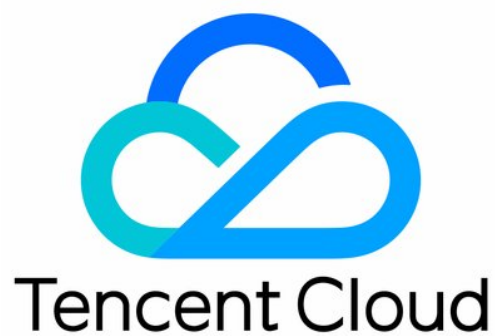


Game Multimedia Engine

Purchase Guide

Product Documentation



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Purchase Guide

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Game Multimedia Engine (GME) provides Voice Chat, Voice Messaging, Speech-to-Text, and Text Translation services, with pricing for each service detailed below.


Voice Chat Service

The Voice Chat service is billed monthly by either voice duration or voice Peak Concurrent Users (PCU) as detailed below:

- The sound quality is HD by default for services billed by voice duration, and cannot be switched to standard.
- The sound quality is standard by default for services billed by voice PCU, and cannot be switched to HD.

Pricing Table for Duration-based Billing

| Billing Mode | Sound Quality | Monthly Voice Duration | Unit Price (USD/Minute) |
|--------------------------|---------------|------------------------|-------------------------|
| Billed by voice duration | HD | <10,000 minutes | Free |
| | | ≥ 10,000 minutes | 0.00094 |

 **Note:**

Voice duration is calculated based on the time a user enters the room. If user A enters a voice room at 12:00, user B enters the room at 12:30, and both of them exit the room at 12:40, the duration of voice would be 50 minutes in total (40 minutes for user A and 10 minutes for user B).

PCU Billing Price Chart

| Billing Mode | Sound Quality | Monthly Peak PCU | Unit Price (USD/5,000 PCUs) |
|---------------------|---------------|--------------------------|------------------------------|
| Billed by voice PCU | Standard | ≤ 5,000 | 3,000 |
| | | 5,000 < PCUs ≤ 50,000 | 1,870 |
| | | 50,000 < PCUs ≤ 100,000 | 1,560 |
| | | 100,000 < PCUs ≤ 300,000 | 1,250 |
| | | > 300,000 | Please contact Tencent Cloud |

Sales

Note:

- Daily PCU refers to the highest number of concurrent online users for the day, while the monthly peak PCU value refers to the highest daily PCU value within the month. For example, if the daily PCU is 5,400 on the 2nd of the month and below 5,400 for the rest of the days of the month, then the monthly peak PCU value is 5,400.
- The highest number of concurrent online users for the day is the sum of the peak online user counts for all countries or regions on that day. For example, if the peak online user count in the United States is 200, in Japan is 100, and there are no online players in other regions on the 2nd of the month, then the daily highest number of concurrent online users PCU for the 2nd is 300.
- For services billed by PCU, fees will be charged per 5,000 PCUs. Values below 5,000 will be calculated as 5,000. For example, if the monthly peak PCU is 5,400, then the fees for the month will be 3,000 USD + 1,870 USD.

Voice Messaging

Voice Messaging is billed by the number of daily active users.

Pricing

| Billing Mode | Unit Price (USD/DAU/Day) |
|-----------------------------|--------------------------|
| Billed by voice message DAU | 0.0019 |

Note:

A user who receives or sends a voice message in the application is counted as a voice message DAU, and the total number of voice message DAUs is calculated based on the deduplicated `openID` . `openID` is a unique identifier of a user in an application. One user corresponds to one `openID` .

Speech-to-Text

Speech-to-Text supports daily or monthly payment. Daily payment is set by default. If you want to switch to monthly payment, please [submit a ticket](#).

Pricing

| Billing Mode | Unit Price (USD/15 Seconds) |
|--|---|
| Billed by the duration of the audio or audio | 0.006 (Billed per 15 seconds. Requests shorter than |

stream

15 seconds are rounded up to 15 seconds.)

Text Translation Service

The Text Translation service is billed by the number of characters that need to be translated.

Pricing

| Billing Mode | Unit Price (USD/1 Million Characters) |
|--------------------------------|---------------------------------------|
| Billed by number of characters | 20 |

Note:

This feature is now only available to beta users. To join the beta, please [submit a ticket](#).

Text-to-Speech Service

Note:

This feature hasn't been officially launched. To use it, contact the channel manager or [submit a ticket](#) to query the price.

Overdue Policy

When your account becomes overdue, the GME service will be suspended 24 hours later. If the payment is not made within 168 hours (7 days), all GEM resources will be released permanently.

Overdue Payment Alert

Alert notifications for overdue payment will be sent through email, SMS, and Message Center to the Tencent Cloud account creator and all collaborators on the day of and after expiration.

Note:

If you are a customer of a Tencent Cloud partner, the rules regarding resources when there are overdue payments are subject to the agreement between you and the partner.