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## Effective Communication In League Of Legends

Mia Sue Lopez

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# **Effective Communication In League Of Legends**

by

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*(Bachelor of Arts, University of Hawaii at Manoa, 2011)*

A thesis submitted to the graduate faculty of the University of North Dakota in partial fulfillment of the requirements for the degree of Master of Arts

Grand Forks, North Dakota

May 2022



This thesis, submitted by Mia Sue Lopez in partial fulfillment of the requirements for the Degree of Master of Arts from the University of North Dakota, has been read by the Faculty Advisory Committee under whom the work has been done and is hereby approved.

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Mia Sue Lopez  
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## GLOSSARY

- Base (n): The region of the map that includes the allied spawn, nexus, nexus turrets, inhibitors, and inhibitor turrets.
- Bot Lane (n): The bottommost lane on the Summoner's Rift game map.
- Bufs (n): Beneficial status effects.
- Camp (v): To repeatedly gank the same lane.
- Camps (n): Monster groups that spawn at set locations in the jungle.
- Clean (v): To clear out a wave of minions that have accumulated in one of the three lanes.
- Cooldown (n): The period of time in which a player must wait to reuse an ability.
- Farm (n): How many NPCs a player has killed.
- Farm (v): To kill NPCs or players for gold and experience.
- Feed (v): To die to an opponent repeatedly, granting the opponent gold and experience.
- First Blood (n): The first kill of the game. It also grants additional gold.
- Flame (v): To verbally harass another person in a way that is clearly hostile or insulting.
- Fog-of-War (n): The areas on the game map in which players do not have vision.
- Gank (v): To go to an ally's lane in order to create a favorable numbers situation.
- Grief (v): To intentionally disrupt the game through negative behaviors.
- Inhibitor (n): A building that prevents the spawning of super minions. It will regenerate after a period of time.
- Jungle (n): The region between the lanes on the game map in which several NPC monsters reside.
- Mana (n): A resource used by some champions to cast their abilities.
- Mid Lane (n): The middle lane on the Summoner's Rift game map.
- Minions (n): NPCs that spawn from the nexus and move down one of the three main lanes to attack the enemy minions and turrets.
- Nexus (n): The building closest to a team's spawn. Its destruction is the ultimate goal of the game.

Non-Player Character (NPC) (n): A creature that can be killed for gold and experience that is not controlled by a player.

Pathing (n): The route a player takes to get from one location to another.

Push (v): To clear out enemy minions in an individual lane so that allied minions can approach the enemy turret.

Recall (v): To return to base.

River (n): The blue region that spans the top left corner to the bottom right corner in which several NPC monsters reside.

Roam (v): To leave one's lane to gank another lane.

Spawn (n): The place on the game map where players start and respawn if they should die mid game.

Spawn (v): To appear on the map, either after death in the case of a player, or at a preset time as is the case for minions.

Super Minions (n): Empowered minions that spawn in the lane of a destroyed inhibitor.

Tilt (v): To be in a state of mental decline due to repeated poor performance.

Top Lane (n): The topmost lane on the Summoner's Rift game map.

Troll (n): A person engaging in antagonistic, disruptive behavior.

Troll (v): To engage in behavior that invokes negative behaviors in other players.

Vision Ward (n): An item that grants vision on the game map. Can be shortened to just ward.

Ward (v): To place down a vision ward or other vision granting item.

## ABSTRACT

Video games which provide a unique system for quick and efficient communication create an ideal environment for the development of need-driven language. Players in League of Legends engage in different forms of communication to influence the behavior of their allies to achieve their goals. These players utilize and expand upon a built-in ping system which uses a combination of button presses and mouse clicks to send simple messages to allied players. They combine these pings with standard text chat features to develop a language unique to their environment.

Using data gathered from publicly available Twitch streams, I analyze how players communicate as well as how effective that communication is, focusing on ping and text-based communication. I demonstrate how players expand on individual ping senses to cover a wider range of topics using Prototype Theory. These same pings are then combined into more complex, syntactic forms to provide clearer communication, supporting previous research that has hypothesized language moved from simple to more complex as a means of reducing miscommunication.

I also examine the use of persuasive language, a focus of ample research within the field of game theory. My findings largely follow those of previous research, such as modals being less impactful in swaying previously decided stances. The need for highly efficient and effective communication pushes written language to drop many written features, such as capitalization and most punctuation. However, players retain the use of question marks which have pragmatic uses. While considerable research has focused on trolling, where one player engages in negative behaviors to evoke a negative response in others, I demonstrate that it is largely ineffective within the realm of convincing one's allies to agree to surrender. Whether or not a team surrenders revolves around the situation and not the persuasive language used.

# CHAPTER 1

## Introduction

Players from all over the world engage in competitive play in online games such as League of Legends. Communication skills are essential for success, especially in team-based games. In this thesis I explore various aspects of communication and communication strategies utilized by players. In Chapter 2 I explain the basics of League of Legends, how it is played, and describe some of the research already done on it. If you are already familiar with the game, feel free to skip this chapter. Then, in Chapter 3, I describe how my data was collected and transcribed. In Chapter 4 I show how prototype theory can help explain the semantic extension of pings. Pings are a simplified form of communication that includes an auditory signal. Some pings also have an on-screen visualization. A more detailed explanation on pings can be found in Sections 2.4 and 4.2. Furthermore, I show how ping combinations demonstrate the predictions presented by Nowak & Krakauer (1999) and Pinker (2000) on the evolution of language. Players expand upon a simple, signal based form of communication in order to communicate more complex ideas quickly and efficiently.

Where Chapter 4 goes into detail on how players utilize pings as a form of communication, Chapter 5 shows the various strategies players employ to influence how their allies perform. Natural language is simplified through the omission of periods and capitalization. Spelling errors are frequent, and many shorthand phrases replace more common words. As such, text communication style is not an influencing factor, nor indicative of the effectiveness of the communication. However, elements of text communication such as the use of modals, singular vs. plural personal pronouns, and utilizing arguments that appeal to an already held belief can have an effect. Trolling, or a behavior that invokes

negative behaviors in other players, is a primary method used to try to convince teammates to give up or surrender a game. However, trolling has a strong adverse effect on convincing other players to do just that.



## CHAPTER 2

### What is League of Legends?

League of Legends is a Multiplayer Online Battle Arena (MOBA) style strategy game created by Riot Games in which two teams of five players compete against each other on a set map to destroy the opposing team's base. Before players begin a game, they go through a phase known as champ select where they choose what champion, or game character, they will play during the game. Players are free to communicate during this phase, asking their allies to play or not to play certain champions, and may even negotiate which roles or positions they intend to fill during the game. Only after everyone has a champion selected may the game begin.

#### 2.1 The Game Map - Summoner's Rift

While there are several different maps players can play on, this thesis will focus on games that are played on a map called Summoner's Rift. Summoner's Rift has defined boundaries with each team occupying opposite sides of the map. Players spawn, or start the game, in either the lower left hand corner or the upper right hand corner. Ally buildings are noted in blue, while enemy buildings are noted in red as seen in Figure 1. Ally minions (non-player characters or NPCs) will spawn at regular intervals from the ally nexus and travel down each of the three main lanes noted for their location on the map, top lane, mid lane, and bot lane. In between these lanes are areas known as the jungle which house monster camps (also NPCs) that players can kill for gold, experience, and potentially beneficial status effects called buffs. There is also a blue region that runs from the top left corner to the bottom right corner known as river.



Figure 1. A screenshot of the minimap from Data-001 at time code [00:00] with white text added over top of the original image indicating the major features of the Summoner's Rift.<sup>1</sup>

The goal of the game is to destroy the enemy team's nexus, which is the red building closest to the enemy team's spawn. However, in order to destroy the enemy's nexus, players must first destroy both of the nexus turrets that stand between the ally team and the nexus. These turrets, and all other turrets in the game, will shoot hostile units with a

<sup>1</sup> This image and all other images of League of Legends used were created under Riot Games' "Legal Jibber Jabber" policy using assets owned by Riot Games. Riot Games does not endorse or sponsor this thesis.

laser when they enter the turret's firing range, be they minions, summoned monsters, or allied players. Just as the nexus is untargetable until after both nexus turrets have been destroyed, the nexus turrets are untargetable so long as all three inhibitors are still intact. Inhibitors prevent the enemy team from spawning super minions, or empowered minions with a greater health pool and damage output capacity, within the lane in which the inhibitor resides. As is the case with the previous buildings, the inhibitors are untargetable until the protective turret in front of it, called the inhib turret, is destroyed. That turret, in turn, is untargetable until the inner turret is destroyed, which in turn is untargetable until the outer turret of that turret's lane is destroyed. Outer turrets are always targetable and are the first line of defense for either team. Figure 2 shows the location of all targetable turrets in the game.

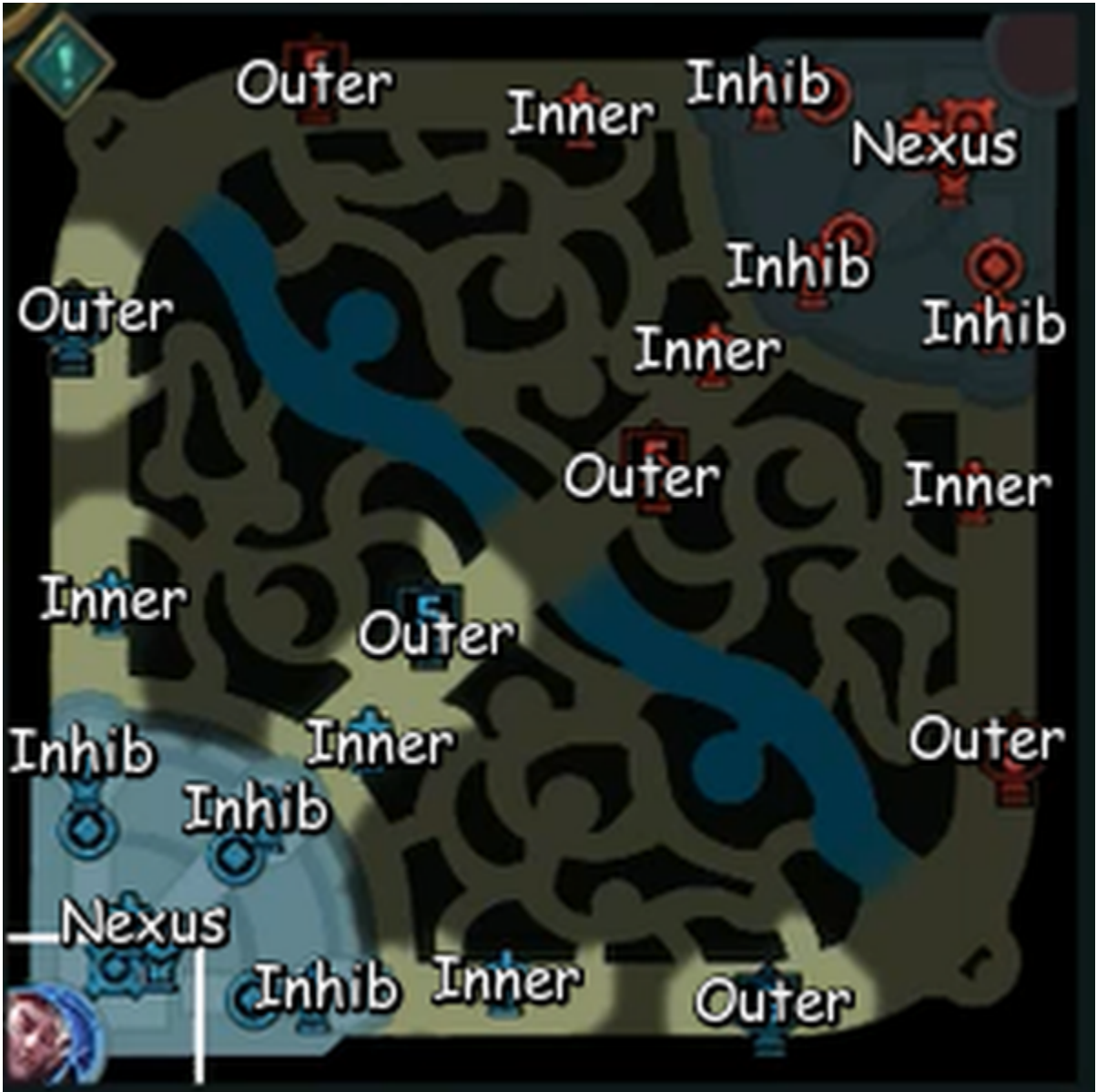


Figure 2. A screenshot of the minimap from Data-001 at time code [00:00] with white text added over top of the original image indicating the location of turrets across the Summoner's Rift.

With a linear progression required to win the game, the shortest route any team could take would require the destruction of five turrets and one inhibitor: outer turret > inner turret > inhib turret > inhibitor > first nexus turret > second nexus turret > nexus. However, games do not often follow this direct path; instead teams choose to attack from multiple lanes to increase pressure on the enemy team. It is here that different strategies can come into play.

Players utilize the capture of buffs located in several set locations on the map, as seen in Figure 3, to increase their effectiveness in taking turrets. The single player buffs are red buff and blue buff, with each one tied to the monster that spawns at the noted locations. Both the allied team and the enemy team have a red and blue buff on their side of the jungle. The major buffs, which can affect the whole team that receives them, are located at specific locations in the river. The dragon buff, located on the southern side of the river, gives permanent buffs to the team that secures the kill on The Dragon, though this only applies to the elemental drakes that spawn earlier in the game. After a set period of time, the elemental drakes are replaced with The Elder Dragon which gives a powerful team wide buff, but this only lasts for a short time.



Figure 3. A screenshot of the minimap from Data-001 at time code [00.00] with white text added over top of the original image indicating the location of major buffs across Summoner's Rift.

Finally, there is the Rift Herald which allows the player which captures it to summon a powerful creature which will attack the nearest enemy turret, doing significant damage to the structure. The Rift Herald spawns in The Baron Pit located on the northern side of the river. As with Elder Dragon replacing the elemental drakes, Baron Nashor replaces Rift Herald at a set time in the game. The Baron Nashor (or The Baron) gives a powerful party-wide buff for a set duration to whichever team manages to kill it. Securing these

buffs can give a team an edge over their opponents, making them a high priority for most players, and teams must make strategic choices about when to engage the monsters that give each of these buffs.

## **2.2 Team Formation**

Summoner's Rift offers several different game modes that appeal to more and less casual players. Normal modes, such as blind and draft pick, have no restrictions on who can play with whom so long as teams ultimately are comprised of five players each. Players that want a more competitive experience can participate in what is known as ranked play, which offers solo/duo, flex, and team game modes. Within each of these game modes, players can achieve and work their way up through nine different ranks. Starting from the lowest rank and ending with the highest rank in terms of player skill, the nine ranks are Iron, Bronze, Silver, Gold, Platinum, Diamond, Master, Grandmaster, and Challenger. The ranks between Iron and Diamond are further divided into four different divisions (IV, III, II, and I), in which the fourth division is the lowest in terms of skill and the first division is the highest division in skill. Kou et al. (2016) note that higher ranks often do not just indicate a high level of skill, but players also perceive an increased knowledge of the ins and outs of the game as well as an improved ability to work to work together with their teammates.

While normal games do not restrict which players can play with and versus each other, ranked play, and more specifically solo/duo, and flex game modes, only allow players who are only one rank adjacent from each other to play together. For example, a silver player is allowed to duo or flex with a player that is ranked Bronze or Gold, but not with a player that is ranked Iron. This is done so as to limit lower ranked players from being carried into higher ranks by players who are significantly more skilled than their lower ranked peers. Players are allowed to move up and down through the various ranks, either by winning more games or losing more games through a complex system that involves earning LP, or League Points, and promotional games that need not be explained further here. At its core, the system rewards wins and punishes losses.

Different game modes also affect how many friends are allowed to queue together for the same game. In all normal game modes and the ranked flex game mode, players are only restricted in the number of friends they can invite to join them based on the maximum number of players that can be on one team. In ranked solo/duo mode, players can invite at most one other person to join them.

## **2.3 Team Roles**

Teams for games hosted on Summoner's Rift consist of five players. Before the game starts, each player must consider what position on the map they are filling. Most teams adhere to the community norm of following the meta, or mainstream strategy, of one player going to top lane, one player going to mid lane, two players going to bot lane, and one player covering the jungle area between these lanes (Kou & Nardi 2014). Three of the players are then referred to by the position that they are playing, top laner, mid laner, and jungler. This is not the case for the two players who usually go to the bot lane. One bot player, called the support, typically ignores the minion waves that spawn at set intervals, focusing more on setting down wards, or a special item that increases allied vision, attacking the enemy bot laners, and otherwise working toward keeping their co-laner alive. The non-support bot laner is typically a physical attack damage champion who can attack at range. This player is known as the ADC, which literally stands for attack damage champion. In cases where the non-support bot laner is a champion that does not fulfill this role, they are instead referred to as the bot laner. For the purpose of this thesis, I will be simplify this and refer to the non-support bot laner as the bot laner regardless of champion choice. While it is possible to break away from the meta, either in position distribution across the map or champion, such a choice can lead to disharmony within a team (Kou & Nardi 2014; Kou 2020).

Each position has different, non-exclusive pools of champions that are considered to do well in that position. Choosing a champion that is off-meta, or not traditionally viewed to be well suited for a particular position within the game, can lead some players to believe the off-meta pick to be a form of trolling (Kou 2020). Many researchers have attempted to define trolling, and it roughly equates to malicious actions meant to disrupt



or evoke negative emotions within other players (Thacker & Griffiths 2012; Nakamura 2012; Buckels et al. 2014; Fichman & Sanfilippo 2015; Kou & Gui 2014; Cook et al. 2018; Cook 2019; Cook et al. 2019; Hilvert-Bruce & Neill 2020; Kou 2020). Despite off-meta picks potentially being considered a form of trolling, players are actively encouraged to try out new combinations by the game developers (Riot Games 2021).

## **2.4 Player-to-Player Communication**

No matter what game mode players choose to engage in, communication remains key for building player cooperation. There are four main means of communication players may utilize: voice chat, an in-game text chat system, pings, and emotes. If players do not wish to receive the communication efforts of allies or enemies, they may disconnect from voice chat or mute any of the final three forms of communication at any time while within the game. Players may choose to do this for any number of reasons, such as wanting to focus on their own efforts or to avoid being affected by the negativity of an allied player (Kou & Gui 2014).

Voice chat is a system in which two or more players who have friended each other through the League of Legends game client can speak with each other in game. Other players in the game that are not registered as friends in this way are not able to join the voice call. Players in the voice call are still able to utilize the other forms of communication.

Text chat is exactly as it sounds, a space where players can type out and receive text messages from each other. By default, players only communicate with their allies, but they may choose to communicate with members of the enemy team using what is called 'all-chat' which is denoted by a [All] preceding a received message. Such messages are perceived by both allied and enemy team members. As playing the game requires one hand to be on the keyboard and another hand to be on a mouse, there is some risk to using text chat as it requires a player to remove their hand from their mouse and move it to the keyboard so that they may type out their message. Once the message has been sent, they then return said hand back to the mouse in order to continue to play the game. This is important because the mouse hand controls a champion's movement, and removing it from the mouse to send a message leaves the champion vulnerable to enemy attacks.

Sending messages via text chat can be seen to have a high signalling cost as players must undertake a high level of risk to the personal safety of their champion whenever they want to send a text message.

The ping system was developed as an alternative, and perhaps safer, means of communication. Pings use a combination of button presses and mouse clicks to send simple messages to allied players, allowing players to keep their mouse hand on their mouse. As a result, pings have a lower signalling cost as compared to text messages. These messages are limited in scope of what pings are available, though players have since expanded on the developer-programmed meaning of a ping, as explained in Section 4.2. Pings have a variety of indicators, both visual and audible, that can alert players to their use. Some pings show up on the gameplay map and minimap, while others do not. Nearly all pings show up in the text chat as system messages with the exception of a simple ping, which shows up on the screen as a simple blue dot.

Finally, players are able to express themselves using small pictograms that appear over their character's head known as emotes. Emotes do not show up on the minimap, nor do they have a system message that appears in the text chat. Emotes may have a sound associated with their use, but another player will neither see nor hear either indicator unless their screen currently has the emoting player in view. Emotes can be used to express a variety of emotions such as congratulations, joy, or anger. There are even emotes that can express a player's skill with a particular champion after they have reached certain milestones. All in all, emotes give players another outlet to express themselves, but are more restricted in who witnesses these expressions.

This thesis focuses on text chat communication and the use of pings due to the restrictions on voice chat that limit how many people can utilize it and emotes not showing up in the chat log.

## CHAPTER 3

### Research Design and Methodology

The League of Legends games that were used in this study were collected from publicly available Twitch streams, as opposed to non-publicly available games hidden behind a subscribers-only pay wall. Games were restricted to ranked solo/duo mode game matches. For all the games used in this study, the streamer was playing solo, although the streamer might have played with a partner in other games during their ranked career. Games were not screened for gender, age, or race of the uploader, as once online all members of the game stand behind the same mask of anonymity that the internet provides. While games in which the streamer muted their allied players runs counter to a study in player-to-player communication, not all games with instances of muting were eliminated. Games in which muting did occur were still able to provide meaningful information in terms of what sort of situations lead to a player muting their fellow teammates and what changes occur in communication before and after muting.

I selected a variety of Twitch streamers based on their rank and the position they predominantly played at that rank. Of the 19 games I collected, 4 games were from streamers in the Iron/Bronze ranks, 5 games were from streamers in the Silver/Gold ranks, 5 games were from streamers in the Platinum/Diamond ranks, and 5 games were from streamers in the top three ranks of Master, Grandmaster, and Challenger. Within each grouping of ranks, games were pulled from streamers who predominantly played one specific position on Summoner's Rift, since players might adjust how they communicate in game if they are actively streaming or if they are playing a position they are less comfortable with. By splitting up what position each streamer predominantly played by rank, I hoped to reduce any possible influence this would have on the game. Restricting games to instances where the streamer was playing solo ensured that all of the streamer's communication would be

through the in-game, non-voice chat systems and that they would not be utilizing a third party chat program such as Discord, Teamspeak, or Skype. It is possible that other players on either side could have been duoing and utilizing one of these programs, but in the event that this was the case, non-voice communication would still be required in order to communicate with the remaining three players on the team.

The games were played between February 15, 2020 and April 22, 2020, which coincides with patches<sup>1</sup> 10.3 (first 2 games) and 10.4 (remaining 17 games) (Talbot 2020). Table 1 shows the rank distribution of all League of Legends' players between the ranks at the time these games were collected (Milella 2021). The vast majority of players participating in ranked games at this time fell within the Iron to Gold range. Less than ten percent of players make up the highest five ranks.

Table 1. Percentage of players at the various ranks in League of Legends Solo/Duo Queue

<b>Game Ranks</b>	<b>Percentage of Players</b>
Iron/Bronze	30.6%
Silver/Gold	58%
Platinum/Diamond	9.6%
Master/Grandmaster/Challenger	0.099%

Each game was run through several Python scripts that utilized OpenCV to take screenshots every 60 frames before cropping those screenshots to only contain the in-game chatbox. These images were then converted to gray scale to improve the the accuracy of the text stripping when processed under the Tesseract Ocular Character Recognition (OCR) API created by Google before being input into a text document. These text documents were then cleaned up manually, using the chatbox screenshots to verify accuracy and to remove individual summoner names from the chat log transcripts. These transcripts can be found in Appendix A.

Final transcripts contain 6406 lines of chat, which are made up of automatically generated system messages and player-to-player messages. System messages are generated when particular objectives are achieved in game or to denote the results of a surrender.

<sup>1</sup> A game patch indicates the state of the game. League of Legends and many other games undergo regular updates that can change the dynamics of the game.

One such example is the phrase 'drew first blood' which is a system message that tells the rest of the players on both teams who has killed the first champion in the game. Player-to-player messages include text messages, pings, and initial calls for surrender. The distinction between the start of a surrender and the results of a surrender is made due to the fact that calls for surrender are invoked through intentional player action, while the results of a surrender vote are generated automatically by the game system. Of the 6406 lines of chat, 964 lines were system messages and 5415 lines were player-to-player messages. Of the player-to-player messages, 1090 lines were text messages with 198 of those being sent via all-chat. The remaining 4325 messages were in the form of pings that include the initial calls for surrender. Ping messages made up, on average, 80.2% of player-to-player communication.

## CHAPTER 4

### Pings in League of Legends

#### 4.1 Background

Players in League of Legends, regardless of whether they are playing in a collaborative sense or competitive sense, make strategic decisions through the signals they send to best influence their allies and enemies into doing what would put the signaller in the best position to accomplish their goals. Working within the discipline of game theory, Lachmann et al. (2001) define a signal as "a behavior or phenotype produced by one individual (the signaller) to influence the behavior of a second by transmitting information." Communication can have its own "strategic and game-theoretic aspects" according to Getty (1997) and Lachmann & Bergstrom (2004). This can be seen in how people, including the players in League of Legends, use language and other signals to convey specific aspects of ideas in order to manipulate others into making decisions that are in the signaller's favor, as is shown later in Section 5.

Pings work similar to word phrases in how they are used. They replace entire concepts such as 'assist me' or 'be careful', while also encoding other relevant information based on when and where they are used. Much like words, pings can be used to express multiple meanings, or senses. Furthermore, pings, like words, can be combined together into phrases that allow players to convey more complex ideas. In Section 4.2 I explain many of the various meanings pings have based on the different contexts they are used, going into detail for most, though not all, pings and their various senses. From there, in Section 4.3 I go into detail about how such pings can be combined into more complex forms within the specific context of warnings.

## 4.2 Ping Semantics

Nowak & Krakauer (1999) claim that people created words through concerted effort as a means of communicating with one another. Words are, at their most basic level, a string of sounds that are combined. This simple system of just utilizing individual words is not perfect and allows for errors in perception which cause misunderstandings (Nowak & Krakauer 1999; Pinker 2000).

This does not mean the individual words on their own cannot contain complex levels of meaning. Many words have related meanings, such as in similar shape of a referent or similar connotation when being used, which can be further broken down into separate categories. For example, “cat” can be further broken down into “Maine Coon”, “Siamese”, or “Persian”. These separate categories can then be grouped further into more loosely or more distantly related categories to reduce the cognitive effort needed to understand most information (Rosch 1978). Words can be categorized vertically where each word is considered to be more related to each other, or horizontally where each word contains an idea that is less similar to each other the further they are from each other (Rosch 1978). A dog is less like a cat than jaguar, so “dog” would be categorized horizontally while “jaguar” would be categorized vertically. However, as more and more words are created which differ from each other in minute ways, we encounter the issue of memory limitation (Lachmann & Bergstrom 2004). That being said, with an expanded list of words which describes minor differences between vertical members within a single category, there exists the idea that there is a prototypical object that encompasses some collection of underlying features which represent what that object is (Bowerman 1978; Barrett 1982). For the category of “cat”, we have an idea in our minds of what is the most prototypical version of that word. Then, within a subcategory of “cat”, such as “Maine Coon”, we have an idea of what is the most prototypical Maine Coon.

In League of Legends there are a finite number of pings that can be used in player-to-player communication. This limitation is what has driven pings to have expanded meanings based on the different contexts in which they are used. Yet, within each ping's

expanded use category, there is this idea of a prototypical use for each ping. This prototypical use is partially driven by the hard-encoded meaning that shows up in the text chat log when the ping is used, but also in which use is most common.

Each ping has a string of natural language associated with it which has been hard encoded by the game developer to show up in the chat box whenever it is used. This text then becomes the name for the ping. Pings are distinguished from player-sent text messages through a combination of minor differences. It is sufficient to know that players can inherently tell which messages in the chat log are text messages sent from a player and which messages are the text representations of a ping being used by a player. While in the game these different types of messages are distinct, this distinction has been lost in the transcriptions presented in this work. Where this distinction matters, I will point out which ping-like message is actually a player text message.

In this section I will be looking at the multiple meanings each ping can have, not only the meaning that has been hard encoded by the game developer to show up in the chat box. For each of these individual meanings, context plays a major role in identifying which meaning is being referred to. When applicable, I have included pictures that can help visualize the context. I cover the different senses of the 'on my way', 'asking for assistance', 'enemy missing', 'be careful', 'enemy has vision here', 'champion alive', 'champion has item', 'item purchasability', and 'ultimate' pings, as seen in Table 2. These are not all of the pings that exist within the game of League of Legends. Moreover, it is possible that more meanings for each of these pings do exist or have developed since the time this study was conducted. However, I have included all of the pings which have an on-screen visualization. The remaining pings are still widely used and have relevance in other sections of this thesis.

Table 2. Ping senses per ping

Ping Name	Ping Senses
'on my way'	"I am going here"
	"gank"
	"invade"
	"I have given up"



Ping Name	Ping Senses
'asking for assistance'	"help me with this enemy", "help me take this buff" "someone take care of this"
'enemy missing'	"my enemy laner is missing" "enemies may be at the pinged location" "this enemy is here" "what are you doing?"
'be careful'	"enemy is at pinged location" "enemy is traveling along the pinged path" "the enemy is coming at the pinged location" "retreat"
'enemy has vision here'	"caution, the enemy has vision here" "there is a ward here, someone come take care of it"
'champion alive'	"enemy is a threat" "ally is not with the team" "how are you still alive?"
'champion level'	"level disparity" "champion has their ultimate"
'champion item'	"champion is strong" "champion has a non-standard item" "use this item"
'item purchasability'	"I can purchase the item" "I cannot purchase the item" "boasting about completing an objective that gave the gold necessary to purchase the item" "asking their allies to let them kill a gold source so that they can purchase the ping"
'ultimate'	"ultimate has been used" "ally should use this ultimate" "preparing for an engage"

### 4.2.1 On My Way

In my data the most commonly used ping is the 'on my way' ping. A teal arrow marking the point where this ping is placed shows up both on the main screen and on the minimap. Several rings then emanate out from this point similar to a radar. This ping is primarily used to denote where on the map an allied player is going. This ping has four senses: "I am going here" (prototypical), "gank", "invade", and "I have given up". This section will go through examples of each of these, starting with the first sense of "I am going here".

I will note that all picture examples in Section 4.2 are screenshots of the minimap except for a single example which includes a screenshot of the main game screen instead. The white rectangle on each minimap picture denotes what part of the minimap the streamer of the game currently has in view. The minimap allows players to see the state of the game at a glance, as well as where any pings are used.

The first sense of the 'on my way' ping involves players informing their allies they are headed to one of the major buffs on the map, The Baron Nashor Pit or The Dragon Pit. This is the prototypical sense of the 'on my way' ping and includes the connotation of "come help me" based on who is issuing the ping, when the ping is being sent, and who is nearby when the ping is sent. In other words, this sense of the ping may or may not ask for a change in player actions. It does not carry the same level of implication that allied players need to react to the use of the ping as I will show in the following examples for other ping senses. This does not mean that players will not change their behaviors, just that the implication to do so is far weaker with this usage. For example, when a jungler is getting ready to take a major buff such as a The Rift Herald or The Dragon, they will ping they are on their way to the location where those buffs are obtained. In Figure 4 allied jungler Gragas<sup>1</sup> pings he is headed to The Dragon Pit, and the allied support Yuumi comes to help while her allied bot Aphelios chooses to stay in lane to continue farming minions, or kill the minions for gold and experience. Yuumi is a champion with the unique ability to attach herself to an allied champion. In the following figure the thick wavy blue ring

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<sup>1</sup> All League of Legends' champions have an assigned gender, and as such I use gendered pronouns when referring to them. This in no way reflects the gender of the player utilizing these champions.

around the bottom rightmost champion denotes that Yuumi has attached herself to her allied bot Aphelios. The chat box text can be seen in (1).



Figure 4. Game 10 at 8:30. Gragas pinging 'on my way' over The Dragon Pit.

(1) a. [08:30] (Gragas) is on the way Data-010

The second sense of the 'on my way' ping is "I am ganking". A gank is a situation in which an ally comes to another ally's lane to create a favorable numbers situation such as a 2v1 in which two allies engage one enemy. When the "I am ganking" sense of the ping

is used in this way, it signifies that an allied player is coming to engage another lane's enemy champions, and also carries with it the implication that the allied players in the lane that is being ganked will also engage the enemy laners. During the early game when players tend to stick to their own lane, these pings are primarily used by the allied jungler. We can see one such situation in Figure 5 where allied jungler Gragas pings he is on his way toward the bot lane, pinging several times to emphasize his path. He is telling his bot lane allies, Aphelios and Yuumi, that he is engaging the enemy champions, and they should follow suit.



Figure 5. Game 10 at 6:48. Gragas pinging 'on my way' over the bot lane.

There are also times where the jungler is already engaged in a gank on an allied player's lane. When already in combat with the enemy laner, the 'on my way' ping, as seen in Figure 6, indicates to the allied laner the strategy the jungler is intending to employ. The allied top Renekton understands that allied jungler Gragas wants him to continue to engage the enemy top Pantheon. This works out in their favor, as they take Pantheon down without either of them dying in the process.



Figure 6. Game 10 at 4:26. Gragas pinging 'on my way' over the top lane.

Moving on to the third sense "invade", this use of the 'on my way ping' only occurs at the very beginning of the game. The goal of an invade is to sneak into either the top side or south side enemy jungle and either kill the unsuspecting enemy players or take the red or blue buff depending on which side of the map the allied team is invading. In Figure 7 we see an example of this where the allied jungler Sett pings several times over a point on the enemy side's jungle where the allied team should begin their invade. This excessive

use of pings emphasizes the request, convincing his allied players to follow him into the enemy's top jungle for the invade.



Figure 7. Game 4 at 0:08. Sett pings 'on my way' to indicate the invade path.

The fourth and final sense is "I have given up", which occurs when players are unhappy with the present state of the game and want to end it quickly, either due to poor self performance, ally performance, or the enemy team is perceived to simply be better. In instances like this, these players can express their intent to disrupt the game by intentionally feeding, or letting an enemy kill them. In Figure 8 Ireliia expresses this idea via

the 'on my way' ping to the center of the enemy base. This is a form of trolling that is a reportable offense, which will have consequences for Irelia if her allies or enemies report her unsportsmanlike actions.



Figure 8. Game 5 at 32:06. Irelia pings 'on my way' to the enemy nexus.

#### 4.2.2 Asking for Assistance

Another commonly used ping is the 'asking for assistance' ping, which is represented on screen by a blue flag. As with the 'on my way ping' there are a variety of senses



associated with the 'asking for assistance' ping. In this section I will cover the three senses: "help me with this enemy" (prototypical), "help me take this buff", and "someone take care of this".

The first and prototypical sense of "help me with this enemy" involves one player pinging for assistance with taking down a nearby enemy. There is a strong connotation that the allied player sending the ping is expecting a nearby ally to come help them eliminate an enemy located either in lane or elsewhere on the map nearby. For example, in Figure 8 allied support Leona is alone in the bot lane with the enemy bot Ezreal. The allied jungler Karthus is nearby in the bot side river, and the allied bot Caitlyn is on her way back to the bot lane. Leona pings for assistance, indicating she wants the jungler to come help her kill the enemy bot laner. Unfortunately Karthus hesitates, and by the time he does come down for the gank and Caitlyn returns to the bot lane, Leona is dead. As reference, (2) shows what this ping looks like in the text chat box.



Figure 9. Game 16 at 4:19. Leona pings 'asking for assistance' in the bot lane.

(2) a. [04:19] (Leona) is asking for assistance

Data-016

In another example of this, as seen in Figure 10, allied jungler Sett notices that the enemy jungler Kha'zix is out of position, separated from his allies by natural terrain. He asks for his allies to help him take out the Kha'zix. Most of his team does come to help, but in the time they take to do so, the enemy has repositioned, and the team fight that ensues does not end in their favor.



Figure 10. Game 4 at 21:33. Sett pings 'asking for assistance' on top of the enemy Kha'zix.

The second sense of the 'asking for assistance' ping is "help me take this buff". In Figure 11 Diana pings for help at The Dragon Pit soon after The Dragon respawns. Most of her allies are already there, though some are still making their way in that direction. By pinging 'asking for assistance' she is reinforcing the idea that the team should work together to obtain this buff. This is a form of "shot calling" in that one player is telling the rest of the team where the team needs to be focused.



Figure 11. Game 11 at 24:10. Diana pings 'asking for assistance' on top of The Dragon Pit.

The third sense, "someone take care of this", is another example of shot calling. In Figure 12 allied mid Syndra notices the minion waves accumulated in the top and bot lanes. When the minion waves accumulate, they can pose a threat to the health of the allied team's turrets. It is then important that a player clears the wave, or eliminates all of the individual enemy minions, so that the allied minion waves can push towards the enemy team's turrets and pose the same threat that the enemy minions were posing to

allied team's turrets. For this reason, Syndra pings "asking for assistance" over both lanes, drawing attention to these accumulated minion waves.



Figure 12. Game 5 at 34:16. Syndra pings 'asking for assistance' on the top and bottom lane minion waves.

### *4.2.3 Enemy Missing*

The 'enemy missing' ping has four senses: "my enemy laner is missing" (prototypical), "enemies may be at the pinged location", "this enemy is here", and "what are you doing?". This ping is represented by a yellow question mark on screen.

The prototypical sense of the 'enemy missing' ping is "my enemy laner is missing" sense. Allied laners will ping this in their lane to signify their enemy laner or enemy laners are not visible, and could be elsewhere on the map. This is inherently a warning message that nearby allies should be cautious as the missing enemy might be nearby. Other laners can also ping enemy missing in an ally's lane to convey the same information. What decides which enemy is missing is where on the map the 'enemy missing' ping is placed, which can be seen on the minimap. In Figure 13 allied bot Senna indicates to her teammates that one or both of the enemy bot laners are missing. In this case, we can see the enemy bot Aphelios is still visible on the minimap. As a result, we, and the other players in the game, can conclude that the enemy support Nautilus is the one missing. The text in (3) shows what this ping looks like in the chat log.



Figure 13. Game 3 at 1:49. Senna pings 'enemy missing' on the bottom lane.

(3) a. [01:49] (Senna) signals that enemies are missing.

Data-003

The second sense of the 'enemy missing' ping, "enemies may be at the pinged location", covers the potential of an enemy being at the pinged location. In this case, the meaning is an extension of the base reading of "I do not know where the enemy is", but adds the idea of "but I think they are here." In Figure 14 Lulu signals that the enemy team could

be taking The Baron Nashor while the allied team is moving towards The Dragon Pit. As it turns out, the enemy team was actually at The Dragon Pit, not taking The Baron.



Figure 14. Game 5 at 30:21. Lulu pings 'enemy missing' on top of the Baron Pit.

The third sense of the 'enemy missing' ping, "this enemy is here", sends a message similar to that of the previous two senses, but differs in that the ping signaller is asserting the location of an enemy rather than guessing at an enemy's location. Players can send this ping by placing the 'enemy missing' ping on top of an enemy who is visible on the mini-map, or placing it over a location where an enemy has recently disappeared into the



fog-of-war, or the areas on the game map where players do not have vision. In Figure 15 allied mid Orianna pings 'enemy missing' on top of the enemy top Aatrox, whose position is revealed due to him sitting on top of a vision ward he does not realize is there. Orianna is calling attention to this through the use of her ping.



Figure 15. Game 18 at 9:23. Orianna pings 'enemy missing' on top of enemy Aatrox.

The final sense of the 'enemy missing' ping is a form of reprimand meaning "what are you doing?" This ping is placed on top of an allied player and carries with it the connotation that the allied player sending the ping disapproves of the pinged players

actions. All 'enemy missing' pings carry some level of information regarding the location of some other player. In the case of the 'what are you doing?' sense, the location of the allied player is already known. As such, pinging 'enemy missing' over an allied player draws attention to their location, emphasizing it. This is a strong reprimand meant to influence the allied player being pinged to change course.

As the only main screen example, in Figure 16 allied mid Talon pings several 'enemy missing' pings on top of allied jungler Jax, which is the figure with the green health bar above his in-game avatar. The green health bar color distinguishes which champion the streamer of the game is playing. Allied health bars are in blue, such as the allied bot Vayne who is just below the Jax. Enemy health bars are denoted with red health bars. Talon is expressing displeasure at Jax choosing to engage with the enemy when the numbers are not in his favor. He is unhappy that Jax has put the allied team at a great disadvantage with his actions that ultimately lead to his death.



Figure 16. Game 14 at 34:41. Talon pings 'enemy missing' on top of allied Jax.

In another example of this same sense, in Figure 17 allied top Mordekaiser notices that his allied jungler Shyvana is currently in top lane while the rest of their team is setting up to take The Dragon. He pings 'enemy missing' on top of her several times. He does this because junglers have an important skill that makes it easier to secure a major buff such as The Dragon. Without it, the allied team will have a harder time securing it. This usage of the ping shows displeasure, not only in repetition, but in the usage as a whole.



Figure 17. Game 13 at 26:50. Mordekaiser pings 'enemy missing' on top of allied Shyvana.

#### *4.2.4 Be Careful*

Another ping that carries a lot of warning connotation is the 'be careful' ping. It has the four senses: "enemy is at pinged location" (prototypical), "enemy is traveling along the pinged path", "the enemy is coming at the pinged location", and "retreat". The 'be careful' ping has two forms, a yellow exclamation point or a red exclamation point. However,

a yellow exclamation point 'be careful' ping shows up as a yellow dot on the minimap instead of the yellow exclamation point. Both have the same chat box text associated with them.

The prototypical sense of the 'be careful' ping is very similar to the second sense of the 'enemy missing' ping where an allied player pings 'be careful' on a location on the map where they believe the enemy to be. Unlike the 'enemy missing' ping, the 'be careful' ping holds a greater sense of surety as compared to the 'enemy missing' ping. Depending on the current state of the game, the ping can mean caution or it can mean the allied team needs to head to that location now. In Figure 18 allied top Garen has recently died near The Baron Nashor Pit. He pings the 'be careful' ping three times to warn his teammates that the enemy team could be taking The Baron. Not only is this a warning that his allies should be careful when approaching this area, but it also carries with it the meaning that Garen believes his teammates should do something about the enemy team taking The Baron. Once more, an example of what this looks like in the chat log can be seen in (4).



Figure 18. Game 11 at 20:13. Garen pings 'be careful' on top of The Baron Nashor Pit.

- (4) a. [20:13] (Garen) signals to be careful
- b. [20:14] (Garen) signals to be careful
- c. [20:16] (Garen) signals to be careful

Data-011

Another example where an allied player pings the potential location of an enemy player can be seen in Figure 19. Allied jungler Tryndamere has pinged the supposed location of the enemy jungler Nidalee. He is warning the bot lane that she may be coming

toward them for a gank, and they should be cautious in pushing up their lane towards the enemy team's turret.



Figure 19. Game 6 at 2:50. Tryndamere pings 'be careful' in the enemy bottom side jungle.

Expanding on this idea, an allied player might ping several 'be careful' pings spaced out on the mini map to indicate the potential pathing of an enemy player, or the route that player takes to get from one location to another. This is the second sense of the 'be careful' ping which marks the believed walking path of an enemy. The use of this 'be

careful' ping in this manner serves as a warning for the allied player that is at the end of the route marked out by the 'be careful' pings. In Figure 20 allied support Senna does just this, pointing out the potential path of an enemy for her mid laner Kassadin. Her warning is meant to influence Kassadin to back off from the enemy turret and retreat.



Figure 20. Game 3 at 12:51. Senna pings 'be careful' along a line in the bottom side river.

The third sense of the 'be careful' ping signifies that an enemy is definitely arriving at the pinged location. For example, in Figure 21 allied top Irelia is warning that an enemy is teleporting to a nearby location using a special ability called Teleport, which



her allies may not have noticed. The teleportation animation is visible on the main map, not the mini-map, even if that point is covered by fog-of-war. This means that an allied player would not know an enemy is teleporting to the pinged location unless their screen currently has that location in view.



Figure 21. Game 7 at 9:40. Irelia pings 'be careful' in the enemy top side jungle.

The final sense of the 'be careful' ping contains the sense "retreat". An ally pings the 'be careful' ping on top of an allied player when utilizing this sense. Similar to the 'enemy missing' ping in that it is ultimately saying to the pinged allied player that they need to not

be where they currently are, the 'be careful' ping does not carry the same level of negative connotation as the 'enemy missing' ping when used in the same manner. Here, in Figure 22 allied support Pyke has retreated from the enemy that is currently coming down mid lane. Allied top Garen is retreating as well, but despite that, Pyke pings 'be careful' on top of him. He is reinforcing that Garen should continue retreating, implying that he, Pyke, will not engage to help should Garen decide to turn around and fight.



Figure 22. Game 11 at 17:27. Pyke pings 'be careful' on top of allied Garen.

#### *4.2.5 Enemy has Vision Here*

The last of the pings that has an on-screen visualization is the 'enemy has vision here' ping, or 'vision here' for short. It is denoted by a red eye and has two senses: "caution, the enemy has vision here" (prototypical) and "there is a ward here, someone come take care of it".

The first sense, and prototypical, sense of the 'vision here' ping, is the "caution, the enemy has vision here" sense. This use of the ping carries the connotation that it is dangerous to travel through the pinged location because the enemy can see you. With that in mind, in Figure 23 Yuumi pings two locations where the enemy may have set up wards, warning Cassiopeia to be wary. An example of what this looks like in the chat box can be seen in (5).



Figure 23. Game 10 at 18:17. Yuumi pings 'enemy vision here' in two locations in the enemy top side jungle.

- (5) a. [18:17] (Yuumi) enemy has vision here
- b. [18:18] (Yuumi) enemy has vision here Data-010

Moving on to the second sense of "there is a ward here, someone come take care of it", it occurs when an enemy places a ward in a part of the map where enemy vision in the area is not a primary concern. At times like this, the use of the ping is meant to signal the allies who can eliminate these wards to come clear it out. Not all wards are always

visible, and as such, players must either pick up a specific item or specific jungle buff to be able to see these types of wards. Said players can then come through and sweep out the enemy ward, killing the ward for additional gold. In Figure 24 Tryndamere pings the location of a ward he had seen placed down in the middle of mid lane that he failed to kill before it disappeared from view.



Figure 24. Game 6 at 9:23. Tryndamere pings 'enemy vision here' in the middle of the mid lane.

#### 4.2.6 *Champion Alive*

There are a wide variety of pings players can send each other that do not have an on-screen visualization, but do appear in the text chat. Starting with the 'champion alive' ping, there are three senses of the ping: "enemy is a threat" (prototypical), "ally is not with the team", and "how are you still alive?". The first two senses of this ping are dictated based on who is being pinged, but the final ping can be used with both ally or enemy.

The first sense, "enemy is a threat", embodies the prototypical use of the 'champion alive' ping. In (6) allied support Thresh is warning his team that the enemy mid Kassadin is not visible on the map and missing from his lane similar to an 'enemy missing' ping. This ping carries a stronger warning than the 'enemy missing' ping usage, and allied players should assume Kassadin is nearby and play accordingly.

(6) a. [11:08] (Thresh): Kassadin - Alive Data-006

The second sense of the 'champion alive' ping is "ally is not with team", and carries the strong negative connotation of disapproval. In (7) allied jungler Graves is pointing out that the allied team is playing without a fifth player, as allied top Irelia has disconnected from the game. This ping draws attention to that fact while also expressing displeasure that she is gone.

(7) a. [12:21] (Graves): Irelia - Alive  
b. [12:22] (Graves): Irelia - Alive Data-007

Finally the third sense of the 'champion alive' ping, "how are you still alive?" carries the connotation of amazement or disbelief. For example, if an ally barely manages to escape an encounter with an enemy champion, an ally could send this ping to signify congratulations, such as is seen in (8).

(8) a. [14:05] (Aphelios): Renekton - Alive  
b. [14:05] (Aphelios): Renekton - Alive  
c. [14:05] (Aphelios): Renekton - Alive  
d. [14:05] (Aphelios): Renekton - Alive  
e. [14:06] (Aphelios): Renekton - Alive

#### 4.2.7 *Champion Level*

The 'champion level' ping has two senses: "level disparity" (prototypical) and "champion has their ultimate".

The first sense of the 'champion level' ping emphasizes the difference in level between one champion and another, usually an enemy and an ally who is playing the same position as the pinged enemy. The perception of the ping can change based on which of these two is being pinged and whether it is the higher or lower level champion being pinged. For example, in (9) allied jungler Sett is pointing out that the enemy jungler Kha'Zix is two levels higher than him. Both are playing the jungle position. However, Sett implies that Kha'Zix is doing better because he is two levels higher than Sett. Sett is emphasizing the power of the enemy Kha'Zix. He is doing this in order to help convince his allies to later surrender the game. If Sett were to ping himself instead, he would emphasize his own weakness, but instead opted to focus on the strength of the enemy.

- (9) a. [28:28] (Sett): Kha'Zix - Level 14  
 b. [28:28] (Sett): Kha'Zix - Level 14  
 c. [28:29] (Sett): Kha'Zix - Level 14

Data-004

A second example of this showcases the reverse situation. In (10) allied mid Syndra is emphasizing the level gap between her and her enemy mid Talon. When an allied player pings their own level, as seen in (10c), the text chat changes to indicate what percentage towards the next level the champion is. Syndra is currently three levels higher than her opponent, and is thus boasting about her own prowess.

- (10) a. [05:20] (Syndra): Talon - Level 4  
 b. [05:20] (Syndra): Talon - Level 4  
 c. [05:21] (Syndra): 0% towards Level 7

Data-005

The second sense of this ping does not carry the same nuance as the first sense. While the connotation can change based on if the pinged champion is an ally or an enemy, the

sense of "ultimate is accessible or not accessible" remains. A champion's ultimate ability is not available until level six, and some ultimates can have major influence on the outcome of team fights, either locally or globally. In (11) allied top Yorick pings the enemy support Soraka has reached level six several times. Soraka has an ultimate that heals everyone on her team, no matter where on the map they are. Allied players are thus warned to keep this in mind when engaging an enemy, as said enemy might receive a last second heal at a time that would be inopportune for the allied player.

- (11) a. [06:54] (Yorick): Soraka - Level 6
  - b. [06:54] (Yorick): Soraka - Level 6
  - c. [06:55] (Yorick): Soraka - Level 6
  - d. [06:55] (Yorick): Soraka - Level 6
  - e. [06:55] (Yorick): Soraka - Level 6
  - f. [06:55] (Yorick): Soraka - Level 6
- Data-004

This interpretation is reaffirmed by an earlier communication in the same game as seen in (12). Here, allied jungler Sett notes that the enemy support Soraka is still level five. Sett goes on to explain in (12c) the reason for the ping is specifically to note the lack of the ultimate.

- (12) a. [06:29] (Sett): Soraka - Level 5
  - b. [06:29] (Sett): Soraka - Level 5
  - c. [06:30] (Sett): no r yet
- Data-004

#### *4.2.8 Champion Item*

There are three senses of the 'champion has item' ping: "champion is strong" (prototypical), "champion has a non-standard item", and "use this item". The first and second sense can be used with both allies and enemies, but the third sense is only relevant to allied players.

Starting with the first and prototypical sense of "champion is strong because they have this item", an allied player will use this ping to signify their own strength. It is a form of boasting, which is how the ping is used in (13). Here, allied jungler Elise pings her own ownership of the item, Morellonomicon. For her, this item is particularly useful against



enemy jungler Olaf. She is emphasizing that she is now better equipped to engage with her enemy laner.

(13) a. [18:24] (Elise): Morellonomicon Data-009

This idea is maintained when pinging an allied player that is not oneself. In (14) allied jungler Sett points out that the allied bot Senna, who currently has five kills and zero deaths, has a Manamune. There is no question that she is doing well based on her kill to death ratio, and therefore Sett is letting her know that he has noticed her success. He is essentially congratulating his ally for doing well.

(14) a. [20:07] (Sett): Senna Manamune Data-004

Conversely, in (15) allied jungler Rengar pings 'champion(s) have this item' except the champions he is pinging are the enemy. Rengar is pointing out that the enemy champions each have a powerful item, Guardian Angel. The meaning behind this ping is to warn how strong the enemy is because they own this particular item. The item itself does not mean the enemy is automatically strong, but in the context of pinging several enemies having this item, the item itself becomes a status symbol for the enemies' power.

(15) a. [30:27] (Rengar): Gangplank Guardian Angel  
b. [30:27] (Rengar): Master Yi Guardian Angel  
c. [30:27] (Rengar): Sivir Guardian Angel Data-008

The second sense of "champion has a non-standard item" requires understanding that different champions have different items that work best for their individual skills. If a player deviates from this collection of standard items, other players notice and pass judgement on them. For example, in (16) allied top Yorick is pointing out that the enemy support Soraka has bought Ninja Tabi. Ninja Tabi are not a bad item, but they are not a typical item one would see a Soraka buy at the time this data was collected. As such, Yorick is commenting on this deviation from what he perceives to be the meta in Soraka item builds, or the complete set of items a Soraka player might buy, by pinging Soraka's ownership of the Ninja Tabi.

(16) a. [15:36] (Yorick): Soraka Ninja Tabi

Data-004

Similarly, in (17) allied mid Orianna pings allied jungler Kha'zix's ownership of the Stalker's Blade. Here, she is criticizing Kha'zix item choice and uses its purchase to back up why she believes Kha'zix's shot calling is unreliable. The item purchase becomes a symbol of Kha'zix's lack of skill in the game.

(17) a. [25:54] (Orianna): Kha'Zix Stalker's Blade

Data-001

Finally, the third sense of the 'champion has item' ping occurs when an allied player pings another ally's item with the intent of instigating the use of said item. In (18) allied jungler Sett pings allied bot Senna and allied mid Sylas' warding totems. He is telling his allied players they need to be using those items to put down wards and increase their team's vision.

(18) a. [02:34] (Sett): Senna Warding Totem (Trinket)

b. [02:35] (Sett): Sylas Warding Totem (Trinket)

Data-004

#### *4.2.9 Item Purchasability*

The 'item purchasability' ping involves an ally pinging an item in the item shop. If they have enough gold to outright buy the item, text chat will state the item can be purchased; if the player does not have enough gold, the text chat will state how much gold is still needed to complete the purchase. This ping has four senses: "I can purchase the item" (prototypical), "I cannot purchase the item", "boasting about completing an objective that gave the gold necessary to purchase the item", and "asking their allies to let them kill a gold source so that they can purchase the pinged item".

The first and prototypical sense of the 'item purchasability' ping is "I can purchase the item". It is used as precursor to an ally's recall back to base. By sending this ping, they are warning nearby allies that they will not be around should they be needed. In (19) allied bot Aphelios indicates he is able to purchase a Ruunan's Hurricane right before recalling to base.

(19) a. [14:53] (Aphelios): Runaan's Hurricane - Can purchase Data-010

This same sense is maintained in the case of (20) where allied bot Miss Fortune pings that she only needs 12 gold pieces to buy a B. F. Sword while she is recalling. Though she is currently just short of being able to purchase the item, by the time she finishes her recall she will be able to afford the item by the time due to passive gold generation, as recalling takes a set amount of time.

(20) a. [03:41] (Miss Fortune): B.F.Sword - Need 12 gold Data-017

The second sense of the 'item purchasability' ping, "I cannot purchase the item", involves an ally pinging the item they wish to purchase while being in the part of base that allows them to purchase items. This ping can carry the ally's frustration at not being able to afford the item. In some cases, a player may choose to wait until they passively generate enough gold to finish the item purchase. In the case of (21), allied bot Jinx has already recalled and bought another item. She attempts to buy the Boots of Speed, but falls just short of being able to do so. This ping is thus expressing her frustration.

(21) a. [05:51] (Jinx): Boots of Speed - Need 20 gold  
b. [05:51] (Jinx): Boots of Speed - Need 19 gold Data-008

The third sense of the 'item purchasability' ping can be seen in (22) where allied bot Ezreal pings how much gold he still needs to buy a Trinity Force right before he destroys an enemy turret. He repeats the ping once more right after he does so. Destroying the turret will give both him and his allies gold, and by pinging how much gold he needs for his item purchase before and after its destruction is Ezreal boasting to his teammates that he has completed taking an objective.

(22) a. [15:38] (Ezreal): Trinity Force - Need 192 gold  
b. [15:42] (Ezreal): Trinity Force - Need 8 gold Data-007

Finally, the fourth sense is a form of request. A player can send an 'item purchasability' ping when they want to persuade their allies to allow them the opportunity to kill a gold

source such as a wave of minions. For example, in (23) allied bot Aphelios has already indicated that he is headed to mid lane where a small wave of minions has formed. He pings how much gold he still needs to buy an Infinity Edge as a means of indicating that he wants his allies to allow him to kill the minions in mid.

(23) a. [20:33] (Aphelios): Infinity Edge - Need 177 gold

Data-010

#### 4.2.10 *Ultimate*

As stated previously, a champion does not gain access to their ultimate ability prior to level six. As such, level six is an important level for a champion. Equally important is whether or not said ultimate ability has already been used. This is where the 'ultimate' ping comes into play. There are three senses for this 'ultimate' ping: "ultimate has been used" (prototypical), "ally should use this ultimate", and "preparing for an engage".

The first and prototypical sense of the 'ultimate' ping is used in setting up to engage the enemy team. In this case, an ally is pinging their own ultimate ability, whether it is ready or on cooldown, to indicate their readiness to engaging the enemy. A cooldown is the period of time in which a player must wait to reuse an ability. When the ultimate ability is ready for use, the best time to engage is now. In contrast, when an 'ultimate' ping reveals the ultimate ability has a short cooldown remaining, typically less than thirty seconds, the pinging ally is indicating that they are ready for an engage in the time remaining as indicated on the cooldown timer. Conversely, if there is still a long time remaining on a cooldown timer, roughly thirty seconds or more, then the player is warning that now is not the best time to engage because their combat abilities are lesser. In (24) allied top Ornn's ultimate is ready for use, and he is telling his allies he is getting ready to engage the enemy team in a team fight. Earlier in the same game, Ornn's ultimate has a much longer cooldown, as seen in (25).

(24) a. [27:34] (Ornn) R - Ready

Data-019

(25) a. [18:14] (Ornn): R - 78s Data-019

As a continuation of this idea, in (26) allied jungler Rengar gives two pings with a lower ultimate cooldown, indicating he is getting ready to engage but only after a short period of time. Through pinging his ultimate ability's cooldown twice after a period of time, he is also reaffirming that his goal is to engage the enemy once his ultimate is ready.

(26) a. [12:10] (Rengar): R - 23s  
b. [12:17] (Rengar): R - 17s Data-008

The second sense of the 'ultimate' ping is used when an ally wants to tell another ally to utilize their ultimate. In the case of (27) allied top Ornn calls out allied bot Caitlyn for still having her ultimate ability. The connotation here is that Caitlyn should have already used her ultimate ability, and yet she has not. Ornn is publicly scolding Caitlyn for not properly contributing to the team in the previous team fight.

(27) a. [28:18] (Ornn): Caitlyn R - Ready  
b. [28:18] (Ornn): Caitlyn R - Ready  
c. [28:18] (Ornn): Caitlyn R - Ready Data-019

Finally, in the third sense, the 'ultimate' ping signifies that an ultimate has already been used. Allied players will ping an enemy's ultimate to signify the enemy is now weaker because their ultimate is on cooldown. In (28) allied mid Katarina indicates the enemy top Mordekaiser has utilized their ultimate. The intent behind this ping is to point out that now is a prime opportunity for the allied team to engage Mordekaiser and kill him.

(28) a. [09:43] (Katarina): Mordekaiser R  
b. [09:43] (Katarina): Mordekaiser R Data-009

Each of these senses focuses on the state of having or not having one's ultimate. In the case of the first sense "ultimate has been used", the focus is on the state of not having. However, because a used ultimate returns after a period of time, the state of not having will eventually end. In contrast, the "ally should use this ultimate" sense focuses on the continuous state of having the ultimate, but the goal of this sense is for the pinged ally

to not have it. However, the "preparing for an engage" sense encompasses both the progressive aspect when an ally pings their lack of ultimate and the continuous aspect when pinging the presence of their ultimate.

