



**DIGITAL
SCHOOLHOUSE**
together with



Tournament Starter Pack

Digital Schoolhouse Super Smash Bros. Ultimate Team Battle 2023

In this tournament starter pack, you'll find everything you need to know about participating in the much-anticipated Digital Schoolhouse Super Smash Bros. Ultimate Team Battle 2023.

We've developed this guide with industry expertise to bring you the best immersive careers experience. This guide is designed for both students and teachers to gain a better understanding of the tournament: from esports as an industry to the nitty gritty of console setup.

Should you have any further queries, please don't hesitate to contact [#DSHesports](#) Digital Schoolhouse team at dsh@ukie.org.uk.

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This pack is full of useful information for both teachers and students. Please look out for the magnifying glass icon for top tips throughout.

Did you know about the digital schoolhouse junior esports tournament? Resources are curriculum aligned and cover:





Teachers! This is a good section to show your Senior Leadership Team!

About.

Ukie's Digital Schoolhouse together with Nintendo Switch, delivers its annual esports tournament to schools & colleges across the UK. Its aim, to provide an immersive careers education experience. Students aged 12-18 years can participate as players or fulfil professional roles crafted by the video games industry, for education.

81.8% of players said they were more likely to participate in other team sports as a result of taking part in the DSH esports tournament.



With 99% of 8-15 year olds playing games, this tournament capitalises on the popularity of video games to engage a greater number of male and female students in STEAM subjects and Computing.

The tournament's impact is backed by the 2018 report by Digital Schoolhouse, Esports: Engaging Education¹. [Read the Esports: Engaging Education report.](#)

93.94%
of students said that taking part in the tournament made them more interested in computer/computing



87.88%
of students said that taking part in the tournament made them more interested in a career in the video games industry



¹ Esports: Engaging Education seeks to examine its potential impact on the participants of Digital Schoolhouse's esports tournament 2018. Digital Schoolhouse worked with Staffordshire University to develop a study that collected data using a number of methods, including questionnaires, case studies, discussion groups and informal feedback.

What is esports?

esport *noun*

plural noun: **esports**

a multiplayer video game played competitively for spectators, typically by professional gamers.

"Millions of people enjoy watching esports"

Esports is an emerging sector in the UK with increasing opportunities for careers. Millions of viewers watch esports via popular live streaming video platforms around the world. The global audience is estimated to be more than 400 million viewers, with global revenues exceeding \$700m and prize pools in the millions of dollars. Esports is a serious business.

Here's a taste of esports and its growing impact:



- [Watch what's the future of esports? \(BBC My World, 2020\)](#)
- [Watch what is esports? \(Global Esports, 2020\)](#)
- [Watch the 2019 School Heats \(Digital Schoolhouse, 2019\)](#)
- [Watch the 2019 Regional Qualifiers 2019 \(Digital Schoolhouse, 2019\) s](#)
- [Watch the Grand Final \(Digital Schoolhouse, 2019\)](#)
- [Watch why are esports the new mass sport? \(VisualPolitik EN, 2018\)](#)
- [Watch our 60 second trailer \(Digital Schoolhouse, 2018\)](#)
- [Watch BBC Three to broadcast esports tournament featuring Digital Schoolhouse \(newsround, 2017\)](#)
- [Watch why esports should be in the Olympics in 2024 \(TEDx Talks, 2017\)](#)



Who are we?

Digital Schoolhouse together with Nintendo UK, uses play-based learning to engage the next generation of pupils and teachers with the Computing curriculum. Digital Schoolhouse is delivered by the UK games industry trade body Ukie and is backed by the video games industry and government. Sponsors include PlayStation®, SEGA, Ubisoft and Outright Games.

Together with Nintendo Switch, the Digital Schoolhouse Super Smash Bros. Ultimate Team Battle reached over 10,000 pupils and 1000 teams in schools & colleges across the UK in the last academic year. Digital Schoolhouse has proven that through immersive careers education, the tournament can help to engage students with developing digital skills and soft skills, as well as enabling future talent to aspire to careers they have yet to discover.

[Read more about Digital Schoolhouse.](#)



Our esports history.

2017 | Game title: **Rocket League**

No. of schoolhouses: **4**

No. of students: **460**

Regions: England

2018 | Game title: **Overwatch**

No. of schoolhouses: **20**

No. of students: **2,222**

Regions: England & Northern Ireland

2019 | Game title: **Overwatch**

No. of schools & colleges: **36**

No. of students: **5,000**

Regions: UK

2020 | Game title: **Super Smash Bros. Ultimate**

No. of schools & colleges: **69**

No. of students: **10,100**

Regions: UK

2021 | Cancelled due to COVID-19

2022 Game Title: Super Smash Bros. Ultimate

No. of schools & colleges: **47**

No. of students: **4872**

Regions: **UK**

2022 | Game title: Super Smash Bros. Ultimate





The impact.

Taking part in the esports tournament has a significant positive impact on students. Findings from our 2018 report *Esports: Engaging Education*, show that participation with the tournament.

[Download the impact report.](#)

- Significantly improves student's **soft skills**, especially communication and team working
- Improves and increases **friendship bonds**, especially across year groups
- Increases student interest in participating in other **physical team sports**
- Increases interest in **studying computing**
- Improves **careers education** in school

DIGITAL SCHOOLHOUSE

**Esports:
Engaging Education**

Digital Schoolhouse
Esports Tournament
2018

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ukie **SEGA** **Warwickshire County Council** **Staffordshire University** **Newman University**



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Tournament structure.

The tournament is split into four phases:



September 2022

February 2023

March 2023

April 2023

Phase 1: School Heats

This is the initial stage of the tournament that will see the highest number of students participate. The aim is to whittle down your competing teams to a single team, who will represent your school at the [regional qualifiers](#).

For further information on delivering school heats and maintaining social distancing measures, [read our FAQ guide](#).



This part of the tournament should be student led.
See [Job Descriptions](#) for more information.



Getting started

Key considerations

Before you get started, it is important to emphasise that Digital Schoolhouse continues to encourage more female student engagement in computer science and the UK video games sector, including esports.

DSH believes that **mixed teams** and more **familiarisation time** should help the programme to achieve more female participation in the esports tournament. Please see below for ways in which you can maintain these key considerations throughout the tournament.

Mixed teams

Female students were underrepresented in the tournament. We believe that actively encouraging mixed teams should encourage more girls to get involved.

Familiarisation time

Unfamiliarity with esports or video games discouraged students from entering the esports tournament. We believe that building in more familiarisation time will remove any fear of the unknown and encourage more signups.



You can implement this easily by [downloading our lesson plans](#).

You don't have to be a Computing teacher to deliver these lessons. Why not teach during tutor time or PSHE?

- Try to avoid any unconscious gender bias e.g., talking about the competition to male students explicitly
- Actively talk to female students about the tournament and promote the [other job roles](#) available (in addition to players)
- Incentivise mixed teams.

- Don't assume that students have knowledge of esports, even if they love games!
- Try to build in time i.e. in class, to familiarise students with the esports competition
- Allow students to test out the various game modes and characters in Super Smash Bros. Ultimate before starting the school heats.

Feedback & suggestions derived from discussion based on last year's esport tournament.

Playing games safely and responsibly

Schoolhouses and schools/colleges are solely responsible for the safeguarding of participating pupils in the tournament. [Read the Terms and Conditions.](#)

If you would like further guidance on playing games responsibly and safely, you can find more information in the FAQ guide. [Read the FAQ guide.](#)



Get Smart About P.L.A.Y.

The Get Smart About P.L.A.Y campaign aims to increase parent's confidence over play in their household by helping them to set limits on spend and screen time that work for their families. It provides parents and caregivers with a four-step process to help set parameters around play:

- P** Play with your kids. Understand what they play and why.
- L** Learn about family controls. Visit askaboutgames.com for simple step-by-step guides.
- A** Ask what your kids think. Discuss ground rules before setting restrictions.
- Y** You're in charge. Set restrictions that work for your family.

There are also a number of resources available to help parents manage play, including advice on how to set ground rules from psychologist Emma Kenny, a Family Game Database

AskAboutGames

Askaboutgames is a joint venture between the VSC Rating Board and Ukie, run with input and advice from across the games industry, that aims to advise parents on the best ways to help their children play safe and sensibly.

It gives advice on how parents, carers and families can come together through play. It provides tips on how to activate family controls to help manage spend and play time in a way that works for them through the Get Smart About P.L.A.Y campaign.

It also provides valuable advice on game age ratings to ensure children are accessing age-appropriate games online and offline. [Find out more about askaboutgames](#).

PEGI Age Ratings

The PEGI rating considers the age suitability of a game, not the level of difficulty.

A PEGI 3 game will not contain any inappropriate content but can sometimes be too difficult to master for younger children. Reversely, there are PEGI 18 games that are very easy to play, yet they contain elements that make them inappropriate for a younger audience.

