

# ESPORTS TECHNOLOGY GUIDE

An overview and  
game-by-game guide  
to technology requirements

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*It's Faster! It's Fiber! It's NEMR!*

In partnership with **FIBER GAMING** and **VANTA**  
NETWORK

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# OVERVIEW

When it comes to esports, it's important to know what technology your gamers will need to participate.

In this guide you will find technical information to get you started based on which game(s) your students will play. We've created this guide in partnership with Fiber Gaming Network and Vanta.

We'll also provide your school's program with access to the Vanta platform and Vanta Leagues.

## What is the Vanta platform?

The Vanta platform is essentially a safe communication tool for kids to talk and coordinate while playing their games. It is a website that cannot be accessed on a console, but any computer will do!

## How to set up:

There are two ways your gamers can set up for Vanta's season:

- If your gamers are playing the predetermined game on a computer, they will first go to the Vanta Platform and log in to their gamer profile. Once they are in the virtual practice space they will open the game on their computer, while having the Vanta platform in the background
- If your gamers are playing on a console (Xbox, Playstation Nintendo Switch), they will need a computer off to the side to access the Vanta platform

# WHAT TO KEEP IN MIND BEFORE READING THIS GUIDE

## What does “Cross-Platform” mean?

**Cross-platform** means different devices can play against each other. The players can have any device that can access the game and be able to compete

**Not cross-platform** means different devices can't play against each other. The players need to play against each other with the same device

## Team-based vs. Individual-based games

- Team-based games mean more than one player can compete at a time on the same team
  - EX. - Rocket League is a team-based game, where 3 or 4 players play against a team of the same amount and win/lose as a team
- Individual-based games mean only one player can compete in a given match
  - EX. - Mario Kart is an individual-based game, where players compete against each other but there is only 1 winner

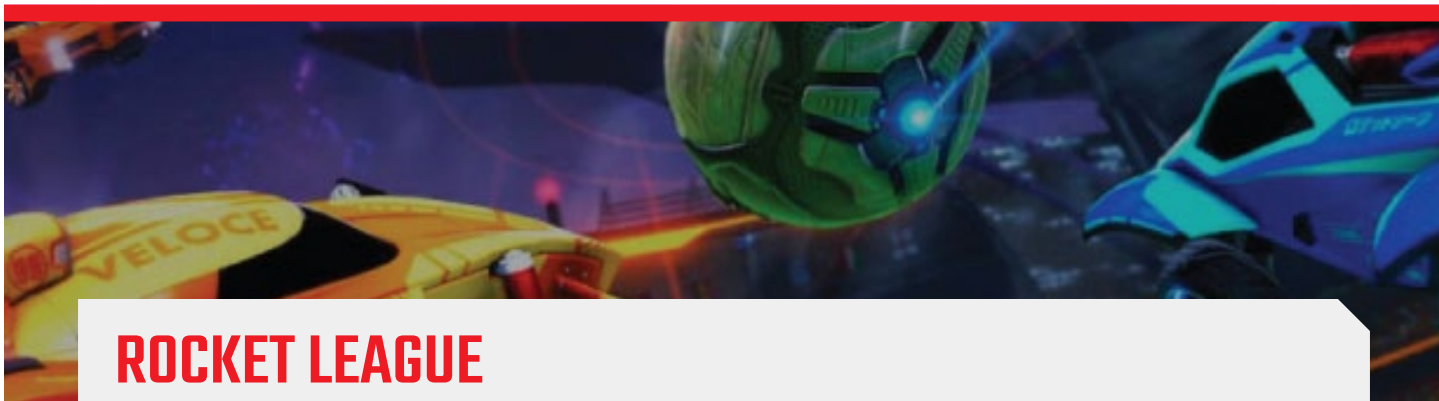
## Accounts Needed Section

- Each game has a “publisher.” For some games you will need an account with the publisher to play the game. If your gamer/gamers already play the game they most likely have an account with the publisher.
- If your gamer/gamers are playing on a console (Xbox, Playstation, Nintendo Switch), they will need to check if they have an online subscription.
  - **Xbox** - Xbox Live Subscription
  - **Playstation** - Playstation Plus Subscription
  - **Nintendo Switch** - Nintendo Online Subscription

# GAME TEAM SIZES

Game	Minimum	Recommended	Max
Rocket League	3	4	6
Fortnite	3	4	6
Apex Legends	3	4	6
Knockout City	3	5	6
Overwatch 2	5	6	10
Valorant	5	6	10
League of Legends	5	6	10
Super Smash Bros. (Solo)	1	1	1
Super Smash Bros. (Team)	1	2	3
Chess	1	2	3





## ROCKET LEAGUE

### Description: “Soccer with cars”

Cars are put in a virtual soccer arena where they battle to score a ball on the opposing team’s goal. These cars are able to drive on walls and fly through the air with their rocket boosters.