### **4.3 Combinatorial Syntax of Pings Used as Warnings**

The development of grammar can help reduce some of the errors in communication where a message is misinterpreted. As Nowak & Krakauer (1999) note, "Grammar can be seen as a simplified rule system that reduces the chances of mistakes in implementation and comprehension and is therefore favored by natural selection in a world where mistakes are possible." Combinatorial communication has clear advantages in allowing for more complex ideas to be communicated, primarily through the familiarity of with the simpler components of the message (Nowak & Krakauer 1999; Nowak et al. 2000; Pinker 2000; Lachmann et al. 2001; Lachmann & Bergstrom 2004). Essentially, through sending a more complex picture, the person receiving the communication is less likely to misinterpret the meaning behind the communication, and can respond in a manner that is both appropriate and expected by the signaller.

While pings can be used on their own, where their meaning is defined wholly by the context in which they are used, players often communicate using multiple pings, which can give a fuller, more detailed picture of what the player is trying to say. In this section, I will explain how combining several pings showcases different facets of information being conveyed while also demonstrating an underlying syntactic structure which influences how the information is perceived.

Warnings as a whole use pings which relay information regarding the location of an enemy, which specific enemy an ally should be concerned about, and what the ping signaller would like the ping recipient to do. Pings that relay information often contain some variation of known and unknown aspects regarding location and the dangerous enemy. For example, the "my enemy laner is missing" sense of the 'enemy missing' ping implicitly identifies which enemy is currently a threat and where they currently are not. Compare this then with the "enemy is at the pinged location" sense of the 'be careful' ping. Here, the location of the threat is known with some degree of certainty, but which specific enemy

threat has not been identified. The most common action requested in warning situations is retreat, while in the case of 'vision here' pings, the requested action involves avoiding the pinged location.

#### *4.3.1 Simple Ping Combinations*

I begin by examining simple ping combination in which two or more distinct pings are sent by the same person within a short amount of time. I do not include instances where one of these two pings is breaking up a repetition of the other ping; these types of pings are handled in Section 4.3.2. While text messages are not considered a ping, the more complex ping structures do include lines of text that are related to the warning nature of pings. Text messages also contain similar types of information as the surrounding pings in that they express who the threat is, where the threat is, or what the ping signaller wants their allies to do. As such, text messages will be included in simple ping combinations such that ping + text is considered a ping combination.

The simplest of simple ping combinations contain information that is repeated throughout the message. While this distinction between repeated information and the introduction of new information is present throughout all forms of ping combinations, in simple ping combinations the repeated information expresses nearby allies should retreat. In (29) and (30) players utilize some combination of the 'fall back' ping and the "retreat" sense of the 'be careful' ping. The 'fall back' ping has the prototypical sense of "retreat", meaning that both the 'fall back' ping and the 'be careful' ping have identical senses, but they focus on different aspects. The 'be careful' ping focuses on the danger of a pinged location, while the 'fall back' ping focuses on the urgency of retreat of a specific ally.

In (29) allied support Lulu notices that several of her allies are not well positioned and several members of the enemy team are closing in on them. She pings 'be careful' in (29a) on top of her allies to warn that the current location is dangerous. Seeing allied bot Jinx had stopped retreating to attack the enemy, in (29c) she pings 'fall back' on top of her. When Jinx is too slow to do so, she is also swiftly killed by the enemy team.

- (29) a. [19:58] (Lulu) signals to be careful
  - b. [19:58] (Olaf) signals to be careful
  - c. [20:00] (Lulu) signals (Jinx) to fall back
- Data-005

In another game, allied support Leona pursues enemy mid Zed who briefly shows themselves in the allied top jungle near mid lane. Allied mid Katarina notices that several enemies are approaching that location and warns Leona to retreat using the 'fall back' ping twice before following with a 'be careful' ping, as seen in (30). By pinging 'fall back' first, Katarina is prioritizing the message that Leona needs to retreat immediately. The follow-up 'be careful' ping points out that the reason for this ping is due to the dangerous nature of Leona's present location.

- (30) a. [31:07] (Katarina) signals (Leona) to fall back
  - b. [31:08] (Katarina) signals (Leona) to fall back
  - c. [31:08] (Katarina) signals to be careful
- Data-015

While both forms of this combination of ping senses emphasize the need to retreat, when the 'be careful' ping occurs before the 'fall back' ping, it is the danger at the pinged location that is being emphasized. Conversely, when the 'fall back' ping occurs before the 'be careful' ping, the ping signaller is placing their allies' retreat over all else.

Another form of simple ping combinations involves instances where the ping signaller combines pings containing an enemy location with a ping calling for a change in position, such as the "retreat" sense as seen in previous examples. For examples (31), (32), (33), and (34) the initial pings contains information regarding the location where an enemy may be location to varying degrees of certainty but not who is there. The second ping then expresses that the nearby allies should retreat because it is dangerous.

In (31) allied jungler Jarvan IV notices the surrounding danger as allied support Nautilus clears out a ward in the bot side river near mid lane. He pings 'be careful' in (31a) on a nearby bush where an enemy had just disappeared into and was now hidden by the fog-of-war before pinging in (31c) a 'fall back' ping on Nautilus . Nautilus does not listen to the warning and quickly dies.



- (31) a. [18:10] (Jarvan IV) signals to be careful  
b. [18:10] (Fiora) signals to be careful  
c. [18:11] (Jarvan IV) signals (Nautilus) to fall back Data-012

In a similar situation, allied bot Miss Fortune notices an enemy disappear into the fog-of-war near The Dragon Pit before reappearing near allied support Pyke. She starts by pinging where the enemy disappears, warning that the location is dangerous before directly pinging that nearby allies should back away from the enemy bot Kai'sa when she reappears as seen in (32). Pyke does listen to the pinged warning and does not engage the Kai'sa.

- (32) a. [11:49] (Miss Fortune) signals that enemies are missing  
b. [11:50] (Miss Fortune) signals everyone to back away from (Kai'Sa) Data-017

In (33) allied support Bard notices that only one enemy champion is visible on the mini-map, he pings 'enemy missing' over the baron pit to indicate where he believes all of the enemy players are. He then pings 'fall back' on top of allied jungler Sett who was currently engaged with the enemy bot Jinx in the mid lane with his allied mid Sylas. This combination warns that the enemy team is likely nearby and could be coming to help their ally Jinx, ganking the allied players Sett and Sylas. Sensing an impending gank, Bard warns his allies to retreat in case the rest of the enemy team comes out of the fog-of-war from the direction of the pinged 'enemy missing' location. Bard's intuition is correct in this case, as the enemy team was at the baron pit, but the gank he was worried about never came as the enemy team was still engaging The Baron Nashor.

- (33) a. [28:52] (Bard) signals that enemies are missing  
b. [28:54] (Bard) signals (Sett) to fall back Data-004

In (34) allied mid Yasuo has come top lane to gank his allied top Ornn. Ornn notices that his enemy top Yorick is not in lane where he should be. He starts by pinging the "my enemy laner is missing" sense of the 'enemy missing' ping in top lane before following it with the "retreat" sense of a 'be careful' ping over the nearby Yasuo. Yorick shows himself

near Yasuo, adding to Ornn's warning that the enemy likely knows Yasuo is there. Yasuo goes on to accept Ornn's warning and backs off, returning to mid lane.

- (34) a. [15:55] (Ornn) signals that enemies are missing
  - b. [15:57] (Ornn) signals to be careful
- Data-019

Then, in (35) and (36) the flow of information flips from the previous examples as does the emphasis of the message. The ping signaller starts with the warning to retreat before expressing the location of the danger. While the location of the danger is important, by starting with the 'be careful' ping, the ping signaller is emphasizing the need to retreat. In (35) allied support Leona begins to venture a bit too far into the bot side river when allied bot Miss Fortune warns her to retreat with a 'be careful' ping. She follows this ping with two separate 'enemy missing' pings expressing "enemy may be at pinged location" to explain why Leona should retreat.

- (35) a. [01:07] (Miss Fortune) signals to be careful
  - b. [01:10] (Miss Fortune) signals that enemies are missing
  - c. [01:11] (Miss Fortune) signals that enemies are missing
- Data-015

In another game, allied top Mordekaiser has pushed up his minion wave to the enemy team's outer top turret. Allied mid Zed notices that his enemy mid lane Talon is missing from his lane leading to the simple ping combination seen in (36). Zed starts with a repeated warning to Mordekaiser to retreat with 'be careful' pings before issuing the 'enemy missing' ping in his lane to indicate that Talon is a threat to his ally. Zed's fears are realized when Talon shows top lane not long after.

- (36) a. [06:54] (Zed) signals to be careful
  - b. [06:55] (Zed) signals to be careful
  - c. [06:55] (Zed) signals to be careful
  - d. [06:56] (Zed) signals that enemies are missing
- Data-013

The next two examples, (37) and (38), showcase combinations in which the first ping contains location information regarding an enemy and the second ping denotes the location of a vision ward placed by said pinged enemy. These messages warn what part of

a map players should avoid so as to not be spotted by the enemy team. In (37) allied top Ornn sees that his enemy top Yorick has gone towards the top side river at the same time his allied jungler Jax is moving from blue buff towards the Rift Scuttler monster camp in top side river. Ornn warns Jax with an 'enemy missing' ping utilizing the sense "an enemy is at the pinged location" followed by two 'vision here' pings to warn Jax that Yorick has warded a nearby bush. Should Jax wish to come top side for a gank, Ornn is informing him to use another path in order to avoid Yorick's vision ward.

- (37) a. [03:22] (Ornn) signals that enemies are missing
- b. [03:25] (Ornn) enemy has vision here
- c. [03:25] (Ornn) enemy has vision here Data-019

Later in the same game Ornn goes mid lane to gank his allied mid lane Yasuo when the enemy mid Garen disappears into the fog-of-war before quickly reappearing. Ornn warns Yasuo where Garen has gone using the "enemy is at the pinged location" sense of the 'be careful' ping. When Garen reappears, Ornn follows with a 'vision here' ping to indicate what Garen did while he was out of sight. In (38) this combination differs from the previous combination in that the use of a 'be careful' ping carries more sense of imminent danger as compared to the 'enemy missing' ping, despite both pings using the same sense of "enemy is at the pinged location".

- (38) a. [15:34] (Ornn) signals to be careful
- b. [15:35] (Ornn) enemy has vision here Data-019

The remaining simple pings that do not involve repeating the same message or combining a message regarding enemy location and a call to change one's position involve a combination of pings or a ping and a text message to express where a threat is located and who that threat is. Players can choose to emphasize either the location of the potential threat as more important or identify of the enemy whose location is being pointed out by the ping combination. In either case, whichever ping comes first determines which information has more importance for the ping signaller.

In the situation surrounding (39), allied support Rakan has noticed that the enemy support Thresh has left the bot lane and traveled to mid lane. He focuses first on the fact that it is Thresh who is missing from lane with the use of the "enemy laner is missing" sense of the 'enemy missing' ping before pinging 'be careful' on top of Thresh. Allied mid Orianna then uses that information to safely avoid Thresh.

- (39) a. [08:10] (Rakan) signals that enemies are missing  
b. [08:11] (Rakan) signals to be careful Data-001

In a near identical situation, allied mid Syndra realizes her enemy mid Talon has left lane and was likely traveling to top lane where her allied top Irelia was currently pushed up towards the enemy top outer turret. Not wanting her ally to succumb to an enemy gank, Syndra pings 'enemy missing' in her lane to indicate it is Talon whose current location is unknown. She then immediately pings 'be careful' over a bush near top lane to warn Irelia where Talon was likely located. While the combination in (40) is effective in causing Irelia to back off from her present location, she is ultimately too slow and Talon kills her.

- (40) a. [09:23] (Syndra) signals that enemies are missing  
b. [09:24] (Syndra) signals to be careful Data-005

The "my enemy laner is missing" sense of the 'enemy missing' ping is not the only method for indicating which enemy or enemies are an imminent threat to a nearby ally. For example, in (56) allied Fiora notices that the enemy mid Fizz and enemy jungler Vi are not visible on the mini-map. Her teammates had just finished taking down The Baron Nashor when Fiora pings those two specific enemies. As in previous examples, she then immediately pings where on the map she believes these two enemies are, the enemy blue buff. She is ultimately proven wrong as another ally comes across Vi near The Dragon Pit.

- (41) a. [17:13] (Fiora): Fizz - Alive  
b. [17:13] (Fiora): Vi - Alive  
c. [17:14] (Jarvan IV) is on the way  
d. [17:14] (Fiora) signals that enemies are missing Data-012

Shifting focus from the who to the where, in (42) allied jungler Sett notices that allied top Yorick has pushed up to the enemy top outer turret and makes an educated guess on where the enemy jungler Kha'zix is, based on their knowledge regarding jungler routes. A jungler route is the path a jungler takes through the jungle between the lanes. This information is important because if Sett is correct, Kha'zix would then be near enough to be a threat to Yorick in the top lane. Sett pings 'enemy missing' over the top side river using the "enemy may be at the pinged location" sense. He then proceeds to ping that Kha'zix is alive three times. While the individual repetition of each ping adds to the emphasis of each part, the order of the pings indicates Sett is emphasizing the potential location of Kha'zix. Sett's intuition is correct, and Kha'zix does show top lane to ultimately kill Yorick.

- (42) a. [03:15] (Sett) signals that enemies are missing
  - b. [03:17] (Sett) signals that enemies are missing
  - c. [03:17] (Sett): Kha'Zix - Alive
  - d. [03:17] (Sett): Kha'Zix - Alive
  - e. [03:17] (Sett): Kha'Zix - Alive
- Data-004

Similarly, in (43) allied support Rakan had just fled the enemy support Thresh in the allied bot side jungle. He notices another enemy disappear into the fog-of-war headed in the same direction as he had fled. He first pings 'enemy missing' to indicate where these enemies likely currently were before following up with two 'enemy alive' pings to indicate to his allies which specific enemies were there. By signalling the location before the identity of the enemies, Rakan emphasizes that his allies should exercise caution if they enter into the jungle near where he pinged.

- (43) a. [15:30] (Rakan) signals that enemies are missing
  - b. [15:31] (Rakan): Thresh - Alive
  - c. [15:32] (Rakan): Camille - Alive
- Data-001

Then there are times when it is important to know specific information regarding the abilities of other champions in order to understand what message is being sent. For example, in the context surrounding the message sent in (44) allied mid Orianna has noticed a unique symbol over her champion's avatar. This symbol indicates that the enemy

jungler Warwick is nearby. While she does not know Warwick's exact location, she and her allies are able to surmise that he is within a certain radius around her. To draw attention to this, she starts by pinging 'be careful' on top of herself, utilizing the "enemy is at the pinged location" sense of the ping (though in this case she is stretching the meaning of that ping to encompass a wider area than usual). She then specifies why her present location is dangerous by pinging that Warwick is alive.

- (44) a. [09:00] (Orianna) signals to be careful  
b. [09:02] (Orianna): Warwick - Alive Data-018

The final two simple ping combination examples combine ping and text. In both examples, the initial ping emphasizes the location of the enemy threat. The following text then goes on to express which specific enemy is there and what they are doing. In (45) allied jungler Udyr recently saw enemy jungler Ekko attempt to gank Udyr's allied top Rengar before disappearing into the top side river's fog-of-war. Understanding what route through the jungle Ekko was likely going to take, he pings 'be careful' several times in the top side river near mid lane. He then goes on to point out that Ekko is the enemy at the pinged location, and the reason for being at that location was to take the Rift Scuttler monster camp. This is specifically a warning for the allied mid Cassiopeia, as once Ekko was finished clearing the monster camp, he would likely head to mid lane to gank her.

- (45) a. [03:53] (Udyr) signals to be careful  
b. [03:54] (Udyr) signals to be careful  
c. [03:57] (Udyr): ekko getting top side scuttle Data-017

In the final example regarding a simple ping combination, allied jungler Jax notices enemy top Riven disappear into the top side river's fog-of-war. He starts by pinging 'enemy missing' over the location Riven disappeared before sending the message that she, Riven, was potentially headed for his blue buff as seen in (46). While the use of the third person singular feminine pronoun requires Jax's audience to know that he is referring to Riven, this is not a major concern. Jax's message is for his allied top Darius who would also likely have seen his enemy laner disappear in the pinged direction. What Jax's message does tell

is Riven's potential destination should Darius wish to follow her to help Jax take her down lest she do the reverse to Jax.

- (46) a. [03:05] (Jax) signals that enemies are missing
- b. [03:11] (Jax): she might be coming for my blue

Data-014

### 4.3.2 Sandwich Ping Combinations

In this section I go into detail about a combination of pings in which the first ping and the last ping of a three unique ping combination are identical in ping and ping sense. Similar to the distinctions between simple ping combinations, these ABA or sandwich pings can convey a repeated message throughout, despite the use of two unique pings, a combination of an enemy's location and a call to retreat, or a combination of an enemy's location and a means of specifying which enemy is at the noted location. I will also point out which ABA examples also have a simple ping variation containing the same pings in the same order.

In (47), allied support Nautilus and allied jungler Jarvan IV were in bot side river near bot lane when Jarvan IV indicates he intends to engage the enemy support Senna and enemy bot Ashe who were moving from bot lane to The Dragon Pit. Nautilus notices that both the enemy mid lane Fizz and enemy jungler Vi were entering the bot side river not far away. After noticing the potential danger, Nautilus warns Jarvan IV to retreat using a sandwich ping of 'be careful', 'fall back', and 'be careful'. Each ping carries the sense of "retreat", but the combination of pings emphasizes Jarvan IV needs to immediately cancel his engage, which he does. Comparing this with the non-sandwiched version seen previously in (29), Jarvan IV manages to back off as opposed to Jinx who fails to retreat and dies.

- (47) a. [12:01] (Nautilus) signals to be careful
- b. [12:01] (Lux) signals to be careful
- c. [12:02] (Nautilus) signals (Jarvan IV) to fall back
- d. [12:03] (Nautilus) signals to be careful

Data-012

In another situation with repeated information, allied mid Syndra is headed back to her lane when she realizes she has not seen her enemy mid Talon in some time. She starts by pinging 'enemy missing' to indicate her laner's location is unknown before repeating this information in text as seen in (48). Here “mia” refers to “missing in action” and indicates that a location is unknown. As she repeats the 'enemy missing' ping, she emphasizes the threat of not knowing Talon's location. This particular ping combination did not have a simple ping counterpart in my data.

- (48) a. [12:14] (Syndra) signals that enemies are missing  
b. [12:17] (Syndra): talon mia  
c. [12:18] (Syndra) signals that enemies are missing Data-005

These next two examples of sandwich ping combinations express information regarding an enemy's location, or lack thereof, followed by a call to retreat. In (49) three allied players had just finished defeating the enemy top Tryndamere and were headed for the enemy top outer turret. At this time, allied bot Lucian notices that the enemy mid laner is not there and surmises that they are headed to top lane to defend their turret from the allied players. Lucian starts by pinging 'enemy missing' over the mid lane before repeatedly pinging 'be careful' over his allied teammates in top lane. While repeating the 'enemy missing' shows a structural emphasis on who is currently not visible, Lucian adds emphasis to the call to retreat through his repetition of the 'be careful' ping. There was one simple ping version of this sandwich ping combination, example (34).

- (49) a. [16:10] (Lucian) signals that enemies are missing  
b. [16:11] (Lucian) signals to be careful  
c. [16:12] (Lucian) signals to be careful  
d. [16:12] (Elise) is on the way  
e. [16:12] (Lucian) signals to be careful  
f. [16:13] (Lucian) signals that enemies are missing Data-009

In (50) allied mid Sylas and his team are in the enemy team's base. His allies have just destroyed the enemy team's top inhibitor and are moving on to the nexus turrets. At this point there are three enemies alive to defend against the allied team. While his teammates push ahead, Sylas hangs back to warn them to retreat using a combination of two pairs of



'be careful' pings, (50a) and (50b) at the beginning of the message and (50d) and (50f) at the end of the message, sandwiching a lone 'enemy alive' ping in (50c). There is a one ping sent by another allied player during this message from allied bot Senna in (50e). Players know that while Soraka does not have a high damage threat potential, she is a strong support that can make it very difficult to kill enemy players through her strong heals. At the point in time when these pings were made, the allied team had various levels of health remaining, meaning it would be easier for the enemy team to kill the allied team than vice versa. Players take all of this information into account when processing allied messages, and in this case, do choose to retreat, but only after the enemy team has re-engaged them. This particular ping combination did not have a simple ping counterpart in my data.

- (50) a. [26:35] (Sylas) signals to be careful
- b. [26:36] (Sylas) signals to be careful
- c. [26:36] (Sylas): Soraka - Alive
- d. [26:37] (Sylas) signals to be careful
- e. [26:37] (Senna) is on the way
- f. [26:37] (Sylas) signals to be careful

Data-004

As with the simple ping combinations, sandwich pings also occur in situations in which a player wants to specify which enemy is at a specific location. In (51) allied jungler Elise has noticed her allied bot Lucian and allied support Leona have pushed up to the enemy bot outer turret. She makes an educated guess where the enemy jungler Olaf is likely to be based on her knowledge of jungle routes, similar to the situation in (45). In much the same manner as Udyr warning Syndra about the potential proximity of the enemy jungler, Elise is warning her bot and support allies of the same thing. She starts with an "enemy is at the pinged location" sense of the 'be careful' ping in the enemy's bot side jungle before explaining in text who likely there and where they are going. In (51b) Elise uses "rujnnng", which is a typo of the word "running". The final 'be careful' ping adds extra emphasis to Olaf's close proximity to the allied players as compared to (45) where no additional ping after the text message is present.

- (51) a. [06:58] (Elise) signals to be careful  
b. [07:00] (Elise): olaf rujnning straight bot  
c. [07:01] (Elise) signals to be careful Data-009

In (52) allied top Ornn recently died in the top side river near top lane. As the enemy players that killed him start to disappear into the fog-of-war, he pings their location using the "enemies are located at the pinged location" sense of the 'enemy missing' ping. He then utilizes the 'enemy alive' ping to specify which three enemies are there. His final 'enemy missing' ping over the baron pit indicates where he believes they have gone while also indicating that these enemies are now closer to the allied mid Yasuo who has pushed up to the enemy mid outer turret. Yasuo does not heed Ornn's warning that the enemy players are headed towards him, allowing two of the three pinged enemies to come up behind him for a gank. However, despite this, Yasuo is able to escape the enemies, unlike the Yorick in the simple ping variation of this sandwich ping, as seen in (42).

- (52) a. [08:42] (Ornn) signals that enemies are missing  
b. [08:44] (Ornn) Yorick - Alive  
c. [08:44] (Ornn) Amumu - Alive  
d. [08:45] (Ornn): Garen - Alive  
e. [08:47] (Ornn) signals that enemies are missing Data-019

### 4.3.3 *Complex Ping Combinations*

Moving from sandwich pings to complex ping combinations, these ping messages include three or more unique pings. A ping is considered unique if it utilizes a different sense for the same ping or if it uses a different ping entirely. As in the previous sections, Sections 4.3.1 and 4.3.2, I begin with the complex ping combinations in which the same message is repeated with each new ping. In all of these cases, the repeated messages is one calling for the retreat of an ally or group of allies.

In this first example, in (53) allied support Nautilus has ventured into the top side river to ward The Baron Pit. Allied bot Caitlyn notices that in order to do so, Nautilus is far away from his allies, leaving him in a dangerous position. She starts by calling out his position with the "what are you doing?" sense of the 'enemy missing' ping she places on top of him. The use of this sense in this situation is a warning that implies Caitlyn

wants Nautilus to retreat from his present position. She ensures Nautilus understands this interpretation with the use of a 'be careful' ping using the "retreat" sense followed by a 'fall back' ping targeting him. As the "what are you doing?" sense is less prototypical for the 'enemy missing' ping, the additional pings help disambiguate which sense Caitlyn intends while also emphasizing the message to retreat.

- (53) a. [29:46] (Caitlyn) signals that enemies are missing  
b. [29:47] (Caitlyn) signals to be careful  
c. [29:47] (Jarvan IV) signals to be careful  
d. [29:47] (Caitlyn) signals (Nautilus) to fall back Data-012

Next, in (54) four members of the enemy team have reached the allied mid inhib turret. As the enemy jungler Amumu goes after the allied bot Caitlyn, allied jungler Jax engages the remaining three enemy players who are behind Amumu. Allied mid Yasuo, seeing that the situation is not favorable for Jax, pings 'be careful' over Jax before quickly following up with a 'back away from' ping targeting the enemy bot Miss Fortune. Jax had been focusing his attention on Miss Fortune, and Yasuo's ping indirectly confirms that Jax is the target of his intended message. As Jax does not listen to these initial pings, Yasuo continues to ping 'fall back' until it becomes clear that Jax is not listening to him. His final 'enemy missing' ping is Yasuo's final attempt to get Jax to retreat, using the "what are you doing?" sense of the ping to point out that Jax is out of position. Jax ultimately dies in this fight.

- (54) a. [27:42] (Yasuo) signals to be careful  
b. [27:43] (Yasuo) signals everyone to back away from (Miss Fortune)  
c. [27:45] (Yasuo) signal (Jax) to fall back  
d. [27:44] (Yasuo) signal (Jax) to fall back  
e. [27:45] (Yasuo) signal (Jax) to fall back  
f. [27:48] (Yasuo) signals that enemies are missing Data-019

In another situation, in (55) the allied bot Miss Fortune and allied top Aatrox have pushed up the mid lane with the intent of ending the game. Katarina determines that these two allies are incapable of ending the game with just themselves, and calls for their immediate retreat in order to regroup. The phrase "cnt end" is a shortened form of "cannot

end”, and “regrou” is meant to be “regroup”. The use of “reset” here indicates she wants her allies to back off so that the rest of the team can group up. While Miss Fortune does heed Katarina's warning, Aatrox continues to push inside the enemy team's base, engaging with enemy jungler Ekko. For this reason, Katarina specifically pings that Aatrox should fall back, resorting to several repeated 'be careful' pings when that fails. The warnings are ultimately not listened to as Aatrox does die before he is able to retreat; however Miss Fortune is able to get away.

- (55) a. [35:38] (Katarina): cnt end
  - b. [35:41] (Katarina): regrou
  - c. [35:42] (Katarina): reset
  - d. [35:44] (Katarina) signals (Aatrox) to fall back
  - e. [35:44] (Katarina) signals (Aatrox) to fall back
  - f. [35:45] (Katarina) signals to be careful
  - g. [35:46] (Katarina) signals to be careful
  - h. [35:46] (Katarina) signals to be careful
  - i. [35:47] (Katarina) signals to be careful
- Data-015

Another form of repetition mimics sandwich pings in that the first and last ping convey the same information, but differ from sandwich pings in that they use two different pings to do so. This form emphasizes the message contained in the initial ping. In (56) allied jungler Jarvan IV has engaged in combat with the enemy jungler Vi in the top side river near The Baron Pit. Allied mid Lux is nearby in mid lane, and allied top Fiora is in top lane with her enemy laner Sett. Fiora realizes that the enemy team can gang up on Jarvan IV. She pings 'back away from' on Sett to warn Jarvan IV he should retreat. As he moves further towards top lane and Sett moves down river towards Jarvan IV, Fiora pings 'be careful' on Sett using the "enemy is at the pinged location" sense of the ping. Fiora then issues a second 'be careful' ping on top of Jarvan IV, but this time the ping carries the "retreat" sense of the 'be careful' ping due to being placed on top of an ally.

- (56) a. [03:20] (Fiora) signals everyone to back away from (Sett)
  - b. [03:21] (Fiora) signals to be careful
  - c. [03:21] (Lux) is on the way
  - d. [03:22] (Lux) is on the way
  - e. [03:22] (Fiora) signals to be careful
- Data-012

Then there is a form of repetition in which not all pings are identical, but the meanings of the first two pings are repeated as text in the same order. This form of repetition repeats what can essentially be a ping phrase, emphasizing both initial elements at the same time. For example, in (57) allied Sett has noticed that allied top Yorick has pushed up to the enemy top outer turret. The rest of the allied team is pushing up bot lane towards the enemy bot inner turret as no enemy has been spotted for some time. Sett assumes that the enemy jungler Kha'zix is likely headed towards Yorick based on his knowledge and understanding of the enemy champion. He pings 'be careful' several times in the top lane and in the jungle near the top lane to indicate where Kha'zix could appear, which he later specifies the enemy through the use of the 'champion alive' ping in lines (57e) and (57f). He then reiterates this using text as seen in lines (57g) and (57i) where “kha” is short for “Kha'zix”. Yorick does not heed this warning either initially or after Kha'zix is shown near the mid lane headed in his direction.

- (57) a. [14:42] (Sett) signals to be careful
- b. [14:43] (Sett) signals to be careful
- c. [14:44] (Sett) signals to be careful
- d. [14:45] (Sett) signals to be careful
- e. [14:45] (Sett): Kha'Zix - Alive
- f. [14:45] (Sett): Kha'Zix - Alive
- g. [14:46] (Sett): top
- h. [14:47] (Sylas): Teleport - Ready
- i. [14:48] (Sett): kha

Data-004-1

The final complex ping combination examples include an initial ping or two regarding the location of a particular threat, a secondary ping identifying who that threat is, and a final ping calling for the nearby allies to retreat. For example, in (58) allied support Nautilus has approached a bush near top lane in order to ward it. Once he does so, he spots the enemy bot Ashe who he then engages in combat. Allied bot Caitlyn is nearby, and has noticed the enemy jungler Vi had recently disappeared into the fog-of-war near the enemy red buff. Seeing this, Caitlyn pings 'enemy missing' where she last saw Vi before following up with an 'enemy alive' ping to indicate who was at the pinged location. She goes on to ping Nautilus to 'fall back' as she comes up top to help. Nautilus tries to retreat, but is not quick enough and dies to Vi and her allies.

- (58) a. [19:32] (Caitlyn) signals that enemies are missing  
b. [19:37] (Caitlyn): Vi - Alive  
c. [19:39] (Caitlyn) signals (Nautilus) to fall back Data-012

Then, in (59) allied mid Syndra and allied top Irelia are pushing up the mid lane when allied support Lulu notices an enemy show himself in the jungle nearby. She pings 'enemy missing' on the spot where she last saw them before adding a 'be careful'. Both of these pings carry the same sense of "enemy is at the pinged location". She goes on to specify which enemy by using the 'enemy alive' ping. When Syndra and Irelia do not retreat, Lulu adds an 'enemy missing' ping on top of Irelia. At that point, Irelia had engaged three enemy players. This final ping uses the "what are you doing?" sense to emphasize that Lulu wants Irelia and Syndra to retreat. Only after Irelia dies does Syndra begin to back off.

- (59) a. [17:42] (Lulu) signals that enemies are missing  
b. [17:43] (Lulu) signals to be careful  
c. [17:46] (Lulu): Pyke - Alive  
d. [17:46] (Lulu): Pyke - Alive  
e. [17:46] (Lulu): Pyke - Alive  
f. [17:48] (Lulu) signals that enemies are missing Data-005

#### 4.4 Discussion

Pings have a wide variety of meanings in League of Legends. Individual pings can carry multiple meanings with the nuances of those meanings changing depending on the surrounding context at the time the ping was made. Some pings carry an expectation of affecting allied behavior, while others are used to express emotions such as amazement or dissatisfaction as discussed in Sections 4.2.6 and 4.2.3. Human language allows people to express a wide variety of complex ideas through words and the combinations of words. While natural language allows for new words to be created and accepted into the language, pings used in League of Legends do not allow for that. Instead, with a limited number of pings, players expand upon the number of meanings each individual ping can have.

Each ping has a prototypical sense, and other senses of the ping diverge from that central meaning. These less prototypical senses are more easily understood due to their

relation to the prototypical sense of the ping. I will also note that any ping which does not have an on-screen visualization and is also being capable of being utilized with players that are not oneself, such as the 'champion level', 'champion item', and 'ultimate' pings, the prototypical sense is the one that reflects back on the ping signaller. Moreover, looking at the chat transcription of these pings when the ping refers to the ping sender, the information regarding who the ping is referring to is dropped. However, the 'champion level' and 'ultimate' pings also carry extra information when a player pings themselves. For the 'champion level', self pinging results in the extra information regarding how close the player is to reaching the next level, and for the 'ultimate' ping, self pinging also contains the information regarding how much longer until the player's ultimate is ready to be used if it is not ready for use already.

From there, pings can be grouped based on the different categories of meaning. For example, the 'enemy missing', 'be careful', and 'champion alive' pings all have a meaning that involve warning allied players about an enemy champion. However, each of these pings vary in the level of certainty in the location of the enemy champion. The 'be careful' ping carries the most amount of certainty, the 'enemy missing' ping has the next most, and the 'champion alive' ping, which does not have an on-screen visualization, has the least amount of certainty in regard to enemy location. Therefore, pings that seem to have similar meaning can still have variation.

Individual pings are limited in how much information they are able to convey. In order to fully understand the message the use of a ping is trying to send, it requires knowing the full context of the situation. Players in the game have a concept called map awareness, which means having an understanding of what is happening elsewhere in the game. It is difficult to maintain a high level of map awareness while also paying attention to what is happening locally to a player's champion. For that reason, ping combinations such as described in Section 4.3 allow for players to give a fuller picture of the situation and the intended meaning behind pings.

While Nowak & Krakauer (1999) and Pinker (2000) are not linguists, their research into the evolution of language is mirrored by the findings in this thesis. Players develop a more complex system of communication by combining the simpler ideas of pings into

more detailed thoughts. In so doing, they increase the comprehension and minimize misunderstandings. While text-based communication has the means of ensuring clear communication, it comes with a high physical cost that involves opening up the signaller to potential threats, while pings, which are a simpler form of communication, have a lower physical cost. As such, it makes sense for allies to apply the quantity maxim where only just enough information is being communicated such that the costs associated with communicating are minimized (Grice 1975). This is, in essence, the MinMax Theorem that game theory sought to prove (Von Neumann 1959; Kuhn & Tucker 1958).

This process works so long as the communicators have a shared goal, but as Van Rooy (2003) notes, when two parties have conflicting interests, it is not uncommon for the quality maxim, which states all information communicated should be both truthful and supported evidentially (Grice 1975), to be flouted such that a signaller can receive the best possible outcome for their own goals. However, as Van Rooy (2003) and Lachmann & Bergstrom (2004) have indicated, as signallers manipulate their messages to the detriment of the receiver, receivers can adjust their responses based on the perceived intentions of the signaller. If a player in League of Legends decides they cannot trust a particular signaller, they will adjust how they act after the signaller sends their messages. If messages are simple, there is a straight path into how the message can be invalidated. With complex pings, there are easier avenues for negating the truth of the communication, allowing for deception to flourish. Deception can also come with a high signalling cost, which may be paid, at least in part, in social losses for the deceptive signaller. Lachmann et al. (2001) have proposed that honest signalling, even when interests between signaller and receiver do not coincide, can ignore the signalling costs. In Section 5 I go into further detail what effect this has on how players cooperate with one another.



## CHAPTER 5

### Cooperative Communication Between Allied Players

#### 5.1 Background

League of Legends is a game of decisions and decision making. Players must decide what position they want to play, which champion they want to play in that position, how to engage the enemy, when to group up for major objectives, when and how to communicate relevant information to their allies, etc. Throughout the game players want to communicate with each other such that their allies are doing what they want them to do. One area that this can involve include the allied player playing the champion they are most skilled at, as referenced by Kou et al. (2016). As a team-based game, players need to work together to achieve success in League of Legends. When that is combined with the sphere of ranked play where the desire to improve and rise among the ranks has pushed players to play thousands of games in order to achieve that goal (Kou et al. 2016), many players realize the need to influence their allies to play at their best in order to maximize their team's chances of winning the game. Kou & Gui (2014) have found that players self-discipline themselves to maintain a positive attitude, communicate early and promote positivity through verbal praise, step up into leadership roles, and actively shut down toxic players in an effort to dictate the flow of the game towards winning.

Persuasion involves how well one person can convince another to either ascribe to their beliefs or to act in accordance with their will. While presenting compelling arguments for your own stance on an issue may seem like the best way to convince others to agree with you, Zhang et al. (2016) have found that successfully attacking the opposing side's arguments were a better predictor of debate success. Tan et al. (2016) have also found that people who take personal responsibility for their actions are more likely

to change their stances. Moreover, Durmus & Cardie (2018) and Longpre et al. (2019) found that people are more likely to be swayed when the arguments more closely line up with their prior beliefs.

That being said, Longpre et al. (2019) found that there were differences in what features of an argument were effective when used in swaying people whose stances were already set versus those whose stances had yet to be decided. Semantic features such as modals, subjectivity, and general word choice were more important for as-of-yet decided individuals, while the stylistic features such as the use of swear words, citing sources, and referring to the opponent were more important for pre-decided individuals. Some features can adversely affect an individual's perception of an argument, such as tag questions and hedges (Blankenship & Holtgraves 2005). It is even more so if the argument is of lower quality than if it is of higher quality (Hosman & Siltanen 2011), though Durik et al. (2008) have found that hedges such as “might” and “maybe” have less of an effect compared to more colloquial hedges such as “kinda” and “sorta”. In Section 5.2 I discuss how players work together in order to succeed in attaining their objectives.

Good communication is a fundamental part of success in League of Legends, and with the ever-changing state of the game, a necessity throughout the game (Kou & Gui 2014). Thus, League of Legends has a high social demand when viewed under Demand Framework developed by Bowman et al. (2018). A high social demand comes when people need to engage with more instances of communication. While League of Legends is a competitive game, it is also collaborative in that players must work together in order to succeed. Communication among allied players usually works toward the common goal of winning the game. Conversely, text-chat communication across all-chat runs counter to this. When looking at allied communication, the cooperative principle usually applies (Grice 1975). However, in instances of trolling, the troll, or the person engaging in antagonistic, disruptive behavior, is no longer seeking the same victory as their allies and must be viewed under a different lens that accounts for potential dishonesty (Van Rooy 2003; Nakamura 2012; Hilvert-Bruce & Neill 2020; Cook 2019; Cook et al. 2019; Kou 2020). Previous research has shown that trolls have a high level of agency (Buckels et al. 2014; Cook et al. 2019), increasing the social demand put on allied players which can lead to infectious

toxic behavior as allied players reciprocate the toxic behavior with their own (Bowman et al. 2018; Cook et al. 2019; Kou 2020). Players must constantly consider the mental state of their allies in order to accurately interpret the signals they receive (Lachmann & Bergstrom 2004); if they fail to identify the troll's behavior for what it is, this can lead to the troll succeeding in surreptitiously sabotaging their team (Kou 2020).

Players already adjust how they interact with trolls who seem to thrive in the realm of uncertainty that comes with needing to decide the reliability of messages sent from allies by choosing to verbally shut down the perceived troll (Kou & Gui 2014). As Cook et al. (2019) note, players can do this by refuting the troll's statements, calling for others to report the troll, calling for allies to cease interacting with the troll, or even trying to reason with the troll so as to get them back on the same page as the rest of the team. However, as Craker & March (2016), March et al. (2017), and Cook et al. (2019) have found in their own research, trolls can be sadistic, if not psychopathic in attacking others to evoke intense emotional reactions with the intent of invoking a sense of hopelessness and inadequacy in their victims (Kou 2020). Trolls can feel empowered to engage in the negative, toxic behaviors that Kou (2020) describes in his work "Toxic Behaviors in Team-Based Competitive Gaming," which include flaming, cheating, and acts of sabotage that erupt either from boredom or frustration (Thacker & Griffiths 2012; Cook 2019). Due to the protective layer of anonymity which can be found in online games, individual opinions, as explained by the SIDE theory, are often polarized (Postmes et al. 2002; Cook et al. 2019)). For this reason, some players can feel it is not worth interacting with the troll and instead choose to opt for the "mute" option which exists within the game (Kou & Gui 2014).

As Hilvert-Bruce & Neill (2020) note, cyberaggression has become part of the community norms. It has become largely expected such that players have developed means of dealing with it, and some forms do potentially go unreported, such as trash-talking. While Riot Games (2021) has outlined what type of behaviors are and are not acceptable in their Code of Conduct, it still maintains some level of ambiguity. Previous renditions have caused players some frustration in understanding what is and is not acceptable as

Kou & Nardi (2014) note in their study, “Governance in League of Legends: A Hybrid System.” They note that members of the League of Legends community have had a major part in deciding what is and is not acceptable behavior. It is through self-reporting that players can express their judgement that another player's behavior is unacceptable. It should also be stated that the act of asking others to report another player is, in itself, considered a toxic behavior by Riot Games (2021). I go into detail about how players utilize trolling in an attempt to convince their allies to surrender in Section 5.3.

## **5.2 Cooperation Between Allied Players**

Working together is imperative for achieving victory in League of Legends. Pings have become instrumental in quick and easy communication, though some level of game awareness and context interpretation is necessary. Text chat has always been a means of clarifying situations or conveying one's position on what the team should do next. Pings have largely taken over the brunt of the workload, but text is still an integral part of player communication.

Victory without surrender, at the bare minimum, requires the destruction of five turrets, one inhibitor, and the enemy team's nexus. There are actions players can take to make achieving this easier, such as killing the enemy players, farming gold through killing minions, monsters, and players to buy stronger items, or securing optional objectives such as The Dragon or The Baron Nashor. Succeeding in any of these areas does not guarantee victory, but dominating in one of them can certainly facilitate it.

In Section 4 I showed some of the ways pings can be used to get players working together on the same page. Pings such as the 'on my way' ping and the 'assist me' ping have senses which already invoke the idea of “help me with this task” as seen in Figures 7 and 11 which have been reprinted below as 7 and 11. As a refresher, Figure 7 involves allied jungler Sett repeatedly pinging 'on my way' over the spot on the map where he intends to invade the enemy team's top jungle. He is indirectly asking his allies to follow him to increase the success of the invade, and there is a strong expectation that his teammates will do so.



Figure 25. Game 4 at 0:08. Sett pings 'on my way' to indicate the invade path.

Then, in 11 allied mid Diana pings 'asking for assistance' on top of The Dragon Pit to indicate the allied players should come together and help in the securing of The Dragon. We can see that several allies are already nearby. Those who are not are either not too far away or are already planning to head to The Dragon Pit to meet the request.



Figure 26. Game 11 at 24:10. Diana pings 'asking for assistance' on top of the The Dragon Pit.

These types of situations are common throughout the game. Both pings can be combined to express the idea of “I am going here, and I want you to help me with the task at this location”. However, these simple ping examples show that this combination is not necessary to express the objective meaning. That being said, players still combine these pings into a simple ping combination. In (60) allied jungler Rengar pings he is headed to the mid lane for a gank. The initial ping indicates the where with a soft request for help.

The second ping reiterates the request for help, ensuring there is no confusion on what Rengar wants from his allied mid Zed. What ambiguity may have existed with the initial, 'on my way' ping has been eliminated with the 'asking for assistance' ping.

- (60) a. [03:16] (Rengar) is on the way  
b. [03:17] (Rengar) is asking for assistance Data-008

Alternatively, if Rengar had not followed up with an 'asking for assistance' ping, Zed could interpret the 'on my way' ping to indicate the jungler is coming to finish off the enemy mid Gangplank. In that instance Zed would not have needed to engage the enemy and instead could return to base.

An alternative means of setting up a gank can be seen in (61), where allied jungler Jarvan IV pings he is on his way to the bot lane before pinging that he is specifically targeting the enemy bot Ashe. This style of ganking works well in lanes where there are multiple enemies that players can target. Bot lane, for example, has two enemies most of the time, the bot laner and the support. By pinging a specific target, Jarvan IV disambiguates who his allies should concentrate their efforts while they are engaging the enemy. Focusing on a specific target is a strategy to help reduce instances of players spreading their damage across multiple enemies. Should they do so, one or more enemies may get away before the allied players can do enough damage to kill one of them. This simple ping combination carries the same connotation of "I am going here, and I want you to help me" as the previous example, but also carries the extra strategic information of who to target.

- (61) a. [04:00] (Jarvan IV) is on the way  
b. [04:02] (Jarvan IV) has targeted (Ashe) Data-012

In another example of this is, in (62) allied jungler Kha'zix pings he is headed to mid lane for a gank then later follows up with a ping targeting the enemy mid Ekko. Not long after allied mid Orianna has 'drawn first blood' or made the first kill of the game. The gank was successful, and Kha'zix's pings were also successful in convincing Orianna to engage in the fight.

- (62) a. [02:44] (Kha'Zix) is on the way
- b. [02:47] (Kha'Zix) is on the way
- c. [02:58] (Kha'Zix) has targeted (Ekko)
- d. [02:58] (Orianna) has drawn first blood!

Data-001

Setting up a gank is quick and easy using pings, but pings are not required for team-work. In (63) allied support Thresh communicates with his allied bot Aphelios using just text. Thresh begins by first stating what he is going to do in (63a). Here, flash and ignite are two summoner skills that players can opt to have. Flash allows for sudden short range teleportation, and ignite does a set amount of true damage over time, reducing any healing received for the duration. Flash followed by ignite is a common tactic that most players know and understand. Then, in (63c) Thresh goes on to give a reason for why he is proposing this strategy. "Free trade" here means Thresh and Aphelios will be able to secure a kill on the enemy bot laners without the enemy players being able to kill either of them. This additional reason is not necessary, but Thresh uses it to further persuade Aphelios to help with the strategy.

- (63) a. [01:02] (Thresh): (Aphelios) im going to flash and ignite level 1 for damage
- b. [01:03] (Lee Sin) is on the way
- c. [01:04] (Thresh): free trade

Data-006

When Thresh states his intended strategy, he speaks from the stance of definitiveness. He is assured in his view that his strategic choice will bring him and his team success, allowing for no doubt to color his words. He appeals to Aphelios through a supporting argument that the act of engaging the enemy at level one will be favorable because the enemy team will not gain anything through the early engagement. Furthermore, Thresh's comments lack standard punctuation such as capitalization, apostrophes, or periods. The lack of punctuation can be explained by the extra costs required to utilize them, which are extravagant when meaning is not improved with their addition. Only two button presses are needed for "im" compared to four button presses needed for "I'm". The "1" is represented in numerical form compared to "one" which reduces button presses by two.

We can see a similar persuasive style used in (64), where allied mid Diana commands her allied bot and support players, who are currently in the bot lane, to push their lane.



This means clearing the minions and moving up with the allied minions to attack the enemy turret. The “rn” in this case means “right now”. She follows up this request with a supporting argument explaining why the allied players can push bot lane. The enemy support Leona, who would normally be bot lane to help defend bot lane's turret, is currently in the mid lane. In a similar sense to the meaning behind “free trade”, the lack of an enemy means a safer time taking an objective. As in (63), Diana omits standard punctuation such as capitalization, periods, and even resorts to shorthand. Diana also uses the term “bot” to refer to both of the bot laners.

- (64) a. [06:19] (Diana): bot push hard rn  
b. [06:21] (Diana): leona mid Data-011

In (65) allied mid Orianna and allied top Mordekaiser are pushing up bot lane towards the second enemy turret throughout the ping interaction. After clearing the minion wave, Orianna begins recalling. Her use of the 'recall' ping in (65a) conveys that she intends to return to base. When Mordekaiser does not immediately do the same, she pings a warning on top of him, indicating that it is dangerous for him to remain there. As seen in other interactions, she provides a supporting argument by pinging her lack of mana, as seen in (65e). Mana is the resource Orianna uses to cast her abilities. The act of pinging 'percent mana remaining' is a warning that implies that even if she were to stay, she would be unable to help him in the event he needed help. Her actions are ultimately effective in convincing Mordekaiser to retreat, and he recalls back to base not long after Orianna.

- (65) a. [17:42] (Orianna): Recall  
b. [17:44] (Orianna) signals to be careful  
c. [17:45] (Wukong) has captured Rift Herald!  
d. [17:46] [All] (Aatrox): thought that was ashe E for a mometrn  
e. [17:47] (Orianna): Mana 15% Data-018

There are also times when players indicate they want to set up a gank, but the ganked ally indicates now is not the right time for a gank. In (66) allied support Thresh indicates with the use of an 'on my way' ping that he is coming to gank the enemy mid Kassadin who is in mid lane. The allied mid laner Tryndamere opposes the proposed plan by pinging the

cooldown remaining on one of their abilities. This indicates to Thresh that Tryndamere is unable to engage for eight more seconds. Thresh receives the intended message and ceases his gank, changing course, and returning back to bot lane where he is normally stationed. The pinged conversation is quick and efficient.

- (66) a. [08:57] (Thresh) is on the way
- b. [09:00] (Tryndamere): W - 8s Data-006

Then there are situations in which a request can be complex and requires all of the context to understand. In (67) allied support Morgana pings that enemies are missing over The Dragon Pit. In this instance, she is using the sense of "enemies may be at the pinged location" instead of the prototypical sense of "my enemy laner is missing". She follows up this ping with the 'asking for assistance' ping on top of the allied bot Jinx who is currently killing minions in the bot lane nearby. These two pings are enough to relay the message that Morgana is asking Jinx to check The Dragon Pit to see if the enemy team is currently there. However, Morgana adds one more 'enemy missing' ping over The Dragon Pit. This repetition of the 'enemy missing' ping allows Jinx to see where on the map Morgana wants her to go check, should she have missed the first one. Jinx listens to Morgana's request, finding that the enemy team had not yet engaged The Dragon, nor were they even there. This form of request has thus been shown to be effective in receiving the desired response from the player entreated.

- (67) a. [08:46] (Morgana) signals that enemies are missing
- b. [08:48] (Morgana) is asking for assistance
- c. [08:49] (Morgana) signals that enemies are missing Data-008

The Dragon is more than often a major point of contention for players. It is a major buff that can, and often does, require teamwork to obtain. As such, many points of team communication revolve around this buff. In (68) allied jungler Rengar indicates that he needs assistance at dragon. Rengar's allied top Vladimir currently has the summoner skill teleport available. Similar to example (67), Rengar sandwiches the "where" he needs assistance with the "whom" he is asking assistance from. While the intended target of the

message for (67) is inferred from where the 'asking for assistance' ping was placed, the intended target of Rengar's message is automatically carried in the ping itself, as seen in lines (68b) and (68c). Unlike in example (67), Vladimir does not comply with the request. His remaining health had been low and had been in the process of recalling at the time of request. So, he did not immediately teleport to The Dragon Pit. Even after recalling, he chose not to teleport to help his allies. The enemy team had ceased their contest of the buff, and his allies were able to successfully secure The Dragon without him.

- (68) a. [25:47] (Rengar) is asking for assistance
- b. [25:49] (Rengar): Vladimir Teleport - Ready
- c. [25:49] (Rengar): Vladimir Teleport - Ready
- d. [25:54] (Rengar) is asking for assistance Data-008

Players can respond to allied text messages using pings as well. In (69) allied jungler Wukong states that he needs blue buff, where “blue” is short for “blue buff”. Allied mid Orianna then pings that the enemy team's blue buff is respawning soon, insinuating that if Wukong needs this buff, he could invade the enemy team's jungle and take theirs.

- (69) a. [24:34] (Wukong): need blue
- b. [24:37] (Orianna): Enemy Blue Buff - Spawning in 0:06 Data-018

A more complex conversation regarding the securing of Rift Herald involves a variety of conversation strategies seen in prior examples. In (70) allied jungler Sett asks his allied top Yorick if he can secure the Rift Herald. He begins by asking in explicit terms, “can you take/rift” where “rift” refers to the The Rift Herald, before following up with several 'player alive' pings to clarify whom the intended target of the request was. The next ping, (70f), reiterates where Sett wants Yorick to go. Yorick agrees to the request several seconds later. Despite this, Sett goes on to explain why he wants Yorick to do this rather than Sett securing the buff himself. Later, in (70k) Sett pings he is headed to The Rift Herald, since Yorick had yet to go there. He goes on to point out that The Baron Nashor would be spawning soon, insinuating that there was limited time remaining to secure The Rift Herald. This is because The Baron Nashor replaces the Rift Herald at a set time in the game.

- (70) a. [18:21] (Sett): can u take  
b. [18:22] (Sett): rift  
c. [18:23] (Sett): Yorick - Alive  
d. [18:23] (Sett): Yorick - Alive  
e. [18:23] (Sett): Yorick - Alive  
f. [18:23] (Sett): Rift Herald - Alive  
g. [18:25] (Yorick): yes  
h. [18:27] (Sett) i cant  
i. [18:28] (Sett): gonna farm camps  
j. [18:33] Syllas has stolen Braum's ultimate!  
k. [18:36] (Sett) is on the way  
l. [18:37] (Sett) is asking for assistance  
m. [18:38] (Sett): Baron Nashor - Spawning in 1:22  
n. [18:38] (Sett): Baron Nashor - Spawning in 1:22  
o. [18:44] (Sett) is on the way  
p. [18:44] (Yorick) is on the way

Data-004

In (70o) the situation changes when a team fight breaks out nearby. Sett pings that he is headed towards the fight as Yorick finally pings he is headed to The Rift Herald. While Yorick's allies take care of the team fight, he finishes killing The Rift Herald. Despite Sett receiving confirmation from Yorick that Yorick would take care of The Rift Herald, Yorick did not follow through with the request in a timely manner. This forced Sett to adjust his own actions to compensate.

Once again, standard punctuation is omitted. Text messages are broken up, as seen in (70b), with the direct object of 'can you take' moved to a separate message, and in (70i), the reason why Sett cannot take The Rift Herald is added after his initial request. A more complete sentence would be "I can't because I'm gonna farm camps". Sett uses a negative modal, emphasizing that Yorick's participation is necessary due to Sett's own inability. In this example we can see that a supporting argument which revolves around the requester's inability to accomplish the requested task is not compelling enough for Yorick to prioritize fulfilling it, even though Yorick agreed early on to comply. Instead, it takes Sett indicating that he was headed to The Rift Herald himself for Yorick to come help secure the major buff.

Sometimes players want their allies to change the course of their actions, usually for strategic reasons, such as those repeated during the exchange seen in (71). Allied support Bard begins by warning that the The Baron Pit is dangerous. He issues a pair of 'asking for

assistance' pings on top of The Dragon Pit. Bard then finishes this by once more reiterating that allied players should be careful of approaching The Baron Pit. After several seconds, Bard realizes his message was not received, or was received and willfully ignored. He changes tactics, moving from pings to text communication to state in very clear terms that he wants the allied mid Syllas to go to The Dragon. Only after this does Syllas indicate that he has received the message and pings he is headed to The Dragon.

- (71)
- a. [29:04] (Bard) signals to be careful
  - b. [29:05] (Bard) is asking for assistance
  - c. [29:05] (Bard) is asking for assistance
  - d. [29:06] (Bard) signals to be careful
  - e. [29:12] (Bard): just go drag side
  - f. [29:13] (Bard): syllas
  - g. [29:14] (Sett) is on the way
  - h. [29:14] (Sett) is on the way
  - i. [29:15] (Sett) is on the way
  - j. [29:16] (Sett) is on the way
  - k. [29:16] (Sett) is on the way

Data-004

In this situation, ping communication is not as well received as text communication. Bard's initial pings are ignored, but after he switches to directly communicating, Syllas complies. Bard also uses direct commands, as seen previously in (64), followed by a direct statement of whom the message is for. In previous examples we have seen the target of a communication inferred through either specific pings that name the individual or strategic placement of pings. Players have also referred to their allies based on the position they are playing, such as in (64). However, in (71) Bard refers to the allied mid Syllas by the name of the champion he is playing. Moreover, Bard does not specify the target of his communication until after the pings were sent and ignored.

The language players use when convincing each others to follow along with their requests or suggestions helps us better understand effective and ineffective communication in League of Legends. In (72) allied top Ireliia pings allied bot Jinx, warning her ally to back off from a nearby minion wave. Several seconds later when Jinx does not, Ireliia reiterates via text her intended message. In (72c), "clean" means to completely clear out the minions. However, Jinx did not listen to Ireliia, leading Ireliia to impart emotional

pressure in the form of “im begging u”, as seen in (72d). Ireliia then states the reason for why she had wanted Jinx to not kill the minions, employing emotional manipulation in the process. Then in (72e), when that fails, Ireliia guilts Jinx by blaming her for Ireliia's inability to kill the enemy bot Vayne.

- (72) a. [29:36] (Ireliia): Jinx - Alive  
b. [29:39] (Ireliia): jinx  
c. [23:42] (Ireliia): don'[t clean minion  
d. [23:45] (Ireliia): im begging u  
e. [30:06] (Ireliia): I could kill vyane if u didn':t clean that minion      Data-005

The demand framework can help us better understand what brought Ireliia to begin trolling Jinx (Bowman et al. 2018). As the enemy Vayne kills Ireliia, Ireliia experiences a cognitive imbalance where her abilities are proven to be insufficient to handle the challenge that Vayne presents to Ireliia. This leads Ireliia to experience intense frustration which is known to be a leading reason for why players resort to trolling (Cook et al. 2019; Cook 2019). Despite Ireliia's verbal manipulation, Jinx does not fall into a pattern of trolling herself, as is known to happen to victims of trolling (Cook et al. 2019; Cook 2019).

In this particular example, Ireliia opts to get Jinx's attention first using a direct ping of 'champion alive' before reiterating the player's name in text. It is a form of repetition that can often be seen even in the complex combinatorial ping syntax regarding warnings, as seen in Section 4.3.3. This repetition serves to emphasize whom the message is for. Notably, Ireliia does employ some punctuation in the form of several apostrophes and one instance of capitalization. However, in both instances of apostrophe usage, Ireliia commits a spelling error that likely has come about from trying to relay her message quickly while also being clearly stressed. Ireliia also drops plurals, referring to the entire minion wave as “that minion” even when using the term clean which is often used to refer to the complete annihilation of a group of minions.

As seen in (71), there are times when pings can be misunderstood or blatantly ignored. In (73) allied jungler Rengar is critiquing allied bot Jinx's reaction to a warning ping he issued to her earlier while he had been attacking the River Scuttler in the southern side of the river. Jinx lands the last hit on the River Scuttle, taking the gold and the experience.

Rengar had wanted her to back off so that he could build up stacks for one of his abilities against the monster before the team engaged in a team fight. The allied team ultimately loses the fight, and Rengar harasses Jinx for reducing his potential damage output due to a reduced number of stacks. He informs Jinx that her interpretation of his use of the warning ping was incorrect.

- (73) a. [31:55] (Rengar): rengar isnt a fucking braindead champion yk  
b. [32:00] (Rengar): warning ping doesnt mean attack move Data-008

As seen in several of the previous examples, Rengar does not use standard punctuation. He employs the shorthand “yk” to mean “you know” and uses harsh, strong emotional language to describe what his champion is not like. Kou (2020) would classify this type of communication as flaming, meaning verbal harassment that is clearly hostile or insulting. Flaming is considered toxic behavior, and Riot Games (2021) has stated that it is considered inappropriate behavior which players may report each other for doing. Tan et al. (2016) found that the use of words that aroused intense emotion negatively correlated to the effectiveness of an argument. In this case, by flaming Jinx, Rengar is less likely to dissuade Jinx from repeating the action. Pinker (2000) notes that errors in signalling perceptions are normal, especially when signals are similar. This is also true when a signal can have a wide variety of senses as is the case with pings.

In (74) we see another instance where player communication seemingly has broken down. Allied bot Ezreal tries to convince allied support Pyke to auto attack the enemy the next time he and Ezreal engage them. Pyke does not receive this suggestion well, turning it back on Ezreal by telling Ezreal what Ezreal can change to improve his own performance. Ezreal expresses his confusion with two question marks, as seen in (74e), at the sudden turn around. It is clear from Pyke's response that he was refusing to stay longer in a fight he did not believe could be won. Both he and Ezreal had different views the winnability of said fight. Not long after, Pyke secures a double kill. Ezreal shows that despite the breakdown in communication, he could still congratulate Pyke on doing a good job.