PEGI is used and recognised throughout Europe and has the enthusiastic support of the European Commission. It is considered as a model of European harmonisation in the field of the protection of children. [Find out more about PEGI](#).



Promote

To maximise awareness of the competition and to allow students - who aren't familiar with esports - time to get to know the tournament, it's your responsibility to spread the word. Remember, word of mouth is one of the strongest forms of communication, so start with one class...

Share video content

The video content on [DSH's YouTube channel](#) is a great way to convey what the tournament is about. DSH would encourage schools to show the tournament trailer in the following scenarios:

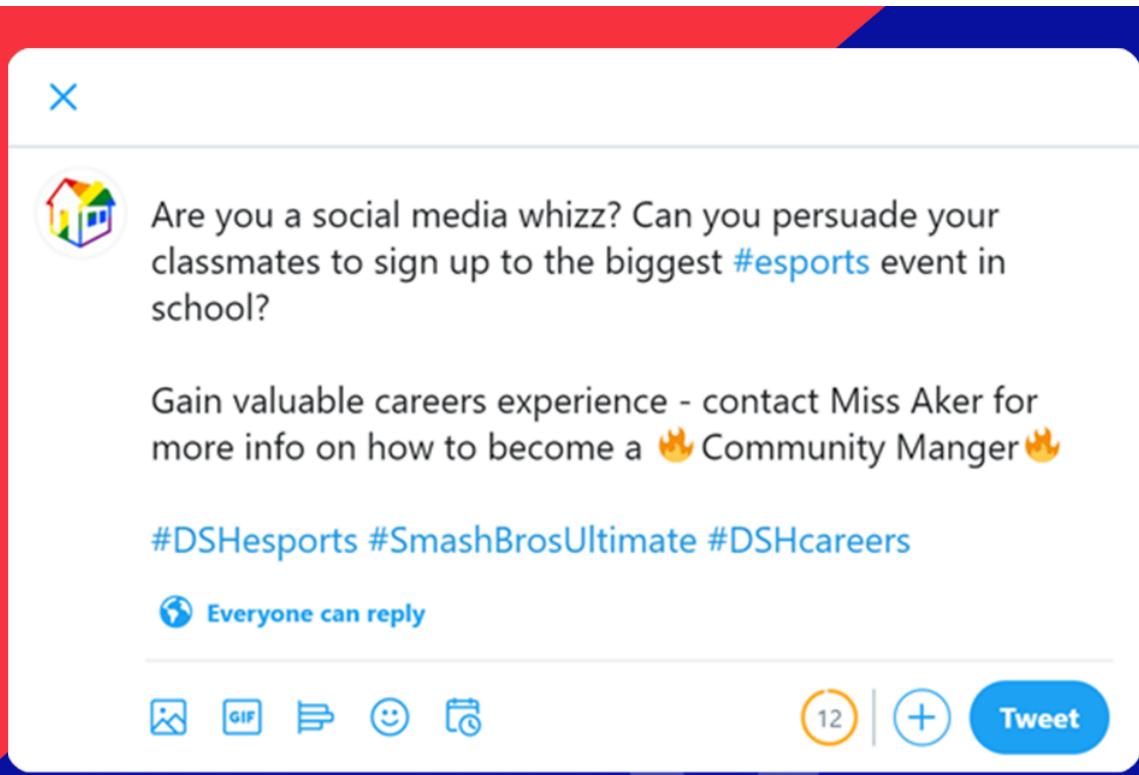
- Class
- Assembly
- School social channels (including Twitter & Facebook)

[Watch the DSH esports tournament.](#)



Tweet

Twitter is an incredibly powerful tool for engaging students and the school community en masse, instantly. Remember, everyone's newsfeed is constantly regenerating, so one, two or even three Tweets isn't enough. You need to be consistent and concise. You can use the hashtag #DSHesports to see what other competing schools are up to and to stay tuned with any DSH updates.



Are you a social media whizz? Can you persuade your classmates to sign up to the biggest **#esports** event in school?

Gain valuable careers experience - contact Miss Aker for more info on how to become a 🔥 Community Manger🔥

#DSHesports #SmashBrosUltimate #DSHcareers

Everyone can reply

12 | + | Tweet

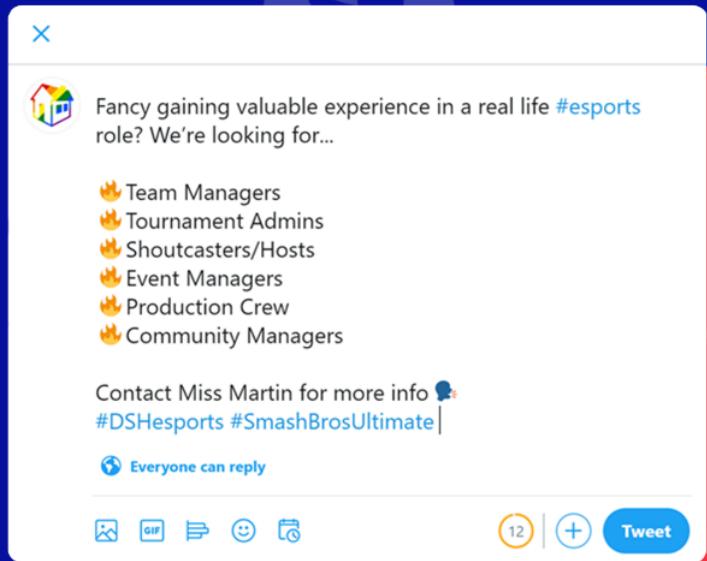


We're delighted to announce that we're taking part in the **@DigSchoolhouse #SmashBrosUltimate** Team Battle 2021! Contact Miss Martin for info on how to take part 👍🎮

#DSHesports #DSHcareers

Everyone can reply

| | + | Tweet



Fancy gaining valuable experience in a real life **#esports** role? We're looking for...

- 🔥 Team Managers
- 🔥 Tournament Admins
- 🔥 Shoutcasters/Hosts
- 🔥 Event Managers
- 🔥 Production Crew
- 🔥 Community Managers

Contact Miss Martin for more info 🎙️

#DSHesports #SmashBrosUltimate

Everyone can reply

12 | + | Tweet

Once you've hired your Community Manager, you can encourage them to take responsibility for promoting the tournament.



Use [TweetDeck](#) to schedule all your promotional tweets in one go! It's a free, browser-based dashboard that allows you to schedule all your tweets, over any period, therefore removing the extra worry of having to continually tweet.

Make the tournament visible

Why not get a student or group of students to produce some posters advertising the tournament. Here's some example copy that you might want to use in marketing materials:

Together with Nintendo Switch, the Digital Schoolhouse Super Smash Bros. Ultimate Team Battle reached over 10,000 pupils and 1000 teams in schools and colleges across the UK in the last academic year.

Digital Schoolhouse has proven that through this immersive event, the tournament can help students access real roles in the esports and video games industry, as well as develop digital skills and soft skills. So, what are you waiting for?

Familiarisation time in class: esports resources

You can integrate esports into class time by delivering our **free curriculum-aligned resources** developed by some of our very own Lead Teachers. We believe this will be integral to engaging more female students, particularly with a focus on the [esports job roles](#) crafted by industry, for education.



Recruit

Student job roles

Encourage students to sign up to any of the following roles available:

- Player
- [Community Manager](#)
- [Event Manager](#)
- [Host/Shoutcaster](#)
- [Production Crew](#)
- [Team Manager](#)
- [Tournament Admin](#)

These job roles, created by industry for education, are an excellent way to include students that might not otherwise consider themselves interested in this area. Recruiting students for these roles will reduce your own workload

It is at the discretion of the school and the teacher if they would like to appoint an individual student for each role, or if multiple students are recruited. While Digital Schoolhouse has no specification about how these students are selected, the decision is ultimately at the teacher's discretion.

You can familiarise yourself with the [tournament rules](#) or you can review the following documents:

[Read the Terms and Conditions.](#)

[Read the FAQ guide.](#)



Why not get students to apply for the roles via a job interview style process.

BENEFITS OF PARTICIPATING IN JOB ROLES

Great
practice for job
interviews

Networking opportunities
with industry
professionals

Real life work
experience for
CVs

Students have even come

Connect

PR and media

Let your local press know what your school or college is up to. Make it easier for them by providing a summary of the event.

