

**How to be a**  
**good player**  
**at League of**  
**Legends.**

## How to be a good player at League of Legends

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### ***Introduction***

Hello and thank you for taking the time to read my e-book on how to become a good player at League of Legends! Let us start with the history of the League of Legends concept for those who may not be all too familiar with it. The game originates from the Warcraft 3 custom map “Dota” or also known as Defense of The Ancients, where 2 teams on each side would go head-to-head with each other in a futuristic type tug of war – Very similar to League of Legends. As time went on and as gamers and “Dota”-ians yearned for a new game to test their abilities, there was the spawn of a new “Dota” type game called: League of Legends. This game is very similar in regards to objectives, but it has a much larger champion base as well as countless new strategies. In this e-book, I am going to try to teach you how to become better at playing League of Legends, and hopefully if everything goes right, you will take my recommendations and become even better in this and the other games you play. We’re going to start off in the pre-lane first and then carry on into the lane phase and work our way through game mechanics as well as micro and macro management. Let’s get started.

### ***Pre-Lane***

This is where we are going to want to have a high priority on protecting our jungle, having some early map control, and even possibly attempting a first blood situation if signs point to it. First and foremost, we want to be able to keep our teammate safe in the jungle. Depending on where the player is starting, you should move yourself to possible entry points along the river to prevent an opposing first blood (400 gold) and a huge cripple to your team’s jungle. A good

strategy is to place a ward at the entry of the jungle upon your departure. This allows for your jungle to see if there is an opposing player coming for an early kill and it also allows the rest of your team to quickly swarm the invader giving a nice bonus to yours. Another question most people have is, "What items should I buy first? Sapphire Crystal? Mana Manipulator? Doran's item?" Well this is a very simple answer. If you are a melee champion who is going to take heavy harass from the lane you are going to – Doran's shield may do better than a ruby crystal as it gives health, armor, and regeneration. If you are a support or mana intensive champion, then a mana manipulator may help you and your lane partner stay ready for any type of gank. Make sure that if you aren't getting a dorans that your selection will form into one of the items in your build.

### ***Lane***

I believe that this is the most important part of the game because it consists of a good 10-25 minutes and has the potential to let champions snowball out of control if played synergistically with the pre-lane and ganking phases. Since this is a topic that requires me to be a little more in depth, I'm going to split it into a few paragraphs as opposed to a page of text.

### Zoning

The first area we're going to touch upon in the "Lane" section will be the emphasis on zoning and the last hitting of minions. For example, we have 1 opposing champion in our 2-man lane and we ask ourselves, what should we do? Let our minions stack by only last hitting theirs? Or (The right answer ) not touch the minions at all – not even last hitting them – Doing this will allow you to successfully deny your lane opponent from all experience. Yes, you will not be gaining minion gold either, but in 3 levels you should be able to insta-kill him and no ganks will be effective against you. Keep in mind that you can always farm minions during the ganking phase if you have to.

### MIA & RE / Map Awareness

Is everyone still with me? Alright! Next up is the ability to know your surroundings and to let your team know if someone is getting ready to gank them or yourself. Your new best friend is called the mini-map. This feature is what is going to save your life every time. If you aren't in battle and not overextending – keep your eyes on it about as much as you would look in your mirrors while driving a car. Think of the mini-map like a very attractive woman. Moving on. Now, we have MIA and RE. What do they mean you ask? Well MIA stands for missing in action and is usually spoken over a VoIP or typed in chat. When this message is called out, you should immediately move your champion back into a safe area and try to determine where this rogue is heading. Remember, wards are only 75 gold and you dying is 300 gold for their team. RE stands for returned and should be interpreted as being safe to venture out again.

### Poking / Striking / Patience / Conservation

Here we have the section that makes or breaks your champion and my favorite part too! If you've been able to last hit minions, maintain map control, and be alert to where your

opponents are, then this should be a walk in the park for you. In addition to what you've already learned, you now have to kill the enemy champions. Wait. How do we do that? We aren't nearly strong enough to fight toe to toe with these guys! Well, you are in luck! There is such a strategy called "Poking". This is sometimes referred to as "Kiting", but are both based on the same principle – to attack your opponent quickly and without retaliation until they are weak enough to where you can engage 1on1 and come out as the victor. Usually, you would want to wait until they are about half health until you make a strike at them. This method of playing requires a lot of patience. Most importantly, you must conserve your mana! Not only will this be a huge advantage when you decide to strike your opponents, but it will also protect you if you are being ganked.

### ***Ganking & Roaming***

Ganking and roaming tend to run concurrent with the lane phase. Usually ganking occurs when someone on your team or on their team is out of position, whether it be overextending or finishing a score, and are low enough on health for a jungle or another player to quickly eliminate them. The best way to prevent this from happening to you is by following the recommended style of play stated in the previous chapters. Now, we have a style of play that focuses on disrupting their jungle and assisting all 3 lanes. This style is known as "Roaming". Most roamers constantly ward the opposing jungle in order to prevent them from ganking your team. In addition to doing so, the roamer also may join you in your lane hoping for a quick advantage and an easy kill.

