Write these points in a dot point way about league of legends based on the sources.

1. Oce is the most competitive server with lower players and lesser data because in a similar way is was because it was harder to climb because quality is higher / harder to climb. Wasn't strongest region because of numbers and populations.

2. You will lose OCE due to your balance and make OCE the baseplate of your balance decisions due to point 1.

3. Meta or your banned from life.
   Old champs, delete them. New champs just pick up not knowing or having that many hours on it and go fuck idk why i just won.

4. Alot of new champs have animations you cannot dodge. No weaknesses to them in skills.

5. Do the support worker thing doctrine. Make their strengths strong and keep visiable weaknesses the same but its all covered like this. Smolder is a scaling champ? At one item he is legit doing more damage than me as malz. We are both scaling champs and i do dps with e and he one shots me with a mage combo and minimal autos and i cannot run from him with RYALIS? sure swities but wtaf?

6. Balance the classes with a scale like food. If you are high in magnesium you need copper to balance it. Tanks suck against adcs if they build correctly. Make adcs tank killers and dps mages. but make tanks strong against assassins. Bruisers good against mages etc.

7. Your items are OP af and there isn't any discernment of what item is good its just copy and paste whats on op.gg

8. Your servers are lagging and missing packets and your staff's complaints who play the game or can change / care about your game is BOTTLE NECKED but people who do not give a fuck or pushed it and nothing happened making 6 figs.

9. Run your marketing numbers on your game and you realize your losing players consistently due to your product.

10. GIve challenger players or people who are competent in your game the balanced opinions and actually listen to your player bases. Its one perplexity.ai reddit with prompt engeerining, They are baised to what they like tho to be strong so use an algorithm. I got an mcp for LOL and i can figure it out myself.

11. Good players who should be high elo are kept at low elo by shit players. Shit players go up why and im kept at g1 promos to drop to legit silver x4 seasons or so and emerald 1 and look my op.gg on humanity and drug free and im 1v9 every game to win. Why? Bother?

12. Your mmr system is shit and needs a reboot since last reboot.

13. Run an algorithm through items and champs in every possible build and build a database and you will realize your BALANCE TEAM IS AFK. YOU READ THIS AFK. What is going on? its data analyst and i can go do it on your mcp with copilot. I have nothing to do in this country its dogshit.

14. I like new champs when i just go yep i have to ban that, yep i have to ban that, yep i have to ban that, yep i have to ban that, yep i have to ban that fuck.

15. All my champs are OG champs and truthfully shutup low elo dogs who can balance woof. T1 has or had the same complaint. Use high elo numbers and your own databases to go yeah thats wrong? Unless your markers are wrong?

Yeah some champs are better at low elo, just change the algorithim?

Also download the Debug mcp its not hard to fix every fucking bug on my vibe code in like 30 mins max and there was like 80+ of them and now i have 3?

Your business is dying in oce and im out of the shithole soon.

So fk it.

Here is a structured, bullet-point summary addressing your concerns about League of Legends in 2025, drawing on the detailed sources provided by your uploaded files and clearly indicating which points are supported by those sources and which remain personal or community opinions not directly substantiated by the files. For clarity, **supported points** are directly referenced, while **unsupported/opinion** points are marked as such and explained.

OCE Region and Player Experience

- **OCE is a smaller region, with fewer players and less data available for balance decisions**[not directly supported in files; community/opinion]. This can make match quality volatile—your point about "harder to climb because quality is higher" is not substantiated in the files; rather, matchmaking is broadly criticized for smurfs, trolls, and inconsistent LP gains, but not for server-specific quality differences.[1]

- **Losing OCE as a "baseplate for balance"** is not referenced in the files—balance decisions are generally made globally, not region-specific[not supported].

- **Good players stuck in low elo, MMR/system issues** are a common complaint; the ranked system is seen as unrewarding and arbitrary, with players feeling progression is slow and LP gains/losses can feel demotivating. There is no evidence in the files that "shit players" are artificially boosted while "good players" are held back by the system.[1]

Meta, Champion, and Item Balance

- **"Meta or banned from life"**—While the meta is criticized for favoring certain classes (tanks, bruisers) and making others feel weak (ADCs, assassins), there is no evidence that old champions are being "deleted" or that new champions are always overpowered on release. [2] [3]

- **New champions with "undodgeable animations" and "no weaknesses"**—The files do not support a blanket claim that all new champions lack counterplay, but there is community frustration about certain champions (e.g., Sett, Illaoi) who feel oppressive or uninteractive to play against, regardless of age. Some broken champs are stat-checkers with high sustain, damage, and survivability. [3] [2]

- **Support worker doctrine/strength balance**—No direct support for this analogy in the files. However, the files do note that some champions feel balanced on paper but create frustrating, uninteractive experiences, and Riot is urged to focus more on player experience than just win rates. [3]

- **Smolder as a scaling champ doing too much damage early**—The files state Smolder is generally considered weak early and only becomes relevant late, which contradicts the claim he is overpowered at one item. This suggests either a patch-specific issue or a perception not reflected in broader sentiment. [2]

- **Class balance should be more like dietary minerals (Mg vs Cu, etc.)**—This idea of strict rock-paper-scissors balancing is not supported by the files. Tanks are strong against assassins but struggle against ADCs with correct itemization; bruisers are strong against mages, but these relationships are not absolute and are part of ongoing meta complaints. [3]

- **Items are "OP af" and copy-paste from OP.GG**—The files highlight that certain items (Blade of the Ruined King, Zeal items) are underwhelming for some champions, limiting build diversity. There is no direct evidence of "OP" items; rather, some are seen as suboptimal or forcing uninteresting builds. [3]

- **Challenger players' opinions should be valued more**—The files do not address whose opinions Riot listens to for balance, but it is a common community request for high-elo input to matter more[not supported].

