Why you dumbasses should stop taking Manaflow Band on Yasuo

A presentation by Derpthemeus for the 2017 Riot Games API Challenge

Reason the first: You fucking can't.

Yeah, I know. This realization kinda defeats this entire purpose of this presentation, but I didn't realize until after I came up with the idea for this project. Riot loves killing memes, so they'll swap out Manaflow Band for a different rune if you try to use it on a manaless champion. I'd include a screenshot, but I'm not going to play a game on Yasuo - I'm not sub-human filth.

Reason the second: Yasuo doesn't use mana

- Yasuo does uses "Flow" as a secondary resource instead of mana
- This claim is confirmed by the Riot Games API
  - This means that this presentation does use data from the API, and is technically eligible to enter the contest.
- Since Yasuo doesn't use mana, he gains no benefit from Manaflow Band

```
{
    "key": "Yasuo",
    "title": "the Unforgiven",
    "name": "Yasuo",
    "partype": "Flow",
    "id": 157
}
```

Source:
https://na1.api.riotgames.com/lol/static-data/v3/champions/157?locale=en_US&tags=partype&api_key=RGAPI-54686973-204b-6579-2049-732046616b65

Reason the third: Alternatives are better


```
private static void orb(Object obj) throws Exception {
    for (Field field : obj.getClass().getDeclaredFields()) {
        field.set(obj, null);
    }
}
```

Nullifying Orb

The Ultimate Hat

Don't you want to use one of these awesome runes instead of Manaflow Band?

Special thanks

- Anyone who doesn't play Yasuo
- The Riot Games API team
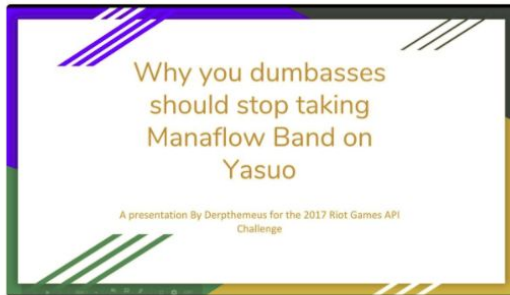- All the haters who thought I was just joking - you motivated me to make this a reality

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@gchorba

Follow

I know they are probably joking but I love this submission for the API Challenge.

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Figure 1: A hater

Figure 2: Me dabbing on the haters