Specifics Course

Welcome

Hey friends,

Welcome back to the third and final course in the written form. I've struggled for a while with how to structure or even begin writing the Specifics course as the knowledge pool is quite literally endless. I needed to figure out a solid framework in order to categorize the concepts in a simple, easy to follow format.

After a few months of struggle I've finally settled on the following:

I decided to reserve the bulk of technical knowledge such as matchups and micro for the video format (as this specific knowledge is more likely to be changed in the future iterations of League). The remainder is covered in this course and will eventually get a video format as well for even better depth.

Once you've automated the core principles and developed a solid fundamental baseline you're ready to learn and apply specific knowledge in your gameplay. **This process is inevitable on the path to mastery, apex tiers of gameplay and ultimately professional play.**

This course will teach you to recognize and adapt to **common game states and play patterns**, it will also introduce you to **awareness, pressure, macro aspects** and finally **pro play**. We've already covered concepts such as tempo, opportunity cost of individual decisions and champion agency in the previous courses.

By understanding the concepts of awareness and pressure you will expand on your ability to make better decisions. By understanding common game states and play patterns you will learn how to adapt quickly to ever-changing variables. Next, you will learn about the bigger picture in the macro section. Finally, you will get a sneak peak into pro play which covers **drafting**, **communication**, **teamplay** and **setups**.

Keep an eye out for the video content once it comes out as it will make every single topic covered in this course a lot more clear. I will try to explain each topic to the best of my ability through the constraint of format.

Before we begin though, we need to talk about a non-gameplay related topic which envelops your entire attitude and beliefs- **Mindset**. If you want to explore this specific topic further I'd highly recommend checking out the book Mindset by Carol Dweck which inspired the small chapter in this course. I will show you how I apply the **growth mindset** on my own League journey.

Mindset

Most people are a mixed bag when it comes to mindset depending on which area of their life you focus on. First, in order to cultivate a growth mindset, you have to understand the basic framework. The **growth mindset** states that people **can improve at things** and **develop their intelligence**. This leads to: us having a **desire to learn** and therefore a tendency to: **embrace challenges**, **don't give up** when facing problems or set backs, see **effort** as the path to mastery, to **learn from criticism** and **be inspired** by the **success of other people**. As a result, people who apply the growth mindset tend to **avoid plateaus** and **achieve higher** and higher levels of achievements.

This is all very cute for the lack of a better word, but how can we apply this to League of Legends you might ask. Let's break down each point. The fact that you are reading a written course in 2025 means you have to be growth mindset oriented already at least partially. Now, in order to actually see benefits from the growth mindset we have to **aim for consistency.** I try to adhere to the **three simple rules** (notice "I try" - no one is perfect and everyone tends to slip up from time to time but what matters is getting back on track as soon as possible):

a) **Focus** - You are not helping anyone and especially not yourself when you **waste time** flaming, pinging, writing novels in a solo queue game just to mend your fragile ego. We want to narrow down ourselves to the important things that are happening in any given game-clear **intent**. We don't want to be completely delusional and ignore all the variables that are present in a team game like League.

b) **Efficiency** - time is a limited resource. Why study something for 15 years, so you could write a book about it (Aware) when you can just go online and learn up to 80% of that content in a fraction of time. My point being, that in 2025 you have so many free resources and tools to help yourself along the way. The majority of my time as a pro was spent on just three things - studying other pro players, practising with my team and finding ways to learn something new.

c) **Curiosity** - League changes every two weeks. You need to be curious and feel excitement every time there is something new to figure out in order to survive in this competitive environment.

Combine these with a **clear, achievable goal** and **keep showing up** every day. You will see dips in your LP, your performance will suffer but you will inevitably grow into a better player if you keep these three simple rules in mind.

Awareness

Awareness is your ability to perceive and understand all the relevant information on your screen so you can make better decisions. A key part of awareness is **intent** — understanding **"why"** a particular decision is optimal. We already covered intent with core principles.

Each moment in a League game has variables we must consider in order to optimize our performance. The importance of specific variables changes with game time eg. in the early game we might care the most about accumulation of gold and experience while in the mid or late game we might need to focus a lot more on tempo and overall positioning. Obviously, these variables are quite nuanced, so to "read the room" correctly more often than not we need to improve our awareness. You will be wrong very often and that's perfectly okay- something great to take away for future games.

During reviews you will find that it is much easier to problem solve when the game time is "frozen" and you have time to think. Meanwhile, the best players consider large amounts of information available in real time to calculate each decision. This problem solving cycle loops throughout the whole game for each decision you make. Some of these decisions are made through experience and familiar patterns while some are adapted in the moment.

Below you'll find a simple exercise in awareness from a competitive game through the laning phase time frame.

What do you see? What's optimal play? Sometimes there is no "optimal" play in League because both choices might be suboptimal, but you have to account for the **opportunity cost** and future effect of the decision in order to choose the best one available.

Seemingly nothing is happening except that we can maybe dive Sion? If we take a closer look you will notice that Corki just finished his recall and we see him briefly in the base from the lingering vision. Sion condition is much worse compared to Rumble, so what choices does Rumble actually have?

