

VANTA TECHNOLOGY GUIDE

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

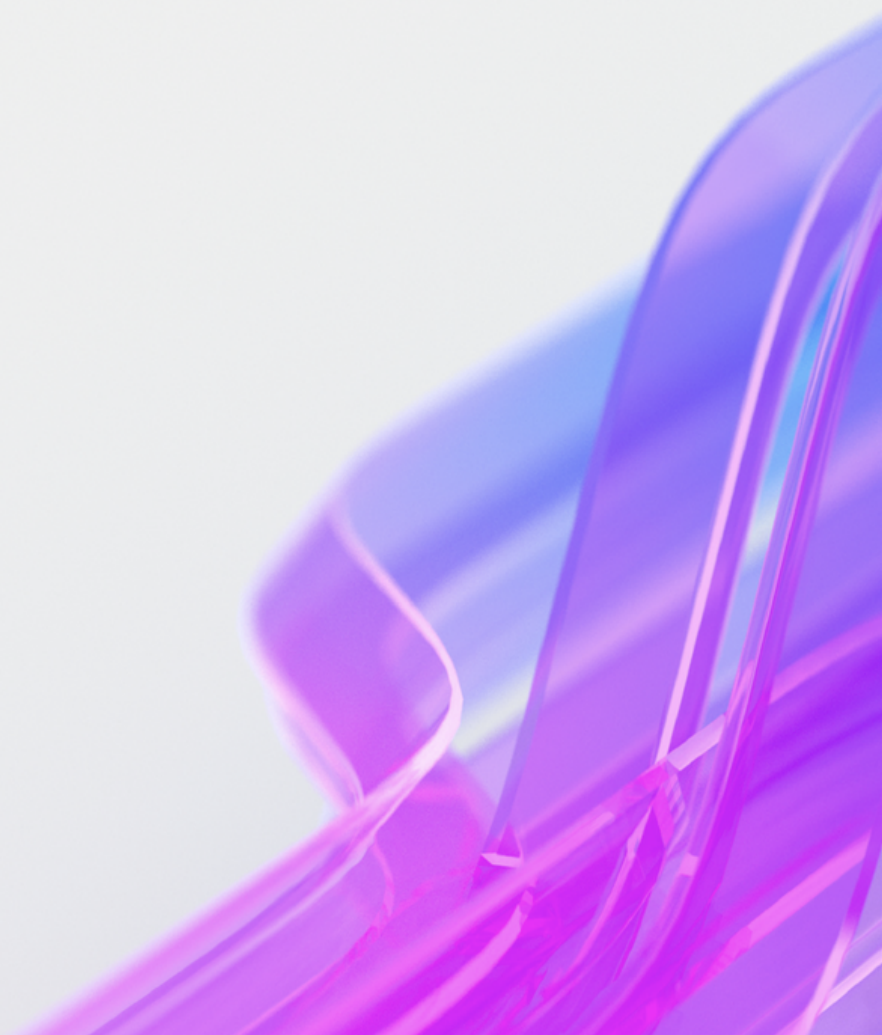


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OVERVIEW:

Glad to hear you're starting an esports program! When it comes to esports, it's important to know what technology your gamer/gamers will need to participate.

In this guide you will find information to get you started, including, inclusion list, game-specific information, and hardware. If you are considering hosting your esports program at your school or facility, connect with your tech team to learn what steps you will need to take to make a fully functioning esports area

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

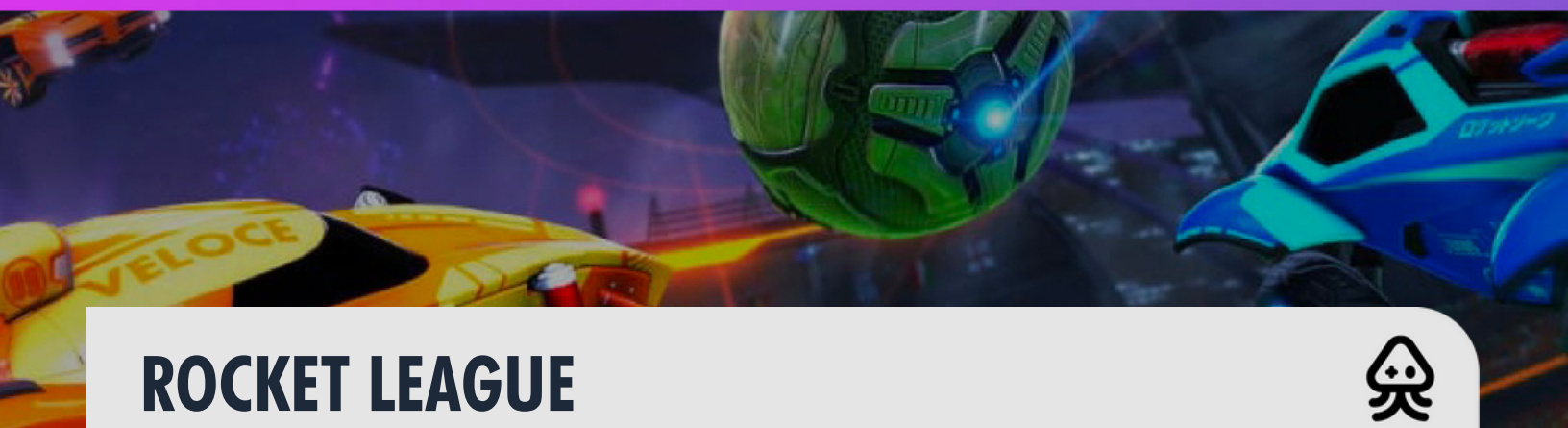
- Team-based games mean more than one player can compete at a time on the same team
 - EX. - Rocket League is a team-based game, where 3 or 4 players play against a team of the same amount and win/lose as a team
- Individual-based games mean only one player can compete in a given match
 - EX. - Mario 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)	3	4	6
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