#### Objective:

Score more points than the opposing team.

#### ESRB Rating:

E (Everyone 10+)

#### Nonviolent? Yes

#### First-Person Shooter (FPS)? No

#### Game Cost: Free

#### Team-Based Game:

Vanta Coaching Available

#### Systems:

PC, Xbox, Playstation, Nintendo Switch

#### Accounts Needed:

Epic Games

#### Peripherals:

Headphones w/ mic, mouse or controller

#### Cross-Platform? Yes

#### Minimum Team Size: 3

#### Maximum Team Size: 6

#### Recommended PC Specs:

	Minimum Specs	Recommended Specs
<b>OS</b>	Windows 7 (64 bit) Windows OS	Windows 7 (64 bit) or Newer (64 bit) Windows OS
<b>Processor</b>	2.5 GHz Dual core	3.0+ GHz Quad core
<b>Memory</b>	4GB	8GB
<b>Storage</b>	20GB	20GB
<b>Direct X</b>	DirectX 11	DirectX 11
<b>Graphics</b>	NVIDIA GeForce 760,AMD Radeon R7 270X,Or better	NVIDIA GeForce GTX 1060,AMD Radeon RX 470,Or better



# FORTNITE

**Description:**

A free-to-play game where teams compete in a “Battle Royale” setting, where all the players spawn and parachute onto an island where they battle to be the last team standing.

**Objective:**

Vanquish all other teams on the island to be the last team standing.

**ESRB Rating:**

T (Teen)

**Nonviolent?**

This game is cartoonish, there is no blood or gore but does include guns

**First-Person Shooter (FSP)?** Yes

**Game Cost:** Free

**Team-Based Game:**

Vanta Coaching Available

**Systems:**

PC, Xbox, Playstation, Nintendo Switch

**Accounts Needed:**

Epic Games

**Peripherals:**

Headphones w/ mic, mouse or controller

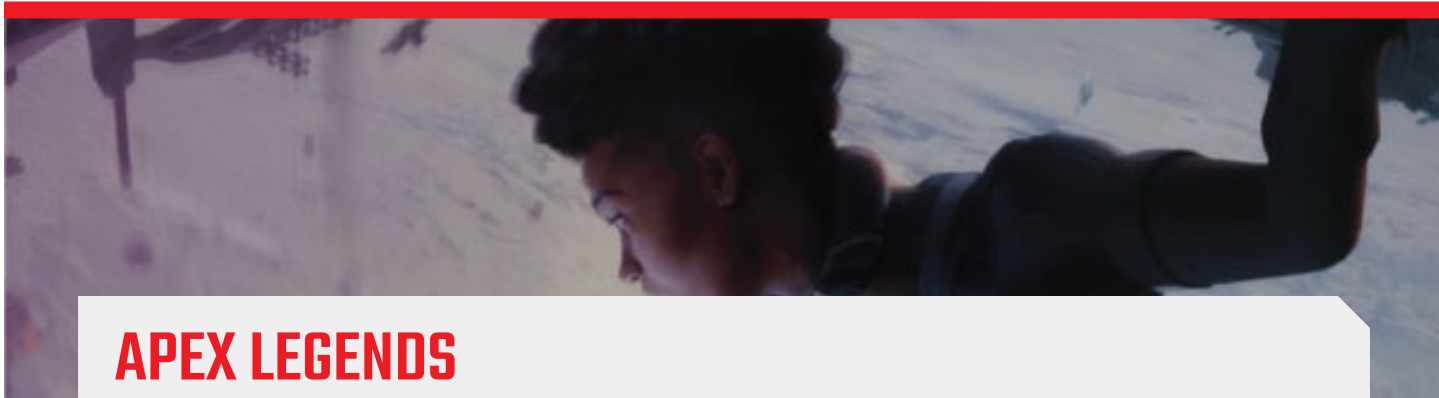
**Cross-Platform?** Yes

**Minimum Team Size:** 3

**Maximum Team Size:** 6

**Recommended PC Specs:**

	Minimum Specs	Recommended Specs
<b>OS</b>	Windows 7/8/10 64-bit	Windows 10 64-bit
<b>CPU</b>	Core i3-3225 3.3 GHz	Core i5-7300U 3.5 GHz
<b>Memory</b>	4GB RAM	8GB RAM
<b>GPU</b>		NVIDIA GTX 960,AMD R9 280,Or equivalent DX11 GPU
<b>VRAM</b>		2GB VRAM



## APEX LEGENDS

### Description: “Soccer with cars”

A free-to-play, battle royale, hero-shooter game. Teams fly onto an island where they battle to be the last team standing. This game is cartoonish and does not include blood or gore, but does include guns.

#### Objective:

Vanquish all other teams on the island to be the last team standing.