There are definitely multiple options, so how do we choose? We could try to flip a dive on the crashing wave or perhaps go for vision instead. We could also play for tempo by either recalling already on the crashing wave or by pushing the next wave fast to deny extra resources.
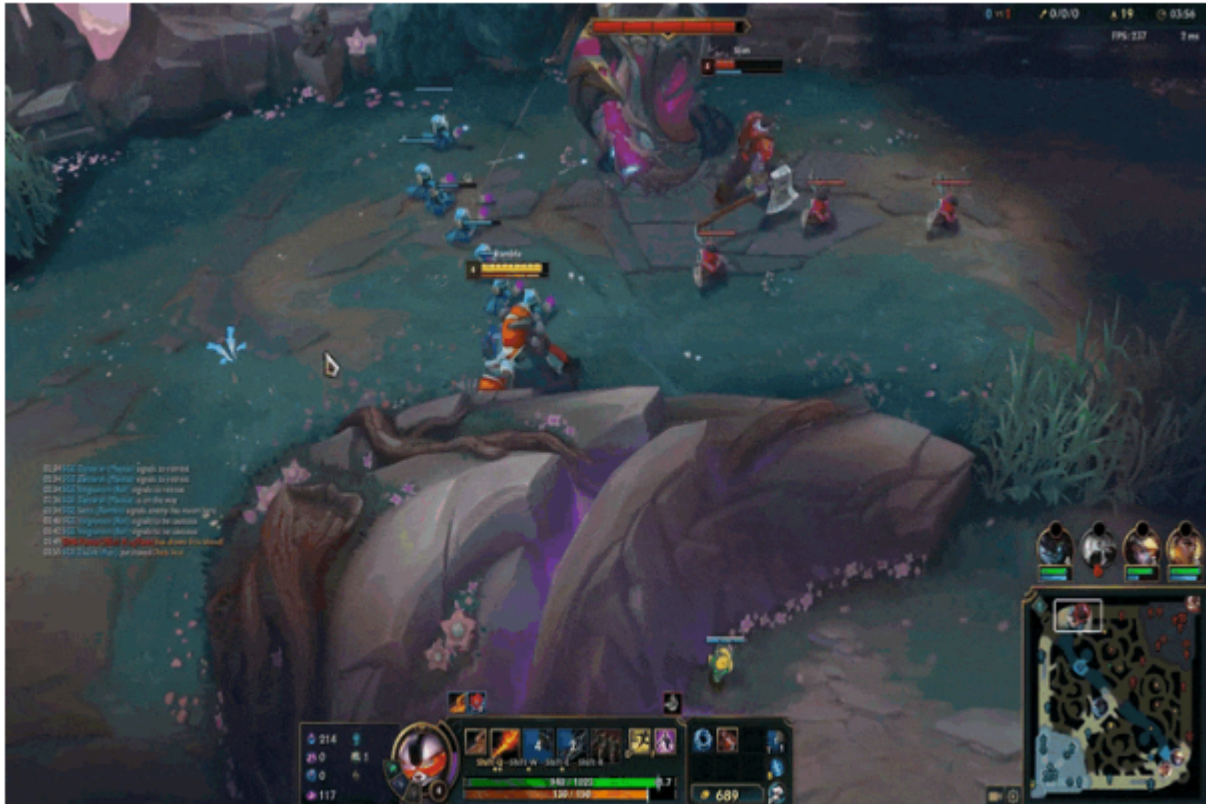
If this were a solo queue game we might be tempted to dive Sion on the spot. Even without having a clear idea of enemy jungler's pathing, trading one for one would be favorable in terms of experience and gold depending on the execution.

If we trade one for one in this exact moment, who benefits more in the short term? How do lane dynamics change if xyz happens?

These specific variables can be learned in multiple ways, but ultimately the main point is to be aware of what you are choosing to do and for what reason. The game gives you instant feedback loops for each decision you make, you just have to develop the awareness to adapt and respond correctly.

Here are some **key specifics** to consider in your decision making when looking to improve your awareness:

a) **minimap** - scout for information by looking at the minimap and check the scoreboard as often as possible
b) **wave states** - wave fundamentals enable plays that wouldn't be possible otherwise
c) **objective** - playing around recalls, timers and objectives
d) **conditions** - how are innate resources looking? Available cooldowns, hp, summs etc..
e) **macro** - jungle tracking, mid-supp roam timers, neutral spawns, swaps...

Pressure

Pressure can assume many different forms in League, be it gameplay or mental related, but ultimately it's connected to **your ability to force your opponents into reactions or responses to your own actions (or vice versa)**. Pressure means that you have the initiative or the "first strike". You get to "lead the dance". Pressure is also closely related to tempo- without tempo our ability to exert pressure becomes much more limited.

A perfect linear progression of pressure would look something like this: you are winning lane (able to control waves, winning trades, push on demand and so on..). This naturally creates more timers than your opponent. You created an advantage. Maintain it, grow it into a bigger lead- now you are snowballing. Finally, it's time to exert that pressure on the rest of the map and carry the game.

Rarely is a single game of League this simple. Rather, we often see a lot of back and forths, a lot of throwing and ultimately a lot of wasted potential even though we started from a very good position. Many players struggle with translating good conditions, pressure or whatever term you want to call it into a satisfying carry performance.

If we tunnel vision a bit into a single lane for the purpose of explaining pressure, we can assume that both champions have some sort of ideal condition they're looking to achieve. How are they going to achieve this? Well, each champion naturally has their own strengths and weaknesses. Each player will create a gameplan and try to execute it to the best of their ability while navigating through pressure.

So, how exactly do we create pressure? Pressure can also occur due to the nature of a specific matchup but the following still applies. During laning phase pressure is most commonly displayed through:

a) **trading, tethering and positioning** - forcing the enemy to choose between last hit and trade, getting exp or taking dmg etc.
b) **wave management** - many different ways to force an enemy into specific actions (check the wave management table in the fundamentals course)
c) **better conditions** - summs or cooldown advantages, hp or mana leads and item-level advantages→ often forcing an enemy into recalling (they lose resources, we gain), tower damage or outright dying.
d) **range** - is a powerful innate resource. Champions with larger auto attack ranges or spell ranges get to exert pressure more easily and also get to dictate trading or wave management patterns more freely.
e) **teammates** - we can rely on map movements of our teammates to exert pressure - jungle pathing, mid-supp roams, ad swaps etc.

When we zoom out of the laning phase and shift our focus globally we can also see that pressure can be exerted through:

f) **objectives** - these are designed to help us win the game. Grouping with the team forces the enemy team to either match or trade powerful objectives. If we're stronger, the enemy has to make a choice if they're willing to gamble a fight or cross map to fight another day.

g) **sidelaning** / **splitpushing** - enemy has to respond to the sidelane shenanigans if there is no better play available to them.

h) **mid waves** - these connect the entire map and allow teams to move pressure into different sides of the map. If you often see ARAM's in pro play this is exactly why. Mid waves allow full control over the important side of the map and forces enemies to either match or contest through the side waves which might be suboptimal depending on the team composition.