- (74) a. [06:57] (Ezreal): hey if u auto there we can win next time  
b. [07:08] (Pyke): or  
c. [07:09] (Pyke): u e away  
d. [07:12] (Pyke): instead of int  
e. [07:12] (Ezreal): ??  
f. [07:13] (Ezreal): we win that  
g. [07:14] (Ezreal): LMFAO  
h. [07:17] (Pyke) has shut down (Senna)! (Bonus Bounty: 150G)  
i. [07:20] (Pyke) has slain (Rumble) for a double kill!  
j. [07:23] (Ezreal): gj tho

Data-007

Both players in this exchange show what has been apparent in preceding examples, a constant omission of standard punctuation. Furthermore, both parties uses shortened forms of high frequency words such as “u” in place of “you” and “gj” instead of “good job”. Here, the use of “int” refers to the longer phrase “intentionally feeding”. This refers to when a player goes out of their way to die to the enemy so as to “feed” the enemy player that kills them extra resources, e.g. gold and experience. These resources help the enemy to become stronger. Riot Games (2021) classifies intentionally feeding as inappropriate behavior, and other players may report each other if they suspect an allied player is engaging in such behavior. While it is clear that Ezreal's initial suggestion had been made in good faith, Pyke's reaction reveals that he viewed the suggestion not worth listening to. It is through situations like this one that can explain why Riot Games (2021) has also taken the stance that advice should only be given when asked for.

Players have adopted different means of imparting emotion into their text messages. In (74e) Ezreal uses two “??” to denote his confusion. He later uses a string of letters in all capitals, “LMFAO”, to express shouting. These letters are an acronym for “laughing my fucking ass off”. Ezreal's reaction shows that he finds Pyke's initial accusations to be hilarious. Despite being presented with potential trolling behavior, Ezreal maintains a polite attitude, offering congratulations when his laning partner does something successful in lane.

Neither party has moved from their stance that they have the better strategy for how the situation of engaging the enemy bot laners should be played out. Ezreal still believes that Pyke should attack more when Ezreal engages, and Pyke still believes that Ezreal should retreat instead.



Teamwork in League of Legend can also consist of instances where players already agree on what to do next. For example, in (75) the allied team had just finished killing the entire enemy team. Allied mid Diana begins by immediately pinging for assistance at The Baron Pit. Allied jungler Graves and allied bot Ezreal also simultaneously ping they both are on their way to the pinged location. These three players continue to ping their intentions even with a brief distraction of the enemy jungler Sylas showing himself approaching The Baron Pit later after he respawns. Here, repetition is used to show not only solidarity, but also that the plan to take The Baron has not changed even as the state of the game changes. This type of communication ultimately leads to an effective capture of The Baron Nashor.

- (75)
- a. [21:20] (Diana) is asking for assistance
  - b. [21:20] (Graves) is on the way
  - c. [21:20] (Ezreal) is on the way
  - d. [21:21] (Graves) is on the way
  - e. [21:22] (Diana) purchased Control Ward
  - f. [21:22] (Diana) is on the way
  - g. [21:26] Surrender vote failed for your team 1 / 2.
  - h. [21:29] (Diana) is on the way
  - i. [21:36] (Diana) has targeted (Sylas)
  - j. [21:36] (Ezreal) is on the way
  - k. [21:43] (Diana) is on the way
  - l. [21:44] (Ezreal) is on the way
  - m. [21:45] (Graves) is on the way
  - n. [21:59] (Diana) is on the way

Data-007

In (76) the allied team has assembled to take The Dragon while the allied jungler Jax is dead and waiting to respawn back into the game. Communication begins with allied mid Katarina repeatedly pinging The Dragon is alive. The intent behind this ping is that the allied team should put forth efforts to secure it. As a whole, the four remaining living players make their way to the pinged location. The allied support Leona pings that both The Dragon and The Baron are alive, showing agreement that taking down The Dragon is one option while also throwing out the idea that taking down The Baron Nashor is another. As the allied players are scattered across the map, and will take varying times to arrive at The Dragon Pit, in (76j) Katarina tells the nearest members to begin attacking

The Dragon. She backs up her command with the argument that the allied team can kill The Dragon. She implies that the allied team can kill The Dragon before the enemy team arrives, or at least manage to secure the kill on The Dragon even after the enemy team arrives.

- (76) a. [32:56] (Katarina): Infernal Drake - Alive
- b. [32:57] (Katarina): Infernal Drake - Alive
- c. [32:57] (Katarina): Infernal Drake - Alive
- d. [32:57] (Katarina): Infernal Drake - Alive
- e. [32:57] (Leona): Infernal Drake - Alive
- f. [32:58] (Leona): Baron Nashor - Alive
- g. [32:59] (Katarina) is on the way
- h. [33:00] (Katarina) is on the way
- i. [33:15] (Katarina) is on the way
- j. [33:19] (Katarina): start it
- k. [33:21] (Katarina): we can take it
- l. [33:22] (Jax): dont fight
- m. [33:23] (Jax): wait for me
- n. [33:25] (Jax): wait for me
- o. [33:26] (Jax): im down
- p. [33:27] (Jax): they are all up
- q. [33:34] (Miss Fortune): Zed - Alive
- r. [33:34] (Miss Fortune): Zed - Alive
- s. [33:35] (Miss Fortune): Zed - Alive
- t. [33:35] (Katarina): take it before they coem
- u. [33:38] (Jax) signals to be careful
- v. [33:48] (Leona) has shut down (Brand)! (Bonus Bounty: 150G)
- w. [33:50] (Zed) has slain (Leona) for a double kill!
- x. [33:53] (Katarina): if we had started it earlier
- y. [33:53] (Ekko) has slain (Miss Fortune) for a double kill!
- z. [33:56] The enemy team has slain the Infernal Drake
- aa. [33:57] (Katarina): witha ll 4
- ab. [34:00] (Katarina): it would have been down
- ac. [34:02] (Katarina): before they got there
- ad. [34:06] (Leona): ugh
- ae. [34:12] (Leona): that was sad
- af. [34:13] (Katarina): instead we waited for them to amass
- ag. [34:16] [All] (Aphelios): jax you cant climb becuae your pathing is predictable
- ah. [34:20] (Leona): it was 4v5
- ai. [34:22] (Leona): and we lost

Data-015

However, in (76l) Jax counters her demand by ordering the living allied players to wait until he respawns. Where Katarina focuses on the allied team's ability to succeed, Jax

focuses the team's inability to succeed without him. Here, “im down” refers to Jax being dead. Allied bot Miss Fortune backs up Jax's statement in (76q), pinging that the enemy mid Zed is alive. Zed is understood to be a major threat. Jax is successful in converting Miss Fortune to his side of the “do we engage - do we wait to engage” issue by instilling fear into his allies in regard to the power of the enemy team. However, in (76t) Katarina continues to push her view that the allied team can kill The Dragon before the enemy team comes. This stance does not deny the threat of the enemy team, but instead emphasizes how quickly the allied team can take down The Dragon. Where Jax attacks the team's weakness, Katarina tries to promote her allies' strengths.

Unfortunately, the arguing amongst the team members has allowed time for the enemy team arrive. While the teammates do eventually listen to Katarina, the enemy team manages to single out the allied players due to their lack of unity. The enemy team kills the four players that were alive before Jax could arrive.

At this point, the allied team has failed in their objective. After this failure, however, communication spirals into complete disarray. In (76aa) Katarina reflects that the allied team would have been able to take The Dragon if they had started it earlier. She identifies the reason they have lost to be their hesitation. Leona lets out her frustration in a burst of emotion in (76ad). The emotional demand of failing proved to be too much as she focuses on the negative situation.

Initial communication starts with pings, but quickly shifts to text communication when intended messages are not immediately received. All players involved, either before or after the enemy team secured The Dragon, omit the use of standard punctuation. Spelling errors are not uncommon, and numbers are used in numerical form instead of written out. Individual messages are broken up at the clause level, allowing for the important pieces of a message to be sent first. As Longpre et al. (2019) argues, people are more likely to be swayed to one side or the other of an argument if they share similar opinions on the stance, which can be seen in (76) when Miss Fortune agrees with Jax as she emphasizes the danger of the enemy Zed.

Communication can fall apart so much so that the negativity can cause an allied player to mute the rest of their teammates, as seen in (77). The context that leads the

allied jungler Jax to flame their allied bot Caitlyn (misspelled as “cajit” due most likely to Jax rushing to relay his message as fast as possible) starts with Jax pinging 'enemy missing' on top of Caitlyn. Jax is calling Caitlyn out for recalling, or teleporting back to base, while her allied mid laner Yasuo needed help not far from where she recalled. Allied top Ornn, who had pinged that Yasuo had needed help, doubles down on the flaming. He calls out not only Caitlyn, but the rest of his team in (77k). As toxic behaviors fill up the chat, allied support Lux announces that she is muting everyone in (77n), so her allies need not bother typing more. She does misspell “muting” as “mutting” in the process.

- (77) a. [19:44] (Jax) signals that enemies are missing  
b. [19:45] (Jax): dude  
c. [19:46] (Yorick) is on a killing spree!  
d. [19:47] (Ornn) is asking for assistance  
e. [19:48] (Jax): cajit  
f. [19:48] (Ornn) signals that enemies are missing  
g. [19:49] (Ornn) signals that enemies are missing  
h. [19:49] (Jax): you recall  
i. [19:51] (Jax): are bad  
j. [19:54] (Jax): you recall at worst times  
k. [19:57] (Ornn): yall dumb?  
l. [19:58] (Jax): why?  
m. [20:03] The enemy team has slain the Infernal Drake!  
n. [20:04] (Lux): your all mutted stop typing

Data-019

Short messages combined with spelling errors are par for the course for player-to-player communication. All participants in the interactions omit capitalization, apostrophes, and sentence ending punctuation except for Ornn in (77k) who elects to use a question mark. The presence of the question mark eliminates the possibility of interpreting his phrase as a statement. The team is not doing well. In response, Jax and Ornn accuse the rest of the team as being the reason their team is doing so poorly. While Jax uses second-person singular pronouns while predominantly talking to Caitlyn, Ornn expands on that through the use of a second-person plural pronoun to insult all of his allies.

As noted previously, trolling is contagious. A prime example of that can be seen in (78) where the allied jungler Jax calls for his allies to report allied mid Yasuo, allied bot Caitlyn, and allied support Lux. Jax uses the singular “bot lane” in (78c), but he is not

referring only to Caitlyn, but to both her and her laning partner Lux. Neither Caitlyn nor Lux respond to Jax's provocations, though by then Lux had already announced that she has muted the rest of the team previously in example (77n). Yasuo, on the other hand, refutes Jax's claims that he should be reported, indicating that the reason he did not join in on the previous team fight that resulted in Jax's death was due to the belief that the allied team was incapable of winning the fight. He proceeds to accuse Jax of inting, or intentionally letting the enemy kill him, which is a reportable offense according to Riot Games (2021).

- (78)
- a. [30:04] (Jax): report yas
  - b. [30:05] (Yorick) has slain (Ornn) for a double kill!
  - c. [30:07] (Jax): and our bot lane
  - d. [30:18] (Lux): Infernal Drake - Spawning in 0:26
  - e. [30:21] (Yasuo): We dont win those fights
  - f. [30:29] (Yasuo): And Im not inting
  - g. [30:30] (Yasuo): You are
  - h. [30:31] (Lux): we need to hold till mountaitn and steal
  - i. [30:32] (Yasuo): Stop running
  - j. [30:33] (Jax): ive been out lvling our mid and bot lane the whole game
  - k. [30:33] (Yasuo): In
  - l. [30:35] (Jax): took rift 2x
  - m. [30:35] (Lux): Infernal Drake - Spawning in 0:09
  - n. [30:37] (Yasuo): You \*##\* libtard
  - o. [30:37] The enemy team has slain Baron Nashor!
  - p. [30:39] (Jax): took 2towers
  - q. [30:42] (Yasuo): Go kill ur self
  - r. [30:43] (Jax): what did my team do??
- Data-019

Lux, likely unaware of the toxicity brewing in her allies, tries to rally the team by stepping up as a leader and setting a goal for the team to work towards. This is one way Kou & Gui (2014) note of shutting down trolls . Yasuo goes on the offensive, verbally harassing Jax by calling him a “libtard” and telling him to “Go kill ur self”. Yasuo's language is an example of hate speech which is also considered reportable behavior (Riot Games 2021). While Jax had been focused on critiquing his allies' in-game actions, Yasuo escalated to attacking perceived out-of-game characteristics.

This example has several linguistic differences compared to previous examples. Yasuo uses first word capitalization, though no sentence-ending punctuation. Jax does use

longer phrases, though this is likely because Jax is dead at the time and has no pressure to urge him to send faster messages. Jax does use question marks, though no other sentences have sentence-ending punctuation. In (78n) we have an example of Riot Game's built in censorship in which offensive language will be converted to a string of nonsense symbols. Players have the option to turn this feature off if they so choose. Other linguistic features are maintained from previous examples such as the lack of apostrophes, the use of numerals in place of spelling out the number, and the use of shorthand for longer words such as using “lvling” in place of “leveling” or “ur” in place of “your”. It is clear that team cohesion has completely fallen apart, though not all players have given up on salvaging the game.

### **5.3 Surrenders as a Prime Opportunity for Trolling**

Players can forfeit a game through surrender votes. When surrendering prior to twenty minutes, a successful surrender requires a unanimous vote. Once the game has progressed past the twenty minute mark, a surrender requires a vast majority to agree for the vote to pass. If all five players are still connected, e.g. one or more players have not unintentionally or intentionally disconnected, then four out of five players need to agree to surrender for it to pass. If there are only three or four players still connected, three need to agree to surrender for it to pass. Thus, there needs to be some level of group cooperation in order to give up playing the game to its completion.

What then, leads players to decide that a game is no longer worth playing? In order to answer that it is important to know the context surrounding a surrender call, context that may not be self-evident in a game transcript. If we look at the in-game actions that precede a surrender vote, most calls are made immediately or soon after an ally dies. Other contexts include an enemy being too strong, the enemy team having obtained a major buff such as The Dragon or The Baron, and the enemy having reached the allied team's base. In Table 3 an ally dying has a disproportionate effect on whether or not a surrender vote is called for. It should be noted that there is some overlap in the instances of an enemy obtaining a buff and an ally dying during the exchange. In total there were only three successful surrenders, all of which occurred after an ally died. The lone instance in which

a surrender was called for while the enemy team had reached the allied team's base is marked as unresolved because the enemy team finished the game by destroying the allied team's nexus before the timer for surrender vote ran out.

Table 3. Successful and unsuccessful surrenders based on the surrounding context.

<b>Surrender Context</b>	<b>Number of Instances</b>	<b>Number of Successes</b>
Ally Died	12	3
Enemy Strong	1	0
Enemy Buff	3	1
Enemy at Base	1	Unresolved

Starting with what characteristics lead to a successful surrender vote, in each of the three successful surrenders there was little in the way of verbal communication. As an extreme case of this, in (79) there are only system notifications before allied support Zilean calls for a surrender. This call occurs right after a single enemy manages to kill three of the allied team's players, and immediately before the enemy team's jungler utilizes the powerful summon obtained from killing The Rift Herald, Eye of the Herald. Though the enemy team had yet to breach the allied team's base at the time the vote was started, by the time the surrender vote had finished, the enemy players were right outside the door. Within six seconds, all allied players agree that victory is no longer feasible. Here the situation has done all of the talking, and nothing else was needed to convince the players to agree to the surrender.

- (79) a. [18:40] (Kassadin) is unstoppable!  
 b. [18:44] (Kassadin) has slain (Thresh) for a double kill!  
 c. [18:46] (Kassadin) has slain (Aphelios) for a triple kill!  
 d. [18:49] (Zilean) has started an early surrender vote. Early surrenders must be unanimous. Type /surrender or /nosurrender.  
 e. [18:50] (Nidalee) has crushed the Eye of the Herald!  
 f. [18:55] Your team agreed to a surrender with 5 votes for and 0 against. Data-006

Sometimes players will call attention to the situation, using repetition to emphasize particular aspects, as seen in (80). The system notifications tell us that an enemy player

has killed several allied players without dying. The number is determined by the epithet that follows the name of the character that has done the killing. If Draven had been killed, another system notification would announce that Draven had been “shut down”, and the allied player who landed the killing blow would have received extra gold. Talon emphasizes the power of the enemy team by pinging that not only Draven, but also the enemy Riven have bought the item, previously mentioned in (15), Guardian Angel. The three 'enemy missing' pings are placed on top of the allied jungler Jax who has engaged the enemy team as the rest of his allies are retreating from the oncoming enemy team. This use of the 'enemy missing' ping was previously seen in Section 4.2.3, and Figure 16 has been reprinted below as Figure 16. At this point, only one other person has agreed to the surrender vote. Not long after Jax is killed, more allies succumb to the enemy team until only the allied support Karma remains alive to defend their base. The allied team agreed to surrender as the enemy team moves on to attack the allied team's nexus turrets.

- (80)
- a. [34:06] (Draven) is on a killing spree!
  - b. [34:19] (Vayne) has started a surrender vote. Type /surrender or /nosurrender
  - c. [34:19] The enemy has slain the Ocean Drake!
  - d. [34:20] The enemy has claimed the Ocean Soul!
  - e. [34:29] (Talon): Draven Guardian Angel
  - f. [34:29] (Talon): Draven Guardian Angel
  - g. [34:30] (Talon): Riven Guardian Angel
  - h. [34:30] (Talon): Riven Guardian Angel
  - i. [34:41] (Talon) signals that enemies are missing
  - j. [34:42] (Talon) signals that enemies are missing
  - k. [34:42] (Talon) signals that enemies are missing
  - l. [34:50] (Riven) has slain (Vayne) for a double kill!
  - m. [34:52] (Talon): wtf jax
  - n. [34:53] (Talon): LMAO
  - o. [34:53] Your team agreed to a surrender with 4 votes for and 0 against Data-014





Figure 27. Game 14 at 34:41. Talon pings 'enemy missing' on top of allied Jax.

Similarly to (79), the surrender vote in (80) begins while the enemy team is outside the base, but it finishes when the enemy team has already entered the base. The players attempt to defend the base while the surrender vote is ongoing, but their efforts are ineffective. Talon expresses intense emotion towards Jax's death at an inopportune time in the game. Talon's language can be considered toxic (Cook et al. 2019), or more specifically, flaming, as even the use of "wtf" which is shorthand for "what the fuck" would be classified as verbal harassment through the use of offensive language (Kou 2020). The

surrender vote finishes as Talon sends his final pre-surrender messages with at most a single second between his trolling language and the team agreeing to end the game.

The final successful surrender switches gears, no longer calling attention to the strength of the enemy team but rather the inadequacy of an allied player. In (81) Nautilus signals that allied jungler Lee Sin has recently died by pinging the player's respawn timer immediately before calling for the team to surrender. Not long after, in (81e) the situation is not favorable as the enemy jungler Trundle utilizes the Eye of the Herald buff he obtained in (81a). While it does not show up in the chat until later, the surrender vote has four votes in favor of surrendering at 16:32, before Nautilus announces in all-chat as seen in (81f) that everyone, allies and enemies alike, should report Lee Sin.

- (81)
- a. [16:20] (Trundle) has captured Rift Herald!
  - b. [16:21] (Nautilus) signals that enemies are missing
  - c. [16:29] (Nautilus): Lee Sin - Respawning - 25s
  - d. [16:29] (Nautilus) has started an early surrender vote. Early surrenders must be unanimous. Type /surrender or /nosurrender.
  - e. [16:33] (Trundle) has crushed the Eye of the Herald!
  - f. [16:35] [All] (Nautilus): report lee sin
  - g. [16:39] [All] (Nautilus): hes been grefing eveyr game
  - h. [16:49] Your team agreed to a surrender with 5 votes for and 0 against. Data-002

Nautilus calls out Lee Sin for griefing, which Kou & Gui (2014) define as “player behaviors that intentionally disrupt the gaming experience of other players”. In this case, Nautilus is referring to the fact that Lee Sin has died four times. This has lead Nautilus to infer that Lee Sin is intentionally feeding. It is also likely that Nautilus has played more than one game with Lee Sin as the “eveyr game” in (81g) suggests. It is not definite that Lee Sin is griefing; instead, it could be that Lee Sin is just playing poorly due to being tilted, or being in a state of mental decline due to repeated poor performance (Kou 2020). That being said, Kou (2020) has found that tilting often leads to trolling, likely due to the built-up frustration which is a common cause for trolling (Cook 2019; Cook et al. 2019). As is often the case, trolling begets trolling (Cook et al. 2019; Cook 2019), and the act of asking others to report another player is also considered trolling (Riot Games 2021). Players often call for another player to be reported as a means of combating the troll (Kou

2020; Cook et al. 2019). It should also be noted that surrender votes can be cast at any time after the surrender vote was called, and other than the initial call for a surrender, all votes are anonymous. As such we cannot determine when Lee Sin agreed to the surrender or the impact Nautilus's call-out had on that decision.

In (82) allied jungler Sett singles out the enemy Kha'Zix's level, as previously seen in a much simpler form in Section 4.2.7. Kha'Zix is playing the same role as Sett, but for the opposing team. Sett is using the "level disparity" sense of the 'champion level' ping to indicate that Kha'Zix is significantly stronger than Sett. Moreover, he is suggesting that this gap in level is enough to justify surrender. Some time after the surrender vote has been started, Sett draws attention to the enemy Senna who has bought the item Infinity Edge. This is an item that boosts the damage output of a champion like Senna. Where the reference to the enemy owning Guardian Angels in (80) spoke to the difficulty of killing the players who owned the item, this item calls out the destructive power of the player instead.

- (82) a. [28:28] (Sett): Kha'Zix - Level 14
- b. [28:28] (Sett): Kha'Zix - Level 14
- c. [28:29] (Sett): Kha'Zix - Level 14
- d. [28:29] (Yorick): Baron Nashor - Spawning in 0:21
- e. [28:32] (Sett) has started a surrender vote. Type /surrender or /nosurrender
- f. [28:33] (Sett): guys we cant win
- g. [28:34] (Sett): :D
- h. [28:39] (Yorick): Baron Nashor - Spawning in 0:11
- i. [28:39] (Yorick): Baron Nashor - Spawning in 0:11
- j. [28:39] (Yorick): Baron Nashor - Spawning in 0:11
- k. [28:51] (Sett): Senna Infinity Edge
- l. [28:51] (Sett): Senna Infinity Edge
- m. [28:52] (Sett): Senna Infinity Edge

Data-004

This surrender attempt was ultimately unsuccessful. While the surrender vote was active, the remaining allies focused their communication on their efforts to obtain The Baron Nashor, as seen in (82h) to (82j), by the allied top Yorick. Yorick is stepping up into the leader role by refocusing his team towards the next goal, which is one way players can try to turn a negative situation around (Kou et al. 2016). Ultimately the enemy team kills The Baron Nashor before the surrender vote timer runs out, the vote resulting in

two players for the surrender vote and one player against it. While there is no message displayed to show how many players have abstained from the surrender vote, we know that two players refused to put in a vote. Abstained votes are treated as no for the purpose of calculating the success of a surrender.

The situation at the time did not look good for the allied team. Sett uses defeatist talk, putting down the capabilities of his allies to discourage them. He emphasizes the power of the enemy through repetition of 'enemy owns X item' to further hammer in the idea that even if the allied team continues, this enemy is still going to be stronger. Sett exhibits similar linguistic patterns seen in previous examples by omitting standard punctuation. In contrast with the largely negative communication, he does use an emoji “:D” to soften the impact of the message.

While repetition can draw attention to the enemy's strength, it is also used to call out an allied player's mistakes or weakness. Instead of touting the skill of the enemy team, said players instead focus on blaming one or more allied players as the reason the game is currently unwinnable in their eyes. In (83) allied top Irelia calls out allied bot Jinx for dying, repeating the 'allied player is respawning in X seconds' ping, which is a form of the 'champion alive' ping, several times. Irelia is insinuating that Jinx is holding the team back. The game ultimately ends before the surrender vote can finish, and Irelia neither says nor does anything to further the push for surrender after the initial surrender call is made.

- (83)
- a. [36:15] (Irelia): Jinx - Respawning in 32s
  - b. [36:15] (Irelia): Jinx - Respawning In 32s
  - c. [36:16] (Irelia): Jinx - Respawning in 31s
  - d. [36:16] (Irelia): Jinx - Respawning in 30s
  - e. [36:17] (Irelia) has started a surrender vote, Type /surrender or /nosurrender.
  - f. [36:23] (Syndra) has slain (Vayne) for a double kill!
  - g. [36:40] (Olaf) is on the way
  - h. [36:43] (Maokai) has shut down (Syndra)! (Bonus Bounty: 150G)
  - i. [36:46] Enemy Team has scored an ace!
- Data-005

There is some similarity between this situation and previous situations in that this surrender vote happens while the enemy team is right outside the allied team's base, an

enemy player had just died, and an allied player was emphasizing the difference between the allied team and the enemy team. However, these aspects of the situation were not enough to convince the allied players to end the game. Even as the game was finishing, only three players had agreed to surrender, with the remaining two players deciding it was better to abstain. In this case, spamming a ping to publicly shame an allied player was not enough to convince all allies to end the game even in the face of an already lost situation.

In a similar situation, in (84) allied jungler Jax draws attention to the allied bot Caitlyn through the combination of pings denoting that not only is she alive, but that her ultimate ability is ready for use. Jax is using the "ally should use their ultimate" sense of the 'ultimate' ping. He is actively scolding her through the repeated spamming of the ping to imply that she should have used it. He goes on to later verbally question why she did not use it, using full caps on the word "ULT" which is shorthand for "ultimate ability" to further emphasize the act of not using the skill. A pair of question marks denote Jax's mental state of confusion in (84v). After asking Caitlyn why she did not use her ult, he spam pings her ultimate once more to ensure that there is no misunderstanding of what specifically he is asking. In (84ah) Jax begins flaming Caitlyn, which Kou & Nardi (2014) note is common when players are losing the game, by questioning her ability as he verbally harasses her. Allied top Ornn steps in, attempting to shut down Jax's toxic behavior through actively intervening. As stated before, Kou & Gui (2014) and Cook et al. (2019) have noted this is one method players use to deal with toxicity. When Jax does propose surrendering, it is resolved relatively quickly with only one other person agreeing with him to surrender.

- (84) a. [27:57] (Jax): Caitlyn - Alive  
b. [27:57] (Jax): Caitlyn - Alive  
c. [27:57] (Jax): Caitlyn R - Ready  
d. [27:57] (Jax): Caitlyn R - Ready  
e. [27:58] (Jax): Caitlyn R - Ready  
f. [27:58] (Jax): Caitlyn R - Ready  
g. [27:58] (Jax): Caitlyn R - Ready  
h. [27:58] (Caitlyn) has slain (Miss Fortune) for a double kill!  
i. [28:00] (Yorick) has slain (Lux) for a double kill!

j. [28:03] (Jax): Caitlyn R - Ready  
k. [28:04] (Jax): Caitlyn R - Ready  
l. [28:04] (Jax): Caitlyn R - Ready  
m. [28:04] (Jax): Caitlyn R - Ready  
n. [28:04] (Jax): Caitlyn R - Ready  
o. [28:07] (Jax): Caitlyn R - Ready  
p. [28:07] (Jax): Caitlyn R - Ready  
q. [28:08] (Jax): Caitlyn R - Ready  
r. [28:08] (Jax): Caitlyn R - Ready  
s. [28:08] (Yorick) has slain (Caitlyn) for a triple kill!  
t. [28:11] Enemy team has scored an ace!  
u. [28:14] (Jax): you dont even use your ULT  
v. [28:16] (Jax): ??  
w. [28:18] (Jax): why?  
x. [28:18] (Ornn): Caitlyn R - Ready  
y. [28:18] (Ornn): Caitlyn R - Ready  
z. [28:18] (Ornn): Caitlyn R - Ready  
aa. [28:21] (Jax): Caitlyn R - Ready  
ab. [28:21] (Jax): Caitlyn R - Ready  
ac. [28:21] (Jax): Caitlyn R - Ready  
ad. [28:21] (Jax): Caitlyn R - Ready  
ae. [28:22] (Jax): Caitlyn R - Ready  
af. [28:22] (Jax): Caitlyn R - Ready  
ag. [28:28] [All] (Ornn): gg  
ah. [28:33] (Jax): why are you playing ranked  
ai. [28:35] (Jax): on my team  
aj. [28:37] (Lux): Baron Nashor - Alive  
ak. [28:40] (Jax): you cant even play your champ  
al. [28:42] (Jax): lol  
am. [28:50] (Ornn): jax do hav a life  
an. [28:54] (Ornn): chill its game  
ao. [28:59] (Jax) has started a surrender vote. Type /surrender or /nosurrender.  
ap. [29:03] Surrender vote failed for your team 2 / 3. Data-019

Targeted pings and inflammatory comments do not seem to have a positive effect on convincing other players to agree to a surrender. In fact, Kou & Gui (2014) have noted that some players will engage in 'hostage holding' as a means of retaliating against a troll by refusing to surrender. This type of behavior forces the troll to either stay in the game until one side destroys the nexus, or the enemy team surrenders themselves. If the troll decides to completely leave the game, they risk being punished for abandoning their allies. It should be noted that refusing to surrender is not a reportable behavior according to Riot

Games (2021), but is no less considered a toxic behavior based on its intentions of inciting intense negative feelings within another player.

As Jax focuses on attacking Caitlyn, he asserts dominance over the team by referring to it as “my team” in (84ai). He constantly ostracizes Caitlyn through hostile statements focused on her, emphasizing that he does not consider her a part of the team. His egregious use of pings has led even Ornn to announce in all-chat that the game is over with his use of “gg” which is shorthand for “good game”. Players use “gg” at the end of games in a show of good sportsmanship. When used before the end of the game, it is a toxic behavior that denotes defeatism. Jax's trolling has led Ornn to participate in trolling himself, even as Ornn refutes him several messages later.

This idea of one player being responsible for the failure of the allied team is a common one, seen in many different games at all tiers of play. The previous example, (84), is in a bronze ranked game. The following example, (85), is in a gold ranked game in which a similar situation can be seen. Here, allied jungler Rengar blames the allied bot Jinx for not pulling her own weight. In this instance Rengar refers to her in an indirect manner, calling her a 'special someone' in (85o). He uses the success he and the mid laner have had, referring to their combined 30 kills in (85m), as a means of establishing a position of power in the social hierarchy of the game. From this position, Rengar talks down to Jinx, who in his opinion should also be contributing more to the allied team's kill count. While kills do not determine which team wins, having more kills usually indicates which team is doing better and is more likely to succeed in destroying the other team's nexus. Players earn gold and experience for killing their enemies, and deny those same resources by forcing the dead enemy to sit in limbo as they wait to rejoin the game.

- (85)
- a. [38:19] (Rengar): ATTACK MOVE
  - b. [38:19] (Rengar): LOL
  - c. [38:23] (Master Yi) has slain (Jinx) for a triple Kill!
  - d. [38:25] Enemy team has scored an ace!
  - e. [38:28] (Rengar) has started a surrender vote. Type /surrender Or /nosurrender.
  - f. [38:32] (Jinx): we just got soul
  - g. [38:35] (Jinx): no surrender lol
  - h. [38:39] (Rengar): we?
  - i. [38:42] (Rengar): are you even apart of this game lol

- j. [38:54] (Zed) has shut down (Master Yi)! (Bonus Bounty: 300G)
- k. [39:18] (Vladimir): Void Staff - Need 432 gold
- l. [39:20] (Zed): she jsut needs items
- m. [39:21] (Rengar): theres a reason even tho me and mid have 30 kills combined we cant win
- n. [39:22] Surrender vote failed for your team 1/4.
- o. [39:27] (Rengar): its because a special someone isnt carrying their weight  
Data-008

Rengar begins by shouting, or using all caps to insinuate shouting, at Jinx that she should be attacking and moving, rather than just standing in one place while she attacks. His use of “lol” or “laugh out loud” makes a mockery of the situation, and is a sarcastic use of the phrase to showcase his frustration at the situation. When Jinx attempts to oppose Rengar's call for a surrender, emphasizing that the team has done well, Rengar begins by questioning Jinx's involvement in the game. Despite Rengar's attack on Jinx, allied mid Zed tries to turn the situation around. In (85) he indicates that while Jinx may be relatively weaker now, when Jinx has more items, she will be strong enough to contribute to the team. As the surrender vote ends, no one has agreed with Rengar that the game is beyond winning. This is yet another example where flaming an allied teammate is not a strong enough argument to convince others to surrender.

Similarly, in (86) allied top Jarvan IV flames his allied mid Lux and allied support Nautilus through the use of offensive language. He implies that the game is unwinnable because these two players continue to be caught out of position and killed by the enemy team. It is clear from the enemy team's recent acquisition of the major buff, dragon soul, that the enemy team is doing well. Despite this, the rest of Jarvan IV's teammates do not agree to surrender. Losing a major buff and having subpar teammates were not enough for these particular players to give up. Instead, using hostile language seems to have the opposite effect on convincing the remaining teammates.

- (86) a. [24:18] The enemy team has slain the Infernal Drake!
  - b. [24:19] The enemy team has claimed the Infernal Soul!
  - c. [24:22] (Jarvan IV) has started a surrender vote. Type /surrender or /nosurrender.
  - d. [24:25] (Jarvan IV): dogshit mid sup
  - e. [24:26] Surrender vote failed for your team 1 / 4.
  - f. [24:27] (Jarvan IV): keep getting caught
- Data-012



Going even further up the ranked tiers, the following example, (87), is an example in a Diamond ranked game. Allied mid Orianna blames the bot lane as being the reason for the current state of the game, using the term “bot lane” to refer to both the allied bot Miss Fortune and allied support Rakan in the same way, as seen in (78). She expresses this sentiment not only to her allied team, but the enemy team as well through the use of all-chat. Orianna aims to publicly humiliate the bot lane for playing poorly. She repeats through text three times that the bot laners are bad, using the repetition to emphasize her point.

- (87)
- a. [20:30] Enemy team has scored an ace!
  - b. [20:32] [All] (Elise): XD?
  - c. [20:33] Orianna has started a. surrender vote. Type /surrender or /nosurrender,
  - d. [20:35] [All] (Orianna): ggwp
  - e. [20:51] (Elise) has crushed the Eye of the Herald!
  - f. [20:52] [All] (Orianna): dont ever campa bot
  - g. [21:01] [All] (Jax): its always bottom tier 2 dives
  - h. [21:01] [All](Orianna): thats as bad as this bot lane
  - i. [21:05] [All] (Jax); when wer elevel 6
  - j. [21:08] [All] (Jax): or some stupid shit like that.
  - k. [21:12] Surrender vote failed for your team 2/3.
  - l. [21:13] (Orianna): n yall continue to play like shit
  - m. [21:16] (Orianna): thats the worst part
  - n. [21:16] [All] (Jax): rofl twitch cultre creates creaturs like that
  - o. [21:18] (Rakan) signals that enemies are missing
  - p. [21:18] (Kha’Zix) is asking for assistance
  - q. [21:18] (Orianna): u guys are just bad
  - r. [21:26] (Kha’Zix) is on the way
  - s. [21:28] (Rakan) signals that enemies are missing
  - t. [21:29] [All] (Jax): bunch of phony content creators
  - u. [21:31] (Orianna): no helping in being as bad as u guys
- Data-001

Jax doubles down on this idea, referring to the well-known strategy within the League of Legends community of tower diving. This strategy involves attacking an enemy under their own turret. This strategy can work, though it can be a very risky maneuver. When the surrender vote fails two to three, he switches tactics to blaming Twitch culture. This was not an attack on the bot laners, but on the jungler who was a Twitch streamer at the time this study was conducted, attacking the jungler's personal character when attacking his allied players' skill does not work.

The preceding example also gives us another instance of an all-chat “gg”, though in this instance, Orianna says “ggwp” which means “good game well played”. It carries the same meaning behind the previous usage of this phrase in example (84). In neither instance does the use of “gg” foreshadow a successful surrender, nor do the defeatist talk and personal attacks prove to be useful in convincing others to surrender. Even after a surrender vote fails, the trolls continue to flame their allies by belittling and mediocritizing their work.

This idea can be seen earlier in the same game where Orianna initially tries to convince her team to surrender, as seen in (88). The “gg” used this time precedes the surrender vote, rather than occurring after. Its audience range is also limited to only her allies. She does not expressly call out bot lane this time, though we can infer from her comments later in the game, which can be seen in (87), that her roams, or leaving one's lane to go help another lane, were not as effective due to the incompetence of the bot lane. In this instance, Orianna's behavior escalates when the initial surrender vote does not go her way. She switches from communicating only with her allies to now communicating with everyone via all-chat. Moreover, she repeats personal attacks, exhibiting a high degree of agency which agrees with the findings from Buckels et al. (2014) and Cook et al. (2019) on the behaviors of trolls.

- (88) a. [16:08] (Orianna): gg  
b. [16:08] (Jax) has started an early surrender vote. Early surrenders must be unanimous. Type /surrender or /nosurrender.  
c. [16:14] (Rakan) is on the way  
d. [16:23] Early surrender vote wasn't unanimous for your team 2 / 3.  
e. [16:24] (Orianna): better mid wins  
f. [16:27] (Orianna): i roam for 0 rason Data-001

As seen previously, Orianna omits standard punctuation and capitalization. She also misspells “reason” as “rason”. Not only does she use numerals instead of spelling out the number zero, but she also uses the number zero to replace the negator “no”. In general, this follows the conventions players use when communicating via text chat mid game.

## 5.4 Discussion

Whether the goal is to succeed or to fail, cooperation is required for either to be achieved. As Kou et al. (2016) found, players do try to influence their allies in order to get them to perform better. Players utilize both pings and text messages in order to convince their allies to behave in ways that they want them to. Pings are useful for quick and efficient communication, but as seen in (70), (71), and (73), pings can be misunderstood or ignored. When such instances do occur, or are perceived to have occurred by the message sender, the ping signaller will switch to text messages in order to rectify the situation. By doing so, the messenger is resolving any potential ambiguity, while also adding more force behind the request.

Players may also engage in emotional manipulation, as seen in (72), (73), and (77). In these instances, players use emotionally heavy words such as “begging”, insults, or other offensive language. This increases the emotional demand placed on the player receiving the message. Players intentionally do this in order to influence the other player's actions.

Cooperation that results in everyone working together for the same immediate objective, such as a gank or securing The Dragon, require everyone to be on the same page. If there is any sort of hesitancy or discord, failure becomes the more likely outcome. The type of language people use can also affect this. Modals increase the likelihood of hesitation, such as in (70) and (76). In addition to cooperation hesitancy, modals have a negative effect on persuasion, as seen in (71). This mirrors what Longpre et al. (2019) found regarding modals being less impactful in swaying people whose stance has already been decided.

Switching focus to the realm of surrenders, persuasive language as a whole does not seem to have any effect on whether a surrender vote succeeds or fails. If anything, attempting to persuade allies to surrender can cause what Kou (2020) calls “hostage holding”, which is a form of trolling that involves refusing to surrender. Instead, the success of a surrender depends only on the surrounding context within the game itself. That is, the state of the game must be so bad for the team considering surrender that it is obvious to all players without needing input from others.

Despite this fact, people continue to try to convince their allies to surrender. When calling for a surrender, allies who are in favor of the surrender use pings and text to emphasize the power of the enemy. Examples (80), (82), and (88) all focus on the the power of the enemy team. I will note that (80) is an instance of successful surrender. Examples (81), (85), and (87), in turn, focus on the weakness of an allied player, with (81) being an instance of successful surrender.

As emphasizing either the power of the enemy or the weakness of an ally occurs in both successful and unsuccessful surrenders, neither seem to have an impact on the success of a surrender. Emphasizing the weakness of an ally occurs disproportionately more in failed surrender vote instances than in successful ones. Attacking an ally, thus, seems less effective at convincing remaining allies to surrender.

By attacking an allied player, the goal is to instill the feeling of hopelessness and defeat into them and the rest of their allies. This is similar to the goals of trolls, as Kou (2020) found in his own research. Flaming is often used as a means of trolling. For examples of flaming, see (80), (84), and (85). When viewed from the demand framework, flaming triggers two demands, social and emotional, through increased messages and the use of inflammatory language meant to invoke an emotional response (Bowman et al. 2018).

Trolls can be dealt with, or at least other players attempt to deal with them. Countering a troll's argument, enabling the "mute" option, asking others to report the troll, and trying to turn things around by focusing on the next play are all methods Cook et al. (2019) found players do. Unfortunately, trolling is infectious. While people try to shut it down, it is not uncommon for the victim to become the perpetrator. An instance of this can be seen in (77) where Jax begins as the initial troll and Yasuo the victim. By the end of the exchange, their roles have reversed.

One thing that is consistent between cooperation and trolling are the stylistic features used in text messages. Statements are considered the default, and require no final punctuation. Questions will have a question mark added in order to distinguish them from statements. A pair of question marks can be used to denote confusion, and text emojis have also been used to soften negative messages. Furthermore, capitalization is omitted, numerals are used in place of spelling out numbers, and phrases are broken up over several

lines. Spelling errors are not uncommon, and many shorthand forms are used to replace high frequency words. All of these changes can be explained by players actively trying to reduce the time they spend typing. As stated before, typing has inherent risk, therefore it is understandable that players opt for the most efficient form of communication.

## **CHAPTER 6**

### **Conclusion**

In this chapter I summarize the findings of my research and go into detail about the limitations of this study. I also suggest various avenues for further research that can expand upon the results of this research or explore aspects of the game this research did not.

#### **6.1 Summary of Findings**

Each ping in League of Legends has a string of text assigned to it by the game developers. While this text may limit the number of contexts in which each ping is used, players have expanded upon a ping's prototypical sense to convey alternate concepts, as seen in Section 4.2. The prototypical sense becomes the foundation from which these less prototypical senses are created. Even within these non-prototypical senses of the pings, there can be some variation in use and expectations from their use. Players understand which ping is being used and the expectations attached to it based on the context surrounding its use.

With an expanded list of potential meanings for each pings, ping combinations become a means of disambiguating the intended ping meaning. This mirrors the views of Nowak & Krakauer (1999) and Pinker (2000) on the evolution of language, that language became more complex as a means of reducing miscommunication. As games such as League of Legends implement systems for faster, more efficient communication such as pings, the developers are providing a prime opportunity for their players to develop a new language that is relevant only to their community. While an individual ping is limited in how much information it can convey, by combining pings, as seen in Section 4.3, more complex ideas can be shared. This environment is not unique to League of Legends, but rather all video

games which not only value highly efficient and effective language, but also provide a unique system to facilitate that communication. Thus, video games have become an ideal location to watch the early development of language.

Despite the heavy reliance on pings for player-to-player communication, text communication still plays an important role. Where pings fail to communicate an idea, either due to lack of capability or perceived misunderstanding, text allows players to express themselves more fully and in clearer terms. The style players used to send text messages reflects the in-game trends and values which regard quick and efficient communication as desirable. Capitalization and periods are omitted, though question marks are still utilized when applicable. Double question marks used in isolation have taken on the meaning of expressing confusion. Commonly-used words are shortened, and numbers are expressed in numerals instead of written out. As players prioritize speed over clarity, spelling errors are not uncommon, but do not appear to impede player understanding.

Working together with one's allies plays a major role in a team's success. However, not everyone agrees on what the best course of action is. As such, players engage in various types of persuasion. If there is a conflict in what players believe should be done next, arguments that appeal to an already held belief have a stronger influence on undecided allies, which aligns with the research done by Durmus & Cardie (2018) and Longpre et al. (2019). Moreover, the use of modals does not increase the salience in the message recipient's mind that the requested action should be carried out with any sort of haste.

Toxic behaviors are one method players use to convince their allies to do what they want, albeit an ineffective one when looked at through the lens of surrender votes. The Demand Framework developed by Bowman et al. (2018) does provide a means of understanding why players resort to trolling, and how trolling can easily lead to further trolling as both Cook et al. (2019) and Kou (2020) have noted. Moreover, this thesis also reaffirms the findings of Cook et al. (2019) that players engage in a variety of anti-trolling tactics in order to reduce the effect trolls have on the game. Instead of convincing allied players that it is better to surrender, trolling has the opposite effect in making players more likely to refuse to surrender as a means of spiting the troll. Thus, the success of a surrender

is left to the severity of the surrounding situation, and not to the methods of persuasion players use.

## **6.2 Limitations and Areas for Further Research**

This thesis has focused on player-to-player communication that included text communication and ping communication, and did not explore the areas of emoji communication or voice-chat communication. Moreover, only games in which the Twitch streamer were queuing without a partner were selected. Future research could delve further into how players communicate differently with people they already know versus complete strangers. With each new game, players have a new set of allies whose strengths and weaknesses they do not know and need to quickly learn in order to work best together. Do instances of trolling decrease when the remaining members of a players team are friends? Would this situation potentially increase the trolling directed at enemy players?

When voice communication becomes an option, another area for further research would be how much of ping communication is replaced with voice. Voice communication does not have the same physical costs as text messages or ping communication, nor do players need to take on any extra risks by removing their mouse hand to their keyboard as they would for text messages. Going further, research could be done into whether players talk differently with people they know versus those they do not, and whether they also develop shorthand phrases to replace more commonly used words and phrases, paralleling what we have seen happen in text-based communication.

My research focused on ranked games as compared to more casual games. This ensures that players are within the same relative skill level, and everyone is assumed to have the same universal desire to win the game from the beginning of the game, though that desire may change over time. Casual games do not have the same restrictions or assumptions. A diamond player could play with a bronze player, which then in turn can affect how players interact with each other. How large of a skill gap can there be before cooperation is no longer needed? Do players change in frequency of communication if there is a skill gap between themselves and their allies? These are all avenues of player-to-player



communication that involve the types of games played, whom players play with, and what modes of communication players choose to use.

Within the areas covered in this thesis, there were still aspects that were not explored as completely as possible. In the realm of ping semantics, not all pings had their individual meanings explored. Some pings not covered were percentage health remaining, percentage resource (such as mana) remaining, and pinging the amount of gold a player currently has. Moreover, it is possible that my data did not contain instances of all possible meanings for the pings I did discuss in this thesis. Further research could look into these other pings, how they are used, and if ping meanings have evolved or expanded since this study was conducted.

I also only explored complex pings from the context of warnings. As has been shown in 4.2, pings can be used in more senses than just as warnings, such as ganks and social commentary. Does the syntax for complex combinatorial pings remain the same in other contexts or does it follow a different pattern? How many unique contexts do pings and ping combinations operate within? Have these complex forms morphed between the time of this study and present-day game play? If the developers add new pings or methods of communication, how do those affect preexisting forms of communication?

Players utilize both pings and text messages to facilitate their trolling. While my thesis focuses on trolling among allies, trolling can be directed towards enemy players as well. How does trolling affect an opposing team, whether the trolling is directed towards the troll's allies or towards the enemy team? How do allied players react when a player engages in trolling towards the enemy? Does this type of trolling cause a breakdown in allied cooperation? These are all avenues for further research.

APPENDIX A  
Game Transcripts

**A.1 Transcript 001**

[00:07] (Rakan): I take offense to that  
[00:09] (Rakan): but you're not wrong  
[00:50] (Orianna): elise may camp top  
[00:57] (Orianna): since she wont want a jax to get ahead i this game  
[02:37] (Jax) signals to be careful  
[02:44] (Kha'Zix) is on the way  
[02:47] (Kha'Zix) is on the way  
[02:58] (Kha'Zix) has targeted (Ekko)  
[02:58] (Orianna) has drawn first blood!  
[03:04] (Jax) signals to be careful  
[03:04] (Jax) signals to be careful  
[03:05] (Kha'Zix): Ekko Ignite  
[03:05] (Kha'Zix): Ekko Flash  
[03:06] (Jax) signals to be careful  
[03:06] (Jax) signals to be careful  
[03:06] (Jax) signals to be careful  
[03:18] (Kha'Zix) is asking for assistance  
[03:20] (Kha'Zix) is asking for assistance  
[03:20] (Kha'Zix) is asking for assistance  
[03:21] (Kha'Zix) is asking for assistance  
[03:22] (Kha'Zix) is asking for assistance  
[03:23] (Jax) signals that enemies are missing

[03:23] (Kha'Zix) is on the way  
[03:24] (Jax) signals that enemies are missing  
[03:27] (Orianna) signals to be careful  
[03:34] (Kha'Zix) is asking for assistance  
[03:40] (Jax) is on the way  
[03:40] (Jax) is on the way  
[03:42] [All] (Kha'Zix): elise camille flash timer  
[03:45] [All] (Kha'Zix): both are really bad  
[03:46] [All] (Kha'Zix): free win  
[03:51] [All] (Kha'Zix): Woops wrong chat  
[03:56] (Kha'Zix) purchased Control Ward  
[04:02] (Kha'Zix): Camille Flash  
[04:02] (Kha'Zix): Camille Flash  
[04:02] (Kha'Zix): Elise Flash  
[04:02] (Kha'Zix): Elise Flash  
[05:29] (Jax) is on the way  
[05:31] (Jax) is on the way  
[05:32] (Rakan) has targeted the Scryer's Bloom (100%)  
[05:34] (Orianna) purchased Control Ward  
[05:46] (Rakan) signals to be careful  
[05:47] (Kha'Zix) is on the way  
[05:48] (Kha'Zix) is on the way  
[05:49] (Kha'Zix) is on the way  
[05:51] (Kha'Zix) is on the way  
[05:52] (Kha'Zix) is on the way  
[05:53] (Rakan) is asking for assistance  
[05:54] (Rakan) is asking for assistance  
[06:02] (Kha'Zix) signals to be careful  
[06:20] (Kha'Zix) is on the way  
[06:20] (Kha'Zix) is on the way

[06:21] (Kha'Zix) is on the way  
[06:22] (Kha'Zix) is on the way  
[06:24] (Kha'Zix) is on the way  
[06:30] (Kha'Zix) is on the way  
[06:47] (Jax) signals to be careful  
[06:52] (Orianna) is on a killing spree!  
[06:55] (Thresh) has shut down (Orianna)! (Bonus Bounty:150G)  
[06:57] (Orianna) signals to be careful  
[07:02] (Kha'Zix) has targeted (Thresh)  
[07:04] (Orianna) signals that enemies are missing  
[07:06] (Jax) signals to be careful  
[07:06] (Orianna): nice  
[07:07] (Orianna): backj  
[07:22] (Orianna): thresh is big  
[07:23] (Orianna): af  
[07:25] (Orianna): :o  
[07:26] (Kha'Zix) signals to be careful  
[07:59] (Rakan) signals that enemies are missing  
[07:59] (Rakan) signals to be careful  
[08:00] (Rakan) signals to be careful  
[08:01] (Kha'Zix) signals to be careful  
[08:10] (Rakan) signals that enemies are missing  
[08:11] (Rakan) signals to be careful  
[08:22] (Kha'Zix) is on the way  
[08:23] (Kha'Zix) has targeted the Scryer's Bloom (100%)  
[08:25] (Kha'Zix) has targeted the Scryer's Bloom (100%)  
[08:26] (Kha'Zix) signals that enemies are missing  
[08:27] (Kha'Zix) signals that enemies are missing  
[08:30] (Jax) is on the way  
[08:34] (Jax) is on the way

[08:35] (Kha'Zix) signals (Orianna) to fall back  
[08:35] (Kha'Zix) signals to be careful  
[08:39] (Rakan) is on the way  
[08:39] (Rakan) is on the way  
[08:41] (Miss Fortune) is on the way  
[08:42] (Miss Fortune) is on the way  
[08:43] (Miss Fortune): R - Ready  
[08:44] (Orianna): lol  
[08:44] (Miss Fortune) is on the way  
[08:45] (Miss Fortune) is on the way  
[08:45] (Jax) is on the way  
[08:47] (Kha'Zix) wait for my 6  
[08:48] (Orianna): thresh has been  
[08:50] (Orianna): in the fucking jg  
[08:52] (Orianna): for so long  
[09:01] (Rakan) has targeted the Cloud Drake (100%)  
[09:05] (Kha'Zix) has slain (Elise) for a double kill!  
[09:05] (Miss Fortune) has targeted (Aphelios)  
[09:07] (Orianna) is on the way  
[09:15] (Rakan) purchased Control Ward  
[09:25] (Jax) has slain the Cloud Drake!  
[09:41] (Jax) purchased Control Ward  
[09:44] [All] (Jax): wp (Kha)  
[09:48] (Jax): Kha'Zix Boots of Mobility  
[10:07] (Rakan): maximum vision  
[10:25] (Rakan) Ward Quest Complete! Completion Time: 10:25  
[10:29] (Jax) signals that enemies are missing  
[10:30] (Elise) has captured Rift Herald!  
[10:45] (Jax) is on the way  
[10:54] (Jax) signals that enemies are missing

[10:55] (Orianna) signals to be careful  
[10:55] (Orianna) signals to be careful  
[10:56] (Orianna) signals to be careful  
[11:06] (Miss Fortune): R - Ready  
[11:22] (Rakan) is on the way  
[11:24] (Rakan) has targeted (Aphelios)  
[11:32] (Rakan): fcukin  
[11:35] (Elise) has slain (Miss Fortune) for a double kill!  
[11:40] (Rakan): Elise - Alive  
[11:40] (Rakan): Elise - Alive  
[11:45] (Kha'Zix) is on the way  
[11:45] (Kha'Zix) is on the way  
[11:52] (Miss Fortune): it was a bit  
[11:55] (Rakan) purchased Control Ward  
[11:56] (Miss Fortune): known  
[12:03] (Elise) has crushed the Eye of the Herald!  
[12:09] Enemy team has destroyed the first turret! (Bonus Gold: 150G)  
[12:13] (Jax) is on a killing spree!  
[12:14] (Orianna) has targeted the Outer Turret (Plating 5/5)  
[12:17] (Jax) is on the way  
[12:19] (Rakan) has targeted the Outer Turret (Plating 3/5)  
[12:25] (Kha'Zix) purchased Control Ward  
[12:33] (Orianna) signals that enemies are missing  
[12:38] (Orianna): Camille Flash  
[12:51] (Orianna) purchased Control Ward  
[13:00] (Jax) purchased Control Ward  
[13:05] (Miss Fortune) signals that enemies are missing  
[13:05] (Rakan) signals that enemies are missing  
[13:06] (Kha'Zix) is on the way  
[13:06] (Kha'Zix) is on the way

[13:07] (Rakan): R - Ready  
[13:09] (Kha'Zix) is on the way  
[13:20] (Rakan) signals that enemies are missing  
[13:20] (Kha'Zix) is on the way  
[13:22] (Kha'Zix) is on the way  
[13:23] (Kha'Zix) has targeted (Elko)  
[13:30] (Orianna): Infernal Drake - Spawning in 0:56  
[13:30] (Orianna): Infernal Drake - Spawning in 0:56  
[13:31] (Kha'Zix) is on the way  
[13:33] (Kha'Zix) is on the way  
[13:33] (Rakan) is on the way  
[13:34] (Orianna) is on the way  
[13:40] (Kha'Zix) is on the way  
[13:45] (Orianna) signals to be careful  
[13:45] (Kha'Zix) is asking for assistance  
[13:46] (Orianna) signals to be careful  
[13:54] (Orianna) signals that enemies are missing  
[13:58] (Kha'Zix) is asking for assistance  
[14:00] (Jax) is on the way  
[14:00] (Jax) is on the way  
[14:01] (Jax) signals to be careful  
[14:02] (Elise) has shut down (Kha'Zix)! (Bonus Bounty: 150G)  
[14:04] (Orianna): so troll  
[14:06] (Miss Fortune) has shut down (Elise)! (Bonus Bounty: 150G)  
[14:06] (Orianna): holy fucking shit  
[14:09] (Jax) is asking for assistance  
[14:10] (Jax) is asking for assistance  
[14:10] (Jax) is asking for assistance  
[14:11] (Jax) is asking for assistance  
[14:20] (Jax) is on the way

[14:21] (Kha'Zix): Elise Flash  
[14:21] (Jax) is on the way  
[14:21] (Jax) is on the way  
[14:22] (Kha'Zix): Thresh Flash  
[14:22] (Jax) is on the way  
[14:26] (Orianna) is asking for assistance  
[14:27] (Kha'Zix) purchased Control Ward  
[14:36] (Rakan) signals that enemies are missing  
[14:37] (Camille) has shut down (Orianna)! (Bonus Bounty: 150G)  
[14:40] (Rakan) is asking for assistance  
[14:41] (Kha'Zix) is on the way  
[14:45] (Miss Fortune) is on the way  
[14:45] (Jax) has slain the Infernal Drake!  
[14:47] (Kha'Zix) is on the way  
[14:47] (Kha'Zix) is on the way  
[14:48] (Kha'Zix) is on the way  
[14:49] (Kha'Zix) is asking for assistance  
[14:52] (Kha'Zix) is on the way  
[14:54] (Jax) has targeted (Aphelios)  
[14:54] (Kha'Zix) is on the way  
[14:57] (Camille) is on a killing spree!  
[14:58] (Kha'Zix) is on the way  
[15:00] (Orianna): we gonna lose  
[15:04] (Camille) has shut down (Jax)! (Bonus Bounty: 400G)  
[15:10] (Orianna): we play way too much solo  
[15:16] (Orianna): thats the reason why we gon lose  
[15:17] (Camille) is unstoppable!  
[15:21] (Orianna): pretty sure  
[15:22] (Miss Fortune) purchased Control Ward  
[15:28] (Orianna): if yuall keep playing like that n not listeing



[15:28] (Kha'Zix) is asking for assistance  
[15:29] (Kha'Zix) is asking for assistance  
[15:29] (Orianna): game is over  
[15:30] (Rakan) signals that enemies are missing  
[15:31] (Rakan): Thresh - Alive  
[15:32] (Rakan): Camille - Alive  
[15:36] [All] (Jax): get healing reduction  
[15:38] [All] (Jax): for aph  
[15:48] (Camille) is dominating!  
[16:00] (Jax) signals to be careful  
[16:00] (Jax) signals to be careful  
[16:08] (Orianna): gg  
[16:08] Jax has started an early surrender vote. Early surrenders must be unanimous.

