

Basic Knowledge on the Rift

a beginner's guide on how to play Wild Rift by Tianen

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Intro

Intro

Many new players dive into Wild Rift having played only the tutorial. Still pretty clueless about the game, you might find yourself overwhelmed with all the possibilities which the game has to offer, for example the champions, items and rune-system. Although Riot simplified those for the mobile version of League of Legends, it's still pretty complicated. Disregarding that, newbies might find themselves being flamed for some unknown reason, for example something along the lines of "Don't take my farm, stupid sup" or "Report Jungler no gank". For all those, who want to learn more about the basic knowledge on how to play in the wild rift, this might be something for you.

Terminology

In the following sections, I might use some generally recognized terms, which I will explain now.

Auto-Attack	Normal attack, excluding all kinds of skills, are called Auto-Attacks (Don't ask me why, just accept it)
Last hit	A last hit occurs when the player lands a killing blow on a minion or monster.
Farm	Farm is the gold which players get when they kill the minions. It is important to know that a player gets more gold if he last-hits a minion or a monster.
Poke	A poke is a ranged attack on the enemy, mostly done with a medium-range ability with the purpose of doing damage and to annoy the enemy.
Trade	A trade is when you 'trade' blows with your enemy, basically a synonym for fighting. You can see it like you trade your HP for the enemies HP where a kill is not necessary.
AOE	Area of Effect ; all forms of attacks which can affect multiple units within an area rather than a single target.
DOT	Damage Over Time ; some attacks have the effect of damaging enemies over time (Ignite, Liandry's, or Teemo Passive).
CC	Crowd Control . Be careful not to confuse with AOE as the focus lies on 'Control' rather than on 'Crowd'. Skills which have a negative effect on the target enemy's movement are commonly labelled as CC, starting with slows and including charms, roots, stuns as well as knock-ups & knock-backs (knocks).

Terminology

burst	Bursts are abilities which deal a huge amount of damage in a minimal amount of time.
Engage	Any active form of attacking an enemy for a trade is called engage. It is mostly initiated by a movement ability or an AOE-CC
Camps	Camps are the groups or single Monsters in the Jungle. The Dragon, Herald and Baron are not Camps though.
Botlane & Toplane	Many players in Wild Rift originate from League of Legends, the computer version and ancestor of Wild Rift. Because the Map in LoL doesn't turn no matter where you start, the Dragon is always Bot and the Baron always Top. That's why the Dragon-Lane and the Baron-Lane are sometimes referred to Top- and Botlane in Champ-Select.
Objectives	Objectives are game winning 'objects' on the map. They are Baron, Dragon, Herald and Turrets, because taking down any of them has a lasting impact on the game.
feed	Feeding is when a player dies many times to an enemy player without getting anything in return. Because the gold obtained by a kill is the best way to earn gold, it appears like one feeds the enemy to become strong.
overextend	When you run too deep into the lane, making it easier for you to be caught by enemies and even being surrounded.
vision	every player can decide on one of two 'abilities': Stealth Ward or Sweeping Lens. The first can be placed to keep watch on a certain area and the second can uncover the first to clear them. Having wards in an area is referred to as 'to have vision' and clearing wards is called 'denying vision'.
Int / Inting	Inting is also known as trolling. You int when you make a pretty stupid decision and die for it. (Like chasing an enemy under the tower and dying without getting the kill)
Carry	To carry a game means to win the game practically alone instead of as a team. Sometimes, a player is so far ahead that he destroys every enemy on the map, basically winning by her-/himself.
DPS	Damage per Second
Wave	Both nexi spawn minions periodically in groups. Each group is called a wave.

Basics

wave-clear	Wave clear is the ability of a champion to clear a wave, meaning that a champion with high wave-clear takes down a big group of minions significantly faster than a champion with low wave-clear.
clear speed	Clear speed refers to the time, a jungler takes to wipe out camps in the jungle, roughly equivalent to wave clear on the lanes
ADC	ADC is short for A ttack D amage C arry, also known as the Dragon-Laner in Wild Rift. They are called that way because the ADCs always have the <i>potential</i> to carry any game, even though that might not come true in every game. But almost every time a decent ADC player gets a lead in the game, he will go on to win the game for his team.
peel	holding off enemies from allies (mostly from the allied ADC) is called 'to peel' for somebody
reset	A reset is when you recall back to base. It is called reset, because you 'reset' your HP and Mana/Energy and gold (to buy items)
blue (buff)	Referring to the Blue Sentinel, the big monster on the top side of your half of the map.
red (buff)	Refers to the Red Brambleback, the big Monster in the centre of the bot side on your half of the map
invade	If you kill monsters in the enemy jungle, you invade it, securing resources and denying them for the enemy.

