GAMER GUIDE

Esports Central

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WHAT IS IT?

League of Legends, often abbreviated to *LoL* or *League*, is a multiplayer-online-battle-arena (MOBA) video game developed and published by Riot Games. While the origin of the game is a contentious topic online, it's accepted that developers were inspired by a custom map for Warcraft III called Defense of the Ancients or DOTA. Released in 2009, the game has always been free-to-play and is monetized through the sale of cosmetic items, which allowed it to attract a large audience.

The game's popularity has not waned over the last decade. In fact, *League* regularly peaked at eight million concurrent players and is regularly cited as the world's largest esports title.

Riot Games has utilized its popularity to produce music videos, comic books, short stories, and an animated series called Arcane released on Netflix. The international competitive scene consists of 12 leagues which compete in the *League of Legends* World Championship which attracts millions of viewers across the globe.

There is a lot to learn but, in the words of Aatrox: "Pain is temporary, victory is eternal!" Your path to victory begins here.

INTRODUCTION

BREAKDOWN THE BASICS

What does a typical match look like? Two teams of five players battle in player-versus-player combat, with each team occupying and defending their half of the map.

Each player controls a character, or Champion, which has unique abilities and style of play. Champions become more powerful by collecting experience points and earning gold when they kill Minions (AI-generated enemies) and purchase items which aid them in defeating the opposing team.

To win the team must push through the enemy's defences and destroy their Nexus - a building powering their base.

Modes

League of Legends features various modes, mostly seasonal or event-based. However, there are some which are standard:

- Training
- Co-op vs. AI

Here you will learn the basics of the game and be able to practice against an AI opponent at a selected difficulty level.

PvP (player-vs-player) modes include:

- Normal (Classic 5v5)
- Ranked
- ARAM
- Teamfight Tactics

BREAKDOWN THE BASICS

Normal games have two variations:

Blind Pick: Players must all select a Champion at the same time and opponents cannot see which Champions the others have picked until the game has started.

Draft Pick: Players take turns to ban and select Champions. Only one of each Champion can be selected which allows for greater use of strategy.

Ranked games only use Draft Pick as they are highly competitive and require a more controlled environment and a great deal more strategy!

ARAM (All Random All Mid) is a fast-paced, smaller version of the classic game. The aim remains the same but there is only one lane and Champions are assigned randomly at the beginning of the match.

Teamfight Tactics is a PvP auto-battler in which players draft a team of Champions who fight automatically on your behalf. Face off in 1v1 battles where you equip items and set formations in order to be the surviving team.

Characters

There are over 140 characters in *League of Legends* and we cannot even begin to cover even the basics for each of them. Instead, we'll look at the Class categories and player roles:

Assassins: The class with the highest damage potency and mobility in the game. They can take out priority targets swiftly, but do be cautious around tankier Champions as they can dish out a beating. distance. Some have excellent stamina, while others need to dodge in and out of fights.

Fighters: This class is all about close combat, as they have plenty health to take a beating while they deliver some nasty blows. They are very susceptible to crowd control, however.

Mages: This class relies most heavily on their spells, as their basic attacks don't do much damage. They have different strengths; some can take on enemies in close combat, while others need distance. Some have excellent stamina, while others need to dodge in and out of fights.

Marksmen: This class is known for their basic attack damage, with abilities often existing solely to support this. They deal consistent damage but are quite squishy.

Supports: These Champions are all about teamwork! They typically feature a mix of healing, shielding, and crowd control within their set of abilities.

Tanks: As the name suggests, they can take plenty of hits while disabling enemies. They may not do much damage but their value lies in disrupting the enemy team.

Roles

Top: This role is usually filled by bruisers or tanks. They support their damage dealer while doing damage themselves, placing them in a unique position.
Pick this role if: You like to initiate fights and stand on the front line

Jungle: You guessed it, this role is all about that bush life. Their job is to support your lanes and turn the tide on a fight.
Pick this role if: You can keep track of each lane and have good map awareness

Mid: Overkill is the name of the game and this role needs to know when to nuke. Mid lane champions are typically mages or assassins.
Pick this role if: You are a confident player who can dodge well and avoid getting picked off.

ADC "Attack Damage Carry" (Bot): This role is pivotal to the team and must deal damage in spades! It's high-risk, high-reward.
Pick this role if: You are okay with playing lower-health, squishy champions

Support (Bot): One of the most vital roles in *League of Legends*, you keep your ADC alive and help to initiate team fights.
Pick this role if: You how to disengage from a fight as well as start it.

Runes

Runes are enhancements that add new abilities or buffs to the champion. The player can preset their runes before the match begins and during champion selection. Runes are divided into five paths:

Precision: Improved attacks and sustained damage

Domination: Burst damage and target access

Sorcery: Empowered abilities and resource manipulation

Resolve: Durability and crowd control

Inspiration: Creative tools and rule-bending

When creating a rune page there are three main components:

- Primary tree
- Secondary tree
- Shards

Until you are very familiar with the runes, you may not be able to pick fast enough and understanding optimal rune builds can be difficult, especially as a beginner. We recommend checking out the current meta so you can play effectively.