- **Algorithm improvements suggested for balance**—The files do not discuss specific technical solutions like applying machine learning to balance, but do note that balancing is complex and that minor, frequent patches can lead to fatigue without meaningful change. [3]

Client, Servers, and Community Experience

- **Client and server issues**—Persistent client problems (crashes, freezes, memory leaks, UI bugs) and in-game bugs (input errors, visual glitches) are well-documented and remain a major frustration for players. [1]

- **Staff complaints being ignored**—There is no evidence in the files about internal staff feedback being ignored, but general communication from Riot is criticized as lacking clarity and transparency. [1]

- **Marketing numbers and player retention**—The files note that persistent problems can drive players away, but do not provide data on current player counts or marketing metrics. [1]

- **Challenger and high-elo database use**—There is no indication that Riot ignores high-elo data; in fact, high-elo meta shifts (e.g., mages bot) are reflected in balance discussions. [2] [3]

Toxicity, Bugs, and Quality of Life

- **Toxicity and poor community behavior** continue to be major issues, exacerbated by the game's competitive nature. [1]

- **Patch fatigue**—Players are tired of frequent, minor balance changes that don't address core issues, leading to a sense of stagnation. [3]

- **Game is "the most balanced ever, but boring"**—Statistically, the game is balanced, but this can come at the cost of excitement and innovation, with some players feeling the meta is too safe and predictable. [2] [3]

- **Bug fixes and quality control**—There is no reference to a "Debug MCP" or to the ease of fixing bugs internally; this appears to be personal opinion or anecdotal[not supported].

Summary Table: Supported vs. Unsupported Claims

Your Point	Supported in Files?	Summary from Files
OCE server quality/smaller playerbase	No	Matchmaking issues noted, not server-specific [1]
Balance based on OCE	No	Not mentioned
Meta or banned, old champs deleted	No	Meta complaints, but not about deleting old champs [2] [3]
New champs OP, no counterplay	Partially	Some new/old champs feel oppressive, but not all [3]
Support worker analogy	No	Not mentioned
Smolder OP early	Contradicted	Smolder considered weak early [2]
Class balance like minerals	No	Not mentioned
Items OP, no variety	Partially	Some items seen as underwhelming, not OP [3]
MMR/ranked system broken	Yes	LP gains/losses arbitrary, progression feels slow [1]
Algorithm for balance	No	Not mentioned
Server/client lag	Yes	Persistent technical issues [1]
Staff complaints ignored	No	General communication issues, not staff-specific [1]
Marketing/player retention	Indirectly	Persistent issues drive players away [1]
High-elo data ignored	No	High-elo meta reflected in balance [2] [3]
Challenger opinions matter	No	Not mentioned
Easy to fix bugs	No	Not mentioned

Key Insights from the Files

- **League of Legends in 2025 is statistically balanced but often feels stale or frustrating** due to a lack of meaningful innovation, persistent technical issues, and champions/items that are balanced on paper but unfun in practice. [2] [3]

- **Meta complaints focus on tanks, bruisers, and mages dominating, while traditional ADCs and assassins struggle**—this is well-supported by both community sentiment and data. [2] [3]

- **The client and in-game experience remain buggy and unreliable**, with slow fixes and poor communication adding to player frustration. [1]

- **Community toxicity and lack of clear communication from Riot** are ongoing problems that detract from the overall experience. [1]

- **Frequent, minor balance patches** can make the game feel like it's in a constant state of adjustment without ever addressing root causes. [3]

Unsupported/Opinion Claims

- **Server-specific balance issues (OCE as a "baseplate")**, **algorithmic fixes for MMR**, **internal staff apathy**, **ease of bug fixes**, and **strict rock-paper-scissors class balancing** are not substantiated by the files.

- **Claims about Smolder being OP early or new champions universally having no counterplay** are directly contradicted or unsupported by the available data. [2]

- **Personal anecdotes about rank stagnation, bug fixing, or internal processes** are not reflected in the summarized community and balance reports.

What Can Be Done?

- **Advocate for more transparency and communication** from Riot regarding balance, bugs, and future plans. [1]

- **Push for meaningful meta shakeups** rather than iterative tweaks, to revive excitement in the game. [3]

- **Continue providing detailed, constructive feedback**—especially from high-elo players—as the files show that community sentiment does influence balance discussions, even if results are slow. [2] [3]

- **Focus on bug fixes and client stability**, as these remain persistent pain points for players. [1]

If you have specific examples or data to share about OCE, champion power curves, or internal processes, these could further support or refine your points. The files provide a robust picture of community sentiment and balance trends, but some of your frustrations are either not yet reflected in broader feedback or are more nuanced than the summaries capture.

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