GAME OVERVIEWS

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GAME OVERVIEW: Call of Duty

Developer: Treyarch, Infinity Ward, Sledgehammer
Publisher: Activision
Platform: Playstation, Xbox, PC
Genre: First-Person Shooter (FPS)
Release Date: Annual Fall Releases
Price: $60

Call of Duty 101

- From 2019, Call of Duty titles feature full cross-platform compatibility (players on different platforms can party up together) as well as cross-save (transfer player save data across multiple platforms).
- Since re-inventing the FPS genre in 2007 with Call of Duty 4: Modern Warfare, the annual releases of subsequent CoD games have made this series the #1-selling FPS franchise of all time.
- A competitive Call of Duty game will feature two teams of 4 players facing each other to see who can complete the necessary objectives before their opponents.
- There are numerous game modes available in any Call of Duty game, yet only three are considered viable for competition:
  - Hardpoint (Teams must capture and hold a rotating objective area to gain points and ends whenever the first team reaches 250 points)
  - Control (Attack vs. Defend where attackers must capture two objectives before time runs out. Each team is limited to 20 respawns
    - Control rounds end when 1) attackers capture both objectives 2) time runs out before both objectives are captured or 3) a team runs out of respawns and all players are eliminated
  - Search & Destroy (Attack vs. Defend where attackers attempt to plant a bomb at one of the two available sites. There are no respawns in S&D)
    - Search & Destroy rounds end when 1) attackers have successfully planted and destroyed one objective site 2) defenders have defused the bomb or 3) all players on a team are eliminated
- A full match in Call of Duty will involve each one of these modes being played at least once on a rotating list of game maps.

Mechanics

- Each player has access to customizable loadouts containing each of the following:
  - Primary & Secondary Weapon w/ customizable attachments
  - Lethal Item (Grenade, Semtex Grenade, etc.)
  - Tactical Item (Smoke Grenade, Stun Grenade, etc.)
  - 3 Perks that add some sort of inherent trait to your character/loadout
- Following Call of Duty League (CDL) rulesets, some weapons/attachments/perks/items are restricted to maintain competitive integrity.
- Teams will need to hold extensive knowledge of the maps (i.e.) choke points, rotations, spawns, sightlines, etc. and consistently communicate with their allies on the whereabouts of enemy positions/activity.

Extras
- You will find the HSEL ruleset for Call of Duty **HERE**.
- You will find a guide on how to build a custom match for Call of Duty **HERE**.
- View our Console & PC Overview **HERE**.
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GAME OVERVIEW: Call of Duty Warzone

Developer: Infinity Ward & Raven Software
Publisher: Activision
Platform: Playstation, Xbox, PC
Genre: First-Person Shooter (FPS) Battle Royale
Release Date: March 2020
Price: Free-to-play

Warzone 101
- Warzone is a 1st person "Battle Royale" game where 150 players drop onto a giant map and fight to see who will be the last one standing.
- The title features full cross-platform compatibility (players on different platforms can party up together) as well as cross-save (transfer player save data across multiple platforms).

- The most notable feature of Warzone is its "Gulag". This is where a player will go if/when they are eliminated for the 1st time in the game. In the Gulag, they will 1v1 with another eliminated player in a small arena to see who can respawn into the game.
- Players move around the map, picking up different weapons and healing/utility items in an attempt to gain the advantage over the other 149 players in the game.
- Over the course of the game, the "safe area" of the map will continuously shrink in size due to an in-game "gas cloud". This forces players to eventually confront each other until there is only one competitor remaining.
- Group/party sizes can vary from solo all the way up to squads (4-player parties competing against each other; max 37 squads in a game).

Mechanics
- Each player has access to customizable loadouts containing each of the following:
  - Primary & Secondary Weapon w/ customizable attachments
  - Lethal Item (Grenade, Semtex Grenade, etc.)
  - Tactical Item (Smoke Grenade, Stun Grenade, etc.)
  - 3 Perks that add some sort of inherent trait to your character/loadout
- During the game, players will want to earn money by eliminating players, performing contracts, and opening loot chests around the map.
- Money can be used to buy scorestreaks such as a Recon UAV, high-tier utility, and even a "Loadout Drop". This is an item the player calls in that allows them to select one of their own customized loadouts.
- A Loadout Drop is the only way to gain "Perks" (the inherent abilities mentioned above)
- Positioning, a balanced loadout (long/short range), and steady aim, will lead to victory.

