

Forum:[Hack Forums](#)

Thread: [Tips on Getting Better At League!!! \(Every Role Included\)](#)

Marauder ?? - February 8, 2014, 5:15 pm

Introduction

Hey guys so thanks for taking the time to read this thread! So i will be doleing out some general advice for each role and just some general tips in general to help you improve at this wonderful game we call League of Legends. Before many of you ask, i am currently ranked Gold V in S4 and although i know many of our fellow HF members are Diamond+ i still believe that listening to a few of these general tips could give you an edge!

General Tips

The following tips will apply for most lanes and even jungling at some times. I will try to elaborate on each of them!

-Always buy pink wards! No matter what lane you are, there are many indiscriminate bushes that these could be placed in. 1 example is here: <http://www.youtube.com/watch?v=eon78ekDNSQ>

-Always upgrade your trinket. In the case of the warding totem i recommend getting the one that drops a pink ward, this is useful for clearing objectives such as baron and can prevent some nasty teamfights and steals from breaking out!

-Secure objectives whenever possible! This might seem like a common sense tip but many people neglect it. After defeating the enemy in a team fight look to snag jungle camps, buffs, drag or even baron under their noses. Even this small gold lead or bonus from the buff's could be massively helpful later on

-Always call your MIA's !!! This is perhaps the most important thing that i can stress to new players! Not only will it save your team mates lives but it can also save the game. As many of you know league has a rather hostile community, a simple thing like a missed MIA can lead to a huge flame war. So even if its not your lane but you notice a champion missing, drop a few MIA pings on the, (Hold g then move your cursor left i believe). Even if it pisses your teammates off by the amount of times you ping, at least they wont flip the fuck out and flame you :D

-Dont forget to throw out those Good Job's and Thank you's! This is another neglected aspect, compliments towards teammates not only boost morale but could earn you a new friend in the league!

-Pickup free kills whenever possible. For example if you see the teams posturing for a fight at mid but see their support soraka farming top. Go up there take the easy kill and roam back to your team!

-If there are healers such as Soraka/Sona they CAN change fights completely, and NEED to be focused. This is due to, them able to keep carries such as apc or adcs alive longer during fights, getting that ulti or heal off on themselves or not even able to use it CAN indeed change the fights end result completely. For example: A teamfight is happening Soraka still has her ulti up, FOCUS HER FIRST this is because if you get their entire team to almost dead and she ULTI's it can increase their HP by almost 50% putting you at a disadvantage. But if you focus her and then the carries then she will be forced to waste her ulti and heal on her own self, putting your team ahead in that fight. PICK THEM OFF AT ALL COSTS!!!

Jungling Tips

This Section of the guide will be focused on my main area of expertise, jungling! You must remember that the jungler is the play maker! You must be aggressive but not ridiculously so that you lose your team the game.

-To me the most important thing about being a jungler is to have some big balls! Your aggressive ganking is what will win or lose lanes. Dont be afraid to towerdive, most of the current Meta junglers that you will likely be playing are tanky as fuck! and will easily escape the dive.

-Donate Kills and Buffs to your laners as necessary. While an assist is all fine and dandy for supports, most laners would prefer you to give them the kill, also donate your red buff to your ADC later in the laning phase and your blue to your mid laner especially if you are a manaless jungler like Shyvana. (Dont donate it to mids like Yasuo who have no mana and are AD reliant).

-Counter Jungle! Taking away the enemy Jungler's farm is essential to being a good jungler. If you are playing Kha Zix or any other aggressive Junglers then simply wait at the enemies buff at Lvl3 and goon him! Try to smite steal the buff then kill the jungler. It will set them way behind! Try to do this regularly but it is recommended to leave the smallest monster behind to delay camp respawns

Mid Laning

Mid Laners have the ability to single handedly carry the games, even more consistently than a ADC!