Other methods can include:

- Updating your school website (a student can write the content!)
- [Keep tweeting](#) (and tagging relevant influencers!)
- Keep spreading the word



Find your careers coach

If you are interested in receiving the support and guidance of a Careers Coach in this year's competition, you are required to connect with your industry expert via the Video Games Ambassador network. [Read more on the Video Games Ambassadors.](#)



About

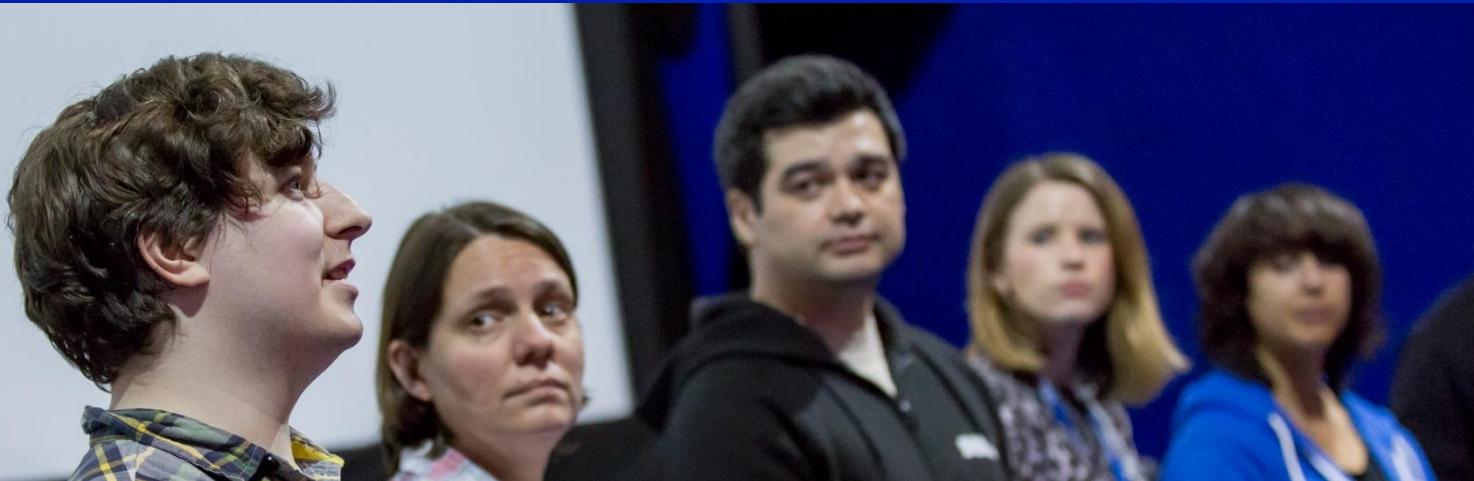
Careers coaches are industry professionals who can:

- **Share expertise** to inspire, engage and excite students in the tournament!
- **Provide insight into careers** in the video games and/ esports industry
- **Provide insight into their own job role** and pathway from education to industry
- **Support students who are participating in esports job roles**

Careers coaches are dedicated volunteers who have made time in their busy schedules to support your students because they are passionate about engaging future talent.

Find your coach

1. [Please register on the Video Games Ambassador platform](#)
2. Once you have registered, you'll receive an email from the VGA network explaining how to connect with hundreds of UK game staff looking to make a difference.
3. To request the support of a Careers Coach for the Digital Schoolhouse Super Smash Bros. Ultimate Team Battle, you are required to post an 'opportunity'.
 - a. Please feel free to use any of the [example copy](#) below, in your opportunity post.
 - b. This opportunity post will be accessible to all VGAs on the platform. If a VGA would like to volunteer to coach at your school, they will connect with you.
4. Once they have connected to your opportunity, you are required to contact them with further information on how they can volunteer.





Example copy

We are looking for a Careers Coach who is passionate about providing our students with an insight into careers in video games and/ esports.

You will help coach [schools/college name] in the Digital Schoolhouse Super Smash Bros. Ultimate Team Battle 2022/23 by sharing your own careers experiences in industry.

We would like you to [delete as applicable]:

Deliver [number] x careers talk via Zoom

Provide ongoing mentoring support throughout the [delete as applicable]: school heats/ regional qualifiers/ semi-finals e.g. give tips to our players, provide guidance on any of the student job roles listed below

Participate in a written interview for our school blog

We are looking for online support.

To help deliver the tournament at [school/college] and for students to gain insight into real job roles, students will participate in the following job roles [delete as applicable]:

- Player
- Team Manager
- Community Manager
- Event Manager
- Shoutcaster/Host
- Tournament Admin
- Production Crew

Ideally, you will have a keen interest in esports or work within one of the above job areas.

We appreciate your time and support.

Thanks!

Job roles

Six job descriptions have been outlined on the following pages. These are:

- [Community Manager](#)
- [Event Manager](#)
- [Host/Shoutcaster](#)
- [Production Crew](#)
- [Team Manager](#)
- [Tournament Admin](#)

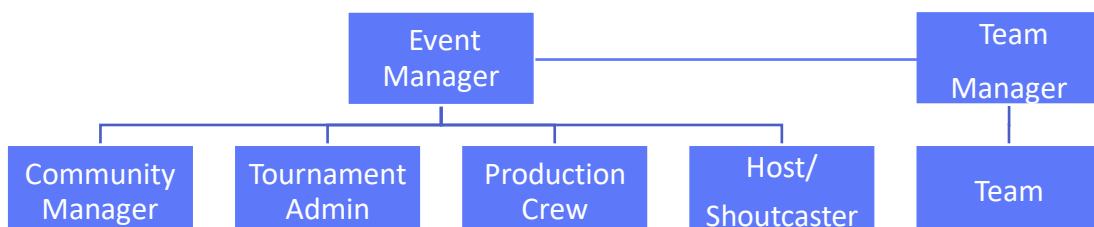
Each of these roles represent just a handful of careers available within the esports industry. They require a different skillset and will enable students to organise and manage different aspects of the tournament.



Digital Schoolhouse **highly recommends that you recruit for these roles**. It's an invaluable part of the tournament that can help students to learn more about careers in addition to helping them develop a range of soft skills including organisation, communication and teamwork.

You may wish to recruit either one or more students for each role, or select just a few roles for students to participate in. Depending on demand, you may have to ask students to 'interview' for the job. Perhaps, you can get your Careers Officer involved in the process. The more you formalise this process, the greater commitment you will get from the students, and the better the learning

Team structure





Learn from real esports industry professionals!

One Minute Mentor (OMM) is a careers resource for discovering the breadth and depth of roles in the video games industry.

[Watch OMM videos from games professionals.](#)



Community Manager

This is someone who can champion the esports tournament for the school community. You will need to engage with the players and the supporting fans.

Community Managers typically, engage with and respond to the community on social media e.g., Twitter, Facebook, YouTube, Reddit, blogs, websites, Twitch and so on. While social media may well be restricted for you, you can certainly support and encourage your teacher to post on Twitter about the tournament. Your role will be to identify key requests and reactions from the community and feed them back to the rest of the team. It will also be your responsibility to help build the momentum and enthusiasm for the tournament amongst the school community.

Main responsibilities:

Operate and manage communications for the tournament:

- Be an evangelist, promote and build enthusiasm for the tournament with the wider school community in creative new ways
- Produce, manage and feature in media including livestreams, videos and podcasts
- Monitor and report on community attitudes and engagement, feeding back to the events team
- Work with the remaining events team to ensure a successful esports tournament

Required skills:

- Creative spirit - able to develop and implement great new ideas
- An outgoing personality, ability to build and maintain strong professional and informal relationships with key people and members of the community
- Ability to adapt and be effective in an ever-changing environment
- Self-motivated, driven to excel with a can-do attitude and demonstrated ability to work well within a team
- Eager to learn and a desire to continue to further develop your skills
- Outstanding written communications
- An interest in games
- Analytical thinker, who can turn data (such as games and player statistics) into meaningful action

Desired skills:

- Image editing software experience

- Experience in video production
- Understanding of social media platforms, and publishing content

Event Manager

Event managers are responsible for ensuring a particular tournament or esports event is a success - that might mean obtaining a certain number of spectators and ticket sales or ensuring a positive reception from fans and the press. This role is similar to a project manager, but it is purely focused on putting together a great series of events. You will be responsible for overseeing and bringing together the entire tournament from start to finish. It is an incredibly varied role; as Event Manager you'll need to work alongside the rest of the team and come up with new ideas/ solutions to make the tournament work - despite challenges you might face.

Main responsibilities:

- Develop and execute a plan for the esports tournament, ensuring everything from top-to-bottom is successful
- Coordinate players and team logistics, organise games and schedule tournament events
- Manage the events team, and collectively build enthusiasm for the tournament and ensure its success
- Work with the teaching staff to ensure the tournament is being delivered in line with school procedures
- Evaluate all aspects of tournament, with the goal of improving quality as well as time efficiencies

Required skills:

- Great planning skills
- Great organisational skills and the ability to multi-task effectively
- Excellent communication skills, both verbal and written
- Ability to work well under pressure and meet deadlines
- Ability to manage, inspire and motivate your team
- Excellent problem-solving skills, approaching challenges creatively but methodically
- A proactive individual with entrepreneurial flair. You are a student that has the 'get up and go' to organise the tournament independently with little prompting from teachers

Desired skills:

- A passion for games
- Previous knowledge of esports tournaments
- Previous experience of organising and supporting events (school-based or otherwise)
- A creative flair which will enable you to add your own 'flavour' and uniqueness

Host/Shoutcaster

A shoutcaster is another name for a commentator, who will speak over the action to inform and entertain the viewer. Casters will need good knowledge of the game and teams they are casting, to offer personality and bring a match to life. Casters usually sit at a desk. Stage hosts, on the other hand, usually act as the main presenter of a tournament, introduce teams, and may be required to interview players and other experts, like a TV presenter. There can be crossover between casters and hosts, and you may want to arrive at your own unique combination.