Type /surrender or /nosurrender

[16:14] (Rakan) is on the way  
[16:23] Early surrender vote wasn't unanimous for your team 2 / 3.  
[16:24] (Orianna): better mid wins  
[16:27] (Orianna): i roam for 0 rason  
[16:28] [All] (Camille): yikes kha LMAO  
[16:30] [All] (Camille): oops wrong chat  
[16:36] [All] (Kha'Zix): hey bot lane  
[16:38] (Kha'Zix): hey bot lane  
[16:40] (Kha'Zix): play better  
[16:42] [All] (Orianna): imagine me camping bot  
[16:45] [All] (Orianna): ekko stays mid  
[16:48] (Kha'Zix) purchased Control Ward  
[16:49] [All] (Orianna): n my bot lane has to be this bad  
[16:51] [All] (Orianna): at the game  
[16:53] [All] (Orianna): 1 trick rakan btw.  
[16:55] [All] (Orianna): cant roam

[17:00] [All] (Orianna): mf with 500 ms  
[17:12] [All] (Ekko): 500 ms good math  
[17:13] (Rakan) signals that enemies are missing  
[17:14] (Kha'Zix) is asking for assistance  
[17:14] (Rakan) is on the way  
[17:29] (Kha'Zix) signals to be careful  
[17:34] (Kha'Zix) signals to be careful  
[17:35] (Camille) is godlike!  
[17:46] [All] (Orianna): yh i called it  
[17:46] [All] (Orianna): We lost  
[17:49] [All] (Jax): ggwp  
[17:52] (Orianna): u guys are bad  
[18:03] (Elise) has captured Rift Herald!  
[18:17] (Ekko) is on a killing spree!  
[18:21] (Kha'Zix): ORI  
[18:24] (Kha'Zix): EVERY | O FU R DEATHS  
[18:25] (Kha'Zix): is u being afk  
[18:26] (Kha'Zix): Iho  
[18:27] [All] (Camille): id be tilted if i got (Kha'Zix) on my team as well  
[18:29] (Orianna): idc  
[18:30] (Kha'Zix) is on the way  
[18:31] (Kha'Zix) is on the way  
[18:31] (Orianna): i really dont  
[18:32] (Kha'Zix) is on the way  
[18:35] (Orianna): u guys played much worse  
[18:36] [All] (Jax): sort of  
[18:38] (Orianna): than me dying afk  
[18:42] [All] (Jax): just know the twitch culture well  
[18:44] (Orianna); no helping in bad teammates  
[18:48] (Rakan): Ocean Drake - Spawning in 0:58

[18:48] (Rakan): Ocean Drake - Spawning in 0:58  
[18:53] (Rakan) signals that enemies are missing  
[19:03] (Kha'Zix): play  
[19:03] (Rakan): Ocean Drake - Spawning in 0:43  
[19:05] (Kha'Zix): towards 3rd drawke  
[19:06] (Kha'Zix): we can win game  
[19:07] (Kha'Zix): we have 2  
[19:18] (Kha'Zix) enemy has vision here  
[19:21] (Kha'Zix) enemy has vision here  
[19:49] (Rakan): Camille Teleport  
[19:49] (Rakan): Camille Teleport  
[19:58] (Camille) is legendary!  
[20:01] The enemy team has slain the Ocean Drake!  
[20:09] (Oriana) has shut down (Camille)! (Bonus Bounty: 700G)  
[20:14] (Miss Fortune) signals to be careful  
[20:20] (Ekko) is on a rampage!  
[20:23] (Aphelios) is on a killing spree!  
[20:30] Enemy team has scored an ace!  
[20:32] [All] (Elise): XD?  
[20:33] Orianna has started a. surrender vote. Type /surrender or /nosurrender  
[20:35] [All] (Orianna): ggwp  
[20:51] (Elise) has crushed the Eye of the Herald!  
[20:52] [All] (Orianna): dont ever camp a bot  
[21:01] [All] (Jax): its always bottom tier 2 dives  
[21:01] [All](Orianna): thats as bad as this bot lane  
[21:05] [All] (Jax); when wer elevel 6  
[21:08] [All] (Jax): or some stupid shit like that.  
[21:12] Surrender vote failed for your team 2/3.  
[21:13] (Orianna): n yall continue to play like shit  
[21:16] (Orianna): thats the worst part

[21:16] [All] (Jax): rofl twitch cultre creates creaturs like that  
[21:18] (Rakan) signals that enemies are missing  
[21:18] (Kha'Zix) is asking for assistance  
[21:18] (Orianna): u guys are just bad  
[21:26] (Kha'Zix) is on the way  
[21:28] (Rakan) signals that enemies are missing  
[21:29] [All] (Jax): bunch of phony content creators  
[21:31] (Orianna): no helping in being as bad as u guys  
[21:38] (Ekko) is dominating!  
[21:41] (Ekko) has slain (Miss Fortune) for a double kill!  
[21:45] (Kha'Zix) is asking for assistance  
[22:52] (Kha'Zix) is on the way  
[22:56] (Kha'Zix) is asking for assistance  
[22:57] (Aphelios) is on a rampage!  
[23:03] (Orianna): 2/15 bot  
[23:07] (Orianna): n u gotr help  
[23:09] (Orianna): so often  
[23:35] (Orianna) signals that enemies are missing  
[23:41] (Kha'Zix) is on the way  
[23:42] (Kha'Zix) is on the way  
[23:43] (Kha'Zix) has targeted (Thresh)  
[23:43] (Rakan) Quest Complete! Completion Time: 23:43  
[23:48] (Rakan) has targeted (Aphelios)  
[23:50] (Kha'Zix) is on the way  
[23:52] (Kha'Zix) is on the way  
[23:54] (Kha'Zix) is on the way  
[23:56] (Rakan): R - 28s  
[24:01] (Orianna) signals that enemies are missing  
[24:03] (Rakan): Ocean Drake - Spawning in 0:56  
[24:12] (Kha'Zix): Ekko R

[24:12] (Kha'Zix): Ekko Ignite  
[24:13] (Miss Fortune): Ekko R  
[24:13] (Miss Fortune): Ekko R  
[24:28] (Miss Fortune) is on the way  
[24:29] (Kha'Zix) signals that enemies are missing  
[24:32] The enemy team has slain Baron Nashor!  
[24:32] (Orianna) is asking for assistance  
[24:35] (Kha'Zix) is on the way  
[24:36] (Kha'Zix) is on the way  
[24:36] (Kha'Zix) is on the way  
[24:37] (Kha'Zix) is on the way  
[24:38] Orianna has started a surrender vote. Type /surrender or /nosurrender.  
[24:40] (Kha'Zix) is on the way  
[24:41] (Kha'Zix) is asking for assistance  
[24:44] (Kha'Zix) is on the way  
[24:45] (Kha'Zix) has shut down (Ekko)! (Bonus Bounty: 700G)  
[25:09] (Kha'Zix) is on the way  
[25:11] (Kha'Zix) is on the way  
[25:17] (Orianna) signals - (Kha'Zix) to fall back  
[25:17] (Kha'Zix) is asking for assistance  
[25:17] (Rakan) has targeted (Aphelios)  
[25:18] (Kha'Zix) signals to be careful  
[25:18] (Kha'Zix) signals to be careful  
[25:20] (Kha'Zix) is asking for assistance  
[25:31] (Kha'Zix) has slain the Ocean Drake!  
[25:33] (Kha'Zix) is on the way  
[25:33] (Kha'Zix) is on the way  
[25:35] (Kha'Zix) signals to be careful  
[25:35] (Kha'Zix) signals to be careful  
[25:37] Surrender vote failed for your team 2 / 2.

[25:39] (Orianna): not lsiteing to u  
[25:41] (Orianna): ur the worst  
[25:54] (Orianna); Kha'Zix Stalker's Blade  
[26:19] (Kha'Zix): Mortal Reminder - Need 99 gold  
[26:24] (Rakan) is on the way  
[26:25] (Rakan) is on the way  
[26:29] (Rakan) is on the way  
[26:31] (Kha'Zix) signals to be careful  
[26:31] (Kha'Zix) signals to be careful  
[26:32] (Kha'Zix) signals to be careful  
[26:40] (Kha'Zix) is defending the Inhibitor Turret (28%)  
[26:40] (Kha'Zix) is defending the Inhibitor Turret (15%)  
[26:50] (Kha'Zix) is on the way  
[26:55] (Rakan): Aphelios R  
[26:55] (Orianna): give  
[27:07] (Kha'Zix): Ocean Drake - Spawning in 3:25  
[27:07] (Kha'Zix): Ocean Drake - Spawning in 3:25  
[27:20] (Orianna) signals to be careful  
[27:20] (Rakan) purchased Control Ward  
[27:23] (Orianna) signals that enemies are missing  
[27:24] (Orianna) signals that enemies are missing  
[27:30] (Kha'Zix) signals to be careful  
[28:21] (Kha'Zix) is on the way  
[28:30] (Rakan): Elise Flash  
[28:31] (Rakan): Camille Flash  
[28:34] [All] (Jax): = [  
[28:35] (Kha'Zix) is on the way  
[28:35] (Kha'Zix) is on the way  
[28:37] (Kha'Zix) is asking for assistance  
[28:39] (Kha'Zix) is asking for assistance

[28:41] (Jax) purchased Control Ward  
[28:48] (Jax) has started a surrender vote. Type /surrender or /nosurrender.  
[28:52] (Kha'Zix) is on the way  
[28:53] (Kha'Zix) is on the way  
[28:54] (Kha'Zix) is on the way  
[29:04] (Aphelios)is unstoppable!  
[29:23] (Orianna): should stop one trickign rkaan  
[29:39] [All] (Thresh): GG WP  
[29:41] (Orianna) has shut down (Aphelios)! (Bonus Bounty: 600G)  
[29:44] [All] (Ekko): G  
[29:45] [All] (Elise): i dont support (Kha'Zix)  
[29:45] [All] (Camille): Gg ez (Kha'Zix)  
[29:47] [All] (Elise): im sorry (Kha'Zix)

## A.2 Transcript 002

[00:38] (Ezreal): Bard Hail of Blades  
[00:38] (Ezreal): Bard Hail of Blades  
[01:39] (Ezreal) signals that enemies are missing  
[02:28] (Ezreal) signals to be careful  
[02:29] (Nautilus) signals that enemies are missing  
[02:34] (Lee Sin) is on the way  
[02:37] (Nautilus): 81% towards Level 2  
[02:44] (Lee Sin) is on the way  
[03:02] (Lee Sin) is on the way  
[03:21] (Lee Sin) signals to be careful  
[03:21] (Lee Sin) signals to be careful  
[03:54] (Nautilus) signals that enemies are missing  
[03:59] (Trundle) has drawn first blood!  
[03:59] (Diana): Kled Flash

[04:03] (Pantheon) is on the way  
[04:04] (Pantheon): Pantheon - Respawnning in 7s  
[04:05] (Pantheon) is on the way  
[04:06] (Pantheon): Pantheon - Respawnning in 5s  
[04:07] (Diana) purchased Control Ward  
[04:07] (Pantheon): Pantheon - Respawnning in 5s  
[04:08] (Pantheon): Teleport - Ready  
[04:33] (Diana): LeBlanc Teleport  
[04:46] (Nautilus): Lucian Heal  
[05:01] (Nautilus): did bard f  
[05:09] (Ezreal): dont think so  
[05:20] (Diana) is on the way  
[05:26] (Lee Sin) is on the way  
[05:27] (Lee Sin) is on the way  
[06:01] (Nautilus) signals that enemies are missing  
[06:01] (Nautilus): Bard - Alive  
[06:01] (Nautilus): Bard - Alive  
[06:02] The enemy team has slain the Ocean Drake!  
[06:15] (Pantheon) signals that enemies are missing  
[06:17] (Diana) signals that enemies are missing  
[06:19] (Diana): Kled - Level 6  
[06:22] (Pantheon) has targeted (LeBlanc)  
[06:28] (Pantheon) has targeted (LeBlanc)  
[06:53] (Lee Sin) purchased Control Ward  
[07:06] (Lee Sin) signals to be careful  
[07:30] Trundle) is on a killing spree!  
[08:00] (Lee Sin): Trundle Flash  
[08:00] (Lee Sin): Trundle Flash  
[08:17] (Lee Sin) signals that enemies are missing  
[08:33] (Trundle) has captured Rift Herald



[08:34] (Lee Sin): Cloud Drake - Spawning in 2:28  
[08:34] (Lee Sin): Cloud Drake - Spawning in 2:28  
[08:50] (Ezreal) signals that enemies are missing  
[08:51] (Ezreal) signals that enemies are missing  
[09:02] (Trundle) is on a rampage!  
[09:03] (Nautilus) Ward Quest Complete! Completion time: 9:03  
[09:05] (Pantheon) has shut down (Trundle)! (Bonus Bounty: 300G)  
[09:09] (Lee Sin) purchased Control Ward  
[09:14] (Lee Sin): Pantheon R - 25s  
[09:14] (Lee Sin): Pantheon R - 25s  
[09:29] (Pantheon): he has r  
[09:30] (Pantheon): just inase  
[09:42] (Pantheon) signals that enemies are missing  
[09:48] (Pantheon) is asking for assistance  
[09:54] (Pantheon) is on the way  
[09:57] (Diana) signals to be careful  
[10:01] (Diana) signals that enemies are missing  
[10:02] (Ezreal) signals that enemies are missing  
[10:03] (Nautilus) is on the way  
[10:07] (Nautilus): Bard - Alive  
[10:07] (Nautilus): Bard - Alive  
[10:09] (Nautilus) is on the way  
[10:15] (Ezreal) signals that enemies are missing  
[10:16] (Ezreal) signals that enemies are missing  
[10:18] (Lee Sin) has targeted (LeBlanc)  
[10:29] (Nautilus) has targeted the Rift Scuttler (100%)  
[10:43] (Ezreal) has targeted (Lucian)  
[10:46] (Nautilus) is on the way  
[10:59] (Nautilus): Lucian Heal  
[10:59] (Nautilus): Lucian Flash

[10:59] (Lee Sin) is on the way  
[11:00] (Trundle) has crushed the Eye of the Herald!  
[11:04] (Pantheon) purchased Control Ward  
[11:05] (Ezreal): Lucian Flash  
[11:06] (Ezreal): Lucian - Level 7  
[11:06] (Ezreal): Lucian Heal  
[11:06] Enemy team has destroyed the first turret! (Bonus Gold: 150G)  
[11:06] (Lee Sin) is asking for assistance  
[11:12] (Lee Sin) is on the way  
[11:21] (Lee Sin) is on the way  
[11:34] (Lee Sin) is asking for assistance  
[11:37] (Ezreal) signals that enemies are missing  
[11:39] (Lee Sin) signals to be careful  
[11:49] (Nautilus): LeBlanc Teleport  
[11:49] (Nautilus): Lucian Flash  
[11:49] (Nautilus): Lucian Heal  
[12:31] (Nautilus): R - 15s  
[12:47] (Nautilus) signals that enemies are missing  
[12:50] (Lee Sin) purchased Control Ward  
[12:57] (Ezreal): Manamune - Need 413 gold  
[12:57] (Lee Sin) signals that enemies are missing  
[12:57] The enemy team has slain the Cloud Drake!  
[13:02] (Nautilus) signals to be careful  
[13:03] (Nautilus) signals to be careful  
[13:05] (Lee Sin) signals to be careful  
[13:05] (Nautilus): Bard - Alive  
[13:05] (Nautilus): Bard - Alive  
[13:07] (Pantheon) is asking for assistance  
[13:08] (Lee Sin) is on the way  
[14:03] (Nautilus) purchased Control Ward

[14:29] (Lee Sin) is on the way  
[14:31] (Nautilus) is asking for assistance  
[14:42] (Nautilus) is on the way  
[14:58] (Nautilus): Kled Flash  
[14:58] (Nautilus): Kled Flash  
[15:01] (Lee Sin) is on the way  
[15:09] (Ezreal): LeBlanc Hextech GLP-800  
[15:09] (Ezreal): LeBlanc Hextech GLP-800  
[15:19] (INautilus) signals to be careful  
[15:23] (Nautilus): Trundle - Alive  
[15:24] (Nautilus): Trundle - Level 10  
[15:25] (Nautilus): Lee Sin - Level 7  
[15:28] (Nautilus): recurent,.  
[15:45] (Lee Sin) is on the way  
[15:50] (Diana): Lucian Heal  
[15:55] (Pantheon) is on the way  
[15:57] (Nautilus) is asking for assistance  
[15:59] (Diana) signals to be careful  
[16:03] (Nautilus): LeBlanc Flash  
[16:03] (Nautilus): LeBlanc Flash  
[16:03] (Nautilus): LeBlanc Flash  
[16:03] (Nautilus): LeBlanc Flash  
[16:11] (Nautilus): LeBlanc Flash  
[16:11] (Nautilus): LeBlanc Flash  
[16:20] (Trundle) has captured Rift Herald!  
[16:21] (Nautilus) signals that enemies are missing  
[16:29] (Nautilus): Lee Sin - Respawning - 25s  
[16:29] (Nautilus) has started an early surrender vote. Early surrenders must be unanimous. Type /surrender or /nosurrender.  
[16:33] (Trundle) has crushed the Eye of the Herald!

[16:35] [All] (Nautilus): report lee sin  
[16:39] [All] (Nautilus): hes been grefing eveyr game  
[16:49] Your team agreed to a surrender with 5 votes for and 0 against.

### A.3 Transcript 003

[00:07] [All] (Kassadin): Glhf  
[00:18] [All] (Elise): glhf  
[01:49] (Senna) signals that enemies are missing  
[02:56] (Nidalee) has targeted (Elise)  
[03:11] (Nidalee) has drawn first Blood!  
[03:15] (Nidalee) has slain (Elise) for a double kill!  
[03:58] (Kassadin) signals that enemies are missing  
[04:00] (Kassadin) signals that enemies are missing  
[04:02] (Kassadin) signals that enemies are missing  
[04:03] (Nidalee): Jayce Flash  
[04:06] (Nidalee) signals to be careful  
[04:06] (Galio) signals that enemies are missing  
[04:06] (Kassadin) enemy has vision here  
[04:23] (Senna): Aphelios Heal  
[04:24] (Senna): Nautilus Ignite  
[04:24] (Senna): Nautilus Flash  
[04:45] (Kassadin) is asking for assistance  
[04:52] (Galio) signals that enemies are missing  
[04:56] (Nidalee) is on a killing spree!  
[05:01] (Kassadin) purchased Dark Seal  
[05:03] (Galio): Aphelios Flash  
[05:04] (Galio): Aphelios Flash  
[05:04] (Galio): Aphelios Flash  
[05:04] (Kassadin) is on the way

[05:04] (Galio): Nautilus Flash  
[05:04] (Galio): Nautilus Flash  
[05:04] (Galio): Nautilus Flash  
[05:08] (Kassadin): lets zone  
[05:09] (Senna) signals that enemies are missing  
[05:36] (Senna) signals chat enemies are missing  
[05:37] (Kassadin): 87% towards Level 6  
[05:50] (Galio) is on the way  
[05:51] (Nidalee) signals to be careful  
[06:21] (Kassadin): LeBlanc Mercury's Treads  
[06:21] (Kassadin): LeBlanc Mercury's Treads  
[06:21] (Kassadin): LeBlanc Mercury's Treads  
[06:24] (Galio) signals that enemies are missing  
[06:26] (Kassadin): If we slowly play this game  
[06:28] (Kassadin): Its over  
[06:39] (Kassadin): mid no f  
[06:39] (Nidalee) purchased Control Ward  
[07:03] (Senna) signals that enemies are missing  
[07:23] (Senna) signals that enemies are missing  
[07:28] (Senna) is on the way  
[07:28] (Senna) is on the way  
[07:29] (Senna) is on the way  
[07:41] (Senna) signals to be careful  
[07:42] (Senna) signals that enemies are missing  
[07:43] (Kassadin) is on the way  
[07:47] (Kassadin) is on the way  
[07:54] (Senna) signals that enemies are missing  
[07:55] (Senna) signals that enemies are missing  
[07:55] (Senna) signals that enemies are missing  
[08:01] (Galio): R - Ready (In range: Senna, Nidalee)

[08:02] (Senna) signals to be careful  
[08:23] (Kassadin) signals everyone to back away from (LeBlanc)  
[08:25] (Nidalee) is on a rampage!  
[08:25] (Kassadin) has targeted (LeBlanc)  
[08:37] (Nidalee) signals to be careful  
[08:38] (Nidalee) signals to be careful  
[08:46] (Yorick) purchased Control Ward  
[09:02] (Nidalee) enemy has vision here  
[09:17] (Nidalee) is on the way  
[09:19] (Kassadin): Archangel's Staff - Need 461 gold  
[09:23] (Kassadin):u take?  
[09:24] (Senna) is asking for assistance  
[09:27] (Senna) is asking for assistance  
[09:34] (Kassadin): Teleport 96s  
[09:38] (Senna) is asking for assistance  
[09:47] (Kassadin) is on the way  
[09:50] (Kassadin) is on the way  
[09:56] (Senna): Aphelios Heal  
[09:57] (Senna): Nautilus Ignite  
[10:00] (Kassadin) signals to be careful  
[10:12] (Senna) LeBlanc Ignite  
[10:17] (Galio): R - Ready (In range: Senna)  
[10:19] (Yorick): Jayce Teleport  
[10:26] (Nidalee) has targeted (Elise)  
[10:31] (Galio) is on the way  
[10:42] (Senna) is on the way  
[10:47] [All] (Kassadin): ur lane triple  
[10:49] [All] (Kassadin): feelsbad  
[10:52] [All] (LeBlanc): its so fucked  
[10:54] [All] (LeBlanc): how do i win XD

[10:59] (Nidalee) purchased Control Ward  
[11:05] (Jayce) has shut down (Yorick)! (Bonus Bounty: 200G)  
[11:07] The enemy team has slain the Infernal Drake!  
[11:13] (Senna) signals that enemies are missing  
[11:18] (Kassadin): def fkd  
[11:24] (LeBlanc): letting jesus take the wheel  
[11:57] (Nidalee) has captured the Rift Herald!  
[11:57] (Senna) is asking for assistance  
[12:00] (Nidalee) is on the way  
[12:01] (Yorick): Trinity Force - Need 45 gold  
[12:08] (Nidalee) has crushed the Eye of the Herald!  
[12:15] (Nidalee) is on the way  
[12:16] (Aphelios) is on a killing spree!  
[12:18] (Senna) Ward Quest Complete! Completion Time: 12:19  
[12:22] (Aphelios) has slain (Senna) for a double kill!  
[12:37] (Jayce) has shut down (Nidalee)! (Bonus Bounty: 400G)  
[12:42] (Kassadin) has destroyed the first turret! (Bonus Gold: 150G)  
[12:51] (Senna) signals to be careful  
[12:52] (Senna) signals to be careful  
[12:56] (Galio) signals that enemies are missing  
[13:05] (Senna) signals that enemies are missing  
[13:13] (Kassadin): Teleport - Ready  
[13:14] (Kassadin) is on the way  
[13:18] (Kassadin) has targeted the Outer Turret (Plating 2/5)  
[13:30] (Galio) is on the way  
[13:46] (Elise) is on a Killing spree!  
[13:51] (Yorick): Elise Flash  
[13:52] (Galio) is on the way  
[13:52] (Galio) is on the way  
[13:54] (Galio) is on the way

[13:55] (Galio) is on the way  
[13:56] (Galio): R - Ready (In range: Senna, Nidalee)  
[13:58] (Nidalee) has shut down (Elise)! (Bonus Bounty: 300G)  
[14:02] (Yorick): Aphelios Flash  
[14:03] (Senna) is on the way  
[14:04] (Nidalee): Aphelios Flash  
[14:04] (Kassadin) is asking for assistance  
[14:04] (Nidalee): Aphelios R  
[14:05] (Aphelios) is Unstoppable!  
[14:05] (Kassadin) is on the way  
[14:06] (Yorick): jg ad f  
[14:06] (Kassadin) is on the way  
[14:06] (Galio): E - 6s  
[14:09] (Kassadin): Aphelios has a 350G bounty.  
[14:12] (Galio) signals that enemies are missing  
[14:19] (Kassadin) signals to be careful  
[14:24] (Galio) signals that enemies are missing  
[14:29] (Galio): Aphelios Heal  
[14:29] (Galio): Aphelios Heal  
[14:34] (Nidalee) purchased Control Ward  
[14:39] (Senna) purchased Control Ward  
[14:56] (Senna): Aphelios Flash  
[14:56] (Senna): Aphelios Heal  
[14:58] (Yorick) is defending the Outer Turret (85%)  
[14:59] (Galio) is on the way  
[15:03] (Kassadin) is asking for assistance  
[15:08] (Kassadin) is on the way  
[15:16] (Kassadin) is on a killing spree!  
[15:21] (Yorick): Ocean Drake - Spawning 0:45  
[15:40] (Yorick): Ocean Drake - Spawning in 0:26



[15:46] (Senna): Ocean Drake - Spawning in 0:20  
[15:58] (Galio) signals that enemies are missing  
[15:59] (Senna) signals that enemies are missing  
[16:03] (Kassadin) signals to be careful  
[16:04] (Kassadin) signals to be careful  
[16:06] (Kassadin): LeBlanc - Alive  
[16:06] (Kassadin): LeBlanc - Alive  
[16:10] (Galio): Ocean Drake - Alive  
[16:10] (Galio): Ocean Drake - Alive  
[16:10] (Galio): Ocean Drake - Alive  
[16:15] (Yorick) is on the way  
[16:17] (Kassadin) Is asking for assistance  
[16:19] (Kassadin) has targeted (Jayce)  
[16:29] The enemy team has slain the Ocean Drake  
[16:29] (Kassadin) has targeted (Jayce)  
[16:44] (Aphelios) is dominating!  
[16:46] (Galio): Nautilus R  
[16:47] (Galio): Nautilus R  
[16:47] (Galio): Nautilus R  
[16:47] (Senna) signals that enemies are missing  
[16:53] (Senna): Nautilus R  
[16:53] (Senna): Nautilus R  
[16:54] (Senna): Nautilus Ignite  
[16:54] (Senna): Nautilus Ignite  
[16:58] (Senna) signals that enemies are missing  
[17:00] (Senna) signals that enemies are missing  
[17:01] (Senna) is asking for assistance  
[17:05] (Kassadin): care need base  
[17:14] (Kassadin) purchased Control Ward  
[17:17] (Kassadin) is on the way

[17:21] (Kassadin): u want me to match?  
[17:23] (Yorick): 1572 Gold  
[17:25] (Yorick): yea  
[17:30] (Yorick) purchased Control Ward  
[17:30] (Kassadin): play my lane  
[17:31] (Kassadin): guys  
[17:33] (Kassadin) is asking for assistance  
[17:34] (Kassadin): vision  
[17:42] (Yorick): 131 go late game  
[17:59] (Nidalee) signals (Yorick) to fall back  
[18:05] (Galio) enemy has vision here  
[18:18] (Nidalee) purchased Control Ward  
[18:23] (Elise) has captured Rift Herald!  
[18:35] (Senna) signals that enemies are missing  
[18:36] (Senna) signals that enemies are missing  
[18:57] (Jayce) has shut down (Kassadin)! (Bonus Bounty: 350G)  
[19:00] (Senna) signals chat enemies are missing  
[19:01] (Kassadin) is asking for assistance  
[19:21] (Galio): Flash - Ready  
[19:21] (Galio): W - Ready  
[19:22] (Galio): Aphelios - Alive  
[19:23] (Galio): Aphelios - Alive  
[19:28] (Kassadin): Teleport - Ready  
[19:28] (Kassadin): Kassadin - Respanning in 10s  
[19:34] (Kassadin): Teleport - Ready  
[19:36] (Yorick) purchased Control Ward  
[19:39] (Nidalee) is on the way  
[19:40] (Kassadin) is on the way  
[19:41] (Kassadin) is on the way  
[19:42] (Galio) is on the way

[19:46] (Kassadin) is asking assistance  
[19:48] (Kassadin) is on the way  
[19:50] (Yorick) is on the way  
[19:58] (Nidalee) is on a killing spree!  
[19:59] (Galio) is on the way  
[20:06] (Senna): LeBlanc Ignite  
[20:07] (Galio): Aphelios - Alive  
[20:13] (Yorick): can we  
[20:16] (Yorick): Aphelios - Alive  
[20:17] (Kassadin): n  
[20:24] (Kassadin): Jayce Hexdrinker  
[20:24] (Kassadin): Jayce Hexdrinker  
[20:25] (Galio) signals that enemies are missing  
[20:47] (Kassadin) is asking for assistance  
[20:49] (Kassadin): they can  
[20:54] (Kassadin): they will try  
[20:56] (Senna) signals that enemies are missing  
[20:58] (Galio): Teleport - 10s  
[20:58] (Galio): Teleport - 9s  
[20:59] (Galio): Teleport - 8s  
[21:01] (Senna) signals that enemies are missing  
[21:05] (Yorick) signals that enemies are missing  
[21:08] (Aphelios) is godlike!  
[21:11] (Kassadin): Aphelios Flash  
[21:12] (Galio): R = 77s  
[21:18] (Elise) has crushed the Eye of the Herald!  
[21:26] (Kassadin): rough one  
[21:49] The enemy team has slain the Mountain Drake!  
[22:11] (Kassadin): Jayce Maw of Malmortius  
[22:11] (Kassadin): Jayce Maw of Malmortius

[22:14] (Kassadin): not sure if i win this guy  
[22:22] (Senna) signals that enemies are missing  
[22:22] (Senna) is asking for assistance  
[22:29] (Senna) is asking for assistance  
[22:32] (Kassadin) has targeted (Jayce)  
[22:33] (Yorick) signals to be careful  
[22:33] (Yorick) is on the way  
[22:41] (Yorick) is on the way  
[22:42] (Yorick) has targeted the Inner Turret (100%)  
[22:57] (Senna) signals that enemies are missing  
[23:03] (Senna) signals that enemies are missing  
[23:03] (Senna) signals that enemies are missing  
[23:10] (Kassadin) has targeted (Elise)  
[23:16] (Galio) is on the way  
[23:19] (Senna) signals that enemies are missing  
[23:22] (Kassadin) is asking for assistance  
[23:23] (Yorick) is on the way  
[23:23] (Senna) signals that enemies are missing  
[23:23] (Yorick) is on the way  
[23:24] (Yorick) is asking for assistance  
[23:28] (Aphelios) is legendary!  
[23:34] (Kassadin) signals to be careful  
[23:43] (Yorick) signals that enemies are missing  
[23:46] (Kassadin) signals to be careful  
[23:46] (Kassadin) signals to be careful  
[23:56] (Kassadin): care  
[23:58] (Kassadin): they all buy mr  
[24:03] (LeBlanc) has shut down (Yorick)! (Bonus Bounty: 150G)  
[24:04] (Senna) purchased Control Ward  
[24:04] (Kassadin) purchased Control Ward

[24:06] (Yorick): Teleport - Ready  
[24:12] (Senna) Quest Complete! Completion Time: 24:12  
[24:33] (Yorick) is asking for assistance  
[24:33] (Yorick) is asking for assistance  
[24:34] (Yorick) is asking for assistance  
[24:35] (Kassadin) is on the way  
[24:35] (Yorick) is asking for assistance  
[24:36] (Yorick) is asking for assistance  
[24:37] (Senna) signals to be careful  
[24:38] (Kassadin) has targeted (Aphelios)  
[24:43] (Nidalee) has targeted (Elise)  
[24:47] (Senna) is on the way  
[24:47] (Galio) is on the way  
[24:49] (Nidalee): LeBlanc Flash  
[24:51] (Galio) signals (Kassadin) to fall back  
[24:59] (Yorick): R - 44s  
[25:00] (Yorick): need r  
[25:03] (Yorick): Kassadin - Level 15  
[25:04] (Yorick): 24% towards Level 16  
[25:10] (Yorick) enemy has vision here  
[25:12] (Senna) signals that enemies are missing  
[25:14] (Yorick) is on the way  
[25:16] (Yorick): i bot  
[25:19] (Yorick): R - 24s  
[25:26] (Kassadin) is on the way  
[25:30] (Kassadin): wait for 1 31  
[25:32] (Senna) is on the way  
[25:36] (Kassadin) is on a killing spree!  
[25:38] (Kassadin) signals to be careful  
[25:40] (Yorick) is on the way

[25:47] (Kassadin) is asking for assistance  
[25:48] (Nidalee) signals to be careful  
[25:48] (Kassadin) is asking for assistance  
[25:58] (Yorick) has shut down (LeBlanc)! (Bonus Bounty: 150G)  
[26:07] (Kassadin): Elise - Resawning in 10s  
[26:10] (Senna) is on the way  
[26:16] (Kassadin) is asking for assistance  
[26:18] (Aphelios) is legendary!  
[26:29] (Senna) signals that enemies are missing  
[26:35] (Kassadin): Mana 18%  
[26:37] (Kassadin): no mana  
[26:38] (Yorick) is on the way  
[26:39] (Kassadin): need base and tp  
[26:40] (Yorick): Mountain Drake - Spawning in 0:10  
[26:42] (Kassadin): Mountain Drake - Spawning in 0:08  
[26:43] (Nidalee) signals to be careful  
[26:44] (Nidalee) is asking for assistance  
[26:46] (Yorick): Teleport - Ready  
[26:50] (Yorick) signals to be careful  
[26:58] (Senna) has slain the Mountain Drake!  
[27:02] (Nidalee) signals to be careful  
[27:04] (Kassadin): Nash  
[27:06] (Kassadin): gogo  
[27:17] (Senna) purchased Control Ward  
[27:18] (Nidalee) signals that enemies are missing  
[27:18] (Kassadin) has targeted (Nautilus)  
[27:20] (Senna): R - 49s  
[27:24] (Kassadin) is on a rampage!  
[27:26] (Galio) is on the way  
[27:26] (Kassadin) has targeted the Baron Nashor (100%)

[27:30] (Galio) is on the way  
[27:35] (Yorick) signals that enemies are missing  
[27:47] (Yorick) has slain Baron Nashor!  
[28:26] (Kassadin) is unstoppable!  
[28:32] Enemy inhibitor respawning soon  
[28:51] (Galio) is on the way

#### **A.4 Transcript 004**

[00:08] (Sett) is on the way  
[00:09] (Sett) is on the way  
[00:10] (Sett) is on the way  
[00:10] (Sett) is on the way  
[00:11] (Sett) is on the way  
[00:13] (Sett) is on the way  
[00:39] (Yorick) has targeted (Soraka)  
[01:00] (Sylas) signals to be careful  
[01:08] (Sett): Executioner's Calling - Need 800 gold  
[01:12] (Sett) is on the way  
[01:33] (Senna) signals that enemies are missing  
[01:42] (Sett) signals that enemies are missing  
[01:45] (Sett) is on the way  
[01:53] (Sett) signals that enemies are missing  
[02:00] (Yorick) has targeted (Soraka)  
[02:34] (Sett): Senna Warding Totem (Trinket)  
[02:35] (Sett): Sylas Warding Totem (Trinket)  
[02:41] (Sett) is on the way  
[02:43] (Yorick): E - 10s  
[02:53] (Sett) is on the way  
[03:06] (Soraka) has drawn first blood!

[03:10] (Sett) purchased Control Ward  
[03:15] (Sett) signals that enemies are missing  
[03:17] (Sett) signals that enemies are missing  
[03:17] (Sett): Kha'Zix - Alive  
[03:17] (Sett): Kha'Zix - Alive  
[03:17] (Sett): Kha'Zix - Alive  
[03:31] (Sett): kha showed top i think  
[03:45] (Yorick): ye  
[03:49] (Sylas): Fizz Ignite  
[03:52] (Yorick) purchased Control Ward  
[03:53] (Sett): Fizz Flash  
[03:53] (Sett): Fizz Flash  
[04:57] (Sett) signals to be careful  
[05:48] (Sett) signals that enemies are missing  
[05:49] (Sett) signals that enemies are missing  
[05:49] (Sett) Kha'Zix - Alive  
[06:15] (Sett) purchased Control Ward  
[06:21] (Sett) is on the way  
[06:23] (Sett): we can play for drag  
[06:28] (Sylas) purchased Control Ward  
[06:29] (Sett): Soraka - Level 5  
[06:29] (Sett): Soraka - Level 5  
[06:30] (Sett): no r yet  
[06:32] (Sett) is on the way  
[06:35] (Sett) has targeted the Honeyfruit (100%)  
[06:44] (Sylas) signals to be careful  
[06:44] (Sylas) signals to be careful  
[06:45] (Sylas) signals to be careful  
[06:47] (Sett) has targeted the Scryer's Bloom (100%)  
[06:47] (Sylas): place ward



[06:48] (Sett) has targeted the Scryer's Bloom (100%)  
[06:50] (Sett) signals to be careful  
[06:54] (Yorick): Soraka - Level 6  
[06:54] (Yorick): Soraka - Level 6  
[06:55] (Yorick): Soraka - Level 6  
[06:55] (Yorick): Soraka - Level 6  
[06:55] (Yorick): Soraka - Level 6  
[06:55] (Yorick): Soraka - Level 6  
[06:59] (Sett) has slain the Infernal Drake!  
[07:02] (Sett) signals to be careful  
[07:03] (Sett) signals to be careful  
[07:05] (Sett): Fizz R  
[07:12] (Bard) purchased Control Ward  
[07:25] (Sett) signals to be careful  
[07:25] (Sett) is on the way  
[07:26] (Sett) signals to be careful  
[07:26] (Sett) signals to be careful  
[07:28] (Sett): Kha'Zix - Alive  
[07:28] (Sett): Kha'Zix - Alive  
[07:38] (Sett) is on the way  
[07:44] (Sett) is asking for assistance  
[07:45] (Sett) is asking for assistance  
[07:46] (Sett) is asking for assistance  
[07:49] (Yorick) is on the way  
[07:49] (Sett) has targeted (Fizz)  
[07:51] (Yorick) is on the way  
[07:52] (Sylas) is on the way  
[07:54] (Yorick) is on the way  
[07:57] Sylas has stolen Kha'Zix's ultimate!  
[08:02] (Yorick) signals that enemies are missing

[08:07] (Yorick) is on the way  
[08:12] (Sett) signals to be careful  
[08:23] (Sett) is on the way  
[08:29] (Sett) is on the way  
[08:30] (Sylas): Teleport - Ready  
[08:41] (Sylas) purchased Control Ward  
[08:45] (Bard) Ward Quest Complete! Completion Time: 8:46  
[09:09] (Sett) signals to be careful  
[09:15] (Sett) signals to be careful  
[09:18] (Sett) is on the way  
[09:18] (Sett) is on the way  
[09:21] (Bard): i gott aB  
[09:24] (Sett) is on the way  
[09:28] (Senna) purchased Control Ward  
[09:41] (Sett) is on the way  
[09:42] (Sett) is on the way  
[09:45] (Senna): R - 55s  
[09:50] (Bard) is on the way  
[10:03] (Sett) is on the way  
[10:03] (Sylas) purchased Control Ward  
[10:06] (Sett): Braum Glacial Shroud  
[10:06] (Sylas) signals to be careful  
[10:07] (Sylas) signals to be careful  
[10:16] (Sett) signals that enemies are missing  
[10:17] (Sett) signals that enemies are missing  
[10:18] (Sett) is asking for assistance  
[10:22] (Sylas) signals that enemies are missing  
[10:23] (Sylas) signals that enemies are missing  
[10:24] (Sylas) signals that enemies are missing  
[10:25] (Sylas) signals that enemies are missing

[10:26] (Sett): Kha'Zix Flash  
[10:30] (Sett) signals that enemies are missing  
[10:31] (Sett) is on the way  
[10:39] (Sett): Kha'Zix Flash  
[10:42] (Sett) signals to be careful  
[10:45] (Yorick) signals that enemies are missing  
[10:47] (Yorick): Q - 1 / 1 charges  
[10:48] (Yorick): Q - 1 / 1 charges  
[10:49] (Yorick): BIO MANA  
[10:53] (Sett): thats not good  
[11:00] (Yorick): sad  
[11:04] (Yorick) purchased Control Ward  
[11:19] (Yorick): ill getr rift  
[11:20] (Sett): Bard - Alive  
[11:22] (Bard): botfl620  
[11:22] (Sylas) is on the way  
[11:24] (Sett) is on the way  
[11:26] (Sett): Braum Flash  
[11:26] (Sett): Braum Flash  
[11:26] (Sett): Jinx Flash  
[11:26] (Sett): Jinx Flash  
[11:28] Sylas has stolen Braum's ultimate!  
[11:31] (Sett) has targeted (Braum)  
[11:56] (Bard) purchased Control Ward  
[12:00] (Sylas) signals that enemies are missing  
[12:00] (Sylas) signals that enemies are missing  
[12:00] (Yorick) signals that enemies are missing  
[12:01] (Yorick): Kha'Zix - Alive  
[12:01] (Yorick): Kha'Zix - Alive  
[12:01] (Senna): Ocean Drake - Alive

[12:02] (Senna): Ocean Drake - Alive  
[12:05] (Sylas) signals that enemies are missing  
[12:06] (Yorick): lol  
[12:08] (Sett) is on the way  
[12:11] (Sylas) signals to be careful  
[12:18] (Sett) is on the way  
[12:19] (Yorick) has targeted (Kha'Zix)  
[12:27] (Sett): Kha'Zix Flash  
[12:27] (Sett): Kha'Zix Flash  
[12:28] (Yorick) is on the way  
[12:32] (Sett) is defending the Outer Turret (Plating 5/5)  
[12:32] (Yorick) has targeted (Kha'Zix)  
[12:33] (Yorick) is on the way  
[12:35] (Senna) has slain the Ocean Drake!  
[12:41] (Sett) is defending the Outer Turret (Plating 5/5)  
[12:47] (Bard): bot nof  
[12:56] (Bard) is on the way  
[12:58] (Sett) is on the way  
[12:59] (Bard) is on the way  
[12:59] (Sett) is on the way  
[12:59] (Sett) is on the way  
[13:00] (Sett) is on the way  
[13:18] (Sylas) signals that enemies are missing  
[13:19] (Sylas) signals that enemies are missing  
[13:21] (Sett) signals that enemies are missing  
[13:25] (Yorick): nimbus cloak  
[13:26] (Yorick): raka  
[13:27] (Yorick): lol  
[13:30] (Senna) has destroyed the first turret! (Bonus Gold: 150G)  
[13:34] (Yorick): Soraka Flash

[13:43] (Sett): 2446 Gold  
[13:47] (Senna): get dabled on idiot  
[13:51] (Yorick): :(  
[13:54] (Bard) purchased Control Ward  
[13:55] (Yorick) is on the way  
[13:56] (Sylas) enemy has vision here  
[13:57] (Sett) purchased Control Ward  
[14:13] (Sett) is on the way  
[14:16] (Bard): botfl620  
[14:17] (Sett) is on the way  
[14:21] (Sylas) enemy has vision here  
[14:27] (Sett) is on the way  
[14:28] (Sett) is on the way  
[14:32] (Sett) is on the way  
[14:33] (Senna) is on a killing spree!  
[14:35] Sylas has stolen Fizz's ultimate!  
[14:36] (Yorick): Bard - Alive  
[14:36] (Yorick): Bard - Alive  
[14:36] (Yorick): Bard - Alive  
[14:42] (Sett) signals to be careful  
[14:43] (Sett) signals to be careful  
[14:44] (Sett) signals to be careful  
[14:45] (Sett) signals to be careful  
[14:45] (Sett): Kha'Zix - Alive  
[14:45] (Sett): Kha'Zix - Alive  
[14:46] (Sett): top  
[14:47] (Sylas): Teleport - Ready  
[14:48] (Sett): kha  
[14:53] (Yorick): chillin  
[15:04] (Sett) signals that enemies are missing

[15:17] (Yorick) signals that enemies are missing  
[15:23] (Sett) is on the way  
[15:25] (Sett) signals that enemies are missing  
[15:28] (Sylas) is on the way  
[15:32] (Sett) signals that enemies are missing  
[15:32] (Sylas): was gonna expire dont ping me :(  
[15:34] (Sett) is on the way  
[15:36] (Yorick): Soraka Ninja Tabi  
[15:38] (Sett) is on the way  
[15:41] (Sett) is on the way  
[15:41] (Bard): botfl620  
[15:42] (Sett) is on the way  
[15:42] (Sett) is on the way  
[15:43] (Sett) is on the way  
[15:44] (Sett) is on the way  
[15:53] (Kha'Zix) has crushed the Eye of the Herald!  
[16:00] (Bard) Quest Complete! Completion Time: 16:00  
[16:02] (Sylas) is on the way  
[16:03] (Sylas): Teleport - Ready  
[16:05] (Yorick) has targeted the Inner Turret (100%)  
[16:14] (Sylas): Amplifying Tome - Need 2 gold  
[16:28] (Sett) signals to be careful  
[16:31] (Sett) has targeted (Fizz)  
[16:35] (Sett) signals to be careful  
[16:37] (Yorick) has targeted (Fizz)  
[16:41] (Sett) is on a killing spree!  
[16:47] (Yorick): Braum Flash  
[16:48] (Sett) is on the way  
[16:51] (Yorick) signals to be careful  
[16:57] (Soraka) has shut down (Sett)! (Bonus Bounty: 150G)

[17:11] (Sett): Mountain Drake - Spawning in 0:25  
[17:11] (Sett): Mountain Drake - Spawning in 0:25  
[17:12] (Sett): Mountain Drake - Spawning in 0:24  
[17:12] (Sett): Sett - Respawning in 15s  
[17:14] (Sett) purchased Control Ward  
[17:14] (Yorick): 2024 Gold  
[17:18] (Yorick): need boots  
[17:18] (Sett): Braum Flash  
[17:29] (Sett): yo mans  
[17:30] (Yorick): R - 83s  
[17:30] (Sett): needa farm  
[17:31] (Sett): Imao  
[17:32] (Sett): Kha'Zix - Level 10  
[17:32] (Sett): Kha'Zix - Level 10  
[17:32] (Sett): Kha'Zix - Level 10  
[17:36] (Senna) is on a rampage!  
[17:37] (Sett) is on the way  
[17:38] (Sylas) is on the way  
[17:39] (Yorick): do u >  
[17:42] (Sett): idk  
[17:43] (Yorick): tell them to ff  
[17:51] (Senna): winnable!  
[18:08] (Sett) has slain the Mountain Drake!  
[18:10] (Senna) is unstoppable!  
[18:18] (Sett) is on the way  
[18:21] (Sett): can u take  
[18:22] (Sett): rift  
[18:23] (Sett): Yorick - Alive  
[18:23] (Sett): Yorick - Alive  
[18:23] (Sett): Yorick - Alive

[18:23] (Sett): Rift Herald - Alive  
[18:25] (Yorick): yes  
[18:27] (Sett) i cant  
[18:28] (Sett): gonna farm camps  
[18:33] Sylas has stolen Braum's ultimate!  
[18:36] (Sett) is on the way  
[18:37] (Sett) is asking for assistance  
[18:38] (Sett): Baron Nashor - Spawning in 1:22  
[18:38] (Sett): Baron Nashor - Spawning in 1:22  
[18:44] (Sett) is on the way  
[18:44] (Yorick) is on the way  
[18:51] (Senna) signals to be careful  
[18:53] (Sett) signals to be careful  
[18:57] (Sett) is on the way  
[19:02] (Sett) is on the way  
[19:02] (Sett) is on the way  
[19:03] (Sett) is on the way  
[19:03] (Sett) is on the way  
[19:08] (Sett) is on the way  
[19:12] (Sylas) is on the way  
[19:22] (Yorick) has captured Rift Herald!  
[19:22] (Sett) has targeted (Soraka)  
[19:24] (Sylas) has slain (Braum) for a double kill!  
[19:27] (Sett) signals (Sylas) to fall back  
[19:34] (Sett) purchased Control Ward  
[19:40] (Sett): Soraka Flash  
[19:40] (Sett): Soraka Flash  
[19:40] (Yorick) has crushed the Eye of the Herald!  
[19:53] (Jinx) has shut down (Yorick)! (Bonus Bounty: 150G)  
[20:00] (Yorick): Fizz Ignite



[20:00] (Yorick): Fizz Ignite  
[20:02] (Bard) purchased Control Ward  
[20:02] (Sylas) purchased Control Ward  
[20:06] (Yorick): oops  
[20:07] (Sett): Senna Manamune  
[20:11] (Sett) signals that enemies are missing  
[20:12] (Sett) signals that enemies are missing  
[20:15] (Sett): we can sitll lose actually  
[20:21] (Yorick): no  
[20:22] (Yorick): we cant  
[20:24] (Yorick): we can baron  
[20:26] (Yorick): when my r is up  
[20:27] (Yorick): R - 70s  
[20:27] (Yorick): R - 70s  
[20:28] (Sett): k  
[20:30] (Sett): Kha'Zix - Alive  
[20:31] (Sett): Kha'Zix Challenging Smite  
[20:31] (Sett): Kha'Zix - Alive  
[20:40] (Sett): 90% towards Level 11  
[20:41] (Sett): 90% towards Level 11  
[20:42] (Sett): Sterak's Gage - Need 283 gold  
[20:43] (Sett): let me [20:43] (Sett): get  
[20:44] (Sett): steraks  
[21:02] (Yorick): W - 3s  
[21:06] (Senna): Executioner's Calling  
[21:07] (Sett) signals to be careful  
[21:09] (Sett): Senna - Alive  
[21:13] (Sett) signals to be careful  
[21:17] (Yorick): R - 20s  
[21:23] (Yorick): R - 14s

[21:25] (Senna) is asking for assistance  
[21:26] (Yorick): R - 11s  
[21:27] (Sett) is on the way  
[21:28] (Yorick) is on the way  
[21:30] (Bard): woops  
[21:32] (Yorick) has targeted the Baron Nashor (100%)  
[21:33] (Sett) is asking for assistance  
[21:35] (Yorick) has targeted the Baron Nashor (100%)  
[21:40] (Yorick) has targeted the Baron Nashor (100%)  
[21:40] (Sett) is on the way  
[21:46] (Sett): we can 2 man  
[21:46] Sylas has stolen Soraka's ultimate!  
[21:46] (Sett) signals to be careful  
[21:48] (Yorick) has targeted the Baron Nashor (88%)  
[21:49] (Yorick) is asking for assistance  
[21:51] (Jinx) has shut down (Senna)! (Bonus Bounty: 650G)  
[21:59] (Yorick) has targeted (Soraka)  
[22:02] (Kha'Zix) has shut (Bard)! (Bonus Bounty: 150G)  
[22:09] (Jinx) is on a rampage!  
[22:16] (Sett): hm  
[22:17] (Sett): Senna - Respawning in 16s  
[22:18] (Bard): Fizz Flash  
[22:18] (Sett): cant  
[22:19] (Sett): walk up  
[22:19] (Sylas) is on the way  
[22:20] (Sett): just zone  
[22:20] (Sylas): Teleport - Ready  
[22:20] (Sett): lol  
[22:21] (Sylas): Teleport - Ready  
[22:22] (Sett): we 2 man that shit

[22:24] (Sylas) is asking for assistance  
[22:26] (Yorick): R - 82s  
[22:30] (Senna) is on the way  
[22:31] (Senna): R - Ready  
[22:32] (Bard) signals to be careful  
[22:33] (Sett) purchased Control Ward  
[22:37] (Yorick): R - 71s  
[22:49] The enemy team has slain Baron Nashor!  
[22:50] (Sett) signals that enemies are missing  
[22:50] (Sett) signals that enemies are missing  
[22:51] (Sett) signals that enemies are missing  
[22:51] (Bard): Mountain Drake - Spawning in 0:18  
[22:51] (Bard): Mountain Drake - Spawning in 0:18  
[22:51] (Sett) signals that enemies are missing  
[22:52] (Sett) signals that enemies are missing  
[22:56] (Fizz) has shut down (Sylas)! (Bonus Bounty: 150G)  
[22:57] (Sett) is on the way  
[22:58] (Sett): JUST  
[22:59] (Yorick): k  
[22:59] (Sett): GET THE MONUT  
[23:00] (Sett) XD  
[23:01] (Yorick): loseable now  
[23:04] (Sett) is on the way  
[23:05] (Sett): Yorick R - 42s  
[23:05] (Sett): Yorick R - 42s  
[23:06] (Sett): Yorick R - 42s  
[23:06] (Sett): Yorick R - 42s  
[23:07] (Yorick): R - 40s  
[23:08] (Bard): i satall them  
[23:09] (Bard): do mount

[23:21] (Sett) has slain the Mountain Drake!  
[23:22] Ally team has claimed the Mountain Soul!  
[23:25] (Yorick): Death's Dance - Need 428 gold  
[23:26] (Bard) is defending the Outer Turret (94%)  
[23:28] (Sett): whats the plan team  
[23:28] (Bard): they will aram prob  
[23:31] (Sett): we are outscaledd  
[23:32] (Bard): do we have heal cut  
[23:36] (Yorick): Vampiric Scepter  
[23:36] (Yorick): Executioner's Calling  
[23:36] (Bard): Senna Executioner's Calling  
[23:37] (Sylas): Morellonomicon - Need 95 gold  
[23:43] (Sylas) is asking for assistance  
[23:44] (Sylas) is asking for assistance  
[23:44] (Sett) signals that enemies are missing  
[23:45] (Sylas) is on the way  
[23:45] (Sylas) is on the way  
[23:46] (Sett) is on the way  
[23:46] (Sylas) is asking for assistance  
[23:52] (Sett) is on the way  
[23:53] Sylas has stolen Jinx's ultimate!  
[23:53] (Yorick): mb  
[23:54] (Sett) is on the way  
[23:54] (Senna) has shut down (Jinx)! (Bonus Bounty: 300G)  
[23:54] (Sett) is on the way  
[23:55] (Yorick) has targeted (Soraka)  
[24:02] (Yorick): gj  
[24:08] (Sett): Kha'Zix - Level 13  
[24:08] (Sett): Kha'Zix - Level 13  
[24:08] (Sett): Kha'Zix - Level 13

[24:13] (Yorick): i think  
[24:16] (Yorick): just let me split?  
[24:18] (Sylas): yes  
[24:22] (Yorick): play for drag or baron  
[24:24] (Sett): Elder Dragon - Spawning in 4:58  
[24:24] (Sett): Baron Nashor - Spawning in 4:26  
[24:26] (Sett): i needa  
[24:26] (Sett): farm  
[24:27] (Sett): guys  
[24:29] (Sett): Kha'Zix - Level 13  
[24:29] (Sett): Kha'Zix - Level 13  
[24:31] (Yorick) is on the way  
[24:37] (Sett) is on the way  
[24:38] (Sett) is on the way  
[24:42] (Yorick): catch waves  
[24:43] (Yorick) is on the way  
[24:44] (Sett) signals to be careful  
[24:45] (Yorick) signals to be careful  
[24:46] (Sett) signals to be careful  
[25:02] Sylas has stolen Braum's ultimate!  
[25:04] (Sett): Jinx Runaan's Hurricane  
[25:04] (Sett): Jinx Infinity Edge  
[25:05] (Sett): Jinx Zeal  
[25:18] (Yorick): Teleport - 10s  
[25:22] (Sett): Jinx - Level 13  
[25:22] (Sett): Jinx - Level 13  
[25:27] (Sylas) purchased Control Ward  
[25:28] (Sett) is on the way  
[25:29] (Sett) signals that enemies are missing  
[25:30] (Sett) signals that enemies are missing

[25:30] (Sett) signals that enemies are missing  
[25:32] (Senna) signals that enemies are missing  
[25:33] (Sett) signals that enemies are missing  
[25:33] (Senna): Soraka - Alive  
[25:33] (Senna): Braum - Alive  
[25:34] (Sylas) signals to be careful  
[25:35] (Sett) signals that enemies are missing  
[25:49] (Sylas) is on the way  
[25:50] (Sylas) is on the way  
[25:50] (Yorick) has targeted (Soraka)  
[25:57] (Yorick) has targeted (Braum)  
[26:02] (Senna) is on a killing spree!  
[26:11] (Yorick): Baron Nashor - Spawning in 2:39  
[26:11] (Yorick): Elder Dragon - Spawning in 3:11  
[26:15] (Senna) is on a rampage!  
[26:19] (Sett) has targeted (Soraka)  
[26:20] (Sett) has targeted (Soraka)  
[26:22] (Sett) has targeted (Soraka)  
[26:23] (Sett) has targeted (Soraka)  
[26:23] (Sett) has targeted (Soraka)  
[26:33] (Sett) is on the way  
[26:34] (Sett) has targeted the Nexus Turret (100%)  
[26:35] (Sylas) signals to be careful  
[26:36] (Sylas) signals to be careful  
[26:36] (Sylas): Soraka - Alive  
[26:37] (Sylas) signals to be careful  
[26:37] (Senna) is on the way  
[26:37] (Sylas) signals to be careful  
[26:45] (Sett) signals to be careful  
[26:46] (Sett) signals to be careful

[26:46] (Sett) signals to be careful  
[26:47] (Sett) signals to be careful  
[26:57] (Sett) has targeted (Braum)  
[26:58] (Yorick) has targeted (Braum)  
[27:00] (Bard) signals to be careful  
[27:08] (Yorick): Baron Nashor - Spawning in 1:42  
[27:08] (Yorick): Baron Nashor - Spawning in 1:42  
[27:08] (Yorick): Elder Dragon - Spawning in 2:14  
[27:11] (Sylas) is on the way  
[27:15] (Yorick): me bot  
[27:16] (Yorick): Baron Nashor - Spawning in 1:34  
[27:17] (Yorick): Baron Nashor = Spawning in 1:33  
[27:17] (Yorick): Baron Nashor - Spawning in 1:33  
[27:23] (Yorick): Baron Nashor - Spawning in 1:27  
[27:23] (Yorick): Baron Nashor - Spawning in 1:27  
[27:23] (Yorick): Baron Nashor - Spawning in 1:27  
[27:23] (Sett) purchased Control Ward  
[27:27] (Sett): fizz  
[27:27] (Sett): ahs f  
[27:28] (Sett): btw  
[27:29] (Sett): Senna - Alive  
[27:29] (Sett): Senna - Alive  
[27:29] (Sett): care  
[27:30] (Sett): :d  
[27:34] (Sett): he will go for u  
[27:36] (Sett): only killable person  
[27:40] (Bard) purchased Control Ward  
[27:42] (Sett) is on the way  
[27:43] (Sett) is on the way  
[27:48] (Sett) is asking for assistance

[27:50] (Sett): Kha'Zix - Level 14  
[27:50] (Sett): Kha'Zix - Level 14  
[27:51] (Yorick) is on the way  
[27:52] (Yorick): 16% towards Level 16  
[27:56] (Sett): Soraka Flash  
[27:56] (Sett): Soraka Flash  
[27:56] (Sett): Soraka Flash  
[27:56] (Sett); Soraka Flash  
[27:58] (Sett): nop f  
[28:01] (Sett) signals that enemies are missing  
[28:01] (Yorick) is on the way  
[28:01] (Sett) has targeted the Inhibitor Turret (85%)  
[28:02] (Yorick): Baron Nashor - Spawning in 0:48  
[28:02] (Yorick): Elder Dragon - Spawning in 1:20  
[28:05] (Sett): they farming inhibs  
[28:27] (Sylas): Baron Nashor - Spawning in 0:23  
[28:27] (Sylas): Baron Nashor - Spawning in 0:23  
[28:28] (Sett): Kha'Zix - Level 14  
[28:28] (Sett): Kha'Zix - Level 14  
[28:29] (Sett): Kha'Zix - Level 14  
[28:29] (Yorick): Baron Nashor - Spawning in 0:21  
[28:32] (Sett) has started a surrender vote. Type /surrender or /nosurrender  
[28:33] (Sett): guys we cant win  
[28:34] (Sett): :D  
[28:39] (Yorick): Baron Nashor - Spawning in 0:11  
[28:39] (Yorick): Baron Nashor - Spawning in 0:11  
[28:39] (Yorick): Baron Nashor - Spawning in 0:11  
[28:51] (Sett): Senna Infinity Edge  
[28:51] (Sett): Senna Infinity Edge  
[28:52] (Sett): Senna Infinity Edge



[28:52] (Bard) signals that enemies are missing  
[28:54] (Bard) signals (Sett) to fall back  
[28:56] (Sett) signals to be careful  
[28:59] (Yorick) is on the way  
[29:00] (Sett) signals that enemies are missing  
[29:00] (Bard) is on the way  
[29:01] (Bard) signals to be careful  
[29:02] (Yorick) is on the way  
[29:04] (Bard) signals to be careful  
[29:05] (Bard) is asking for assistance  
[29:05] (Bard) is asking for assistance  
[29:06] (Bard) signals to be careful  
[29:12] (Bard); just go drag side  
[29:13] (Bard): sylas  
[29:14] (Sett) is on the way  
[29:14] (Sett) is on the way  
[29:15] (Sett) is on the way  
[29:16] (Sett) is on the way  
[29:16] (Sett) is on the way  
[29:25] The enemy team has slain Baron Nashor!  
[29:32] Surrender vote failed for your team 1 / 2  
[29:36] (Sett): end  
[29:37] (Sett): game  
[29:40] (Bard) is on the way  
[29:40] (Bard) is on the way  
[29:43] (Bard): yorick go end  
[29:46] Sylas has stolen Braum's ultimate  
[29:53] (Senna) is unstoppable!  
[29:55] (Sett) signals to be careful  
[29:56] (Sylas) is on the way

[29:56] (Sett) is on the way  
[29:57] (Sett) is on the way  
[29:58] [All] (Sett): Gg  
[30:06] (Jinx) has shut down (Yorick)! (Bonus Bounty: 250G)  
[30:08] (Yorick) has targeted the Red Nexus (18%)

## A.5 Transcript 005

[00:36] (Lulu) signals to be careful  
[00:55] (Lulu) signals that enemies are missing  
[02:47] (Syndra) signals to be careful  
[02:48] (Syndra) signals to be careful  
[02:48] (Olaf) is on the way  
[03:08] (Olaf): Talon Flash  
[03:09] (Olaf): Talon Flash  
[03:34] (Jinx): Warding Totem (Trinket) - 26s  
[03:34] (Jinx): Warding Totem (Trinket) - 25s  
[03:34] (Syndra) signals that enemies are missing  
[03:46] (Syndra) has drawn first blood!  
[03:52] (Jinx) signals to be careful  
[04:25] (Lulu) signals that enemies are missing  
[04:25] (Lulu): Ekko Alive  
[04:29] (Lulu): Ekko Alive  
[04:31] (Olaf) purchased Control Ward  
[04:33] (Lulu) signals to be careful  
[04:36] (Lulu): Mana 13%  
[04:38] (Jinx): W - Not enough Mana  
[04:45] (Syndra) signals to be careful  
[04:46] (Syndra) signals to be careful  
[04:46] (Syndra) signals to be careful

[04:48] (Olaf) is on the way  
[04:52] (Syndra) signals to be careful  
[04:53] (Olaf) is on the way  
[04:56] (Syndra) signals that enemies are missing  
[04:58] (Syndra) signals that enemies are missing  
[05:17] (Syndra): nice  
[05:20] (Syndra): Talon - Level 4  
[05:20] (Syndra): Talon - Level 4  
[05:21] (Syndra): 0% towards Level 7  
[05:30] (Lulu) signals to be careful  
[05:33] (Jinx): B. F. Sword - Need 64 gold  
[05:33] (Lulu): Pyke Ignite  
[05:33] (Lulu): Pyke Ignite  
[05:42] (Jinx) purchased Control Ward  
[05:46] (Lulu) purchased Control Ward  
[05:59] (Syndra) signals to be careful  
[06:01] (Olaf): Ekko Flash  
[06:02] (Olaf): Ekko Flash  
[06:03] (Syndra): Talon - Alive  
[06:04] (Syndra) Talon - Alive  
[06:08] (Syndra): Talon coming top,  
[06:10] (Syndra) signals to be careful  
[06:13] (Olaf) purchased Control Ward  
[06:37] (Lulu) signals that enemies are missing  
[07:00] (Syndra) is on the way  
[07:17] (Syndra) signals that enemies are missing  
[07:46] (Olaf) is on the way  
[07:51] (Syndra) purchased Control Ward  
[07:58] (Lulu) signals everyone to back away from (Pyke)  
[08:07] (Syndra) signals that enemies are missing

[08:08] (Syndra) signals that enemies are missing  
[08:08] (Syndra) signals that enemies are missing  
[08:10] (Syndra) signals that enemies are missing  
[08:17] (Syndra) signals to be careful  
[08:34] (Syndra) signals that enemies are missing  
[08:45] (Olaf) has captured Rift Herald!  
[08:46] The enemy team has slain the Infernal Drake!  
[08:53] (Syndra) signals to be careful  
[09:14] (Syndra): ekko top side  
[09:23] (Syndra) signals that enemies are missing  
[09:24] (Syndra) signals to be careful  
[09:30] (Olaf) is on the way  
[09:31] (Syndra) is on the way  
[09:34] (Lulu) signals that enemies are missing  
[09:37] (Olaf) is on the way  
[09:37] (Irelia) is on the way  
[09:41] (Lulu) signals to be careful  
[09:55] [All] (Maokai): leave thanks  
[10:05] (Olaf): Talon Flash  
[10:05] (Olaf): Talon Flash  
[10:05] (Syndra) is on a killing spree!  
[10:19] [All] (Irelia): wow  
[10:20] [All] (Irelia): nj  
[10:24] [All] (Irelia): u killed me  
[10:27] (Olaf) purchased Control Ward  
[10:35] (Jinx) is on the way  
[10:37] (Lulu): R - Ready  
[10:41] (Olaf) is on the way  
[10:45] (Olaf): Eye of the Herald- 120 seconds remaining  
[10:57] (Olaf) has crushed the Eye of the Herald!