Basics

Before I get to the single positions, let me explain some general knowledge which might help you understand the more advanced concepts later on.

1. Resources

The most essential resources in Wild Rift are exp and gold, both of which are obtained by farming.

Exp is required to level up. Each champion gets a certain increase in stats per level making her/him stronger. For example: each level-up gives an increase in HP, lifting the Max HP and with that also the current HP you have, effectively giving you a little heal. That might come in handy if you're low on health.

Gold is for buying items. Every single item has unique effects and stats, making your champion stronger. For basically every class but tank and support, items are existential to create an impact on the game. Supports and Tanks do need items but 1. their items are cheaper and 2. they don't rely on them as much as the other classes do.

2. Classes

As you might have guessed, classes are categories in which the champions are classified. Each position has typical classes and classes unfit for it in general. But because each Champion is unique, there are always exceptions. Sometimes Riot supports a Champion in a position like when Fizz damage against Jungle Monsters on his Passive was raised to 200% in patch 2.3.

3. Runes

Runes are another more complex part of the game. For new players, I advise against going in-depth into runes, before you have a good general understanding of the game, but if you want, you can take a look at the Keystones and their effects and try them out in practice mode or even in a real game because their impact is palpable and thus easier to understand.

4. Ganks

As the jungler is constantly moving, she/he might find an opportunity to help her/his teammates on their respective lanes. This is what's called a 'gank'. Ganks can be used to secure kills and sometimes objectives and are the best way for a jungler to have impact on the game.

5. Roams

When a player leaves his lane not to go back to the base but to assist an ally on the map, it's called a roam or more commonly roaming. The best example is the mid-laner going to the top- or botlane to help secure kills for her/his team.

6. Minions & Wave-Management

Minions fill many important roles in the game. They are the source of resources for every laning player, are needed to take down turrets and can be used as source of vision as to see where the enemy champions are. Knowing how to play around the minions is important to get better at the game in general, no matter which champion you play. For beginners, there are only two strategies, aka wave-management, to take note of:

I. Freeze

To freeze the lane, there generally need to be more enemy minions than allied minions. The laner now only last-hits nearly dead minions, keeping the ratio of enemy minions to allied minions balanced. The purpose is that the bigger number of enemy minions does more damage, killing the allied minions as quickly as the enemy minions are killed. That keeps the wave in one spot, preferably in front of the own turret (but in no way beneath as the turret would then kill the enemy minions), forcing the enemy laner to overextend if she/he wants to farm, making it easier to punish them for it and denying farm otherwise.

Basics

II. Push

There are two types of pushing: hard push and soft push. For the soft push, you constantly auto-attack the enemy minions without using your abilities (make sure to last hit them). For the hard push you last hit the minions using your damaging abilities and AOE's to kill them off as quick as possible to for example take down turrets, get ready to roam or reset of which the last two are possible because your enemy needs to catch the minions to not waste resources, giving you time.

7. Game stages

A match can be roughly separated into three different stages:

I. Laning-Phase / Early-Game

The laning-phase, also known as early-game, spans from the beginning of the game to roughly when the first turrets fall. Its focus lies more on farming and levelling up, maybe even getting an early farm-advantage on the enemy, rather than on getting kills or secure objectives. Whoever exits the laning-phase with more resources than the opponent is able to have a bigger impact on the mid-game. An essential skill is the so-called wave-management centring how to get the most farm while denying the enemy to provoke overextending and setting up ganks.

Each lane is responsible to ward to prevent such ganks from happening as to not give the enemy any kind of advantage which could be snowballed.

II. Mid-Game

The mid game centres around the roughly the 2nd drake and herald, as well as the first teamfights. By now, every player should have picked up one, or even two, items and get their first power spikes. From now, the lanes would be pushed without any 'wave-shenanigans' to secure easy objectives. Also important in the mid to late-game is vision; denying the enemy's vision and setting up wards can be crucial on when to engage and how to play in any situation.