#### ESRB Rating:

T (Teen)

#### Nonviolent?

This game has characters with different abilities, there is no blood or gore but does include guns

**First-Person Shooter (FSP)?** Yes

**Game Cost:** Free

#### Team-Based Game:

Vanta Coaching Available

#### Systems:

PC (Steam), Xbox, Playstation, Nintendo Switch

#### Peripherals:

Headphones w/ mic, mouse or controller

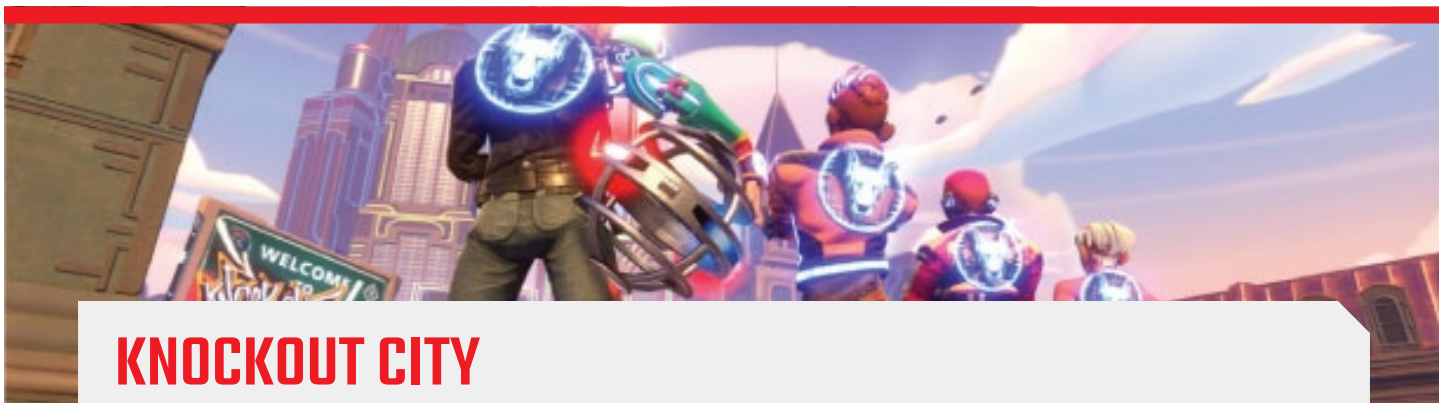
**Cross-Platform?** Yes

**Minimum Team Size:** 3

**Maximum Team Size:** 6

### Recommended PC Specs:

	Minimum Specs	Recommended Specs
<b>OS</b>	Windows 7 64-bit	Windows 7 64-bit
<b>CPU</b>	Intel Core i3-6300 3.8GHz,AMD FX-4350 4.2GHz Quad-Core Processor	Intel i5 3570K or equivalent
<b>RAM</b>	6GB	8GB
<b>GPU</b>	NVIDIA GeForce GT 640,Radeon HD 7730	NVIDIA GeForce GTX 970,AMD Radeon R9 290
<b>GPU RAM</b>	1GB	8GB
<b>Storage</b>	Minimum 22GB	Minimum 22GB



## KNOCKOUT CITY

### Description:

Online, team-based multiplayer game that pits gamers against each other in a dodgeball-like game of running, jumping, dodging, and throwing – but in this case, it's called Dodgebrawl.

### Objective:

“Knockout” all players on the opposing team

### ESRB Rating:

E (Everyone 10+)