-The main objective of a mid Laner is to snowball hard, this can be done through 3 ways: Farming, Roaming, and Pushing. By dominating your lane you will not only push but give yourself the potential to roam

-Ask for Blue Buff! As of the start of S4, around 95% of mid laners are mana dependent, even the 5% that aren't could still use some CDR. Your jungler in most cases will be nice enough to donate it. Especially ask for it if the enemy mid laner starts to appear in lane with their teams blue buff

-Focus the Carries! This can be said for all roles but Mid Laners tend to have some of the highest burst potential in the game, especially with the assassin meta that is currently going on. Many mid laners like gragas have the potential to instantly delete an enemy carry

-Remember to build defense. As a hard carry you will be focused down by the enemy team, having A Zhonya's hourglass (for Ap mids) Could save your life when the whole damn team jumps on you in a fight

Bot Laning

ADC

-The most important rule of being an ADC is to out CS (creep score) your opponent. This means to obtain the most minions killed therefore funding your items with which you can dominate the game!!!

-Communicate with your support, most likely due to the meta you will have a play maker support,

provided they dont play like a pussy you should be getting in alot of skirmishes. Be ready when they go in to back them up with some ranged fire!

-Get damage on tower whenever possible. ADC's are probably the most effective tower seigers in the game, so take advantage of your opponents being out of lane to hit that tower hard!

-Focus down whoever you can in the fight, you must have your teammates peel for you while you deal out as much damage to anyone who gets within range!

Support

-Initiate the Fights! Most supports now like Leona and Thresh have great initiation ability and will most likely be able to start off a good fight for your team just by going in with your gap closer and ulting

-PEEL FOR THE CARRIES!!! This is one of the golden rules for supports, almost every support has atleast 1 form of hard cc (crowd control) such as a stun or fear or knockup that should be used on the enemy whenever possible to get them off your carries!

-Dont take cs! Whenever i play ADC i get annoyed when my support hits the creeps or steals them without having a runic shield (gives the cs to carries). It throws off my natural timing so i recommend staying away.

Top Laning

-Top laning is perhaps the most sought after role and sometimes the most boring depending on the Ganking action from your jungler

-Many top laners rely on farm to get their items such as Nasus who must stack his Q for damage.

-Build tank! One of the most important aspects of a top laners is the ability to be a tank for your team. All of the current top laners in the meta have the ability to still deal quite a bit of damage. Your team may be relying on you to be tanky especially if your jungler is someone like Kha Zix who needs to build damage

-Get those objectives! Top lane is usually the lane that has the least action besides a few ganks and skirmishes, take advantage of this fact and instead push down objectives, invade the enemies jungle, or roam to other lanes to give them some help

-Go for late game dominance. While it may seem tempting to jump into every team fight or go aggressive, remember in most cases you will be playing almost a support type role. you will be needed to push down towers and gain cs to get you tanky and useful late game!

Terminology

AD = Attack Damage

AP = Ability Power

AS = Attack Speed

MR = Magic Resist

MS = Move Speed

tr = our red [Enemy Red Buff]

or = our red [Our Red Buff]
tb = their blue [Enemy Blue Buff]
ob = our blue [Our Blue Buff]
ult/ulti = Ultimate or R Ability
DOT = Damage Over Time
DPS = Damage Per Second
KS = Kill Steal
ace = everyone on a team dead
CC/Disable = Crowd Control [Stun, Fear, Slow, etc]
BD/Backdoor = Attacking the enemy's turret without them knowing or without creeps
Snowball = Grows [Positively] with progression can apply to items or champs.
Kite = To make a enemy champ follow you while attacking
Orbwalk = When you cancel your animation while attacking to make attacking faster [Usually used with ADC's]
Burst = A high amount of damage done in a short amount of time
Summoner spells = Spells that are used on your D/F Keys [By Default] Such as Ghost, Flash, Ignite, ETC
CV = Clairvoyance a summoner spell used to reveal an area for a short amount of time
gb/b = get back
CDR = Cool Down Reduction
carry = anyone who can do a decent amount of damage/"Carry" Your team to victory.
Peel = When other people on your team blocks damage from your carry
TT= Twisted Treeline
SR = Summoners Rift