Main responsibilities:

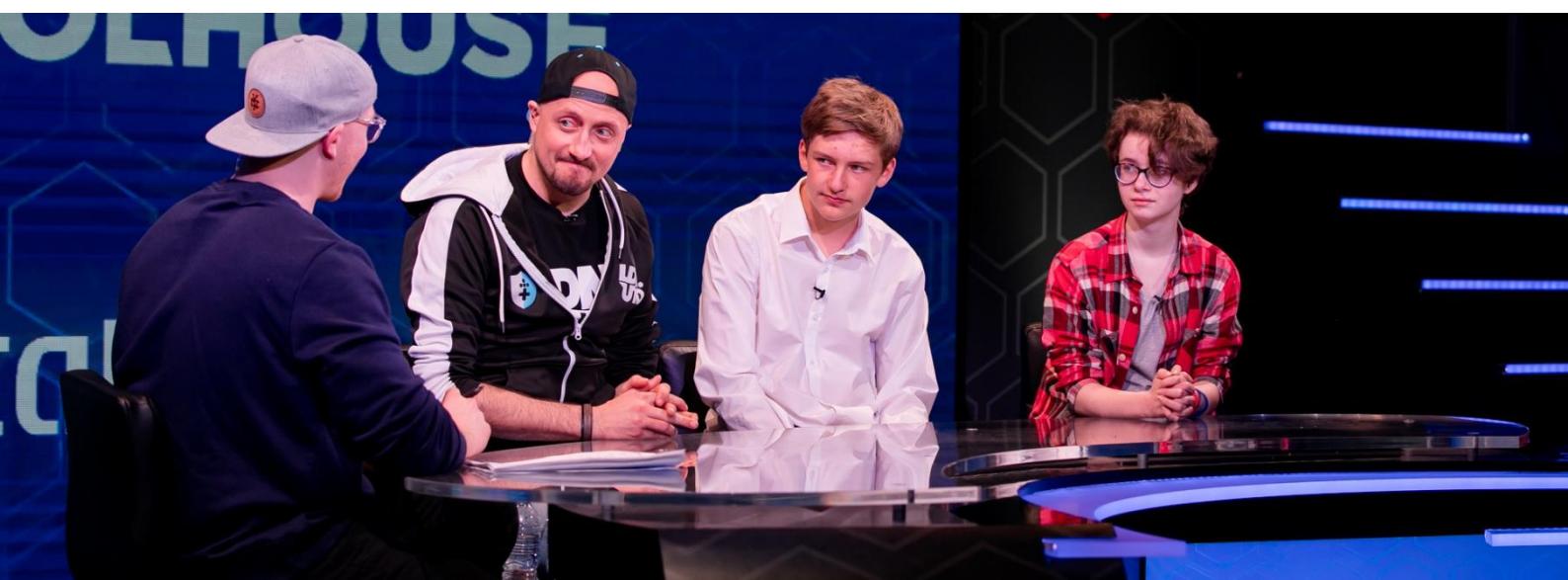
- Provide play by play commentary of the matches taking place
- Be a charismatic host to engage the audience of spectators
- Work with the community manager and the remaining events team to provide a critical summary of the matches and gameplay
- Build up the excitement for each live event

Required skills:

- Charismatic individual: ready to cast for a large audience at multiple events and provide brilliant commentary
- Have excellent verbal communication skills
- A great problem solver
- Extrovert and not afraid of public speaking

Desired skills:

- Passionate about games and talking about them. You will have had experience playing the games and won't be afraid to voice your opinion
- *NB:* Many successful hosts and shoutcasters have a background in the dramatic arts



Production Crew

As production manager you are responsible for the organisation of the tournament live events (i.e., the weekly playoffs that will take place in your school).

In collaboration with the rest of the events team, you will prepare and oversee various aspects of the tournament events. You will need to stick to deadlines and be the main point of contact for the events during the setup, delivery and teardown.

Main responsibilities:

- Being responsible for all organisational aspects of the tournament live events, including scheduling and budgeting (if applicable)
- Co-ordinate with relevant school technical staff to organise the technical AV requirements of the live events
- Ensuring that the tournament runs smoothly, you meet your deadlines (and stay within budgets)
- Coordinating with the remaining events team before, during and after the live event
- Coordinate with the relevant teaching staff to manage and organise the live events

Required skills:

- Excellent communication skills
- Ability to work well under pressure
- The ability to inspire and motivate
- Able to work with a team to ensure appropriate setup of the technical equipment required to run the school-based heats. For example, AV equipment
- Excellent problem-solving skills, approaching challenges creatively but methodically

Desired skills:

- A passion for games
- Previous experience of supporting school events
- Working knowledge of the technical equipment required



Tournament Admin

Admins (or esports referees) record the outcome of matches, make sure that the players are sticking to the rules, and hand out penalties if any are broken. You will often have to communicate with teams to settle any disputes, keep track of the tournament brackets and offer support to the community where needed. You will be required to help set up, test servers, chase sign ups, sort seeds and make sure everything runs on time. This means you might have to work with the teams and make sure they are all on time.

Admins are responsible for dealing with any in-game or on-stage issues, for example if a console freezes or a controller breaks mid-tournament. They will need to know the game and the tournament's rulebook inside out, to enforce the rules and avoid any controversies or unfair decisions. They will also want to keep pauses, delays and downtime to a minimum.

Main responsibilities:

- Record the outcomes of matches and keep track of wins/losses
- Ensure that the players are sticking to the rules of the game
- Report any foul play to the teacher
- Stay in communication with the teams and keep track of tournament brackets
- You might be required to help set up, chase team sign ups or deal with on stage issues
- Work with the teacher to ensure that tournament matches run smoothly and on time
- Work with the rest of the events team to ensure a smooth and effective esports tournament

Required skills:

- Great attention to detail
- Strong organisational and communication skills, to help you manage teams
- Ability to work well with a team
- Able to work with the school's technical support department to ensure that in-game and on-stage issues are quickly and effectively resolved

Desired skills:

- Previous awareness of esports tournaments
- Good knowledge and understanding of how to play the game and its rules and variations
- Technical understanding of the hardware being used and how to resolve bugs and errors

Team Manager

A Team Manager's key responsibility is to be the central point of contact for the players in the team and communicate with the team's fans, the teachers, and the event management team. Additionally, good team managers take responsibility for their players by helping them to improve their performance and work together effectively to achieve their championship goals.

Main responsibilities:

- Manage and execute day to day obligations of the team
- Act as medium of communication between players and the event management team (and teachers)
- Assist the team by creating practice and scrimming (friendly matches) schedules
- Help the players in improving their overall performance
- Create team building opportunities for the players
- Work with the community manager to establish a team brand
- Work with the community manager to connect with the fanbase

Required skills:

- Ability to work with a team
- Strong desire to develop leadership skills to coordinate and manage the team
- Focus on overachieving your goals
- Honesty in evaluating how you can improve constantly
- Strategic thinking on how to improve and maintain championship standard
- An engaging personality and natural rapport with people
- Belief you can deliver success and ease for players

Desired skills:

- Some knowledge of games and esports
- Experience of leading a team
- Understanding the importance of marketing your team
- Creativity and ability to participate in coming up with new ideas



Badges

Please feel free to cut out the below badges for your tournament team to wear.



HELLO!

HELLO!

PRODUCTION CREW



**DIGITAL
SCHOOLHOUSE**
together with



TOURNAMENT ADMIN



**DIGITAL
SCHOOLHOUSE**
together with



HELLO!

HELLO!

EVENT MANAGER



**DIGITAL
SCHOOLHOUSE**
together with



COMMUNITY MANAGER



**DIGITAL
SCHOOLHOUSE**
together with



HELLO!

HELLO!

HOST/SHOUTCASTER



**DIGITAL
SCHOOLHOUSE**
together with



TEAM MANAGER



**DIGITAL
SCHOOLHOUSE**
together with



Phase 2: Regional Qualifiers

Format: Online | Teams will take part remotely

These are the first of the knockout stages. Each participating school or college will compete with nearby teams for the title of 'Regional Champion'. The winning team will go through to the semi-finals. Prizes will be awarded to the winning team, which are likely to include medals for the winners and prize bags for all semi-finalist teams.

Safeguarding pupils

Schoolhouses and schools/colleges are solely responsible for the safeguarding of participating pupils in the tournament. [Read about playing games safely and responsibly](#) for more information.

