Frequently asked questions about League of Legends

Q. What's the big deal about League of Legends?

A. Let's start with the number of people who play League of Legends. There are over 70 million players worldwide, with 32 million playing monthly, and 12 million playing daily. Other popular video games like Call of Duty can only muster 3.3 million players daily worldwide.

Then there's the time spent playing the game. LoL players spend over 1 billion hours playing the game every month. That makes LoL the most played video game in the world, by hours played per month. It's a global phenomenon as well. LoL is big in the US, Canada, Brazil, Germany, France, Spain, Poland and Greece, South Korea and the Philippines. It's primarily played by guys (90%), aged 16-30 (85%) with college qualifications.

Q. Why is League of Legends such a popular game?

A. The popularity stems from the game developer 'Riot Games". Riot has maintained a policy of interacting with the gaming community to get the necessary input and feedback to develop its' games. Riot maintains that 'they are players too', which along with Riot's constant dedication to its fans in the forums, the game, commitment to the competitive scene and expos keeps up its profile.

Q. So it's just a well-designed and developed game?

A. More than that. A great deal of teamwork is required of the players, which makes it a very social game. You can play with up to 5 friends – more if you play against them as well. This makes the game far more enjoyable and popular with the gaming community who like co-operative games. It's also very competitive. There's a growing demand for competitive, fun games in the gaming community seen in the growth of other competitive games, such as Super Smash Brothers. Twitch TV (an online gaming Mecca) has also played a huge role in promoting the popularity of League of Legends. Fans can interact with the professional players almost 24/7 through live streaming. Interestingly, no conventional sport has achieved the same success.

Q. How do you play League of Legends?

A. In League of Legends players can control 1 of 121 'champions (the number is growing) and team up with up to four other players to fight another team of the same size. The two teams fight to destroy the other team's base structure, called a Nexus. The playing map is split into three lanes with three turrets and an inhibitor on each. Players must destroy each turret in any particular lane before they can attack the Nexus. The Nexus also spawns AI controlled minions for each team, who move forward and attack the first enemy champion, minion or turret they see. The players, to gain gold that can be spent on items to improve their champion, can kill these minions and enemy players.

Between each lane are paths where neutral monsters spawn, called the jungle. Either side can kill these monsters to gain gold, experience and helpful effects.

Each champion has four abilities. Killing minions, jungle monsters and enemy champions gives experience and when a certain amount of experience is accumulated the champion 'levels up' and the player can spend a point to improve one of their abilities. There are 18 levels and points can be spent in any order. However, these points cannot always be used to buy the fourth ultimate abilities that are only unlocked for improvement at levels 6, 11 and 16.

Q. Do you have to be into League of Legends to attend the events?

A. Not at all. It's the same as attending any sports game. It's surprisingly easy to pick up, and with the atmosphere at the events it's hard not to get involved. Over 100 people attended the last League of Legends Tournament in Christchurch. Over 200 are expected to attend this year.

Q. How often are League of Legends events held?

A. Southern Summoners have been nominated as the regional community for the League of Legends in the South Island. That means they'll be the likely hosts for the future regional qualifiers to the New Zealand Championship League (NZCL). So local League of Legends fans may expect more events to be held in Christchurch in the near future.