Teammate pressure also applies in the global point of view through rotations, vision, lane assignments, map openings and strong side vs weak side.

Next, let's see how to optimally play with and under pressure. Simply put, when you have pressure the first step is to not lose it. To maintain pressure we need to have a strong understanding of fundamentals like trading, wave management and tempo. Without these you will often find yourself throwing or misusing your pressure. Consider how well you are utilising specific pressure tools **a) to h)** above in order to pressure your opponents.

What if I'm under pressure and the game feels really hard if not impossible to play? My matchup is horrible and I don't know what to do. Let's flip an all in and hope for the best. If it goes wrong we can FF and blame the jungler! Wait, hold on for a moment.

First of all we need to have **awareness** that we are **currently** under pressure in a specific time frame. Once we understand the tempo rules and how conditions work it becomes clear that it would be much better to maintain the status quo to the best of our ability and avoid playing proactively until a solution presents itself to fix our bad condition.

This idea is called "**losing gracefully**"- we avoid volatility, concede push if needed and focus on free last hits until we get a chance to improve our condition - this might present itself through teammate help or we might have to hold out until our TP is back up. Other solutions might include waiting for a better wave state, more cooldowns or enemy making a mistake. We might have to push as much of the wave as possible or recall a bad wave and take a temporary L. During the laning phase the pressure swings can happen quite often, so it is important to see the opportunities to reduce the pressure or to swing it in your favor.

Common Game States and Play Patterns

Pressure ties nicely into the concept of common game states and play patterns. In order for us to adapt to every situation and different variables in League we first have to understand the fundamentals. Below you will find common game states and play patterns a player might find themself in. Don't forget that you need a very good understanding of the five main fundamentals. Once your awareness is good enough to notice the game state you are in, then we are able to brainstorm solutions based on past experiences, pressure and relevant specifics of the current game.

Cross-reference the wave techniques and tempo tables from the fundamentals course if needed. While it might sound obvious that three common game states are even, behind or ahead it is very important to be aware of each dynamic as the specific variables continuously change throughout the game.

#1 - **Even Game State**

This common game state is the rarest because even the smallest pressure or leads can shift the game state into the ahead / behind game state. Nevertheless, it occurs when neither you or your opponent are able to (or want to) control waves for "individual" purposes. This game state ultimately leads to "ping ponging" **(bouncing)** of waves without much or very little progress happening.

This commonly happens when both players are handshaking waves (especially on sidelanes) **waiting for X** while wanting to **maintain their resources high** (saving cooldowns, not losing hp...) or to **reduce volatility** - **X in this case being** an objective spawn, a specific power spike, vision retakes, strongside-weakside change and so on.

Funnily enough, this game state mostly occurs in highly competitive pro games (focus is on the bigger picture) or in the very low elo games (both players are unaware of the better ways to pressure).

Common timers include: both champions on similar item spikes (one is definitely stronger but the risk of finding out is not worth it) and the "lull state" which happens between objective spawns - usually 5-up to 2 minutes before if there is no fast play available.

#2 - **Ahead Laning Phase**

If you are able to pressure your opponents and tempo is good, then you are firmly in the ahead game state (specifically laning phase). Ultimately, **if the tempo is on point**, we only have a few options to choose from: a) with or without team effort we can **set up dives**(by crashing slow pushing waves), b) we can generate **cs leads**(by slow

pushing or freezing), c) **look to trade** (common sense applies- don't flip if jg is nearby and you're not confident), d) **tower plates -** don't prioritise this after first two unless completely free, e) if unable to trade or dive at all - stack / slow push / proxy waves in order to: either **maintain tempo** (recalls) or **find timers** to ward, skirmish, roam...

You want to proactively use and play around every single minion wave spawn in order to expand your lead and pressure. The tricky part of being ahead is the choice paralysis- you need to choose and keep choosing the best possible play in the "sea" of available play patterns.

Common timers: you **have leads** in terms of power level (cds, resources, summs etc..), you are on the **strong side** (team is playing around you - supp roam, jg nearby..) and finally consider **teamplay** - if you are choosing to "kill" your tempo and pressure on a bad timer. There aren't many in the laning phase but do consider the grubs spawn or the 1st drake- is it worth to push an extra wave, recall late or take a trade which makes your conditions worse right before an objective spawn?

#3 - **Behind Laning Phase**

Being behind is the trickiest game state to be in as our **agency is low,** we often **can't generate pressure and tempo** without external factors like allies or enemy mistakes. **Patience is the name of the game**. We can't brute force plays(risk-reward) and tempo is limited due to lack of push or lane priority. We have to **act quickly** if the chance to improve the condition appears. Our **options are limited** to: a) losing gracefully b) enemy makes a mistake c) team helps us out.

Firstly, on improving the conditions. This often manifests in really **short timers** that allow us to crash a wave to find recalls or ways to manipulate enemies into trading with us to improve wave states (to collect CS). Other than that, we might have to rely on teammates to bail us out. Other options might include stalling out for teleport, skipping waves to proxy and so on. Getting creative and utilising your champion kit to the maximum is extremely important in this game state. **Strong champion mastery** will allow you to see the angles someone else might not be able to see.

In this game state, play patterns will always revolve around being **patient**, **acting quickly** and **losing gracefully**.

Common timers: we **don't have leads** - every form of trading is losing and our ability to control waves is very limited. We **can't generate any proactive timers** without losing extra resources unless we are able to cheat tempo due to TP or globals(basically flipping plays). **Playing around cannon wave spawns is crucial** - they might allow us free recalls or a minimal resource loss. The worst choice you might have to take is **dying to crash a wave** or accept temporary resource losses and **recall on a suboptimal timer**. Delaying either of these will only make everything much much worse.

