

Final Portfolio of Technical Manual

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Technical Proposal

Introduction

Playing games has been a long-enjoyed pass-time, whether it was a board game classic such as Sorry or Monopoly, or the more recent innovation of Virtual Reality gaming. In addition to the enjoyment a player may receive from playing games, research has shown that there are restorative effects on the brain to be had by players. One such game that has shown itself to be quite popular is League of Legends, players spread across the world.

However, League of Legends is a game that is deceptively involved. Additionally, it is competitive and offers a variety of ways to play the game.

Many players seek to improve and rise the ranks to become a Challenger player (some of the best players universally) but materials for learning are everywhere and difficult to sort through.

Purpose

The purpose of my technical manual is to help players who wish to begin playing league competitively or just for fun, do so with ease.

My manual will help players easily find information to learn how to play the game at a more advanced level. It will also help remove some of the “choice paralysis” from the sheer number of options there are for playing the game.

Topics to Explore

I will guide users through the beginning install and tutorial phase.

After this I will explain the basics regarding roles of the game, each phase of the game, and mechanics used at the Micro-game and Macro-game level.

There are three phases to the game, Laning (Beginning) phase, Mid-Game Phase, and Late Game. Player objectives and play styles should change with each phase.

Micro-game mechanics involve topics of trading, CSing, warding, mechanics, trading, and summoner spell selection.

Macro-game mechanics involve topics of split pushing, pings, objective sieges, and ganking.

Audience

My primary audience for this manual is current players of League. I aim to reach players who wish to improve their current skill-level and discover new ways to play the game. My secondary audience will be people want to start playing videogames and people who want to start playing League, for them this manual will offer a basis to start playing and help them pick what position and champion they want to play.

My initial audience will be the professor of my course (Prof. Keller) and the test subjects who will use a rough draft of my manual and evaluate its clarity.

Methods and Procedure

Throughout the development of this manual, I will be gathering visual resources such as images and icons to help my viewers reference.

My first stage will be to outline the information that I would like to cover. From there I will begin coalescing the information that League provides in the tutorial level. This will require me to spend 20 to 30 minutes going through the tutorial slowly and recording steps and information the player receives.

The second stage will be to start getting information to cover the major gameplay concepts such as runes, wave management, roles, champion types, micro-gameplay and macro-gameplay. This will require considerable time spent reviewing Pro player videos and guides as well as interviews with high-level players. I will first describe the basic idea and the purpose for playing using this concept.

As an example, Wave Management involves controlling the waves of minions that meet in each lane. Controlling wave management can keep you safe from “ganks” (which are ambushes) and deny your enemy lane-mate gold and experience, it can also be important for being able to help your jungler when they move to take objectives.

It is in the third stage where I will begin putting all the information into a technical format. I will be incorporating screen shots taken in previous stages in each section of the manual. The manual will be reviewed by other players for clarity and consistency during this stage. I will attempt to structure the information in a manner that leads the user from the main menu of the game into the game. From there it will try to go from the general to the specifics of the game.

The final stage will involve testing and revising the manual. I will have new or uninitiated players review the document at first to test and make sure the manual has a strong consistency and timeline. I will also observe their gameplay to make sure they are absorbing the knowledge to some extent.

After this revision and basic testing, I will have high-rank players review it and make sure that it aligns with their knowledge, however it is expected that different high-rank players will have different knowledge to some extent. This stage will take approximately two to three weeks since I will be continuously revising and scheduling appointments with players.

Qualifications

While only being a player for five months, in that time I have played over 300 matches for a total time played of 168 hours. While playing ranked I gained a first season rank of silver, the 3rd lowest rank level of 8. While most players typically end their first season in bronze or iron. The two lowest ranks. In addition, I have also received coaching from a Diamond level player (the 3rd highest rank), watched over 1000 hours of guide and coaching videos and have gained mastery rank 5 (of 7) with five separate champions. Lastly, my win rates for Top lane, Mid Lane, and Support are 58%, 54%, and 51% respectively (which is also higher than average).

This combined with the support of high-level players reviewing my work, puts me in the position to provide a high-fidelity manual that will offer a strong introduction into League.

Work Schedule

TASK	EST. TIME	DATE OF COMPLETION
Outline Manual	One Weeks	October 3
Gather Info, Tutorial and Pro Vids	Three Days	October 6
Write First Draft of Manual	Two Weeks	October 20
Test Draft/Set Appointment	Two Weeks	November 3
Pro Review of Draft	One Week	November 10
Revise Draft	One Week	November 17
Submit Manual	One day	November 18

Budget

There will be no significant costs related with this technical manual project. Most of the videos that I will be pulling information from are on YouTube, meaning they are free. Additionally, League is a free-to-play game with the only purchases being cosmetic and accessing content early. Most champions can be unlocked at some point or earned just through regularly playing the game.

The main costs associated with this will lie in printing the manual and driving to meet users whom I intend to observe. The use of images that will require color can make printing a multi-page manual to some extent costly. However, printing two shouldn't cost more than \$30, in the case that both manuals get destroyed the total cost will be \$60. Additional costs would be in travel, since I would like to watch my testers play League after purveying my manual, this may result in a total \$20 cost for gas. The total cost to produce the manual will be \$80 at most.

Call to Action

Gaming has quickly become one of the biggest attractions to arise in the entertainment industry. League alone has spawned the career of numerous entertainers and created jobs for pro-players in the form of coaching and streaming using the major platform Twitch. It has also been proven that videogames can reduce chance of Alzheimer's and it can improve reaction time, among other things.

It is also important to note that videogames provide a way to connect with others, people with immune deficiencies can still interact with people through videogames. As videogames arise as one of the most interactive form of entertainment, they bring a wealth of opportunities and benefits. Learning to play League can help you protect your mental youth, provide you with a form of work, connect you to people who may become your best friend. There is no reason for players to hit roadblocks and give up a potentially rewarding experience. By approving this manual, numerous players can be introduced to a game and reap the cognitive, social, and economic benefits of playing it.

Set of Instructions

Understanding this document and how it is written

This technical manual follows a strict timeline between downloading the game and starting the game then ends with the end of a typical match. However, there are sections that help guide you to what you should be learning and how to practice or things that you need to learn to become a skilled player.

Getting Started on Playing

You want to try a new game and I am here to help guide you and teach you some of what you need to know to learn the game.

Step 1: Go to <https://na.leagueoflegends.com/en-us/>

Step 2: Click “Play for Free”

Step 3: Complete the Registration form.

Step 4: Press the Download Button and wait until the file finishes downloading

Step 5: Open the file and wait until it finishes installing

Step 6: Accept Terms/ Complete Good Community Pledge

Step 7: Set your username for League of Legends

Step 8: Select Summoner’s Rift as your game mode

Beginning the Tutorial

You should have a new account that you just created, and you should have just installed League of Legends. If not refer to the previous section

Step 1: Finish the first portion of the tutorial (basic controls)

Step 2: Select your first Champion

Step 3: Begin Part 2 of the tutorial (more basics)

Step 4: Begin the final part of the tutorial (shop basics)

Step 5: Purchase a Champion

Objectives of the Game

It is vital to take objectives, this will make it easier for your team to win the game, but some of them are also just as important to win the game.

Step 1: Take First Turret

Be careful of sitting on top of the tower, you could get ganked by the jungler and your enemy laner.

Step 2: Take Second Turret

Step 3: Take Inhibitor Turret

Step 4: Take Inhibitor

Step 5: Take Nexus Turrets

Step 6: Take Nexus

Selecting a role for Ranked/Draft/Blind

It is important that you select a role and stick to it when you play ranked. If you do not, then you are going to be throwing the game for people who want to win. Otherwise feel free to play any role you like.

Step 1: Review the options

Step 2: Check your Champions

There are specific champions that are best played in each lane due to how their kit (abilities) is setup.