III. Late-Game

The late-game hits, when the players get their 3rd or 4th item and when most tier 2 turrets fall. At this point, the Baron is the most important objective to play around as his Buff makes sieging the enemy's base much easier. The ADC is now one of the most important aspects of each team because of their steady high dps in teamfights. Each teamfight can either win or lose the game, as even two players can take down turrets in no time.

Positions

8. Tactics

There are different approaches to win a match, depending on the champions each player on the team has chosen. I will only briefly outline those, so you may have to gather more information on your own if you're interested.

I. Teamfight

Some compositions, or rather champions are perfect for only teamfights. This includes practically all ADCs with few exceptions, all supporters, tanks and only some bruisers, assassins and most mages. The important aspect is, that the team should always stay in an appropriate range and actively look for teamfights to make full use of the advantage. Each teamfight composition plays solely around the ADC, so protecting her/him is of higher priority than takedowns.

II. Split-Push

To split push, the team needs to be able to fight in a small numerical disadvantage and contain a champion which can fight 1v2 if necessary. The idea is, that while the team is holding off the enemies or while the teamfight occurs, that sole player goes to the opposite side-lane to push for the turrets, pressuring the enemy from two sides. And to provoke and punish mistakes the enemy's mistakes.

Positions

Now, let's get to the beefy part, and the most essential, for which I am writing this whole guide: the Positions. Everyone has her/his own job and for the team to do well, each player has to understand what his tasks are. Please be patient with me and my mistakes as I am an ADC main and MID second, so I might lack knowledge about the other positions. I will explain from my understanding from top to bottom.

1. Baron Lane / Toplane

The Baron Lane is the most isolated lane on the map as the players have to play 1v1 only interrupted by jungler's ganks or mid-laner's roams. It is mostly played by tanks and bruisers. In general, the toplane can be either very trade-heavy or absolutely chill due to the lane being longer, making it possible to run down enemies but also easier to keep distance. Every roam from a toplaner goes with the risk of losing the turret which is why they most often don't partake in the first 1 or 2 dragon fights. Most Toplaners get their power spike around their 2nd item, making the mid-game their time to shine. After taking down the first turret on their lane, the toplaner can begin to roam the map, helping their team win teamfights and secure objectives. Most of the bruisers playing toplane can go for split-pushes later on to pressure the enemy from two sides, provoking mistakes.

Positions

2. Jungle

The jungler has the most impact in the early game as she/he mostly gets to farm relatively safely to level 5. Remember to **always** check if you took smite with you, as it is the most essential tool to jungle.

It is important to plan the jungle route before the game though, as to get the best clear speed possible and to begin to set up early ganks. No matter whether you start top or bot you should always do the buffs first to hasten your clear speed.

The blue buff gives you Mana Regeneration, enabling you to cast your abilities without limitations, the red buff slows enemies you attacked and deals true damage DOT effect on the same enemies. You would always want to smite the first buff you clear, as to not waste cooldown time on your smite.

The smite can load up to two charges and does true damage to monsters as well as heals you for a certain amount of HP if you use it on one. That may be helpful if you fight enemies in the jungle as you can smite a monster to get HP to eventually win the fight.

All jungle camps spawn around 20 seconds into the game, giving you enough time to place a ward on the other one, so that you can see it if the enemy jungler wants to invade you. You need one camp to level up to level 2 and 6 camps to hit level 5 and activate your ultimate.

Another important thing to take note of, is the rift scuttler, commonly known as crab. It spawns at minute 1:25 and grants vision on the area around an objective when cleared. It is great for building up simple vision and can be used to spot enemies trying to roam or gank. With a normal clear speed, it will spawn around the time you cleared 3 camps, so you could adjust your route to get there before the enemy jungler.

If you see an important objective (like drake – 4th minute) coming up, make sure to reserve your smite. It is the most important tool to contest for objectives (the epic monsters, not the turrets) as it does a ton of true damage.

As the jungler, you will want to grab sweeper's on your first recall (tap the circle left to the ward-skill) to set up ganks and deny enemy vision. This is your job as you are constantly moving and thus have the best opportunities to do so. It is also a great tool for gank setups as you should use it when you approach the lane you want to gank to take out enemy ward in the area first, making them unaware of your presence.

