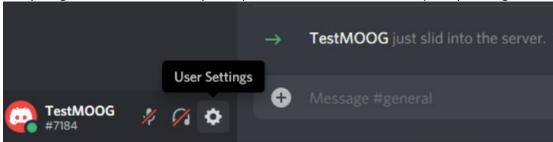
July 2020 Rocket League Discord Quick Start Guide.

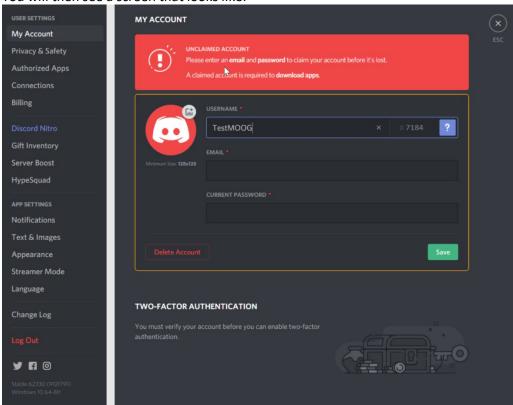
- 1) Click this link: https://discord.gg/QxabsB3
 - a. This will work on mobile or computer alike.
- 2) If you already HAVE a Discord account make sure to login on the next screen and skip to step 6.
- 3) If you don't have a Discord account already at all or on the device you are currently on make one by putting in your desired callsign here.



- 4) Once you're in the server you'll be promote to verify your age. (This is standard. Discord does NOT share this info in any way shape or form.
- 5) (OPTIONAL BUT RECOMMENDED) Discord wants you to get in to a server quickly with as minimal hangups as possible. However, if you change devices without making an account everything has to be redone every time you want to use it. To fix this open up settings here:



You will then see a screen that looks like:



Put in your email and make a password and it will then go through the process of verification and ownership for you shiny new Discord account. *PROTIP: If you want to get more into events online Discord is becoming more and more the norm for gaming energies and special interest communities globably. *

- 6) Now you're completely in the server and ready to go! Start in the #rules section to learn about the expectations for conduct, know where the #team-contact channel is to reach out to your competitors for coordination, and pop into a Team VC (Voice channel) to make sure your audio communications work on your platform of choice. (PC/Mac/Android/iOS)
- 7) When it is game time, we are requiring that at least Team Captains be in this Discord for coordination. You are welcome to invite your entire team to utilize this Discord for communication and coordination. We're sure there are several that will not comply with this and/or skip right over it. Please keep your eyes on your email/phone in the case they opt to use previous standards for coordination as a redundancy measure during this cultural norm evolution.
- The OU Esports Club Team