General Things to Know

GG = Good Game
WP = Well Played
BM = Bad Manners
GJ = Good Job
BJ = Bad Job
DW = Don't Worry
IK = I Know
TY = Thank You
af = as fuck [I'm mad af.]
LoL = League of Legends
lol/LOL = Laugh out Loud
dc/disc = Player Disconnected From Game
HP= Health points
ARP= Armor Penetration
LCS= League Challenger Series
Feeder= Someone who dies to a certain player(s)
RP= Riot Points
IP= Influence Points
GF= Goodfight
Drag= Dragon neutral creep
Blue= The ancient Golem camp which provides a "Blue Buff"
Red= The Elder Lizard camp which provides a "Red Buff"

Thanks to Supreme_ and Psychopathic for their contributions to this section!

(This thread will be updated as i complete the various sections for other roles! So check it frequently! Also please take the time to leave a thank you if this guide helped you :D)

Remember The Most Important Rule Fellow Summoners

GLHF

Good Luck Have Fun!

Please ask any further questions you may have down below and i will get to them ASAP!

Feel free to drop any Questions, comments, concerns or thanks down below!

Change Log

2/8/14 Added All other missing sections!

2/9/14 Made some minor changes and added small glossary of terms (Will update with more!)

babydrago - February 8, 2014, 6:05 pm

Leaving the last creep or not when you steal a buff really depends on every game/situation. If the buff gives a huge advantage to the enemy (for example a fed Lux, Syndra, Nidalee etc.) I generally leave the last creep. Why? Because if they don't clear it the timer won't be reset. But if I plan on stealing it again, I clear the camp so I also have the timer. This works best if you're confident enough to invade their jungle or/and when you're ahead.

Otherwise nice thread. I am sure it will help many people :)

Sasaki Haise - February 8, 2014, 6:26 pm

Nah, for every role your goal isn't to out cs your opponent, it's not to miss any CS at all lol. I could care less if the guy can't CS properly lol, as long as I don't miss and I know how to play the lane that's good enough.

Marauder ?? - February 8, 2014, 6:30 pm

(Feb 8, 2014 07:05 PM)babydrago Wrote: [\[CITE\]](#) Leaving the last creep or not when you steal a buff really depends on every game/situation. If the buff gives a huge advantage to the enemy (for example a fed Lux, Syndra, Nidalee etc.) I generally leave the last creep. Why? Because if they don't clear it the timer won't be reset. But if I plan on stealing it again, I clear the camp so I also have the timer. This works best if you're confident enough to invade their jungle or/and when you're ahead.

Otherwise nice thread. I am sure it will help many people :)

In that case i would just drop a ward on the buff, they will most likely clear it within 3 mins unless they really suck :D Also thanks for the feedback mate!

constar - February 8, 2014, 9:32 pm

Hey thanks for taking the time to write this, I read some interesting things.

Marauder ?? - February 9, 2014, 10:57 am

(Feb 8, 2014 10:32 PM)constar Wrote: [\[CITE\]](#) Hey thanks for taking the time to write this, I read some interesting things.

Hey thanks for taking the time to drop a thank you mate!

Hoxus - February 9, 2014, 11:52 am

Hey thanks bro very usefull tips! =)

Fortknight - February 9, 2014, 12:04 pm

Thanks for these tips. Some really useful information here.

Yorick - February 9, 2014, 12:37 pm

In my opinion, the jungler's role is based all around objectives. I don't feel that it's the jungler's responsibility to win a lane for you, though I'm not saying he shouldn't try to help. Junglers should be applying lane pressure, pushing turrets, and taking neutral objectives while trying to shut down the opposing jungler.

One thing that bugs me about junglers is, they'll gank your lane and just leave. What they should be doing is pushing the wave to the turret to deny your opponent the wave exp and get some hits on the turret. It seems like a lot of people in bronze/silver don't capitalize on their ganks and it's kind of annoying. I have to ping them to come help me push the lane so I can actually benefit off it. If they don't the lane stays frozen and I don't have enough to time back without losing exp myself.