[11:03] (Lulu) Ward Quest Complete! Completion Time: 11:03  
[11:04] Ally team has destroyed the first turret! (Bonus Gold: 150G)  
[11:09] (Lulu) signals (Jinx) to fall back  
[11:14] (Syndra) signals that enemies are missing  
[11:15] (Pyke) has slain (Lulu) for a double kill!  
[11:27] (Lula): Pyke R  
[11:27] (Lula): Pyke R  
[11:27] (Lula): Pyke R  
[11:46] (Syndra) signals that enemies are missing  
[11:46] (Syndra) signals that enemies are missing  
[11:50] (Olaf) is on the way  
[11:56] (Syndra) purchased Control Ward  
[11:56] (Olaf) is on the way  
[11:57] (Olaf) is on the way  
[12:00] (Olaf) Is on the way  
[12:05] (Lulu): Pyke R  
[12:06] (Lulu): Pyke R  
[12:09] (Syndra): Talon Boots of Mobility  
[12:09] (Syndra): Talon Boots of Mobility  
[12:14] (Syndra) signals that enemies are missing  
[12:17] (Syndra): talon mia  
[12:18] (Syndra) signals that enemies are missing  
[12:24] (Syndra) signals that enemies are missing  
[12:30] (Lulu) has targeted (Talon)  
[13:00] (Syndra) is on a rampage!  
[13:11] (Syndra) is unstoppable!  
[13:36] (Olaf): Cloud Drake - Spawning in 0:09  
[13:36] (Olaf): Cloud Drake - Spawning in 0:09  
[13:39] (Olaf) is on the way  
[14:00] (Lulu) signals that enemies are missing

[14:02] (Lulu) purchased Ardent Censer  
[14:05] (Lulu) purchased Control Ward  
[14:14] (Syndra) is on the way  
[14:31] [All] (Irelia): wow  
[14:34] [All] (Irelia): ganked me twice  
[14:36] (Olaf) has slain the Cloud Drake!  
[14:42] (Olaf) is on the way  
[14:47] (Pyke) has shut down (Syndra)! (Bonus Bounty: 550G)  
[14:49] [All] (Maokai) you got two ganks shush  
[14:52] (Irelia) purchased Control Ward  
[14:58] (Jinx) Is on a killing spree!  
[15:11] (Lulu) signals that enemies are missing  
[15:20] (Lulu) is on the way  
[15:24] (Lulu) signals to be careful  
[15:25] (Lulu) signals that enemies are missing  
[15:25] (Syndra) is on the way  
[15:33] (Olaf) is on the way  
[15:38] (Olaf) Is on the way  
[15:40] (Irelia) signals to be careful  
[15:41] (Irelia) signals to be careful  
[15:42] (Lulu) signals to be careful  
[15:42] (Irelia) signals to be careful  
[15:42] (Irelia) signals (Olaf) to fall back  
[15:46] [All] (Maokai):?  
[15:46] (Irelia): Q - 1s  
[15:52] (Olaf) purchased Control Ward  
[15:52] (Lulu) signals to be careful  
[15:57] (Lulu) signals to be careful  
[16:00] (Syndra) signals that enemies are missing  
[16:02] (Lulu) signals that enemies are missing

[16:07] (Lulu) signals that enemies are missing  
[16:09] (Lulu) signals to be careful  
[16:23] (Syndra) is asking for assistance  
[16:36] (Syndra) is on the way  
[16:44] (Syndra) signals to be careful  
[16:45] (Jinx) is on a rampage!  
[16:51] (Lulu) signals (Jinx) to fall back  
[16:55] (Pyke) has shut down (Jinx)! (Bonus Bounty: 500G)  
[17:06] (Syndra) is on the way  
[17:08] (Lulu) has targeted (Maokai)  
[17:09] (Lulu): Maokai R  
[17:10] (Lulu): Maokai R  
[17:10] (Lulu): Maokai R  
[17:10] (Lulu): Maokai R  
[17:17] (Irelia) is on the way  
[17:32] (Lulu) purchased Control Ward  
[17:42] (Lulu) signals that enemies are missing  
[17:43] (Lulu) signals to be careful  
[17:46] (Lulu): Pyke - Alive  
[17:46] (Lulu): Pyke - Alive  
[17:46] (Lulu): Pyke - Alive  
[17:48] (Lulu) signals that enemies are missing  
[17:49] (Pyke) is on a killing spree!  
[17:53] (Lulu): bro  
[17:57] (Olaf) is on the way  
[18:22] (Pyke) is on a rampage!  
[18:33] (Syndra): that champ goes under my e  
[18:34] (Syndra): ahh  
[18:38] (Syndra): my b  
[18:49] (Lulu) Quest Complete! Completion Time: 18:410

[19:04] (Lulu): Ekko Flash  
[19:04] (Lulu): Ekko Flash  
[19:04] (Lulu): Ekko Flash  
[19:06] (Jinx) purchased Control Ward  
[19:09] (Lulu) signals that enemies are missing  
[19:10] (Lulu) signals that enemies are missing  
[19:13] (Lulu): Ocean Drake - Spawning in 0:24  
[19:13] (Lulu): Ocean Drake - Spawning in 0:24  
[19:20] (Olaf): Ekko Flash  
[19:20] (Olaf): Ekko Flash  
[19:23] (Jinx): Ocean Drake - Spawning in 0:14  
[19:23] (Jinx): Ocean Drake - Spawning in 0:14  
[19:29] (Lulu): Ocean Drake - Spawning in 0:08  
[19:25] (Lulu): Ocean Drake - Spawning in 0:08  
[19:30] (Lulu): Ocean Drake - Spawning in 0:07  
[19:30] (Lulu): Ocean Drake - Spawning in 0:07  
[19:30] (Lulu): Ocean Drake - Spawning in 0:07  
[19:30] (Olaf) is on the way  
[19:31] (Olaf) is on the way  
[19:34] (Irelia) is on the way  
[19:34] (Irelia) is on the way  
[19:35] (Irelia) is on the way  
[19:36] (Irelia): R - 1s  
[19:37] (Irelia) is on the way  
[19:38] (Irelia) is on the way  
[19:40] (Pyke) is unstoppable!  
[19:41] (Olaf) is on the way  
[19:42] (Olaf) is asking for assistance  
[19:42] (Olaf) is asking for assistance  
[19:43] (Olaf) Is asking for assistance



[19:43] (Olaf) is asking for assistance  
[19:44] (Olaf) is asking for assistance  
[19:48] (Olaf) signals to be careful  
[19:49] (Olaf) signals to be careful  
[19:53] (Irelia): Olaf - Respawning in 24s  
[19:53] (Irelia): Olaf - Respawning in 23s  
[19:57] (Olaf) signals to be careful  
[19:58] (Olaf) signals to be careful  
[19:58] (Lulu) signals to be careful  
[19:58] (Olaf) signals to be careful  
[20:00] (Lulu) signals (Jinx) to fall back  
[20:03] (Maokai) is on a killing spree!  
[20:24] The enemy team has slain the Ocean Drake!  
[20:30] (Lulu) has targeted (Vayne)  
[20:36] (Irelia) is on the way  
[20:37] (Irelia) is on the way  
[20:38] (Irelia) is on the way  
[20:47] (Syndra) has shut down (Pyke)! (Bonus Bounty: 500G)  
[20:54] (Lulu) is defending the Inner Turret (100%)  
[20:55] (Lulu) is defending the Inner Turret (100%)  
[20:55] (Lulu) is defending the Inner Turret (100%)  
[20:57] (Irelia) is on the way  
[20:57] (Irelia) has targeted the Inner Turret (19%)  
[21:09] (Irelia) has targeted the Inhibitor Turret(100%)  
[21:25] (Irelia) signals to be careful  
[21:26] (Irelia) signals to be careful  
[21:35] (Olaf) is asking for assistance  
[21:35] (Irelia) is on the way  
[21:41] (Syndra): R - 3/3 charges  
[21:45] (Lulu) signals to be careful

[21:55] (Lulu) signals to be careful  
[22:15] (Irelia) signals to be careful  
[22:19] (Irelia) signals that enemies are missing  
[22:21] (Irelia) signals that enemies are missing  
[22:21] (Irelia) signals that enemies are missing  
[22:22] (Irelia) signals that enemies are missing  
[22:23] (Irelia) signals that enemies are missing  
[22:26] (Syndra) purchased Control Ward  
[22:29] (Lulu) signals that enemies are missing  
[22:35] (Olaf) purchased Control Ward  
[22:37] (Lulu) signals that enemies are missing  
[22:50] The enemy team has slain Baron Nashor!  
[22:58] (Irelia) is on the way  
[23:00] (Olaf) has shut down (Vayne)! (Bonus Bounty: 150G)  
[23:05] (Syndra): Pyke Flash  
[23:06] (Lulu) signals that enemies are missing  
[23:06] (Olaf) is asking for assistance  
[23:07] (Olaf) Is asking for assistance  
[23:08] (Irelia): i need kill  
[23:11] (Irelia): stop takje my ik  
[23:16] (Jinx) purchased Control Ward  
[23:18] (Lulu) signals to be careful  
[23:33] Enemy team has scored an ace!  
[23:36] (Pyke) is on a killing spree!  
[23:40] (Lulu): Maokai Teleport  
[23:40] (Lulu): Maokai Teleport  
[23:41] (Syndra): Maokai Teleport  
[23:41] (Olaf): if yall turned around  
[23:43] (Olaf): :/  
[23:45] (Olaf): Vayne Heal

[23:45] (Olaf): Vayne Heal  
[23:45] (Olaf): Vayne Flash  
[23:47] (Irelia): don't  
[23:57] (Irelia): took my lane and kill again ok?  
[24:06] (Lulu) is on the way  
[24:28] (Olaf): Ocean Drake - Spawning in 0:57  
[24:33] (Lulu): Ocean Drake - Spawning in 0:52  
[24:34] (Lulu): Ocean Drake - Spawning in 0:51  
[24:34] (Lulu): Ocean Drake - Spawning tn 0:51  
[24:34] (Lulu): Ocean Drake - Spawning tn 0:51  
[24:37] (Syndra): R - 3/3 charges  
[24:38] (Syndra): Pyke - Alive  
[24:44] (Lulu): Ocean Drake - Spawning in 0:41  
[24:45] (Irelia) is asking for assistance  
[24:45] (Lulu): Ocean Drake - Spawning in 0:40  
[24:45] (Irelia) Is on the way  
[25:03] (Irelia) signals that enemies are missing  
[25:03] (Irelia) signals that enemies are missing  
[25:04] (Irelia) signals that enemies are missing  
[25:05] (Irelia) signals that enemies are missing  
[25:05] (Irelia) signals that enemies are missing  
[25:06] (Olaf) enemy has vision here  
[25:11] (Pyke) is on a rampage!  
[25:16] (Irelia) has shut down (Pyke)! (Bonus Bounty: 300G)  
[25:21] (Olaf): Maokai Flash  
[25:21] (Olaf): Maokai Flash  
[25:23] (Irelia) has slain (Maokai) for a triple kill!  
[25:30] (Lulu) is on the way  
[25:34] (Jinx) has slain the Ocean Drake!  
[25:39] (Olaf) purchased Control Ward

[25:45] (Jinx) signals to be careful  
[25:45] (Lulu) signals to be careful  
[25:51] (Lulu) signals that enemies are missing  
[25:54] (Jinx) is on the way  
[26:09] (Irelia) signals to be careful  
[26:09] Enemy inhibitor respawning soon  
[26:10] (Lulu) signals (Jinx) to fall back  
[26:13] (Irelia) signals to be careful  
[26:13] (Syndra) signals to be careful  
[26:13] (Irelia) signals to be careful  
[26:14] (Syndra) signals to be careful  
[26:14] (Irelia) signals to be careful  
[26:16] (Lulu) signals (Jinx) to fall back  
[26:21] (Irelia) is asking for assistance  
[26:24] (Olaf) is on the way  
[26:25] (Syndra) is on the way  
[26:27] (Pyke) has shut down (Irelia)! (Bonus Bounty: 250G)  
[26:29] (Irelia) signals that enemies are missing  
[26:31] (Irelia): 2476 Gold  
[26:35] (Olaf) signals to be careful  
[26:37] (Jinx) enemy has vision here  
[26:38] (Jinx) enemy has vision here  
[27:48] (Lulu): Pyke Guardian Angel  
[27:48] (Lulu): Pyke Guardian Angel  
[27:50] (Olaf): Allied Blue Buff - Alive  
[27:53] (Olaf) is on the way  
[27:54] (Olaf) is asking for assistance  
[27:56] (Irelia) signals to be careful  
[27:57] (Irelia) signals that enemies are missing  
[27:57] (Irelia) signals that enemies are missing

[28:22] (Lulu) signals that enemies are missing  
[28:27] (Jinx) is on the way  
[28:30] (Lulu) signals to be careful  
[28:52] (Syndra): Zhonya's Hourglass  
[28:54] (Syndra): Pyke Flash  
[28:55] (Syndra) signals to be careful  
[29:04] (Syndra): Pyke Flash  
[29:05] (Lulu) signals to be careful  
[29:05] (Lulu) signals to be careful  
[29:13] (Syndra): Rabadon's Deathcap - Need 3549 gold  
[29:14] (Syndra): Rabadon's Deathcap  
[29:24] (Olaf) signals to be careful  
[29:32] (Olaf) Is defending the Inhibitor Turret (100%)  
[29:33] (Olaf) is asking for assistance  
[29:33] (Irelia) is defending the Inhibitor Turret (100%)  
[29:34] (Olaf) Is asking for assistance  
[29:36] (Irelia): Jinx - Alive  
[29:39] (Irelia): jinx  
[23:42] (Irelia): don'[t clean minion  
[23:45] (Irelia): im begging u  
[30:06] (Irelia): I could kill vyane if u didn':t clean that minion  
[30:21] (Lulu) signals that enemies are missing  
[30:24] (Irelia) is on the way  
[30:25] (Syndra): Jinx Farsight Alteration  
[30:25] (Olaf) is on the way  
[30:27] (Pyke): is on a killing spree!  
[30:33] (Pyke) has slain (Lulu) for a double kill!  
[30:35] (Lulu) has targeted (Vayne)  
[30:35] (Olaf) has shut down (Pyke)! (Bonus Bounty: 300G)  
[30:36] (Lulu) has targeted (Vayne)

[30:42] (Lulu) has targeted (Ekko)  
[30:46] (Lulu) has targeted (Ekko)  
[30:54] (Maokai) has slain (Syndra) for a double kill!  
[31:03] Enemy team has scored an ace!  
[31:15] (Jinx) purchased Control Ward  
[31:24] The enemy team has slain the Ocean Drake!  
[31:26] (Syndra) purchased Control Ward  
[31:48] (Olaf): Baron Nashor - Alive  
[31:48] (Olaf): Baron Nashor - Alive  
[31:58] (Irelia) signals that enemies are missing  
[31:58] (Irelia) is on the way  
[31:59] (Irelia) signals that enemies are missing  
[31:59] (Irelia) signals that enemies are missing  
[32:01] (Irelia) signals that enemies are missing  
[32:06] (Irelia) is on the way  
[32:07] (Irelia) is on the way  
[32:09] [All] (Irelia): gg  
[32:22] (Olaf) is on the way  
[32:34] [All] (Irelia): who want my kill  
[32:35] [All] (Irelia): ill fed now  
[32:41] (Irelia): Randuin's Omen - Need 367 gold  
[32:41] (Irelia): Randuin's Omen - Need 366 gold  
[32:44] (Irelia) Jinx - Respawning in 19s  
[32:44] (Irelia): Jinx - Respawning in 19s  
[32:44] (Irelia): Jinx - Respawning in 19s  
[32:44] (Irelia): Jinx - Respawning in 19s  
[33:02] (Lulu): low mental yikes  
[33:06] (Irelia) is on the way  
[33:07] (Irelia) is on the way  
[33:07] (Irelia) is on the way

[33:08] (Irelia) is on the way  
[33:09] (Irelia) is on the way  
[33:18] The enemy team has slain Baron Nashor!  
[33:20] (Lulu) signals to be careful  
[33:21] (Lulu) signals to be careful  
[33:22] (Lulu) signals co be careful  
[34:00] (Jinx) has shut down (Pyke)! (Bonus Bounty: 300G)  
[34:03] (Syndra) has shut down (Ekko)! (Bonus Bounty: 300G)  
[34:05] (Maokai) is on a killing spree!  
[34:12] (Olaf) has shut down (Maokai)! (Bonus Bounty: 150G)  
[34:14] Ally team has scored an ace!  
[34:16] (Syndra) is asking for assistance  
[34:17] (Syndra) is asking for assistance  
[34:23] (Syndra) is asking for assistance  
[34:25] (Syndra) Is on the way  
[34:48] (Lulu) purchased Redemption  
[35:23] (Irelia) signals to be careful  
[35:24] (Irelia) signals to be careful  
[35:24] (Lulu) signals to be careful  
[35:24] (Olaf) signals to be careful  
[35:25] (Irelia) signals to be careful  
[35:28] (Olaf): 2060 Gold  
[35:32] (Lulu) signals to be careful  
[35:49] (Lulu) Signals to be careful  
[35:50] (Olaf) is on the way  
[36:15] (Irelia): Jinx - Respawning in 32s  
[36:15] (Irelia): Jinx - Respawning In 32s  
[36:16] (Irelia): Jinx - Respawning in 31s  
[36:16] (Irelia): Jinx - Respawning in 30s  
[36:17] (Irelia) has started a surrender vote, Type /surrender or /nosurrender.

[36:23] (Syndra) has slain (Vayne) for a double kill!  
[36:40] (Olaf) is on the way  
[36:43] (Maokai) has shut down (Syndra)! (Bonus Bounty: 150G)  
[36:46] Enemy Team has scored an ace!  
[36:49] [All] (Maokai): gg  
[36:54] (Pyke) has slain (Jinx) for a double kill!  
[36:55] (Lulu): and they nerfed raka over pyke  
[36:55] (Olaf) has quit  
[36:56] [All] (Talon): gg  
[36:57] [All] (Jinx): gg

## A.6 Transcript 006

[00:21] (Lee Sin): zil can u let tryn mid  
[00:29] (Zilean): okl  
[00:32] (Tryndamere): ty  
[00:41] (Lee Sin): 13% towards Level 2  
[00:42] [All] (Thresh): + 30 g  
[00:43] [All] (Thresh): fuck  
[01:02] (Thresh): qt im going to flash and ignite level | for damage  
[01:03] (Lee Sin) is on the way  
[01:04] (Thresh): free trade  
[01:06] [All] (Kassadin): need myself a huge titcow bitch with swollen hangers  
[01:10] [All] (Kassadin): sorry.. wrong chat o.O  
[01:14] (Lee Sin) is asking for assistance  
[01:24] [All] (Kassadin): lol if anyone knows any tho pm me  
[02:11] (Aphelios) is on the way  
[02:14] (Aphelios) is on the way  
[02:30] (Tryndamere) signals that enemies are missing  
[02:46] (Lee Sin) has drawn first blood!



[02:50] (Tryndamere) signals to be careful  
[03:00] (Lee Sin): Xayah Flash  
[03:01] (Lee Sin): Rakan Flash  
[03:08] (Aphelios) has targeted (Xayah)  
[03:31] (Tryndamere): Flash  
[03:31] (Tryndamere): Ignite  
[03:33] (Lee Sin) is on the way  
[03:34] (Lee Sin) is on the way  
[03:44] (Thresh): E - 3s  
[03:53] (Thresh) is on the way  
[04:07] (Nidalee) has shut down (Lee Sin)!) (Bonus Bounty: 150G)  
[04:15] [All] (Nidalee): AH  
[04:17] (Lee Sin): Nidalee Flash  
[04:34] (Thresh): monkey i am  
[04:38] (Thresh) purchased Control Ward  
[04:39] (Aphelios) purchased Control Ward  
[04:55] (Lee Sin) is on the way  
[05:07] (Thresh) is on the way  
[05:09] (Lee Sin): Nidalee Flash  
[05:09] (Lee Sin): Nidalee Flash  
[05:09] (Lee Sin): Nidalee Flash  
[05:12] (Thresh) is on the way  
[05:21] (Lee Sin) is on the way  
[05:21] (Thresh) is on the way  
[05:22] (Lee Sin): omw  
[05:22] (Thresh) is on the way  
[05:24] (Lee Sin): after gromp  
[05:33] (Lee Sin) is on the way  
[05:36] (Lee Sin) is on the way  
[05:36] (Thresh) is on the way

[05:41] (Lee Sin) is on the way  
[06:19] (Tryndamere) purchased Control Ward  
[06:29] (Thresh): Q - 6s  
[06:32] (Thresh): Nidalee - Alive  
[06:32] (Thresh): Nidalee - Alive  
[06:44] (Tryndamere): 99% towards Level 6  
[07:14] (Tryndamere): Kassadin Ignite  
[07:14] (Tryndamere): Kassadin Ignite  
[07:18] (Lee Sin) is on the way  
[07:24] (Thresh) is on the way  
[07:28] (Thresh) is on the way  
[07:43] (Lee Sin) has slain (Nidalee) for a double kill!  
[07:46] (Lee Sin) is on the way  
[07:52] (Thresh) is on the way  
[07:54] (Thresh) is on the way  
[07:56] (Lee Sin): Rakan Exhaust  
[08:06] (Thresh) is on a killing spree!  
[08:12] (Lee Sin) has slain the Cloud Drake!  
[08:28] (Tryndamere) is on the way  
[08:31] (Tryndamere) is on the way  
[08:39] (Tryndamere) is on the way  
[08:39] (Thresh) purchased Control Ward  
[08:48] (Thresh): no sums ad  
[08:53] (Lee Sin): 1967 Gold  
[08:54] (Lee Sin): 1968 Gold  
[08:57] (Thresh) is on the way  
[09:00] (Tryndamere): W - 8s  
[09:02] (Lee Sin) purchased Control Ward  
[09:13] (Thresh) is on the way  
[09:17] (Zilean) purchased Control Ward

[09:18] (Lee Sin) is on the way  
[09:19] (Aphelios): Rakan Flash  
[09:23] (Tryndamere) enemy has vision here  
[09:25] (Lee Sin) is on the way  
[09:28] (Lee Sin) is on the way  
[09:28] (Tryndamere): Singed Flash  
[09:33] (Thresh) is on a rampage!  
[09:35] (Lee Sin) is on a rampage!  
[09:47] (Nidalee) has captured Rift Herald!  
[09:52] (Thresh) is on the way  
[09:57] (Lee Sin) is on the way  
[09:57] (Tryndamere) is defending the Outer Turret (Plating 3/5)  
[09:57] (Thresh) is on the way  
[10:00] (Nidalee) has crushed the Eye of the Herald!  
[10:04] (Lee Sin) is on the way  
[10:14] Enemy team has destroyed the first turret! (Bonus Gold: 150G)  
[10:21] (Nidalee) has shut down (Lee Sin)! (Bonus Bounty: 400G)  
[10:23] (Thresh) is unstoppable!  
[10:24] (Lee Sin): Nidalee Flash  
[10:24] (Lee Sin): Nidalee Flash  
[10:25] (Lee Sin): Nidalee Flash  
[10:26] (Singed) has shut down (Thresh)! (Bonus Bounty: 400G)  
[10:28] (Thresh): rip  
[10:45] [All] (Kassadin): its crazy how good lee sin can make certain players look  
[10:45] (Tryndamere) purchased Control Ward  
[10:50] (Tryndamere) is on the way  
[11:08] (Thresh): Kassadin - Alive  
[11:29] (Thresh) Ward Quest Complete! Completion Time: 11:29  
[11:36] (Aphelios) purchased Control Ward  
[11:42] [All] (Kassadin): ???

[11:45] (Thresh) signals to be careful  
[11:50] [All] (Kassadin): easiest champ in the game  
[11:54] [All] (Kassadin): R stuns for Q  
[12:00] (Zilean) purchased Control Ward  
[12:18] (Thresh) is on the way  
[12:20] (Lee Sin) is on the way  
[12:24] (Thresh) signals that enemies are missing  
[12:28] (Tryndamere) is asking for assistance  
[12:50] (Thresh) is on the way  
[12:56] (Lee Sin): R - 12s  
[13:00] (Tryndamere): Infernal Drake - Spawning in 0:11  
[13:01] (Tryndamere): Infernal Drake - Spawning in 0:10  
[13:02] (Lee Sin) is on the way  
[13:02] (Lee Sin) is on the way  
[13:04] (Lee Sin): Infernal Drake - Spawning in 0:07  
[13:04] (Lee Sin): Infernal Drake - Spawning in 0:07  
[13:04] (Lee Sin): Infernal Drake - Spawning in 0:07  
[13:05] (Thresh): Infernal Drake - Spawning in 0:06  
[13:05] (Thresh): Infernal Drake - Spawning in 0:06  
[13:14] (Lee Sin) is on the way  
[13:24] (Lee Sin): Chilling Smite - 37s - 600 True Damage  
[13:29] (Tryndamere) has slain the Infernal Drake!  
[13:31] (Tryndamere) is on the way  
[13:35] (Thresh) signals that enemies are missing  
[13:50] (Thresh): man  
[13:56] (Tryndamere): i was out  
[14:00] (Thresh) purchased Control Ward  
[14:04] [All] (Kassadin): just saying i'd be going a bit tankier lol  
[14:10] [All] (Kassadin): like a maw  
[14:36] (Lee Sin) signals to be careful

[14:38] (Lee Sin) signals to be careful  
[14:52] (Kassadin) is on a killing spree!  
[14:58] (Lee Sin): how u lose so hard mid  
[14:59] (Lee Sin): wtf  
[15:01] (Aphelios): Xayah Flash  
[15:02] (Aphelios): Xayah R  
User is now being Muted (Lee Sin)  
User's emotes are now being Muted (Lee Sin)  
User's pings are now being Muted (Lee Sin)  
[15:09] (Zilean): he is 10k diamond player  
[15:11] (Zilean): lol  
User is now being Muted (Zilean)  
User's emotes are now being Muted (Zilean)  
User's pings are now being Muted (Zilean)  
User is now being Muted (Xayah)  
User is now being Muted (Nidalee)  
User is now being Muted (Kassadin)  
User is now being Muted (Singed)  
User is now being Muted (Rakan)  
User is now being Muted (Aphelios)  
User is now being Muted (Thresh)  
User is no longer being Muted (Lee Sin)  
User is no longer being Muted (Zilean)  
User's pings are not being Muted (Xayah)  
User's pings are not being Muted (Nidalee)  
User is now being Muted (Zilean)  
User is now being Muted (Lee Sin)  
User's emotes are now being Muted (Lee Sin)  
User's pings are now being Muted (Lee Sin)  
User's emotes are now being Muted (Zilean)

User's pings are now being Muted (Zilean)  
[16:03] (Kassadin) is on a rampage!  
[16:45] (Nidalee) has captured Rift Herald!  
[16:55] (Thresh) purchased Control Ward  
[17:39] (Zilean) purchased Control Ward  
[17:45] (Thresh) Quest Complete! Completion Time 17:45  
[18:09] (Tryndamere) purchased Control Ward  
[18:40] (Kassadin) is unstoppable!  
[18:44] (Kassadin) has slain (Thresh) for a double kill!  
[18:46] (Kassadin) has slain (Aphelios) for a triple kill!  
[18:49] (Zilean) has started an early surrender vote. Early surrenders must be unanimous. Type /surrender or /nosurrender.  
[18:50] (Nidalee) has crushed the Eye of the Herald!  
[18:55] Your team agreed to a surrender with 5 votes for and 0 against.  
[18:57] [All] (Tryndamere): Good gaem  
[19:00] [All] (Tryndamere): Twitch.tw/(Tryndamere)

## **A.7 Transcript 007**

[00:32] (Diana): Ekko Electrocute  
[01:54] (Pyke): 13% towards Level 2  
[02:20] (Diana) signals that enemies are missing  
[02:31] (Diana) signals that enemies are missing  
[03:19] (Sylas) has drawn first blood!  
[03:49] (Irelia) purchased Control Ward  
[03:52] (Diana) signals that enemies are missing  
[03:53] (Ezreal) purchased Control Ward  
[04:02] (Diana) at enemies are missing  
[04:28] (Ezreal) is on the way  
[04:28] (Ezreal) has targeted (Rumble)

[04:37] (Ezreal) is on the way  
[04:37] (Ezreal) is on the way  
[04:38] (Diana) is on the way  
[04:42] (Diana) is on the way  
[04:43] (Ezreal) is on the way  
[04:52] (Diana) has targeted (Ekko)  
[04:53] (Ekko) has slain (Diana) for a double kill!  
[05:06] (Diana) purchased Control Ward  
[05:17] (Pyke) purchased Control Ward  
[05:41] (Irelia): Lucian Flash  
[05:41] (Irelia): Lucian Flash  
[05:41] (Irelia): Lucian Flash  
[05:41] (Irelia): Lucian Flash  
[05:42] (Irelia) has targeted (Lucian)  
[05:44] (Graves) is on the way  
[05:46] (Irelia): Lucian Flash  
[05:54] (Diana) signals to be careful  
[06:22] (Ezreal) is on the way  
[06:30] (Graves): Irelia - Alive  
[06:30] (Graves): Irelia - Alive  
[06:30] (Graves): Irelia - Alive  
[06:30] (Graves): Irelia - Alive  
[06:30] (Graves): Irelia - Alive  
[06:30] (Graves): Irelia - Alive  
[06:30] (Graves): Irelia - Alive  
[06:36] (Irelia): shut up dog  
[06:38] (Irelia): Graves - Respawning in 5s  
[06:57] (Ezreal): hey if u auto there we can win next time  
[07:08] (Pyke): or  
[07:09] (Pyke): u e away  
[07:12] (Pyke): instead of int

[07:12] (Ezreal): ??  
[07:13] (Ezreal): we win that  
[07:14] (Ezreal): LMFAO  
[07:17] (Pyke) has shut down (Senna)! (Bonus Bounty: 150G)  
[07:20] (Pyke) has slain (Rumble) for a double kill!  
[07:23] (Ezreal): gj tho  
[07:29] (Graves) is on the way  
[07:32] (Graves) is on the way  
[07:43] (Diana) is on the way  
[07:52] [All] (Ekko): that creep blocked fucked my stun  
[07:57] (Graves) has slain the Infernal Drake!  
[08:04] (Diana) is on the way  
[08:13] (Graves) is on the way  
[08:39] (Pyke): R - 11's  
[08:40] (Graves): Pyke R - 9s  
[08:44] Sylas has stolen Irelia's ultimate!  
[08:44] (Graves): Pyke R - 5s  
[08:45] (Graves) is on the way  
[08:57] (Diana): biesongle  
[08:59] (Diana): haoma  
[09:01] (Diana): Irelia - Resawning in 10s  
[09:09] (Irelia): wuhan  
[09:14] (Irelia): Diana - Alive  
[09:14] (Pyke) is on a rampage!  
[09:17] (Diana) has targeted (Ekko)  
[09:22] (Pyke) has slain (Senna) for a double kill!  
[09:25] (Ekko) has shut down (Pyke)! (Bonus Bounty: 150G)  
[09:28] (Ekko) has slain(Ezreal) for a double kill!  
[09:38] (Diana) is on the way  
[09:40] (Irelia) signals to be careful



[09:41] (Irelia) signals to be careful  
[09:42] (Diana) is on the way  
[09:52] (Lucian) is on a killing spree!  
[09:54] (Graves) is on the way  
[10:00] Irelia has quit  
[10:00] (Lucian) has captured Rift Herald!  
[10:13] (Lucian) has crushed the Eye of the Herald!  
[10:20] Sylas has stolen Graves's ultimate!  
[10:32] (Sylas) has slain (Diana) for a double kill!  
[10:36] (Graves): irelia afk  
[10:42] (Pyke): my topside  
[10:42] (Pyke): afk  
[10:59] (Pyke) Ward Quest Complete! Completion Time: 10:59  
[11:14] (Graves): we a15  
[11:26] (Ezreal): i no ff  
[11:29] (Graves): Irelia - Alive  
[11:47] (Ezreal): oh  
[11:49] (Ezreal): wait i just saw the other kdas  
[11:50] (Graves) is on the way  
[11:52] (Lucian) has destroyed the first turret! (Bonus Gold: 150G)  
[11:53] (Pyke): :)  
[11:59] (Diana) is on the way  
[12:15] (Diana) has targeted (Ekko)  
[12:15] (Graves) has shut down (Ekko)! (Bonus Bounty: 650G)  
[12:21] (Graves): Irelia - Alive  
[12:22] (Graves): Irelia - Alive  
[12:34] Sylas has stolen Diana's ultimate!  
[12:42] (Sylas) is on a rampage!  
[12:50] (Ezreal) is on the way  
[12:54] (Sylas) is unstoppable!

[12:54] (Diana): lets group  
[12:56] (Diana) is asking for assistance  
[13:00] (Ezreal): ya lets just run around  
[13:02] (Ezreal): trying to handshake  
[13:02] (Pyke): more like  
[13:04] (Pyke): let us  
[13:05] (Pyke): do our thing  
[13:07] (Pyke): and not int  
[13:12] (Pyke): Diana - Respawning in 10s  
[13:12] (Pyke): Graves - Respawning in 9s  
[13:25] The enemy team has slain the Cloud Drake!  
[13:31] (Diana) signals that enemies are missing  
[13:32] (Diana): Ekko - Alive  
[13:34] (Pyke) signals to be careful  
[13:34] (Graves) signals to be careful  
[13:37] (Lucian) is on a rampage!  
[14:27] (Graves): can we report  
[14:32] (Pyke): obviously  
[14:39] (Graves) is on the way  
[14:39] (Graves) is on the way  
[14:41] (Diana) is on the way  
[14:42] (Diana) is asking for assistance  
[14:48] Sylas has stolen Graves's ultimate!  
[14:50] (Ezreal) is is on the way  
[14:50] (Graves) is dominating!  
[14:52] (Ezreal) is on the way  
[14:53] (Ezreal) is on the way  
[14:53] (Diana) has shut down (Sylas)! (Bonus Bounty: 650G)  
[14:54] (Ezreal) is on the way  
[14:57] (Pyke) has shut down (Lucian)! (Bonus Bounty: 550G)

[15:11] (Pyke) has slain (Rumble) for a double kill!  
[15:38] (Ezreal): Trinity Force - Need 192 gold  
[15:42] (Ezreal): Trinity Force - Need 8 gold  
[15:45] (Diana) signals that enemies are missing  
[15:45] (Diana) signals that enemies are missing  
[15:47] (Diana) signals that enemies are missing  
[16:17] (Lucian) has shut down (Pyke)! (Bonus Bounty: 300G)  
[16:43] Sylas has stolen Ezreal's ultimate!  
[16:43] (Diana) signals that enemies are missing  
[16:44] (Diana) signals that enemies are missing  
[16:45] (Diana) is on the way  
[16:46] (Diana) signals to be careful  
[16:46] (Graves) is on the way  
[16:46] (Diana) signals to be careful  
[16:54] (Diana) is on the way  
[16:55] (Diana) is on the way  
[16:55] (Pyke) is on the way  
[17:00] (Pyke) is on the way  
[17:01] (Pyke) is on the way  
[17:14] (Ekko) has slain (Diana) for a double kill!  
[17:32] (Ezreal) is on the way  
[17:55] (Diana) is on the way  
[18:05] (Graves) is on the way  
[18:44] (Sylas) has captured Rift Herald!  
[19:04] (Pyke) has shut down (Senna)! (Bonus Bounty: 150G)  
[19:22] (Ezreal): Muramana  
[19:29] (Pyke): full build  
[19:31] (Pyke): i fall off  
[19:31] (Pyke): haHA  
[19:36] (Graves): Pyke Duskblade of Draktharr

[19:36] (Graves): Pyke Duskblade of Draktharr  
[19:37] (Graves): Pyke Umbral Glaive  
[19:44] The enemy team has slain the Ocean Drake!  
[19:51] (Diana) has targeted (Lucian)  
[19:52] (Diana) is on the way  
[19:53] (Diana) has targeted (Lucian)  
[19:53] (Ezreal) is on the way  
[20:02] (Diana) is on the way  
[20:04] (Graves) is on the way  
[20:05] Sylas has stolen Pyke's ultimate!  
[20:18] (Ekko) is on a rampage!  
[20:26] Pyke has started a surrender vote. Type /surrender or /nosurrender.  
[20:53] (Ezreal) is on the way  
[21:04] (Ezreal) is on the way  
[21:05] (Graves) is on the way  
[21:15] (Graves) has shut down (Lucian)! (Bonus Bounty: 200G)  
[21:18] (Pyke) has shut down (Ekko)! (Bonus Bounty: 450G)  
[21:20] (Diana) is asking for assistance  
[21:20] (Graves) is on the way  
[21:20] (Ezreal) is on the way  
[21:21] (Graves) is on the way  
[21:22] (Diana) purchased Control Ward  
[21:22] (Diana) is on the way  
[21:26] Surrender vote failed for your team 1 / 2.  
[21:29] (Diana) is on the way  
[21:36] (Diana) has targeted (Sylas)  
[21:36] (Ezreal) is on the way  
[21:43] (Diana) is on the way  
[21:44] (Ezreal) is on the way  
[21:45] (Graves) is on the way

[21:59] (Diana) is on the way  
[22:09] (Graves) has slain Baron Nashor!  
[22:14] (Diana) signals to be careful  
[22:15] (Lucian) has shut down (Pyke)! (Bonus Bounty: 200G)  
[22:21] (Diana) signals to be careful  
[22:40] (Sylas) has crushed the Eye of the Herald!  
[22:47] (Senna) has shut down (Graves)! (Bonus Bounty: 200G)  
[22:54] (Graves): Graves - Respawning in 38s  
[22:59] (Diana) signals to be careful  
[23:05] (Diana) is on the way  
[23:06] (Diana): Stopwatch - Ready  
[23:07] (Diana): R - 16s  
[23:12] (Diana) has targeted the Rift Herald (74%)  
[23:14] Sylas has stolen Pyke's ultimate!  
[23:29] (Diana) is on the way  
[23:37] (Ezreal) has shut down (Senna)! (Bonus Bounty: 150G)  
[23:46] (Graves) has shut down (Lucian)! (Bonus Bounty: 150G)  
[23:48] [All] (Pyke): gg  
[23:49] (Lucian) has slain (Graves) for a double kill!  
[23:54] (Diana) has quit

## **A.8 Transcript 008**

[01:13] (Vladimir) is on the way  
[01:26] (Rengar) has targeted (Master Yi)  
[01:34] (Teemo) has drawn first blood!  
[02:33] (Morgana) purchased Control Ward  
[03:16] (Rengar) is on the way  
[03:17] (Rengar) is asking for assistance  
[03:35] (Rengar) has targeted (Master Yi)

[03:38] (Rengar) is asking for assistance  
[03:38] (Rengar) is asking for assistance  
[03:39] (Rengar) is asking for assistance  
[04:18] (Rengar) has targeted (Teemo)  
[04:21] (Vladimir) signals that enemies are missing  
[04:26] (Zed) is on the way  
[05:05] (Vladimir) purchased Control Ward  
[05:34] (Rengar) enemy has vision here  
[05:36] (Zed) is on a killing spree!  
[05:49] (Rengar) signals that enemies are missing  
[05:49] (Rengar) signals that enemies are missing  
[05:51] (Jinx): Boots of Speed - Need 20 gold  
[05:51] (Jinx): Boots of Speed - Need 19 gold  
[05:59] (Zed) purchased Control Ward  
[06:22] (Vladimir) signals that enemies are missing  
[06:22] (Vladimir) signals that enemies are missing  
[06:24] (Vladimir) signals that enemies are missing  
[06:25] (Vladimir) signals that enemies are missing  
[06:25] (Vladimir) signals that enemies are missing  
[06:31] (Vladimir) signals that enemies are missing  
[06:32] (Vladimir) signals that enemies are missing  
[06:32] (Morgana) is on the way  
[06:33] (Rengar) is asking for assistance  
[06:36] (Morgana) is on the way  
[06:38] (Vladimir) signals that enemies are missing  
[06:41] (Vladimir) signals that enemies are missing  
[06:42] (Vladimir) signals that enemies are missing  
[06:44] (Vladimir) signals that enemies are missing  
[06:45] (Vladimir) signals that enemies are missing  
[06:49] (Vladimir) signals that enemies are missing

[06:52] (Vladimir) signals that enemies are missing  
[06:55] (Vladimir) signals that enemies are missing  
[06:55] (Rengar): Sivr Flash  
[06:55] (Morgana): Senna Flash  
[06:56] (Rengar): Sivr Heal  
[06:57] (Vladimir) signals that enemies are missing  
[06:58] (Rengar) has targeted (Master Yi)  
[06:58] (Rengar) has targeted (Master Yi)  
[07:01] (Vladimir) signals that enemies are missing  
[07:04] (Vladimir) signals that enemies are missing  
[07:16] (Rengar) signals that enemies are missing  
[08:02] (Rengar) is on the way  
[08:04] (Rengar): R - Ready  
[08:06] (Vladimir): Health 16%  
[08:28] (Morgana): sry  
[08:34] (Rengar) is on the way  
[08:46] (Morgana) signals that enemies are missing  
[08:48] (Morgana) is asking for assistance  
[08:49] (Morgana) signals that enemies are missing  
[08:55] (Vladimir): ty  
[08:57] (Rengar) enemy has vision here  
[09:00] (Morgana) is on the way  
[09:03] (Rengar): yep  
[09:11] (Rengar) purchased Control Ward  
[09:19] (Rengar) enemy has vision here  
[09:19] (Rengar) enemy has vision here  
[09:23] (Rengar): Gangplank Chain Vest  
[09:24] (Rengar): Gangplank Chain Vest  
[09:24] (Rengar) Gangplank Chain Vest  
[09:29] (Rengar) signals that enemies are missing

[09:30] (Rengar) is on the way  
[09:30] (Rengar) is on the way  
[09:47] (Rengar) signals that enemies are missing  
[09:49] The enemy team has slain the Infernal Drake!  
[09:50] (Rengar) is asking for assistance  
[10:11] (Vladimir): Teemo Flash  
[10:46] (Morgana): Gangplank R  
[10:51] (Zed) purchased Control Ward  
[10:52] (Rengar) is on the way  
[10:52] (Rengar) is on the way  
[10:54] (Rengar) has targeted (Master Yi)  
[11:00] (Morgana): Gangplank R  
[11:00] (Morgana): Gangplank R  
[11:19] (Vladimir): Health 23%  
[11:19] (Zed) is on the way  
[11:27] (Zed) is on a rampage!  
[11:30] (Teemo) has shut down (Rengar)! (Bonus Bounty: 150G)  
[11:33] (Zed) has slain (Teemo) for a double kill!  
[11:40] (Morgana) is on the way  
[11:43] (Morgana): R - Ready  
[11:44] (Rengar): dude  
[11:47] (Morgana) is on the way  
[11:49] (Rengar): why didnt you just turn with me..?  
[12:07] (Rengar) is on the way  
[12:10] (Rengar): R - 23s  
[12:17] (Rengar): R - 17s  
[12:41] (Rengar) signals that enemies are missing  
[12:45] (Jinx) purchased Control Ward  
[13:38] (Zed) is dominating!  
[14:06] (Morgana) Ward Quest Complete! Completion Time: 14:06



[14:51] (Rengar) is asking for assistance  
[15:09] (Zed) is asking for assistance  
[15:14] (Morgana) is on the way  
[15:16] (Master Yi) a has shut down (Zed)! (Bonus Bounty: 700G)  
[15:18] (Morgana): Gangplank Flash  
[15:29] Enemy team has destroyed the first turret! (Bonus Gold: 150G)  
[15:37] (Sivir) has shut down (Vladimir)! (Bonus Bounty: 150G)  
[15:42] The enemy team has slain the Cloud Drake!  
[16:29] (Jinx) signals that enemies are missing  
[16:32] (Morgana) signals to be careful  
[16:42] [All] (Gangplank): wtf is wrong with you >  
[16:49] (Rengar): Gangplank Guardian Angel  
[16:55] (Rengar) is defending the Outer Turret (74%)  
[17:05] [All] (Zed):what do u mean  
[17:21] (Vladimir): Senna Executioner's Calling  
[17:21] (Rengar): Senna Executioner's Calling  
[17:44] (Rengar) enemy has vision here  
[17:44] (Rengar) enemy has vision here  
[17:58] (Master Yi) has captured Rift Herald!  
[18:04] (Morgana) is on the way  
[18:05] (Rengar) has shut down (Sivir)! (Bonus Bounty: 150G)  
[18:08] (Rengar) is on the way  
[18:15] (Rengar) is on a rampage!  
[18:21] (Gangplank) has shut down (Rengar)! (Bonus Bounty: 300G)  
[18:57] (Rengar): man if that jinx r hit i wouldve been so happy  
[18:58] (Rengar): nt tho  
[19:07] (Rengar): Gangplank has a 150G bounty.  
[19:07] (Rengar): Gangplank has a 150G bounty.  
[19:08] (Rengar): Gangplank has a 150G bounty.  
[19:09] (Jinx): Hahah same man

[19:10] (Jinx): same  
[19:50] (Zed) is on a killing spree!  
[19:57] (Jinx): Mountain Drake - Spawning in 0:46  
[20:07] (Rengar) is on the way  
[20:08] (Rengar) is on the way  
[20:09] (Rengar): Youmuu's Ghostblade - Can purchase  
[20:32] (Zed): take it out  
[20:44] (Morgana) signals that enemies are missing  
[20:51] (Rengar) has slain the Mountain Drake!  
[21:03] (Zed) is on a rampage!  
[21:19] (Gangplank) has shut down (Zed)! (Bonus Bounty: 300G)  
[21:30] (Rengar) is asking for assistance  
[21:31] (Gangplank) is on a rampage!  
[21:53] (Rengar) has slain (Sivir) for a double kill!  
[21:56] (Master Yi) has crushed the Eye of the Herald!  
[22:13] (Zed) has targeted the Rift Herald (97%)  
[22:14] (Jinx) purchased Control Ward  
[22:28] (Morgana) has shut down (Gangplank)! (Bonus Bounty: 400G)  
[22:33] (Master Yi) has slain (Vladimir) for a double kill!  
[22:36] (Rengar) is on a rampage!  
[23:07] (Rengar) signals that enemies are missing  
[23:13] (Vladimir) purchased Control Ward  
[23:34] (Rengar): nj faker  
[24:16] (Rengar): Edge of Night - Can purchase  
[24:49] (Morgana) Quest Complete! Completion Time: 24:49  
[25:08] (Morgana) signals that enemies are missing  
[25:16] (Rengar) is unstoppable!  
[25:17] (Rengar) is on the way  
[25:18] [All] (Master Yi): LMAO  
[25:34] (Rengan): Zed R - 19s

[25:47] (Rengar) is asking for assistance  
[25:49] (Rengar): Vladimir Teleport - Ready  
[25:49] (Rengar): Vladimir Teleport - Ready  
[25:54] (Rengar) is asking for assistance  
[26:04] (Rengar) has slain the Mountain Drake!  
[26:34] (Jinx) is on the way  
[26:34] (Gangplank) has shut down (Zed)! (Bonus Bounty: 150G)  
[26:39] (Rengar) is dominating!  
[26:52] (Rengar) has targeted (Gangplank)  
[26:53] (Rengar) is asking for assistance  
[26:58] (Gangplank) is on a killing spree!  
[27:05] (Zed): what are u doing  
[27:11] (Rengar): R - 20s  
[27:17] (Morgana): uh  
[27:20] (Morgana): idk  
[27:20] (Rengar): i told her to go in  
[27:41] (Zed) is on the way  
[27:45] (Rengar): R - 36s  
[27:48] (Rengar): R - 33s  
[28:18] (Vladimir): Rabadon's Deathcap - Can purchase  
[28:32] (Rengar) has shut down (Gangplank)! (Bonus Bounty: 300G)  
[28:45] (Rengar): Sivor Flash  
[28:45] (Rengar): Sivor Flash  
[28:45] (Rengar): Sivor Flash  
[28:45] (Rengar): Sivor Flash  
[28:45] (Rengar): Sivor Flash  
[28:51] (Jinx) is asking for assistance  
[28:58] (Morgana) is on the way  
[29:04] (Zed) has targeted (Master Yi)  
[29:05] (Rengar) is asking for assistance

[29:07] (Jinx): gj  
[29:07] (Zed) is on the way  
[29:33] (Morgana) purchased Twin Shadows  
[29:41] (Rengar) signals that enemies are missing  
[29:47] (Rengar) enemy has vision here  
[29:48] (Morgana) signals that enemies are missing  
[30:08] (Rengar): Mountain Drake - Spawning in 0:57  
[30:08] (Rengar): Mountain Drake - Spawning in 0:57  
[30:22] (Jinx): Mountain Drake - Spawning in 0:43  
[30:25] (Rengar) signals that enemies are missing  
[30:27] (Rengar): Gangplank Guardian Angel  
[30:27] (Rengar): Master Yi Guardian Angel  
[30:27] (Rengar): Sivir Guardian Angel  
[30:28] (Zed) is on the way  
[30:30] (Zed) is on the way  
[30:33] (Zed) is on the way  
[30:35] (Jinx) is on the way  
[30:38] (Rengar) signals to be careful  
[30:41] (Rengar) has targeted (Senna)  
[30:47] (Zed): seriious  
[30:48] (Zed): ly  
[30:57] (Morgana) is on the way  
[30:57] (Rengar) signals (Vladimir) to fall back  
[31:00] [All] (Rengar): ??????????  
[31:01] (Zed): u guys dont wanna team fight  
[31:01] (Rengar): WHY  
[31:04] (Zed): fine  
[31:10] (Rengar) is legendary!  
[31:11] (Rengar) signals that enemies are missing  
[31:12] (Zed): I was spamm pinging for a flank

[31:12] (Sivir) has shut down (Rengar)! (Bonus Bounty: 700G)  
[31:12] (Rengar) signals that enemies are missing  
[31:14] (Rengar): jinx  
[31:17] (Sivir) has slain (Jinx) for a double kill!  
[31:19] (Rengar): jinx  
[31:23] (Rengar): why did you take crab?  
[31:26] (Rengar): like jeez bro  
[31:28] (Jinx): lol idk just trying to secure?  
[31:30] (Rengar): i even pinged yall off  
[31:34] (Rengar): let me stack my ferocity?  
[31:34] (Vladimir) is on a killing spree!  
[31:37] (Vladimir) has shut down (Sivir)! (Bonus Bounty: 150G)  
[31:55] (Rengar): renger isnt a fucking braindead champion yk  
[32:00] (Rengar): warning ping doesnt mean attack move  
[32:04] (Zed): u guys do whatever im just gonna split  
[32:09] (Senna) has shut down (Vladimir)! (Bonus Bounty: 500G)  
[32:21] (Zed): since nobody want to team fight when Im there  
[32:28] (Rengar) is asking for assistance  
[32:30] (Morgana) has targeted the Mountain Drake (99%)  
[32:30] (Vladimir) signals to be careful  
[32:37] (Rengar) has slain the Mountain Drake!  
[33:22] (Morgana) is on the way  
[33:22] (Rengar) is on the way  
[33:22] (Rengar) is on the way  
[33:22] (Jinx) purchased Control Ward  
[33:24] (Senna) has shut down (Zed)! (Bonus Bounty: 150G)  
[33:40] (Rengar) is asking for assistance  
[33:40] (Rengar) is asking for assistance  
[33:41] (Sivir) has shut down (Rengar)! (Bonus Bounty: 250G)  
[33:42] (Rengar) signals that enemies are missing

[33:48] (Jinx) is on the way  
[33:50] (Vladimir) has shut down (Senna)! (Bonus Bounty: 150G)  
[34:05] (Zed): jinx just farm jg  
[34:31] (Rengar): Sivr Guardian Angel  
[34:31] (Rengar): Gangplank Guardian Angel  
[34:32] (Rengar): Master Yi Guardian Angel  
[34:51] (Zed) has shut down (Sivr)! (Bonus Bounty: 400G)  
[34:52] (Vladimir): Void Staff - Need 2241 gold  
[35:00] (Vladimir): Master Yi Negatron Cloak  
[35:14] (Rengar) is asking for assistance  
[35:15] (Rengar) is asking for assistance  
[35:18] (Rengar) is asking for assistance  
[35:22] (Rengar) has targeted the Baron Nashor (100%)  
[35:23] (Teemo) has shut down (Zed)! (Bonus Bounty: 150G)  
[35:30] (Zed) has targeted the Baron Nashor (100%)  
[35:31] (Rengar) is asking for assistance  
[35:33] (Rengar) is asking for assistance  
[35:34] (Rengar): MOVE  
[35:35] (Rengar): WTF?????????  
[36:01] (Rengar) Has slain Baron Nashor!  
[36:11] (Zed) signals to be careful  
[36:20] (Morgana) purchased Redemption  
[36:44] (Jinx): Mountain Drake - Spawning in 0:54  
[37:07] (Rengar): Attack 603  
[37:32] (Jinx): Mountain Drake - Spawning in 0:06  
[37:44] (Rengar) has slain the Mountain Drake!  
[37:45] Ally team has claimed the Mountain Soul!  
[37:53] (Zed): im fuckin bad  
[38:04] (Zed): how did mmy flash not go through wall  
[38:06] (Zed): wtf

[38:08] (Rengar) signals that enemies are missing  
[38:09] (Rengar): attack  
[38:10] (Rengar): ??????????????  
[38:13] (Rengar) is asking for assistance  
[38:17] (Rengar) is asking for assistance  
[38:17] (Master Yi) has shut down (Vladimir)! (Bonus Bounty: 150G)  
[38:19] (Rengar): ATTACK MOVE  
[38:19] (Rengar): LOL  
[38:23] (Master Yi) has slain (Jinx) for a triple Kill!  
[38:25] Enemy team has scored an ace!  
[38:28] (Rengar) has started a surrender vote. Type /surrender Or /nosurrender  
[38:32] (Jinx): we just got soul  
[38:35] (Jinx): no surrender lol  
[38:39] (Rengar): we?  
[38:42] (Rengar): are you even apart of this game lol  
[38:54] (Zed) has shut down (Master Yi)! (Bonus Bounty: 300G)  
[39:18] (Vladimir): Void Staff - Need 432 gold  
[39:20] (Zed): she jsut needs items  
[39:21] (Rengar): theres a reason even tho me and mid have 30 kills combined we  
cant win  
[39:22] Surrender vote failed for your team 1/4.  
[39:27] (Rengar): its because a special someone isnt carrying their weight  
[39:54] (Vladimir) has slain (Teemo) for a double kill!  
[40:14] (Morgana) is on the way  
[40:51] (Zed) has targeted the Inner Turret (97%)  
[40:54] (Rengar): Baron Nashor - Spawning in 1:08  
[41:19] (Morgana) signals that enemies are missing  
[41:21] (Jinx): Guardian Angel - Need 495 gold  
[41:21] (Zed) is on the way  
[41:32] (Zed) is on the way

[41:47] (Rengar) is asking for assistance  
[41:47] (Rengar) is asking for assistance  
[41:51] (Rengar) is asking for assistance  
[42:00] (Vladimir) has targeted the Inner Turret (21%)  
[42:05] (Zed): R - 7s  
[42:15] (Zed) is on the way  
[42:56] (Vladimir) is on a killing spree!  
[43:01] (Teemo) has shut down (Morgana)! (Bonus Bounty: 150G)  
[43:08] (Vladimir) is on a rampage!  
[43:11] (Sivir) has shut down (Vladimir)! (Bonus Bounty: 150G)  
[43:13] (Morgana) purchased Locket of the Iron Solari  
[43:14] (Zed): vlads a god  
[43:17] (Zed): kekw  
[43:18] (Zed): nice  
[43:23] (Jinx): Elder Dragon - Spawning in 0:22  
[43:44] The enemy team has slain Baron Nashor!  
[43:56] (Jinx) is asking for assistance  
[44:04] (Zed) is asking for assistance  
[44:10] (Vladimir): Void Staff  
[44:10] (Jinx) is asking for assistance  
[44:11] (Vladimir): Sorcerer's Shoes  
[44:11] (Vladimir): Rabadon's Deathcap  
[44:24] (Zed): Vladimir Teleport - Ready  
[44:30] (Zed): Vladimir Teleport - Ready  
[44:46] (Jinx) is asking for assistance  
[44:50] (Teemo) has slain (Morgana) for a double kill!  
[44:54] (Rengar) has shut down (Teemo)! (Bonus Bounty: 150G)  
[44:58] (Morgana) has targeted (Master Yi)  
[44:59] (Morgana) signals to be careful  
[44:59] (Morgana) is on the way