Step 3: Test in Practice Tool

This tool can help you practice combos for your champion and learn how to CS under extreme stress, which is important

How to Buy a Champion (Blue Essence/Orange Essence)

This is not imperative to learn, but you should still know how to do this for when you would like to try new champions.

Step 1: Go to the Store (Free Champions)

Step 2: Click on Champions

Step 3: Examine the Champions (click champ/learn more)

Step 4: If you like them, click on the blue essence option to purchase

How to play each role

Part of selecting your champion is knowing which role you want to play; they all accomplish some goal or objective that can improve the chances of winning for your team.

Step 1: Top

Step 2: Support

Step 3: ADC

Step 4: Jungle

Step 5: Middle

How to pick runes for your champion

Runes are the most important thing for you to manage outside of the game. Bad runes can reduce the impact you have and can even reduce the value you create, worse yet you could end up feeding.

Step 1: Consider abilities

If you play Mordekaiser or Garen, they have no mana, so runes like “Manaflow Band” or “Presence of Mind” are useless and you lose value.

Step 2: Consider strengths and weaknesses

Step 3: Rune Pages

This will be an in-depth explanation of each rune tree and how they specialize

How to pick the champion you want to play

Think about what you would like to do and what champions in your selected role accomplish that.

Step 1: Champion Select

Step 2: Ban Phase (for Draft and Ranked only)

This phase is very important, you can ban champions that hard counter (make the lane impossible to win) your champion.

Step 3: Lock-in

You can change your runes while you wait, if you need more time to manage your runes, feel free to wait to lock-in. Be careful, if you don't the game will automatically quit, and you could end up waiting 5 or more minutes to get back in the queue.

How to play Laning Phase

The first 15 minutes of the game are laning. This is when each laner should be farming CS, getting kills, and roaming to provide ganks. Jungle needs to focus on farming jungle camps and ganks.

Step 1: Get to Lane

Try to get to lane early, otherwise the movement buff you receive will wear off and you could lose CS and XP

Step 2: CS (kill minions)

It is vital that you remain in XP range of your minions, regardless of whether you are killing them to get gold. Otherwise you are going to be too far behind to provide impact and value.

Step 3: Roam (Priority)

Step 4: Get Kills (don't die)

It is most important that you refrain from dying, you can give the enemy a lead which ends the game before it has even started.

How to play Mid-Game Phase

Laning phase ends around the 15-17-minute mark (sooner the higher rank you are). At this point, you need to start grouping for team-fights, objectives, or split-pushing.

Step 1: Secure Objectives

Step 2: Group

Step 3: Clear waves

How to play Late-Game

There is little to do here, you probably have all six items and dragon soul has been claimed, if not you should work on that. However, the two biggest buffs you can get are Baron and Elder, you need to win team fights and take them. They can help you clear enemy towers or wipe the team easily.

Step 1: Win team-fights

Step 2: Get Baron/Elder

How to play Macro

Macro is map-wide decision making that can carry your team in even some of the worst matchups. It can turn a hard-counter lane into something winnable. It allows you to be a step ahead of your opponents.

Step 1: Producing value

Step 2: Ganks/Assisting Lanes

Step 3: Taking Objectives

Step 4: Map Awareness

Step 5: Warding

Step 6: Pinging

How to play Micro

Micro is how you play your champion and how you play against your enemies. Playing skillfully can give you a lead and help you carry your teammates in hard games.

Step 1: Trading

Step 2: Mechanics

Step 3: Mental

Step 4: Wave Manipulation

Step 4.5: Warding (Vision is important)

Step 5: Positioning

Step 6: Backing (Recall)

Have fun

At the end of the day this is just a game. It is intended to be played recreationally to relax or help keep your reflexes on point. Don't let bad losers and abysmal winners ruin your day.

Step 1: Take breaks

Step 2: Exercise between matches

Step 3: Don't quit the game when you are frustrated

Step 4: It is just a game

Projected Audience

My target audience is gamers. This can be people who game casually or competitively. However, I am also targeting people who are new to games and people who want to play League of Legends.

My target audience should have basic knowledge regarding games, such as knowledge of health and mana. They should also be familiar with concepts such as Crowd Control, Critical Strikes, Skill-shots, Buffs and Debuffs, and Kill-Death ratio.

However, my secondary audience of video-game initiates should not have as deep knowledge of these subjects. In spite of that fact I will not be explaining all of the terms that are present in the game as they arise. This does not mean that I will be neglecting my secondary audience, I will explain content and definitions in a glossary at the back.

League of Legends

A Technical Manual for Beginners and
Learners

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Understanding this document and how it is written

This technical manual follows a strict timeline between downloading the game and starting the game then ends with the end of a typical match. However, there are sections that help guide you to what you should be learning and how to practice or things that you need to learn to become a skilled player.

Requirements to play

The most important part to begin playing is having the pre-requisite hardware. You need a laptop or desktop computer, League is designed to run well on weaker computers, so hardware requirements can be ignored a little bit. However, if you have an ancient laptop, it may run very poorly. So here are the basic requirements:

CPU Speed: 3 GHZ supporting SSE2 or higher

RAM: 2 GB

Operating System must be Windows 7 or newer.

For a Graphics card, it must support Shader version 2.0

You must also have 8 GB of free Disk Space on your hard drive

If you aren't a computer person, don't worry, if your laptop is younger than two years you should be able to run League. Additionally, most laptops or desktops you can buy today can run League. Otherwise, you may need to upgrade your system.

Getting Started on Playing

You want to try a new game and I am here to help guide you and teach you some of what you need to know to learn the game.

Step 1: Go to <https://na.leagueoflegends.com/en-us/>

Step 2: Click "Play for Free"

Step 3: Complete the Registration form.

Step 4: Press the Download Button (a new tab may open) and wait until the file finishes downloading. You may close the window when done downloading

Step 5: Open the file and click install then wait until it finishes installing. Login when it finishes installing.

Step 6: Accept Terms/ Complete Good Community Pledge

This pledge simply states that you will play respectfully and play to win, not to make it difficult for other players to win.



Step 7: Click play and then set your username for League of Legends

Step 8: Select Summoner's Rift as your game mode

Beginning the Tutorial

You should have a new account that you just created, and you should have just installed League of Legends. If not refer to the previous section

Step 1: Finish the first portion of the tutorial (basic controls)

Right-clicking on the map or mini-map will cause your character to move to that location in the game.

Left clicking will display the stats of an entity in the upper left-hand corner of the screen.

The B key will activate your Recall, which after 8 seconds will return you to your base.

You will use the Q, W, E, and R keys to activate your champion abilities (depending on the champ). Some may have a prerequisite, like Lee Sin's Dragon Kick which requires you be near an enemy to use.

The D and F keys on your keyboard are used for summoner's spells.

The number keys 1-7 can be used to activate the Active Ability of certain items. You can press escape to bring up your settings menu.

Step 2: Select your first Champion

After the first part of the tutorial, you will be given a champion free of charge. You can pick who you like, however note that Darius is a typical top lane champion, Ahri is mid, Master Yi is jungle, and Miss Fortune is an ADC.

Step 3: Begin Part 2 of the tutorial (more basics)

You have full access to the map in this part of the tutorial. So, I will go over the basic layout of the map with you. You can skip this part and come back to it later if you so choose. There will be a lot of information in this section. Additionally, detailed descriptions and images of the monsters are available in the Monster Compendium at the end of the manual.

This is the Summoner's Rift. Each blue icon is a friendly structure, the red icons are enemy structures.

The green icon at the far back, behind all the towers, is the shop. You must be close in order to buy items.

Each small orange diamond is a minor jungle camp. The larger orange symbols are major jungle camps.

The small green icons are jungle plants which can provide vision, launch you short distances, or restore health and mana.



The lanes are as follows

- Top Lane

This is top lane, obviously it takes longer to get to top lane than mid lane.



- Mid Lane

This is mid lane, while it is fast to get into lane, the number of vulnerabilities you have are great, watch for the enemy jungle



- Bottom Lane



Allies will appear as their champion portrait with a blue ring around them.