### Nonviolent?

This game is virtual dodgeball, there is no blood, gore, or guns

### First-Person Shooter (FSP)?

No

### Game Cost:

Free

### Team-Based Game:

Vanta Coaching Available

### Systems:

PC (Steam), Xbox, Playstation, Nintendo Switch

### Peripherals:

Headphones w/ mic, mouse or controller

### Cross-Platform?

Yes

### Minimum Team Size:

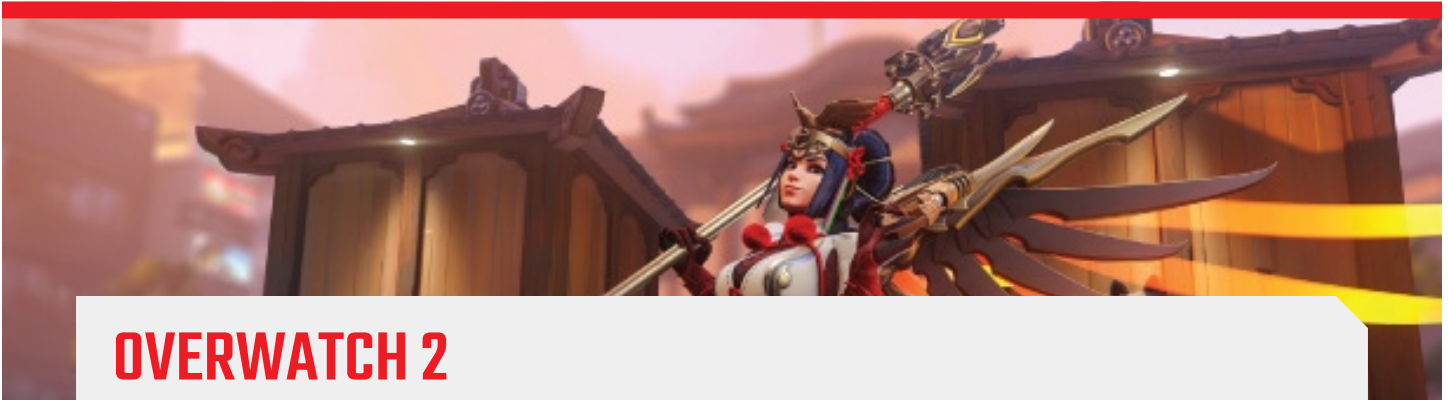
3

### Maximum Team Size:

6

### Recommended PC Specs:

	Minimum Specs	Recommended Specs
<b>OS</b>	Windows 10 64-bit	Windows 10 64-bit
<b>CPU</b>	Core i3 6300 Dual Core 3.8 GHz	Core i5-6600 Quad Core 3.3 GHz
<b>RAM</b>	8 GB	16 GB
<b>GPU</b>	GeForce GTX 660 or better	GeForce GTX 970 or better
<b>GPU RAM</b>	2048 MB	4096 MB
<b>Storage</b>	15 GB	15 GB



## OVERWATCH 2

### Description:

Free-to-play, team-based action game set in the optimistic future, where every match is the ultimate 5v5 battlefield brawl.

### Objective:

Game modes present variations of one core concept: work as a team to secure/hold a point for a period of time while the opposing team attacks that point.

### ESRB Rating:

T (Teen)

### Nonviolent?

This game has characters with different abilities, there is no blood or gore but does include guns

### First-Person Shooter (FPS)? Yes

**Game Cost:** Free

### Team-Based Game:

Vanta Coaching Available

### Systems:

PC, Xbox, Playstation, Nintendo Switch

### Peripherals:

Headphones w/ mic, mouse or controller

### Cross-Platform? Yes

**Minimum Team Size:** 5

**Maximum Team Size:** 10

### Recommended PC Specs:

	Minimum Specs	Recommended Specs
<b>OS</b>	Windows 10 64-bit (latest Service Pack)	Windows 10 64-bit (latest Service Pack)
<b>CPU</b>	Intel Core i3 or AMD Phenom X3 8650	Intel Core i7 or AMD Ryzen 5
<b>RAM</b>	6 GB	8 GB
<b>GPU</b>	NVIDIA GeForce GTX 600 series, AMD Radeon HD 7000 series	NVIDIA GeForce GTX 1060/ GeForce GTX 1650 or AMD R9 380/AMD RX 6400
<b>RESOLUTION</b>	1024 x 768	1024 x 768
<b>Storage</b>	55 GB	55 GB

# VALORANT

## Description:

5v5 multiplayer hero-shooter (FPS) where one team attacks and the other defends. If a squad is wiped out before any other victory condition is met, the opposing squad will win.

## Objective:

Vanquish the opposing team, or plant your team's "spike" to win the game.

## ESRB Rating:

T (Teen)

## Nonviolent?

This game has characters with different abilities, there is no blood or gore but does include guns

