

# My favourite type of sport

Of the usual sports, not one interests me, but I  
can tell you about cybersport! and specifically  
about such a discipline as

**LEAGUE OF  
LEGENDS**

- ◆ **League of Legends**, abbreviated LoL is a role—playing video game with elements of real-time strategy (MOBA), developed and released by Riot Games on October 27, 2009 for Microsoft Windows and Apple Macintosh platforms. The game is distributed according to the free-to-play model. The monthly audience of the game is 100 million players worldwide.
- ◆ **MOBA** - Multiplayer Online Battle Arena, a genre of computer games that combines elements of real-time strategy and computer role-playing g
- ◆ As in any MOBA game, your team has a task to destroy the enemy base (Nexus).
- ◆ LoL has 3 main lanes and 5 roles.
- ◆ Lanes: Top lane, Mid lane, Bottom lane and jungle.
- ◆ Roles:

Jungl  
e



Top  
lane



Mid  
lane



ADC

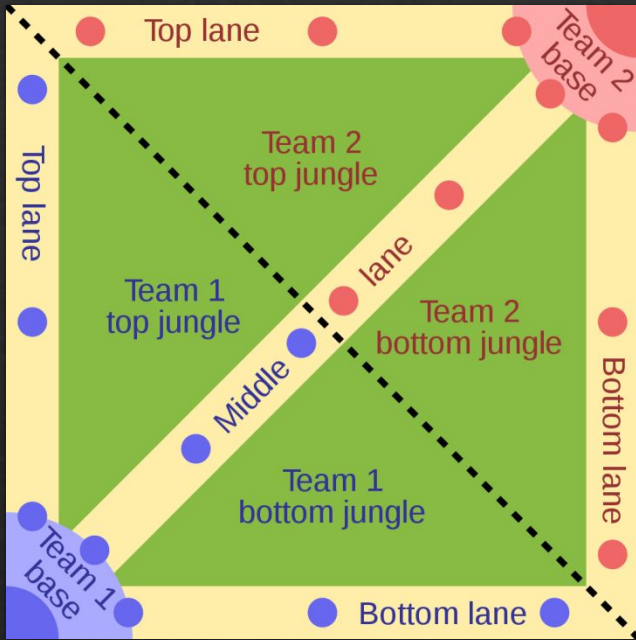


Support





## Game map:



The goal of most game modes is the sequential destruction of all enemy buildings protecting the main building on the basis of the nexus team. The team that destroyed the nexus wins, and the other is counted as a defeat. Towers and inhibitors are located on the approaches to the nexus. Being defensive structures, towers fire at approaching enemy targets, giving priority to non—player minion characters programmed to move along a certain line in the direction of the enemy nexus, etc., attacking champions in the very last turn, inhibitors summon waves of minions. Finishing off minions, neutral monsters in the forest and destroying buildings earns the champion experience points that increase the level of the champion, and gold needed to buy items that enhance his characteristics.

Each player has the ability to control only his own champion (with some exceptions), but depending on the set of his skills, he can interact in a certain way with the characters of other players (heal, accelerate, improve characteristics, attack, etc.). One of the important goals and components of the game is the killing of enemy champions, for the first blood (first kill) of a champion in the game, more gold is given than for a normal murder. If the champion dies, after a while he comes to life at his starting base. Unlike real-time strategies, the player cannot control minions, modification of buildings is not provided

- ◆ There are six classes of personages in the game:
- ◆ Assassin - The assassins are able to eliminate the enemy champion in a matter of seconds with a deadly combination of auto attacks and skills. They can be recognized by the following characteristic features: High speed of movement Skills that allow you to quickly change position and maneuver. The ability to deal huge instant damage.
- ◆ ADC - The shooter attacks enemies from a distance and, as a rule, focuses on dealing heavy damage to one target with consecutive auto attacks. Arrows have the following distinctive features : They look like a "glass cannon", capable of causing huge damage, but breaking from a couple of blows ; They can attack from a distance ; Cause a lot of damage with auto attacks;
- ◆ Warrior - These champions are capable of dealing and receiving a significant amount of damage. In any battle, they are usually on the front line, and they are characterized by the following features : They prefer close combat ; Can withstand enough damage and still stay alive ; And the attack and defense indicators are usually balanced, although not equal;
- ◆ Mage - Mages rely on their skills to deal damage, which increases with the growth of their skill strength. They have other traits that help distinguish them from other champions : Mages have to monitor their mana consumption more closely than others; Skills are very diverse: they can both inflict huge instant damage to a single target, and carry out destructive attacks over an area; They are quite vulnerable while their skills are recharging;
- ◆ Support - Those who help the team by strengthening allies and weakening enemies are called champions of support. These champions have several specific features that distinguish them from other roles : Control (ability to stun or slow down enemies);Skills that allow you to restore the health of allies, speed them up or strengthen their attack or defense ; Skills that weaken opponents' attack or defense, reduce their movement speed or health reserve;
- ◆ Tank - These are champions who are able to survive after taking a huge amount of damage. They can be easily recognized by the following characteristics: They focus on protection (health reserve, armor and magic resistance);They do relatively little damage ; Have powerful control skills;



In LoL features 157 playable  
characters!





# WORLDS



- ◆ The League of Legends World Championship (commonly abbreviated as Worlds) is the annual professional League of Legends world championship tournament hosted by Riot Games and is the culmination of each season. Teams compete for the champion title, the 70-pound (32-kilogram) Summoner's Cup, and a multi-million-dollar championship prize. In 2018, the final was watched by 99.6 million people, breaking 2017's final's viewer record. The tournament has been praised for its ceremonial performances, while receiving attention worldwide due to its dramatic and emotional nature.
- ◆ The League of Legends World Championships has gained tremendous success and popularity, making it among the world's most prestigious and watched tournaments, as well as the most watched video game in the world. Due to its success, esports scenes became prominent and widely seen as a potential Olympics event, already being included as a medal event in the 2022 Asian Games.
- ◆ The tournament rotates its venues across different major countries and regions each year. South Korea's T1 is the most successful team in the tournament's history, having won three world championships.

# There are many different commands in LoL:



Royal Never Give  
Up



Fnati  
c



Cloud  
9



T1



DamWon  
Gaming



G2



FunPus  
Phoenix



Unicorns of  
Love



Team  
Liquid

THE END!