Marauder ?? - February 9, 2014, 12:44 pm

(Feb 9, 2014 01:37 PM)Yorick Wrote: [\[CITE\]](#) In my opinion, the jungler's role is based all around objectives. I don't feel that it's the jungler's responsibility to win a lane for you, though I'm not saying he shouldn't try to help. Junglers should be applying lane pressure, pushing turrets, and taking neutral objectives while trying to shut down opposing jungler.

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uooyd - February 9, 2014, 8:50 pm

Remember sometimes it is not very good to focus the carries, for example: If there are healer such as Soraka/Sona they CAN change fights completely, and NEED to be focused. This is due to, them able to keep carries such as apc or adcs alive longer during fights, getting that ulti or heal off on themselves or not even able to use it CAN indeed change the fights end result completely. For example: A teamfight is happening Soraka still has her ulti up, FOCUS HER FIRST this is because if you get their entire team to almost dead and she ULTI's it can increase their HP by almost 50% putting you at a disadvantage. But if you focus her and then the carries then she will be forced to waste her ulti and heal on her own self, putting your team ahead in that fight.

?Jeff ?The ?Killer - February 9, 2014, 9:03 pm

Could you add a section to describe the league language please. Like Idk what adc, cdn, ad means. That would be very helpful thank you.

uooyd - February 9, 2014, 9:40 pm

League Vocab

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DPS = Damage Per Second

KS = Kill Steal

ace = everyone on a team dead

CC/Disable = Crowd Control [Stun, Fear, Slow, etc]

BD/Backdoor = Attacking the enemy's turret without them knowing or without creeps

Snowball = Grows [Positively] with progression can apply to items or champs.

Kite = To make an enemy champ follow you while attacking

Orbwalk = When you cancel your animation while attacking to make attacking faster [Usually used with ADC's]

Burst = A high amount of damage done in a short amount of time

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TY = Thank You

af = as fuck [I'm mad af.]

LoL = League of Legends

lol/LOL = Laugh out Loud

dc/disc = Player Disconnected From Game

All I can Think of now. I'll Update Later.

Psychopathic - February 9, 2014, 9:46 pm

(Feb 9, 2014 10:40 PM)Supreme_ Wrote: [\[CITE\]](#) League Vocab

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Feeder= Someone who dies to a certain player(s)
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GF= Goodfight
1v1= You and another player go one on one on ARAM quickscales only.
All I can think of off my head.

Marauder ?? - February 9, 2014, 10:23 pm

Thanks to Supreme_ And Psychopathic for their amazing contributions :D

uooyd - February 9, 2014, 10:31 pm

yw = you're welcome
mp = mana points/mana potion [aka mana pot]
hp = healthpoints/health potion [aka health pot]
ama = ask me anything [Usually in Reddit/Forum Posts Not Generally used in-game LoL]

?Jeff ?The ?Killer - February 10, 2014, 7:29 am

I've got a question. I always play as pantheon at mid and I'm not sure what items to buy. I usually start off by buying the 700g mana then the 1000g health belt. After that I buy the 800g critical strike sword to then buy zeal for statik shiv. after that I just buy more health. Am I playing it right? I'm just a noob who enjoys playing LoL. Thanks :)

:D - February 10, 2014, 12:11 pm

Quote:-Focus the carries in a fight, just like the mid laner you have a ton of damage and focus potential. Let your teammates peel for you and go for the carries!

No, as an ADC try focusing whoever is closest to you. This allows you to kite them away from their team and keeps you safe. If you go for their carries then you'll be in the middle of all the action and will be getting focused by 4/5 people as opposed to 1/2 people. Your job as an marksman is to STAY ALIVE while outputting consistent damage. tl;dr attack whoever is closest

(Feb 10, 2014 08:29 AM)?Jeff ?The ?Killer Wrote: [\[CITE\]](#) I've got a question. I always play as pantheon at mid and I'm not sure what items to buy. I usually start off by buying the 700g mana then the 1000g health belt. After that I buy the 800g critical strike sword to then buy zeal for statik shiv. after that I just buy more health. Am I playing it right? I'm just a noob who enjoys playing LoL. Thanks :)

I hate Tear on Pantheon - I find it so ineffective (I just don't know how people run out of mana on him lol).

