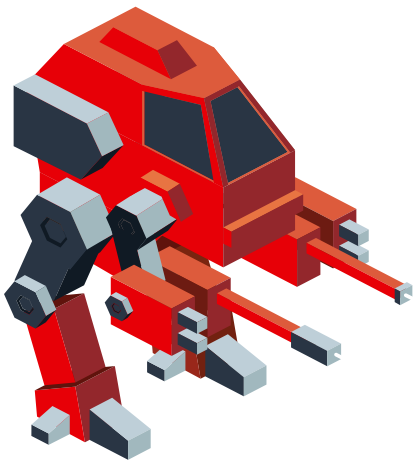


# GLOBAL LOW- LATENCY **ANTI-DDOS**

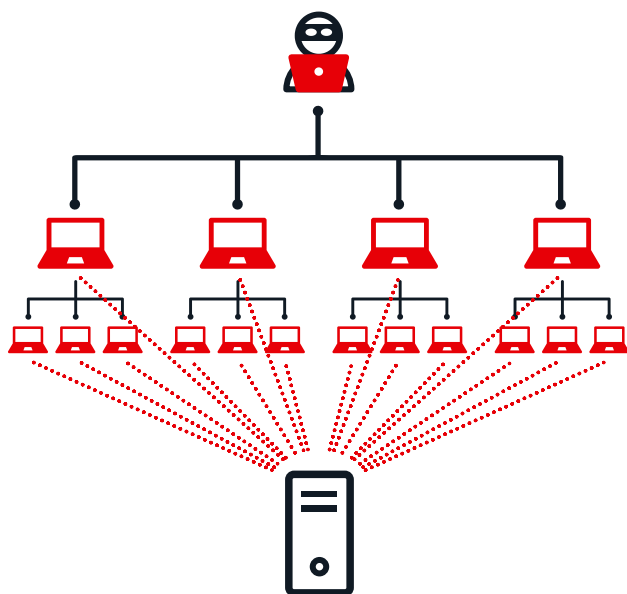
*Robust, fast and scalable. As your game servers and network scales, so does your anti-DDoS.*



i3D.net's in-house Global Low-Latency anti-DDoS protection (GLAD) represents a collection of tools that can prevent, detect, and thwart a strike. We understand that security can no longer be an afterthought. So our protection is embedded into the infrastructure itself.

Drawing on over 20 years of experience in the game hosting industry, GLAD benefits from the i3D.net's privately owned backbone and AAA network equipment at the edge to provide a low-latency solution to the threat of DDoS.

# DDoS: AN ESCALATING THREAT



A distributed denial-of-service attack (or DDoS) is a malicious attempt by a bad actor to disrupt the service of a network or IP address by flooding it with data, blocking access to others.

An attacker needs to control a considerable amount of data to cause significant disruption. In order to do this, the attack is distributed from many machines that have been infected by a virus, often called a botnet. The antagonist can then coordinate an attack remotely.

DDoS attacks present an existential threat to businesses. A sudden connection drop can wreak havoc on business operations and stock value, and losing game infrastructure for even a few hours can be catastrophic.

DDoS attacks have been increasing in frequency and number with an alarming rate. While DDoS attacks have been around for over 20 years, standard protection software had rendered them to a mere nuisance.

However, in recent years, DDoS has resurged as a serious concern for several reasons:

- IoT and mobile devices have become widespread, creating millions of compromisable devices.
- Huge increases in bandwidth amp up the firepower of the attacks.
- Organizing an attack is easier than ever. Specialist DDoS sites can arm attackers with botnets and a 100GB of bandwidth for only a minimal fee.

As such, advancements in technology have both enabled more businesses to move online, and increased the opportunity for those business to be attacked.

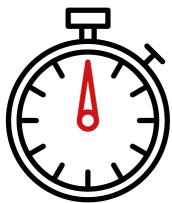
The gaming industry especially is the most at risk. 2022 saw 37% of all DDoS attacks targeted at gaming. This can result in not only negative experiences for players but a catastrophic business impact from incurred hosting charges, endangering the continuity of gaming studios.

