**How to Play Zoe Like a Pro**

**Abilities**

Zoe’s passive is More Sparkles! After casting an ability, Zoe’s next auto-attack will deal bonus magic damage. Remember that Paddle Star allows you to use More Sparkles! once when casting, and again after recasting.

Her Q, Paddle Star, is a strong damaging tool, but it’s also good for waveclear as it deals damage in a small area. When playing Zoe, you usually utilize this by walking backwards when throwing out a Paddle Star, before walking toward their target and reactivating it. This is to give more travel distance, which equates to more damage dealt.

Spell Thief allows Zoe the use of Summoner Spells or active items which have been used by her enemies. Upon picking them up, she can activate them to use the spell and gain movement speed along with some damage.

For her E, Zoe throws out a Sleepy Trouble Bubble, damaging the first enemy it hits and making them drowsy. After a few seconds, the target falls asleep. If they take direct damage, they will wake up and take some additional damage alongside it.

During the mid and late game, Zoe should be fishing for opportunities to pick off enemies with Sleepy Trouble Bubble. The range this ability can get when cast though walls is unmatchable by most, and can catch many players off guard.

Portal Jump is Zoe’s ultimate. Portal Jump allows Zoe to teleport to a nearby location before returning to where she started after a short delay. Zoe can cast her abilities and attacks as normal, but cannot move. Portal Jump has a relatively short cooldown, allowing it to be used multiple times in a teamfight.

Zoe’s main combo consists of using Paddle Star in tandem with Portal Jump to extend the range and damage of Paddle Star. This can often double its damage if used correctly. Pair this with the sleeping, easy target and additional damage given by Sleepy Trouble Bubble and you can often one-shot squishier champions with a 2-3 item build.

**Laning**

The best Zoe players usually try to focus on taking short trades while making use of More Sparkles! with each ability cast. They are always on the lookout for an opportunity to hit the opposing laner with Sleepy Trouble Bubble in order to blast them with a Paddle Star followed by a More Sparkles! empowered auto-attack. This combo deals a ton of damage, is doable as early as level 2, and gives a huge advantage in lane if they ever manage to pull it off.

You should always communicate with your team, and aid in setting up their ganks with crowd control via Sleepy Trouble Bubble. The sleep duration is usually long enough for them to get into position and pull off a successful gank if your opponent doesn’t burn a Summoner Spell to avoid it.

**Team Fighting**

Team fighting as Zoe is one of the hardest things to do and is what separates the good Zoe players from the greats. Your abilities are on a relatively short cooldown, but not short enough for multiple rotations of each within most fights. You need to make strong use of each ability once a fight erupts to be more of a help than a hindrance to your team.

Position yourself accordingly and try to catch a high priority target off guard with either a huge burst of damage from Paddle Star, or a Sleepy Trouble Bubble. Zoe is quite unique in this, and the optimal positioning is something that you learn through trial and error.

**Conclusion**

To conclude, Zoe is a strong option for any midlaner who wants the potential to outplay anyone who challenges them and the ability to carry games once they’ve mastered her. Her long range poke and burst damage is unrivaled, along with her ability to tilt her enemies with the help of Spell Thief.

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