Jungle Role

Jungle role doesn't interact with minion waves as much as the laners do, but they do play around them when setting up ganks or dives. Learning how to keep track of jungle role is a skill in itself and won't be covered in this course. Outside of minion waves, it's important to keep in mind neutral objective spawns: it is very likely for example that one or both junglers will be topside around the grubs spawn timer, so play accordingly. Other timers include downtimes when junglers are done full clearing - it's important to keep track of their pathing eg. bot-top or top-bot.

#4 - **Ahead Post Lane**

Previously mentioned rules for laning phase still apply but now we also have to consider the bigger picture. Now we also have to consider all objective spawns, towers, potential lane assignments, map rotations and map openings, strongside-weakside and pay a lot more attention to the movement of enemies and allies.

The Macro section covers all of these topics. What's important to know though is to have the discipline to shift our focus slightly away from the individual perspective when necessary. We no longer care as much about generating individual leads (eg. we don't get much from killing that Teemo for the 10th outside of joy) - growing gold and exp leads vs your lane opponent doesn't scale that well anymore. You are already able to generate push whenever, yet you are unable to progress that T2 tower or perhaps end the game, so what gives? This is why **shifting our perspective** is so important.

During "lull timers" you are still able to, and encouraged, to farm enemy jungle camps if possible but the priority is always on: a) **maintaining tempo** so you can participate in skirmishes or teamfights faster than your opponent b) **creating number advantage** by pushing deep, rotating or recalling and opening into the different side of the map. c) **progressing the game** - we might care to deny enemy Gwen from crawling back into the game but we definitely do not care if that 0 5 Ornn top is getting our T1 tower while we are busy generating soul point or diving enemy botlane. Always consider the opportunity cost of each decision you make.

Common timers: "**big" objective spawns**: especially soul point, dragon soul, baron, elder and atakhan. We want to participate in these and have a **choice of positioning** on them as we are ahead (do we prefer grouping as 5, 4-1 with us flanking and so on). We want to actively **avoid split pushing** but we might want to open the map opposite from objective to create pressure,set up flank teleports or respond to enemy split pushers. We have to consider the trade offs of tp flanks or being in position already as the objective spawns.

#5 - **Behind Post Lane**

During this game state we need to shift our focus to help our team carry (in the case that we are playing a champion that functions with low resources) or to play selfishly so we can bounce back while the enemy is busy looking to expand their lead elsewhere on the map. The rules of being behind still apply, but our focus extends heavily into playing with TP in order to participate in the game globally without sacrificing too many resources.

Simply put, we don't want to go for flip trades as the potential punishment is too large (imagine getting a wave later and losing T1+T2 towers for it). We also don't want to go for low percentage roams that will just put us even further behind. We want to play more reactively and respond to what the enemy is doing. Heavily consider your champion capabilities when faced with this tough game state. Some champions like Camille have insane capability of succeeding in plays that wouldn't otherwise work and thus promote riskier play patterns.

The biggest trouble players face when found in this game state is **not having the trust** that teammates will fulfill their required role in any given moment. Looking to compensate by overgrouping will only lead to even lower resource generation. Only consider doing this if the enemy who is ahead is willingly not utilising their pressure and is deciding to overgroup themselves. In that case you still have a choice of looking to claw back into the game yourself or try to match and help your team.

Common timers: still **include big objective spawns** but pay a lot of attention to **enemy recalls** - these will allow you pushouts / resets / roam timers. **TP cooldowns** are also important - they might be the only way for us to participate in the game if we're stuck under a T2 tower. Lastly, pay attention to the **mid waves**- whichever team controls these can easily rotate into either of the sidelanes. **Get creative** - finding timers is an art in this game state -though heavily dependent on what your enemy is doing as they're the bus driver in this game state.

Since the 2025 season, it is almost always best to participate in major objective teamfights even if you are behind. Exceptions might include heavy splitpusher champs but games are truly **easiest to swing in teamfights** now that they happen so often. If the objectives are not major you might choose to **cross-map** instead in order to generate at least some resources and pressure as a temporary trade-off to fight the next one.

The next chapter expands on common game states and play patterns by looking further into the macro aspect of the game.

Macro

Macro in League is a key term that refers to decisions or plays from the global point of view (enemy-team perspectives) rather than individual mechanics and execution. As soon as the plates fall down (sometimes even earlier especially in pro play) the map becomes more "open" allowing roles to move more freely in relation to waves and objectives. This is usually considered the beginning of "mid game" which involves a lot of macro concepts that influence player decision making and strategy. In comparison, when swaps are meta, in pro play macro decisions already "impact" the game from minute three.

The golden rule of macro is to "always" match your lane opponent. Do keep in mind that rules are meant to be broken and that players will opt to mismatch their lane opponent for various strategic reasons. For the vast majority of players though, this golden rule covers most of the cases you will encounter in your solo queue games. Once you understand the fundamental dynamics of the macro gameplay you will naturally see windows where you can "cook" more freely. This golden rule will help you avoid getting lost in sauce, teach you correct tempo steps and also allow you to move pressure around the map properly. In competitive games this rule still stands but is broken more often for the benefits of the entire team rather than the individual.

#1 - Neutral objectives

The macro is defined by the game winning objectives that usually project team winrate (of a team that gets the objective) over 90%. These objectives are dragon soul, elder dragon, baron and atakhan. Winrate is not as high on the individual dragons, grubs or the rift herald but they still present strategic choices we can decide to play for.

In order to prepare for such objectives we first need to have **awareness** - this is easily achieved by building a habit of pressing "Tab" or by looking at the minimap - while you can scout for other crucial information with Tab, in this section we mainly care about the spawn timers. To play the proper macro game you need to be preparing for the objective **2 to 1:30 minutes before the objective spawn**. By that point you already need to know if you will be looking to **cross-map** the objective or look to **contest** it.

Other important objectives we can play for, outside of neutrals, are specific **towers**, specific **jungle quadrants** (vision, objective preparation), **mid waves**(control, positioning) or **buffs** such as blue and red. We can also play for big **bounty shutdowns** but there are no clear rules for solo queue.