Enemies will appear as their champion portrait with a red ring around them. However, they will most likely be hidden in the dark areas. These dark areas are known as the Fog or Fog of War. Friendly structures, wards, and allies will grant vision through Fog.

Minions will appear as small circles that are colored for their team. Super minions will be a large circle colored appropriately.

Honey fruit – will restore some health and mana but will slow you down slightly for a short time.

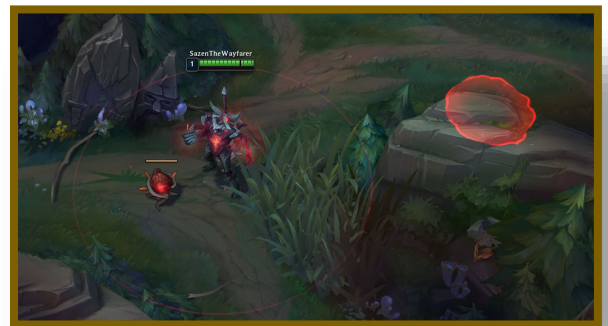


The honey fruit must be struck in order to release the fruit. It can be invaluable and help you stay in lane longer.



Blast Cone – will launch you a short distance indicated by red circle.

Brush – The bush next to the cone can be entered. While inside, your location is obscured unless an enemy or ward is in the bush. They will also form a vision wall, so you can't see on the other side of them.



Scryer's Bloom – will reveal all objects in the path of the effect. It will launch its effect in a cone away from you.

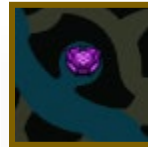


The large red symbol in the small alcove on the south side of the map is the Fire Drake. There will be similar green, gray, and brown ones for the other dragons each symbolizing ocean, wind, and earth.

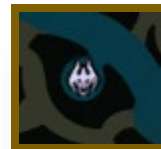
The large purple symbol in the small alcove on the north side of the map is the Rift Herald.



At 19 minutes the Rift Herald will be replaced with Baron, whose symbol is shown.



After Dragon Soul has been claimed, the Elder Dragon will spawn in the southern alcove, its symbol is shown.



Step 4: Begin the final part of the tutorial (shop basics)

Major changes are occurring in the shop, for the purposes of this manual's time constraints, the specifics shan't be covered.

However, in order to bring up the shop menu press the P key of your keyboard.

You can double click the left mouse button to purchase an item or single click the right mouse button.

You can only purchase items within the small area near the shop.

You can only hold 6 items, so choose wisely.

Step 5: Purchase a Champion

Objectives of the Game

It is vital to take objectives, it is necessary for your team to win the game, but some of them are also just as important to help win the game. Since there are three sets of turrets and inhibitors before the Nexus and its turrets, it doesn't matter what lane you do this for, but you must do them in the order below. If the first turret is still up, then nothing behind it will be targetable.

Step 1: Take First Turret

The turrets, as you should already know, do a lot of damage.

However, you may not have gathered that the damage they do will increase as they launch shots at champions.

The damage that they build up will return to normal after no champion takes damage from a tower shot.

Minions do not feel this effect and take set amounts of damage.



You should know that the first turret has plating, which is defined as sections of health with black lines between them. As each one is destroyed, it will award 160 gold to one player, or split it amongst multiple champions. Every turret after this will have no plating and flat armor/magic resistance.

Important notes:

- The Turret will gain resistance as you destroy each plate, at 14 minutes, plating will fall off.
- Turrets gain damage over the course of the game
- Turrets will take more damage with minions beneath it
- Turrets will prioritize cannon minions after killing the minion it is currently targeting
- The first turret to be destroyed will award an extra 150 gold to the team that destroyed it.

Be careful of sitting on top of the tower, you could get ganked by the jungler and your enemy laner.

Step 2: Take Second Turret

Step 3: Take Inhibitor Turret

Step 4: Take Inhibitor

When you destroy the inhibitor, your Super Minions begin spawning. These minions will have a massively increased health pool and resistances. However, they will only offer the same gold that a cannon minion would award. Hence, these inhibitors can turn the tide of a game.

Step 5: Take Nexus Turrets

Step 6: Take Nexus

If the nexus is exposed then smack it as hard and frequently as you can, by stopping you only give the enemy a chance to recover and win the game. However, there will be times for you to stop and retreat when the enemy team respawns, and you need to take another objective to prepare for a push.

Selecting a role for Ranked/Draft/Blind

It is important that you select a role and stick to it when you play ranked. If you do not, then you are going to be throwing the game for people who want to win. Otherwise feel free to play any role you like.

Step 1: Review the options

There are five options, Top, Mid, ADC, Support, and Jungle. Each one of them has a different playstyle and different champions that are best for the role. You can review their general playstyle later in the document under How to Play each role, from there you can select your desired role.

Step 2: Check your Champions

There are specific champions that are best played in each lane due to how their kit (abilities) is set up.

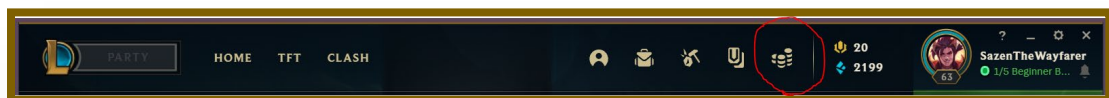
Step 3: Test in Practice Tool

This tool can help you practice combos for your champion and learn how to CS under extreme stress, which is important

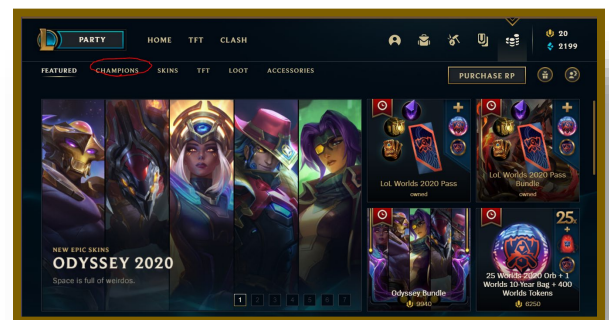
How to Buy a Champion (Blue Essence/Orange Essence)

This is not imperative to learn, but you should still know how to do this for when you would like to try new champions. Orange Essence is the in-game currency you use to buy skins, you should not have any yet. Blue Essence is used to buy champions, you should have around 3900 if you completed the tutorial

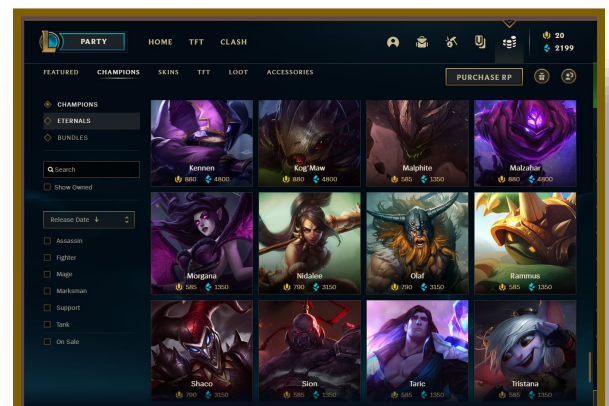
Step 1: Go to the Store (Free Champions). Click on the three piles of coins near the top of the screen.