Extras
- View our Console & PC Overview **HERE**.
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GAME OVERVIEW: Counter-Strike: Global Offensive

Developer: Hidden Path Ent. & Valve
Publisher: Valve
Platform: PC
Genre: First-Person Shooter (FPS)
Release Date: August 2012
Price: Free-to-play

Counter-Strike 101

- Counter-Strike: Global Offensive (CS:GO) is a round-based, 5v5 tactical FPS with an Attackers vs. Defenders setup and no respawns, meaning if a player is eliminated they will not respawn until the next round.
- This is the 4th entry in the Counter-Strike series and has consistently stood the test of time as a Tier 1 esport along the likes of League of Legends and DOTA 2.
- The "Bomb" mode is the standard and accepted game mode for CS:GO competition.
- Attackers attempt to plant a bomb at one of two sites. Defenders will try to stop them before planting or defuse the bomb if planted.
- Rounds will end when:
    - Attackers successfully plant and explode an objective site
    - Defenders defuse the planted bomb
    - All members of a team are fully eliminated
- The first team to win 13 rounds will win the game.
- In-between rounds, players can purchase weapons, items/utility, and armor using in-game "cash". Amount of earned cash depends on previous round performance.

Mechanics

- Below is a more in-depth look at the items and mechanics present in CS:GO
- There are a total of 34 weapons in CS:GO involving Knives, Pistols, SMGs, Assault Rifles, Snipers, Shotguns, LMGs, and Grenades.
- The between round segments of a game are referred to as "buy rounds". This is when players will purchase better weapons/equipment using their in-game cash.
- "Economy" refers to the management of in-game cash earned through completing rounds and an individual's performance in those rounds. Players and teams will need to communicate and strategize how much money they're spending to best gain the advantage against their opponents.

- Audio and sound awareness are vital to an individual and team's success and gaining information on enemy positions. In CS:GO, a patient player who moves quietly will always have the tactical upper hand over someone who plays fast and loud.

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- You will find the HSEL ruleset for CS:GO **HERE**.
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GAME OVERVIEW: FIFA

Developer: Electronic Arts
Publisher: Electronic Arts
Platform: Playstation, Xbox, Switch, PC
Genre: Sports Simulation
Release Date: Annual September Releases
Price: $60

FIFA 101
- FIFA is a 1v1 "Sports Sim", meaning the game is simulating a real-life sport (professional soccer in this case).
- As this is a simulation game, there are no "otherworldly" or unrealistic abilities that can be used in the game.
- Officially licensed by FIFA, the game allows players to compete as any professional team (or country's team like USA/Brazil/France/etc.) from around the world.
- Competitive matches follow the standard, real-world ruleset established by FIFA. The team with the most goals at the end of the match wins.
- Games are split into two "45-minute" halves. Each half is simulated in a faster time (avg. 10-12 minutes per half) to keep matches at a reasonable length.

Mechanics

- As a 1v1 competitive game, competitors will control all the players on the pitch, having autonomy over a single player at any given time.
- Competitors will need to utilize real-world strategies on offense and defense. A good knowledge of how soccer works will result in higher rates of success in FIFA.

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- You will find the HSEL ruleset for FIFA **HERE**.
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GAME OVERVIEW: Fortnite

Developer: Epic Games
Publisher: Epic Games
Platform: Playstation, Xbox, Switch, PC
Genre: 3rd-Person Battle Royale
Release Date: July 2017
Price: Free-to-play

Fortnite 101
- Fortnite is a 3rd-person (camera view is over the shoulder) "Battle Royale" game where 100 players drop onto a giant map and fight to see who will be the last one standing.
- The title features full cross-platform compatibility (players on different platforms can party up together) as well as cross-save (transfer player save data across multiple platforms).
- The most notable feature of Fornite is its building system, which has players quickly building and editing structures of various materials in order to out-position their opponents in a fight.
- Players move around the map, picking up different weapons, healing/utility items, and scavenging for building materials in an attempt to gain the advantage over the other 99 players in the game.
- Over the course of the game, the "safe area" of the map will continuously shrink in size to due an in-game "storm". This forces players to eventually confront each other until there is only one competitor remaining.

