## SO, WHAT IS THE HOWLING ABYSS? AND WHAT DOES ARAM MEAN?

Howling Abyss is your battlefield, and ARAM is the game mode acronym which means "All Random All Mid." Think of it as a single lane, no-holds-barred battle between two teams of 5. Prepare yourself as a random champion is assigned to each player in this fast-paced, team-fight heavy game mode.

## WHAT CHAMPIONS ARE INCLUDED IN THE CHAMPION POOL?

We want ARAM to be the random, wild adrenaline rush. As such, champions will be pulled from Summoner's Rift's last three Free to Play pools (including the current one).

## WHERE DID ARAM COME FROM?

ARAM was originally a custom game type created by players on Summoner's Rift. Because Summoner's Rift is a 3 lane map, players created a rule where all summoners had to meet up and battle in the middle. Players trusted one another to abide by certain restrictions on items, summoner spells, and returning to base. This ended up becoming so popular that it became official. Thus ARAM was born!

## WHAT HAPPENED TO THE OLD ARAM MAP?

The bridge collapsed from all of the stress and strain from the thousands of battles that took place on it.

## DOES THAT MEAN THE TUTORIAL MAP WILL NOW BE ON THE HOWLING ABYSS?

Actually, the tutorial will be over on Summoner's Rift.

## CAN I EARN XP FROM ARAM?

Yes!

## IS THERE AN OPTION TO PLAY HOWLING ABYSS IN BLIND PICK OR DRAFT PICK?

No, these are not available for matchmade games. However, these options are available for custom games!

## WHY AREN'T THOSE MODES AVAILABLE FOR MATCHMAKING?

Based on previous tests on the old ARAM map, the percentage of players that selected these picks modes was simply lower than the random romp we have currently. This doesn't mean these modes aren't fun though, so we encourage you to experiment within your custom games.

## CAN I SEE MY OPPONENTS' CHAMPIONS IN THE CHAMPION SELECT SCREEN?

Nope! Your opponents' champions will remain hidden until the loading screen. This means your team will remain hidden to your opponents as well.

## WHAT HAPPENS IF I QUEUE DODGE DURING CHAMPION SELECT?

You suffer a timer penalty and lose any reroll points you may have used during champion select.

## WHAT HAPPENS IF I LEAVE A MATCHMADE ARAM GAME?

You will suffer the same penalty as leaving any other matchmade game. The [LeaverBuster](https://support-leagueoflegends.riotgames.com/hc/articles/201752714-Leaver-Buster-FAQ) system also applies to this map!

## WHAT'S A REROLL? AND WHAT'S WITH THE BENCH?!

When in the champion select screen, you have the option to reroll for another random champion as long as you have enough points to do so. This means you can reroll more than once.

Whenever you reroll a champion, that champ is sent to the Available Champions Pool, or the **bench**. There, your teammates (or you) can trade for it!

## CAN I USE A REROLL AND END UP WITH THE SAME CHAMPION AGAIN?

No.

## HOW DO I EARN POINTS FOR REROLLS?

You gain points as you play matchmade ARAM games.

## HOW MANY REROLL POINTS DO I EARN PER GAME?

Win or lose, you earn a base number of points every match plus a bonus amount based on the amount of champions you own.

## WHAT HAPPENS TO MY POINTS FOR THE REROLL IF SOMEONE OTHER THAN MYSELF DODGES?

If the match is disbanded due to an enemy or ally queue dodging, the cost is refunded.  If the ally dodging was someone in your premade, you will still be refunded your reroll points.

## WHAT ARE MYSTERY CHESTS?

Mystery Chests are upgraded versions of [Mystery Gifts](https://support-leagueoflegends.riotgames.com/hc/articles/201752934). For 790 RP, you can send a random mystery skin to your friend that is worth 975 RP or more.

## WHAT SKINS ARE ELIGIBLE FOR MYSTERY CHEST?

Any skin that meets ALL of the following requirements is eligible:

* Your friend owns the champion for the skin
* The skin is worth at least 975 RP
* The skin is available for purchase in the store **\***

**\*** Legacy skins will also be obtainable as a Mystery Skin EXCEPT Achievement skins, Collector's Edition skins, PAX skins, Rusty Blitzcrank, Urf the Manatee, Championship Riven and Riot Squad Singed. Mythic skins that can be crafted with gemstones will not come from a Mystery Chest.

**WHAT ARE THE REQUIREMENTS FOR GIFTING TO FRIENDS?**

The player **receiving** the gift:

* Needs to have been on your buddy list for at least one day.
* Cannot be banned or suspended.
* Must have at least 10 unowned skins that they are eligible to receive for champions they own.

The player **sending** the gift:

* Must be at least level 10.

Keep in mind that:

* You can only send up to 10 gifts every 24 hours. **\***
* You can only receive up to 10 gifts every 24 hours. **\***

**\*** After you reach your limit, you’re able to purchase an 11th mystery chest 24 hours after your first purchase, a 12th mystery chest 24 hours after your second purchase, and so on. The limit does not reset at midnight.

## CAN I REFUND A MYSTERY CHEST?

No. All gifting is non-reversible and non-refundable.

**How can I access the map?**

You can find the interactive map on [Universe](https://map.leagueoflegends.com).

**How often will the map be updated?**

One of the goals of the Explore Runeterra experience is to regularly release content on the Runeterra map that’s not specifically related to events or launches. We’ll be getting into a rhythm during the coming months, so stay tuned!

We’ll also use the map to regularly publish new event-related content as it comes out.

**What about new features?**

Our primary focus is to populate the map with more content and create new content experiences. That being said, we’re going to continue feature development in order to keep this platform growing, easy to navigate and satisfying to use.

If you have any suggestions for new features you’d like to see implemented please be sure to submit them on the [League Boards](https://boards.na.leagueoflegends.com/en/c/story-art).

**How do I report map-related bugs?**

You can submit a ticket through [Player Support](https://support.riotgames.com/hc/requests/new) or report a bug on the [League Boards](https://boards.na.leagueoflegends.com/en/c/story-art).

**What devices does the interactive map support?**

The map is optimized for both desktop and mobile devices, but your browser must support the WebGL API in order to use it. Most major browsers have built-in support for WebGL, so if you’re having trouble viewing the map, make sure that you are using a WebGL compatible browser and that WebGL is enabled in your browser settings.

**The map seems to be loading slowly and it’s really laggy. What can I do?**

The map’s performance is heavily dependent on your internet connection and browser settings. Make sure that your computer or mobile device has a strong signal and verify that hardware acceleration is enabled in your browser settings.

**The map won’t load or run for me. What can I do?**

Explore Runeterra is an interactive map experience built in WebGL. Most major browsers have built-in support for WebGL so if you are having trouble viewing the map, make sure that you are using a WebGL compatible browser and that WebGL is enabled in your browser settings.