We recommend that teachers monitor pupil's online behaviour during gameplay (including spectators). In addition, we strongly recommend reminding pupils to refrain from using any personal information in chat functions.



Phase 3: Semi-finals

Format: Face-to-face | permitted by government guidelines for COVID-19

Here, regional champions compete for the chance to represent their school in the grand finale. In attendance are their peers, teachers, parents, and industry guests. The structure of the event will mirror the regional qualifiers.

Safeguarding pupils

Schoolhouses and schools/colleges are solely responsible for the safeguarding of participating pupils in the tournament. [Read about playing games safely and responsible](#) for more information.

We recommend that teachers monitor pupils' online behaviour during gameplay (including spectators that may be watching the stream). In addition, we strongly recommend reminding pupils to refrain from using any personal information in chat functions.



Phase 4: Grand Final

Format: Face-to-face | permitted by government guidelines for COVID-19

The grand final is hosted as part of the [London Games Festival](#). Here, finalists compete for the winning title. Further information on the logistics of this event will be made available nearer the time. Prizes will be awarded to the winning team, which will include a trophy and games merchandise.





Getting started with Super Smash Bros. Ultimate.

What is Super Smash Bros. Ultimate?

Super Smash Bros. Ultimate is a 2018 fighting game published by Nintendo for the Nintendo Switch. It is the fifth instalment in the Super Smash Bros. series.

In the game, players control one of various characters and must use differing attacks to weaken their opponents and knock them out of an arena. It features a wide variety of game modes, including a campaign for single-player and multiplayer versus modes.

The game includes every playable character from previous Super Smash Bros. games, from Nintendo's mascots to characters from third-party franchises. There are over 80 different characters to choose from, many of which will have to be unlocked through gameplay.

Its large and diverse range of characters, combined with a mixture of both causal and competitive game modes, make Super Smash Bros. Ultimate one of the most accessible and fun games available. As a result, we're extremely excited about this year's tournament.

[You can find more detail on the game, its modes, characters, gameplay and techniques here.](#)

Tournament rules

Summary

Game	Super Smash Bros. Ultimate
Platform	Nintendo Switch
Format	3v3 teams (this means 3 people in each team). The matches are made up of 2v2 and 1v1 matches. Therefore players swap round. <u>Read recommended play and match types for more information.</u>
Peripherals allowed	The game can easily be played using the Nintendo Joy-Cons that come with the Nintendo Switch. Students are also allowed to use <u>GameCube Controllers</u> or <u>Pro Controllers</u> . At the live events, Pro Controllers will be provided.
Age of student participants	12-18 years old. This is a strict age limit and DSH has the right to withdraw participants that are not within this specified age range.
Team names	Each team needs a team nickname . These will remain constant throughout the tournament. Remember to keep it clean! We will be talking about you using the same name!

[Please read the full terms and conditions for further information and rules.](#)



Technical requirements

All you need is a Nintendo Switch and a copy of the game which you can plug into any TV or monitor to run.

An Ethernet to USB adapter is recommended to provide your Switch with a stable internet connection.



Remember that the Nintendo Switch is also a portable device and can run without a monitor too.

[Read the appendix](#) for details on:

- What is included in the box if Digital Schoolhouse has provided your Certified Schoolhouse with a Nintendo Switch
- Initial setup of the Nintendo Switch
- Connecting the Nintendo Switch to a network
- Setting up or linking a Nintendo Account

Monitoring player behaviour

- Teams should be observed to avoid having offensive behaviours displayed, in language, gestures and any chat through services such as [Discord](#).
- Offensive behaviour should not be tolerated; any offender being offered the choice to adhere to good manners or stop playing.

Recommended play and match types

Phase 1: School Heats

- You'll be pleased to know there is lots of flexibility here! Super Smash Bros. Ultimate has [many flexible game modes](#) so you can play with what suits your school and what

gets most interest. But remember that the knockout events have their own rulesets, so be prepared!

- The ruleset for our live qualifiers, semi-finals and the grand final will closely resemble the rulesets used at professional Nintendo sponsored Super Smash Bros. Ultimate events, such as the [European Smash Ball Team Cup](#). [Watch professional Super Smash Bros. Ultimate events.](#)
- Teams of three (3v3) will battle it out in best-of-three and best-of-five [Stock](#) matches with no items - except for the powerful [Smash Ball](#), which can turn up at any time to seal an emphatic victory or give the underdogs a chance to turn the tables and snatch a victory.
- Match types will consist of [2v2 Smash](#), [1v1 Smashdown](#) and [3v3 Squad Strike](#). As the teams will be 3v3 this means that players in each team will swap around during the matches.
- We **strongly recommend** using these rules as this is what we will be using at the live events (for more detail, [see the sections on the live events below](#)).
- We understand that every school is different in terms of resources, space and time available during this stage. So, if you choose a more relaxed ruleset to help include more students, we are okay with that too.
- With the above in mind, we have produced some **rule set options**. You can use the best option to suit your school/college.



Schools lucky enough to be provided with 2 Nintendo Switch consoles can run more than one match at the same time to speed things up.



Ruleset options for school heats



The ruleset options below are in the same layout as the option menu in the game, so don't worry if it seems complicated now.

1. Preferred competitive style Option 1	A full game experience, representative of the live events.
2. Competitive, quicker style Option 2	Don't have time? Too many eager students? Make these changes for faster-paced matches and make sure everyone gets to play.
3. Relaxed style Option 3	Need an element of randomness to balance the playing field? Make these adjustments to add item drops on the game that can give a lucky player the edge.
4. Relaxed, quicker style Option 4	The best choice to get everyone involved with a bit of chaotic fun! Quick matches, random items; the ultimate couch c-op experience.

Option 1	Option 2
<ul style="list-style-type: none"> ▪ Style: Stock ▪ Stock: 3 ▪ Time Limit: 7:00 minutes ▪ FS Meter: Off ▪ Spirits: Off ▪ CPU Lvl: 1 ▪ Damage Handicap: Off ▪ Stage Selection: Losers Pick ▪ Items: Low <ul style="list-style-type: none"> • Set None: On • Smash Ball Only: On ▪ Random Stage Selection <ul style="list-style-type: none"> • Set None 	<ul style="list-style-type: none"> ▪ Style: Stock ▪ Stock: 2 ▪ Time Limit: 4:00 minutes ▪ FS Meter: Off ▪ Spirits: Off ▪ CPU Lvl: 1 ▪ Damage Handicap: Off ▪ Stage Selection: Losers Pick ▪ Items: Low <ul style="list-style-type: none"> • Set None: On • Smash Ball Only: On ▪ Random Stage Selection <ul style="list-style-type: none"> • Set None