**First-Person Shooter (FSP)?** Yes

**Game Cost:** Free

## Team-Based Game:

Vanta Coaching Available

## Systems:

PC

## Accounts Needed:

Riot Games

## Peripherals:

Headphones w/ mic and mouse

**Cross-Platform?** No

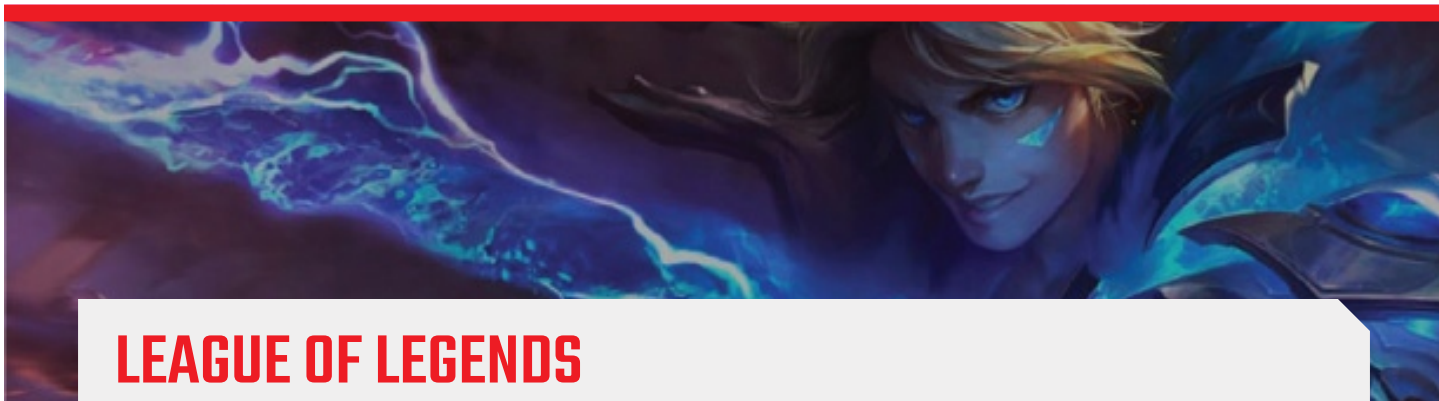
**Minimum Team Size:** 5

**Maximum Team Size:** 10

## Recommended PC Specs:

	Minimum Specs	Recommended Specs
<b>OS</b>	Windows 7/8/10 64-bit	Windows 7/8/10 64-bit
<b>CPU</b>	Intel Core duo E8400,Athlon 200 GE (AMD)	Intel i3-4150,Ryzen 3 1200 (AMD)
<b>RAM</b>	4GB	4GB
<b>VRAM</b>	1GB	1GB
<b>GPU</b>	Intel HD 4000,Radeon R5 200	GeForce GT 730,Radeon R7 240





## LEAGUE OF LEGENDS

### Description:

The most popular game in the world. Multiplayer online battle arena where teams work together to destroy the other team's "Nexus". This is a very strategic 5v5 game that involves a lot of communication and planning.

### Objective:

Destroy the opposing team's "Nexus."

### ESRB Rating:

T (Teen)

### Nonviolent? Yes

### First-Person Shooter (FPS)? No

### Game Cost: Free

### Team-Based Game:

Vanta Coaching Available

### Systems:

PC, Mac

### Accounts Needed:

Riot Games

### Peripherals:

Headphones w/ mic and mouse

### Cross-Platform? Yes

### Minimum Team Size: 5

### Maximum Team Size: 10

### Recommended PC Specs:

	Minimum Specs	Recommended Specs
<b>CPU</b>	Intel: Core i3-530AMD: A6-3650 (SSE3)	Intel: Core i5-3300AMD: Ryzen 3 1200
<b>GPU</b>	NVIDIA: GeForce 9600GTAMD: HD 6570Intel: Intel HD 4600Integrated Graphics (DirectX 10)	NVIDIA: GeForce 560AMD: HD 6570Intel: Intel UHD 630Integrated Graphics (DirectX 11)
<b>VRAM</b>	1GB	2GB
<b>RAM</b>	2GB	4GB
<b>Free Storage Space</b>	16 GB HDD	16GB SSD
<b>OS</b>	Windows 7	Windows 10 64-Bit

A background image featuring a League of Legends character, likely Ahri, with blue and purple energy swirling around her. The character has blonde hair and blue eyes, looking intensely at the viewer.

## LEAGUE OF LEGENDS

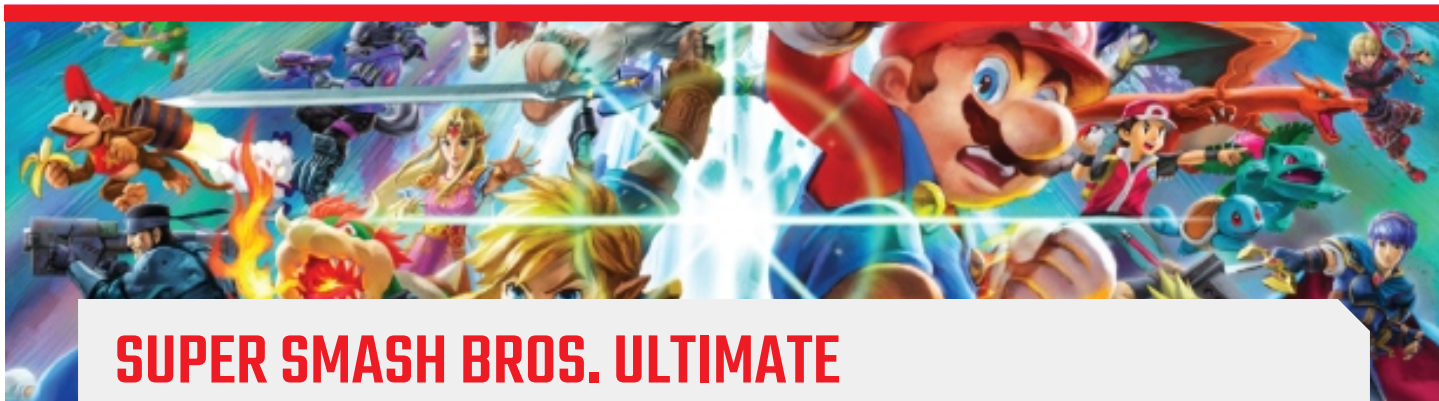
### Description:

The most popular game in the world. Multiplayer online battle arena where teams work together to destroy the other team's "Nexus". This is a very strategic 5v5 game that involves a lot of communication and planning.

