New Program Guide For Participation in R20 Premiere 2022 Season

Hello and thank you for your interest in having your school become part of the R20 Premiere 2022 Inaugural Season. This guide is to help get new programs without any previous esports experience started and up to speed with our other members.

For our first competitive season the games that have been agreed upon by our members are Super Smash Bro's Ultimate on Nintendo Switch and Rocket League which is available as a cross platform game on Xbox, PlayStation, and PC.

Requirements to play Super Smash Bro's Ultimate are as follows:

1. Hardware
   a. Access to a minimum of 1 Nintendo Switch console. Some schools have success with students bringing their consoles and docks from home.
      Cost per console $299 for brand new
      https://tinyurl.com/yc794szd

   b. Nintendo Switch Pro controller or GameCube controller for switch. The former is preferred by new players. The latter is preferred by veteran Smash players who have been playing for multiple generations.
      https://tinyurl.com/4a2td4z9
      https://tinyurl.com/yn47wcbp
      Cost per Pro controller is roughly $45
      Cost per wireless GameCube controller is $49

   c. Compatible TV or Monitor with HDMI input and 1920x1080p minimum resolution. Lowest response time is preferred, as close to 1ms as possible is ideal.

2. Software and Configuration
   a. A purchased copy of Super Smash Bro's Ultimate for each Nintendo Switch console on site.
   b. All DLC purchased and all normal characters unlocked through gameplay
   c. Nintendo Online membership purchased. **Cost is $19 annually**
   d. The following ports made open by your network administrator on campus:
      i. TCP: 6667, 12400, 28910, 29900, 29901, 29920
         UDP: 1-65535

Requirements to play Rocket League are as follows:

1. Hardware
    a. This is a cross platform game 3 consoles are required for participation in R20 as the format is 3v3 team play.
        i. A total of 3 devices from the supported platforms, any combination will work.
        ii. PlayStation 4, Xbox One, Nintendo Switch, and PC are the supported platforms
            1. PC Requirements are as follows
                a. CPU 3.0+ GHz Quad Core
                b. 8GB RAM
                c. 20GB Available storage
                d. Nvidia GTX 1060 or AMD Radeon RX 470 or better GPU
                e. Xbox/PlayStation controller with appropriate adapters for use on PC
                f. High refresh rate monitor is highly preferred 1920x1080 native resolution with 144Hz refresh rate (this is the large advantage playing on PC)

        iii. Monitors or TV's with 1920x1080 native resolution and HDMI input. Lowest response time possible, 1ms response time is ideal.
        iv. One controller per player
2. Software and Networking
    a. PC Platform
        i. TCP: 27015-27030, 27036-27037
        ii. UDP: 4380, 7000-9000, 27000-27031, 27036
    b. PlayStation 4
        i. TCP: 1935, 3478-3480
        ii. UDP: 3074, 3478-3479, 7000-9000
    c. Xbox One
        i. TCP: 3074
        ii. UDP: 88, 500, 3074, 3544, 4500, 7000-9000
    d. Nintendo Switch
        i. TCP: 6667, 12400, 28910, 29900, 29901, 29920
        ii. UDP: 1-65535