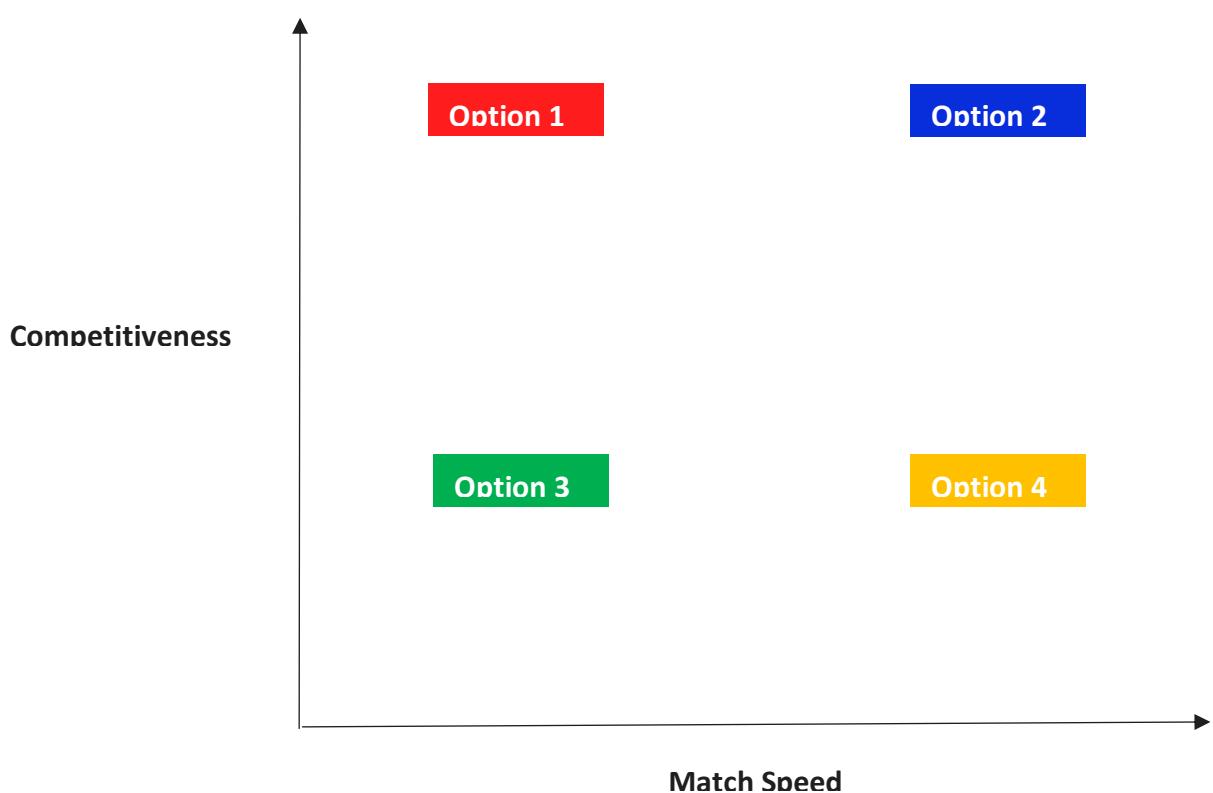
▪ Advanced

- First To: 1 Win
- Stage Morph: Off

▪ Advanced

- First To: 1 Win
- Stage Morph: Off

Option 3	Option 4
<ul style="list-style-type: none"> ▪ Style: Stock ▪ Stock: 3 ▪ Time Limit: 7:00 minutes ▪ FS Meter: Off ▪ Spirits: Off ▪ CPU Lvl: 1 ▪ Damage Handicap: Off ▪ Stage Selection: Losers Pick ▪ Items: Low <ul style="list-style-type: none"> • Set None: Off • All Items: On ▪ Random Stage Selection <ul style="list-style-type: none"> • Set None ▪ Advanced <ul style="list-style-type: none"> • First To: 1 Win • Stage Morph: Off 	<ul style="list-style-type: none"> ▪ Style: Stock ▪ Stock: 2 ▪ Time Limit: 4:00 minutes ▪ FS Meter: Off ▪ Spirits: Off ▪ CPU Lvl: 1 ▪ Damage Handicap: Off ▪ Stage Selection: Losers Pick ▪ Items: Low <ul style="list-style-type: none"> • Set None: Off • All Items: On ▪ Random Stage Selection <ul style="list-style-type: none"> • Set None ▪ Advanced <ul style="list-style-type: none"> • First To: 1 Win • Stage Morph: Off



How to start a match (procedure)

We strongly recommend following the Regional Qualifier and Semi-finals procedures in the school heats, using teams of three. This will help you feel the real benefits of the Digital Schoolhouse esports tournament. However, at this stage it is also possible to run a 1v1 solo tournament. The best 3 players can then form a team and proceed to the live events. In the case of a 1v1 tournament, follow the procedure below. It's up to you. Choose what will be most fun for your school!

Deciding who goes first

Before the first match begins, a BO1 (best of 1) RPS (Rock, Paper, Scissors) will be played between the players. The winner gets to decide whether they start the procedure (be Player 1) or let their opponent start the procedure (opponent is Player 1)

Suggested 3 game match procedure for 1v1

We recommend that you run BO3 (best of three) matches using the procedure below.

Step	Game Screen	Action
1	Stage Selection	Player 1 selects a stage from the stage list for game 1
2	Character Selection	Players 1 and 2 select their characters to play with
3	Match Screen	Game 1 begins
4	Stage Selection	Player who lost Game 1 selects the stage for game 2
5	Character Selection	Players 1 and 2 select their characters to play with
6	Match Screen	Game 2 begins
7	Results Screen	If winner is decided via a 2:0 victory, match end. If after games 1 and 2, the score is tied at 1:1, proceed with steps 8-11
8	Stage Selection	Player who lost Game 2 selects the stage for game 3
9	Character Selection	Players 1 and 2 select their characters to play with
10	Match Screen	Game 3 begins
11	Results Screen	Winning player decided

Phase 2 & 3: Regional Qualifiers and Semi-finals

Each school **must be represented by a team of 3 players** to compete in the Regional Qualifiers. There is no flexibility at this stage! Remember that if you ran a 1v1 tournament at the school heat stage, the top 3 players must now form a team to represent your school.



Features and tips:

- These events will use a round-robin system.
- The 3 players on each team will swap around during matches, so you need
- to be **strategic** and think about who will play.
- Use teamwork! Communicate with your teammates to decide which stages and characters to use at each part of the matches and give them advice on their

1. In-game rules	<ul style="list-style-type: none"> ▪ Style: Stock ▪ Stock: 3 ▪ Time Limit: 7:00 minutes ▪ FS Meter: Off ▪ Spirits: Off ▪ CPU Lvl: 1 ▪ Damage Handicap: Off ▪ Stage Selection: Losers Pick ▪ Items: Low <ul style="list-style-type: none"> • Set None: On • Smash Ball Only: On ▪ Random Stage Selection <ul style="list-style-type: none"> • Set None ▪ Advanced <ul style="list-style-type: none"> • First To: 1 Win • Stage Morph: Off
2. Set Format for each match	<ul style="list-style-type: none"> • Game 1: 2v2 (BO1) • Game 2: 1v1 Smashdown (BO1). The team member who did NOT play in Game 1 must play this round. • Game 3: 1v1 Smashdown (characters picked in Game 2 are not available in Game - BO1)

	<ul style="list-style-type: none"> • Game 4: 1v1 Smashdown (characters picked in Games 2+3 are not available - BO1) • Game 5: 3v3 Squad Strike (BO1)
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How to start a match (procedure)

Before the first 2v2 match of a set, a BO1 (best of 1) of RPS (Rock, Paper, Scissors) will be played between the teams. The winner gets to choose whether they start the procedure (be Team 1) or let the opponent start the procedure (opponent is Team 1):

Step	Game Screen	Action
1	Stage Selection	Team 1 selects a stage from the stage list for the 2v2 match
2	Character Selection	Team 2 selects 1 character to play with
3	Character Selection	Team 1 selects 2 characters to play with
4	Character Selection	Team 2 selects last character to play with
5	Match Screen	2v2 game begins
6	Stage Selection	After match end, player from losing team selects the stage. <i>Note: No carry over of stages. Stages used in previous games are struck from remaining games in the set.</i>
7	Character Selection	Player from losing team of 2v2 selects character to play with.
8	Character Selection	Player from winning team of 2v2 selects character to play with.
9	Match Screen	Next game begins (first Smashdown 1v1)
10		Repeat steps 6-9
11	Stage Selection	If set goes all the way to Squad Strike, then team who lost the final Smashdown 1v1 game picks first stage – winning team selects second stage.
12	Character Selection	Character selection goes, winner, loser, loser, winner, winner, loser.

13	Match Screen	Players adjust their order of play and Squad Strike is played, determining the winner of the match.
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Phase 4: Grand Final



Students are likely to ask about this, but **teachers don't have to do anything!** This will all be coordinated by us at the event. Note that the Grand Final will use a single elimination system.

1. In-game rules	<ul style="list-style-type: none"> ▪ Style: Stock ▪ Stock: 3 ▪ Time Limit: 7:00 minutes ▪ FS Meter: Off ▪ Spirits: Off ▪ CPU Lvl: 1 ▪ Damage Handicap: Off ▪ Stage Selection: Losers Pick ▪ Items: Low <ul style="list-style-type: none"> • Set None: On • Smash Ball Only: On ▪ Random Stage Selection <ul style="list-style-type: none"> • Set None ▪ Advanced <ul style="list-style-type: none"> • First To: 1 Win • Stage Morph: Off
2. Format	<p>Quarter/Semi-finals</p> <ul style="list-style-type: none"> • Game 1: 2v2 (BO1) • Game 2: 1v1 Smashdown (BO1) The player who did NOT play in Game 1 must play this game. • Game 3: 1v1 Smashdown (characters picked in Game 2 are not available in Match 3 - BO1) • Match 4: 1v1 Smashdown (characters picked in Matches 2+3 are not available - BO1) • Match 5: 3v3 Squad Strike (BO1) <p>Final</p> <ul style="list-style-type: none"> • Set 2: 1v1 Smashdown (BO3) The player who did NOT play in Set 1 must play this set. • Set 3: 1v1 Smashdown (characters picked in Match 2 are not available in Match 3 – BO3)

	<ul style="list-style-type: none"> • Set 4: 1v1 Smashdown (characters picked in Matches 2+3 are not available – BO3) • Set 5: 3v3 Squad Strike (BO1) • Set 1: 2v2 (BO3)
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How to start a match (procedure)

Before the first 2v2 game of a match, a BO1 (best of 1) of RPS (Rock, Paper, Scissors) will be played between the teams. The winner gets to choose whether they start the procedure (be Team 1) or let the opponent start the procedure (opponent is Team 1):

Step	Game Screen	Action
1	Stage Selection	Team 1 selects a stage from the stage list for the 2v2 set
2	Character Selection	Team 2 selects 1 character to play with
2	Character Selection	Team 1 selects 2 characters to play with
	Character Selection	Team 2 selects last character to play with
3	Match Screen	2v2 game begins
4	Stage Selection	After game end, player from losing team selects the stage. <i>Note: stages used in previous matches are struck from remaining matches in the set</i>
5	Character Selection	If 2v2 game, order of selection is; winner, loser, loser, winner
	Character Selection	If 1v1 Smashdown game, order of selection is; loser, winner
6	Match Screen	Next set begins (first Smashdown 1v1)
7		Repeat steps 4-6
8	Stage Selection	If set goes all the way to Squad Strike, then team who lost the final Smashdown 1v1 set picks first stage – winning team selects second stage
9	Character Selection	Character selection goes; winner, loser, loser, winner, winner, loser
10	Match Screen	Players adjust their order of play and Squad Strike is played, determining the winner or the match

Extra rules

Legal Stages (in-game arenas that can be used in the tournament).