The best tips I can provide in this aspect is to do the following: learn to press **Tab** often to gather information (equally important as watching the minimap). Then, learn to see the game through **spawn timers**. For example: as a toplaner you will play out the first few waves and then you will adjust your gameplay around the grubs spawn timer (depending on if your team is looking to contest it or skip it...). After that you will

probably interact with the herald spawn or the dragon soul point. Soon after there will be an atakhan spawn and shortly after a dragon soul or a baron. In between the spawns you have complete freedom, but do remember that preparation begins at least two minutes before. In a competitive game this flow is a lot more dynamic and complicated as there will be way more lane assignments, different map openings and rotations.

Crucial timers to learn are: **Dragon** spawn is **5** minutes and **5** minutes respawn, **Grub** spawn is 8 minutes, **Herald** spawns at **15** minutes, **Atakhan** at **20** minutes and lastly, **Baron 25** minutes, respawn **6** minutes and **Elder** respawns every **6** minutes (Subject to change in the future).

#2 - Rotations, splitpushing, sidelaning and cross maps

Rotations are movements you, your team or your enemies complete (point A to B) as a strategic response to objectives or tempo, pressure and positioning of allies or enemies. For example, we might decide to do a simple shift rotation in response to our team moving away from us to play for an objective that is on the other side of the map.

Cross maps are movement mismatches you, your team or your enemies complete as a strategic response to objectives or tempo, pressure and positioning of allies or enemies. For example, if the enemy decided to group for drake, due to XYZ reason I decided to play for a tower on the other side of the map instead.

Both of these are heavily dependent on **correct reading of tempo**, not just your own-lane opponent, but both teams fully. There is a rotation/map opening called "**overloading**" mostly used in apex tiers of gameplay where you aim to open or rotate as many players as possible into one lane for a short period - often to secure a tower or defend a specific play.

During gameplay below apex tiers, we define only two types of rotations: a **shift** and a **full rotation**. A shift would be a **short** rotation(movement) where we temporarily move or hover into another part of the map or lane(not fully) before we return to our lane assignment. Shifts are helpful because they allow us to hover around important waves (in case a fight would occur) while still maintaining pressure- since we didn't complete the rotation we are still in time to push the next wave in our lane first(compared to the enemy). Shifts can also be used to **alter the lane assignments** but this topic is too complicated for the written form.

The second type of rotation is the **full rotation**. This movement is defined by strategically choosing to "kill" tempo in our own lane and move that pressure elsewhere for the time being. Full rotations are incredibly important in **generating number advantages** in pivotal moments like sieges, teamfights or objectives. Just like shifting, full rotations can be utilized to change lane assignments by "**taking over**" a

lane, allowing allies to recall ,if our current condition is better, thus allowing us to stay on the map and generate tempo on the next wave.

Splitpushing can be defined as a cross map that puts priority on tower taking (resources) and side lane pressure. Split pushing should always be done shortly before the objective spawns on the opposite side of the objective for the maximum efficiency. Ideally you'd be playing a champion that is strong at this playstyle and you are able to progress the game. The goal of split pushing can also be forcing multiple members of the enemy team to respond to you, thus allowing your team to collect objectives.

Sidelaning can be defined as any laning done in top and bot lane after 14 minutes of the game. Side lanes (top and bot) are longer and allow many creative and strategic plays. If teams want to play through side lanes they have to exert themselves away from the middle of the map which limits their rotational capabilities and map control, but on the other hand allows them to act first on the side lane of their choosing. Teams , often weaker to contest mid waves or due to team composition constraints, will strategically choose to play through sidelanes in order to create pressure points or to allow themselves entry on objectives.

#3 - Teamfights, skirmishing and sieging

All three of these can be **considered macro versions of the micro concept of trading, collectively also called a "fight"**. You are no longer trading one versus one, now you are potentially trading all the way up to five versus five. It is easy to see how the complexity of such a situation can increase dramatically.

Teamfights are often defined by all ten players participating and are the most complex type of a fight that can occur in a game of League. While teamfights don't strictly happen only on major objective spawns, these are the ones that often **define the result of the entire game.**

Teamfights are equal parts art and science. You will find that **skill expression** is quite literally endless in teamfight scenarios and if you'd review any of your own recent teamfights you'd quickly find ten different things that you or your teammates could've done better.

Teamfights will get their own youtube video, but all you need to know for now is that each role has their own assigned role to fulfill (based on the champion kit, mastery and game conditions) in order to provide the **largest possible impact**. For an adc this will often be doing as much damage as possible while for a support it might be finding a strong engage or to peel well instead.

There are plenty of rules and terms used such as: lines, formations, flanks, ability baiting and positioning. If you ever listened to pro play comms you couldn't have missed hearing about target selection, specific cooldown calling and so on. There are just too many variables and looking to explain them in depth in a document would do teamfights a disservice as it is truly the **most fun and skill expressive** part of League.

Skirmish is a lower scale fight often not including all ten players but rather subgroups of 2-3 roles mostly, sometimes 4 often being mid/top + jungle, mid-top, supp-x or perhaps jungle and ad+support.

Skirmishes can occur literally anywhere but most often happen around specific **wave states** that both teams deem important to **fight for priority**, specific **vision control** (protecting pink wards) or specific **smaller objectives** like a buff or a camp (often in early game). Teams that are able to pull the trigger first and follow up on the engage often emerge victorious in skirmishes. Just like in teamfights, ability tracking, baiting and landing your skill shots is of crucial importance to winning skirmishes.

Sieging is more of a strategy than a type of fight, yet often ends up in a fight because one team is trying to attack or siege a tower while a defending team looks to protect it.

Sieging as a concept **involves towers or maintaining pressure for neutral objective spawns (to maintain control)** and most often occurs around midlane T1 tower, sidelane T2 tower and finally inhibitor towers and nexus towers. T1 towers provide incredible strategic advantage once taken and T2 towers provide the largest influx of resources out of any other tower in the game. Sieging is often done on sides to prevent multiple flank angles. This is exactly why teams will often throw leads by trying to siege the midlane T1 tower. The enemy will often be ready to defend it and they have multiple options to react→ front to back, both sides and even TP flanks.