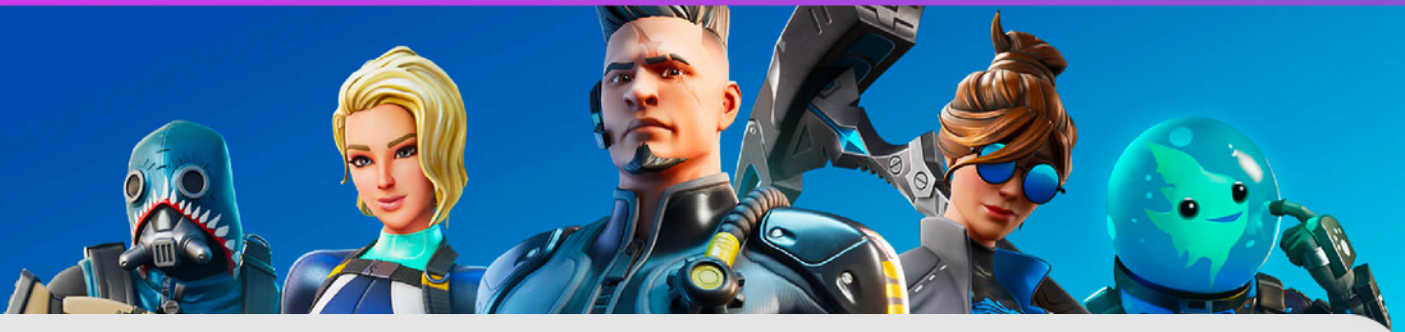
Cross-Platform? Yes

Minimum Team Size: 3

Maximum Team Size: 6

Recommended PC Specs:

	Minimum Specs	Recommended Specs
OS	Windows 7 (64 bit) Windows OS	Windows 7 (64 bit) or Newer (64 bit) Windows OS
Processor	2.5 GHz Dual core	3.0+ GHz Quad core
Memory	4GB	8GB
Storage	20GB	20GB
Direct X	DirectX 11	DirectX 11
Graphics	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 (FPS)? 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

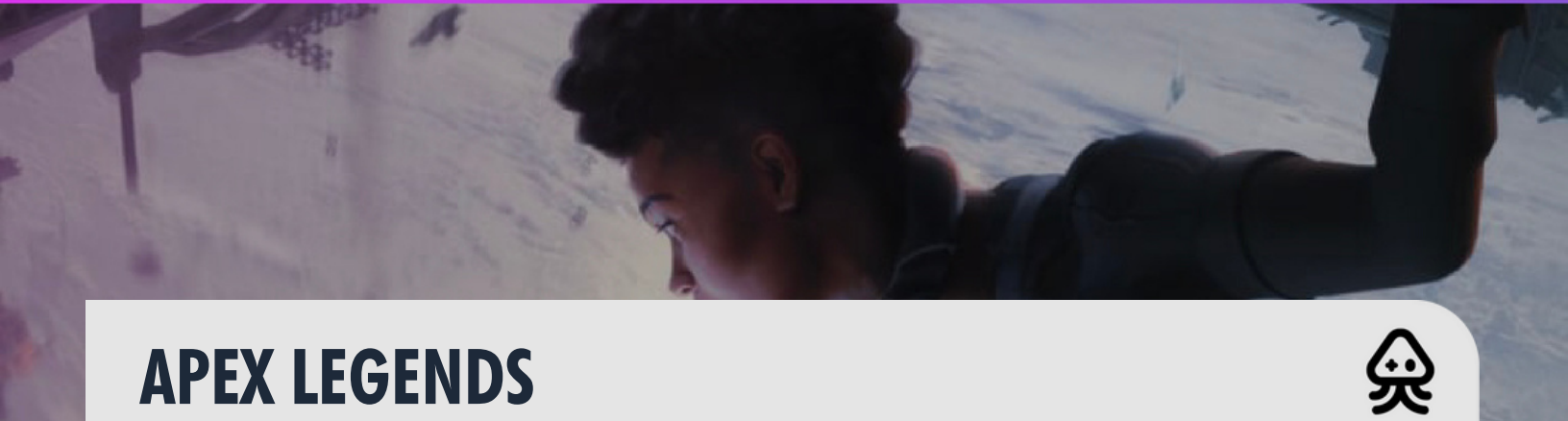
Cross-Platform? Yes

Minimum Team Size: 3

Maximum Team Size: 6

Recommended PC Specs:

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



APEX LEGENDS



Description:

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 (FPS)? Yes

Game Cost: Free

Recommended PC Specs:

Team-Based Game:

Vanta Coaching Available

Systems:

PC (Steam), Xbox, Playstation, Nintendo Switch

Accounts Needed:

EA

Peripherals:

Headphones w/ mic, mouse or controller

Cross-Platform? Yes

Minimum Team Size: 3

Maximum Team Size: 6

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

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

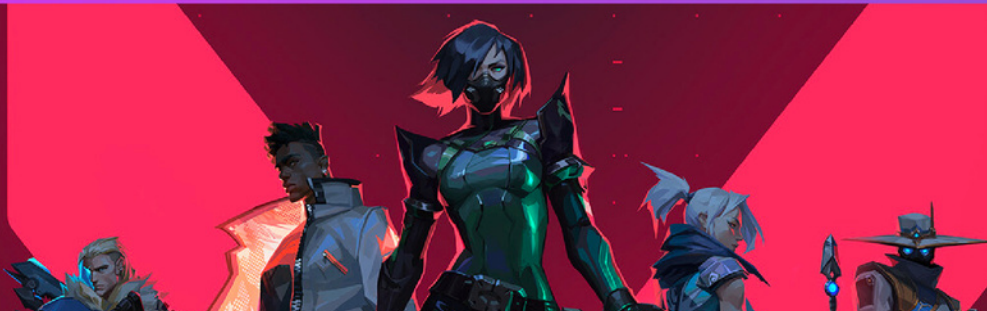
Cross-Platform? Yes

Minimum Team Size: 5

Maximum Team Size: 10

Recommended PC Specs:

	Minimum Specs	Recommended Specs
OS	Windows 10 64-bit (latest Service Pack)	Windows 10 64-bit (latest Service Pack)
CPU	Intel Core i3 or AMD Phenom X3 8650	Intel Core i7 or AMD Ryzen 5
RAM	6 GB	8 GB
GPU	NVIDIA GeForce GTX 600 series, AMD Radeon HD 7000 series	NVIDIA GeForce GTX 1060/ GeForce GTX 1650 or AMD R9 380/AMD RX 6400
RESOLUTION	1024 x 768	1024 x 768
Storage	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 teams "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 (FPS)? 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
OS	Windows 7/8/10 64-bit	Windows 7/8/10 64-bit
CPU	Intel Core duo E8400,Athlon 200 GE (AMD)	Intel i3-4150,Ryzen 3 1200 (AMD)
RAM	4GB	4GB
VRAM	1GB	1GB
GPU	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
CPU	Intel: Core i3-530AMD: A6-3650 (SSE3)	Intel: Core i5-3300AMD: Ryzen 3 1200
GPU	NVidia: GeForce 9600GTAMD: HD 6570Intel: Intel HD 4600Integrated Graphics (DirectX 10)	NVidia: GeForce 560AMD: HD 6570Intel: Intel UHD 630Integrated Graphics (DirectX 11)
VRAM	1GB	2GB
RAM	2GB	4GB
Free Storage Space	16 GB HDD	16GB SSD
OS	Windows 7	Windows 10 64-Bit



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



SUPER SMASH BROS. ULTIMATE

Description:

Primarily features characters from various Nintendo franchises. Where they fight 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: 3

Maximum Team Size: 6

Please Note: Minimum team size does not apply to Smash Solo



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

- | | |
|--|--|
| <ul style="list-style-type: none"> • PC <ul style="list-style-type: none"> ◦ TCP: 5222, 5795-5847 ◦ UDP: 5222, 5795-5847 • Xbox One <ul style="list-style-type: none"> ◦ TCP: 3074 ◦ UDP: 88, 500, 3074, 3544, 4500 • Xbox Series X <ul style="list-style-type: none"> ◦ TCP: 433,3074,5222 ◦ UDP: 88,500,3074,3544,4500 | <ul style="list-style-type: none"> • Playstation 4 <ul style="list-style-type: none"> ◦ TCP: 1935, 3478-3480 ◦ UDP: 3074, 3478-3479 • Playstation 5 <ul style="list-style-type: none"> ◦ TCP: 433,1935,3478-3480,5222 ◦ UDP: 3074,3478-3479 • Nintendo Switch <ul style="list-style-type: none"> ◦ 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
- atom.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

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