- Group/party sizes can vary from solo all the way up to squads (4-player parties competing against each other; max 25 squads in a game).

Mechanics

- Below is a more in-depth look at the mechanics present in Fortnite:
  - Weapons come in various forms such as Assault Rifles, Shotguns, Submachine Guns, Sniper Rifles, Pistols, Explosives (RPG/Grenades), etc.
  - Health is factored in the amount of normal health and shield a player has. Items that restore health/shield are bandages, medkits, mushrooms, slurp juice, chug-jugs, as well as large/small shield potions, among other rotating consumables.
  - Building is the ultimate factor in whether or not a player emerges with the "Victory Royale". Players can use their starting pickaxe to knock down trees and various structures to gain wood, brick, and metal materials. These materials are used by players to quickly create structures in order to gain tactical advantages against opponents.
- Players need to balance their weaponry and hone their shooting skills, while carrying sufficient healing items and gathering the needed building materials that will carry them to victory.

Extras

- You will find the HSEL/MSEL ruleset for Fortnite **HERE**.
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- View PC Minimum System requirements **HERE**.

GAME OVERVIEW: Hearthstone

Developer: Blizzard Entertainment
Publisher: Blizzard Entertainment
Platform: PC
Genre: Strategy Card Game
Release Date: March 2014
Price: Free-to-play

Hearthstone 101
- Hearthstone is an online digital collectible card game that is inspired by the lore of the popular World of Warcraft series.
- While Hearthstone is available on Macbook and mobile devices, PC is the only approved platform for competition.
- The typical match setup is a 1v1 card duel, where players can choose one of several pre-assembled basic decks, or one of their own custom-made decks.
- Each hero is associated with a particular class, which determines the special cards and unique hero power available to them. Each hero has 30 health, and if reduced to zero, the hero is destroyed and the controlling player loses the game.
- Gameplay in Hearthstone is turn-based, with players taking turns to play cards from their hand to cast powerful spells, equip mighty weapons, or summon minions to do battle on their behalf.

Mechanics
- "Mana" is the resource used in Hearthstone to play cards and use Hero Powers (see below), each of which has a mana cost that must be paid to use it.
    - Supply of mana begins at 1 and increases/refills each turn
- "Hero Powers" are special that generally cost 2 mana. Each class has its own unique hero power, which emphasizes a specific playstyle.
- "Class" is the primary determining factor of a hero's power abilities, and the most important aspect of deck selection. There are 9 classes in total.
- Deck construction is a key element to success, as players are limited to 30 cards per deck. These can be customized to suit different playstyles, for example:
    - Control Decks ("long game" strategy; avoids damage in early rounds and saves mana to cast powerful spell cards in the late game)

○ Aggro Decks (deals damage to opponents as quickly as possible; relies on dealing enough damage before an opponent can counter)

Extras

- You will find the HSEL ruleset for Hearthstone **HERE.**
- You will find a guide on how to build a custom match for Hearthstone **HERE.**
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GAME OVERVIEW: Madden

Developer: Electronic Arts
Publisher: Electronic Arts
Platform: Playstation, Xbox, PC
Genre: Sports Simulation
Release Date: Annual Fall Release
Price: $60

Madden 101

- Madden is a 1v1 "Sports Sim", meaning the game is simulating a real-life sport (professional American football in this case).
- As this is a simulation game, there are no "otherworldly" or unrealistic abilities that can be used in the game.
- Officially licensed by the NFL, the game allows players to compete as any professional team/player currently active in the National Football League.
- Competitive matches follow the standard, real-world ruleset established by the NFL. The team with the most points at the end of 4 quarters wins.
- Games are split into 4 quarters. Each quarter is simulated in a faster time (avg. 5 minutes per quarter) to keep games at a reasonable length.

Mechanics

- As a 1v1 competitive game, competitors will control all the players on the football field, having autonomy over a single player at any given time.
- Just like a head coach or offensive/defensive coordinator, competitors will call plays (i.e.) run, pass, zone defense, etc. and can utilize real-time audibles before the snap.
- Competitors will need to utilize real-world strategies on offense and defense. A good knowledge of how football works will result in higher rates of success in Madden.