Step 2: Click on Champions

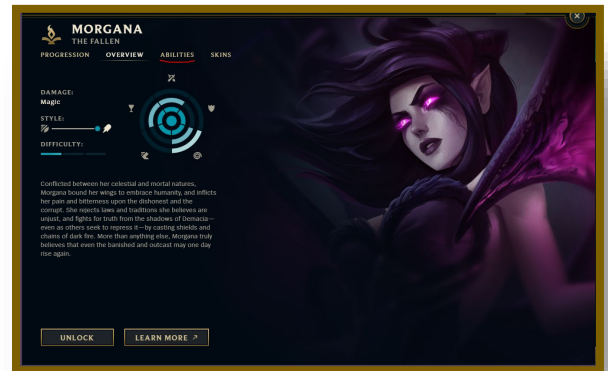
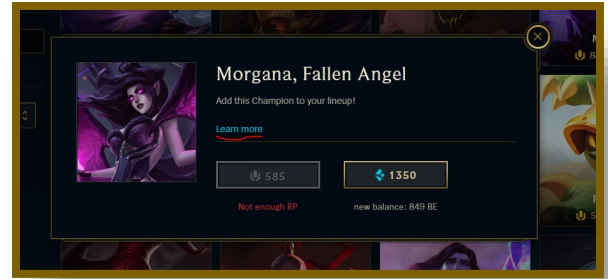


Step 3: Examine the Champions (click a champ/then learn more)



Step 4: If you like them, click unlock or click on the blue essence option to purchase.

In this case I like Morgana, she is a support character and has some good abilities and sustain for in-lane combat. Just go back to the original screen, you can do this by clicking the X in the upper-right corner. If you have enough Blue Essence and click the option, the purchase will happen instantly



How to play each role

Part of selecting your champion is knowing which role you want to play; they all accomplish some goal or objective that can improve the chances of winning for your team.

Step 1: Top

Top is the best role to learn the basics of the game. It is a One-versus-one lane, with few responsibilities. This allows you to focus on the basics of trading, minion farming, and Recall timing. Your job is to survive or win lane and turn into a tank or bruiser and act as a frontline for your team. However, there is some fluidity with what Top is responsible for doing. Hence, you may see ADC type champions in top lane. Garen and Mordekaiser are good examples of top champions you may see.

Step 2: Support

This one is probably the 3rd hardest role to learn, in my opinion. It requires little farming, but you at times need to be passive and you can't carry the game if your team isn't as skilled. You also can't take kills; those should be saved for the ADC. Support works in the Bottom Lane with the ADC. As support your entire job is to help the ADC get kills

and get ahead. Champions like Thresh do this with the use of a hook that pulls enemies out of position. Soraka is a champion which uses healing to give her allies an edge.

Step 3: ADC

ADC stands for Attack Damage Carry; this role requires you to get kills and chunk the enemy health down. However, it is important to master positioning to avoid getting killed, ADCs tend to be squishy with low health pools. This role is ridiculously difficult to play well, since it requires positional perfection to survive more than a little while in a team fight.

Step 4: Jungle

Jungle has no lane, instead the areas in between the lanes is the Jungler's domain. Your job as jungler is to farm your jungle camps and gank lanes, additionally you need to stay alive for objectives like Dragon or Baron so you can use Smite on it to either secure or steal the objective.

One major concept for junglers to work on is pathing, which is the speed and efficiency that take your jungle camps with.

The point of the Jungler's pathing is to get them to as high a level as possible before the enemy jungler while keeping high health. If this is gained, then you can claim the scuttle crab without or little contention. You can even make more successful ganks. This will be key to optimizing the time you use, it will be important look up different pathing for different junglers, Master Yi will have a different path from Kindred or Graves.

The jungler also must decide who to devote time to, when a teammate is doing poorly you may want to avoid devoting resources to them. However, if their enemy laner is pushing up one tower, consider their strength and decide whether to move in for a kill.

Step 5: Middle

Middle is probably the hardest or 2nd hardest role in the game. You need to be capable of balancing CSing, with trading, Recalling, and roaming. Additionally, being in the lane in between both sides of the jungle makes you a target for enemy ganks. It is important for you to have strong game knowledge and good mechanics. Middle can fill several roles, but they mostly act as either assassin's that chunk down enemy champions or spellcasters who poke at the enemy from afar.

How to pick runes and summoner's spells for your champion

Runes are the most important thing for you to manage outside of the game. Bad runes can reduce the impact you have and can even make it hard to survive, worse yet you could end up feeding. However, until around level 10, you don't have access to runes so don't worry about them too much in the beginning.

Step 1: Consider abilities

If you play Mordekaiser or Garen, they have no mana, so runes like “Manaflow Band” or “Presence of Mind” are useless and you lose value.

Sudden Impact provides lethality after a dash, leap, charge, or teleport. Not having any of these movement abilities makes it useless. Lucian has a dash which can come off cooldown quickly when you learn to play him, making it useful in certain situations.

Step 2: Consider strengths and weaknesses

If you play a champion like Master Yi or Jax who relies on attack speed, taking Legend: Alacrity (which boosts attack speed) can give you an early edge. However, against a team with a lot of Crowd Control you can get stun locked for upwards of 3 seconds, which is a long time in the game. In this case you may want to take Legend: Tenacity which decreases the length of stuns.

Step 3: Rune Pages

All the information on Runes is available in the League Client, it tells you exactly what they do. I will be offering a little guidance and links to websites with Rune pages for champions.

At level 10 you unlock your first customizable rune pages.

You can modify rune pages using the League client or during champion select for a match. It is important that you modify them during champ select. Otherwise you won't be able to adapt to different enemies.

An example of the importance of this:

If you play Mordekaiser in top lane for practice, but suddenly get put into an ADC role by the game matchmaker then you would want to change your runes to something more effective for them.

Mordekaiser uses a Conqueror build, but that same build is far less effective for most ranged ADCs. Since melee strikes provide 2x as much power from the ability than ranged champions would.

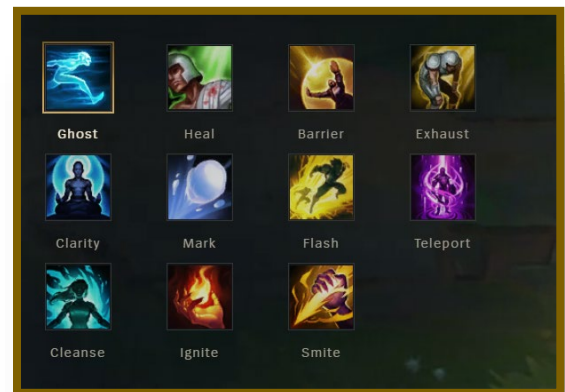
If you decided to play Lucian, you might switch Conqueror to Press the Attack.

Runes are very basic but there is a lot of information to be covered, as such it would best to research using websites such as the below to get your rune pages.

- MobaFire
- League of Graphs
- Champion.gg
- Mobalytics

Step 4: Summoner's Spells

1. Ghost – For 10 seconds gain increasing movement speed, gaining time on takedowns.
2. Heal – Restore up to 345 health and gain some movement speed for you and an ally
3. Barrier – Shield yourself for up to 455 damage for a short period.
4. Exhaust – Reduce movement speed and damage dealt by an enemy
5. Clarity – Restore Mana and ally's mana, not available for Summoner's Rift
6. Mark – through a snowball that marks an enemy, upon reactivating, you will travel to that target.
7. Flash – Teleport a short distance near your cursor, can be used to move through walls.
8. Teleport – Teleport to an allied structure or minion after a short channel.
9. Cleanse – Removes all disables and reduces incoming disables by a significant amount
10. Ignite – deal up to 410 damage over 5 seconds, this will grant vision and reduce healing on a target
11. Smite – deals up to 1000 damage to epic, large, or medium monsters or minions. It will restore health based on max life.



You can only ever use two of these spells at a time for a match, and they have large cooldowns.

Most players always take Flash, it allows for quick escapes and daring plays. You must balance the current variables of the situation to get value out of it, using it sometimes can result in you getting killed or may not save you when you use it. Be careful to avoid this.

Top takes Teleport or Ignite as their second ability. Ignite provides Kill Pressure, meaning that it can deter enemies from trying to kill you or engage in fights.

Teleport applies Map Pressure, which forces the enemy to consider you moving in during certain fights. It can deter certain fights and allow you to make game winning plays.

Middle will take Ignite and Flash, normally.

ADC will take Flash and Heal, heal allows them to get a last-minute health boost to outlast enemies or survive getting last hit.