[45:01] The enemy team has slain the Elder Dragon!  
[45:02] (Sivir) has shut down (Vladimir)! (Bonus Bounty: 150G)  
[45:05] Enemy team has stored an ace!  
[45:08] (Zed): gg  
[45:08] [All](Senna): gg  
[45:13] [All] (Zed): gg  
[45:21] [All] (Rengar): too bad our adc didnt connect this game  
[45:24] [All] Jinx (Jinx): gg  
[45:25] [All] (Rengar): mightve been winnable  
[45:29] [All] (Gangplank) better mid tbh\  
[45:40] [All] (Zed): tbh  
[45:41] [All] (Zed): really  
[45:41] [All] (Gangplank): gg  
[45:44] [All] (Sivir): gg

## **A.9 Transcript 009**

[00:23] (Elise): Boots of Mobility - Need 900 gold  
[00:27] (Elise) signals that enemies are missing  
[00:27] (Katarina): Forbidden Idol - Need 800 gold  
[00:27] (Elise) signals that enemies are missing  
[00:47] (Lucian): Olaf Resolve  
[00:47] (Lucian): Olaf Resolve  
[00:47] (Lucian): Olaf Resolve  
[00:57] (Elise): he has mr runes  
[00:58] (Elise): too  
[00:59] (Elise): L  
[01:25] (Elise) is on the way  
[01:33] (Lucian) signals that enemies are missing  
[01:33] (Elise) signals that enemies are missing

[01:48] (Elise) signals that enemies are missing  
[01:51] (Elise) signals that enemies are missing  
[01:52] (Elise) is asking for assistance  
[01:54] (Elise): Katarina Warding Totem (Trinket)  
[02:03] (Katarina) enemy has vision here  
[02:25] (Elise) is asking for assistance  
[02:25] (Leona) signals that enemies are missing  
[02:27] (Katarina) is on the way  
[02:33] (Lucian) enemy has vision here  
[02:45] (Elise) is on the way  
[02:46] (Elise) is on the way  
[02:48] (Elise): wait me  
[02:49] (Elise) signals to be careful  
[02:50] (Elise) signals to be careful  
[02:56] (Elise): Kai'Sa Cleanse  
[02:56] (Elise): Kai'Sa Cleanse  
[02:58] (Elise) is on the way  
[02:59] (Elise) is on the way  
[02:59] (Elise) is on the way  
[03:05] (Leona): Kai'Sa Flash  
[03:05] (Leona): Kai'Sa Cleanse  
[03:05] (Lucian); Kai'Sa Cleanse  
[03:05] (Lucian): Kai'Sa Flash  
[03:06] (Lucian): Leona Hexflash - 16s  
[03:10] (Elise) signals to be careful  
[03:12] (Elise) is asking for assistance  
[03:12] (Leona): Hexflash - I Is, Flash - 29's  
[03:15] (Lucian) is asking for assistance  
[03:20] (Elise) signals to be careful  
[03:20] (Elise) signals to be careful

[03:21] (Elise) signals to be careful  
[03:25] (Elise) is on the way  
[03:26] (Leona) signals that enemies are missing  
[03:26] (Leona) signals that enemies are missing  
[03:32] (Elise) is on the way  
[03:34] (Lucian) signals (Leona) to fall back  
[03:34] (Sett) has targeted (Olaf)  
[03:34] (Elise) is on the way  
[03:34] (Sett) has targeted (Olaf)  
[03:40] (Lucian): go roam  
[03:42] (Katarina): Q - ls  
[03:43] (Elise) is on the way  
[03:46] (Elise) has drawn first blood!  
[03:49] (Elise) has slain (Ryze) for a double kill!  
[03:53] (Lucian) signals that enemies are missing  
[03:54] (OLaf) has slain (Katarina) for a double kill!  
[04:00] (Elise): Thresh Ignite  
[04:00] (Elise): Thresh Flash  
[04:01] (Elise): Pyke Flash  
[04:04] (Elise) purchased Dark Seal  
[04:07] (Katarina) purchased Dark Seal  
[04:08] (Leona) is on the way  
[04:12] (Lucian) is on the way  
[04:26] (Lucian) is on the way  
[04:31] (Elise) signals to be careful  
[04:32] (Elise) signals to be careful  
[04:33] (Elise): olaf bot  
[04:40] (Lucian) signals to be careful  
[04:42] (Sett) is asking for assistance  
[04:45] (Elise) is on the way

[04:54] (Leona) is on the way  
[04:59] (Leona) purchased Control Ward  
[05:00] (Elise) signals to be careful  
[05:02] (Sett) enemy has vision here  
[05:08] (Lucian) purchased! Control Ward  
[05:15] (Elise) is asking for assistance  
[05:16] (Elise) is on the way  
[05:18] (Elise) is asking for assistance  
[05:20] (Elise) is on the way  
[05:21] (Sett) signals to be careful  
[05:25] (Leona) signals to be careful  
[05:26] (Lucian) signals to be careful  
[05:26] (Elise): Olaf - Level 6  
[05:26] (Elise): Olaf - Level 6  
[05:27] (Lucian) signals to be careful  
[05:27] (Lucian) signals to be careful  
[05:28] (Lucian): Thresh - Alive  
[05:28] (Leona) signals to be careful  
[05:28] (Elise): jg diff  
[05:30] (Sett) signals to be careful  
[05:35] (Leona) signals to be careful  
[05:41] (Elise) is on the way  
[05:41] (Lucian) signals to be careful  
[05:43] (Elise) is on the way  
[05:44] (Lucian): Thresh - Alive  
[05:44] (Lucian): Thresh - Alive  
[05:44] (Lucian): Thresh - Alive  
[05:44] (Elise) is on the way  
[05:45] (Lucian) signals that enemies are missing  
[05:45] (Elise) is on the way

[05:45] (Leona) is on the way  
[05:46] (Lucian) signals that enemies are missing  
[05:47] (Leona) is on the way  
[05:52] (Leona) enemy has vision here  
[06:05] (Elise) is on the way  
[06:05] (Elise) is on the way  
[06:10] (Elise) is asking for assistance  
[06:10] (Elise) is asking for assistance  
[06:11] (Elise) is asking for assistance  
[06:11] (Katarina) is on the way  
[06:12] (Elise) is asking for assistance  
[06:13] (Leona) is on the way  
[06:14] (Katarina) signals to be careful  
[06:14] (Leona) is on the way  
[06:17] (Elise) is on the way  
[06:18] (Elise) is on the way  
[06:23] (Lucian) is on the way  
[06:25] (Elise) is asking for assistance  
[06:26] (Elise) is asking for assistance  
[06:30] (Pyke) has shut down (Elise)! (Bonus Bounty: 150G)  
[06:31] (Elise) is on the way  
[06:35] (Lucian) has shut down (Olaf)! (Bonus Bounty: 200G)  
[06:37] (Elise): nic  
[06:38] (Lucian) has targeted the Rift Scuttler (100%)  
[06:49] (Leona) enemy has vision here  
[06:57] (Katarina) purchased Control Ward  
[06:58] (Elise) signals to be careful  
[07:00] (Elise): olaf rujnning straight bot  
[07:01] (Elise) signals to be careful  
[07:10] (Lucian): Olaf Flash

[07:10] (Lucian): Olaf Flash  
[07:10] (Lucian): Olaf Flash  
[07:18] (Sett) purchased Control Ward  
[07:24] (Leona) is on the way  
[07:27] (Lucian) is asking for assistance  
[07:30] (Leona): 1242 Gold  
[07:35] (Leona) purchased Control Ward  
[07:47] (Elise): Mordekaiser Teleport  
[07:47] (Elise): Mordekaiser Teleport  
[07:53] (Elise) signals to be careful  
[07:58] (Katarina): Mountain Drake - Alive  
[07:58] (Katarina): Mountain Drake - Alive  
[08:05] (Elise) signals to be careful  
[08:06] (Lucian): Essence Reaver - Need 441 gold  
[08:07] (Elise) is on the way  
[08:12] (Katarina) is on the way  
[08:14] (Elise) is on the way  
[08:16] (Elise) is on the way  
[08:17] (Elise) is on the way  
[08:18] (Elise) is on the way  
[08:19] (Elise): shov  
[08:20] (Elise): olaf top  
[08:21] (Sett) signals that enemies are missing  
[08:25] (Katarina): Mountain Drake - Alive  
[08:25] (Katarina): Mountain Drake - Alive  
[08:29] (Elise) signals to be careful  
[08:30] (Elise) signals to be careful  
[08:30] (Elise) signals to be careful  
[08:33] (Elise) is on the way  
[08:33] (Olaf) has captured Rift Herald!

[08:40] (Elise) is asking for assistance  
[08:41] (Elise) is asking for assistance  
[08:43] (Sett) has targeted (Olaf)  
[08:43] (Elise) signals that enemies are missing  
[08:47] (Olaf) has crushed the Eye of the Herald!  
[08:48] (Elise) is on the way  
[08:49] (Elise) is on the way  
[08:49] (Elise) is on the way  
[08:52] (Elise) has slain the Mountain Drake!  
[08:53] (Elise): Thresh Stopwatch  
[08:54] (Katarina) is on the way  
[08:57] (Elise) is on the way  
[08:57] (Elise) is on the way  
[08:59] (Elise) is on the way  
[08:59] (Elise) is on the way  
[09:02] (Lucian) enemy has vision here  
[09:06] (Sett): Mordekaiser Flash  
[09:06] (Sett): Mordekaiser Flash  
[09:08] (Sett): has r  
[09:12] (Sett): not the play d  
[09:15] (Sett) is on the way  
[09:17] (Sett) is on the way  
[09:18] (Sett) is on the way  
[09:19] (Sett) is on the way  
[09:22] (Elise): Olaf Flash  
[09:22] (Elise): Olaf Flash  
[09:23] (Lucian) signals to be careful  
[09:25] (Katarina) signals to be careful  
[09:27] (Lucian): 2223 Gold  
[09:30] (Elise) is asking for assistance

[09:31] (Lucian): Mana 9%

[09:32] (Elise) is on the way

[09:38] (Lucian) purchased Control Ward

[09:41] (Elise) signals to be careful

[09:43] (Katarina): Mordekaiser R

[09:43] (Katarina): Mordekaiser R

[09:50] (Elise) signals to be careful

[10:01] (Elise) purchased Control Ward

[10:01] (Leona) purchased Control Ward

[10:12] (Elise): shove mid i fu can

[10:13] (Elise): and come bot tower

[10:16] (Elise): Thresh Stopwatch

[10:17] (Elise): Thresh Stopwatch

[10:25] (Elise): Leona Ignite - Ready

[10:25] (Elise): Leona Ignite - Ready

[10:25] (Elise): Olaf - Alive

[10:25] (Elise): Olaf - Alive

[10:33] (Katarina) is on the way

[10:34] (Leona) enemy has vision here

[10:35] (Elise) is on the way

[10:41] (Elise) is on the way

[10:42] (Katarina) enemy has vision here

[10:58] (Elise) has targeted the Outer Turret (Plating 1/5)

[10:58] (Elise) has targeted the Outer Turret (Plating 1/5)

[11:01] (Elise) has targeted the Outer Turret (Plating 1/5)

[11:01] (Elise) has targeted the Outer Turret (Plating 1/5)

[11:07] (Elise) has destroyed the first turret! (Bonus Gold: 150G)

[11:08] (Leona): Thresh Flash [11:09] (Elise) signals to be careful

[11:10] (Leona) Ward Quest Complete! Completion Time: 1:11

[11:11] (Elise) is on the way



[11:11] (Elise) is on the way  
[11:13] (Elise): Olaf Spectre's Cowl  
[11:13] (Elise): Olaf Spectre's Cowl  
[11:13] (Elise): Olaf Kindlegem  
[11:14] (Lucian) is on the way  
[11:15] (Elise): lol  
[11:19] (Elise) is on the way  
[11:21] (Lucian) is on the way  
[11:22] (Elise) is on the way  
[11:22] (Lucian) is on the way  
[11:25] (Elise) is on the way  
[11:25] (Lucian) is on a killing spree!  
[11:26] (Katarina) is on the way  
[11:30] (Lucian) is on the way  
[11:31] (Lucian) has targeted the Outer Turret (Plating 4/5)  
[11:33] (Elise): Olaf Spectre's Cowl  
[11:33] (Elise): Olaf Kindlegem  
[11:33] (Elise): Olaf Kindlegem  
[11:42] (Elise) signals to be careful  
[11:48] (Lucian) signals that enemies are missing  
[11:52] (Lucian): Olaf Spectre's Cowl  
[11:52] (Lucian): Olaf Spectre's Cowl  
[11:52] (Lucian): Olaf Spectre's Cowl  
[11:52] (Lucian): Olaf Spectre's Cowl  
[11:52] (Lucian): Olaf Spectre's Cowl  
[11:52] (Lucian): Olaf Spectre's Cowl  
[11:52] (Lucian): Olaf Spectre's Cowl  
[11:52] (Lucian): Olaf Spectre's Cowl  
[11:52] (Lucian): Olaf Spectre's Cowl  
[11:52] (Lucian): Olaf Spectre's Cowl  
[11:53] (Lucian): Olaf Spectre's Cowl  
[11:57] (Leona) is on the way  
[12:04] (Elise) is asking for assistance  
[12:12] (Elise) signals that enemies are missing  
[12:12] (Leona) is asking for assistance

[12:12] (Katarina): Bilgewater Cutlass - Need 69 gold  
[12:12] (Lucian): thats a turbo virgin build  
[12:13] (Leona) is asking for assistance  
[12:15] (Elise) is asking for assistance  
[12:16] (Elise) is asking for assistance  
[12:16] (Elise) is asking for assistance  
[12:17] (Elise) is asking for assistance  
[12:18] (Leona) is on the way  
[12:19] (Elise) is asking for assistance  
[12:19] (Sett) signals that enemies are missing  
[12:27] (Elise) signals that enemies are missing  
[12:27] (Sett) is asking for assistance  
[12:43] (Lucian): no  
[12:43] (Elise): Cloud Drake - Spawning in 1:10  
[12:43] (Elise): Cloud Drake - Spawning in 1:10  
[12:44] (Elise): Cloud Drake - Spawning in 1:09  
[12:44] (Lucian): me mid  
[12:45] (Lucian): sett top  
[12:47] (Sett) is on the way  
[12:49] (Lucian): we dont win 2v1  
[12:51] (Katarina) is on the way  
[12:53] (Lucian): olaf will come and \*\*\*\* us  
[12:53] (Elise) purchased Control Ward  
[12:54] (Lucian): Mordekaiser R  
[12:54] (Lucian): Mordekaiser R  
[12:56] (Katarina) purchased Control Ward  
[12:56] (Elise): fight drg  
[12:57] (Leona) is on the way  
[12:59] (Elise): Morellonomicon - Need 1311 gold  
[13:00] (Katarina): Cloud Drake - Spawning in 0:53

[13:00] (Katarina): Cloud Drake - Spawning in 0:53  
[13:05] (Elise): Thresh Stopwatch  
[13:09] (Lucian): Kai'Sa Manamune  
[13:14] (Leona) purchased Control Ward  
[13:26] (Elise) is on the way  
[13:26] (Lucian) signals that enemies are missing  
[13:36] (Lucian) is asking for assistance  
[13:36] (Katarina) signals that enemies are missing  
[13:37] (Elise) is on the way  
[13:37] (Lucian) is on the way  
[13:46] (Elise) is on the way  
[13:55] (Elise) is on the way  
[13:55] (Elise) is on the way  
[13:59] (Elise) signals that enemies are missing  
[14:02] (Elise) is on the way  
[14:07] (Elise): Katarina Ignite - Ready  
[14:07] (Elise): Katarina Ignite - Ready  
[14:08] (Elise): Olaf - Alive  
[14:08] (Elise): Olaf - Alive  
[14:11] (Katarina) is on the way  
[14:15] (Olaf) has slain (Leona) for a double kill!  
[14:19] (Elise): lol  
[14:24] (Lucian) is defending the Outer Turret (89%)  
[14:31] (Lucian) is asking for assistance  
[14:32] (Elise): we dont want drag?  
[14:35] (Katarina) has stolen the Cloud Drake!  
[14:37] (Elise): nic  
[14:39] (Elise) is asking for assistance  
[14:47] (Lucian): Mordekaiser Teleport  
[14:47] (Lucian): Mordekaiser Teleport

[14:47] (Olaf) is on a killing spree!  
[14:47] (Lucian): Mordekaiser Teleport  
[14:48] (Lucian): Mordekaiser Teleport  
[14:48] (Lucian): Mordekaiser Teleport  
[15:13] (Elise): Mordekaiser Teleport  
[15:14] (Elise): Olaf Flash  
[15:24] (Lucian) has targeted the Outer Turret (32%)  
[15:25] (Elise) is on the way  
[15:29] (Lucian) has targeted the Outer Turret (32%)  
[15:37] (Elise) is asking for assistance  
[15:41] (Elise) is asking for assistance  
[15:44] (Leona) is on the way  
[15:46] (Lucian) is defending the Outer Turret (89%)  
[15:49] (Lucian) is on the way  
[15:52] (Lucian) signals to be careful  
[15:54] (Elise) has captured Rift Herald!  
[15:57] (Elise) signals to be careful  
[15:57] (Leona) is on the way  
[15:57] (Elise) signals to be careful  
[15:58] (Elise) signals to be careful  
[16:01] (Elise) signals that enemies are missing  
[16:07] (Lucian) signals that enemies are missing  
[16:09] (Elise) is asking for assistance  
[16:10] (Lucian) signals that enemies are missing  
[16:11] (Lucian) signals to be careful  
[16:12] (Lucian) signals to be careful  
[16:12] (Elise) is on the way  
[16:12] (Lucian) signals to be careful  
[16:13] (Lucian) signals that enemies are missing  
[16:15] (Elise) has crushed the Eye of the Herald!

[16:18] (Elise) is on the way  
[16:20] (Lucian) signals that enemies are missing  
[16:21] (Lucian) signals that enemies are missing  
[16:27] (Elise) is on the way  
[16:32] (Elise) is asking for assistance  
[16:33] (Katarina) is on the way  
[16:33] (Elise) is on the way  
[16:33] (Elise) is on the way  
[16:37] (Katarina) signals to be careful  
[16:43] (Leona): Ocean Drake - Spawning in 2:53  
[16:44] (Leona) is on the way  
[16:47] (Sett) is on the way  
[16:49] (Sett) purchased Control Ward  
[16:50] (Elise) signals that enemies are missing  
[16:52] (Leona) purchased Control Ward  
[16:55] (Lucian) purchased Control Ward  
[16:58] (Elise) is on the way  
[16:59] (Katarina): E - 6s  
[17:03] (Lucian): they rgonna just sac waves to fight us  
[17:13] (Elise): have to ignite olaf  
[17:14] (Elise): every fgiht  
[17:17] (Leona): Ignite - 106s  
[17:23] (Lucian) signals to be careful  
[17:27] (Elise) signals that enemies are missing  
[17:38] (Leona) is on the way  
[17:39] (Katarina): 1490 Gold  
[17:49] (Elise) is on the way  
[17:50] (Katarina) purchased Control Ward  
[17:52] (Elise) is on the way  
[17:54] (Elise): 100% towards Level 11

[18:08] (Leona) is asking for assistance  
[18:10] (Elise): Morellonomicon - Can purchase  
[18:11] (Lucian) signals to be careful  
[18:18] (Elise): get luc red  
[18:19] (Elise) is asking for assistance  
[18:20] (Elise) signals that enemies are missing  
[18:24] (Elise): Morellonomicon  
[18:28] (Elise) is asking for assistance  
[18:29] (Elise) is asking for assistance  
[18:34] (Elise) is asking for assistance  
[18:36] (Leona) is asking for assistance  
[18:36] (Elise) has targeted (Olaf)  
[18:38] (Sett) is on the way  
[18:49] (Elise) is on the way  
[18:49] (Elise) is asking for assistance  
[18:50] (Elise) is asking for assistance  
[18:55] (Sett) is on the way  
[18:56] (Sett) signals to be careful  
[18:58] (Leona): Ocean Drake - Spawning in 0:38  
[18:58] (Leona): Ocean Drake - Spawning in 0:38  
[18:58] (Leona): Ocean Drake - Spawning in 0:38  
[18:58] (Leona): Ocean Drake - Spawning in 0:38  
[19:00] (Lucian) is defending the Inner Turret (100%)  
[19:07] (Leona) Quest Complete! Completion Time: 19:07  
[19:07] (Elise) is asking for assistance  
[19:13] (Lucian): morde has tp  
[19:14] (Elise): Ocean Drake - Spawning in 0:22  
[19:15] (Elise): Ocean Drake = Spawning in 0:21  
[19:17] (Lucian) is on the way  
[19:17] (Elise): hes no r

[19:22] (Elise) signals that enemies are missing  
[19:29] (Sett) is asking for assistance  
[19:29] (Sett) is asking for assistance  
[19:30] (Sett) is asking for assistance  
[19:34] (Elise) signals to be careful  
[19:34] (Lucian) is on the way  
[19:37] (Elise) has targeted the Ocean Drake (94%)  
[19:39] (Elise) is on the way  
[19:39] (Elise) is on the way  
[19:42] (Elise) is on the way  
[19:44] (Elise) is on the way  
[19:52] (Elise) has slain the Ocean Drake!  
[19:55] (Sett) is on the way  
[19:58] (Lucian) signals to be careful  
[19:58] (Katarina) signals that enemies are missing  
[20:01] (Elise) is on the way  
[20:02] (Elise) is on the way  
[20:03] (Elise) is on the way  
[20:07] (Lucian) is on a rampage!  
[20:11] (Elise) is asking for assistance  
[20:12] (Elise) is asking for assistance  
[20:13] (Pyke) has slain (Leona) for a double kill!  
[20:14] (Elise) is asking for assistance  
[20:15] (Elise) is asking for assistance  
[20:17] (Katarina) has shut down (Pyke)! (Bonus Bounty: 150G)  
[20:21] (Olaf) is on a rampage!  
[20:30] (Leona) purchased Control Ward  
[20:34] (Elise): aksia ss  
[20:35] (Lucian) signals that enemies are missing  
[20:41] (Lucian): nice lucian bug

[20:43] (Lucian): my auto didnt do damage  
[20:45] (Lucian): but procced pta  
[20:46] (Lucian): lol  
[20:50] (Leona): Baron Nashor - Alive  
[20:50] (Leona): Baron Nashor - Alive  
[20:51] (Leona) is on the way  
[20:52] (Elise): Stopwatch  
[20:54] (Elise): stopwatch op  
[20:55] (Sett) is on the way  
[20:55] (Elise): vs their team  
[20:56] (Elise): Mordekaiser - Alive  
[20:57] (Elise): Pyke - Respawning in 0s  
[20:57] (Elise): Olaf - Alive  
[20:58] (Sett): drew top  
[21:10] (Elise) signals that enemies are missing  
[21:16] (Leona) is asking for assistance  
[21:18] (Elise) is on the way  
[21:35] (Elise) signals that enemies are missing  
[21:39] (Lucian) is on the way  
[21:42] (Elise) signals that enemies are missing  
[21:45] (Elise) is on the way  
[21:47] (Leona) is on the way  
[21:47] (Lucian): Mordekaiser Flash  
[21:48] (Lucian): Mordekaiser Flash  
[21:49] (Elise): Olaf Spirit Visage  
[21:51] (Lucian): Pyke Flash  
[21:51] (Lucian): Pyke Flash  
[22:01] (Lucian) is on the way  
[22:01] (Leona) is on the way  
[22:03] (Lucian) is on the way



[22:04] (Lucian) is on the way  
[22:05] (Elise) is on the way  
[22:05] (Elise) is on the way  
[22:06] (Katarina) has shut down (Pyke)! (Bonus Bounty: 150G)  
[22:08] (Elise) has targeted the Inner Turret (85%)  
[22:08] (Elise) has targeted the Inner Turret (84%)  
[22:12] (Elise): no wave celar  
[22:12] (Elise): on tehir comp  
[22:13] (Elise) is on the way  
[22:14] (Leona) is on the way  
[22:22] (Elise) Sett Teleport - Ready  
[22:22] (Elise) Sett Teleport - Ready  
[22:23] (Lucian) is asking for assistance  
[22:26] (Lucian) signals that enemies are missing  
[22:37] (Elise) has targeted (Olaf)  
[22:38] (Elise) is asking for assistance  
[22:39] (Elise) has targeted the Inhibitor Turret (75%)  
[22:48] (Lucian) signals to be careful  
[22:49] (Lucian) signals to be careful  
[22:49] (Lucian) is unstoppable!  
[22:49] (Elise) signals to be careful  
[22:50] (Lucian) signals to be careful  
[22:51] (Lucian) signals to be careful  
[22:52] (Lucian) signals to be careful  
[22:55] (Elise) signals that enemies are missing  
[22:57] (Mordekaiser) has shut down (Katarina)! (Bonus Bounty: 300G)  
[23:00] (Pyke) has slain (Leona) for a double kill!  
[23:02] (Lucian) has slain (Pyke) for a double kill!  
[23:05] (Lucian) has slain (Mordekaiser) for a triple kill!  
[23:12] (Elise): blue up

[23:14] (Leona): Ocean Drake - Spawning in 1:39  
[23:14] (Leona): Ocean Drake - Spawning in 1:39  
[23:15] (Leona): Ocean Drake - Spawning in 1:38  
[23:17] (Elise): p sure  
[23:22] (Lucian): i \*\*\*\* ur mom her  
[23:23] (Lucian): e  
[23:30] (Elise): wtf  
[23:31] (Lucian): jokes  
[23:38] (Elise): Ocean Drake - Spawning in 1:15  
[23:38] (Elise): Ocean Drake - Spawning in 1:15  
[23:38] (Elise): Ocean Drake - Spawning in 1:15  
[23:38] (Elise): Ocean Drake - Spawning in 1:15  
[23:39] (Elise): Ocean Drake - Spawning in 1:14  
[23:39] (Lucian): just joking dude  
[23:43] (Lucian) purchased Control Ward  
[23:53] (Lucian): ur literally balding  
[23:54] (Leona): Ocean Drake - Spawning in 0:59  
[23:54] (Leona): Ocean Drake - Spawning in 0:59  
[23:54] (Leona): Ocean Drake - Spawning in 0:59  
[23:55] (Lucian): im asian  
[23:55] (Elise): Sorcerer's Shoes - Need 619 gold  
[23:57] (Sett): Adaptive Helm - Need 315 gold  
[23:58] (Sett): Adaptive Helm - Need 313 gold  
[23:58] (Lucian): i dont lose hair till 70  
[23:58] (Leona) is asking for assistance  
User is no longer being Muted (Leona)  
User is no longer being Muted (Katarina)  
[24:01] (Leona) is asking for assistance  
[24:03] (Leona): Ocean Drake - Spawning in 0:50  
[24:03] (Leona): Ocean Drake - Spawning in 0:50

[24:04] (Elise) signals that enemies are missing  
[24:13] (Elise): Sorcerer's Shoes - Need 356 gold  
[24:14] (Elise) signals that enemies are missing  
[24:17] (Katarina): Ocean Drake - Spawning in 0:36  
[24:17] (Katarina): Ocean Drake - Spawning in 0:36  
[24:17] (Katarina): Ocean Drake - Spawning in 0:36  
[24:18] (Sett): Adaptive Helm - Need 201 gold  
[24:20] (Sett): Adaptive Helm - Need 17 gold  
[24:21] (Leona) purchased Control Ward  
[24:21] (Sett): Adaptive Helm - Need 16 gold  
[24:26] (Leona) is on the way  
[24:27] (Elise) signals that enemies are missing  
[24:34] (Elise): Olaf Stopwatch  
[24:34] (Elise): Olaf Stopwatch  
[24:34] (Elise): Mordekaiser Stopwatch  
[24:34] (Elise): Mordekaiser Stopwatch  
[24:36] (Elise) is asking for assistance  
[24:37] (Elise) is on the way  
[24:42] (Elise) is on the way  
[24:52] (Elise) is on the way  
[24:56] (Elise) is on the way  
[24:59] (Elise) is on the way  
[25:00] (Elise) has targeted (Mordekaiser)  
[25:01] (Elise) has targeted (Mordekaiser)  
[25:03] (Katarina) is on the way  
[25:14] (Katarina) has slain (Thresh) for a double kill!  
[25:17] (Lucian) has shut down (Olaf)! (Bonus Bounty: 450G)  
[25:17] (Elise) is on the way  
[25:19] (Lucian) signals that enemies are missing  
[25:23] (Katarina): Pyke Flash

[25:25] (Sett) is on the way  
[25:25] (Elise) is on the way  
[25:28] (Sett) is on the way  
[25:29] (Sett) is asking for assistance  
[25:29] (Elise) has slain the Ocean Drake!  
[25:29] (Lucian) has targeted the Red Inhibitor (100%)  
[25:30] (Sett) is asking for assistance  
[25:30] (Sett) signals to be careful  
[25:30] Ally team has claimed the Ocean Soul!  
[25:31] (Sett) is on the way  
[25:31] (Leona) is on the way  
[25:31] (Sett) is on the way  
[25:32] (Elise): ure really good at leona  
[25:33] (Sett): u guys  
[25:34] (Katarina): ty  
[25:35] (Elise): maybe pick it over lux XD  
[25:36] (Sett): are trolling [25:38] (Leona): its just  
[25:42] (Leona): counter pick  
[25:43] (Leona): vs yuumi garen  
[25:46] (Lucian): we get both  
[25:47] (Leona): no yuumi zed  
[25:48] (Katarina) is asking for assistance  
[25:50] (Katarina) signals to be careful  
[25:50] (Leona): which lux  
[25:52] (Leona): is really bad into  
[25:57] (Elise): Challenging Smite - 21s - 800 True Damage  
[25:59] (Elise): i belive u  
[26:04] (Elise): Challenging Smite - 14s - 800 True Damage  
[26:05] (Sett) signals that enemies are missing  
[26:06] (Kai'Sa) has shut down (Katarina)! (Bonus Bounty: 150G)

[26:08] (Lucian) has slain Baron Nashor!  
[26:11] (Lucian) is on the way  
[26:13] (Lucian): Statikk Shiv- Need 114 gold  
[26:15] (Katarina): ok u win some u lose some  
[26:16] (Katarina): mb  
[26:21] (Leona): i misplayed early and died to elise  
[26:23] (Katarina): Rabadon's Deathcap - Need 44 gold  
[26:24] (Leona): and zed just snowballs  
[26:30] (Leona): also  
[26:31] (Leona): zed  
[26:31] (Lucian): u can just say its my zed  
[26:32] (Leona): too clean  
[26:32] (Lucian): yea  
[26:33] (Leona): for me  
[26:33] (Lucian): ik  
[26:34] (Lucian): thx  
[26:35] (Elise): cant win em all  
[26:36] (Leona): yea  
[26:45] (Leona): i just will pick to counter zed yuumi  
[26:48] (Leona): like zilean  
[26:53] (Elise) is on the way  
[26:54] (Elise): their comp  
[26:55] (Elise): no wave clear  
[26:57] (Elise): can jsut end thortugh mid  
[26:57] (Elise): tbh  
[27:00] (Elise) is on the way  
[27:00] (Elise) is on the way  
[27:03] (Elise) is on the way  
[27:05] (Elise): arm  
[27:06] (Elise): let me poek

[27:08] (Elise) signals that enemies are missing  
[27:11] (Elise) signals that enemies are missing  
[27:12] (Elise) signals that enemies are missing  
[27:34] (Elise): i will faslh  
[27:34] (Elise): on  
[27:36] (Elise): mord  
[27:39] (Elise): chain  
[27:50] (Elise) has slain (Olaf) for a double kill!  
[27:53] (Katarina) signals that enemies are missing  
[27:55] (Lucian) is on the way  
[28:02] (Lucian) signals that enemies are missing  
[28:02] [All] (Pyke): ggwp  
[28:03] (Lucian): Katarina - Level 14  
[28:04] [All] (Leona): gg  
[28:04] (Kai'Sa) has shut down (Lucian)! (Bonus Bonus: 700G)  
[28:04] (Katarina): Lucian - Respawning in 50s  
[28:05] (Katarina): Lucian - Respawning in 50s  
[28:05] (Katarina): Lucian - Respawning in 50s  
[28:07] (Lucian) is legendary!

## **A.10 Transcript 010**

[00:28] (Aphelios) signals that enemies are missing  
[00:28] (Aphelios) signals that enemies are missing  
[00:31] (Aphelios) signals that enemies are missing  
[00:32] (Aphelios) signals that enemies are missing  
[00:33] (Aphelios) signals that enemies are missing  
[03:00] (Cassiopeia) purchased Control Ward  
[03:22] (Gragas) signals to be careful careful  
[03:22] (Gragas) signals to be careful careful

[03:26] (Gragas): Aphelios Warding Totem (Trinket)  
[03:27] (Gragas): Yuumi Warding Totem (Trinket)  
[03:29] (Yuumi): Warding Totem (Trinket) - 31s  
[03:31] (Yuumi): Cassiopeia Teleport - Ready  
[03:32] (Gragas) is on the way  
[03:38] (Gragas) is on the way  
[03:39] (Gragas) has targeted (Mordekaiser)  
[03:48] (Cassiopeia) is on the way  
[03:48] (Cassiopeia) is on the way  
[03:57] (Cassiopeia) has drawn first blood!  
[04:11] (Renekton) purchased Control Ward  
[04:22] (Cassiopeia) has targeted (Mordekaiser)  
[04:26] (Gragas) is on the way  
[04:27] (Cassiopeia) has targeted (Mordekaiser)  
[05:08] (Gragas) purchased Dark Seal  
[05:19] (Aphelios): \hit  
[05:20] (Aphelios): thr  
[05:21] (Aphelios): wier  
[05:22] (Aphelios) signals that enemies are missing  
[05:22] (Aphelios) signals that enemies are missing  
[05:23] (Gragas) is on the way  
[05:24] (Gragas) is on the way  
[05:25] (Gragas) is on the way  
[05:25] (Gragas) is on the way  
[05:27] (Gragas) is on the way  
[05:30] (Gragas) is on the way  
[06:19] (Renekton) is on a killing spree!  
[06:29] (Renekton) is on a rampage!  
[06:48] (Gragas) is on the way  
[06:48] (Gragas) is on the way

[06:49] (Gragas) is on the way  
[07:00] (Aphelios) signals that enemies are missing  
[07:14] (Gragas) purchased Control Ward  
[07:33] (Gragas) signals that enemies are missing  
[07:56] (Renekton) is unstoppable!  
[08:02] (Cassiopeia): Cho'Gath R  
[08:07] (Cassiopeia) signals that enemies are missing  
[08:07] (Gragas) is on a killing spree!  
[08:18] (Cassiopeia) purchased Control Ward  
[08:30] (Gragas) is on the way  
[08:48] (Gragas) signals to be careful  
[08:48] (Gragas) signals to be careful  
[08:53] (Gragas) has slain the Cloud Drake!  
[09:13] (Gragas) signals that enemies are missing  
[09:24] (Cassiopeia) is asking for assistance  
[09:27] (Cho'Gath) has slain (Cassiopeia) for a double kill!  
[09:38] (Yuumi) purchased Dark Seal  
[09:43] (Renekton) is dominating!  
[10:29] (Aphelios) has destroyed the first turret! (Bonus Gold: 150G)  
[10:32] (Cassiopeia): Zac - Alive  
[10:37] (Gragas) is on the way  
[10:50] (Yuumi) is on the way  
[10:54] (Cho'Gath) is on a killing spree!  
[11:01] (Cassiopeia): Cho'Gath Flash  
[11:02] (Cassiopeia): Cho'Gath Flash  
[11:03] (Cassiopeia): Conqueror  
[11:05] (Yuumi) Ward Quest Complete! Completion Time: 11:06  
[11:13] (Cassiopeia): Zac - Alive  
[11:26] (Aphelios) is on a killing spree!  
[11:50] (Cassiopeia) is on the way



[11:50] (Gragas) has targeted (Janna)  
[12:41] (Gragas) has captured Rift Herald!  
[12:56] (Cassiopeia) purchased Control Ward  
[12:59] (Gragas): Cho'Gath Flash  
[12:59] (Gragas): Cho'Gath Flash  
[13:12] (Aphelios) signals that enemies are missing  
[13:15] (Aphelios): 1581 Gold  
[13:18] (Aphelios): leave it pl;s  
[13:21] (Aphelios) is defending the Outer Turret (Plating 5/5)  
[13:28] (Gragas): Infernal Drake - Spawning in 0:25  
[13:38] (Gragas) purchased Control Ward  
[13:45] (Aphelios): Zac - Alive  
[13:45] (Aphelios): Zac - Alive  
[13:45] (Aphelios): Zac - Alive  
[13:46] (Aphelios) is on the way  
[13:47] (Aphelios) is on the way  
[13:47] (Gragas) is on the way  
[13:51] (Renekton) is godlike!  
[13:53] (Cassiopeia) is on the way  
[13:58] (Cassiopeia) is on the way  
[14:02] (Renekton) is legendary!  
[14:05] (Aphelios): Renekton - Alive  
[14:05] (Aphelios): Renekton - Alive  
[14:05] (Aphelios): Renekton - Alive  
[14:05] (Aphelios): Renekton - Alive  
[14:06] (Aphelios): Renekton - Alive  
[14:06] (Aphelios): Renekton - Alive  
[14:11] (Cassiopeia): Renekton R - 62s  
[14:12] (Gragas) has slain the Infernal Drake!  
[14:25] (Gragas) has crushed the Eye of the Herald!

[14:31] [All] (Mordekaiser): lmao

[14:31] (Gragas) has targeted the Red Brambleback (100%)

[14:53] (Aphelios): Runaan's Hurricane - Can purchase

[15:58] (Aphelios) signals to be careful

[16:11] (Aphelios) signals that enemies are missing

[16:39] (Renekton): guys

[16:43] (Renekton): need to macro properly to end

[16:46] (Renekton): dont extend game

[16:48] (Gragas) has targeted (Cho'Gath)

[16:49] (Cassiopeia) is on the way

[17:13] (Cassiopeia): Cho'Gath - Alive

[18:14] (Gragas) has targeted (Zac)

[18:17] (Yuumi) enemy has vision here

[18:18] (Yuumi) enemy has vision here

[18:18] (Aphelios) is on a rampage!

[18:46] (Cho'Gath) has shut down (Cassiopeia)! (Bonus Bounty: 150G)

[18:48] (Cassiopeia) is asking for assistance

[18:51] (Cho'Gath) has slain (Yuumi) for a double kill!

[18:59] (Yuumi) purchased Mejai's Soulstealer

[19:08] (Aphelios): Mountain Drake - Spawning in 0:04

[19:13] (Aphelios): nj

[19:26] (Gragas): Chilling Smite - 24s - 720 True Damage

[19:30] (Gragas) has slain the Mountain Drake!

[19:33] (Gragas): Rift Herald - Alive

[19:33] (Gragas): Rift Herald - Alive

[19:34] (Gragas) is on the way

[20:22] (Aphelios): Infinity Edge - Need 325 gold

[20:31] (Aphelios) is on the way

[20:31] (Aphelios) is on the way

[20:32] (Aphelios) is on the way

[20:33] (Aphelios): Infinity Edge - Need 177 gold  
[20:39] (Aphelios) signals that enemies are missing  
[20:39] (Aphelios) signals that enemies are missing  
[20:40] (Aphelios) signals that enemies are missing  
[20:43] (Cassiopeia) is on the way  
[20:44] (Gragas): Aphelios - Alive  
[20:50] (Aphelios): Infinity Edge - Need 100 gold  
[20:50] (Aphelios): Upcoming Weapon - Crescendum  
[20:58] (Renekton) has targeted the Baron Nashor (100%)  
[20:58] (Aphelios): Upcoming Weapon - Crescendum  
[21:00] (Gragas) is asking for assistance  
[21:03] (Gragas) is asking for assistance  
[21:04] (Aphelios): i get ie and red white  
[21:04] (Gragas): Aphelios - Alive  
[21:04] (Gragas): Aphelios - Alive  
[21:05] (Aphelios): we melt  
[21:18] (Cassiopeia) is asking for assistance  
[21:35] (Aphelios): Zac - Alive  
[21:35] (Aphelios): Zac - Alive  
[21:36] (Aphelios): Zac - Alive  
[21:36] (Aphelios): Zac - Alive  
[21:36] (Aphelios): Zac - Alive  
[21:36] (Aphelios): Zac - Alive  
[21:36] (Aphelios): Zac - Alive  
[21:42] (Gragas) is on the way  
[21:53] (Cassiopeia) is on the way  
[21:58] (Aphelios) is Unstoppable!  
[22:04] [All] (Cho'Gath): gg  
[22:08] (Aphelios) has slain (Vayne) for a double kill!  
[22:09] (Yuumi) Quest Complete! Completion Time 22:09  
[22:10] (Gragas) is on a rampage!

[22:17] Ally team has scored an ace!  
[22:20] (Aphelios) has slain Baron Nashor!  
[22:24] (Cassiopeia): Gragas - Alive  
[22:25] (Cassiopeia): Aphelios - Alive  
[22:28] (Aphelios) signals that enemies are missing  
[22:32] (Cassiopeia): gg

## A.11 Transcript 011

[00:22] (Pyke) is on the way  
[00:54] (Pyke): Jinx Flash  
[00:54] (Pyke): Jinx Heal  
[00:54] (Pyke): Lux Flash  
[00:59] (Pyke) signals to be careful  
[01:06] (Jarvan IV) is on the way  
[01:12] (Garen) signals to be careful  
[01:32] (Garen) signals to be careful  
[01:38] [All] (Garen): red  
[01:43] (Garen): red!!  
[01:53] (Jarvan IV): ty  
[03:00] (Lux) has drawn first blood!  
[03:21] (Jarvan IV): Warwick Flash  
[03:33] (Jarvan IV) purchased Control Ward  
[04:40] (Pyke) purchased Control Ward  
[05:00] (Miss Fortune) purchased Control Ward  
[05:28] (Pyke) signals to be careful  
[06:19] (Diana): bot push hard rn  
[06:21] (Diana): leona mid  
[06:51] (Jarvan IV) is on the way  
[06:55] [All] (Lux): report leona, jinx

[07:38] (Jarvan IV) has slain the Ocean Drake!

[08:45] (Pyke) Ward Quest Complete! Completion Time: 8:45

[08:54] (Pyke): Lux R

[09:03] (Jinx) has shut down (Jarvan IV)! (Bonus Bounty: 150G)

[09:09] (Pyke): warded

[09:17] [All] (Lux): pls report lonea, trying all game to drain my experience

[10:04] (Jarvan IV) is on the way

[10:12] (Garen) signals to be careful

[10:12] (Garen) signals to be careful

[10:25] (Miss Fortune): Warwick Flash

[10:26] (Pyke): Warwick R

[10:26] (Pyke): Warwick Flash

[10:31] (Pyke) signals to be careful

[10:49] (Pyke) signals to be careful

[11:08] (Jarvan IV) has captured Rift Herald!

[11:19] (Jarvan IV) is on the way

[11:28] (Jarvan IV) has crushed the Eye of the Herald!

[11:57] Ally team has destroyed the first turret! (Bonus Gold: 150G)

[12:02] (Warwick) has shut down (Jarvan IV)! (Bonus Bounty: 150G)

[12:43] (Jarvan IV) is on the way

[12:45] (Pyke) is on the way

[13:18] (Jarvan IV) has slain the Cloud Drake!

[13:44] (Jarvan IV) signals to be careful

[14:03] (Pyke) signals to be careful

[14:09] (Garen) signals to be careful

[14:10] (Garen) signals to be careful

[14:11] (Garen) signals to be careful

[14:15] (Garen) signals (Jarvan IV) to fall back

[14:16] (Pyke) purchased Control Ward

[14:29] (Pyke): Lux Flash

[14:42] (Garen) has (Leona) for a double kill!

[14:49] (Pyke) is on a killing spree!

[14:52] (Lux) has shut down (Pyke)! (Bonus Bounty:150G)

[14:52] (Pyke) signals that enemies are missing

[15:00] (Pyke): Lux Ignite

[15:02] (Pyke): Lux R

[15:38] (Pyke): Jinx Flash

[15:39] (Pyke): Jinx Heal

[16:14] (Leona) has shut down (Diana)! (Bonus Bounty: 150)

[16:36] (Pyke) signals to be careful

[16:38] (Garen) is on the way

[16:45] (Pyke) Quest Complete! Completion Time: 16:45

[16:46] (Garen) is on the way

[17:04] (Pyke): report me

[17:08] (Lux) has shut down (Miss Fortune)! (Bonus Bounty: 150G)

[17:27] (Pyke) signals to be careful

[17:32] (Pyke): Leona Flash

[17:34] (Pyke): Warwick Flash

[17:39] (Leona) has shut down (Garen)! (Bonus Bounty: 150G)

[17:55] (Miss Fortune): Mountain Drake - Spawning in 0:24

[18:20] (Jarvan IV) is asking for assistance

[18:22] (Diana) is on the way

[18:24] (Pyke) has shut down (Leona)! (Bonus Bounty: 150G)

[18:28] (Lux) is on a rampage!

[18:33] (Diana) has shut down (Lux)! (Bonus Bounty: 150G)

[18:35] (Miss Fortune): Aatrox Flash

[18:35] (Aatrox) has slain (Miss Fortune) for a double kill!

[18:46] (Jarvan IV) purchased Control Ward

[19:03] The enemy team has slain the Mountain Drake!

[19:55] (Jarvan IV) has targeted the Inner Turret (99%)

[19:55] (Jarvan IV) has targeted the Inner Turret (99%)  
[19:56] (Jarvan IV) has targeted the Inner Turret (99%)  
[19:57] (Jarvan IV) has targeted the Inner Turret (99%)  
[19:58] (Jarvan IV) has targeted the Inner Turret (99%)  
[19:59] (Jarvan IV) has targeted the Inner Turret (99%)  
[20:13] (Garen) signals to be careful  
[20:14] (Garen) signals to be careful  
[20:16] (Garen) signals to be careful  
[20:35] (Pyke) signals to be careful  
[20:41] (Miss Fortune) is on the way  
[21:05] (Miss Fortune): Warwick R  
[21:14] (Pyke) signals to be careful  
[21:55] (Pyke) has slain (Leona) for a double kill!  
[22:10] (Pyke) is on a rampage!  
[22:29] (Warwick) has shut down (Pyke)! (Bonus Bounty: 500G)  
[22:45] (Pyke): Duskblade of Draktharr - Need 299 gold  
[23:31] (Miss Fortune) signals that enemies are missing  
[23:49] (Garen) is on the way  
[23:53] (Garen) is on the way  
[24:00] (Garen) is on the way  
[24:10] (Diana) is asking for assistance  
[24:17] (Garen) is on the way  
[24:32] (Pyke) signals to be careful  
[24:37] The enemy team has slain the Mountain Drake!  
[24:46] (Diana) has slain (Aatrox) for a double kill!  
[24:51] (Warwick) is on a killing spree!  
[25:05] (Diana) is on a rampage!  
[25:26] (Miss Fortune) is on the way  
[26:00] (Garen) signals to be careful  
[26:16] (Miss Fortune) signals to be careful

[26:46] (Diana) is unstoppable!  
[28:20] (Jarvan IV) purchased Control Ward  
[28:39] (Jarvan IV) is on the way  
[28:40] (Jarvan IV) is on the way  
[28:46] (Jinx) has shut down (Diana)! (Bonus Bounty: 500G)  
[29:03] (Pyke) is on the way  
[29:03] (Miss Fortune) is on the way  
[29:22] (Pyke) is on a killing spree!  
[29:24] (Jarvan IV) is on the way  
[29:27] (Jarvan IV) is asking for assistance  
[29:28] | (Jarvan IV) is asking for assistance  
[29:29] (Jarvan IV) is asking for assistance  
[29:39] (Diana) is on the way  
[29:54] (Jarvan IV) has slain Baron Nashor!  
[29:57] (Garen) is on the way  
[29:59] (Jarvan IV) is on the way  
[30:03] (Garen) is on the way  
[30:20] (Jarvan IV) has slain the Mountain Drake!  
[31:35] (Pyke) is on a rampage!  
[31:50] [All] (Aatrox): report jinx

## **A.12 Transcript 012**

[02:18] (Caitlyn) is on the way  
[02:22] (Jarvan IV) is on the way  
[02:26] (Caitlyn) has drawn first blood!  
[02:32] (Jarvan IV) is on the way  
[02:35] (Jarvan IV) signals to be careful  
[03:11] (Caitlyn) is on the way  
[03:14] (Caitlyn): mid



[03:17] (Jarvan IV) has targeted (Vi)  
[03:18] (Lux) is on the way  
[03:18] (Jarvan IV) is asking for assistance  
[03:20] (Lux) signals that enemies are missing  
[03:20] (Fiora) signals everyone to back away from (Sett)  
[03:21] (Fiora) signals to be careful  
[03:21] (Lux) is on the way  
[03:22] (Lux) is on the way  
[03:22] (Fiora) signals to be careful  
[03:22] (Jarvan IV) is on the way  
[03:30] (Fiora) signals to be careful  
[03:33] (Jarvan IV) is on the way  
[03:40] (Caitlyn): gj  
[03:42] (Caitlyn) is asking for assistance  
[03:42] (Caitlyn) is asking for assistance  
[03:43] (Caitlyn) is asking for assistance  
[03:46] (Caitlyn): Senna Flash  
[03:46] (Caitlyn): Senna Heal  
[03:54] (Nautilus): senna f 8  
[04:00] (Jarvan IV) is on the way  
[04:02] (Jarvan IV) has targeted (Ashe)  
[04:17] (Caitlyn): Ashe Teleport  
[04:53] (Fiora): Sett Flash  
[04:53] (Fiora): Sett Flash  
[04:53] (Fiora): Sett Flash  
[04:53] (Fiona): Sett Flash  
[04:53] (Fiora): Sett Flash  
[04:53] (Fiora): Sett Flash  
[04:54] (Caitlyn) is on the way  
[04:54] (Lux) purchased Control Ward

[04:58] (Caitlyn) is asking for assistance  
[05:04] (Jarvan IV): Smite - 43s - 450 True Damage  
[05:04] (Jarvan IV): Smite - 42s - 450 True Damage  
[05:04] (Jarvan IV): Smite - 42s - 450 True Damage  
[05:06] (Caitlyn) is on the way  
[05:12] (Jarvan IV) signals to be careful  
[05:12] (Caitlyn) is asking for assistance  
[05:12] (Jarvan IV) signals to be careful  
[05:12] (Caitlyn) signals everyone to fall back from the Ocean Drake  
[05:14] (Caitlyn) signals to be careful  
[05:22] (Jarvan IV) purchased Control Ward  
[05:23] (Caitlyn) is asking for assistance  
[05:23] (Caitlyn) is asking for assistance  
[05:26] (Lux) signals to be careful  
[05:31] (Lux) signals to be careful  
[05:34] (Jarvan IV) enemy has vision here  
[05:38] (Nautilus): sett 945 senna f 8  
[05:42] (Jarvan IV) signals to be careful  
[05:53] (Caitlyn) is asking for assistance  
[05:54] (Caitlyn) is asking for assistance  
[06:02] (Fiora) signals that enemies are missing  
[06:06] (Fiora) signals that enemies are missing  
[06:07] (Fiora) signals that enemies are missing  
[06:07] (Jarvan IV) is on the way  
[06:09] (Fiona) signals that enemies are missing  
[06:14] (Jarvan IV) signals that enemies are missing  
[06:28] (Jarvan IV) is on the way  
[06:28] (Lux) signals to be careful  
[06:28] (Jarvan IV) has targeted (Vi)  
[06:28] (Nautilus) signals to be careful

[06:29] (Jarvan IV) is asking for assistance  
[06:31] (Fiora) signals that enemies are missing  
[06:36] (Caitlyn) is on the way  
[06:45] (Fiora) signals to be careful  
[06:46] (Fiora) signals to be careful  
[06:53] (Lux): 5 there  
[07:06] (Jarvan IV): Sett Teleport  
[07:06] (Jarvan IV): Sett Teleport  
[07:09] (Nautilus) purchased Control Ward  
[07:13] (Fiora): he didnt tp  
[07:14] The enemy team has slain the Ocean Drake!  
[08:31] (Lux) signals that enemies are missing  
[08:32] (Lux) signals that enemies are missing  
[08:34] (Fiora) signals that enemies are missing  
[08:35] (Senna) has shut down (Caitlyn)! (Bonus Bounty: 150G)  
[08:36] (Jarvan IV) signals to be careful  
[08:43] (Jarvan IV) is on the way  
[08:45] (Jarvan IV) is on the way  
[08:46] (Jarvan IV) is on the way  
[08:47] (Jarvan IV) is on the way  
[09:09] (Lux) purchased Control Ward  
[09:33] (Caitlyn) is on the way  
[09:37] (Jarvan IV) has captured Rift Herald!  
[09:44] (Jarvan IV) signals to be careful  
[10:02] (Caitlyn) is asking for assistance  
[10:06] (Jarvan IV): R - 28  
[10:35] (Fiora) signals that enemies are missing  
[10:35] (Fiora) signals that enemies are missing  
[10:36] (Fiora) signals that enemies are missing  
[10:37] (Fiora) signals to be careful

[10:52] (Jarvan IV) has shut down (Fizz)! (Bonus Bounty: 150G)  
[10:54] (Jarvan IV) has slain (Vi) for a double kill!  
[10:56] (Ashe) is on a killing Spree!  
[10:57] (Fiora): Sett Flash  
[10:57] (Fiora): Sett Flash  
[10:57] (Fiora): Sett Flash  
[10:58] (Fiora): Sett Flash  
[11:00] (Jarvan IV) has targeted (Ashe)  
[11:01] (Fiora): Teleport - 7s  
[11:04] (Fiora) is on the way  
[11:07] (Jarvan IV) signals to be careful  
[11:08] (Jarvan IV) has targeted the Outer Turret (Plating 3/5)  
[11:38] (Nautilus) Ward Quest Complete! Completion Time: 11:38  
[11:57] (Fiora) signals that enemies are missing  
[11:57] (Jarvan IV) is on the way  
[12:00] (Caitlyn) has targeted (Senna)  
[12:00] (Jarvan IV) is on the way  
[12:01] (Lux) signals to be careful  
[12:01] (Nautilus) signals to be careful  
[12:01] (Lux) signals to be careful  
[12:02] (Nautilus) signals (Jarvan IV) to fall back  
[12:03] (Nautilus) signals to be careful  
[12:05] (Fiora) signals to be careful  
[12:07] (Jarvan IV) signals that enemies are missing  
[12:09] (Jarvan IV): Fiora Teleport - Ready  
[12:09] (Jarvan IV): Fiora Teleport - Ready  
[12:10] (Caitlyn) is on the way  
[12:11] (Caitlyn): Fiora Teleport - Ready  
[12:18] (Jarvan IV) has crushed the Eye of the Herald!  
[12:18] (Caitlyn) is asking for assistance

[12:23] The enemy team has slain the Cloud Drake!

[12:28] (Fiora) is on the way

[12:34] (Jarvan IV) signals that enemies are missing

[12:34] (Jarvan IV) has targeted (Senna)

[12:44] (Caitlyn) is on the way

[12:45] (Jarvan IV) has targeted the Outer Turret (Plating 4/5)

[12:53] (Jarvan IV) is on the way

[13:07] (Jarvan IV) has shut down (Ashe)! (Bonus Bounty: 150)

[13:13] (Jarvan IV) has targeted the Outer Turret (Plating 1/5)

[13:16] (Caitlyn) has destroyed the first turret! (Bonus Gold: 150G) .