There are 15 stages in total that can be picked. This is to avoid certain characters having advantages on certain stages. We recommend you also only use these stages during the school heats phase, but feel free to try all stages available. The following list will be enforced at the live events.

- Battlefield
- Brinstar
- Castle Siege
- Final Destination
- Frigate Orpheon
- Kalos Pokémon League
- Lylat Cruise
- Pokémon Stadium 2
- Skyloft
- Smashville (hazards ON)
- Town and City
- WarioWare, Inc.
- Wily Castle



- Mii characters will not be allowed during all competitive matches at live events.
- DLC (downloadable content) characters released before 31/09/2020 will be playable in all competitive matches at live events. DLC released after 31/09/2021 will not be allowed.
- Restocking is allowed for the 2v2 games.
- Team Attack should be set to “ON” for the 2v2 games.
- Hazards are “OFF” for all game types.
- Squad strike matches are played in “elimination” mode, 0% recovery, with 3 min rounds.

Changes to Rules

Please note that all tournament rulesets and structures may be subject to some changes throughout the tournament.

Tips and tricks.

How to get the best experience for your students. The following section is based on feedback from students and their participating teachers in the previous tournaments.



Practice time

Provide ample opportunities for students to practice. The more notice that students have, the more time they can spend learning to work together as a team.



Room layout

Please review our [FAQ guide](#) for guidance on how to deliver the school heats whilst maintaining social distancing measures.

Choose the location for your tournament carefully. You may want to give spectators an indication of where to sit so that the players have enough room to focus on their play without disrupted viewing, whilst adhering to social distancing measures when appropriate. Remember that the Nintendo Switch can be used without a monitor, so you have a lot more flexibility with this tournament!



More teams

Be as inclusive as possible. Students want to participate, and for them the more teams the better. The limit on the number of your students should be based on the maximum number of students you can work your way through in the school heats stage of the tournament.



Share your story

Whether it's getting in touch with your local or regional press, adding content to your website or sharing on your school's Twitter, make sure you are documenting your journey.

FAQ

[Please read our FAQ guide.](#)

Appendix

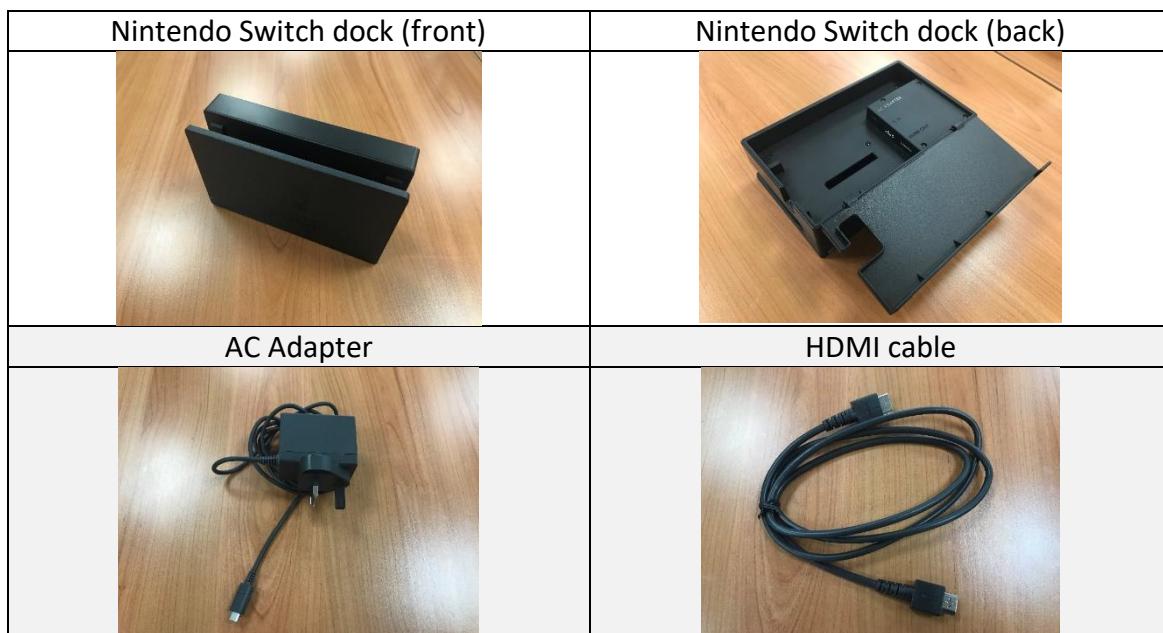
What's in the box?

If you were lucky enough to receive a Nintendo Switch from Digital Schoolhouse, the following is included in the hardware/software box:

Contents:

- 1 x Nintendo Switch console
- 1 x Nintendo Switch Dock
- 2 x Left Joy-Con (colours may vary)
- 2 x Right Joy-Con (colours may vary)
- 2 x Left Joy-Con Strap
- 2 x Right Joy-Con Strap
- 2 x Joy-Con Grip
- 1 x AC Adaptor
- 1 x HDMI Cable

Nintendo Switch console (front)	Nintendo Switch console (back)
	
Left (blue) and right (red) Joy-Con	Left and right Joy-Con straps
	
Joy-Con Grip (front)	Joy-Con Grip (back)
	
Left and right Joy-Con attached to Joy-Con Grip (front)	Left and right Joy-Con attached to Joy-Con Grip (back)
	
Nintendo Switch console (front)	Nintendo Switch console (front)
	

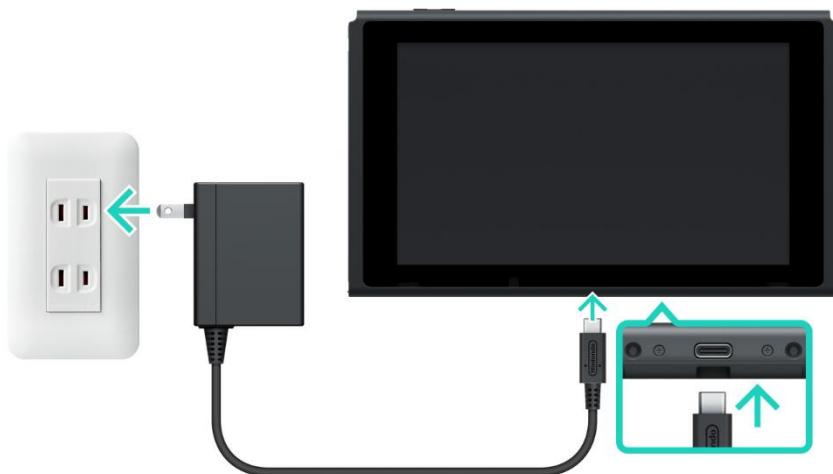


Nintendo Switch first-time setup and connection

Instructions on how to set up your Nintendo Switch system for the first time.

Complete these steps:

1. Connect the AC adapter (**NTSC adaptor/plug used in this example**) to the system.



- Connect the USB plug from the Nintendo Switch AC adapter into the USB connector on the bottom of the console, then connect the AC adapter into the wall outlet.

2. Attach the Joy-Con controllers to the Nintendo Switch console.



3. Follow the on-screen prompts to complete the first-time setup. Some of these settings can be configured later.

- System language and region settings
- Internet Settings (optional)
- Time Zone
- Set your icon and nickname or Transfer Users and Save Data (this option is available for consoles with system menu version 4.0.0. or higher)
- Parental Controls (optional)

How to attach/detach the Joy-Con controllers from Nintendo Switch

Instructions for attaching and detaching the Joy-Con controllers to the Nintendo Switch console.

Additional information:

The Joy-Con can be paired to one console at a time. If you wish to use the Joy-Con on another console, they will need to be paired to that console.

[Video instructions for how to attach and detach Joy-Cons.](#)

Attach the Joy-Con to the console

Complete these steps:

1. Make sure the Joy-Con are correctly oriented.

First, ensure the LCD screen is facing you. To ensure the right and left Joy-Con are positioned properly with the console, align the "-" symbol on the left Joy-Con with the top left corner of console, and align the "+" symbol on the Joy-Con with the top right corner of the console.



