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.*

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# 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.