[13:17] (Lux): Fizz - Alive

[13:17] (Lux): Fizz - Alive

[13:18] (Jarvan IV) has targeted (Fizz)

[13:20] (Fizz) has shut down (Jarvan IV)! (Bonus Bounty: 400G)

[13:38] (Caitlyn) is on the way

[14:09] (Jarvan IV) has targeted the Blue Sentinel (100%)

[14:10] (Lux): Zhonya's Hourglass - Need 988 gold

[14:12] (Caitlyn) signals that enemies are missing

[14:15] (Nautilus) purchased Control Ward

[14:22] (Caitlyn): Rift Herald - Spawning in 1:14

[14:22] (Caitlyn) is on the way

[14:30] (Jarvan IV) is on the way

[14:39] (Jarvan IV) has targeted the Red Brambleback (62%)

[14:42] (Caitlyn) signals to be careful

[14:43] (Fiora) signals that enemies are missing

[14:45] (Caitlyn): Ashe Teleport

[14:45] (Caitlyn): Ashe Teleport

[14:45] (Caitlyn): Ashe Teleport

[14:47] (Jarvan IV) signals to be careful

[14:48] (Jarvan IV): Fizz - Alive

[14:48] (Jarvan IV): Fizz - Alive  
[14:50] (Jarvan IV) has targeted the Inner Turret (99%)  
[14:51] (Jarvan IV) has targeted the Inner Turret (99%)  
[14:52] (Jarvan IV) signals to be careful  
[14:55] (Caitlyn) is on the way  
[15:02] (Nautilus) enemy has vision here  
[15:14] (Jarvan IV) signals to be careful  
[15:29] (Caitlyn) is on the way  
[16:00] (Fiora) signals that enemies are missing  
[16:01] (Jarvan IV) is defending the Outer Turret (58%)  
[16:05] (Caitlyn) is on the way  
[16:07] (Fiora): Trinity Force - Need 409 gold  
[16:20] (Caitlyn) is asking for assistance  
[16:20] (Jarvan IV) has targeted the Outer Turret (40%)  
[16:21] (Jarvan IV) is on the way  
[16:24] (Caitlyn): Cloak of Agility - Can purchase  
[16:26] (Lux) purchased Control Ward  
[16:29] (Jarvan IV): Infernal Drake - Spawning in 0:55  
[16:29] (Jarvan IV): Infernal Drake - Spawning in 0:55  
[16:29] (Jarvan IV): Infernal Drake - Spawning in 0:55  
[16:38] (Jarvan IV) is asking for assistance  
[16:39] (Jarvan IV) is asking for assistance  
[16:44] (Jarvan IV) signals to be careful  
[16:46] (Caitlyn) is on the way  
[16:50] (Jarvan IV) is on the way  
[16:59] (Lux) signals that enemies are missing  
[17:00] (Jarvan IV) signals that enemies are missing  
[17:03] (Jarvan IV) is asking for assistance  
[17:09] (Jarvan IV) has captured Rift Herald!  
[17:11] (Caitlyn) is on the way

[17:13] (Fiora): Fizz - Alive  
[17:13] (Fiora): Vi - Alive  
[17:14] (Jarvan IV) is on the way  
[17:14] (Fiora) signals that enemies are missing  
[17:15] (Jarvan IV) has crushed the Eye of the Herald!  
[17:16] (Caitlyn): :)  
[17:16] (Jarvan IV) is asking for assistance  
[17:20] (Caitlyn) is on the way  
[17:29] (Jarvan IV) is on the way  
[17:34] (Jarvan IV) is on the way  
[17:50] (Caitlyn) is on a killing spree!  
[18:02] (Caitlyn) is on the way  
[18:05] (Jarvan IV) is asking for assistance  
[18:10] (Jarvan IV) signals to be careful  
[18:10] (Fiora) signals to be careful  
[18:11] (Jarvan IV) signals (Nautilus) to fall back  
[18:23] (Jarvan IV): Ashe Flash  
[18:23] (Jarvan IV): Ashe Flash  
[18:24] (Jarvan IV): Ashe Flash  
[18:29] (Nautilus): ashe f 2320  
[18:35] (Jarvan IV) has targeted (Sett)  
[18:35] The enemy team has slain the Infernal Drake!  
[18:38] (Nautilus) purchased Control Ward  
[18:54] (Caitlyn): Infinity Edge - Can purchase  
[19:32] (Caitlyn) signals that enemies are missing  
[19:37] (Caitlyn): Vi - Alive  
[19:39] (Caitlyn) signals (Nautilus) to fall back  
[19:42] (Lux): Sett Teleport  
[19:53] (Sett) has shut down (Caitlyn)! (Bonus Bounty: 350)  
[19:54] (Jarvan IV) has targeted the Inner Turret (99%)

[20:05] (Fiora) signals that enemies are missing  
[20:05] (Nautilus): sett tp 2545  
[20:09] (Jarvan IV) is asking for assistance  
[20:09] (Jarvan IV) is asking for assistance  
[20:10] (Jarvan IV) has targeted (Senna)  
[20:10] (Jarvan IV) is asking for assistance  
[20:11] (Jarvan IV) signals that enemies are missing  
[20:18] (Jarvan IV) is asking for assistance  
[20:24] (Jarvan IV) has targeted (Senna)  
[20:47] (Caitlyn) is on the way  
[20:52] (Lux): im just muting all and not following these pings that are getting me  
killed  
[20:59] (Jarvan IV) signals to be careful  
[21:01] (Nautilus) signals that enemies are missing  
[21:04] (Jarvan IV) signals to be careful  
[21:05] (Jarvan IV) signals to be careful  
[21:05] (Jarvan IV) signals to be careful  
[21:43] (Jarvan IV) has targeted the Inner Turret (100%)  
[21:44] (Jarvan IV): Infernal Drake - Spawning in 1:52  
[21:44] (Jarvan IV): Infernal Drake - Spawning in 1:52  
[21:47] (Caitlyn) is asking for assistance  
[21:58] (Caitlyn) is asking for assistance  
[22:05] (Jarvan IV) is on the way  
[22:09] (Nautilus) purchased Control Ward  
[22:17] (Jarvan IV) signals to be careful  
[22:18] (Jarvan IV) signals to be careful  
[22:25] (Jarvan IV) has targeted (Fizz)  
[22:30] (Caitlyn) signals to be careful  
[22:30] (Jarvan IV) signals to be careful  
[22:31] (Jarvan IV) signals to be careful



[22:44] (Jarvan IV) signals to be careful  
[22:51] (Caitlyn) is on the way  
[22:53] (Fiora) is on the way  
[22:55] (Jarvan IV) signals to be careful  
[22:58] (Jarvan IV) signals (Nautilus) to fall back  
[22:59] (Jarvan IV) signals to be careful  
[23:02] (Jarvan IV) signals to be careful  
[23:05] (Vi) is on a killing spree!  
[23:10] (Lux): just letting our teammates die 1 by 1?  
[23:20] (Vi) is on a rampage!  
[23:22] (Nautilus): Sett Flash  
[23:27] (Lux): how about not let our adc die jungler/top lane?  
[23:35] (Jarvan IV) has targeted (Senna)  
[23:41] (Caitlyn): Infernal Drake - Alive  
[23:41] (Caitlyn): Infernal Drake - Alive  
[23:41] (Caitlyn): Infernal Drake - Alive  
[23:56] (Nautilus): did senna f  
[23:59] (Nautilus): sett f 2820  
[23:59] (Jarvan IV) signals that enemies are missing  
[24:00] (Fiora) is asking for assistance  
[24:04] (Caitlyn) is on the way  
[24:10] (Caitlyn): Ashe - Alive  
[24:10] (Caitlyn): Ashe - Alive  
[24:10] (Caitlyn): Ashe - Alive  
[24:18] The enemy team has slain the Infernal Drake!  
[24:19] The enemy team has claimed the Infernal Soul!  
[24:22] (Jarvan IV) has started a surrender vote. Type /surrender or /nosurrender.  
[24:25] (Jarvan IV): dogshit mid sup  
[24:26] Surrender vote failed for your team 1 / 4.  
[24:27] (Jarvan IV): keep getting caught

[24:43] (Nautilus) Quest Complete! Completion Time: 24:44

[24:46] (Lux): why am i not surprised the jungler that watches our teammates die

[24:48] (Lux): is the one that wants to ff

[24:50] (Lux): fucking joke

[25:01] (Lux) purchased Control Ward

User is now being Muted (Lux)

User is now being Muted (Jarvan IV)

[25:31] (Fiora) signals that enemies are missing

[25:34] (Nautilus) signals to be careful

[25:35] (Jarvan IV): Caitlyn Farsight Alteration

[25:36] (Jarvan IV): Lux Farsight Alteration

[25:43] (Jarvan IV) has targeted (Vi)

[25:44] (Fiora) is asking for assistance

[25:48] (Lux) has shut down (Vi)! (Bonus Bounty: 500G)

[25:49] (Jarvan IV) has targeted the Inner Turret (39%)

[25:53] (Fiora) signals to be careful

[25:54] (Jarvan IV) is asking for assistance

[25:57] (Caitlyn) is asking for assistance

[25:57] (Fiora) signals (Nautilus) to fall back

[25:58] (Caitlyn) signals to be careful

[26:01] (Fiora) is on the way

[26:07] (Caitlyn) signals that enemies are missing

[26:18] (Jarvan IV) signals that enemies are missing

[26:19] (Jarvan IV) is asking for assistance

[26:23] (Jarvan IV) signals that enemies are missing

[26:31] (Lux) is on a killing spree!

[26:43] (Jarvan IV) signals to be careful

[26:44] (Fiora) signals to be careful

[26:47] (Jarvan IV) signals to be careful

[26:57] (Vi) has shut down (Lux)! (Bonus Bounty: 300G)

[27:19] (Jarvan IV) signals to be careful  
[27:20] (Jarvan IV) signals to be careful  
[27:34] (Fiora) signals that enemies are missing  
[27:50] (Jarvan IV) is asking for assistance  
[27:52] (Caitlyn) is on the way  
[27:55] (Fiora): Ravenous Hydra - Need 4 gold  
[28:01] (Nautilus) signals that enemies are missing  
[28:02] (Jarvan IV) signals to be careful  
[28:02] (Nautilus) signals that enemies are missing  
[28:03] (Caitlyn) signals to be careful  
[28:03] (Nautilus) signals that enemies are missing  
[28:07] (Jarvan IV) is on the way  
[28:13] (Fiora) is on the way  
[28:19] (Jarvan IV) is on the way  
[28:25] (Jarvan IV) is asking for assistance  
[28:25] (Jarvan IV) is asking for assistance  
[28:29] (Fizz) is on a killing spree!  
[28:38] (Fiora) is asking for assistance  
[28:46] (Caitlyn) has shut down (Fizz)! (Bonus Bounty: 300G)  
[28:56] Enemy team has scored an ace!  
[29:13] (Fiora) purchased Control Ward  
[29:15] (Caitlyn) is on the way  
[29:20] (Jarvan IV): Nautilus - Alive  
[29:20] (Jarvan IV): Nautilus - Alive  
[29:20] (Jarvan IV): Nautilus - Alive  
[29:22] (Jarvan IV): Gargoyle Stoneplate - Unable to purchase  
[29:22] (Jarvan IV): Gargoyle Stoneplate - Unable to purchase  
[29:23] (Jarvan IV): Gargoyle Stoneplate - Unable to purchase  
[29:24] (Fiora): Elder Dragon - Spawning in 0:55  
[29:24] (Fiora): Elder Dragon - Spawning in 0:55

[29:24] (Fiora): Elder Dragon - Spawning in 0:55  
[29:25] (Fiora): Elder Dragon - Spawning in 0:54  
[29:25] (Fiora): Elder Dragon - Spawning in 0:54  
[29:29] (Lux): Elder Dragon - Spawning in 0:50  
[29:29] (Lux): Elder Dragon - Spawning in 0:50  
[29:29] (Lux): Elder Dragon - Spawning in 0:50  
[29:29] (Lux): Elder Dragon - Spawning in 0:50  
[29:30] (Lux): Elder Dragon - Spawning in 0:49  
[29:30] (Lux): Elder Dragon - Spawning in 0:49  
[29:32] (Lux) purchased Control Ward  
[29:37] (Nautilus): Elder Dragon - Spawning in 0:42  
[29:42] (Jarvan IV) is on the way  
[29:43] (Jarvan IV) signals to be careful  
[29:43] (Jarvan IV) signals to be careful  
[29:44] (Caitlyn): Elder Dragon - Spawning in 0:35  
[29:44] (Caitlyn): Elder Dragon - Spawning in 0:35  
[29:44] (Jarvan IV) is asking for assistance  
[29:44] (Caitlyn): Elder Dragon - Spawning in 0:35  
[29:44] (Jarvan IV) is asking for assistance  
[29:46] (Caitlyn) signals that enemies are missing  
[29:47] (Caitlyn) signals to be careful  
[29:47] (Jarvan IV) signals to be careful  
[29:47] (Caitlyn) signals (Nautilus) to fall back  
[29:56] (Jarvan IV) signals to be careful  
[29:57] (Caitlyn) signals to be careful  
[29:58] (Jarvan IV) signals that enemies are missing  
[29:58] (Caitlyn) is on the way  
[30:01] (Jarvan IV) is asking for assistance  
[30:03] (Jarvan IV) is on the way  
[30:05] (Caitlyn) is on the way

[30:06] (Fiora) signals to be careful  
[30:14] (Nautilus) signals to be careful  
[30:23] (Caitlyn) has targeted (Fizz)  
[30:36] (Fiora) has shut down (Ashe)! (Bonus Bounty: 400G)  
[30:39] (Jarvan IV) signals to be careful  
[30:41] (Jarvan IV) has targeted (Fizz)  
[30:42] (Jarvan IV) has targeted (Fizz)  
[30:49] (Caitlyn) signals to be careful  
[30:49] (Caitlyn) signals everyone to fall back from the Elder Dragon  
[30:54] (Jarvan IV) has targeted the Nexus Turret (77%)  
[30:54] (Caitlyn): Lux R - Ready  
[30:54] (Caitlyn): Lux R - Ready  
[30:55] (Nautilus): Fiora Teleport - 201s  
[31:04] (Jarvan IV) has targeted the Nexus Turret (99%)  
[31:08] (Jarvan IV) signals everyone to back away from (Sett)  
[31:14] Enemy inhibitor respawning soon  
[31:19] (Fizz) is on a killing spree!  
[31:22] (Jarvan IV) is on the way  
[31:22] (Lux) has targeted the Nexus Turret (11%)  
[31:25] (Jarvan IV) is asking for assistance  
[31:26] (Jarvan IV) signals (Lux) to fall back  
[31:27] (Jarvan IV) signals (Lux) to fall back  
[31:28] (Jarvan IV) is asking for assistance  
[31:28] (Jarvan IV) is asking for assistance  
[31:34] (Caitlyn) is on the way  
[31:40] (Fizz) is on a rampage!  
[31:44] (Fizz) has slain (Jarvan IV) for a double kill!  
[31:46] (Jarvan IV) has targeted (Sett)  
[31:51] (Jarvan IV) has targeted (Ashe)  
[31:52] (Caitlyn) has targeted (Ashe)

[31:52] (Jarvan IV) has targeted (Ashe)  
[31:53] (Jarvan IV) has targeted (Fizz)  
[31:56] (Fizz) is dominating!  
[31:59] Enemy team has scored an ace!  
[32:01] (Nautilus): Fizz Flash  
[32:02] (Caitlyn) has started a surrender vote. Type /surrender or /nosurrender.  
[32:04] Surrender vote failed for your team 3 / 2.  
[32:06] (Nautilus): fizz f 37  
[32:06] (Fiora); Lux - Respawnning in 23s  
[32:06] (Fiora); Lux - Respawnning in 23s  
[32:15] (Lux) purchased Control Ward  
[32:17] The enemy team has slain the Elder Dragon!  
[32:49] The enemy team has slain Baron Nashor!  
[33:12] (Fiora) signals to be careful  
[33:15] (Caitlyn): Quicksilver Sash - Need 52 gold  
[33:31] (Jarvan IV) signals to be careful  
[33:39] (Jarvan IV): Fiora Teleport - 38s  
[34:02] (Caitlyn) is falling back from the Inner Turret  
[34:29] (Fiora): Sett Flash  
[34:29] (Fiona): Sett Flash  
[34:29] (Fora): Sett Flash  
[34:29] (Fora): Sett Flash  
[34:38] (Jarvan IV) has quit  
[34:49] (Fizz) is godlike!  
[34:50] (Fiora) has quit  
[34:53] (Nautilus): gg wp

## A.13 Transcript 013

[01:48] (Shyvana) has quit  
[01:57] Reconnected  
[02:47] (Zed) signals that enemies are missing  
[02:52] (Miss Fortune) has drawn first blood!  
[03:03] (Miss Fortune): Morgana Flash  
[03:29] (Shyvana) signals that enemies are missing  
[03:39] (Mordekaiser) is on the way  
[03:40] (Zed) is on the way  
[03:42] (Zed) is on the way  
[04:00] (Zed) has slain (Talon) for a double kill!  
[04:03] (Mordekaiser): worth  
[04:38] (Nautilus): Ping is 105 ms  
[04:40] (Mordekaiser): Camille Flash  
[04:49] (Nautilus) purchased Control Ward  
[04:57] (Nautilus): Ping is 54 ms  
[05:19] (Shyvana) signals to be careful  
[05:50] (Miss Fortune) purchased Control Ward  
[05:55] The enemy team has slain the Mountain Drake!  
[06:03] (Zed) is on the way  
[06:08] (Mordekaiser): Nautilus Flash - Ready  
[06:09] (Mordekaiser): Nautilus Ignite - Ready  
[06:12] (Zed) is on a killing spree!  
[06:17] (Nautilus) is on the way  
[06:19] (Zed) signals that enemies are missing  
[06:21] (Nautilus) is on the way  
[06:54] (Zed) signals to be careful  
[06:55] (Zed) signals to be careful  
[06:55] (Zed) signals to be careful

[06:56] (Zed) signals that enemies are missing  
[07:03] (Zed) signals that enemies are missing  
[07:15] [All] (Mordekaiser): howdy  
[07:15] (Miss Fortune) purchased Control Ward  
[07:26] (Mordekaiser) has targeted the Outer Turret (Plating 5/5)  
[07:27] (Mordekaiser) enemy has vision here  
[07:48] (Miss Fortune) that enemies are missing  
[07:52] (Nautilus) signals that enemies are missing  
[07:57] (Miss Fortune) signals that enemies are missing  
[07:58] (Zed) signals that enemies are missing  
[07:59] (Zed) signals that enemies are missing  
[08:00] (Nautilus) signals that enemies are missing  
[08:01] (Zed) signals that enemies are missing  
[08:19] (Miss Fortune) signals that enemies are missing  
[08:20] (Nautilus) signals that enemies are missing  
[09:06] (Olaf) has captured Rift Herald!  
[09:06] (Talon) has shut down (Zed)! (Bonus Bounty: 300G)  
[09:16] (Mordekaiser): Olaf - Level 7  
[09:52] (Miss Fortune) is on the way  
[09:53] (Zed) is on the way  
[09:54] (Zed) signals that enemies are missing  
[09:54] (Miss Fortune) is asking for assistance  
[09:56] (Nautilus) is on the way  
[09:59] (Miss Fortune) signals that enemies are missing  
[09:59] (Miss Fortune) signals that enemies are missing  
[10:10] (Miss Fortune): Ocean Drake - Spawning in 0:46  
[10:10] (Miss Fortune): Ocean Drake - Spawning in 0:46  
[10:10] (Miss Fortune): Ocean Drake - Spawning in 0:46  
[10:10] (Miss Fortune): Ocean Drake - Spawning in 0:46  
[10:11] (Zed) signals that enemies are missing



[10:12] (Zed) signals that enemies are missing  
[10:16] (Zed) is on the way  
[10:24] (Miss Fortune) is on the way  
[10:26] (Zed) is on the way  
[10:32] (Zed) is on the way  
[10:43] (Zed): Ocean Drake - Spawning in 0:13  
[10:43] (Zed): Ocean Drake - Spawning in 0:13  
[10:46] (Zed) is asking for assistance  
[10:50] (Miss Fortune): gj ty  
[10:57] (Zed) is on the way  
[10:58] (Zed) has targeted the Ocean Drake (100%)  
[11:11] (Shyvana) has slain the Ocean Drake!  
[11:24] (Miss Fortune) is on a killing spree!  
[11:24] (Nautilus): Olaf Eye of the Herald  
[11:29] (Nautilus): 1120 Gold  
[11:35] (Nautilus) purchased Control Ward  
[11:56] (Miss Fortune): gj top  
[12:23] (Zed): Talon Ignite  
[12:24] (Zed): Talon Ignite  
[12:25] (Miss Fortune) signals that enemies are missing  
[12:26] (Miss Fortune) signals that enemies are missing  
[12:26] (Nautilus) signals that enemies are missing  
[12:27] (Zed) is defending the Outer Turret (Plating 4/5)  
[12:28] (Zed) is defending the Outer Turret (Plating 4/5)  
[12:28] (Zed) is defending the Outer Turret (Plating 4/5)  
[12:35] (Nautilus) is on the way  
[12:37] (Nautilus) is on the way  
[12:43] (Nautilus) is on the way  
[12:52] (Olaf) has crushed the Eye of the Herald!  
[12:56] (Shyvana): 1569 Gold

[13:01] (Zed) is on the way  
[13:04] (Zed): Mordekaiser Teleport - Ready  
[13:06] (Zed) is defending the Outer Turret (Plating 2/5)  
[13:08] (Mordekaiser): Teleport - Ready  
[13:14] (Zed) is on the way  
[13:16] (Zed) is on the way  
[13:20] (Shyvana) signals to be careful  
[13:20] (Shyvana) signals to be careful  
[13:26] (Shyvana) signals to be careful  
[13:30] (Zed) is on the way  
[13:30] (Zed): Ping is 20 ms  
[13:33] (Zed) has targeted the Outer Turret (Plating 4/5)  
[13:41] (Nautilus): Oracle Lens - 20s  
[13:53] (Mordekaiser) signals that enemies are missing  
[13:53] (Shyvana) signals that enemies are missing  
[14:00] (Mordekaiser) is defending the Outer Turret (29%)  
[14:07] (Zed) has targeted the Outer Turret (7%)  
[14:09] (Zed) is defending the Outer Turret (17%)  
[14:13] (Zed) has destroyed the first turret! (Bonus Gold: 150G)  
[14:16] (Zed) is on the way  
[14:18] (Miss Fortune) is on a rampage!  
[14:25] (Miss Fortune) signals to be careful  
[14:26] (Zed) signals to be careful  
[14:26] (Zed) signals to be careful  
[14:27] (Shyvana) signals that enemies are missing  
[14:27] (Shyvana) signals that enemies are missing  
[14:31] (Zed) is asking for assistance  
[14:36] (Zed) is on a killing spree!  
[14:54] (Talon) has shut down (Zed)! (Bonus Bounty: 300G)  
[14:56] (Zed): Talon Ignite

[14:56] (Zed): Talon Flash  
[15:06] (Mordekaiser) has targeted the Outer Turret (64%)  
[15:20] (Miss Fortune): Cloud Drake - Spawning in 0:52  
[15:20] (Miss Fortune): Cloud Drake - Spawning in 0:52  
[15:20] (Miss Fortune): Cloud, Drake - Spawning in 0:52  
[15:35] (Mordekaiser): Cloud Drake - Spawning in 0:37  
[15:35] (Mordekaiser): Cloud Drake - Spawning in 0:37  
[15:39] (Mordekaiser) signals to be careful  
[15:43] (Miss Fortune) purchased Control Ward  
[15:46] (Shyvana): Cloud Drake - Spawning in 0:26  
[15:48] (Shyvana): 1403 Gold  
[15:50] (Shyvana) is on the way  
[15:58] (Zed): R - 13s  
[16:00] (Zed) is on the way  
[16:04] (Shyvana) purchased Control Ward  
[16:10] (Mordekaiser) signals that enemies are missing  
[16:11] (Shyvana) signals that enemies are missing  
[16:11] (Mordekaiser) is asking for assistance  
[16:12] (Zed) has targeted (Olaf)  
[16:12] (Shyvana) is on the way  
[16:18] (Nautilus) Ward Quest Complete! Completion Time: 16:19  
[16:19] [All] (Mordekaiser): ?  
[16:21] (Miss Fortune) is on the way  
[16:25] (Zed): Talon - Alive  
[16:26] (Zed): Talon - Alive  
[16:26] (Nautilus) has targeted the Cloud Drake (82%)  
[16:34] (Shyvana) has slain the Cloud Drake!  
[16:38] (Mordekaiser): 2733 Gold  
[16:39] (Zed) has targeted (Talon)  
[16:48] (Zed) has targeted the Outer Turret (18%)

[16:52] (Zed): R - 8s  
[17:08] [All] (Mordekaiser): Imao  
[17:10] [All] (Zed): ?  
[17:17] (Zed) is on the way  
[17:17] (Miss Fortune) is unstoppable!  
[17:25] (Miss Fortune): Morgana Flash  
[17:28] (Mordekaiser) is on a killing spree!  
[17:30] (Zed): MY GBOYT  
[17:31] (Zed): MORD.  
[17:35] (Zed): we just runnin \*\*\*  
[17:35] (Zed): lol  
[17:52] [All] (Mordekaiser): just ff you landfill  
[17:55] (Shyvana) purchased Control Ward  
[18:06] (Zed) is on a killing spree!  
[18:10] (Nautilus) purchased control Ward  
[18:12] (Miss Fortune) is on we way  
[18:21] (Mordekaiser): is on a rampage!  
[18:27] [All] (Mordekaiser): hammer down  
[18:40] (Mordekaiser) is on the way  
[18:45] (Miss Fortune) is on the way  
[18:47] (Zed) is on a rampage!  
[18:53] (Nautilus) has captured Rift Herald!  
[18:54] (Mordekaiser) has targeted the Inner Turret (92%)  
[18:58] (Miss Fortune) is on the way  
[18:59] (Nautilus) is on the way  
[19:02] (Miss Fortune) is on the way  
[19:15] (Camille) has shut down (Zed)! (Bonus Bounty: 400G)  
[19:16] (Zed): Camille Flash  
[19:16] (Zed): Camille Flash  
[19:30] (Mordekaiser) is unstoppable!

[19:40] (Miss Fortune) is dominating!

[19:50] [All] (Mordekaiser): yeah run cowards

[19:53] [All] (Mordekaiser): feasn death

[20:24] (Talon) has shut down (Mordekaiser)! (Bonus Bounty: 500G)

[20:27] (Zed) is on the way

[20:41] (Zed) has slain (Lucian) for a double kill!

[20:43] (Camille) has shut down (Miss Fortune)! (Bonus Bounty: 650G)

[20:45] (Zed) has slain (Camille) for a triple kill!

[20:53] (Olaf) has slain (Nautilus) for a double kill!

[21:00] (Miss Fortune): Cloud Drake - Spawning in 0:35

[21:00] (Miss Fortune): Cloud Drake - Spawning in 0:35

[21:00] (Mordekaiser): Cloud Drake - Spawning in 0:35

[21:09] (Nautilus): Eye of the Herald - 104 seconds remaining

[21:17] (Zed) is on the way

[21:20] (Zed) purchased Control Ward

[21:22] (Shyvana): Cloud Drake - Spawning in 0:13

[21:28] (Mordekaiser): R - Ready

[21:28] (Mordekaiser): Olaf - Alive

[21:31] (Zed) is on the way

[21:32] (Nautilus) purchased Control Ward

[21:33] (Zed): Olaf R

[21:33] (Zed): Olaf R

[21:33] (Zed): Olaf R

[21:38] (Zed) is on the way

[21:39] (Shyvana) is on the way

[21:39] (Zed): Talon - Alive

[21:40] (Zed): Talon - Alive

[21:41] (Shyvana): Chilling Smite - Ready - 680 True Damage

[21:52] The enemy team has stolen the Cloud Drake

[21:56] (Miss Fortune): Shyvana Chilling Smite

[21:56] (Miss Fortune): Shyvana Chilling Smite  
[21:56] (Miss Fortune): Shyvana Chilling Smite  
[21:57] (Nautilus) is on the way  
[22:06] (Talon) has shut down (Zed)! (Bonus Bounty: 300G)  
[22:10] [All] (Morgana): ?  
[22:18] (Mordekaiser): Nautilus Eye of the Herald  
[22:18] (Mordekaiser): Nautilus Eye of the Herald  
[22:21] [All] (Zed): im just havin fun at this point lol  
[22:22] (Shyvana) has targeted the Inhibitor Turret (100%)  
[22:28] (Nautilus) has crushed the Eye of the Herald!  
[22:39] [All] (Lucian): i still dont Know why talon roamed at lvl 2 to botlane  
[22:48] (Olaf) has shut down (Shyvana)! (Bonus Bounty: 300G)  
[22:52] [All] (Lucian) so he could feed fb to mf and than lose lane for being behind  
immediately  
[23:18] (Miss Fortune) is on the way  
[23:37] (Mordekaiser) is on the way  
[23:51] (Mordekaiser) signals to be careful  
[23:51] (Mordekaiser) is asking for assistance  
[23:53] (Miss Fortune) is on the way  
[24:05] (Miss Fortune): Olaf - Alive  
[24:05] (Miss Fortune): Olaf - Alive  
[24:05] (Miss Fortune): Olaf - Alive  
[24:06] (Miss Fortune): Olaf - Alive  
[24:06] (Miss Fortune): Olaf - Alive  
[24:06] (Miss Fortune): Olaf - Alive  
[24:15] (Zed) is asking for assistance  
[24:18] (Mordekaiser) is on the way  
[24:18] (Zed) is on the way  
[24:20] (Miss Fortune): Olaf - Alive  
[24:21] (Miss Fortune): Olaf - Alive

[24:21] (Miss Fortune): Olaf - Alive  
[24:21] (Miss Fortune): Olaf - Alive  
[24:33] (Zed) has slain (Talon) for a double kill!  
[24:54] (Mordekaiser) has slain (Morgana) for a double kill!  
[25:02] (Shyvana): Lucian Heal  
[25:03] (Shyvana): Lucian Flash  
[25:07] (Nautilus) has targeted the Red Inhibitor (53%)  
[25:08] (Nautilus) has targeted the Red Inhibitor (86%)  
[25:26] (Miss Fortune) signals to be careful  
[25:26] (Olaf) has shut down (Mordekaiser)! (Bonus Bounty: 150G)  
[25:27] (Miss Fortune) signals to be careful  
[25:29] (Zed) is on the way  
[25:30] (Zed) is on the way  
[25:35] (Mordekaiser): like justy listen  
[25:38] (Mordekaiser): i called baron  
[25:47] (Mordekaiser): you bafoons int instead  
[26:01] (Miss Fortune): Cloud Drake - Spawning in 0:52  
[26:01] (Miss Fortune): Cloud Drake - Spawning in 0:52  
[26:01] (Miss Fortune): Cloud Drake - Spawning in 0:52  
[26:01] (Miss Fortune): Cloud Drake - Spawning in 0:52  
[26:02] (Nautilus) purchased Control Ward  
[26:13] (Mordekaiser) is asking for assistance  
[26:22] (Miss Fortune) signals to be careful  
[26:24] (Zed) is on the way  
[26:25] (Miss Fortune): Cloud Drake - Spawning in 0:28  
[26:25] (Miss Fortune): Cloud Drake - Spawning in 0:28  
[26:30] (Miss Fortune): gj  
[26:36] (Olaf) is on a killing spree!  
[26:50] (Mordekaiser) signals that enemies are missing  
[26:51] (Mordekaiser) signals that enemies are missing

[26:51] (Mordekaiser) signals that enemies are missing  
[26:55] (Miss Fortune): Cloud Drake - Alive  
[26:55] (Miss Fortune): Cloud Drake - Alive  
[26:55] (Miss Fortune): Cloud Drake - Alive  
[26:55] (Miss Fortune): Cloud Drake - Alive  
[26:55] (Zed) is on the way  
[26:55] (Miss Fortune): Cloud Drake - Alive  
[27:08] (Olaf) has shut down (Zed)! (Bonus Bounty: 300G)  
[27:11] (Olaf) has slain (Miss Fortune) for a double kill!  
[27:15] (Zed): why  
[27:16] (Mordekaiser): Shyvana - Alive  
[27:16] (Mordekaiser): Shyvana - Alive  
[27:16] (Mordekaiser): Shyvana - Alive  
[27:16] (Nautilus) has shut down (Olaf)! (Bonus Bounty: 200G)  
[27:16] (Mordekaiser): Shyvana - Alive  
[27:16] (Mordekaiser): Shyvana - Alive  
[27:17] (Mordekaiser): Shyvana - Alive  
[27:17] (Zed): dint you help me  
[27:25] (Mordekaiser): JUST LISTEN  
[27:27] (Zed): Shyvana Chilling Smite - Ready  
[27:27] (Zed): Shyvana Chilling Smite - Ready  
[27:33] (Miss Fortune): ult over  
[27:35] (Nautilus): Shyvana R - Ready  
[27:36] (Nautilus): Shyvana R - Ready  
[27:40] (Zed) is asking for assistance  
[27:40] (Zed) is asking for assistance  
[27:40] (Miss Fortune) is on the way  
[27:41] (Miss Fortune) is on the way  
[27:41] (Miss Fortune) is on the way  
[27:42] (Miss Fortune) is on the way



[27:44] (Miss Fortune): Shyvana - Alive  
[27:44] (Miss Fortune): Shyvana - Alive  
[27:44] (Zed) is asking for assistance  
[27:45] (Zed) signals that enemies are missing  
[27:45] (Zed) signals that enemies are missing  
[27:53] (Shyvana) has stolen the Cloud Drake!  
[28:04] (Zed) is on the way  
[28:07] (Nautilus) signals to be careful  
[28:18] (Nautilus): Baron Nashor - Alive  
[28:23] (Nautilus): Cloud Drake - Spawning in 4:31  
[28:43] (Miss Fortune): Olaf - Alive  
[28:43] (Miss Fortune): Olaf - Alive  
[28:43] (Nautilus): Baron Nashor - Alive  
[28:43] (Miss Fortune): Olaf - Alive  
[28:43] (Miss Fortune): Olaf - Alive  
[28:44] (Miss Fortune): Olaf - Alive  
[28:45] (Nautilus): Baron Nashor - Alive  
[29:07] (Mordekaiser) has targeted the Baron Nashor (100%)  
[29:08] (Mordekaiser) has targeted the Baron Nashor (100%)  
[29:08] (Mordekaiser) has targeted the Baron Nashor (100%)  
[29:08] (Miss Fortune) is on the way  
[29:11] (Nautilus) has targeted the Baron Nashor (100%)  
[29:25] (Shyvana) has slain Baron Nashor!  
[30:10] (Nautilus) has targeted (Olaf)  
[30:14] (Zed): R - 14s  
[30:20] (Nautilus) Quest Complete! Completion Time: 30:20  
[30:24] (Zed): R - 5s  
[30:39] (Nautilus) purchased Control Ward  
[31:04] (Miss Fortune): Shyvana - Respawnning In 41s  
[31:04] (Miss Fortune): Shyvana - Respawnning in 41s

[31:04] (Miss Fortune): Shyvana - Respawning in 41s  
[31:10] (Olaf) has slain (Miss Fortune) for a double kill!  
[31:11] (Miss Fortune): shyv, go ap next time,  
[31:13] Enemy inhibitor respawning soon  
[31:14] [All] (Nautilus): gg bad  
[31:15] (Zed) is on a killing spree!  
[31:19] (Shyvana): ik  
[31:21] (Shyvana): trying ad now  
[31:28] [All] (Mordekaiser): gg  
[31:28] [All] (Zed): ez  
[31:29] (Miss Fortune): how's it werkin for ya?  
[31:29] [All] (Miss Fortune): gg

#### **A.14 Transcript 014**

[00:10] (Jax) is on the way  
[00:12] (Jax) is on the way  
[00:17] (Jax): i have stun  
[00:21] (Darius): E - Not learned yet  
[00:22] (Darius): W - Not learned yet  
[00:23] (Darius): Q - Not learned yet  
[00:40] (Draven) has drawn first blood!  
[01:39] (Darius) signals that enemies are missing  
[01:41] (Jax) is on the way  
[01:44] (Jax): karma come  
[01:45] (Jax) is asking for assistance  
[01:54] (Jax) is on the way  
[03:05] (Jax) signals that enemies are missing  
[03:11] (Jax): she might be coming for my blue  
[03:11] (Darius) signals that enemies are missing

[03:33] (Karma): nice  
[03:38] (Talon) has targeted (Anivia)  
[03:39] (Talon) has targeted (Anivia)  
[03:46] (Talon): no egg  
[03:51] (Jax): ok  
[04:15] (Talon) purchased Control Ward  
[04:16] (Jax) is asking for assistance  
[04:50] (Talon): Anivia Flash  
[04:50] (Talon): Anivia Ignite  
[04:53] (Karma) signals to be careful  
[05:07] (Jax) is on the way  
[05:08] (Jax) is on the way  
[05:10] (Jax) is on the way  
[05:11] (Jax) is on the way  
[05:19] (Jax) is asking for assistance  
[05:21] (Jax) is asking for assistance  
[05:21] (Talon) signals that enemies are missing  
[05:22] (Jax) is asking for assistance  
[05:45] (Jax) is asking for assistance  
[05:52] (Talon) is on the way  
[06:31] (Talon) signals that enemies are missing  
[06:44] (Darius) is asking for assistance  
[06:48] (Vayne): 4  
[07:06] (Jax) is asking for assistance  
[07:20] (Karma) is on the way  
[07:22] (Jax) is on the way  
[07:23] (Jax) is on the way  
[07:26] (Talon) is asking for assistance  
[07:27] (Talon) is asking for assistance  
[07:27] (Karma) is on the way

[07:36] (Talon) has shut down (Anivia)! (Bonus Bounty: 150G)  
[07:45] (Jax) has slain the Infernal Drake!  
[08:11] (Darius) is asking for assistance  
[08:21] (Jax): i can gank top after blue  
[08:26] (Talon) is on the way  
[08:27] (Jax) has targeted the Honeyfruit (100%)  
[08:48] (Karma): Draven Flash  
[08:49] (Vayne): R - Ready  
[08:50] (Vayne): Flash - Ready  
[08:50] (Vayne): Heal - Ready  
[08:51] (Vayne): Bilgewater Cutlass - Ready  
[09:12] (Talon) has targeted (Riven)  
[09:20] (Riven) has shut down (Talon)! (Bonus Bounty: 150G)  
[09:23] (Draven) lost 194G worth of Adoration stacks from that death!  
[09:32] [All] (Vayne): oh  
[09:33] [All] (Vayne): i'm bad  
[09:38] (Talon) purchased Control Ward  
[09:40] (Talon): bruh they all so low  
[09:59] (Vayne) has targeted Anivia  
[10:12] (Karma) purchased Control Ward  
[10:14] (Jax) signals to be careful  
[10:31] (Jax) is on the way  
[10:34] (Jax) is asking for assistance  
[10:35] (Jax) is on the way  
[10:42] (Talon): Darius - Alive  
[10:42] (Talon): Darius - Alive  
[10:54] (Riven) is on a rampage!  
[11:00] (Darius): one day jax will hlep me  
[11:03] (Jax): Talon Serrated Dirk  
[11:03] (Jax): Talon Serrated Dirk

[11:03] (Jax): Talon Serrated Dirk  
[11:06] (Talon): how did u even lose  
[11:08] (Talon): to riv  
[11:12] (Darius): ganks  
[11:19] (Talon) signals that enemies are missing  
[11:20] (Talon) is on the way  
[11:22] (Jax) is on a killing spree!  
[11:26] (Draven) has shut down (Jax)! (Bonus Bounty: 150G)  
[11:35] (Karma) Ward Quest Complete! Completion Time: 11:35  
[11:43] (Jax) purchased Control Ward  
[11:47] (Jax): drag 1 min  
[11:55] (Vayne): we have a lead bot  
[11:57] (Riven) has captured Rift Herald!  
[11:58] (Jax): be ready for dragon  
[11:59] (Vayne): coming top is a waste  
[12:03] (Vayne): going\*  
[12:09] (Talon) has shut down (Riven)! (Bonus Bounty: 400G)  
[12:10] (Vayne) signals that enemies are missing  
[12:14] (Karma) is on the way  
[12:20] (Jax) is on the way  
[12:28] (Vayne) is asking for assistance  
[12:36] (Karma): Warding Totem (Trinket) - 154s  
[12:37] (Jax) is on the way  
[12:38] (Jax) is on the way  
[12:52] (Jax) signals to be careful  
[13:00] (Vayne) is asking for assistance  
[13:01] (Talon) is on the way  
[13:03] (Riven) has crushed the Eye of the Herald!  
[13:05] (Jax) is on the way  
[13:06] (Jax) has targeted (Draven)

[13:08] (Jax) has targeted (Draven)  
[13:15] (Talon) is on a killing spree!  
[13:18] (Xin Zhao) has shut down (Talon)! (Bonus Bounty: 300G)  
[13:23] (Jax) is on the way  
[13:27] (Riven) has destroyed the first turret! (Bonus Gold: 150G)  
[13:28] (Talon) signals that enemies are missing  
[13:35] (Vayne) has targeted the Outer Turret (Plating 3/5)  
[13:35] (Jax) has slain the Cloud Drake!  
[13:36] (Vayne) has targeted the Outer Turret (Plating 3/5)  
[13:55] (Jax) is asking for assistance  
[13:59] (Talon): Anivia - Level 8  
[13:59] (Talon): Anivia - Level 8  
[14:01] (Talon) signals to be careful  
[14:02] (Talon) signals to be careful  
[14:03] (Talon) signals to be careful  
[14:05] (Jax) signals to be careful  
[14:06] (Karma) is on the way  
[14:06] (Jax) signals to be careful  
[14:06] (Jax) signals to be careful  
[14:25] (Vayne): Flash - 1s  
[14:26] (Jax) has targeted the Outer Turret (59%)  
[14:26] (Vayne): R - 30s  
[14:31] (Vayne) signals to be careful  
[14:43] (Jax) signals to be careful  
[14:47] (Draven) has shut down (Karma)! (Bonus Bounty: 150G)  
[14:48] (Karma) signals that enemies are missing  
[14:49] (Karma) signals that enemies are missing  
[14:51] (Karma): Xin Zhao Flash  
[14:56] (Jax): they get bot  
[15:01] (Talon) has shut down (Draven) (Bonus Bounty: 200G)

[15:03] (Vayne) is on the way  
[15:08] (Jax) has targeted the Inner Turret (100%)  
[15:11] (Talon) signals that enemies are missing  
[15:15] (Talon): OK VAYNE OK  
[15:16] (Xin Zhao) has shut down (Vayne)! (Bonus Bounty: 150G)  
[15:17] (Talon): aw  
[15:20] (Vayne): FUCK  
[15:25] (Vayne): Their models were stacked  
[15:26] (Talon): nt  
[15:27] (Vayne): couldn't auto him  
[15:46] (Jax) is on the way  
[15:50] (Jax) is asking for assistance  
[15:52] (Vayne) is on the way  
[16:18] (Jax): care riven mid  
[16:26] (Vayne): I can 1v1 her noiw as  
[16:41] (Jax) signals to be careful  
[16:44] (Talon): holy fk the amount of cc  
[16:44] (Jax) is asking for assistance  
[16:53] (Talon) purchased Control Ward  
[16:55] (Vayne) is defending the Outer Turret (98%)  
[16:58] (Vayne) is defending the Outer Turret (98%)  
[17:00] (Talon): thought we coulda fought that  
[17:00] (Talon): mb  
[17:01] (Vayne) signals to be careful  
[17:09] (Jax) is asking for assistance  
[17:27] (Vayne): Anivia - Level 9  
[17:28] (Vayne): 57% towards Level 11  
[17:31] (Jax) is on the way  
[17:43] (Talon) is on the way  
[17:45] (Jax): letse get ready for rift

[17:59] (Karma) is on the way  
[17:59] (Vayne) signals to be careful  
[18:06] (Jax) is on the way  
[18:07] (Jax) is on the way  
[18:07] (Jax) is asking for assistance  
[18:08] (Jax) signals to be careful  
[18:09] (Jax) signals to be careful  
[18:10] (Jax) signals to be careful  
[18:12] (Vayne) is on the way  
[18:17] (Vayne) is on the way  
[18:18] (Jax) is asking for assistance  
[18:23] (Talon): Ocean Drake - Spawning in 0:11  
[18:23] (Talon): Ocean Drake - Spawning in 0:11  
[18:24] (Jax): rift then dragon  
[18:30] (Jax) is asking for assistance  
[18:33] (Jax) has captured Rift Herald!  
[18:35] (Karma) has targeted the Outer Turret (63%)  
[18:36] (Vayne): they on it  
[18:37] (Vayne): gogo  
[18:43] (Vayne) is asking for assistance  
[18:44] The enemy team has slain the Ocean Drake!  
[18:47] (Jax) is on the way  
[18:47] (Jax) is on the way  
[18:57] (Anivia) is on a killing spree!  
[19:04] (Vayne): Darius Teleport - Ready  
[19:04] (Talon): Riven - Alive  
[19:05] (Talon): Riven - Alive  
[19:15] (Talon) signals that enemies are missing  
[19:16] (Talon) signals that enemies are missing  
[19:17] (Talon): LOL



[19:25] (Karma) Quest Complete! Completion Time: 19:26  
[19:26] (Vayne): riven is fun  
[19:27] (Karma): seriously  
[19:28] (Jax) is on the way  
[19:30] (Karma): what a tard champ  
[19:32] (Karma) purchased Ardent Censer  
[19:48] (Jax) purchased Control Ward  
[19:57] (Vayne) is on the way  
[19:58] (Jax): group middle and i have rift herlad  
[19:58] (Vayne) signals to be careful  
[20:00] (Vayne) is on the way  
[20:40] (Jax) is asking for assistance  
[20:41] (Jax) is asking for assistance  
[20:43] (Jax) is on the way  
[20:47] (Vayne) is on a killing spree!  
[20:47] (Talon) is on the way  
[20:53] (Vayne) is on the way  
[20:56] (Talon) has shut down (Riven)! (Bonus Bounty: 150G)  
[21:01] (Talon) has slain (Xin Zhao) for a double kill!  
[21:04] (Vayne) is on the way  
[21:05] (Vayne) is on the way  
[21:13] (Jax) is asking for assistance  
[21:14] (Jax) is asking for assistance  
[21:16] (Jax) is on the way  
[21:18] (Jax) has crushed the Eye of the Herald!  
[21:20] (Vayne) is on the way  
[21:35] (Vayne): Heal - Ready  
[21:37] (Vayne): mb  
[21:41] (Vayne): thought you'd live  
[21:42] (Karma): it's fine

[22:03] (Jax) is on the way  
[22:04] (Jax) is on the way  
[22:09] (Jax) is on a killing spree!  
[22:52] (Jax): Ocean Drake - Spawning in 0:53  
[22:56] (Jax) is asking for assistance  
[23:05] (Darius) signals to be careful  
[23:06] (Vayne) is asking for assistance  
[23:06] (Vayne) is asking for assistance  
[23:07] (Vayne) is on the way  
[23:08] (Vayne) is on the way  
[23:22] (Riven) has slain (Darius) for a double kill!  
[23:23] (Vayne): lol that cc  
[23:26] (Vayne): I couldn't even flash  
[23:26] (Vayne): her r  
[23:32] (Talon) is on a killing spree!  
[23:49] (Vayne): more surprised her team was in drag pit to back her up  
[23:53] The enemy team has slain the Ocean Drake!  
[24:21] (Karma) purchased Control Ward  
[24:34] (Jax) is asking for assistance  
[24:47] (Karma) signals to be careful  
[24:47] (Karma) signals to be careful  
[25:03] (Riven) has shut down (Jax)! (Bonus Bounty: 400G)  
[25:11] (Talon) is on a rampage!  
[25:12] (Vayne) is asking for assistance  
[25:13] (Draven) is on a killing spree!  
[25:16] (Draven) has slain (Darius) for a double kill!  
[25:20] (Jax) has targeted (Anivia)  
[25:22] (Anivia) has shut down (Talon)! (Bonus Bounty: 200G)  
[25:25] (Talon): Darius - Respawning in 33s  
[25:25] (Talon): Darius - Respawning in 33s

[25:26] (Talon): Darius - Respawning in 33s  
[25:28] (Talon): top diff  
[25:28] (Talon): yikes  
[25:30] (Vayne) has shut down (Eggnivia)! (Bonus Bounty: 300G)  
[25:33] (Vayne) is on the way  
[25:36] (Jax) purchased Control Ward  
[25:37] (Karma): he got camped  
[25:57] The enemy team has slain Baron Nashor!  
[26:08] (Jax) is on the way  
[26:13] (Karma) signals that enemies are missing  
[26:45] (Jax) is asking for assistance  
[26:46] (Jax) is asking for assistance  
[27:02] (Darius) has shut down (Draven)! (Bonus Bounty: 450G)  
[27:04] (Riven) is on a rampage!  
[27:08] (Riven) has slain (Jax) double kill!  
[27:10] (Karma) has shut down (Riven)! (Bonus Bounty: 450G)  
[27:23] (Jax) 3 barons down  
[27:46] (Jax) signals to be careful  
[27:46] (Jax) signals to be careful  
[28:18] (Karma) purchased Control Ward  
[28:21] (Darius): Ocean Drake - Spawning in 0:33  
[28:34] (Jax) is on the way  
[28:35] (Jax) is on the way  
[28:36] (Jax) signals to be careful  
[28:37] (Jax) is asking for assistance  
[28:59] The enemy team has slain the Ocean Drake!  
[29:08] (Vayne): why  
[29:10] (Vayne): are we just  
[29:13] (Vayne): giving every obj  
[29:18] (Jax): darius went bot

[29:31] (Vayne): guess we just lose  
[29:34] (Talon): Draven Flash  
[29:34] (Talon): Draven Flash  
[29:34] (Talon): Draven Heal  
[29:41] (Jax): if we group we have a chance  
[29:46] (Jax): convince darius  
[29:54] (Vayne) is defending the Inhibitor Turret (100%)  
[30:01] (Jax) signals that enemies are missing  
[30:03] (Vayne): Quicksilver Sash - Can purchase  
[30:03] (Jax) signals that enemies are missing  
[30:05] (Vayne): Quicksilver Sash - Can purchase  
[30:06] (Vayne): Quicksilver Sash - Can purchase  
[30:06] (Vayne): Quicksilver Sash - Can purchase  
[30:19] (Talon) is on the way  
[30:50] (Vayne): Imao.  
[31:02] (Jax) is asking for assistance  
[31:04] (Vayne): (NULL BOX)  
[31:07] (Vayne) is defending the Inhibitor Turret (100%)  
[31:07] (Vayne) is defending the Inhibitor Turret (100%)  
[31:10] (Vayne) is defending the Inhibitor Turret (100%)  
[31:18] (Vayne): we have  
[31:20] (Vayne): 0 wave clear  
[31:22] (Jax) is on the way  
[31:30] (Talon) is on the way  
[31:30] (Talon) is on the way  
[31:45] (Talon) signals that enemies are missing  
[31:45] (Talon) signals that enemies are missing  
[31:55] (Vayne) is on the way  
[31:55] (Karma) signals that enemies are missing  
[31:58] (Jax) is on the way

[32:00] (Jax) is on the way  
[32:01] (Karma): god fucking dammit  
[32:08] (Riven) is on a killing spree!  
[32:12] (Talon): its over  
[32:16] (Vayne) has shutdown (Bonus Bounty: 300G)  
[32:20] (Riven) has shut down (Darius)!(Bonus Bounty: 200G)  
[32:36] (Riven) is unstoppable!  
[32:39] (Vayne): Imao  
[32:39] (Talon) has shut down (Riven)! (Bonus Bounty: 600G)  
[32:41] (Vayne): she's just  
[32:42] (Vayne): too fed  
[32:56] (Jax) is asking for assistance  
[32:57] (Jax) is asking for assistance  
[32:58] (Jax): Riven - Respawning in 37s  
[33:00] (Jax): we have to baron  
[33:02] (Jax): to have a chance  
[33:03] (Jax): NOW  
[33:06] (Vayne): we have no siege potential  
[33:07] (Vayne): we just lose  
[33:14] (Vayne) is asking for assistance  
[33:16] (Talon) signals that enemies are missing  
[33:16] (Talon) signals that enemies are missing  
[33:17] The enemy team has slain Baron Nashor!  
[33:17] (Talon) signals that enemies are missing  
[33:17] (Talon) signals that enemies are missing  
[33:18] (Talon) is on the way  
[33:19] (Talon) signals that enemies are missing  
[33:20] (Vayne): my guy  
[33:26] (Vayne): you said it yourself then went mid to clear waves  
[33:39] (Jax) is on the way

[33:41] (Karma): Ocean Drake - Spawning in 0:19  
[33:41] (Karma): Ocean Drake - Spawning in 0:19  
[33:41] (Karma): Ocean Drake - Spawning in 0:19  
[33:41] (Karma): Ocean Drake - Spawning in 0:19  
[33:42] (Jax): drag 20  
[33:46] (Jax) is on the way  
[33:48] (Jax) is asking for assistance  
[33:50] (Jax) is asking for assistance  
[33:51] (Talon): pick  
[33:52] (Jax) signals to be careful  
[33:53] (Jax) signals to be careful  
[33:54] (Talon) is asking for assistance  
[33:57] (Talon) is on the way  
[34:06] (Draven) is on a killing spree!  
[34:19] (Vayne) has started a surrender vote. Type /surrender or /nosurrender  
[34:19] The enemy has slain the Ocean Drake!  
[34:20] The enemy has claimed the Ocean Soul!  
[34:29] (Talon): Draven Guardian Angel  
[34:29] (Talon): Draven Guardian Angel  
[34:30] (Talon): Riven Guardian Angel  
[34:30] (Talon): Riven Guardian Angel  
[34:41] (Talon) signals that enemies are missing  
[34:42] (Talon) signals that enemies are missing  
[34:42] (Talon) signals that enemies are missing  
[34:50] (Riven) has slain (Vayne) for a double kill!  
[34:52] (Talon): wtf jax  
[34:53] (Talon): LMAO  
[34:53] Your team agreed to a surrender with 4 votes for and 0 against  
[34:55] (Vayne): ahhhh  
[34:56] (Vayne): gg

[35:00] [All] (Xin Zhao): Gg

[35:00] (Karma): fuck u

[35:01] (Karma): dar

[35:05] (Vayne) has quit

## A.15 Transcript 015

[01:07] (Miss Fortune) signals to be careful

[01:10] (Miss Fortune) signals that enemies are missing

[01:11] (Miss Fortune) signals that enemies are missing

[01:22] [All] (Jax): duke ultra

[01:31] [All] (Zed): si?

[01:38] [All] (Jax): sounds like the type of person to go 15/0 in lane and still lose the game eal

[01:40] (Miss Fortune) signals to be careful

[02:05] (Zed) has drawn first blood!

[02:12] (Jax): Ayee nice dude

[02:14] (Katarina) purchased Control Ward

[02:17] (Jax): I cant believe you got him there

[02:19] (Jax): wp

[02:26] (Katarina) i poop on zed's

[02:28] [All] (Zed): ity

[02:29] (Jax) LOL!

[02:30] (Katanina) its my thing

[02:38] (Aatrox) signals that enemies are missing

[03:02] (Leona) signals to be careful

[03:28] (Jax): Damn nice

[03:39] (Jax) signals to be careful

[03:39] (Jax) is on the way

[03:40] (Jax) is on the way

[03:42] (Jax) is asking for assistance  
[03:58] (Miss Fortune) has targeted (Brand)  
[04:03] (Leona): cant dive  
[04:04] (Leona): yet  
[04:36] (Jax) signals to be careful  
[04:43] (Jax): 000 boi  
[04:45] (Katarina) signals that enemies are missing  
[04:46] (Jax): AA i love you  
[04:50] (Jax): but dont stand there waiting to die  
[04:51] (Jax): LOL LEVEL UP!  
[04:53] (Katarina) signals to be careful  
[05:06] (Leona): zed mia  
[05:09] (Jax): yo Aatrox  
[05:11] (Jax): back bro  
[05:16] (Katarina) is on a killing spree!  
[05:24] (Leona) purchased Control Ward  
[05:28] (Aatrox): lol sry < 3  
[05:28] (Katarina): srry  
[05:35] (Jax): No prob bb ily  
[05:37] (Miss Fortune): can let her die with that bounty  
[05:40] (Miss Fortune): cant  
[05:52] (Jax) is asking for assistance  
[06:31] (Katarina) signals that enemies are missing  
[06:33] (Jax) is on the way  
[06:37] (Aatrox) signals that enemies are missing  
[06:46] (Miss Fortune) signals that enemies are missing  
[06:49] (Miss Fortune) is asking for assistance  
[07:36] (Zed) has shut down (Katarina)! (Bonus Bounty: 300G)  
[07:40] (Jax) is on a killing spree!  
[07:43] (Jax): Zed Flash



[07:43] [All] (Zed): lol  
[07:59] [All] (Katarina): why did u not take tower agro/  
[08:02] (Katarina) purchased Control Ward  
[08:37] (Jax): NICE!!!  
[08:54] (Katarina) is on the way  
[08:58] (Katarina) is on the way  
[08:59] (Katarina) is on the way  
[09:07] (Jax) signals to be careful  
[09:08] (Jax) signals to be careful  
[09:11] (Jax): zed going bot  
[09:12] (Jax): zed going bot  
[09:14] (Jax): zed going bot  
[09:16] (Jax) signals to be careful  
[09:16] (Katarina) signals to be careful  
[09:16] (Jax) signals to be careful  
[09:44] (Miss Fortune): wtf  
[09:46] (Miss Fortune): i was  
[09:49] (Miss Fortune): just bursted  
[09:50] [All] (Zed): why bait'  
[09:53] (Miss Fortune): from half hp  
[09:53] (Leona) Ward Quest Complete! Completion Time: 9:54  
[09:54] (Miss Fortune): to full  
[09:56] [All] (Zed): i knew she was still around  
[09:57] (Miss Fortune): nothing  
[10:23] (Miss Fortune): should've jist played ashje  
[10:26] (Miss Fortune): Berserker's Greaves - Need 9 gold  
[10:40] (Jax) is asking for assistance  
[10:49] (Jax) is asking for assistance  
[10:50] (Jax) is asking for assistance  
[10:53] (Jax) is asking for assistance

[10:53] (Jax) is asking for assistance  
[11:03] (Jax) is on a rampage!  
[11:17] (Jax) is asking for assistance  
[11:18] (Aatrox) signals to be careful  
[11:22] (Katarina) is on the way  
[11:26] (Jax) is unstoppable!  
[11:29] (Yasuo) has shut down (Aatrox)! (Bonus Bounty: 150G)  
[11:29] (Leona): gj jax  
[11:38] (Jax): its literally taking candy from a baby  
[12:02] (Jax): dw late they have no hope  
[12:25] (Katarina): Cloud Drake - Alive  
[12:25] (Katarina): Cloud Drake - Alive  
[12:25] (Katarina): Cloud Drake - Alive  
[12:30] (Leona) is defending the Outer Turret (Plating 3/5)  
[12:36] (Leona) signals - (Miss Fortune) to fall back  
[12:38] (Leona): gob ack  
[12:42] (Leona) is falling back from the Outer Turret  
[12:43] (Leona) signals (Miss Fortune) to fall back  
[12:49] (Zed) is on a killing spree!  
[12:52] (Miss Fortune): i couldnt  
[12:53] (Miss Fortune): recall  
[13:08] (Miss Fortune): i hate zed  
[13:18] (Leona) has targeted (Aphelios)  
[13:20] (Katarina) is on the way  
[13:24] (Katarina) is on the way  
[13:31] (Miss Fortune): im just not feeling mf rn for some reason  
[13:38] (Miss Fortune): i shouldve played ashe  
[13:40] [All] (Aphelios): took real skill to do that kat hmm  
[13:47] [Al] (Katarina): did it?  
[13:52] (Jax) is on the way

[13:52] [All] (Leona): zed is fuking MF as well

[13:53] [All] (Katarina): is that sarcasm?

[13:55] [All] (Leona): so deal with it

[14:06] (Zed) is on a rampage!

[14:14] (Jax) is asking for assistance

[14:23] (Ekko) has shut down (Jax)! (Bonus Bounty: 350G)

[14:29] (Ekko) has slain (Aatrox) for a double kill!

[14:33] (Katarina) purchased Control Ward

[14:33] [All] (Aphelios) okay i didnt tell him to pick zed lol idk what he had to do with me and kat she ligit came down and g ult

[14:36] [All] (Miss Fortune): imagine saying anything while playing aphelios

[15:04] (Katarina) has shut down (Zed)! (Bonus Bounty: 500G)

[15:07] (Jax): NICE!

[15:09] (Miss Fortune): ..

[15:11] (Miss Fortune): ..

[15:11] (Jax) is asking for assistance

[15:11] (Jax) is on the way

[15:12] (Miss Fortune): .

[15:14] (Aatrox): mg dnt worry

[15:16] (Aatrox): we can win this

[15:17] (Yasuo) has destroyed the first turnet! (Bonus Gold: 150G)

[15:18] (Aatrox): we scale better

[15:20] (Jax): ty for tha ipnk btw :3

[15:26] (Miss Fortune): yeah im getting buttfucked

[15:33] (Jax) has slain (Aphelios) for a double kill!

[15:36] [All] (Aphelios): ok

[15:46] (Katarina): Cloud Drake - Alive

[15:46] (Katarina): Cloud Drake - Alive

[15:50] (Miss Fortune): i wish i played ashe. sorry for complaining but im doing awful

[15:53] (Leona): that brand ult is gonna wreck you MF  
[15:56] (Katarina): Cloud Drake - Alive  
[15:56] (Katarina): Cloud Drake - Alive  
[15:58] (Leona): we gonna have to solo pick  
[16:01] (Jax): farm my jg just dont buff  
[16:03] (Aatrox) signals that enemies are missing  
[16:04] (Jax): we will be ok  
[16:10] (Katarina): group  
[16:11] (Katarina) is on the way  
[16:11] (Miss Fortune): Zed - Alive  
[16:11] (Miss Fortune): Zed - Alive  
[16:12] (Miss Fortune): Zed - Alive  
[16:13] (Katarina) is on the way  
[16:19] (Katarina): R - Ready  
[16:21] (Katarina): Hextech Gunblade - Ready  
[16:40] (Katarina) has targeted the Cloud Drake (100%)  
[16:41] (Katarina) has targeted the Cloud Drake (100%)  
[16:49] (Jax) has slain the Cloud Drake!  
[16:52] (Yasuo) is on a killing spree!  
[16:55] (Jax) is on a killing spree!  
[16:57] (Jax) has shut down (Ekko)! (Bonus Bounty: 150G)  
[17:02] (Aatrox): my bad  
[17:03] (Leona): nice  
[17:12] (Leona): welldone  
[17:16] (Leona) is defending the Inner Turret (100%)  
[17:17] (Leona) is defending the Inner Turret (100%)  
[17:17] (Leona) is defending the Inner Turret (100%)  
[17:19] (Katarina): ya gj guiys  
[17:27] (Aatrox): gj homies  
[17:31] (Leona): i'll keep lockign down zed

[17:35] [All] (Jax): ekko you may want to watch you pathing, its very predictable, I think one reason you dont climb is you underexximate your opponents

[17:45] [All] (Jax): estimate\* tho

[17:49] [All] (Aphelios): ooooo he talking shit

[17:58] [All] (Aphelios): and he didnt even win game yettt

[17:59] [All] (Jax): na its valuable advice

[18:00] [All] (Katarina): ooohhhh

[18:03] [All] (Katarina): he said u aint climbinnn

[18:07] [All] (Aphelios): lol

[18:21] (Katarina): Zhonya's Hourglass - Ready

[18:24] (Leona) signals that enemies are missing

[18:25] (Leona) is defending the Inner Turret (100%)

[18:26] (Leona) is defending the Inner Turret (100%)

[18:26] (Katarina) is on the way

[18:26] (Leona) is defending the Inner Turret (100%)

[18:27] (Leona) is defending the Inner Turret (100%)

[18:32] (Yasuo) is on a rampage!

