

How it might look like / the QOL-Improvements

Shop UI



FPS / PING 140 0
LOSS IN/OUT 0 0

BROWSE ALL GUIDES

Search

BASICS

UPGRADES

Mid Willow

Certified Jännämies

STARTING ITEMS



EARLY GAME



CORE ITEMS



EXTENSION DAMAGE



EXTENSION SURVIVABILITY



RAW STATS



ARMOR AND DAMAGE



ATTACK SPEED AND MISC



REGEN, HP, MANA



CONSUMABLES



GRAB ALL

STASH

☐ QUEUE FOR COURIER PICKUP

Drag items to add to
quick buy

99687

FPS / PING 132 0
LOSS IN/OUT 0 0

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STATS UPGRADES



MS & SUSTAIN UPGRADES



ARMOR UPGRADES



CASTER & MR UPGRADES



AS & DMG UPGRADES



MORE AS & DMG UPGRADES



KYS & POSITIONING



CONSUMABLES



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99999



FPS / PING 143 0
LOSS IN/OUT 0 0

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Q Search

RAW STATS

STATS UPGRADES

MS & SUSTAIN UPGRADES

ARMOR AND DAMAGE

ARMOR UPGRADES

CASTER & MR UPGRADES

ATTACK SPEED AND MISC

AS & DMG UPGRADES

MORE AS & DMG UPGRADES

REGEN, HP, MANA

KYS & POSITIONING

SITUATIONAL

MOST BOUGHT

Remain calm.
Remember: It's only a game.

STARTING ITEMS

EARLY GAME

MID GAME

LATE GAME

GRAB ALL

STASH

Drag items to add to quick buy

99999

Recipes:



GIVE EACH ILLUSION ABILITY A UNIQUE APPEARANCE



Visual effects to distinguish player-controlled creeps



Visual effect for **True Sight**
(allies only)



Visual effect for
Town Portal Scroll delay



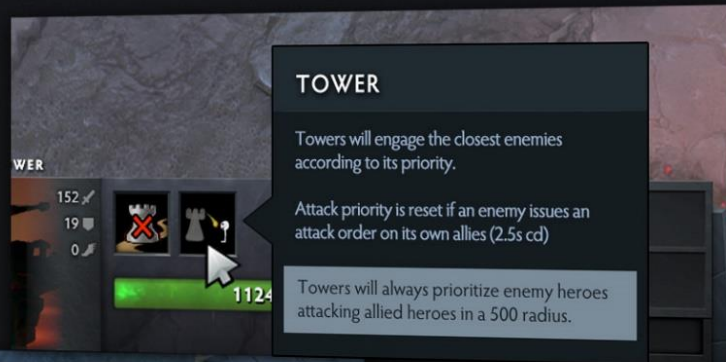
Each circle = 1 second delay on next TP
Not visible to enemies



As a not-so-obvious mechanic, a visual effect could help raise awareness for many players and spectators.

Make more game rules available in-game through tooltips

Towers (aggro mechanics)



Creeps (deny XP, aggro, etc)

Barracks (creep waves)



Attack and Armor Types

Neutral Creeps (stacking, death penalty, etc)



NEUTRAL CREEP

Neutral creeps respawn every minute at XX:00, provided their spawn area isn't occupied by any unit or ward.
First camps spawn at 00:30.

Stacking a neutral camp will give a small gold bonus if the camp is cleared by an ally.

Dying to neutral creeps will set the death timer to a minimum of 26s.

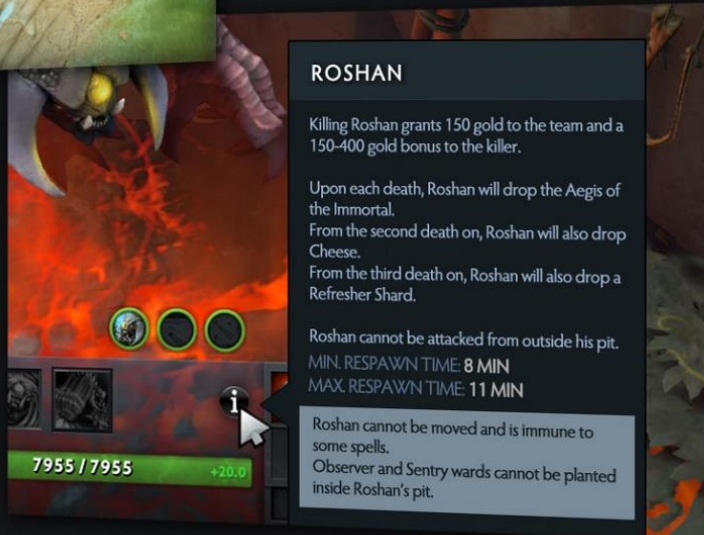
The Gold and XP bounties of neutral creeps increase every 7m30s.

STACK GOLD BONUS: 25%
BOUNTY INCREASE: 2%

Couriers do not block neutral creeps spawn areas.

Runes (respawn time)

Roshan (drops, respawn time, etc)



ROSHAN

Killing Roshan grants 150 gold to the team and a 150-400 gold bonus to the killer.

Upon each death, Roshan will drop the Aegis of the Immortal.
From the second death on, Roshan will also drop Cheese.
From the third death on, Roshan will also drop a Refresher Shard.

Roshan cannot be attacked from outside his pit.

MIN. RESPAWN TIME: 8 MIN

MAX. RESPAWN TIME: 11 MIN

Roshan cannot be moved and is immune to some spells.
Observer and Sentry wards cannot be planted inside Roshan's pit.

and more (buyback, courier, ...)

The game should strive -as much as feasible- to make its own rules available (not "spoonfed") at least somewhere. Learning players should be able to find information about game mechanics when they look for it, in order to take decisions and play on a fair level.

Experienced players may find these tooltips superfluous, but even they could benefit from them sometimes (after a patch, for example).