### Mac System Requirements:

	Minimum Specs	Recommended Specs
<b>CPU</b>	Intel: Core i5-750(SSE3)	Intel: Core i5-3300(SSE3)
<b>GPU</b>	AMD: HD 6570Intel: Intel HD 4600Integrated Graphics	AMD: Radeon HD 6950Intel: Intel UHD 630Integrated Graphics
<b>VRAM</b>	1GB	2GB
<b>RAM</b>	2GB	4GB
<b>Free Storage Space</b>	12 GB HDD	16 GB SSD
<b>OS</b>	MacOS 10.12	MacOS 11





## SUPER SMASH BROS. ULTIMATE

### Description:

Primarily features characters from various Nintendo franchises, fighting on a platform to score damage points and eliminations.

### Objective:

Score more elimination points than your opponent.

### ESRB Rating:

E (Everyone 10+)

**Nonviolent?** Yes

**Game Cost:** \$59.99

### Individual-Based Game:

Vanta Coaching **NOT** Available

### Systems:

Nintendo Switch

### Peripherals:

Headphones w/ mic and controller

**Cross-Platform?** No

**Minimum Team Size:** 1

**Maximum Team Size:** 1



## CHESS

### Description:

Virtual chess played through Chess.com

### Individual-Based Game:

Vanta Coaching **NOT** Available

**Nonviolent?** Yes

**Game Cost:** Free

### Systems:

PC, Mac

### Peripherals:

Headphones w/ mic and mouse

**Cross-Platform?** No

**Minimum Team Size:** 1

**Maximum Team Size:** 3

# INCLUSION LIST

Please be sure to connect with your school's tech team to discuss our inclusion list. This process can involve some troubleshooting, below are some URLs that will help you.

Please note that every school's firewalls and filtering systems are different. It's best to download the predetermined game, approve the URLs provided and try playing the game while checking the network to see what is being blocked. This will ensure that you and your students are ready for Vanta's season.

If you are still having trouble after approving domains and testing the game, try the following suggestions:

- Create a new "security group" on your network with different permissions for your esports players
- Try using "wildcards" on your system by inputting \*. or \*.\*. before the main URLs to capture any URL affiliated with the main website
  - Example: \*.vanta.gg

## General Network Requirements

- 8 Mbps / 2 Mbps available bandwidth per player
- 100MB network connection required
- 1GB network connection recommended

## Email Addresses to Authorize

- @vanta.gg
- care@vanta.gg
- care@vantaesports.com
- yourfriends@vanta.gg
- support@vanta.gg
- root@auth0.com

## VANTA PLATFORM

- coaching.vanta.gg
- app.vanta.gg
- chat.stream-io-api.com
- .edge.agora.io
- .edge.sd-rtn.com
- web-1.ap.sd-rtn.com
- web-2.ap.sd-rtn.com
- ap-web-1.agora.io
- web-2.ap.sd-rtn.com
- ap-web-1.agora.io
- ap-web-2.agora.io
- webcollector-rtm.agora.io
- logservice-rtm.agora.io
- rtm.statscollector.sd-rtn.com
- rtm.logservice.sd-rtn.com
- .agora.io
- .edge.agora.io
- .sd-rtn.com
- .edge.sd-rtn.com
- .vanta.gg
- api.vanta.gg
- .auth0.com
- js.stripe.com
- m.stripe.com
- m.stripe.network
- .stripe.com
- fonts.googleapis.com
- sentry.io
- res.cloudinary.com
- widget.cloudinary.com
- upload-widget.cloudinary.com
- .cloudinary.com
- app.launchdarkly.com
- clientstream.launchdarkly.com
- events.launchdarkly.com
- .launchdarkly.com
- services.sheerid.com
- .sheerid.com
- production.plaid.com
- verify.plaid.com
- t.plaid.com
- .plaid.com

# ROCKET LEAGUE

## Domains

- rocketleague.com
- psyonix-rl.appspot.com
- rl-cdn.psyonix.com
- psyonix.com
- datahound.com
- c.evidon.com
- psy.net
- rl-cdn.psyonix.com
- config.psynet.gg
- rl-psy.net