# WARDEN

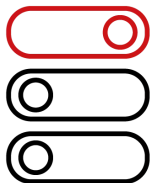
**Take advantage of our sophisticated Warden protection.**



With the DDoS attacks nowadays getting more and more creative and enormous in scale, we have built a custom software - Warden - allowing you to use very specific and detailed traffic stream filters, based on a dynamic whitelist. With the traffic being filtered on the edge, before it even enters i3D.net's network, we keep the faulty traffic out of your player's sight.



As a premium feature of our Global Low-Latency Anti-DDoS solution, Warden upholds the i3D.net's low-latency philosophy. A lot of current legacy anti-DDoS solutions increase latency for your services in order to protect you from faulty traffic, whereas Warden's added latency is sub- 1 millisecond (round-trip), allowing your players to enjoy premium gaming experiences worldwide.



To always stay on top of the latest DDoS techniques, no matter the size or complexity of the attack, we have tailored Warden's functionalities to meet every customer's demands. To start using Warden, all you need to do is create your own protection profiles by providing the IP addresses, ports for protection and the protocol you are running. Once the protection profile has been set up, Warden will execute your commands throughout i3D.net's network.



Warden is also API-driven, allowing you to tailor your own protection as needed by managing protection profiles and white/black-lists.

# FEATURES AND BENEFITS

FEATURE	DESCRIPTION
<b>API Support</b>	Our API support can ensure that you can have everything fully integrated.
<b>Attack automation rules</b>	Create rules to automatically null route attack targets. GLAD specialists can work with you to configure customized options.
<b>Automatic detection</b>	Automatically detect incoming DDoS attacks. Once an attacker network is detected we block all traffic from it, no matter what packets we receive from it.
<b>Byte matching</b>	Byte-matches incoming traffic as per your specified signatures and blocks the bytes that are not supposed to enter your network.
<b>Custom ACLs</b>	Pre-set your own ACL rules to protect yourself against most of attack types. Set the specific ports, protocols, IP addresses that need to be protected.
<b>Default ACLs</b>	Pre-set ACL rules that protect against most of attack types, such as DNS and/or UDP. The rules are always updated and maintained throughout.
<b>Null routing</b>	A dynamic response to large-scale DDoS attacks. Null routing silently discards (or “drops”) malicious incoming traffic. The undesired traffic is directed to a route that goes nowhere. Null routing renders the target server inaccessible to anyone, including clean traffic.
<b>Rate Limit by IP/ Subnet</b>	If it is not certain if a network or IP is a risk, the incoming traffic from that destination can have a limited amount of traffic.
<b>Utilize the existing infrastructure</b>	Enjoy the benefits of i3D.net’s extensive worldwide network. Malicious traffic is blocked at the edge, and thus does not even reach your servers.
<b>Warden</b>	A custom software, that filters traffic on dynamic whitelist provided by the customer. Warden does inline filtering, which enables you to go even more specific/detailed to filtering your traffic stream.

# PACKAGES

The GLAD set of tools is designed to provide a flexible, comprehensive DDoS protection. Our service packages reflect that, so that you can get exactly what you need.

Features	Basic	Advanced	Premium
Default ACL on VLAN	x	x	x
Automatic detection and auto null route	x	x	x
Custom ACL on VLAN		x	x
Rate limit		x	x
Warden			x
Byte matching			x
API support			x

i3D.net enables game studios and enterprises to safeguard their business-critical applications online. We provide high-performance, low-latency networking solutions through a vast, privately-owned global infrastructure.

As game sector veterans, we convert our game hosting innovations into scalable tools for Enterprise and IT. With thousands of servers spread over 6 continents, we can provide you with an unmatched low-latency network, and expert individualized support.

## Contact

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