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- You will find the HSEL ruleset for Madden **HERE.**
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GAME OVERVIEW: Mario Kart 8 Deluxe

Developer: Nintendo
Publisher: Nintendo
Platform: Nintendo Switch
Genre: Racing/Arcade
Release Date: April 2017
Price: $60

Mario Kart 101
- Mario Kart 8 Deluxe (MK8) consists of licensed characters from the Mario franchises, racing in different motor vehicles, collecting items to aid their standing in various video game-inspired courses.
- Each race consists of anywhere from 8 to 12 racers.
- MK8 is the 14th installment in the Mario Kart series that has consistently received praise for its crisp gameplay and fun-focused arcade nature of the races.
- While there are multiple game modes & variations, the standard 3-lap race is the competitively accepted ruleset.
- There are more than 40 playable characters, each with their own strengths and weaknesses which affect speed, acceleration, handling, etc.

Mechanics

- There are three different types of vehicles to choose from in MK8: Karts, Motor Bikes, and ATVs, each having their own effect on overall racer statistics.
- The various statistics that affect a racer's performance are:
    - Speed (The top speed that can be achieved)
    - Acceleration (rate it takes racer to achieve top speed)
    - Weight (higher weight can knock other cars around; lower acceleration)
    - Handling (turning ability on land)
    - Traction (higher traction lends to better ability to no fall off the course)
    - Mini-Turbo (affects the duration of in-game speed boosts)
- Items are perhaps the most important factor of the moment-to-moment action in Mario Kart 8. Items include:
    - Coins (speed boost for each 1 that is collected; can hold a max of 10)
    - Boomerang Flower (thrown at other racers; can be thrown 3 times)
    - Potted Piranha Plant (comes out of the front of the player's vehicle and can be used to attack close-by racers; gives slight speed boost when attacking)
    - Super Horn (Blocks all types of incoming projectile items w/in range)
    - Banana (Dropped onto course; racers spin out if they run into it)
    - Green Shell (thrown by player onto the track to potentially hit a racer)
    - Red Shell (similar to green shells but lock on to racer in front of player)
    - Mushroom (gives user a short speed boost when used)
    - Golden Mushroom (unlimited speed boosts for a few seconds)
    - Bob-ombs (a bomb that can be thrown and explodes on a timer)
    - Blooper (shoots ink onto all other reacer's screens, obstructing vision)
    - Fire Flower (user can shoot fireballs at racers for a short time)
    - Star (makes user invincible and gives speed boost for a short time)
    - Lightning (strikes all other racers when used, making them shrink slow down)
    - Spiny Shell (Pursues the 1st Place racer; can only be blocked w/ Super Horn)
    - Bullet Bill (allows user to become Bullet Bill, being automatically steered at high speed, allowing them to catch up to/surpass other racers)

Extras

- You will find the HSEL/MSEL ruleset for Mario Kart **HERE.**
- You will find a guide on how to build a custom match for Mario Kart **HERE.**
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GAME OVERVIEW: Minecraft Survival Games

Developer: Mojang Studios
Publisher: Mojang Studios
Platform: PC (Java Edition)
Genre: Survival, Battle Royale
Release Date: November 2011
Price: $30

Minecraft Survival Games 101
- "Survival Games" is a variant gametype built around the core gameplay of Minecraft, that of survival, and presented in a solo Battle Royale format.
- Players are spawned into a procedurally-generated map with nothing except for the goal to be the last one standing.
- At the start of the game, players will be in a large ring surrounding a cache of useful supplies. All the supplies are held in chests.
- Competitors can either choose to test their wits immediately and run for the chests, or make their way into the wilderness and craft the necessary tools for victory themselves.
- Once the initial action of the first few minutes dies down, players will begin tracking each other in hopes of eliminating the competition and being the last alive.