## Epic Games (Rocket League's Game Publisher)

- epicgames-download1.akamaized.net
- download.epicgames.com
- download2.epicgames.com
- download3.epicgames.com
- download4.epicgames.com
- epicgames.com
- cdn1.unrealengine.com
- cdn2.unrealengine.com
- static-assets-prod.epicgames.com
- graphql.epicgames.com
- account-public-service-prod03.ol.epicgames.com
- catalog-public-service-prod06.ol.epicgames.com
- coderedemption-public-service-prod.ol.epicgames.com
- datarouter.ol.epicgames.com
- datastorage-public-service-liveeos.ol.epicgames.com
- ecommerceintegration-public-service-ecomprod02.ol.epicgames.com
- entitlement-public-service-prod08.ol.epicgames.com
- eulatracking-public-service-prod06.ol.epicgames.com
- friends-public-service-prod06.ol.epicgames.com
- fulfillment-public-service-prod06.ol.epicgames.com
- launcher-public-service-prod06.ol.epicgames.com
- launcher-website-prod07.ol.epicgames.com/
- launcherwaitingroom-public-service-prod06.ol.epicgames.com
- library-service.live.use1a.on.epicgames.com
- lightswitch-public-service-prod06.ol.epicgames.com
- notifications-service-prod06.ol.epicgames.com:443
- orderprocessor-public-service-ecomprod01.ol.epicgames.com
- persona-public-service-prod06.ol.epicgames.com
- priceengine-public-service-ecomprod01.ol.epicgames.com
- Xmpp-service-prod.ol.epicgames.com

## Ports

- PC
  - TCP: 80 (HTTP) 443(TCP)
  - UDP: 7000-9000
- PS4
  - TCP: 1935, 3478-3480
  - UDP: 3074, 3478-3479

# FORTNITE

## Domains

- account-public-service-prod03.ol.epicgames.com
- launcherwaitingroom-public-service-prod06.ol.epicgames.com
- launcher-public-service-prod06.ol.epicgames.com
- www.epicgames.com
- launcher-website-prod07.ol.epicgames.com
- tracking.epicgames.com
- accounts.launcher-website-prod07.ol.epicgames.com
- accounts.epicgames.com
- cdn1.unrealengine.com
- cdn2.unrealengine.com
- datarouter.ol.epicgames.com
- entitlement-public-service-prod08.ol.epicgames.com
- orderprocessor-public-service-ecomprod01.ol.epicgames.com
- catalog-public-service-prod06.ol.epicgames.com
- friends-public-service-prod06.ol.epicgames.com
- lightswitch-public-service-prod06.ol.epicgames.com
- accountportal-website-prod07.ol.epicgames.com
- ut-public-service-prod10.ol.epicgames.com
- epicgames-download1.akamaized.net
- download.epicgames.com
- download2.epicgames.com
- download3.epicgames.com
- download4.epicgames.com
- static-assets-prod.epicgames.com/static/
- store-site-backend-static.ak.epicgames.com
- store-content.ak.epicgames.com/api
- library-service.live.use1a.on.epicgames.com
- datastorage-public-service-liveegs.live.use1a.on.epicgames.com
- fastly-download.epicgames.com/
- store.epicgames.com
- launcher.store.epicgames.com

## Ports

- PC
  - TCP: 5222, 5795-5847
  - UDP: 5222, 5795-5847
- Xbox One
  - TCP: 3074
  - UDP: 88, 500, 3074, 3544, 4500
- Xbox Series X
  - TCP: 433,3074,5222
  - UDP: 88,500,3074,3544,4500
- Playstation 4
  - TCP: 1935, 3478-3480
  - UDP: 3074, 3478-3479
- Playstation 5
  - TCP: 433,1935,3478-3480,5222
  - UDP: 3074,3478-3479
- Nintendo Switch
  - TCP: 6667, 12400, 28910, 29900, 29901, 29920
  - UDP: 1-65535



# VALORANT

## Domains

- data.riotgames.com
- clientconfig.rpg.riotgames.com
- ekg.riotgames.com
- auth.riotgames.com
- authenticate.riotgames.com
- riot-client.dyn.riotcdn.net
- update-account.riotgames.com
- webrtc2-2.ap.sd-rtn.com
- secure.dyn.riotcdn.net
- ks-foundation.secure.dyn.riotcdn.net
- valorant.secure.dyn.riotcdn.net
- playerpreferences.riotgames.com
- riot-geo.pas.si.riotgames.com
- us.edge.rms.si.riotgames.com
- ss-prod-ue1-notif-82.aws.adobess.com
- api.account.riotgames.com
- br.chat.si.riotgames.com
- shared.na.a.pvp.net
- glz-na-1.na.a.pvp.net
- ac.pvp.net
- pd.na.a.pvp.net
- usw.pp.riotgames.com
- telemetry.vg.ac.pvp.net
- northamerica.lers.loyalty.riotgames.com
- us.vts.si.riotgames.com
- valxp.vivox.com
- riot-client.dyn.riotcdn.net/channels/public/x/status/keystonefoundationlive.json
- riotgames.com/en
- playvalorant.com/en-us
- ss-prod-ue1-notif-82.aws.adobess.com/api/v1/notifications?z=7
- update-account.riotgames.com/?locale=en\_us
- webrtc2-2.ap.sd-rtn.com/api/v1?action=wrtc\_gateway