2. Attach the Joy-Con to the Nintendo Switch console.

- Use the rail on the side of the console and slide the Joy-Con from top to bottom, until you hear a click.



- Once the Joy-Con controllers are attached to the system, they are registered, and can now be detached and used.

Detach the Joy-Con to the console

Press the release button at the back of the Joy-Con while sliding the Joy-Con from bottom to top.

Important: After detaching the Joy-Con controllers from the console, be sure to attach the Joy-Con straps before starting a game or software.



- The Joy-Con registration information is not deleted when the Joy-Con controllers are detached. You can now use them as wireless controllers.

How to connect to the internet using a wireless network

The tournament is offline for the school heats, so connecting to a network or setting up a Nintendo account is not necessary for this stage of the tournament. You will need to connect to a network and set up a Nintendo account for the regional qualifiers and semi-finals. It may also be useful for other reasons, such as purchasing extra characters and using the game's online modes.

[Read about how to connect a Nintendo Switch to a wireless home network.](#)

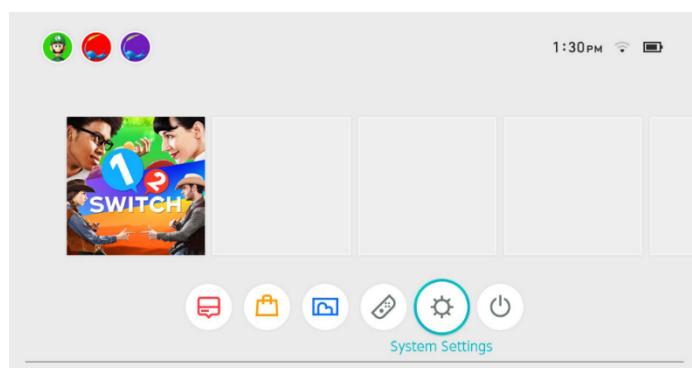
Additional information:

Before continuing it is recommended you verify the following information for the wireless network:

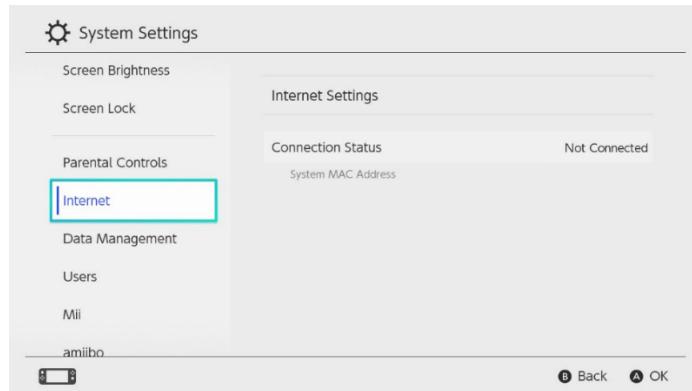
- The SSID (network's name)
- The wireless password (if a password is required)

Complete these steps:

1. Place the Nintendo Switch within 10 feet of the wireless router to ensure a strong wireless signal.
2. On the Nintendo Switch console, select "Settings" from the HOME Menu.



3. Select “Internet,” and then “Internet Settings.”

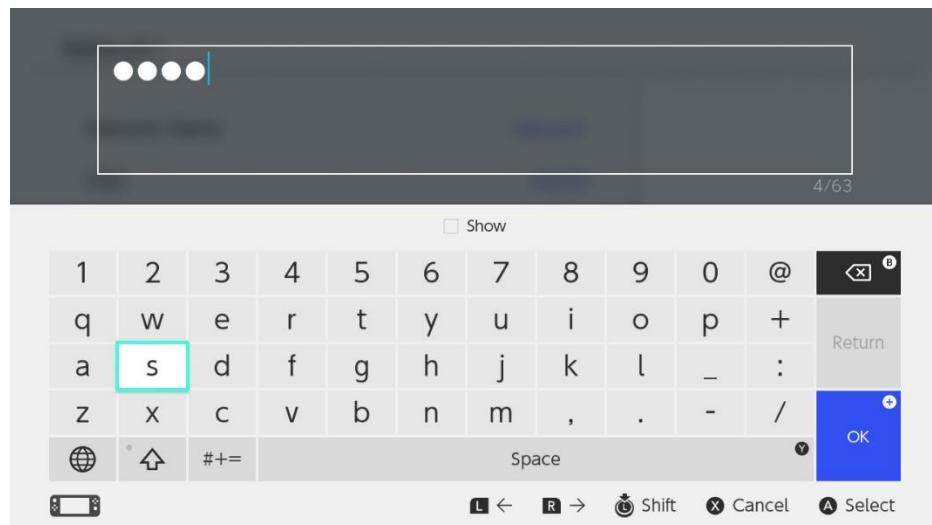


- The Nintendo Switch will automatically search for near-by Wi-Fi signals.

4. Select the appropriate network name (SSID) from the list.

- If you are unable to find your network's name, stand closer to the wireless router and press the Y Button to search again.
- If the network name is greyed out, this indicates the wireless security type being used is not supported by the Nintendo Switch.
- If you are still unable to find your network, this may indicate an issue with the wireless network environment.

5. If prompted, use the onscreen keyboard to enter the network's wireless password.



6. The Nintendo Switch will test the Internet connection. Once the test is complete, select "OK" to complete the process.
 - If the connection test fails, an error code and message will appear, which can help you troubleshoot connection errors.

How to add a new user account

Instructions on creating a new user account on the Nintendo Switch and linking the new user account to a Nintendo Account during the set-up process.

Additional information:

- If you already have a user account on a different console, you can transfer your existing account and save data instead of creating a new account.
- User accounts are used to manage each player's save data and personal settings.
- Up to 8 user accounts can be created on the Nintendo Switch.
- A user account can also be linked to a Nintendo Account at any time after it is created.
- Once a Nintendo Account is linked to the account, the system's online features will be available.

Complete these steps:

1. Select “System Settings” on the HOME Menu.
2. Scroll down to highlight “Users,” then select “Add User.”
3. Click “Next.”
4. Select the icon you would like to have associated to your account.
 - Tap “More Options” for additional characters / backgrounds to choose from.
 - If you would like to add a Mii instead of a picture, click “Mii” to create one.
5. Once you have selected a character, enter a nickname when prompted. Select “OK.”
 - Your nickname can be seen by other players, so don’t include any personal information.
 - Your nickname can be changed at any time once your account is created.
6. Select “OK” again to confirm.
7. At this point, you will be given the option to link a Nintendo Account to your user account.

Link an existing Nintendo Account

1. Select “Sign In and Link” to link an existing Nintendo Account.
2. Select the sign in information for your Nintendo Account:
 - **“Sign in using e-mail address or Sign-In ID”** - Enter the e-mail address or Sign-In ID and password associated to your account, then click “Sign in.”
 - **“Sign in using a different account”** - Click the appropriate service (Nintendo Network ID, Twitter, Facebook, or Google +) and enter your log in information for the service.
 - If you have forgotten your Nintendo Account sign in information, [click here](#).
3. You will receive a confirmation message that your Nintendo Account is now linked to your Sign-In account. Click “OK” to return to the System Settings.
4. Select “Add User” if you would like to add additional accounts, or press the **B Button** to return to the HOME Menu.

Create and link a new Nintendo Account

1. Select “Create Account” to set up a new Nintendo Account.
 - **Optional** - On the following screen, you can request an e-mail with instructions to link your Nintendo Account with a confirmation code. If you would like to have instructions sent to you, [click here](#) for help using this **alternate** method (This is not required.)
2. On your PC or smart device, visit <http://accounts.nintendo.com> and create a Nintendo Account.
3. Once you have created the Nintendo Account, return to the Nintendo Switch and click “Sign in.”
4. Select the sign in information for your Nintendo Account:
 - **“Sign in using e-mail address or Sign-In ID”** - Enter the e-mail address or Sign-In ID and password associated to your account, then click “Sign in.”
 - **“Sign in using a different account”** - Click the appropriate service (Nintendo Network ID, Twitter, Facebook, or Google +) and enter your log in information for the service.
 - If you have forgotten your Nintendo Account sign in information, [click here](#).
5. You will receive a confirmation message that your Nintendo Account is now linked to your Sign-In account. Click “OK” to return to the system settings.

6. Select “Add User” if you would like to add additional accounts, or press the **B Button** to return to the HOME Menu.

Proceed without linking

1. Select “Later” if you do not wish to create or link a Nintendo Account currently.
 - a. Note that many of the system’s online features are not available until a Nintendo Account is linked.
2. Once your account is created, you will return to the System Settings. Select “Add User” if you would like to add additional accounts, or press the **B Button** to return to the HOME Menu.

For more information on how to set up the Nintendo Switch console, please visit [this link](#).