Mechanics
- Similar to the core game, crafting is the essential to long-game success and potential victory. Here are a few things players are able to craft:
    - Armor (Helmet, Chestplate, Boots, etc.)
    - Weapons (Sword, Axe, Crossbow, etc.)
    - Health Items (Food such as apples/steak, Milk, etc.)
- Potions can be crafted and consumed to gain various useful effects such as improved strength, movement speed, fire resistance, etc. There are two different types of potion:
    - Regular Potion (takes a long time to drink, long-lasting effects applied to user)
    - Splash Potion (Area of effect, less time taken to consume, but could accidentally help opponents if present in the splash area)
- Terrain can be modified by using pickaxes/shovels, allowing players to create strategic advantages for better maneuvering against an opponent.
- Health, hunger, stamina, and weapon durability (among other stats) are all needed to be managed properly by the players in order to achieve victory.

Extras
- You will find the HSEL/MSEL ruleset for Minecraft Survival Games **HERE.**
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GAME OVERVIEW: NBA 2K

Developer: Visual Concepts & 2K Games
Publisher: 2K Games
Platform: Playstation, Xbox, Switch, PC
Genre: Sports Simulation
Release Date: Annual Fall Releases
Price: $60

NBA 2K 101
- NBA 2K is a 1v1 "Sports Sim", meaning the game is simulating a real-life sport (professional basketball in this case).
- As this is a simulation game for an in-person sport, there are no "otherworldly" or unrealistic abilities that can be used in the game.
- Officially licensed by the NBA, the game allows players to compete as any professional team/player currently active in the National Basketball Association.
- Competitive matches follow the standard, real-world ruleset established by the NBA. The team with the most points at the end of 4 quarters wins.
- Games are split into 4 quarters. Each quarter is simulated in a faster time than its real-life counterpart (avg. 5 minutes per quarter) to keep games at a reasonable length.

Mechanics
- As a 1v1 competitive game, competitors will control all the players on the basketball court, having autonomy over a single player at any given time.
- Just like a head coach, competitors can call plays (i.e.) pick and roll, isolation, zone defense, etc. in real time during gameplay.
- Competitors will need to utilize real-world strategies on offense and defense. A good knowledge of how basketball works will result in higher rates of success in NBA 2K.

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- You will find the HSEL ruleset for NBA 2K **HERE.**

- You will find a guide on how to build a custom match for NBA 2K **HERE.**
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GAME OVERVIEW: Overwatch

Developer: Blizzard Entertainment
Publisher: Blizzard Entertainment
Platform: Playstation, Xbox, Switch, PC
Genre: First-Person Shooter (FPS)
Release Date: May 2016
Price: $20 (PC) $60 (Consoles)

Overwatch 101
- Overwatch is a 6v6 "Hero Shooter", full of different playable characters, each with their own unique abilities, mechanics, etc. Each team can only have one of each hero active at any given time.
- Upon release, Overwatch quickly rose to the upper echelon of the esports world with its dedicated focus on standout team-focused gameplay.
- Competitive Overwatch games are played across three different modes:
    - Assault (Attackers attempt to capture series of points; defenders hold them off)
    - Control (Both teams fight to capture a single objective)
    - Escort (Attackers escort a payload while defenders try to stop their progress)
- Each game mode ends when Attackers accomplish their objective OR Defenders hold off until the game timer reaches zero.

Mechanics
- Below is a more in-depth look at the characters and abilities present in Overwatch:
- Each hero has unique weapons and abilities suited for various situations.
- Heroes are separated into three distinct categories:
    - Damage heroes seek out to engage and defeat opponents using their various tools and abilities. It is the duty of a damage hero to secure eliminations.

- - Support players empower their allies by healing, boosting damage, or providing vital utility. These heroes are essential to a team's survival.
    - Tanks soak up damage, create space for the team, and break apart fortified positions. Heroes in the tank category will lead the charge.
  - Along with each hero comes multiple abilities. These are defined in three ways:
    - Active (need to cool down between uses. Average 2 per hero)
    - Passive (unique, inherent abilities/perks that do not need to be activated)
    - Ultimate (powerful abilities; charge them by healing allies or dealing damage)

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GAME OVERVIEW: Rainbow 6 Siege

Developer: Ubisoft Montreal
Publisher: Ubisoft
Platform: Playstation, Xbox, PC
Genre: First-Person Shooter (FPS)
Release Date: April 2015
Price: $20 (PC) $40 (Consoles)

R6 Siege 101

- Rainbow 6 Siege is a 5v5 hardcore "Hero Shooter", full of different playable characters, each with their own unique abilities, mechanics, etc. Each team can only have one of each hero active at any given time.
- The game has gained a dedicated fanbase due to its rewarding skill ceiling, hardcore game style, and focus on slower-paced, tactical team play.
- Players have 1 life per round, meaning if someone is eliminated, they will not be able to respawn until the next round begins.