## Ports

- PC
  - TCP: 8088,2099,8393-8400,2099,5222-5223
  - UDP: 5000-5500,8088

# LEAGUE OF LEGENDS

## Domains

- prod.na2.lol.riotgames.com
- chat.na2.lol.riotgames.com
- spectator.na2.lol.riotgames.com
- spectator.na2.lol.riotgames.com
- auth.riotgames.com
- lq.na2.lol.riotgames.com
- l3cdn.riotgames.com
- prod.config.patcher.riotgames.com
- us.edge.rms.si.riotgames.com
- ekg.riotgames.com
- acs.leagueoflegends.com
- entitlements.auth.riotgames.com
- clubs.leagueoflegends.com
- frontpage.na.leagueoflegends.com
- lolstatic-a.akamaihd.net
- oembed.leagueoflegends.com
- am-a.akamaihd.net
- lol.secure.dyn.riotcdn.net
- prod02.kaxsdc.com
- riotcdn.com
- matchhistory.na.leagueoflegends.com
- plstore.na2.lol.riotgames.com
- status.leagueoflegends.com
- store.na2.lol.riotgames.com
- lolstore-a.akamaihd.net
- lolesports.com
- riotgamespatcher-a.akamaihd.net
- cds.s4a8x2q3.hwcdn.net
- playerpreferences.riotgames.com
- riotp0use1.vivox.com
- riot.com

## Ports

- **PC**
  - TCP: 2099, 5222-5223, 8088, 8393-8400
  - UDP: 5000-5500, 8088



# SUPER SMASH BROS. ULTIMATE

## Domains

- veer.hac.lp1.d4c.nintendo.net
- e0d67c509fb203858ebcb2fe3f88c2aa.baas.nintendo.com
- dragons.hac.lp1.dragons.nintendo.net
- sun.hac.lp1.d4c.nintendo.net
- accounts.nintendo.com
- cdn.accounts.nintendo.com
- receive-lp1.dg.srv.nintendo.net
- ctest.cdn.nintendo.net
- capi.lp1.op2.nintendo.net
- broker.lp1.npns.srv.nintendo.net
- atum.hac.lp1.d4c.nintendo.net
- dauth-lp1.ndas.srv.nintendo.net
- bcat-list-lp1.cdn.nintendo.net
- bcat-data-lp1.cdn.nintendo.net
- beach.hac.lp1.eshop.nintendo.net
- app-a05.lp1.npns.srv.nintendo.net
- bcat-topics-lp1.cdn.nintendo.net
- lp1.npns.srv.nintendo.net
- consumer.lp1.npns.srv.nintendo.net
- tagaya.hac.lp1.eshop.nintendo.net

## Ports

- Switch
  - TCP: 6667, 12400, 28910, 29900, 29901, 29920
  - UDP: 1-65535

**Please be sure to set up a NAT A or NAT B environment on your network**

# APEX LEGENDS

## Ports

- PC
  - TCP: 1024-1124, 3216, 9960-9969, 18000, 18060, 18120, 27900, 28910, 29900
  - UDP: 1024-1124, 18000, 29900, 37000-40000
- PC (Steam)
  - TCP: 1024-1124, 3216, 9960-9969, 18000, 18060, 18120, 27015, 27036, 27900, 28910, 29900
  - UDP: 1024-1124, 18000, 27015, 27031-27036, 29900, 37000-4000
- Xbox One
  - TCP: 1024-1124, 3074, 3216, 9960-9969, 18000, 18060, 18120, 27900, 28910, 29900
  - UDP: 88, 500, 1024-1124, 3074, 3544, 4500, 18000, 29900, 37000-40000
- Xbox Series X
  - TCP: 1024-1124, 3074, 3216, 9960-9969, 18000, 18060, 18120, 27900, 28910, 29900
  - UDP: 88, 500, 1024-1124, 3074, 3544, 4500, 18000, 29900, 37000-40000
- Playstation 4
  - TCP: 1024-1124, 3216, 3478-3480, 9960-9969, 18000, 18060, 18120, 27900, 28910, 29900
  - UDP: 1024-1124, 3074, 3478-3479, 18000, 29900, 37000-40000
- Playstation 5
  - TCP: 1024-1124, 3216, 3478-3480, 9960-9969, 18000, 18060, 18120, 27900, 28910, 29900
  - UDP: 1024-1124, 3074, 3478-3479, 18000, 29900, 37000-40000
- Nintendo Switch
  - TCP: 6667, 12400, 28910, 29900, 29901, 29920, 9960-9969, 1024-1124, 3216, 18000, 18120, 18060, 27900, 28910, 29900
  - UDP: 1-65535

# CHESS

## Domains

- www.chess.com
- \*.chess.com