

- I took down our entire global server population at the peak hour in one click
- It was on the day of our blue/green deploy to version3.5
- Take a guess

Custom TCP	TCP	8010	Custom	52.192.171.151/32	e.g. SSH for Admi
Custom TCP	TCP	8010	Custom	52.175.16.70/32	e.g. SSH for Admi
Custom TCP	TCP	8010	Custom	52.8.152.123/32	3.4 Auth Cluster
Custom TCP	TCP	8010	Custom	52.53.224.147/32	3.5 Auth Cluster

Add Rule

NOTE: Any edits made on existing rules will result in the edited rule being deleted and a new rule created with the new details. This will cause traffic

Michael Wolf - Super Evil Megacorp

- But hey, I was able to catch it relatively quickly

@slack-monitoring

PROCS OK: 16 processes found for authgateway

Tags **Notified**

host:i-08b4964cd0f6e6b65, @slack-monitoring, @pagerduty-Datadog

process:authgateway

AM **Datadog** APP

Warn: Unnatural Shift in CCU in 3-4 cn over the past 5 minutes

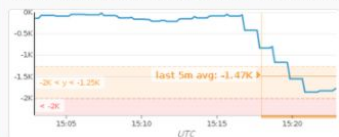
The region cn has experienced a shift of -1466.7 CCU in the past five minutes
@slack-monitoring

`change(avg>Last_5m,last_5m):avg:Custom.CCU(environment:live} by {gameregion,environmentpartition} < -2000`

Metric value: -1466.7 (10 kB)

Tags **Notified**

environmentpartition:3-4, gameregion:cn @slack-monitoring



Warn: Unnatural Shift in CCU in 3-4 sg over the past 5 minutes

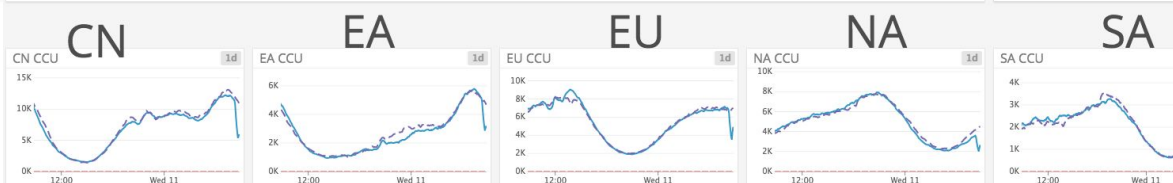
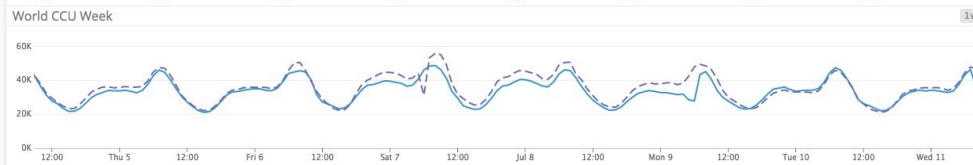
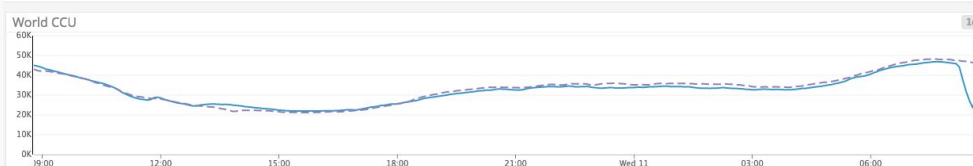
The region sg has experienced a shift of -1636.217 CCU in the past five minutes
@slack-monitoring

`change(avg>Last_5m,last_5m):avg:Custom.CCU(environment:live} by {gameregion,environmentpartition} < -2000`

Metric value: -1636.217 (9 kB)

Tags **Notified**

environmentpartition:3-4, gameregion:sg @slack-monitoring



CCU

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- Even strongly automated systems can have single-click failures