,000
Total size of the uploaded versions	100 GB
Size of the uploaded logs for each game server session	200 MB
CVM instance	20 under each account by default. You can apply to increase this quota
Server process on each instance	50
Player session in each game server session	200
VPC peering connection	5. A VPC peering authorization is valid for 24 hours

Singapore, Mumbai, Silicon Valley, Virginia, Frankfurt, Seoul, Tokyo

Resource Name	Quantity
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Resource Name	Quantity
Alias	20
Game server fleet	20
Game server queue	20
Build package	1,000
Total size of the uploaded versions	100 GB
Size of the uploaded logs for each game server session	200 MB
CVM instance	20 under each account by default. You can apply to increase this quota
Server process on each instance	50
Player session in each game server session	200
VPC peering connection	5. A VPC peering authorization is valid for 24 hours

For additional configurations, please [submit a ticket](#).