Support will take Flash and either Ignite or Exhaust. Ignite can help finish off low enemies and Exhaust can stop the enemy ADC from doing significant damage.

Junglers will take Flash and Smite, Smite allows you to stake a claim on major objectives like Scuttle, Dragon, Baron, etc. Since you can deal a large amount of damage instantly, you can steal the objective or secure it. It also allows you to get lifesaving health from monsters in the jungle.

How to pick the champion you want to play

Think about what you would like to do and what champions in your selected role accomplish that.

Step 1: Champion Select

Here you will select one of the champions from the free rotation, or one of the ones you have unlocked. You can reorganize them based on their role or search for them by name.

Step 2: Ban Phase (for Draft and Ranked only)

This will work similarly to champ select, pay attention so that you don't accidentally ban a teammate's champion.

This phase is very important, you can ban champions that hard counter (make the lane impossible to win) your champion.

Step 3: Lock-in

When you feel ready, go ahead and click the button at the bottom labeled "Lock-in" then you will just have to wait for the other players.

You can change your runes while you wait, if you need more time to manage your runes, feel free to wait to lock-in. Be careful, if you don't the game will automatically quit, and you could end up waiting 5 or more minutes to get back in the queue.

How to play Laning Phase

The first 15 minutes of the game are laning. This is when each laner should be farming CS, getting kills, and roaming to provide ganks. Jungle needs to focus on farming jungle camps and ganks.

Step 1: Get to Lane

Your lane will remain yours the entire game, however you will not be in lane the entire game, nor should you. At times (if you are top or bottom lane) you will be asked by your jungler to help, they may "leash". At this point you will follow the jungler to their chosen monster, you will help them kill it, but do not kill it! You will be taking valuable money and a valuable buff from the jungler and put them behind significantly.

Try to get to lane early, otherwise the movement buff you receive will wear off and you could lose CS and XP

Watching what time your enemy laner gets into the lane can tell you where the enemy jungler may be, since the enemy laner may have been helping the jungler with their first monster.

Step 2: CSing (killing minions)

Minions will begin to spawn at 1:05 and then every 30 seconds. They will come in waves of 3 melee and 3 casters. Every third wave will spawn with a cannon in between the melee and casters. This will increase in frequency with length of the game.

Killing minions is the most important thing you can do right now. It will award you experience and landing the killing blow will award gold. Missing out on either of these will put you severely behind, but experience. There are four types of minions, the casters, the melee, the cannon, and the super minion. Each one has different attributes and offers different amounts of gold and experience.

- Casters deal more damage than melee and award 14 gold and 30 xp



- Melee deal less damage but are tankier, they award 21 gold and 60 xp



- Cannons deal more damage and are tankier, they award 63 gold and 93 xp



- Supers deal the most damage and are the tankiest, they also buff nearby minions, making them tougher. They will award 60 gold and 93 exp.



- All minion gold will increase over time.

It is vital that you remain in XP range of your minions, regardless of whether you are killing them to get gold. Otherwise you are going to be too far behind in levels to provide impact and value.

Step 3: Roaming (Priority)

During laning phase, you may find that your minions are on top of the enemy tower. You can either pick at the tower for plates or you can roam to assist the jungler or other lanes. However, you need to be quick, once the minions reach the opposing tower, they will slowly push back. If enemy minions reach your tower and you aren't present, then you will lose gold and experience. It is possible to generate a lead or even win a lane with a good roam.

Step 4: Getting Kills (and not dying)

Getting kills in lane can help you control and win the laning phase. You can accomplish this through bursting the enemy or trading with them. Your biggest concern should be remaining alive through the laning phase to avoid making the enemy stronger than they need to be.

It is most important that you refrain from dying, you can give the enemy a lead which ends the game before it has even started.

Trading is basically hitting the enemy when they move up to kill a minion or get out of position. They may hit you when you move up to kill a minion, in this case you will want to try and hit them a little bit but try to move away to avoid extending fights (in some cases you may want to extend the trade when it suits your champion).

When you are in a melee vs. ranged match-up, it is best to stay away from the enemy and let them push toward your tower.

Bursting is the act of dealing a large amount of damage in a short amount of time. Certain rune setups are good for this, but certain champions are also great for this. Pantheon and Talon both have good burst damage, especially with Electrocute for their keystone.

How to play Mid-Game Phase

Laning phase ends around the 15-17-minute mark (sooner the higher rank you are). At this point, you need to start grouping for team-fights, objectives, or split-pushing.

Step 1: Securing Objectives

You can either take towers or the epic monsters in the jungle, this will be the dragon, rift herald, or dragon. Getting the dragon soul, you can do this by killing four dragons, will provide you with a serious boost in strength, defense, cooldown reduction, and health regen. This can turn the tide of the game or ensure victory.

Step 2: Grouping

You may need to group in order to start winning team-fights and contest the three epic monsters. Without a team grouping, you will most likely get picked off, one-by-one.

Step 3: Clearing waves

While you should no longer be in lane, you still need to clear waves, otherwise the enemy champions will split push your towers and destroy them. This will give them more gold and breathing room during fights.

How to play Late-Game

There is little to do here, you probably have all six items and dragon soul has been claimed, if not you should work on that. However, the two biggest buffs you can get are Baron and Elder, you need to win team fights and take them. They can help you clear enemy towers or wipe the team easily.

Step 1: Winning team-fights

Team-fights will be key in the late game, if the enemy team is dead then you can take objectives for free and push to end the game.

You can learn how to fight in team fights through experience. Generally, you need to be patient and wait for enemy missteps, if you see someone overextended solo pushing a lane, then hunt them down. This can give you an edge over a coming fight.

There are some basic targeting priorities you should have in team fights.

1. ADCs – they do a lot of damage but are squishy so it can make team fights easier to survive if they are killed first.

2. Supports (Squishy) – these guys can impart powerful buffs and or provide healing making winning a fight difficult or impossible, however these champions depending on who they are should be targeted first over ADCs.
3. Assassins – These guys may need to be targeted first if they appear suddenly, they can kill one of your ADCs or squishy supports instantly in some cases. However, once they use their abilities it may be hard for them quickly kill anyone.
4. Tanks/Bruisers – These champions will have a lot of health and may be able to deal good damage, but if these guys are focused the enemy ADC could quickly get to work on one of your teammates. So, they may be best saved for last.
5. Supports (Tanky) – These champions will have high resistances and health; however, they may have no damage, but gain their effectiveness from stuns or other special effects.

Step 2: Getting Baron/Elder/Dragon Soul

These two objectives will easily turn the tides or secure a game. They are tanky and powerful, dealing damage that could easily kill most champions try to solo the objective. You will need your team for to tackle these objectives, so you will have to coordinate with your team.

Baron is the large snake like creature that spawns at minute 19 on the north side of the map in the river. It confers, upon death, two buffs and 300 gold per player. The first buff will provide you with an empowered recall speeding it up to take a mere 3 seconds.

The second buff will empower your minions increasing their range, damage, and health. It also confers upon you increased AD and AP (two attack stats).

The Elder dragon buff (aspect of the dragon) will cause enemies to take 75-225 damage over 2.25 seconds.

The buff also reduces enemy health by 20%. They will have the same amount but once being damaged beneath 20% health then enemy will take the last 20% of their health as damage, instantly killing them.

Part of taking baron is knowing when you can take it, if the enemy team has been wiped or is trying to stop minions flowing into their base then you will most likely have time. Try to ensure that you have a full team to do it quickly, your team composition will also affect this, but that is too specific to go into detail.

How to play Macro

Macro is map-wide decision making that can carry your team in even some of the worst matchups. It can turn a hard-counter lane into something winnable. It allows you to be a step ahead of your opponents. Each component of this section fits together like pieces of a puzzle, no single section is better than the other, but they all come together to form a method of playing that makes the game quite cerebral.