Minions

Minions (also called "creeps") are units that make up the AI force. They spawn periodically from their Nexus and advance along each lane towards the enemy Nexus, automatically engaging any enemy unit or structure they encounter. Waves start spawning at 1:05 and keep spawning every 30 seconds for the rest of the match. Each wave contains several types of minions:

- Super minions
- Melee minions
- Siege minions
- Caster minions

Monsters

Monsters are neutral units in League of Legends. Unlike minions, monsters do not fight for either team, and will only attack if provoked (except the Rift Scuttler which will run away when attacked).

Killing a monster rewards its killer with a hefty amount of gold and experience. Certain monsters offer additional rewards when killed, such as an individual buff, a team buff, or a global gold reward.

## Auto-attacks and Abilities

Every Champion has auto-attacks and abilities at their disposal. When you right-click (select) a target the Champion will auto-attack, also known as "basic attack", continually until the target dies.

Abilities are cast using keys Q, W, E, and R. These abilities range from timed buffs to AOE (area of effect) spells.

Champions also have access to two Summoner Spells assigned to keys D and F. These you can choose according to your preference.

Lastly, Champions can also cast abilities from items they build which are assigned to number keys 1-7.

Summoner Spells
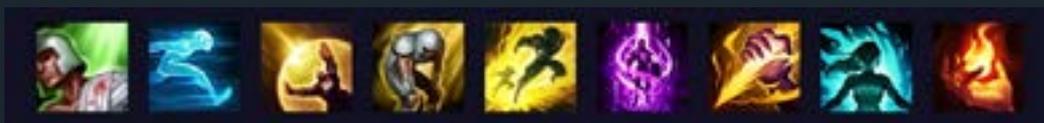
Players must choose two Summoner Spells for their Champion. These spells act as two additional abilities with their own purposes and cooldowns.

Heal (240 second cooldown)
Instantly replenishes some of your health (based on your level) and increases your movement speed by 1%. It also heals one other ally. Choose the target or it will automatically heal the ally closest to dying.

Ghost (180 second cooldown)
Grants a large amount of increased movement speed for 10 seconds and allows you to run through units

Barrier (180 second cooldown)
Instantly grants you a shield (based on your level) that is great for mitigating burst damage.

Exhaust (210 second cooldown)
Slows a Champion and reduces their damage output by 40% over 2.5 seconds.

Flash (300 second cooldown)
Allows you to blink a short distance in any direction.

Teleport (360 second cooldown)
Allows you to instantly teleport to an allied ward, minion, or tower. Be aware that this takes 4 seconds to channel and it can be interrupted by a stun or other forms of crowd control.

Smite (210 second cooldown)
Allows you to instantly cast a high burst damage spell upon a minion, monster, or pet (a minion controlled by a champion's abilities).
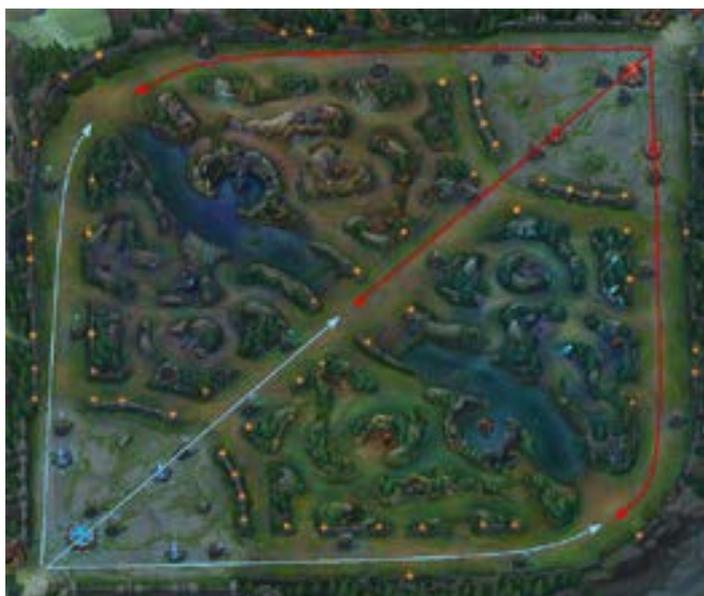
Cleanse (210 second cooldown)
Sort of like a get-out-of-jail-free card as it removes all disables.

Ignite (180 second cooldown)
Lasts over 5 seconds and inflicts burning damage.

Environment & Movement

Summoner's Rift

This is the standard map used in both normal games as well as ranked. Pros play this map and you should familiarise yourself with it if you want to climb the ranked ladder.

While there are other maps in *League*, we'll focus on Summoner's Rift for now since it's where you'll likely be spending the most game time.