For the purposes of this course, all you need to know is that teams and players will make clear decisions in map openings and lane assignments in order to participate in fights or crossmaps. Based on your own conditions in any given game you have to make decisive choices if you're willing to fight or look for alternatives.

#4 - Map openings

Map openings can be defined as the strategic choice you are presented with every time you recall and have a choice to "open" the map through jungle or one of the lanes (top, mid and bot). Map openings are mostly a concern of high elo or pro play, yet it is still beneficial for everyone to understand the choices behind the fundamentals.

Fundamentals are simple: side lanes (top-bot) are the longest and tempo knowledge is crucial. In contrast, mid is the shortest lane and jungle is a mix between the two. Let's

assume the role of a toplaner that **has tempo** for the sake of an example. From the fundamentals above we can extrapolate the following:

a) **To maximize resources** - we can open the sidelane first and look to rotate later
b) **To group with the team (play for objective or control)** - we can open mid lane first and move pressure later or we can open through sidelane first if that specific option is better
c) **To retake weak-sides** - we can open through jungle first and move into waves later
d) **To fix lane assignment** - we can open through any lane that needs immediate response (like collecting a wave) and adjust later
e) **To play with a sidelaner** - (often mid as a toplaner) we can open the same lane as them and play with them by **shadowing**

Don't forget the tempo rules and the fact that we might have a possibility to "cheat" it well. Depending on our desired goal we then choose which map opening is the most optimal for us. Team wise, map openings and setups can be done in multiple ways most commonly → 1-3-1, 3-1-1 (or 1-1-3), 2-3, 4-1 and 5-0. Each of these has a purpose and its own benefits and downsides. They're covered more in depth in the pro play section of the course.

#5 - Lane assignments

Lane assignments can be defined as the strategic choice you and your team are presented with every time you do a map opening. The golden rule states that you want to always match your lane opponent- aka lane assign yourself to them, but due to various strategic reasons you might want to mismatch.

Common reasons to mismatch (from the most basic to more complex) are:
a) **Resistance mismatch** - enemy building mr, you're ad so it's a great angle to mismatch the lane assignment as you will probably be winning
b) **Power mismatch** - due to being much weaker or much stronger you might end up being swapped on or swapping with one of your teammates to stabilize the game - this can be due to any resource mismatch (items,range, cds...)
c) **Macro mismatch** - you might have to match a different role other than your own in the case that your team is playing for something else on the other side of the map while the enemy is playing on your side of the map - this is also connected to the strong side vs weak side.
d) **Tempo mismatch** - you might have to temporarily cover or bail out teammates in the case that you have tempo advantage and no better play available at that moment

The main purpose of proper lane assignments is to progress the game as fast as possible when ahead and to stabilize the game when behind. This is also the reason

why you will often see players matching their own role for the majority of the game outside of specific strategic choices.

Every League game begins with the 1-1-2 lane assignment (junglers being in the jungle) and progresses into one of the above mentioned setups. You can see map openings as short term setups while the lane assignments can be seen as longer-term setups.

#6 - Strong and weak side

Lane assignments connect well into the topic of strong side vs weak side. A weaker player might assume that due to them being individually stronger that their team should be playing around them the entire game. This often causes a lot of frustration if players are not aware of the concept of strong side vs weak side.

Fundamentally, top mid and ad roles are bound to play around waves while jungle and support are allowed to move more freely on the map. Due to this, jungle and support roles are mainly the deciding factor of what the team will be playing for. Jg and supp are the easiest roles to create a number advantage in relation to a specific goal or gameplan - be it a tower, wave, enabling lanes to rotate or recall and so on.

This is exactly why you will often see one role being played around and others not as much - sometimes it has a lot to do with playing with the strongest laner available, but often it will also involve playing around the player that is on the **correct side of the map** in relation to the specific objective.

If jungle and support role decide to play for the tower opposite of where you lane assigned or a jungler is clearing his camps away from your lane it is very likely that you will not get to interact with those teammates for a while.

This is obviously much easier to coordinate in competitive games where teammates can clearly communicate which sides of the map are strong and which are weak, but for the purposes of solo queue you just need to be aware enough to adjust your expectations and be able to recognize when you are situated on the weak side vs the strong side.

The **first time you interact** with this concept will be straight from the **laning phase**. Notice where the junglers are pathing? If your jungler is pathing away from you and the enemy jungler is pathing towards you, you can be damn sure that around the timer when they finish a full clear there is a high chance that you might ganked so it's important to be aware of this fact and play accordingly your waves and trading patterns.

The **second time** you will encounter this concept is **post laning phase**. If you notice that your entire team is on the topside of the map and you're stuck on the T1 tower on botlane it might be a good time to consider that you are on the weak side and should reevaluate your options: shift mid, recall, farm camps, die for wave?

To manage strong and weak sides properly it is of utmost importance to have good **awareness of the mid waves** as teams will often initiate their strong-weak side crossmaps through mid lane.

You should always play with a strong-weak side in mind as this will prevent many avoidable deaths. It will remove a lot of frustration, and in fact bring you a lot of joy when you successfully waste the enemy team's time(this provides your team an opportunity to seize an advantage).

Concepts of weak and strong side are the most prominent when there are mismatches in lane assignments especially when there is a numbers imbalance (numbers advantage / disadvantage - numbers being amount of players present)

Sure, sometimes the team will have made the wrong play and screwed you over but it is still important to be aware of the game state and recognize if you are being played around or being played away from.

Ultimately, with a good awareness of fundamentals like waves and tempo combined with applying proper pressure through specifics such as rotations, lane assignments, openings etc. we are well on our way to play an efficient macro game. The remaining work is choosing the correct thing to play for based on the available variables and conditions in any given game.

POV average toplane splitpush only Gigachad:

Pro Play

Professional play is the **apex of the endless pyramid**. There are tiers within tiers of professional play that scale the player skill beyond imaginable ("there are levels to this game"). What I mean by this is that players like Chovy might be one hundred times better than the average pro player and perhaps even up to thousand times better than the average master tier solo queue player. All the skills, concepts and ideas we covered so far in three courses ,and a big chunk that we haven't, can be honed and improved endlessly every single day you decide to queue up.