I start Dorans and a HP pot. Start E to cheese your way to level 2, then W. Stun + E should take them to about half health. Rush to level 3, then Q, W, E, Q and they should be dead.

My build path for mid pantheon (in no order), tends to be, BC, LW, Triforce, BT/Hydra, IE, boots.

You'll probably need to build tanky tho since you're meele, in which case sell the IE and BC for tank items.

?Jeff ?The ?Killer - February 10, 2014, 12:59 pm

(Feb 10, 2014 01:11 PM)D: Wrote: [\[CITE\]](#) I hate Tear on Pantheon - I find it so ineffective (I just don't know how people run out of mana on him lol).

I start Dorans and a HP pot. Start E to cheese your way to level 2, then W. Stun + E should take them to about half health. Rush to level 3, then Q, W, E, Q and they should be dead.

My build path for mid pantheon (in no order), tends to be, BC, LW, Triforce, BT/Hydra, IE, boots.

You'll probably need to build tanky tho since you're meele, in which case sell the IE and BC for tank items.

Could you explain to me what does BC, LW, BT and IE means please. Also, I always do the combo you advised me but I start off with Q, when I level W then Q again afterwards E. But next game I'm gonna do the thing you said, thanks for reply.

Marauder ?? - February 10, 2014, 4:49 pm

(Feb 10, 2014 01:59 PM)?Jeff ?The ?Killer Wrote: [\[CITE\]](#) Could you explain to me what does BC, LW, BT and IE means please. Also, I always do the combo you advised me but I start off with Q, when I level W then Q again afterwards E. But next game I'm gonna do the thing you said, thanks for reply.

These are just shortenings for other words

BC=Black Cleaver (Item)

LW=Last Whisper (Item)

BT=Blood Thirster (Item)

IE=Infinity Edge (Item)

Clique - February 10, 2014, 5:08 pm

If you're playing mid would it be better to use a warding totem opposed to a sweeping lens?

Marauder ?? - February 10, 2014, 5:43 pm

(Feb 10, 2014 06:08 PM)Clique Wrote: [\[CITE\]](#) If you're playing mid would it be better to use a warding totem opposed to a sweeping lens?

In my opinion yes, i would also buy a pink and stick it in the bush by baron then consistently ward the bottom river bush with my trinket to alert me of ganks! Sweeping lense is mainly used in the later team fighting phases. In LCS and pro matches, the whole team pretty much takes it to clear hotspots lol :D

Daddidj - February 10, 2014, 7:20 pm

Go tank as a top laner ?
Well what about riven ?

Else vouch. Nice effort buddy.

Marauder ?? - February 11, 2014, 12:19 am

(Feb 10, 2014 08:20 PM)Daddidj Wrote: [\[CITE\]](#) Go tank as a top laner ?
Well what about riven ?

Else vouch. Nice effort buddy.

Thanks! Im just saying that alot of the tops such as mundo, shyv, renek, elise, and jax are relatively tanky. Yes Riven and Kha and some others are really op top laners. Also thanks for the vouch and feedback!

r4z - February 11, 2014, 3:05 am

(Feb 8, 2014 07:30 PM)?Marauder Wrote: [\[CITE\]](#) In that case i would just drop a ward on the buff, they will most likely clear it within 3 mins unless they really suck :D Also thanks for the feedback mate!

in that case enemy team will have timer on the buff to, if u clear it only u will have the timer .

ultralooter - February 11, 2014, 3:37 am

Nice guide! Also check out my tips on how to get better in LoL.

iCrucify - February 11, 2014, 3:37 am

These are some nice tips. I will utilize them in the future. Thanks.

ultralooter - February 11, 2014, 3:51 am

How is an ADC supposed to focus a carry in a teamfight? An ADC is supposed to wait for the enemy cooldowns to be burned, then get the enemy frontlaners down. After this an ADC should be focussing carries and clean up with as much damage as possible. Btw what elo are you?

