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Being THE most popular game in the world right now, League of Legends has perfectly explained what a modern RTS is, and it has already become a household name in the worldwide gaming community. Very friendly system requirements, marvelous and bug-free optimization, joyful gameplay, and all the good things you can come up with to describe a game, League of Legends have them all, but what’s really extraordinary is how LoL is balanced, with 137 Champions in the game---- Each Champion belongs to a unique class and has his or her own counter picks, and some of the Champions are strong at 1v1 but weak at team fights, and some are the opposite.

In LoL, playable characters are called Champions, and they are assigned to 7 classes (Controller, Fighter, Mage, Marksman, Slayer, Tank, Specialist) so that each class of Champions have their own strengths and weaknesses which only create advantage when confronting a specific class and be countered by another specific class. For example, Marksmen have a greater advantage upon Slayers in mid-range fights, because Marksmen can attack Slayers far away from their reachable area, but Slayers have a greater winning chance in close fights, because they deal more damage than Marksmen.

No much of a strategy game player, I tried my first game in League of Legends as Darius, because it is relatively easy to play and deals crazy damages. Though far from mastering, I won my first fight against Tahm Kench on the top lane, and it was like a turn-based game because both of us were so bad that we were all just using all the skills once to see who died first. With builds boosting my already high physical damage, Darius dealt about twice as much as damage he did to me, and after few rounds Tahm Kench started running when he was at his last ten percent of health, but sadly he didn’t make it due to bleeding, which was caused by Darius’s skill called Hemorrhage. In the early game, I had won most solo fights on the top lane and smoothly eradicated enemy’s turrets, but it got a lot harder when I had team comps: I couldn’t do anything because my enemies kept kiting me, and I wasn’t able to reach them. I wasn’t sure what exactly they had done to me, but I just could not escape the already losing team fights even by using Flash. They used a bunch of skills that decelerated me from slow to totally unmovable, and all I could do was waiting to be executed. While Darius is surely powerful in laning, he becomes less useful in kiting comps in that causing less damage is always better than causing no damage at all.

Though perfect balance is impossible, Riot Games launches patches to boost or nerf Champions frequently in order to achieve a relative balance in League of Legends. A Champion’s counter picks may be different in each patch, but not a single Champion is overpowered in this game, because you can always find the best solution by choosing his or her counters and beat the Champion in team comps.