Some players decide to specialize deeply into specific roles, champions and playstyles. On the other hand, pro players need to have a much deeper understanding of pretty much every possible metric relevant to pro play.

These metrics would include pro-viable champions, meta trends, drafting strategies and soft-skills relevant to the professional play. Soft skills are important because you no longer just sit in front of your PC and focus only on playing the game. You have to interact and develop relationships with your teammates if your goal is to be the best possible version of yourself. These skills include people skills, interpersonal and teamwork skills (major ones being communication, leadership, accountability and so on.) I won't go in depth for each of these skills, though I encourage you to research the topic yourself if you have pro play aspirations. We will cover the communication skill because it's a major part of professional gameplay.

Teamplay is the act of working together to achieve a common goal. If you ever end up playing professionally, pay close attention to the personalities within the team you're joining. Raw skill definitely matters, but what holds the teams together through multiple competitive months and hard times is the team synergy and relationships between teammates.

Every successful team has a group of people who support each other to be the best version of themselves and bring something different or unique to the table. Some players will bring positivity, cooperation and a playstyle that is very creative (that sets up other players), others might have a bit of an ego and shine when played through, while others might shine a lot more in team reviews, talks and bring a lot of stability to gameplay and drafts. A team needs to have a good balance of everything to be successful.

When it comes to **communication**, pros easily say over a thousand words in a match of professional League (especially when the stakes are high). Being good at **communicating your wants and needs** can be a huge difference maker in your professional career. Every single role in League has important information to communicate throughout the game. Since I'm a toplaner, I will explain the communication process through the lens of a toplaner.

As you are loading into the game you will communicate the following information: how does your matchup go? Junglers need to know which lanes will have priority to secure all the jungle camps. "My matchup is **volatile / stable** and **I have priority** / **I don't have priority** / **the matchup is contested** or perhaps unsure. You will continue to update your lane conditions to your team whenever there is a shift happening and it's relevant to the overall gameplan. Other things you might have to communicate before you even walk to the lane will be **visions needs** or **any level 1 plans**. For example, due to deep understanding of specific matchups, pros will often know the wave state at a specific timer in advance and can plan ganks or dives with the jungler. Ultimately, the core principle of communication is to **always update your conditions when relevant**.

Next, you will **track tempo and communicate any timers** you have. This will look something like this: " I have tempo for grubs or enemy has tempo for grubs", "I have the first move", "I can move first to the river". Communicating through wave states is crucial through every part of the game. Basically, we want to communicate every time we are able to serve our own team and inform them whenever there is a possibility of an enemy doing something before you - be it a roam, tp or something else.

Next, throughout the game you will keep updating your team about **power spikes and relevant breakpoints(**of self and lane opponent) that will guide the team or help your own team make better decisions. This is especially important if you're supposed to carry the game. " I have my item in two waves", " I will have my spike on the next drake", "we should skip the next objective I'm behind and still don't have my item spike", "I'm way stronger than X" and so on.

Next, as the mid game rolls around and players are more flexible in their movement it will be crucial to keep tracking tempo and to **coordinate lane assignments, rotations and map openings** with your team.. " I'm recalling and opening top, we can retake the jungle". " I can shift into mid, we can play top tower". "We should re-assign lanes for the next dragon, strongside champ X". "I have tempo, I can take over X lane".

Finally, while it's not insanely helpful to list out specific communication bits and cues, it is important to keep in mind that the main goals of communication is to be more on the **same page with your teammates** and to **problem solve things more easily**. Therefore, it is crucial to **avoid tilt, shutting down** and focus on providing as much clear, relevant information to your teammates as possible. This does not mean that you should be speaking every chance you get just to stay vocal.

On the other hand, drafting is a bit less stressful. The majority of the drafting process is completed during the **draft meetings** with the team. Draft meetings lay down structure and drafting scenarios for each competitive match. A team will prepare for both sides- blue and red. Teams will often define priority picks for each role, do scouting on the opposite team and **start mock-drafting** by picking and imaging what

the opposite team might respond with until you run out of options and are satisfied with potential solutions.

Once you are in the champion select, **most of the things are predetermined through the weekly practice and draft preparation**. Teams will still be on their toes in case that an **occasional curveball** might happen. **Creativity in drafting is mostly enabled after the initial pick and ban phase**. The second part of the pick and ban phase is often not prepared in depth and teams, outside of some niche cases, free style the second phase based on the bans and champions they're trying to round out the team compositions with.

From the top lane perspective, you will prepare champions with **high and low priority**. High priority champions will often get picked or banned in the first six bans or picks while the low priority champions have a higher chance to show up later on in the draft and especially as counterpicks on four and five(often called R4-R5). The draft has ten positions B(blue)1-5 and R(red)1-5. Each draft position has its strengths that teams utilise to generate the best possible team composition and draft advantage. From 2025 we also have the fearless draft which incentivizes teams and players to develop more strategies and learn more champions overall.

Strong blind pick champions will often be picked on B1 or R3. Toplane champs can also be picked in any other draft slot like B2-3 and R1-2 but other roles usually have the priority on those. B1 is an amazing draft slot for toplaners because you get to utilise up to 3 bans to set up your already strong blind pick. Likewise, R3 is also very strong for toplane as you are able to pick your champion safely on R3 and follow it up by banning up to two champions you might not want to face in that game.

Other common draft positions for toplane are going to be blind picks on B4-5 which can be set up with 4-5 bans, blind picks on R4 which can be set up the same way as champions on R3 but with higher risk of your champion also being banned. Finally, we have the infamous R5 position that can provide the silver bullet solution to entire drafts as the final pick in the draft. R5 allows us to not only counterpick our own lane, but to also look for counterpicks that impact the entire enemy draft.

There are champions often considered low priority that shine in the R5 scenarios. As a player, you should always consider your **champions strengths and weaknesses**, **micro-macro** (individual matchup, team composition) and also how your champion interact with the **game flow** - if you have a lot of scaling champions, you might want to pick a champion that provides an early game bridge - something your jungler could play around to make sure your team reaches the end game. There are countless other small ideas related to League drafting that I will cover in the future.