### ***Team Fights***

Team fights are the late game lane phase. There are few strategies you can use to ensure that your team is always the victor and that your team can maximize the rewards for it. Make sure that when a team fight occurs, that you are nearby and ready to engage. The key to winning is to never leave your team to chase a low health champion down. This will result in their tanks demolishing your weaker champions. Protect the carries!

### **Initiation & Baiting**

As an initiator, the key to giving yourself an edge on a team fight is to know when to initiate, obviously. You want to keep your eyes scrolling and waiting for one of their champions to overextend, be out of position, or until you have the ability to take one of their heavy damage dealers out first. Another common tactic is to have one of your champions appear to be overextended in a remote area with efforts to lure their entire team into an ambush. Both tactics are very reliable and can result in your team scoring a plethora of gold, towers, and any neutral characters.

## Crowd Control & Focus

The best way to keep control of a team fight and their main carries is to have a good amount of crowd control. For those of you who are unaware- crowd control would be considered as a skill or ability that would snare, stun, blind, or similar abilities that restrain the opponents from harming your team. I will say that teams that have plenty of damage, tank, and crowd control usually end up winning games. Now that you are aware of what crowd control is, you must learn how to use it. If you have a skill or ability to take one of their players out of the fight, then I would assume your question would be "Who should I remove from the fight?" Well, this is an easy answer. Always focus your crowd control on their strongest carry and never waste it on a tank unless of course you have caught him out of position and vulnerable.

## ***Jungle***

With being in the jungle you have two main options. First, you can go the "Safe" route and start at the mini golems. This method is a bit slower, but it is a lot less likely you are going to be ganked. The second option, is to start at the blue buff ( 20% cooldown + increased mana regeneration ). This will allow you to blaze through the jungle and obtain the glorious red buff ( on hit slow and damage over time ) in record time. The key to the jungle is to constantly ask your team which lanes have burned their escape spells and to focus the ones that are overextended. Make sure you have someone "leash" or attack your starting point in the jungle so you can avoid unnecessary attacks from neutral champions. Near every jungle champion starts with a cloth armor and 5 health potions.

## ***Baron & Dragon***

A good way to keep your team at a gold advantage is to keep control of the dragon and Baron Nashor. Dragon is worth approximately 190g or 290g depending on which map you are playing and when baron is slain, he grants you a hefty stats buff as well as 300g bonus! The best way to keep control of both is to keep them warded, take them when opportunity rises, and most importantly do not give their team a chance to score them by having a miscommunication on your team. It should be expected that the opposing team is doing the same thing, meaning that an occasional pink ward should fit in quite nicely.

## ***Ranked Selections & Bans***

In this section we are going to cover which types of champions we should pick, team composition, and some minor pregame strategies. Let's start with the order of champion selection. If you are the first pick, it is usually a good idea to pick your team's strongest champion first and then placing him in your regiment accordingly. Most teams run: 2 carries, 1-2 tanks, and 1 support or jungle. Now, here comes a fun part that the majority of people I have the pleasure of playing with don't seem to understand. If you are going to take an extremely fragile champion who is susceptible to taking any form of damage, then it would be logical to ban your greatest threat. For example, you are in a ranked game as a vulnerable ranged damage-per-second hero and you have an opposing melee champion who has the ability to cloak and stun. You have now just become your teams cripple and will likely cost the game

unless you were following my survivability technique. Experience is more important than minion gold. Lastly, team composition is the key. Make sure your team has plenty of crowd control, “tankiness”, and can safely put out a large amount of damage.

### ***Summoner Spells & Champion Abilities***

I find that summoner spells are user specific. Some players might do better with ignite and ghost, whereas other players might do better with teleport and flash. It’s my opinion that when utilized correctly, no champion or summoner skill can be considered as a “bad” choice, but sometimes certain champions and spells should be noted as very situational.

### ***Masteries & Rune pages***

This is where your bread and butter are for either an early or late game advantage. Masteries and rune pages offer your champions to start with an edge by providing a boost to your in-game statistics. By setting your runes and masteries accordingly with your play-style, you can quickly put out some heavy damage in your lane. A good way to maximize your potential for early game success is to pick a lane that you are going to be able to counter all game long.

### ***VoIP Software***

To be straightforward, VoIP is also known as voice over ip. A VoIP would be considered as either: Ventrilo, Teamspeak, Mumble, X-Fire, Steam, Skype, etc. I don’t think I can emphasize on how great of a tool these are. Allowing you to communicate in real time with your teammates to coordinate attacks and quickly react to counter initiations is what is going to separate you from the “noobs”. I highly recommend getting your team on a VoIP before the game starts. Hopefully one day, League of Legends staff will implement an option to “Join Player 1’s VoIP” button to games.

### ***Farewell Statement***

Well it seems that this is the end of my e-guide. I want to thank everyone who has helped me compile thoughts and recommendations directed at writing this, Riot Staff for making an amazing cooperative game with a heap of intensity, and most importantly, you. Thank you for purchasing and reading through this e-guide. I am glad to see that there are people who want to take their gaming experience to the next level. Always remember to say “good game” after each match and try to maintain an enjoyable experience for everyone. Have the best of luck!