The three lanes are known as top lane, mid lane, and bot lane. Each lane contains turrets which will attack enemy Champions and minions. Players must attempt to destroy all turrets in at least one lane and then destroy the last two towers that protect a Nexus before they will be able to attack and destroy the building.

Destroying turrets and other structures earns you gold and allows your minion waves to push through the lane, deeper into enemy territory.

Inhibitors are structures inside a base. If an inhibitor is destroyed, upgraded minions will spawn until an inhibitor respawns after a few minutes.

At the beginning of each game, you start at the fountain. This is where you'll respawn when you die and also where your shop is located. You can return to the fountain at any time during a game to heal or purchase items using the Recall ability – just be careful and use it safely because you can be interrupted while casting it.
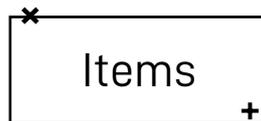
Items

An item is an enhancement that the player can equip in-game, usually purchasable for gold. Items are modded and transformed into objects from Runeterran lore. As with the Champions, there are far too many items to list them all here.

Items are primarily organized by quality tiers. This excludes Consumables and Boots.

Starter
These items are intended to be used at the beginning of the game. They do not usually build into higher-tier items.

Basic
These items provide a single stat attribute or special effect.

Epic
These items provide additional stats and/or a special effect. Some epic items offer lesser effects of the legendary items that they build into.
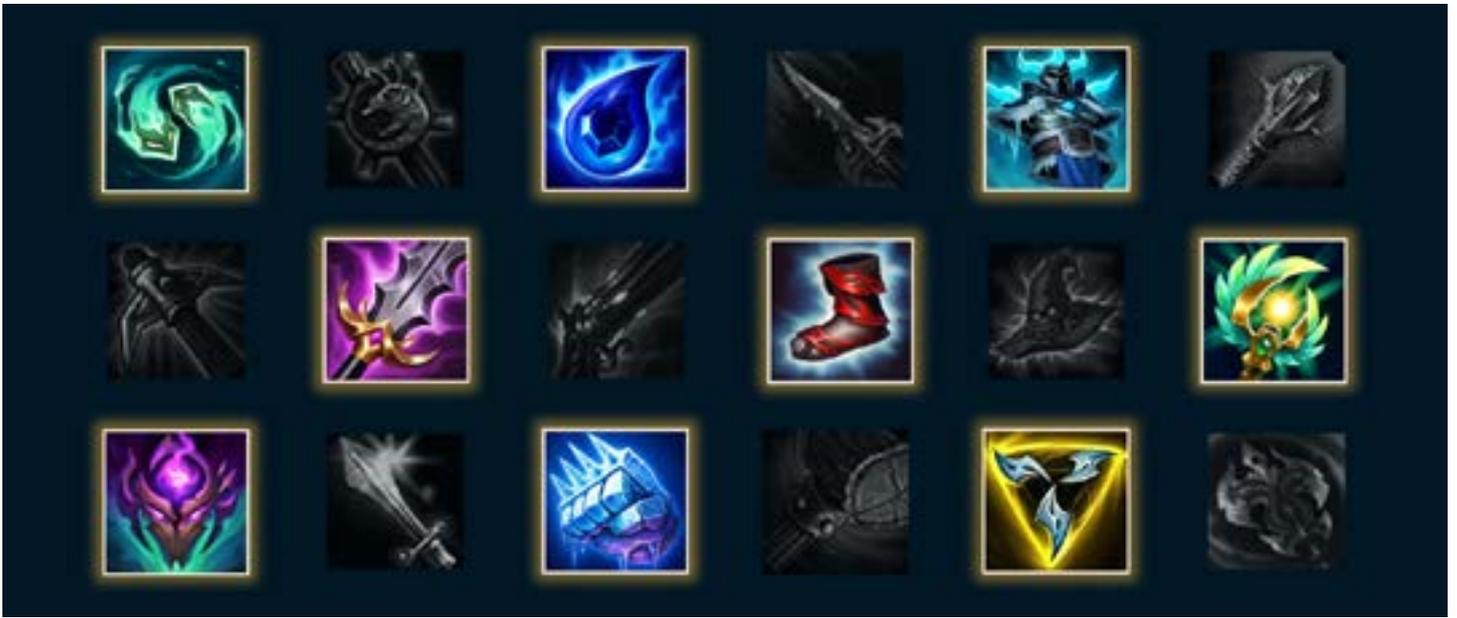
Legendary
These items provide the highest stats plus a significant special effect.

Mythic
Much like Legendary items, they provide the greatest stats and a significant special effect, but as a completed legendary item they grant additional stats. Only one item of this tier can be equipped at a time.

CONCLUSION

This game has a steep learning curve. Playing with a companion app such as Mobalytics can help you stay on top of the myriad of mechanics. If at first you don't succeed, keep trying!