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- Games are set up in an Attack/Defend scenario, with Attackers attempting to infiltrate an objective and Defenders trying to stop them.
- The numerous playable characters are separated into "Attackers" and "Defenders", meaning you cannot choose a "Defender" character when your team is on attack.
- While there are multiple game modes, **Bomb** is the only accepted competitive mode.
  - In **Bomb**, there is an A and B objective site. The Defenders must set up various defenses/fortifications around these objectives to prevent the Attackers from infiltrating and planting a "diffuser" at either site.
  - Games are round-based in a "Best of 13" setting, with the first team to win 7 rounds taking the game.

Mechanics

- Below is a more in-depth look at the game mechanics present in R6 Siege:
- Each hero has a unique customizable loadout suited for various situations along with realistic, grounded abilities/utility items. A typical loadout will include the following:
  - Primary Weapon (Assault Rifles, Marksman Rifles, Submachine Guns, etc.)
  - Secondary Weapon (Shotguns, Pistols, etc.)
  - Two abilities/utility (Grenades, Barbed WIre, Cameras, Deployable Shield, etc.)
- Map Knowledge is vital to success in R6 Siege, as all map layouts are intricate, complex, and designed for close corridor action.
- Destructible environments (i.e.) blowing up walls or shooting wooden floors to create visible openings can create new lanes of movement/sight for your team and be a make or break for victory.

Extras

- You will find the HSEL ruleset for Rainbow 6 Siege **HERE.**
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GAME OVERVIEW: Rocket League

Developer: Psyonix
Publisher: Epic Games
Platform: Playstation, Xbox, Switch, PC
Genre: Arcade Sports
Release Date: July 2015
Price: Free-to-play

Rocket League 101
- A competitive Rocket League game will feature two teams of 3 players facing each other to see who can have the higher score before the 5-minute timer runs out.
- The game features full cross-platform compatibility (players on different platforms can party up together) as well as cross-save (transfer player save data across multiple platforms).
- Both welcoming to newcomers and exhibiting an extensive learning curve for those passionate about honing their skills, Rocket League is a highly accessible esports title for those who may be unfamiliar with gaming.
- To score, players must hit the ball with their cars into the opponent's net and at the same time, prevent the opponent from hitting the ball into theirs.
- If the time reaches zero and the score is tied, an overtime will commence that ends only after a team has scored.
- There are no positions like in typical sports. Offensive and defensive skills are necessary for every competitor.
- With each individual player controlling their own car, teamwork is an essential component of the game and can be the key to victory.
- Rocket League boasts a uniquely high skill ceiling due to its physics engine. Esports professionals and content creators are consistently discovering new and creative ways to outwit the opponent in "car soccer".
- Players will need to achieve high levels of dexterity, quick-thinking, and communication skills in order to keep up with fast-paced gameplay.

Mechanics
- Basic mechanics of controlling your car in Rocket League:
  - Drive/Reverse
  - Jump/Double Jump/Flipping (forward, backward, side)
  - Drift/Powerslide

- ○ Boost (extra speed; see below for more details regarding boost)*
- ○ Aerial (using jump + boost to have your car "fly")
- ○ Air Roll (spinning your car while performing aerial maneuvers)
- *Players can pick up "Boost Pads" scattered around the arena in order to fill their boost gauge. The maximum amount of boost a player can carry is 100.
  - ○ Using boost will expend the boost gauge until it reaches zero.
  - ○ Boost Management is a highly vital mechanic involving the amount of boost a player is using in certain scenarios (conserve vs. expend).
- Combining these various mechanics, players can execute highly-technical individual or team plays on both offense and defense.

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GAME OVERVIEW: Super Smash Bros. Ultimate

Developer: Bandai Namco
Publisher: Nintendo
Platform: Nintendo Switch
Genre: Fighter
Release Date: December 2018
Price: $60

Smash 101

- Super Smash Bros. Ultimate (SSBU) consists of licensed characters from Nintendo, among other games from Bandai Namco, etc., fighting to knock out their opponents in various video game-inspired stages.
- SSBU is the 5th installment in the Smash Bros. series that has been at the forefront of the esports fighter's scene, and received the Game Awards title of "Best Fighting Game" in 2019.