Last thing we will cover regarding professional play are the **common setups**. Pro teams will often do a variety of intricate lane assignments, rotations and map openings

to optimize their resources and pressure, but they ultimately all boil down to the one of the following setups:

As mentioned before, every League game begins with the 1-1-2 setup and expands into one of the following. These setups are interchangeable and things adapt them based on their needs and specific situations.

a) 1-3-1

1-3-1 is the bread and butter setup post laning phase **(the three lane setup)**. It allows for the biggest resource generation as we will be able to farm every lane + jungle while also offering a decent manoeuvrability on the map (mid can move into sides and sides can move into mid with ease). There used to be a time where 1-3-1 was extremely meta and splitpushing was a much more powerful strategy in League. Nowadays, 1-3-1 is mostly used as a setup between objective spawns in order to maximize resource generation.

b) 1-4

1-4 (or 4-1) is the **two lane setup**. We actively choose to sacrifice one lane temporarily in order to gain better control on the other two lanes-to allow easier connections/shifts. This setup is great for rotating into towers and playing objectives. 1-4 is an amazing setup if we are the team with tempo as we will always be able to generate more than the enemy will be able to gain on the lane we decided to abandon temporarily. 1-4 is the go to setup for progressing the game quickly when we are in the driving seat and resource generation is no longer a priority.

c) 5-0

5-0 is the **one lane setup**. This setup is often even shorter and is ultimately only worth doing when we have a powerful buff unlocked - like nash or elder or in the cases that we are so much stronger than the enemy (they have no waveclear) that we can brute force a 5-0 setup in order to straight up threaten finishing the game. This setup often happens temporarily when teams look to group right before an objective teamfight or when translating a 1-4 setup into something more stable for fights.

d) 2-3

2-3 (or 3-2) is the "**shadowing" setup** that doesn't happen very often but the option still exists when supertempo(tempo is so large that our timer can be longer) is present. You will see this setup in three variations: a) support jungle opening through sidelane to the sidelaner b) one sidelaner has super tempo and will reopen the map with the other sidelaner creating a 2-3 setup and c) if botlane has tempo, they might hover and rotate into one of the sides while another sidelaner might play with a jungler on the other side.

Notably, each role in League can fulfill the requirements of each setup and heavily depends on the game conditions and variables that teams need to problem solve in

order to have a clean macro game. For example, champions with strong durability or mobility will often be left alone in 1-4 setups as they are harder to catch or punish. In the 1-3-1 setups you will often see champions with good mobility and strong dueling potential. There are many other rules and ideas that go into maximizing these setups. As long as your **champion mastery** is sufficient you will know the optimal role of your champion.

And... That's it! Congratulations, You've finally made it to the end of the written course. Thank you very much for spending your valuable time reading my courses. Below you will find a quick summary of the most important things from the Specifics course. Keep an eye out for the video content I plan to release in the near future.

Until then, **o7.**

Summary

☐ The growth mindset states that people can improve at things and develop their intelligence. While in a growth mindset: we have a desire to learn and therefore a tendency to: embrace challenges, don't give up during problems and setbacks, see effort as the path to mastery, learn from criticism and gain inspiration from others.

☐ The goal is to aim for consistency - focus, efficiency and curiosity combined with smart goals and showing up every day becomes a recipe for success. Mindset is the first step in the learning process.

☐ Awareness is your ability to perceive and understand all the relevant information on your screen so you can make better decisions. Key specifics to consider in order to improve your awareness: a) tab and minimap frequency, b) wave states, c) conditions, d) macro, e) objectives

☐ Pressure is your ability to force your opponents into reactions or responses to your own actions (or vice versa). During lane we can create pressure through: a) laning trinity (trading, positioning, tethering), b) wave management, c) better conditions, d) range, e) teammates. Post lane we can also exert pressure through a) objectives, b) sidelaning / splitting, c) mid waves. To play correctly under pressure we want to "lose gracefully" until an opportunity to improve conditions appears.

☐ Recognizing and understanding common game states is crucial to develop awareness and allow yourself to brainstorm solutions faster based on the

previous experiences and current variables in any given game. To maximize your play patterns you need to have a great understanding of waves and tempo. They are the fundamental basis to translate awareness into pressure.

☐ Common game states are ahead / behind in laning phase, ahead / behind post lane and the even game state. Recognizing the game state you are in is the first step to problem solving and developing your play patterns.

☐ Macro in League is a key term that relates to decisions or plays from the global point of view (enemy-team perspectives) rather than individual mechanics and execution. The golden rule of macro is to "always" match your lane opponent, though rules are made to be broken. This heavily depends on your knowledge of the specifics.

☐ Macro , outside of laning, includes rotations, objectives, fight variations, map openings, lane assignments and strong-weak side. Familiarize yourself with the fundamentals in this course and start learning the specifics.

☐ Professional play is the apex of the endless pyramid. There are levels to this game. Pros not only have to peak in various gameplay aspects, but also learn various soft skills that will make them better teammates and people.Teamplay is the act of working together to achieve a common goal.

☐ Communication skill is especially important to develop as it is not possible to practice without a team environment. Players will communicate up to thousands of words in a single match, often tracking and updating crucial information such as: conditions, tempo, power spikes, cooldowns and strategies in order to navigate complex game states in real time.

☐ Drafting is a crucial preparation process of competitive teams. Each pro has to consider his own strengths and weaknesses as well as his opponents, his champion through matchup and team comp point of view and champion interactions through game flow. Understanding pick and ban positions (like B1 through R5) and nuances of blind / counter picks is the foundation to setting up good drafts.

☐ Finally, each game of League starts as the 1-1-2 setup and "evolves" into one of the following setups (1-3-1, 1-4, 2-3 and 5-0). Setups change all the time throughout the game as teams problem solve complex game states. It's extremely important to understand each setup and which strengths and weaknesses they entail.

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