Step 1: Producing value

If you ever find yourself sitting in lane waiting for minions to arrive or find yourself sitting indecisively in their lane or in the jungle, then you are actively harming your teammate's chance of winning.

You should always seek out ways to gain gold, steal value from the enemy team, or gain information.

You can do this by moving back to your lane during late game to push the minion wave back, you could go into the enemy jungle and ward or steal enemy camps, additionally you could try to rally your team at an objective or try to make picks on enemies who are out of position.

For certain champions making value can be as easy as showing up on one part of the map, it will force the enemy team to decide as to whether they should engage you. This concept is called Map Pressure.

Step 2: Ganks/Assisting Lanes

When you push the wave underneath the enemy tower you can't safely remain if the enemy champion is present underneath the tower. This means you must either wait for the enemy wave to push toward you, try to tower dive, or recall and buy items. However, in some cases this is too risky or produces too little value.

This is the time to roam, you can go hunt down enemy jungle camps or head to lanes where the enemy is pushing too far to help your ally secure a kill and thus a lead in the game.

Step 3: Taking Objectives

It will be important to balance farming and picking enemies with taking time to capture objectives like the dragon, rift herald, towers, or even Baron and Elder. Part of this macro aspect is understanding where enemies are and where they aren't and manipulating this to get kills or take objectives.

If you get a kill on the enemy laner during laning phase and your jungler is near, it may be a good move to invade or take an objective.

Step 3.5: Split Pushing

Split pushing is the act of pushing side lanes like top and bottom. This will apply Map Pressure, which is forcing your enemies to act or limiting their actions by closing off routes of escape/travel. As a split-pusher it is important to be able to 1v1 enemies or escape when you are being ambushed.

Certain champs are good at this, others not so much. NEACE has a good video on split pushing which is far more in-depth than what is here.

When split pushing you will be taking a lot of structures, such as turrets and inhibitors. While taking these is great, dying for them is not, value you produce from taking a turret or inhibitor can be nullified by your death. If you are close to taking a tower and you see any group of enemies approaching, then just run away from the turret and come back later.

A key point to be made regarding split pushing, is that your team will be at a disadvantage in team fights. However, doing this effectively can help you win games regardless.

Step 4: Map Awareness

Map awareness will let you know where enemies are and what they are doing. This awareness involves warding and taking time to look at the map. While not entirely complicated, you need to constantly think about where enemies may be and when they are not present on the map. It requires active thinking, prediction, and game knowledge, two of which only begin to be learned with time.

Another important part of awareness is using TAB to bring up the scoreboard, you can view the general strength and build of each enemy. At the top there is the dragon slots, indicating how many dragons each team has destroyed. Also, you can see the item builds of each player, allowing you to counteract or deal with some of their builds.

At the very top, you can see the timer for respawning each of the four major jungle monsters, the baron/rift herald, and the dragon.

You can see the scoreboard on the next page



Step 5: Warding

Warding is the act of using your yellow trinket or red control wards (not to be confused with the red oracle lens trinket).

This grants you vision of areas on the map that you can't normally see; this can improve your awareness of what is going on in certain parts of the map.

It tells you if the enemy is getting ready to gank your lane or are going to take an objective. At the same time, you will need to use control wards (or the oracle lens) to root out enemy wards and reduce their vision to open them for ganks and obscure your movements. Warding is an intricate art, information on videos that explain this further will be included in the learning compendium glossary.

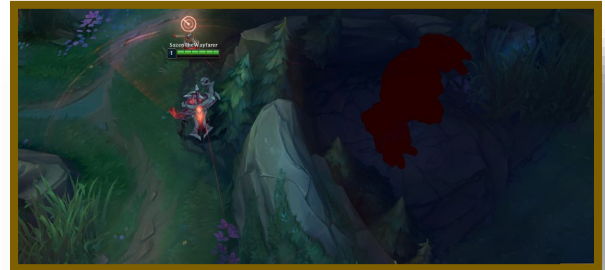
Yellow Trinket – reveals surrounding area for two minutes and is hidden from enemies. Can be exposed by turrets and red trinket.

When you use the Red Trinket or a Control Ward, you will notice that it doesn't destroy the ward. It disables it, meaning it won't provide vision for the enemy anymore.

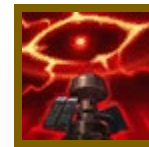
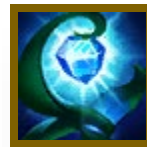
This is indicated with some static around the ward.



Red Trinket (Oracle Lens) – An item that reveals traps and wards and disables them. It will sweep area for 10 seconds. Notice below that the lens is revealing an enemy hidden behind a wall.



Farsight Alteration (left) – A ward with a greater cast distance, however they have a smaller radius of vision and are not hidden from enemies.



Control Ward (right) – A ward which reveals other wards and disables them.

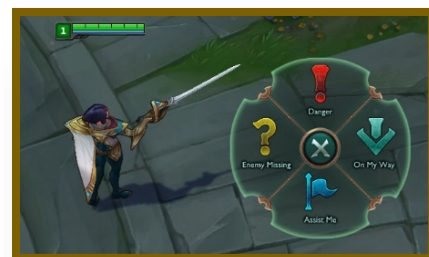


Note the Control ward above and the Farsight ward below in the image to the left.

Placing wards in bushes grants vision in the bush and beyond it. Placing them outside will only grant vision around the bush.

Step 6: Pinging

Pinging is the use of the alt key then clicking and holding your left mouse button to bring up a set of indicators for the map. Each one has a specific meaning.



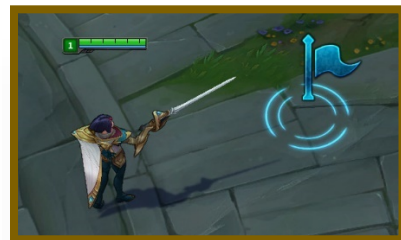
The Red indicates danger. You can spam ping on a teammate to indicate an enemy is on the way or that they are pushed too far.



The Arrow indicates that you are moving to a certain location. You can use it to indicate you are going in for an ambush or want to take an objective



The Flag indicates that you want some help with an objective or need help with an opponent.



The Question mark indicates that you don't know where an enemy is, you will use this to indicate your lane opponent has left lane to your teammates.



Step 7: Itemization

Currently there are changes being made in the game to the item system, as such I am going to neglect this section until the new changes come out. However, there are plenty of videos you can watch for reference to itemization.

How to play Micro

Micro is how you play your champion and how you play against your enemies in second-to-second gameplay. Playing skillfully can give you a lead and help you carry your teammates in hard games.

Step 1: Trading

The idea of trading involves hitting the enemy once or twice during short fights in the laning phase. The idea is to try and weaken the enemy for an all-in or push them out of the lane so that they cannot get experience or CS.

If someone walks up to kill minions, then hit the enemy champion to punish them.

If someone walks up to hit you, then hit the enemy champion to ensure they must pay for their misstep.

Letting someone farm for free can help give them the edge they need to carry their team.

Step 2: Mechanics

Mechanics is the efficiency and skill with which you play your champion. Some champions are straightforward and require little skill to use.

Champions like Lee Sin, Akali, and Talon are great examples of mechanical champions who require practice to perfect their combos.

I can't suggest anything regarding this, because mechanics are different for each champion and that is too complex for the purposes of this manual. However, there are numerous YouTube videos to watch and using the practice tool on your champions can help improve your skills.

Step 3: Mental

Mental is the current mental state of you, your opponents, and teammates. Mental is like a life bar, but for your brain. As you lose it, you will play with less integrity. Certain things can degrade your mental, it depends on your disposition in the game and towards things. If you are highly competitive then you may lose mental faster than someone who is less competitive.

Examples of things that can degrade mental are emoting on someone after killing them, emote spamming, and losing CS. Playing poorly can cause you to lose mental since the game becomes less fun and probably irritating.

Improving Mental is a little harder but ensuring to encourage teammates and not pressure them for bad plays can reduce strain.