- While there are multiple game modes & variations, 1v1 fight with each player having 3 lives (stocks) is the competitively accepted ruleset.
- Each game is played until a player's 3 lives (stocks) have been depleted. This means that they have been "knocked out" 3 times by their opponent.
- There are more than 80 playable characters, each with their own moveset, strengths, weaknesses, and hitboxes (depending on the size of the character)
- While there are over 100 stages (fighting arenas) in the game, the SSBU competitive scene only recognizes 6 - 10 stages as viable for competition.
  - This is due to the fact that certain stages inherently give unfair advantages to players who play a specific character. The "Stage Legality" rulings seek to ensure every stage being played is completely neutral and offers no advantages.

Mechanics
- The health of a character in SSBU is referred to as "life percentage"
  - Players start with their life percentage at zero
  - As they take hits, the number increases (shown as a %)
  - The higher the percentage, the further a player will get knocked back by a hit
  - Smash Attacks have K.O. potential on life percentage over 100%
- Each character is equipped with an extensive moveset including but not limited to
  - Basic Attacks (punch, kick, etc. w/ low to moderate damage)
  - Smash Attacks (directionally oriented w/ high damage and K.O. potential)
  - Counters (instantly blocks most attacks and creates openings)
  - Shields (put up a barrier around your character that gets smaller w/ damage)
  - Grab & Throw (can grab and launch opponents, setting up for further attacks)
- Each character's moves take a certain amount of "frames" (or time) to complete, with certain characters having faster moves with better recovery and others having slower (but stronger) moves and more frames needed to recover.

Extras
- You will find the HSEL/MSEL ruleset for Smash Bros. **HERE.**
- You will find a guide on how to build a custom match for Smash Bros. **HERE.**
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Game Overview: Valorant

Developer: Riot Games
Publisher: Riot Games
Platform: PC
Genre: First-Person Shooter (FPS)
Release Date: June 2020
Price: Free-to-play

Valorant 101
- Valorant is a 5v5 "Hero Shooter", full of different playable characters called "Agents", each with their own unique abilities, mechanics, etc. Teams can only have one of each agent active at any given time.
- The game has been praised for its steep learning curve and potential for highlight-worthy individual plays.
- Each game is round-based; the first team to win 13 rounds will win the game.
- In-between rounds, players can purchase weapons, abilities, and shields using in-game "cash". Amount of earned cash depends on previous round performance.
- There are no respawns w/in the round. Once a player is eliminated, they will have to wait until the next round begins to respawn.
- "Plant/Diffuse" is the standard competitive game mode in Valorant. Attackers attempt to plant a bomb at one of the 2 (or 3) bomb sites and Defenders will try to stop them. The game ends when one of the following happens:
  - Bomb is planted and explodes
  - Bomb is defused by Defenders
  - All members of a team are eliminated
  - Attackers fail to plant the bomb before timer runs out

Mechanics
- There are 4 types of agents that serve unique tactical purposes:
  - Duelists (Self-sufficient eliminators of the opposing team)
  - Controllers (manage territory to set team up for success)
  - Initiators (challenge angles & set up allies to successfully enter contested areas)
  - Sentinels (defensive experts locking down areas and holding flanks)
- Abilities for the agents are separated into 3 distinct categories:
  - Purchasable (bought with in-game "cash"; usually some form of item/utility)

- ○ Signature (unique to each agent and "free"; needs to cool down before 2nd use)
  - ○ Ultimate (powerful abilities that are charged by completing objectives, eliminating opponents, or collecting "ultimate orbs" around the map)
- "Economy" refers to the management of in-game cash earned through completing rounds and an individual's performance in those rounds. Players and teams will need to communicate and strategize how much money they're spending to best gain the advantage against their opponents.

Extras

- You will find the HSEL ruleset for Valorant **HERE**.
- You will find a guide on how to build a custom match for Valorant **HERE**.
- View our Console & PC Overview **HERE**.
- View PC Minimum System requirements **HERE**.