:D - February 11, 2014, 8:09 am

(Feb 11, 2014 04:51 AM)ultralooter Wrote: [\[CITE\]](#) How is an ADC supposed to focus a carry in a teamfight? An ADC is supposed to wait for the enemy cooldowns to be burned, then get the enemy frontlaners down. After this an ADC should be focussing carries and clean up with as much damage as possible. Btw what elo are you?

^This. As I mentioned earlier ADC's have terrible focus potential - they pretty much have to focus what's in front of them - that's the whole point of a tank lol.

(Feb 10, 2014 01:59 PM)?Jeff ?The ?Killer Wrote: [\[CITE\]](#) Could you explain to me what does BC, LW, BT and IE means please. Also, I always do the combo you advised me but I start off with Q, when I level W then Q again afterwards E. But next game I'm gonna do the thing you said, thanks for reply.

They're items as mentioned by OP in a quote.

BC = Black Cleaver

LW = Last Whisper

BT = Bloodthirster

IE = Infinity Edge.

No need to start with Q tbh, E gives you the 100% crit chance and waveclear which is amazing for skirmishes and finishing enemies off.

Tricorn - February 11, 2014, 11:19 am

Just saying it was kind of a waste of time typing this out, It is mostly just common sense and general knowledge, tips help people in the smallest of ways, people need experience to actually play and improve their objectives.

Would rather see this thread made by one of the diamond players who can actually provide a perspective to this game that you don't see in low elo.

Marauder ?? - February 11, 2014, 8:24 pm

(Feb 11, 2014 12:19 PM)Tricorn Wrote: [\[CITE\]](#) Just saying it was kind of a waste of time typing this out, It is mostly just common sense and general knowledge, tips help people in the smallest of ways, people need experience to actually play and improve their objectives.

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You can actually be a little appreciative instead of posting some comment complaining about my elo and my guide :P Did is say i was qualified? No i just wanted to give back to the community....

Also dont you see that its actually helping people! Have you not seen the people posting their thanks, some people just enjoy a good read

dcm199 - February 11, 2014, 8:56 pm

Oh wow , I'm going to try some of these .. I think I'm silver at best. Maybe these will help

Marauder ?? - February 12, 2014, 9:06 am

(Feb 11, 2014 09:56 PM)dcm199 Wrote: [\[CITE\]](#) Oh wow , I'm going to try some of these .. I think I'm silver at best. Maybe these will help

Thanks for the feedback mate! Hope it helped you out!

Tricorn - February 12, 2014, 10:18 am

(Feb 11, 2014 09:24 PM)?Marauder Wrote: [\[CITE\]](#) You can actually be a little appreciative instead of posting some comment complaining about my elo and my guide :P Did is say i was qualified? No i just wanted to give back to the community....

Also dont you see that its actually helping people! Have you not seen the people posting their thanks, some people just enjoy a good read

The thing is, it is useful to people who have no concept of common sense, if you feel like that is giving something useful back to the community brilliant but there is no point in arguing with someone who cannot even capitalize the letter I when referring to them self..

I don't appreciate threads like these as every other day you get these, or you use to and it was the same thing just re-worded, make something like the guide in the sections stickies and then I will appreciate your contribution. You could type this up off of the top of your head in 5 minutes.

That is my "constructive criticism".

Marauder ?? - February 12, 2014, 8:16 pm

(Feb 12, 2014 11:18 AM)Tricorn Wrote: [\[CITE\]](#) The thing is, it is useful to people who have no concept of common sense, if you feel like that is giving something useful back to the community brilliant but there is no point in arguing with someone who cannot even capitalize the letter I when referring to them self..

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That is my "constructive criticism".

Yes and I'll accept that criticism in stride, im currently writing a jungling guide, with pictures just like the stickies, also as I said, this is just a quick guide to help people who maybe just want some tips. These are by no means going to turn you into a Diamond Player overnight. I'm not trying to argue with you and rather thank you for your constructive criticism. It helps to improve the guide!