Around mid to late game, you should give up your red buff to the ADC, if he is sufficiently well into the match, as the ADC can give out the most consistent damage to multiple enemies, making it more efficient. Another reason is, that the ADC should be given the highest possible amount of resources as to help her/him grow as fast as possible to start carrying the game for real.

Lastly, you should always keep a watch on the map to locate the enemy jungler. If you know where she/he is, you can warn your allies of a gank and at the same time invade or gank on the opposite side of the map, knowing that the enemy jungler won't get there in time.

Positions

3. Mid Lane

One important thing to take notice of is that mid lane is the shortest lane. That makes running away easier but keeping distance harder, forcing trades all the time. Because the minions arrive earlier mid, the mid laner generally doesn't help the jungler in the beginning as to not lose any early farm. Mid laners are mostly mages and assassins, both of which normally have a decent wave clear making it easy for them to hard push their lanes and start to roam, securing easy kills and objectives.

For assassins especially, most of them have to get around two items to start assassinating for real. Their main source of income are kills, so they need some kind of lead to make full use of their first power spike, the mid game. Their job is to take out the main dps of the enemy to help their team win the fights.

Mages on the other hand almost always hold some kind of CC ability, which is best used against dps or enemy assassins to peel for the allied ADC. They possess less burst damage than assassins in return for their CC, but their range is mostly higher.

As the roaming lane, you should have an occasional glance on the map to know where to assist your team and where to pick up easy kills.

4. Botlane/ ADC

The ADC's most fundamental mission is to carry the game. And to do so, she/he needs about 2 but more likely 3 items. Anyone who played against a decent ADC before knows, that for example a Jinx or a Tristana gets totally broken when everyone has around the same amount of gold and hits 3 items. To get to that point, any ADC need gold. A ton of gold. And the only stable source of income is farm. That's the reason why ADCs are the most dependant on farming and could never work without it. In the ultra-late game, a single misplay of the ADC could lead to an instantaneous defeat. So, the right positioning in teamfights and knowing when one may have to just abandon their team and run, are important decisions of any ADC. Another source of gold, other than minions and monsters, are turrets. If the enemy tier 1 turret on your lane is already taken down, you would want to roam mid and then top to continue to take down the other turrets. Note, that you can push up to two waves if the t1 turret is down, to buy time until the enemies would even reach your turret. This time can be used to roam and help your team. After entering mid-game, you have to make sure not to go on side-lanes alone or even with just your sup, because you'd need to overextend to get farm or take the second turret on the lane. That makes it easier for enemies to trap you to even go for drakes afterwards because it would be hard for your team to fight without you. Make sure to either go with another ally within reach or if you have sufficient vision to spot any enemy coming for you minutes in advance. In short: always play around your teammates or around vision.

You also have to know your supporting champion. Soraka or Sona for example can heal you and keep you alive for ages, so it might be an option to continue on rather than to retreat. Knowing roughly what each champion can do makes playing a lot easier.

Conclusion

5. Support (aka Sup)

Until you get more into the game, the support should almost always stay with the ADC. For beginners, it might be easier to focus on a single ally rather than on everyone. The most basic thing to note is that you never farm in presence of any ally, except for the ultra-late game. To help your ADC grow, you should be careful not to hit the minions with AOE attack and kill them accidentally. Another equally important thing is to always try to give the kills to your ADC for the exact same reason, but you can take kills which would escape otherwise.

Although often underappreciated, a good support can also carry the game in their own way. Most supporting champions either have heals, shields or buffs or a combination of those for the allies and almost always some kind of CC. Every form of CC is an engage and can be used to initiate a fight. Make sure to land your CC on the enemy ADC to hinder her/him from doing damage. At the same time shield and buff your ADC to keep her/him alive and assist her/him. Before you engage, make sure that there are few enemy minions so as to not lose gold except if the enemy's health bar is low. In the latter case, you can just engage to secure some easy kills. You also have to make sure not to overchase because sometimes you lead your ADC instead of it being the other way around.

Conclusion

Now you're ready to dive into your first match to apply all the knowledge you've just learned. Make sure not to set the bar too high at the beginning as it will be hard to keep track of every task you got. Try to enjoy the game and occasionally practice some advanced theories one by one and you will grow accustomed to everything. The most important thing is still experience, so just have fun playing the game.

Good luck in the Rift!