Using methods that degrade mental is kind of a jerk move but being aware of actions others may take and what affects you can make you a better player.

Step 4: Wave Manipulation

Wave manipulation is a core game mechanic that you can use to deny the enemy gold and experience. It is using the basic nature of waves to halt their advance or to push them quickly to the enemy tower. The basic nature of waves is this:

The wave will meet in the middle of the lane, during their fighting one set of minions will push toward the opposing tower, however which side does this is random. After the minion's push, they will continue pushing till they reach the tower, once they reach the tower they will be destroyed and then the opposing minions will begin their push toward the opposite tower. This cycle continues if it is uninterrupted.

You can interrupt this in two ways, by pushing and freezing the wave.

Pushing requires you to kill minions, fast pushing involves killing minions quickly using abilities and basic attacks to kill them as quickly as possible. You do this to push the wave to the enemy tower.

Slow pushing involves killing minions slowly, only last hitting minions. This will help prevent you from going too far in the lane, making you less prime for ganks.

Freezing is the act of selectively culling the minions so that the wave will equilibrate at its current position

Step 4.5: Warding (Vision is important)

Warding is vital for both macro and micro play; it can determine whether you try to all in an enemy or whether you fall back. Additionally, wards can be used by certain champions to aim abilities or jump to, in the case of Senna and Lee Sin.

This is a major reminder; warding will help you win games because you know what the enemies are doing and can counteract their actions or avoid them.

Step 5: Positioning

Positioning is the act of placing yourself in spots to protect yourself, defend other teammates, block escape routes, and apply pressure.

Understanding enemy's abilities and your own will help you best manage your positioning. Knowing that you have range should tell you that you can kite (walk away)

from an enemy while landing damage on them. Thresh has a hook ability that will pull you in, if you poke from behind minions then Thresh can't reach you as easily.

Step 6: Backing (Recall)

Backing is important, it allows you to replenish refillable potions, buy items, and in some cases restore health that you have lost because you are trading or surviving ganks.

Generally, you should back always when you are low on health. By dying you will lose all agency and map pressure.

You can also back after getting your minion wave under the enemy tower.

You shouldn't back when the enemy minions are under your tower.

Backing also works to allow you to return and defend your base, however you shouldn't always back for some objective you are losing because they may be unsalvageable. If multiple enemies are hitting a tower or inhibitor, then you should continue pushing your lane to get objectives while they take a tower or inhibitor. However, if the enemy is on top of your Nexus turrets then you should return to protect your Nexus unless you can backdoor the game

Have fun

At the end of the day this is just a game. It is intended to be played recreationally to relax or help keep your reflexes on point. Don't let bad losers and abysmal winners ruin your day.

Step 1: Take breaks

Sitting for extended periods is going to be bad for your body, taking a break to walk around, stretch or exercise can help relax you.

Step 2: Exercise between matches

Exercise is good for the body and can distract you from previous games. Exercise has been shown to improve reaction time and improves blood flow to the brain, making it easier to process or think about strategies.

Step 3: Don't leave a game when you are frustrated

While you may be tempted, you are only hurting yourself and your teammates when you leave.

Step 4: It is just a game

Remember at the end of the day this is just a game that has no bearing on your value as a human being.

Monster Compendium

This will list and display all the monsters and some of their nuances. This will be important for getting good at jungling. The monsters have a health pool and a patience pool, the pool will decrease when you are sufficiently far away from the spawn or the monster can't find you. Once it depletes the monster regenerates it's health quickly and returns to its spawn location.

- Red Buff (Red Brambleback) – this is the large red monster found on the north and south side of the jungle. This creature offers 100 gold and a powerful buff that provides increased health regen and causes basic attacks to slow while dealing true damage over time. This monster is also weaker to physical damage. This buff lasts 120 seconds.



- Blue Buff (Blue Sentinel) – The large blue rock person found on the east and west side of the jungle. This creature offers 100 gold and a buff which offers increased mana regen and CDR. It is weaker to magic damage. This buff lasts 120 seconds



- Gromp – The large frog near the blue buff, to its left on the east side and to its right on the west side. Offers 105 gold and will restore health and mana on kill. Weaker to magic damage, however it has ranged attacks.



- Murk Wolves – The set of wolves near the blue buff, south of it on the east side and north of it on the west side. Offers 55 gold for the larger wolf and 15 per smaller wolf.



- Raptors – The group of little birds near the Brambleback, north of it on the south side, south of it on the north side. The large raptor offers 45 gold and the smaller ones offer 8.



- Krugs – the rocks near the Brambleback, north of it on the north side of the map, south of it on the south side. When you kill a Krug, it will break into two smaller Krugs. Largest offers 42 gold, the second largest offers 7 gold, the smallest offer 12 gold.



- Scuttle Crab – the green critter that runs back and forth in the river.
- Non-hostile, she won't attack you ever. She will grant 70 gold and provide a ward/speed shrine in front of the alcove which you kill her near.
- The Shrine will provide vision and speed to you when you walk through it. The shrine will last 90 seconds. It spawns with a shield as of 10.23 (current as of 11/19/2020)



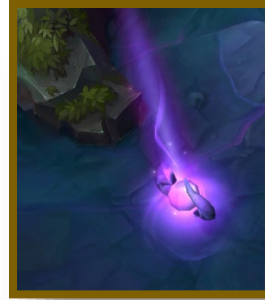
- Rift Herald – the large creature that sits in the north alcove on the map. Provides 100 gold and drops Eye of the Herald, which may only be retrieved by someone on the slayer's team.



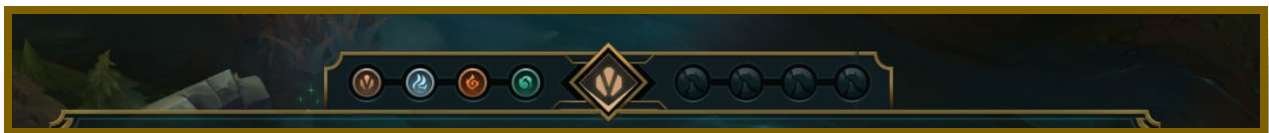
- Striking its eye (when it is open) can deal heavy damage to the herald.



- While holding the Eye, recalls are empowered providing a 4 second channel to return to fountain.
- The Eye once dropped by the Herald will despawn after 40 seconds. The Eye, once picked up, will last 240 seconds.
- Upon using the Eye, it will spawn the Herald which will advance down the nearest lane and charge turrets dealing 70% of their health as damage.



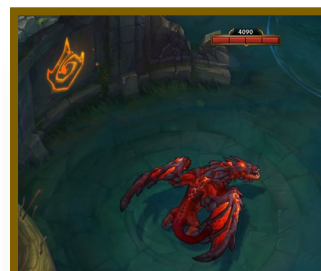
- Drake – The large dragon that sits in the south alcove on the map. Each one drops 25 gold to the killer and provides a buff to the team. All the mini-buffs and the final Soul are permanent buffs. On the side of the alcove, will be a symbol indicating the next dragon to spawn or the currently spawned dragon.
- The Dragon Soul is provided when you kill five dragons and it confers the Soul of the last dragon you killed, killing an Ocean drake will provide the Ocean Soul.
- In the below case, I have killed a Mountain, Cloud, Fire, and Ocean Drake, the last dragon was Mountain so now I have Mountain soul. (This precludes the enemy team from unlocking any dragon buffs)



Infernal – provides a damage buff

Provides 4% per infernal killed

Soul provides a small explosion that does significant damage.



Cloud – provides ultimate CDR

Grants 10 ability haste per Cloud killed

Soul provides a movement speed boost and a larger boost after casting your ultimate.



Mountain – provides armor and magic resist

Provides 6% resistance boost per Mountain killed

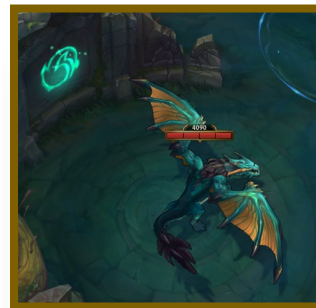
Soul will confer a shield once you have not taken damage for 5 seconds.



Ocean – provides improved health regeneration

Each Ocean will grant a 2.5 % missing health restoration every 5 seconds.

Soul provides healing when you deal damage to enemies.



- Baron – The massive creature that sits on the north alcove after 19 minutes. Provides 300 gold for every member on the slaying team and provides empowered recall. It also provides a minion buff, boosting them. Lastly, it provides bonus AP and AD. Lasts 180 seconds.



- Elder Dragon – the massive dragon that sits in the south alcove on the map after Soul has been claimed. Provides 350 gold to the slayer and provides Aspect of the Dragon to the killing team. Aspect of the Dragon provides powerful true damage burn and an instant kill when an enemy goes beneath 20% health. This buff lasts 150 seconds.



Glossary

This should be a major chunk of the vocabulary used in League that is important to understanding other players.

AD – Attack Damage, this is physical damage that is blocked by Armor.

AP – Ability Power, this is magical damage that is blocked by Magic Resist.

Armor Pen (Penetration) – the amount of armor that you bypass in damage

Buff/Debuff – an increase in stats (buff) or a decrease in stats (debuff).

CC – Crowd Control, abilities that slow or stop enemy movement

CDR (Haste) – Cooldown Reduction, this reduces the cooldown of your abilities. There is a cap at 40% CDR.

Crit. Or Critical Percentage – the rate at which each strike provides extra damage, if you have 25% crit. then 25% of your basic attacks will deal bonus damage.

CS – Creep Score, the number of minions you have last hit. This is a good indicator of strength or power of a champion based on the game instance.

FF – Forfeit, when someone says FF they are probably having a hard time in the game and it will feel unwinnable for them. However, you may only forfeit after 15 minutes, by either clicking on the in-game tally of votes or by typing /ff into the text line.

Fury – a resource that few champions use to fuel their power, however not used in casting abilities.

Gank – An Ambush, a gank involves being attacked by (or attacking) an enemy or group of enemies using surprise.

GG – Good Game, you typically say this at the end of the game as a show of sportsmanship

Healing Reduction – reduction to healing, Grievous wounds applies healing reduction making it easier to kill enemies with lots of healing.

KDA – Kill/Death/Assists, this is the ratio of takedowns (Kills and Assists) to Deaths.

KS – Kill Secure, the act of getting a kill on a low health enemy. There are two cases where KSing occurs. One; a player can no longer adequately reach or attack a low health enemy. KSing is good in this case because you are securing the kill.

The other case involves you moving in to assist a fellow champion with a kill and you end up taking the kill by last hitting the enemy. This is bad since your teammate has probably worked hard and in some cases may need the kill to help them pull ahead. It is up to you to balance when to take the kill and when to leave it.

Lethality – Flat armor penetration, it doesn't scale meaning the amount of armor bypassed will remain the same.

Magic Pen – the amount of magic resist that you bypass in damage

Mana/Energy – some champions use a resource to cast spells, that will be these two sources.

Prio – Priority, this is the amount of help you can get from your jungler or how much help you can give to your jungler. The farther the minion wave is away from your turret the more prio you can give your jungler, the closer the minion wave is, the more help you can get from your jungler. However, junglers may not assist you if you are doing poorly.

Roaming – the act of leaving your lane to interfere with the enemy jungler or enemy laners, it also refers to you assisting junglers or allied laners in the nearby forests.

Shield – temporary health that will reduce instead of your regular health

Susan – This is a nickname for the champion Nasus.

Tanky – describes the stats of an enemy, they will have a lot of health and armor making them like a tank.

TP – Teleport, this is a summoner spell that allows you to teleport (after three seconds)

Tower Dive – you and/or a teammate running beneath an enemy tower in order to secure a kill.

WP – Well Played, you may say this after a close fight or a good game.

Reference Videos and YouTube Channels for Users

NEACE – A Challenger level coach.

He has numerous videos of general concepts and videos of his coaching stream. Considered a split-push god, he also dissects the playstyles of other challengers.

Tyler1 – A Multi-role challenger streamer

He has produced numerous videos and there is lots of content online. Watching him can help you understand macro, however you need to analyze and not just watch him. He isn't a coach, so he doesn't explain it.

Tyler1 while great at macro has imperfect micro. His ability to rise the ranks to challenger displays the importance of macro.

Additionally, this streamer does have both a temper and language issues, so be forewarned.

Tinjus – A Diamond Kha'Zix Jungle Main

He has numerous videos on his YouTube channel, and he will do commentary about his thought processes and ways to build items.

xPetu – A Challenger Top Shen Main

xPetu while quiet, displays mastery over Shen and does explain some of his plays and he is good at making cross map plays.

Usability Test

Usability Test Handout

Thank you for agreeing to assist me in proofing my manual. Your assistance will be greatly conducive to producing a manual that many other gamers may use when desiring to learn how to play League of Legends.

Test Objectives

I have several goals that will be met while you use this manual.

- Examine the manual for spelling or grammars errors and find excerpts which may be difficult to follow.
- Test the applicability of the information, has it been written in a way that makes it easy to attempt to use the concepts listed?
- Test the ease of referencing, is it easy to read the manual and return to the last place that was being read or referenced?

Tasks to Perform

Task 1: Using the manual, create a Riot account on their website and download League of Legends. Then proceed to setup your account the rest of the way. This will include selecting a name and agreeing to some service agreements and a Summoner's Agreement that indicates that you will play fairly and with the intent to win.

Was the account creation section easy to understand? (Circle your answer)

Disagree Strongly Disagree Disagree Somewhat No Opinion Agree Somewhat Agree
Agree Strongly

Were the steps too specific?

Disagree Strongly Disagree Disagree Somewhat No Opinion Agree Somewhat Agree
Agree Strongly

Task 2: After this has been completed, you will play through the tutorial, instructions on how to use the controls have been included in the tutorial so don't worry about referring to the manual about that. Please, feel free to take your time to grow accustomed to the controls. This first portion will be highly restrictive, you will only have one lane and the rest of the map will be closed off.

Once you complete the first part of the tutorial, you will move onto the second and third parts which are far less restrictive than the first. You may refer to the manual now if you should choose. Now would be an excellent time to become accustomed to the map, so feel free to explore the map and test things.

Was this section easy to understand? (Circle your answer)

Disagree Strongly Disagree Disagree Somewhat No Opinion Agree Somewhat Agree
Agree Strongly

Were the steps too specific?

Disagree Strongly Disagree Disagree Somewhat No Opinion Agree Somewhat Agree
Agree Strongly

Do you feel that steps to use the controls in the tutorial are insufficient?

Disagree Strongly Disagree Disagree Somewhat No Opinion Agree Somewhat Agree
Agree Strongly

Task 3: Once you complete the previous tasks and if you feel comfortable enough. Trying to play a match of Blind Pick mode for League. It should be noted that it will be much harder to succeed, and you can't reference the manual in the middle of a real game, otherwise you will be taken advantage of or fall behind. Before doing this, I suggest that you read through the manual first to get a sense of what you should be doing.

Was this section easy to understand? (Circle your answer)

Disagree Strongly Disagree Disagree Somewhat No Opinion Agree Somewhat Agree
Agree Strongly

Were the steps too specific?

Disagree Strongly Disagree Disagree Somewhat No Opinion Agree Somewhat Agree
Agree Strongly

Was it easy to find previous parts of the manual that you were referring to?

Disagree Strongly Disagree Disagree Somewhat No Opinion Agree Somewhat Agree
Agree Strongly

Regarding completion of test

It is not paramount that these tests be carried to completion, while helpful it should be noted that you are the focus. If you feel uncomfortable during the test feel free to stop the test.

Any difficulties you have are going to be directly related to errors in my writing and the inherent learning-curve associated with the game.