[18:35] (Katarina) is on a killing spree!

[18:40] [All] (Aphelios): jesus christ

[18:44] (Zed) has shut down (Katarina)! (Bonus Bounty: 150G)

[18:46] [All] (Katarina): LOL

[18:53] (Jax): fast boi

[18:54] [All] (Katarina): shuld have flashed away

[19:04] (Zed) is on a killing spree!

[19:06] [All] (Miss Fortune): {"Ogh swe

[19:06] (Miss Fortune) enemy has vision here

[19:06] (Miss Fortune): ipwrehrbt

[19:16] (Jax) is unstoppable!

[19:24] (Jax) has shut down (Yasuo)!! (Bonus Bounty: 400G)

[19:27] (Katarina): nice

[19:33] [All] (Jax): ooo your ult did less than 150 dmg  
[19:36] (Jax): 4025 Gold  
[19:37] (Jax): 4027 Gold  
[19:37] (Jax): ty  
[20:22] (Katarina): zed here  
[20:34] (Katarina) is asking for assistance  
[20:39] (Jax) is on the way  
[20:46] (Zed) has shut down (Jax)! (Bonus Bounty: 650G)  
[20:50] [All] (Zed): ty  
[21:15] (Katarina): Mountain Drake - Spawning in 0:35  
[21:16] [All] (Jax): ayee yw sweaty~  
[21:17] (Aatrox): Mountain Drake - Spawning in 0:33  
[21:17] (Miss Fortune): srry im not helping  
[21:21] (Miss Fortune): i need to farm  
[21:25] (Leona): Mountain Drake - Spawning in 0:25  
[21:26] (Leona): Mountain Drake - Spawning in 0:24  
[21:26] (Leona): Mountain Drake - Spawning in 0:24  
[21:27] (Katarina) is on the way  
[21:28] (Jax): kill my jungle  
[21:30] (Leona): omw  
[21:40] (Katarina) has slain (Brand) for a double kill!  
[21:56] (Katarina) has shut down (Zed)! (Bonus Bounty: 400G)  
[22:03] (Jax) has slain the Mountain Drake!  
[22:04] (Yasuo) has shut down (Katarina)! (Bonus Bounty: 500G)  
[22:18] (Jax) has slain (Yasuo) for a double kill!  
[22:19] (Jax) has targeted the Gromp (23%)  
[22:20] (Jax) has targeted the Gromp (16%)  
[22:21] (Jax) has targeted the Gromp (15%)  
[22:26] (Jax) is asking for assistance  
[22:57] (Jax): Trinity Force - Need 1 gold

[23:21] (Brand) has slain (Leona) for a double kill!

[23:23] (Jax) is on a killing spree!

[23:29] (Leona): that brand is ramping up

[23:35] (Ekko) has shut down (Jax)! (Bonus Bounty: 300G)

[23:38] (Leona) signals to be careful

[23:39] (Leona) signals to be careful

[24:17] (Katarina) is on the way

[24:34] (Katarina) has shut down (Brand)!(Bonus Bounty: 150G) [24:45] (Jax) has slain (Ekko) for a double kill!

[24:55] (Leona) has targeted the Inner Turret (100%)

[24:56] (Leona) has targeted the Inner Turret (100%)

[24:58] (Jax): oh shit my bad

[25:01] (Jax): really didnt mean to do that

[25:02] (Miss Fortune): it ok

[25:09] Ally team has scored an ace!

[25:11] (Jax) is on the way

[25:12] [All] (Yasuo): /ff

[25:18] (Leona) Quest Complete! Completion Time: 25:18

[25:30] (Katarina) is on a rampage!

[25:35] (Katarina) has slain (Brand) for a double kill!

[25:38] (Ekko) has shut down (Jax)! (Bonus Bounty: 150G)

[25:40] (Zed) has shut down (Katarina)! (Bonus Bounty: 300G)

[25:43] (Leona) signals to be careful

[25:48] (Leona) signals to be careful

[25:48] (Leona) signals to be careful

[26:03] (Katarina): one item from full build

[26:06] (Katarina): Rabadon's Deathcap - Need 3537 gold

[26:11] (Katarina): Infernal Drake - Spawning in 0:53

[26:20] (Jax): Aye naisu! :D

[26:26] (Leona): Infernal Drake - Spawning in 0:38

[26:26] (Leona): Infernal Drake - Spawning in 0:38  
[26:27] (Leona): Infernal Drake - Spawning in 0:37  
[27:01] (Aphelios) has shut down (Katarina)! (Bonus Bounty: 150G)  
[27:07] (Aphelios) has slain (Leona) for a double kill!  
[27:14] (Leona) is defending the Inner Turret (99%)  
[27:15] (Leona) is defending the Inner Turret (98%)  
[27:15] (Leona) is defending the Inner Turret (98%)  
[27:19] (Leona) signals to be careful  
[27:22] (Katarina) signals (Aatrox) to fall back  
[27:26] (Jax): brb  
[27:30] (Katarina): Infernal Drake - Alive  
[27:37] (Zed) is on a killing spree!  
[27:40] The enemy team has slain the Infernal Drake!  
[27:44] (Miss Fortune): he was in the busj  
[27:49] (Aatrox): all gd oen drag  
[28:15] (Jax): Randuin's Omen - Need 253 gold  
[28:23] (Katarina) is on the way  
[28:40] (Katarina): this zed destroys me  
[28:42] (Katarina): he needs to die first  
[28:46] (Leona) signals to be careful  
[28:46] (Leona) signals to be careful  
[28:47] (Katarina) signals (Jax) to fall back  
[28:47] (Leona) signals to be careful  
[28:57] (Leona) is defending the Inner Turret (91%)  
[28:58] (Leona) is defending the Inner Turret (91%)  
[28:59] (Leona) is defending the Inner Turret (91%)  
[29:09] [All] (Katarina): first good zed i've ever seen  
[29:11] [All] (Katarina): by the way  
[29:14] [All] (Zed): ty  
[29:22] (Aatrox): i dunno wher he went :/



[29:31] (Katarina) is on the way  
[29:31] (Zed) is on a rampage!  
[29:36] (Miss Fortune): why dude  
[29:41] (Miss Fortune): he's in anoyher fucking bush  
[29:47] (Zed) is unstoppable!  
[29:57] (Leona): get'some fuken armor  
[30:07] (Leona) is defending the Inhibitor Turret (66%)  
[30:29] (Ekko) is on a killing spree!  
[30:32] (Leona) yoru one trick pony build aint working  
[31:07] (Katarina) signals (Leona) to fall back  
[31:08] (Katarina) signals (Leona) to fall Back  
[31:08] (Katarina) signals to be careful  
[31:14] (Aatrox) is on the way  
[31:17] (Katarina) has shut down (Zed)! (Bonus Bounty: 700G)  
[31:24] (Miss Fortune) has shut down (Ekko) (Bonus Bounty: 300G)  
[31:28] (Jax): NICE!  
[31:30] (Jax): THE COME UP  
[31:37] (Aatrox) has shut down (Aphelios)! (Bonus Bounty: 200G)  
[31:38] (Katarina): inhibs mid!~  
[31:40] (Katarina): go go go  
[31:41] [All] (Jax): cute game gg tho  
[31:43] (Brand) is on a killing spree!  
[31:47] [All] (Aphelios): get fucks  
[31:50] (Leona) is defending the Inhibitor Turret (100%)  
[31:50] (Leona) is defending the Inhibitor Turret (100%)  
[31:51] (Leona) is defending the Inhibitor Turret (100%)  
[31:54] (Leona) has targeted the Red Inhibitor (100%)  
[31:58] (Katarina): Katarina - Respawning in 10s  
[32:11] (Katarina) is on the way  
[32:13] (Katarina) is on the way

[32:19] (Leona): gj  
[32:23] (Katarina): u 2  
[32:23] [All] (Zed): ?  
[32:33] (Katarina): wp  
[32:34] (Katarina): good outcome  
[32:40] [All] (Zed) seem like i cant ignore you jax  
[32:56] (Katarina): Infernal Drake - Alive  
[32:57] (Katarina): Infernal Drake - Alive  
[32:57] (Katarina): Infernal Drake - Alive  
[32:57] (Katarina): Infernal Drake - Alive  
[32:57] (Leona): Infernal Drake - Alive  
[32:58] (Leona): Baron Nashor - Alive  
[32:59] (Katarina) is on the way  
[33:00] (Katarina) is on the way  
[33:15] (Katarina) is on the way  
[33:19] (Katarina): start it  
[33:21] (Katarina): we can take it  
[33:22] (Jax): dont fight  
[33:23] (Jax): wait for me  
[33:25] (Jax): wait for me  
[33:26] (Jax): im down  
[33:27] (Jax): they are all up  
[33:34] (Miss Fortune): Zed - Alive  
[33:34] (Miss Fortune): Zed - Alive  
[33:35] (Miss Fortune): Zed - Alive  
[33:35] (Katarina): take it before they coem  
[33:38] (Jax) signals to be careful  
[33:48] (Leona) has shut down (Brand)! (Bonus Bounty: 150G)  
[33:50] (Zed) has slain (Leona) for a double kill!  
[33:53] (Katarina): if we had started it earlier

[33:53] (Ekko) has slain (Miss Fortune) for a double kill!  
[33:56] The enemy team has slain the Infernal Drake  
[33:57] (Katarina): witha ll 4  
[34:00] (Katarina): it would have been down  
[34:02] (Katarina): before they got there  
[34:06] (Leona): ugh  
[34:12] (Leona): that was sad  
[34:13] (Katarina): instead we waited for them to amass  
[34:16] [All] (Aphelios): jax you cant climb becuae your pathing is predictable  
[34:20] (Leona): it was 4v5  
[34:22] (Leona): and we lost  
[34:29] (Jax) Has shut down (Ekko)! (Bonus Bounty: 150G)  
[34:34] Enemy team has scored an ace!  
[34:43] (Katarina) has shut down (Zed)! (Bonus Bounty: 150G)  
[34:50] [All] (Aphelios): if you use a more unpredictable pathing  
[34:59] (Katarina) has shut down (Aphelios) (Bonus Bounty: 150G)  
[35:04] [All] (Aphelios): maybe just maybe  
[35:09] [All] (Aphelios):you can climb  
[35:10] (Katarina): Baron Nashor - Alive  
[35:10] (Katarina): Baron Nashor - Alive  
[35:11] (Jax): PUSH MID  
[35:20] (Miss Fortune): end?  
[35:23] (Jax) signals to be careful  
[35:23] (Aatrox): endddd  
[35:26] [All] (Katarina): fml  
[35:26] [All] (Aphielios): lol  
[35:38] (Katarina): cnt end  
[35:41] (Katarina): regrou  
[35:42] (Katarina): reset  
[35:44] (Katarina) signals (Aatrox) to fall back

[35:44] (Katarina) signals (Aatrox) to fall back  
[35:45] (Katarina) signals to be careful  
[35:46] (Katarina) signals to be careful  
[35:46] (Katarina) signals to be careful  
[35:47] (Katarina) signals to be careful  
[35:58] (Aatrox): did we not say push mid ?\  
[36:17] (Leona) is defending the Inhibitor Turret (100%)  
[36:19] (Jax) is asking for assistance  
[36:26] (Katarina) i'm full  
[36:38] The enemy team has slain Baron Nashor!  
[36:45] (Katarina) has slain (Brand)! (Bonus Bounty: 150G)  
[36:51] (Miss Fortune) is asking for assistance  
[36:52] Enemy inhibitor respawning soon  
[36:52] (Katarina) is on the way  
[37:34] (Jax) signals to be careful  
[37:35] (Jax) signals to be careful  
[37:57] (Jax): DONT  
[37:58] (Jax): FIGHT  
[38:01] (Katarina) has slain (Ekko) for a double kill!  
[38:07] (Jax): NVM I STAND CORRECTED  
[38:11] (Jax): Imaooo  
[38:12] Ally team has scored an ace!  
[38:18] (Leona): go i got bad  
[38:20] (Leona): go go go  
[38:22] (Leona): i got base  
[38:25] (Jax): its just ace  
[38:27] (Jax): NO  
[38:42] (Leona): Infernal Drake - Spawning in 0:14  
[38:43] (Leona): Infernal Drake - Spawning in 0:13  
[38:55] (Katarina): Infernal Drake - Spawning in 0:01

[38:55] (Katarina): Infernal Drake - Spawning in 0:01  
[38:56] (Leona): Infernal Drake - Alive  
[38:56] (Aatrox): Infernal Drake - Alive  
[38:57] (Katarina) is on the way  
[39:10] (Jax) has slain the Infernal Drake!  
[39:12] (Jax) signals to be careful  
[39:12] (Jax) signals to be careful  
[39:24] Ally inhibitor respawning soon  
[39:46] (Katarina): 3929 Gold  
[39:47] (Jax) is asking for assistance  
[39:48] (Jax) is asking for assistance  
[39:50] (Katarina) is defending the Inhibitor Turret (100%)  
[39:50] (Jax): FREE PICK  
[39:51] (Katarina) is defending the Inhibitor Turret (100%)  
[39:51] (Aatrox) signals everyone to back away from (Yasuo)  
[39:56] (Katarina) is unstoppable!  
[39:59] [All] (Jax): gg  
[40:14] (Jax) has slain (Zed)! for a double kill!  
[40:41] [All] (Zed): gg  
[40:43] (Leona) has targeted the Nexus Turret (100%)  
[40:46] (Katarina) has targeted the Nexus Turret (100%)  
[40:58] (Leona): gg  
[41:01] (Ekko) has shut down (Katarina)! (Bonus Bounty: 500G)  
[41:01] [All] (Katarina) gg wp  
[41:02] [All] (Leona): gg  
[41:02] [All] (Aphelios): reprot yas  
[41:03] [All] (Ekko): Ez

## A.16 Transcript 016

[00:06] (Karthus) is on the way  
[00:08] (Karthus) is on the way  
[00:11] (Karthus) is asking for assistance  
[00:12] (Karthus) is asking for assistance  
[00:42] (Karthus) is asking for assistance  
[00:43] (Karthus) is asking for assistance  
[00:53] (Caitlyn) has drawn first blood!  
[01:04] (Karthus) is on the way  
[01:16] (Karthus) is on the way  
[01:51] (Leona): fuck items  
[02:00] (Leona) purchased Control Ward  
[03:10] (Karthus) is on the way  
[03:26] (Tryndamere) has slain (Cho'Gath) for a double kill!  
[03:27] (Cho'Gath): duded  
[03:29] (Cho'Gath): wdyuiklawednujo:lawedrf  
[03:32] (Karthus): Tryndamere Flash  
[03:32] (Karthus): Tryndamere Ignite  
[03:37] (Karthus) purchased Dark Seal  
[03:43] (Karthus): 37% towards Level 5  
[04:09] (Cho'Gath): well im fucked  
[04:19] (Leona) is asking for assistance  
[04:38] (Karthus): Leona - Respawning in 2s  
[04:38] (Karthus): Leona - Respawning in 1s  
[04:38] (Karthus): Leona - Respawning in 1s  
[04:38] (Karthus): Leona - Respawning in 1s  
[04:39] (Karthus): Leona - Respawning in 1s  
[05:34] (Cho'Gath) signals that enemies are missing  
[06:10] (Tryndamere) is on a killing spree!

[06:14] (Cho'Gath) has shut down (Tryndamere)! (Bonus Bounty 150G)

[06:15] (Karthus): Cho'Gath Heal - Ready

[06:28] (Ahri) signals that enemies are missing

[06:36] (Leona) signals to be careful

[06:55] (Cho'Gath) signals that enemies are missing

[06:56] (Cho'Gath) signals that enemies are missing

[07:12] (Ahri) is on the way

[07:13] (Swain) is on a killing spree!

[07:14] (Karthus) is asking for assistance

[07:37] (Caitlyn) purchased Control Ward

[08:22] (Leona) is on the way

[09:35] (Cho'Gath) signals that enemies are missing

[09:36] (Cho'Gath) signals that enemies are missing

[09:39] (Caitlyn) signals to be careful

[09:39] (Caitlyn) signals to be careful

[10:04] (Leona) is on the way

[10:05] (Leona): R - Ready

[10:13] (Ahri) is on the way

[10:35] (Caitlyn) is on the way

[10:36] (Karthus) has slain the Infernal Drake!

[10:38] (Leona) Ward Quest Complete! Completion Time: 10:38

[10:46] (Karthus) has shut down (Swain)! (Bonus Bounty: 300G)

[11:07] (Ahri) signals that enemies are missing

[11:15] (Karthus): R - 3s

[11:23] (Karthus): lemme back i can kill

[11:34] (Leona) is on the way

[11:35] (Cho'Gath) signals that enemies are missing

[11:53] (Leona) is on the way

[12:10] (Karthus) is on a killing spree!

[12:19] (Leona) is on the way

[12:34] (Cho'Gath): thx  
[12:35] (Ahri): wp guys  
[12:44] [All] (Tryndamere) i like panic pressed r  
[12:49] (Karthus) is on a rampage!  
[12:57] (Ahri) is on the way  
[13:18] (Ahri): my b  
[13:23] (Cho'Gath) signals that enemies are missing  
[13:36] (Leona) is on the way  
[13:39] (Karthus): Q - Not enough Mana  
[13:55] (Leona) is on the way  
[14:08] (Karthus): R - 5s  
[14:17] (Karthus) is unstoppable!  
[14:29] (Cho'Gath) signals that enemies are missing  
[14:30] (Cho'Gath) signals that enemies are missing  
[14:31] (Cho'Gath) signals that enemies are missing  
[14:56] (Karthus) purchased Mejai's Soulstealer  
[15:03] (Ahri): 3 bot  
[15:27] (Tryndamere) has destroyed the first turret! (Bonus Gold: 150G)  
[16:05] (Karthus) is asking for assistance  
[16:09] (Ahri): wp  
[16:11] (Karthus) is dominating!  
[16:18] (Cho'Gath) is on the way  
[16:18] (Lux) has shut down (Karthus)! (Bonus Bounty: 700G)  
[16:39] (Karthus) Karthus - Respawning in 17s  
[16:47] (Karthus): R - 9s  
[17:00] (Karthus): double yi cs  
[17:02] (Cho'Gath) is on a killing spree!  
[17:08] (Ahri): Imao  
[17:41] (Ahri): Health 6%  
[17:56] (Karthus) has slain the Mountain Drake!



[18:09] (Karthus) has slain(Master Yi) for a double kill!  
[18:10] (Ahri) is on the way  
[18:15] (Karthus) has slain (Ezreal) for a quadra kill!  
[18:18] (Ahri): holy  
[18:18] (Leona): wiow\  
[18:33] (Karthus) is dominating!  
[18:45] [All] (Lux): report yi  
[19:20] (Karthus): shouldnt have banned my rengar lol  
[19:26] (Karthus): Needlessly Large Rod - Need 2 gold  
[19:30] (Karthus): Ability Power 445  
[19:30] (Lux) has shut down (Cho'Gath)! (Bonus Bounty: 300G) [19:34] (Cho'Gath):  
wtf?  
[19:37] (Cho'Gath): hows he alive?  
[19:42] (Ahri): idk lol  
[19:52] (Ahri): bit of a weird interaction  
[20:02] (Karthus): i say the opposite  
[20:18] (Cho'Gath): my cho is big boy  
[20:40] (Karthus) is asking for assistance  
[20:43] (Leona) is on the way  
[20:50] (Karthus) is godlike!  
[20:54] [All] (Lux): INING  
[21:15] (Karthus) is legendary!  
[21:18] [All] (Tryndamere) lol  
[21:41] [All] (Ahri): ff?  
[21:50] (Karthus) is legendary!  
[21:53] Enemy team agreed to a surrender with 4 votes for and 1 against.  
[22:01] [All] (Ahri): gg  
[22:02] (Karthus): lol

## A.17 Transcript 017

[00:24] [All] (Talon): again  
[00:28] [All] (Miss Fortune): yes  
[00:38] (Miss Fortune) signals that enemies are missing  
[00:41] (Udyr): Thresh Hexflash  
[00:41] (Udyr): Thresh Hexflash  
[01:01] (Miss Fortune) signals that enemies are missing  
[01:01] (Miss Fortune) signals that enemies are missing  
[01:02] (Pyke): Thresh Hexflash  
[01:03] (Pyke): Thresh Hexflash  
[01:03] (Pyke): Thresh Hexflash  
[01:03] (Pyke): Thresh Hexflash  
[02:27] (Miss Fortune) has drawn first blood!  
[02:35] (Miss Fortune) has slain (Kai'sa) for a double kill!  
[02:36] [All] (Kai'sa): how  
[02:36] (Miss Fortune): Exhaust - 201s  
[02:36] (Pyke) signals that enemies are missing  
[02:39] [All] (Miss Fortune): LOL  
[02:41] [All] (Miss Fortune): EXHAUST BABY  
[02:41] (Pyke): Revitalize  
[02:59] [All] (Kai'sa): Lol  
[03:02] [All](Kai'sa): /all  
[03:15] (Pyke): Kai'sa Flash  
[03:15] (Pyke): Kai'sa Heal  
[03:39] (Rengar) signals that enemies are missing  
[03:41] (Miss Fortune): B.F.Sword - Need 12 gold  
[03:46] (Rengar) purchased Control Ward  
[03:53] (Miss Fortune): srry for shitty back  
[03:53] (Udyr) signals to be careful

[03:54] (Udyr) signals to be careful  
[03:57] (Udyr): ekko getting top side scuttle  
[04:03] (Miss Fortune): no summs bot  
[04:05] (Miss Fortune) signals to be careful  
[04:06] (Pyke): Kai'Sa Flash  
[04:06] (Pyke): Kai'Sa Flash  
[04:07] (Pyke): Kai'Sa Heal  
[04:09] (Miss Fortune) enemy has vision here  
[04:09] (Miss Fortune) enemy has vision here  
[04:11] (Udyr) is asking for assistance  
[04:12] (Rengar) signals that enemies are missing  
[04:29] (Miss Fortune) signals that enemies are missing  
[04:30] (Pyke) enemy has vision here  
[04:36] (Pyke) is on the way  
[04:46] (Cassiopeia) signals that enemies are missing  
[05:28] (Pyke): Oracle Lens - 24s  
[05:30] (Miss Fortune): Exhaust - 27s  
[05:37] (Miss Fortune) is on the way  
[05:43] (Miss Fortune): Exhaust - 14s  
[05:54] (Miss Fortune) is on a killing spree!  
[06:02] (Pyke) enemy has vision here  
[06:08] (Miss Fortune): E - Is  
[06:10] (Miss Fortune) is on the way  
[06:13] (Udyr) is on the way  
[06:17] (Miss Fortune) is on the way  
[06:41] (Pyke) signals to be careful  
[06:45] (Miss Fortune) is on the way  
[06:47] (Miss Fortune) signals that enemies are missing  
[06:55] (Miss Fortune) signals that enemies are missing  
[07:02] (Pyke) purchased Control Ward

[07:06] (Miss Fortune) signals that enemies are missing  
[07:08] (Miss Fortune) signals that enemies are missing  
[07:09] (Miss Fortune) has targeted (Talon)  
[07:10] (Pyke) is on the way  
[07:15] (Udyr) is on a killing spree!  
[07:15] (Pyke): no ult on me  
[07:19] (Pyke): 21% towards Level 6  
[07:19] (Miss Fortune): kk  
[07:21] (Miss Fortune): 65% towards Level 6  
[07:25] (Cassiopeia): Talon - Alive  
[07:25] (Cassiopeia): Talon R  
[07:25] (Cassiopeia): Talon R  
[07:26] (Miss Fortune): not talking to me LOL  
[07:27] (Miss Fortune) signals that enemies are missing  
[07:28] (Miss Fortune) signals that enemies are missing  
[07:29] (Miss Fortune) signals to be careful  
[07:35] (Pyke) is on the way  
[07:38] (Miss Fortune) signals that enemies are missing  
[07:41] (Miss Fortune) signals to be careful  
[08:00] (Pyke) enemy has vision here  
[08:01] (Miss Fortune) signals that enemies are missing  
[08:07] (Pyke) is on the way  
[08:09] (Miss Fortune) is on the way  
[08:10] (Pyke) is on the way  
[08:10] (Miss Fortune) is on the way  
[08:17] (Miss Fortune) is on the way  
[08:20] (Miss Fortune) is on a rampage!  
[08:22] (Miss Fortune) is on the way  
[08:22] (Miss Fortune) is asking for assistance  
[08:23] (Rengar): Ekko R

[08:24] (Pyke) is on the way  
[08:24] (Cassiopeia) purchased Dark Seal  
[08:26] (Miss Fortune): Ekko Flash  
[08:44] (Miss Fortune) is on the way  
[08:45] (Miss Fortune): E - Ready  
[08:45] (Miss Fortune) has hit a new milestone on Epic Monsters Killed: 20!  
[08:45] (Udyr) has slain the Mountain Drake!  
[08:46] (Pyke): 95% towards Level 6  
[08:46] (Miss Fortune): R - Ready  
[08:46] (Cassiopeia) signals to be careful  
[08:55] (Udyr) signals to be careful  
[09:07] (Cassiopeia): Talon - Alive  
[09:08] (Cassiopeia): Talon - Alive  
[09:08] (Cassiopeia): Talon - Alive  
[09:15] (Talon) has shut down (Miss Fortune)! (Bonus Bounty: 400G)  
[09:17] (Miss Fortune): Talon Flash  
[09:18] (Miss Fortune): Talon Ignite  
[09:23] (Miss Fortune) purchased Control Ward  
[09:26] (Miss Fortune): Sett Flash  
[09:30] (Cassiopeia): Ekko Flash  
[09:31] (Cassiopeia): Ekko - Alive  
[09:35] (Cassiopeia): someone flashed  
[09:38] (Miss Fortune): it was sett  
[09:39] (Pyke): Kai'Sa R  
[09:41] (Miss Fortune): ekko already flashed  
[09:45] (Pyke) is on the way  
[09:46] (Miss Fortune) is on the way  
[09:47] (Miss Fortune): R - 53s  
[09:49] (Miss Fortune) signals that enemies are missing  
[09:50] (Miss Fortune) has targeted (Thresh)

[09:51] (Miss Fortune): E - Ready  
[09:51] (Pyke) is asking for assistance  
[09:51] (Rengar) is on the way  
[09:52] (Pyke): R - Ready  
[09:57] (Pyke) is on the way  
[09:59] (Pyke) is asking for assistance  
[10:03] (Miss Fortune) signals that enemies are missing  
[10:15] (Pyke) Ward Quest Complete! Completion Time: 10:15  
[10:16] (Cassiopeia) signals that enemies are missing  
[10:17] (Rengar) is on the way  
[10:24] (Cassiopeia) signals that enemies are missing  
[10:29] (Udyr) has captured Rift Herald!  
[10:33] (Pyke) signals to be careful  
[10:36] (Cassiopeia) signals that enemies are missing  
[10:55] (Pyke): Boots of Mobility  
[10:55] (Miss Fortune) signals that enemies are missing  
[10:58] (Miss Fortune): R - 80s  
[11:02] (Pyke) purchased Control Ward  
[11:03] (Miss Fortune) signals that enemies are missing  
[11:05] (Udyr) is on the way  
[11:09] (Pyke) is on the way  
[11:10] (Pyke): R- Ready  
[11:12] (Miss Fortune): R - 66s  
[11:21] (Pyke) signals that enemies are missing  
[11:22] (Miss Fortune) signals that enemies are missing  
[11:23] (Cassiopeia) is on the way  
[11:26] (Pyke) signals to be careful  
[11:29] (Miss Fortune) signals that enemies are missing  
[11:30] (Miss Fortune) signals to be careful  
[11:34] (Pyke) is on the way

[11:41] (Rengar) is on the way  
[11:49] (Udyr) is on the way  
[11:49] (Miss Fortune) signals that enemies are missing  
[11:50] (Miss Fortune) signals everyone to back away from (Kai'Sa)  
[11:55] (Miss Fortune) is on the way  
[11:56] (Miss Fortune) signals everyone to back away from (Sett)  
[12:09] (Pyke) has slain (Talon) for a double kill!  
[12:09] (Rengar) is asking for assistance  
[12:17] (Sett) has shut down (Udyr)! (Bonus Bounty: 300G)  
[12:28] (Sett) is on a killing spree!  
[12:33] (Udyr) purchased Control Ward  
[12:38] (Sett) has slain (Cassiopeia) for a double kill!  
[12:48] (Pyke): Thresh Hexflash  
[12:48] (Pyke): Thresh Hexflash  
[12:51] (Pyke): Kai'Sa Flash  
[12:51] (Pyke): Kai'Sa Flash  
[12:51] (Miss Fortune) purchased Control Ward  
[12:51] (Pyke): Kai'Sa Flash  
[12:53] (Cassiopeia): Flash - 256s  
[12:54] (Cassiopeia): Ignite - 129s  
[12:54] (Miss Fortune): Exhaust - Ready  
[12:55] (Miss Fortune): R - 70s  
[13:00] (Pyke): Cloud Drake - Spawning in 0:46  
[13:06] (Miss Fortune): fight at drag  
[13:09] (Miss Fortune): i am really strong  
[13:12] (Miss Fortune) has targeted (Kai'Sa)  
[13:13] (Miss Fortune): E - Ready  
[13:14] (Pyke) is on the way  
[13:14] (Miss Fortune): Exhaust - Ready  
[13:22] (Cassiopeia) signals that enemies are missing

[13:22] (Udyr) signals to be careful  
[13:23] (Udyr) signals to be careful  
[13:24] (Cassiopeia) signals to be careful  
[13:32] (Miss Fortune) signals that enemies are missing  
[13:34] (Miss Fortune): Cloud Drake - Spawning in 0:12  
[13:34] (Miss Fortune) is asking for assistance  
[13:41] (Pyke) is on the way  
[13:42] (Pyke) is asking for assistance  
[13:42] (Miss Fortune) is on the way  
[13:42] (Rengar): Talon Ignite  
[13:43] (Miss Fortune) is asking for assistance  
[13:44] (Udyr): Eye of the Herald - 45 seconds remaining  
[13:44] (Udyr): Eye of the Herald - 45 seconds remaining  
[13:57] (Udyr) has slain the Cloud Drake!  
[14:00] (Udyr) is on the way  
[14:07] (Miss Fortune) signals that enemies are missing  
[14:10] (Udyr) has crushed the Eye of the Herald!  
[14:16] Ally team has destroyed the first turret! (Bonus Gold: 150G)  
[14:17] (Miss Fortune) signals that enemies are missing  
[14:18] (Miss Fortune) signals that enemies are missing  
[14:19] (Pyke) signals that enemies are missing  
[14:27] (Miss Fortune) is on the way  
[14:35] (Cassiopeia) signals to be careful  
[14:44] (Miss Fortune) is on the way  
[14:46] (Cassiopeia) is on the way  
[14:46] (Miss Fortune): Sett Flash  
[14:47] (Miss Fortune): Sett Flash  
[14:47] (Miss Fortune): Sett Flash  
[14:54] (Rengar) is asking for assistance  
[14:54] (Miss Fortune) is on the way



[14:56] (Miss Fortune): E- 1s  
[14:57] (Cassiopeia) signals that enemies are missing  
[14:57] (Miss Fortune): E - Not enough Mana  
[15:05] (Pyke) signals to be careful  
[15:11] (Miss Fortune): nice tp reng  
[15:11] (Pyke) purchased Control Ward  
[15:21] (Pyke): Rift Herald - Spawning in 1:08  
[15:22] (Pyke): Rift Herald - Spawning in 1:07  
[15:22] (Pyke): Rift Herald - Spawning in 1:07  
[15:22] (Pyke): Rift Herald - Spawning in 1:07  
[15:24] (Pyke) is on the way  
[15:25] (Pyke): Control Ward - 2 charge  
[15:26] (Rengar) ty  
[15:28] (Rengar): Sett Teleport  
[15:33] (Rengar) is on the way  
[15:45] (Pyke) is asking for assistance  
[15:46] (Pyke): Rift Herald - Spawning in 0:43  
[15:53] (Miss Fortune) signals that enemies are missing  
[16:00] (Miss Fortune) signals chat enemies are missing  
[16:04] (Cassiopeia): Rylai's Crystal Scepter: - Need 227 gold  
[16:18] (Rengar) signals that enemies are missing  
[16:26] (Pyke) is asking for assistance  
[16:27] (Pyke) is asking for assistance  
[16:27] (Pyke) is asking for assistance  
[16:28] (Pyke): - Resawning in 26s  
[16:29] (Pyke): - Resawning in 26s  
[16:29] (Pyke): - Resawning in 26s  
[16:42] (Udyr) has captured Rift Herald!  
[16:43] (Miss Fortune): R - Ready  
[16:44] (Miss Fortune): Infinity Edge - Need 712 gold

[16:46] (Pyke): 1210 Gold  
[16:52] (Cassiopeia) purchased Control Ward  
[16:53] (Pyke) purchased Control Ward  
[16:57] (Pyke): Infernal Drake - Spawning in 2:01  
[16:57] (Pyke): Infernal Drake - Spawning in 2:01  
[17:02] (Pyke): crack mid?  
[17:11] (Miss Fortune) signals that enemies are missing  
[17:12] (Miss Fortune) is on the way  
[17:14] (Miss Fortune) signals that enemies are missing  
[17:16] (Pyke): Umbral Glaive  
[17:16] (Miss Fortune): Ekko - Alive  
[17:22] (Udyr) is on the way  
[17:33] (Miss Fortune) signals that enemies are missing  
[17:34] (Miss Fortune) has targeted (Thresh)  
[17:39] (Miss Fortune) signals to be careful  
[17:40] (Miss Fortune)signals that enemies are missing  
[17:41] (Udyr) is asking for assistance  
[17:42] (Miss Fortune) has targeted (Talon)  
[17:46] (Miss Fortune): R - Ready  
[17:47] (Rengar) signals that enemies are missing  
[17:47] (Cassiopeia) is on the way  
[17:47] (Rengar) is asking for assistance  
[17:49] (Rengar) is on the way  
[17:51] (Miss Fortune): Udyr Eye of the Herald  
[17:53] (Rengar) signals that enemies are missing  
[17:57] (Udyr) has crushed the Eye of the Herald!  
[18:01] (Rengar) signals that enemies are missing  
[18:07] (Miss Fortune) has targeted (Kai'Sa)  
[18:08] (Miss Fortune) signals that enemies are missing  
[18:10] (Miss Fortune) has targeted (Sett)

[18:19] (Pyke) has slain (Thresh) for a double kill!  
[18:25] (Miss Fortune): Infernal Drake - spawning in 0:33  
[18:25] (Miss Fortune): Infernal Drake - Spawning in 0:33  
[18:25] (Miss Fortune): Infernal Drake - Spawning in 0:33  
[18:30] (Pyke) is on the way  
[18:35] (Udyr) is on the way  
[18:44] (Udyr): get our blue  
[18:58] (Miss Fortune) is on the way  
[18:59] (Miss Fortune): R - Ready  
[19:01] (Rengar) signals that enemies are missing  
[19:05] (Rengar) signals that enemies are missing  
[19:10] (Rengar) is asking for assistance  
[19:11] (Udyr) has slain the Infernal Drake!  
[19:19] (Rengar): Talon R  
[19:20] (Rengar): Talon Ignite  
[19:30] (Pyke): MB  
[19:32] (Pyke) Quest Complete! Completion Time: 19:33  
[19:36] (Miss Fortune): i gotchu buddy  
[19:39] (Rengar) is on the way  
[19:40] (Cassiopeia): Flash - 205s  
[19:53] (Pyke): Pauldrons of Whiterock - O charges  
[19:55] (Pyke): 3066 Gold  
[20:14] (Rengar) signals that enemies are missing  
[20:34] (Miss Fortune) is on the way  
[21:00] (Pyke) signals that enemies are missing  
[21:07] (Miss Fortune) is on the way  
[21:10] (Miss Fortune): wtf  
[21:23] (Ekko) has shut down (Pyke)! (Bonus Bounty: 500G)  
[21:27] (Miss Fortune) purchased Control Ward  
[21:32] (Miss Fortune): the hell just happened

[21:41] (Miss Fortune): they all in the top side jungle  
[21:46] (Pyke): GOT A LAG SPIKE  
[21:50] (Miss Fortune) has targeted the Inner Turret (91%)  
[21:52] (Miss Fortune) signals that enemies are missing  
[21:54] (Pyke): caps  
[22:00] (Miss Fortune) has targeted the Inner Turret (91%)  
[22:02] (Miss Fortune) has targeted the Inner Turret (74%)  
[22:05] (Miss Fortune) signals that enemies are missing  
[22:13] (Pyke) is on the way  
[22:15] (Pyke): Oracle Lens - Ready  
[22:26] (Udyr) is asking for assistance  
[22:33] (Miss Fortune) is on the way  
[22:34] (Miss Fortune) signals that enemies are missing  
[22:36] (Miss Fortune) is on the way  
[23:02] (Miss Fortune) has targeted the Inner Turret (91%)  
[23:07] (Rengar) signals that enemies are missing  
[23:12] (Miss Fortune) enemy has vision here  
[23:14] (Miss Fortune) enemy has vision here  
[23:19] (Miss Fortune): Infernal Drake - Spawning in 0:53  
[23:19] (Miss Fortune): Infernal Drake - Spawning in 0:53  
[23:19] (Miss Fortune): Infernal Drake - Spawning in 0:53  
[23:21] (Miss Fortune) is asking for assistance  
[23:21] (Udyr) is on the way  
[23:23] (Miss Fortune): lets go drag  
[23:33] (Miss Fortune) signals that enemies are missing  
[23:35] (Cassiopeia) is defending the Inner Turret  
[23:35] (Miss Fortune) signals that enemies are missing  
[24:01] (Miss Fortune) is on the way  
[24:02] (Udyr) is on the way  
[24:05] (Udyr) is on the way

[24:10] (Miss Fortune) signals that enemies are missing  
[24:25] (Miss Fortune): Talon Flash  
[24:25] (Cassiopeia) is on a killing spree!  
[24:27] (Miss Fortune): Talon Ignite  
[24:29] (Miss Fortune) has targeted the Infernal Drake (97%)  
[24:31] (Rengar) signals that enemies are missing  
[24:31] (Rengar) signals that enemies are missing  
[24:33] (Cassiopeia): Ekko - Respawnning in 33s  
[24:33] (Cassiopeia): Ekko - Respawnning in 33s  
[24:33] (Cassiopeia): Ekko - Respawnning in 33s  
[24:37] (Rengar) signals to be careful  
[24:43] (Miss Fortune): Kai'Sa Heal  
[24:43] Ally team has claimed the Infernal Soul!  
[24:44] (Udyr) has slain the Infernal Drake!  
[24:49] (Pyke) is asking for assistance  
[24:52] (Pyke) is asking for assistance  
[25:07] (Pyke) signals that enemies are missing  
[25:10] (Miss Fortune) has targeted the Inner Turret (74%)  
[25:12] (Miss Fortune): Udyr - Alive  
[25:20] (Cassiopeia) is on a rampage!  
[25:20] (Pyke) signals that enemies are missing  
[25:21] (Miss Fortune): mr gates  
[25:22] (Miss Fortune) is on the way  
[25:23] (Miss Fortune) is on the way  
[25:26] (Miss Fortune) signals that enemies are missing  
[25:29] (Pyke) purchased Control Ward  
[25:33] (Pyke) is on the way  
[25:34] (Miss Fortune) is on the way  
[25:46] (Udyr): cant steal  
[25:48] (Pyke): R - 5s

[25:56] (Udyr) has slain Baron Nashor!  
[26:02] (Udyr): my god  
[26:03] (Cassiopeia) is unstoppable!  
[26:11] (Rengar) is asking for assistance  
[26:12] (Rengar) is asking for assistance  
[26:15] (Miss Fortune): gj udyr knew you could do it  
[26:17] (Udyr): pog  
[26:30] (Pyke) has hit a new milestone on Structures Destroyed: 170!  
[26:31] [All] (Ekko): go mid  
[26:38] (Miss Fortune) has hit a new milestone on Structures Destroyed: 30!  
[26:45] [All] (Udyr): nt on steal  
[26:49] [All] (Udyr): gg

## A.18 Transcript 018

[01:04] [All] (Kassadin): Zzzz  
[01:11] [All] (Orianna): I just woke u  
[01:14] [All] (Aatrox) stay home and play league  
[01:24] [All] (Orianna): be safe from cronovirus  
[01:31] [All] (Aatrox): ^  
[01:32] [All] (Swain): yeah social isolationg  
[01:43] [All] (Swain): \*distancing  
[03:21] (Warwick) has drawn first Blood!  
[03:24] (Mordekaiser): Aatrox Flash  
[03:25] (Mordekaiser): Warwick Flash  
[03:31] (Wukong) is on the way  
[03:47] (Mordekaiser) has targeted (Warwick)  
[04:24] (Orianna): Kassadin Teleport  
[04:38] (Orianna) purchased Control Ward  
[04:43] (Swain) purchased Dark Seal

[04:45] (Swain) purchased Control Ward  
[05:16] (Ezreal) signals that enemies are missing  
[05:24] (Orianna) signals that enemies are missing  
[05:58] (Wukong) purchased Control Ward  
[06:32] (Wukong) signals to be careful  
[06:33] (Wukong) signals to be careful  
[06:33] (Wukong) signals to be careful  
[06:35] (Wukong) is on the way  
[07:07] (Wukong) is on the way  
[07:09] (Wukong) signals that enemies are missing  
[07:10] (Wukong) is on the way  
[07:12] (Orianna) signals that enemies are missing  
[07:14] (Mordekaiser) purchased Control Ward  
[07:27] (Ezreal) signals to be careful  
[07:39] (Orianna) signals everyone to back away from (Warwick)  
[07:46] (Orianna) signals to be careful  
[07:51] (Orianna): Aatrox Teleport  
[08:00] (Wukong): janna ww flash  
[08:05] (Swain): Janna Flash  
[08:18] (Wukong): 13  
[08:18] (Swain) purchased Control Ward  
[08:19] (Wukong): min  
[08:58] (Ezreal) signals that enemies are missing  
[09:00] (Orianna) signals to be careful  
[09:02] (Orianna): Warwick - Alive  
[09:10] (Orianna) is on the way  
[09:23] (Orianna) signals that enemies are missing  
[09:26] (Wukong) signals to be careful  
[09:29] (Wukong) signals to be careful  
[09:32] (Ezreal) has shut down (Janna)! (Bonus Bounty: 150G)

[09:45] (Wukong) is on the way  
[09:50] (Swain) Ward Quest Complete! Completing Time: 9:51  
[09:59] (Wukong) has slain (Kassadin) for a double kill!  
[10:03] (Wukong) is on the way  
[10:05] The enemy team has slain the Infernal Drake!  
[10:14] (Wukong) is on the way  
[10:46] (Orianna): Janna R  
[10:48] (Orianna): Janna Ignite  
[10:50] (Mordekaiser) has destroyed the first turret! (Bonus Gold: 150G)  
[11:02] (Wukong) has hit a new milestone on Epic Monsters Killed: 6!  
[11:04] (Wukong) has captured Rift Herald!  
[11:06] (Orianna): Kassadin Teleport  
[11:08] (Wukong) is on the way  
[11:12] (Ezreal) purchased Control Ward  
[11:22] (Wukong) has crushed the Eye of the Herald!  
[11:24] (Orianna) is on the way  
[11:32] (Wukong) is on the way  
[11:40] (Kassadin) has shut down (Wukong)! (Bonus Bounty: 300G)  
[11:43] (Wukong): mb  
[11:46] (Wukong): didnt mean to e ity  
[11:47] (Wukong): in  
[11:49] (Orianna): close  
[11:55] (Orianna) signals that enemies are missing  
[12:10] (Orianna) signals that enemies are missing  
[12:12] (Orianna) signals that enemies are missing  
[12:24] (Orianna) signals to be careful  
[12:24] (Orianna) signals to be careful  
[12:43] (Kassadin) has shut down (Ezreal)! (Bonus Bounty: 150G)  
[12:47] (Orianna) purchased Control Ward  
[13:22] (Wukong): Janna Flash



[13:23] (Orianna) signals that enemies are missing  
[13:35] (Ezreal) signals that enemies are missing  
[13:36] (Ezreal) signals that enemies are missing  
[13:38] (Ezreal) signals that enemies are missing  
[13:38] (Ezreal) signals that enemies are missing  
[13:39] (Ezreal) signals that enemies are missing  
[13:40] (Wukong) is on the way  
[13:41] (Wukong) is on the way  
[13:42] (Orianna) is on the way  
[14:03] (Wukong) is on the way  
[14:03] (Wukong) is on the way  
[14:12] (Janna) has hit a new milestone on Storm Savior: 150!  
[14:16] (Warwick) has shut down (Mordekaiser)! (Bonus Bounty: 300G)  
[14:34] (Swain) signals to be careful  
[14:34] (Swain): R - Ready  
[14:43] (Wukong) has slain (Janna) for a double kill!  
[14:49] (Mordekaiser): that shit is broken  
[15:03] (Mordekaiser) purchased Control Ward  
[15:11] (Mordekaiser): Mountain Drake - Alive  
[15:11] (Wukong) is on the way  
[15:11] (Orianna): Mountain Drake - Alive  
[15:11] (Mordekaiser): Mountain Drake - Alive  
[15:11] (Orianna): Mountain Drake - Alive  
[15:24] (Orianna): Nicely done  
[15:32] (Swain) has slain the Mountain Drake!  
[15:47] (Ezreal) purchased Control Ward  
[15:50] (Orianna) signals that enemies are missing  
[15:50] (Swain) purchased Control Ward  
[16:01] (Ezreal) is on the way  
[16:24] (Orianna) signals to be careful

[16:28] (Wukong): wukong is fucking awesome now  
[16:31] (Wukong): overtuned  
[16:33] (Wukong): and fun af  
[16:39] (Wukong) is on the way  
[16:45] (Wukong) is on the way  
[16:45] (Swain) is on the way  
[16:54] (Wukong) is on the way  
[17:01] (Wukong) is on the way  
[17:10] (Wukong) is on a rampage!  
[17:12] (Orianna) is on a killing spree!  
[17:15] (Wukong) is on the way  
[17:16] (Orianna) has slain (Kassadin) for a double kill!  
[17:31] (Mordekaiser): lol  
[17:42] (Swain) has targeted the Inner Turret (39%)  
[17:42] (Orianna): Recall  
[17:44] (Orianna) signals to be careful  
[17:45] (Wukong) has captured Rift Herald!  
[17:46] [All] (Aatrox): thought that was ashe E for a mometrn  
[17:47] (Orianna): Mana 15%  
[18:06] (Wukong) has crushed the Eye of the Herald!  
[18:24] (Warwick) has shut down (Wukong)! (Bonus Bounty: 150G)  
[18:29] (Aatrox) has shut down (Ezreal)! (Bonus Bounty: 150G)  
[18:29] (Wukong): oops  
[18:41] (Orianna) is unstoppable!  
[18:51] (Wukong): mid jungle KINGDOM BABY  
[19:05] (Orianna) is dominating!  
[19:12] (Swain) Quest Complete! Completion Time: 19:12  
[19:24] (Swain) purchased Mejai's Soulstealer  
[19:27] (Swain) purchased Control Ward  
[19:43] (Wukong) is on the way

[20:20] (Jhin) has slain (Swain) for a double kill!  
[20:24] (Wukong) has hit a new milestone on Takedowns: 90!  
[20:27] [All] (Wukong): why u inting  
[20:31] (Orianna) is godlike!  
[20:46] (Orianna) is legendary!  
[21:09] (Orianna): Ocean Drake - Alive  
[21:09] (Orianna): Ocean Drake - Alive  
[21:11] (Swain): ez  
[21:18] (Aatrox) has shut down (Ezreal)! (Bonus Bounty: 150G)  
[21:24] (Ezreal): lol  
[21:26] (Ezreal): greedy  
[21:27] (Ezreal): my b  
[21:39] (Oriana) has slain the Ocean Drake!  
[21:48] (Orianna): Baron Nashor - Alive  
[21:48] (Orianna): Baron Nashor - Alive  
[22:11] (Orianna) is asking for assistance  
[22:16] (Mordekaiser) purchased Control Ward  
[22:19] (Orianna) is asking for assistance  
[22:22] (Swain): Ignite - 178s  
[22:25] (Warwick) has shut down (Wukong)! (Bonus Bounty: 150G)  
[22:31] (Orianna) is asking for assistance  
[22:32] (Swain): Kassadin Flash  
[22:32] (Swain): Kassadin Flash  
[22:36] (Orianna): secure baron  
[22:41] (Swain): 27:30 kas flash  
[22:47] (Orianna) is legendary!  
[22:51] (Kassadin) has shut down (Orianna)! (Bonus Bounty: 700G)  
[22:55] (Wukong): ward baron  
[23:14] (Ezreal) has slain (Warwick) for a double kill!  
[23:23] (Wukong) is on the way

[23:24] (Wukong) is on the way  
[23:24] (Wukong) is on the way  
[23:25] (Wukong) is on the way  
[23:28] (Swain): R - 19s  
[23:28] (Orianna) purchased Control Ward  
[23:35] (Orianna) is on the way  
[23:53] (Orianna) is on the way  
[24:09] (Wukong) has slain Baron Nashor!  
[24:34] (Wukong): need blue  
[24:37] (Orianna): Enemy Blue Buff - Spawning in 0:06  
[25:00] (Wukong) is on the way  
[25:38] (Orianna) is on a killing spree!  
[25:45] (Janna) has hit a new personal best of Storm Savior: 154!  
[25:50] (Wukong) is on a killing spree!  
[26:07] Enemy team agreed to a surrender with 4 votes for and 0 against  
[26:10] [All] (Wukong): Gg  
[26:11] [All] (Mordekaiser): better top wins  
[26:11] [All] (Swain): gggggggggggggggggg  
[26:12] [All] (Orianna): gg

### **A.19 Transcript 019**

[00:23] (Lux) is on the way  
[00:24] (Lux) is asking for assistance  
[00:25] (Jax) is on the way  
[00:25] (Lux) is on the way  
[00:26] (Lux) is asking for assistance  
[00:30] (Ornn) is on the way  
[00:31] (Jax): E - Ready  
[00:32] (Ornn): W - Not learned yet

[00:33] (Ornn): W - Ready  
[00:41] (Caitlyn) has drawn first blood!  
[00:43] (Jax) signals to be careful  
[00:45] (Jax): Enemy Red Buff - Spawning in 0:45  
[00:45] (Jax): Enemy Red Buff - Spawning in 0:45  
[00:48] (Jax): reset  
[00:52] (Jax): with buy  
[00:57] (Jax) is on the way  
[01:00] (Jax): reset with buy cait  
[01:05] (Jax): yyou get adv  
[01:12] (Jax) signals that enemies are missing  
[01:14] (Yasuo): Cait  
[01:15] (Jax): Enemy Red Buff - Spawning in 0:15  
[01:16] (Jax): Enemy Red Buff - Spawning in 0:14  
[01:20] (Yasuo): Beak  
[01:21] (Yasuo): And buy items  
[01:22] (Jax): nvm  
[01:26] (Jax): she wants the L  
[01:40] (Yasuo) signals that enemies are missing  
[01:42] (Ornn) signals that enemies are missing  
[01:43] (Ornn) signals to be careful  
[02:54] (Jax) signals to be careful  
[02:55] (Jax) signals to be careful  
[02:59] (Jax) is on the way  
[03:01] (Yasuo): Amumu Flash  
[03:02] (Yasuo): Garen Flash  
[03:02] (Yasuo): Garen Ignite  
[03:06] (Jax) signals to be careful  
[03:19] (Jax) is on the way  
[03:22] (Ornn) signals that enemies are missing

[03:25] (Ornn) enemy has vision here  
[03:25] (Ornn) enemy has vision here  
[03:52] (Jax) enemy has vision here  
[04:16] (Jax) is on the way  
[04:18] (Jax) is on the way  
[04:20] (Jax) signals to be careful  
[04:50] (Jax) signals to be careful  
[04:51] (Jax): 967 Gold  
[04:57] (Jax): Ocean Drake - Spawning in 0:03  
[04:58] (Jax): Ocean Drake - Spawning in 0:02  
[05:08] (Jax) is on the way  
[05:13] (Lux): im recalling  
[05:17] (Lux) signals to be careful  
[05:34] (Jax) signals to be careful  
[05:36] (Jax) signals to be careful  
[05:39] (Jax) is on the way  
[05:40] (Jax) is on the way  
[05:41] (Jax) is on the way  
[05:41] (Lux) purchased Control Ward  
[05:49] (Yasuo) signals that enemies are missing  
[05:50] (Lux) has targeted (Garen)  
[05:50] (Yasuo) is on the way  
[05:51] (Lux) is asking for assistance  
[05:56] (Jax) signals that enemies are missing  
[05:57] (Lux) has targeted (Garen)  
[05:57] (Jax): BUND  
[06:00] (Jax): \FRERE KILL  
[06:01] (Jax): YOU MISSED  
[06:08] (Yasuo): Ok  
[06:26] (Lux): Ocean Drake - Alive

[06:31] (Caitlin) is asking for assistance  
[06:35] (Jax) signals that enemies are missing  
[06:40] (Ornn) signals that enemies are missing  
[06:41] (Lux) is on the way  
[06:42] (Lux) has targeted (Amumu)  
[06:43] (Lux) is on the way  
[06:43] (Jax) is on the way  
[06:58] (Lux): Ocean Drake - Alive  
[06:59] (Jax) signals that enemies are missing  
[07:00] (Lux) is asking for assistance  
[07:01] (Lux) is on the way  
[07:01] (Lux) is on the way  
[07:02] (Lux) is on the way  
[07:10] (Jax): Challenging Smite - 19s - 480 True Damage  
[07:17] (Jax) has slain the Ocean Drake!  
[07:48] (Jax) is on the way  
[07:48] (Ornn): Yorick Teleport  
[07:48] (Ornn): Yorick Teleport  
[07:51] (Ornn): forgot tp  
[07:54] (Ornn): Ghost - Ready  
[07:54] (Jax) signals that enemies are missing  
[08:10] (Lux) is asking for assistance  
[08:42] (Ornn) signals that enemies are missing  
[08:44] (Ornn) Yorick - Alive  
[08:44] (Ornn) Amumu - Alive  
[08:45] (Ornn): Garen - Alive  
[08:47] (Ornn) signals that enemies are missing  
[08:59] (Lux) Ward Quest Complete! Completion Time: 8:59  
[09:06] (Yasuo) is asking for assistance  
[09:08] (Yasuo) is asking for assistance

[09:26] (Ornn): Yorick - Alive  
[09:26] (Ornn): Yorick - Level 8  
[09:26] (Ornn): Yorick - Level 8  
[09:26] (Ornn): Yorick - Level 8  
[09:30] (Lux) has targeted (Garen)  
[09:40] (Jax) signals to be careful  
[09:40] (Jax) signals to be careful  
[09:41] (Jax) has targeted (Amumu)  
[09:41] (Ornn) signals that enemies are missing  
[09:42] (Jax) signals to be careful  
[09:44] (Jax) signals that enemies are missing  
[09:45] (Jax) signals that enemies are missing  
[09:48] (Ornn) signals to be careful  
[09:50] (Ornn) signals that enemies are missing  
[09:53] (Lux): 4 bot  
[09:56] (Jax): DUDE  
[09:57] (Jax): I PING THATR  
[09:58] (Jax): LOL  
[09:58] (Ornn) signals that enemies are missing  
[10:00] (Jax): YOU GUYS BBLIND:  
[10:01] (Lux): can i guys ping something please  
[10:06] (Ornn) signals that enemies are missing  
[10:07] (Ornn) signals that enemies are missing  
[10:23] (Jax) signals that enemies are missing  
[10:28] (Jax) has targeted the Murk Wolf (88%)  
[10:30] (Yasuo): Lux they pinged a lot  
[10:46] (Ornn) is asking for assistance  
[11:01] (Lux) has targeted (Senna)  
[11:03] (Lux) is asking for assistance  
[11:03] (Lux) is asking for assistance



[11:04] (Lux) is asking for assistance  
[11:09] (Lux) enemy has vision here  
[11:12] (Lux): Mountain Drake - Spawning in 1:06  
[11:37] (Jax) has captured Rift Herald!  
[11:39] (Jax) is on the way  
[11:43] (Ornn) signals to be careful  
[11:46] (Jax) enemy has vision here  
[11:47] (Jax) enemy has vision here  
[11:49] (Jax): WARD  
[11:49] (Jax): PLS  
[11:55] (Yasuo) signals that enemies are missing  
[11:55] (Yasuo) signals that enemies are missing  
[12:07] (Lux) is on the way  
[12:08] (Jax) is on the way  
[12:10] (Lux) is on the way  
[12:10] (Lux) is on the way  
[12:14] (Jax) signals that enemies are missing  
[12:27] (Jax) signals that enemies are missing  
[12:29] (Jax): FF  
[12:33] (Jax): WOW  
[12:36] (Jax): nice play  
[12:44] (Jax) signal that enemies are missing  
[12:45] (Jax) signals that enemies are missing  
[12:46] (Jax) signals that enemies are missing  
[12:48] (Lux) has targeted (Miss Fortune)  
[12:50] (Jax) signals that enemies are missing  
[12:53] (Senna) has shut down (Yasuo)! (Bonus Bounty: 150G)  
[13:09] (Lux): they going bot  
[13:13] (Lux): Mountain Drake - Alive  
[13:14] (Lux) is asking for assistance

[13:22] (Ornn) signals that enemies are missing  
[13:24] (Ornn) enemy has vision here  
[13:24] (Yasuo) signals that enemies are missing  
[13:25] (Yasuo) signals that enemies are missing  
[13:25] (Yasuo) signals that enemies are missing  
[13:26] (Yasuo) signals that enemies are missing  
[13:27] (Yasuo) signals that enemies are missing  
[13:27] (Lux) is asking for assistance  
[13:28] (Lux) is asking for assistance  
[13:28] (Lux) is asking for assistance  
[13:29] (Lux) is asking for assistance  
[13:29] (Lux) is asking for assistance  
[13:32] (Ornn) signals to be careful  
[13:34] (Lux) has targeted (Amumu)  
[13:35] (Yasuo) is on the way  
[13:36] (Ornn) signals that enemies are missing  
[13:36] (Yasuo) is asking for assistance  
[13:36] (Ornn) signals that enemies are missing  
[13:36] (Yasuo) is asking for assistance  
[13:37] (Lux) enemy has vision here  
[13:38] (Ornn): Mountain Drake - Alive  
[13:38] (Ornn): Mountain Drake - Alive  
[13:38] (Ornn): Mountain Drake - Alive  
[13:42] (Lux) has targeted (Garen)  
[13:49] (Jax) has crushed the Eye of the Herald!  
[13:52] The enemy team has slain the Mountain Drake!  
[14:05] (Lux) has targeted (Senna)  
[14:14] (Lux) enemy has vision here  
[14:24] (Lux) signals to be careful  
[14:26] (Ornn) has destroyed the first turret! (Bonus Gold: 150G)

[15:19] (Yasuo): Garen Flash  
[15:19] (Yasuo): Garen Flash  
[15:30] (Lux) signals to be careful  
[15:34] (Ornn) signals to be careful  
[15:35] (Ornn) enemy has vision here  
[15:45] (Lux) is asking for assistance  
[15:48] (Ornn): R - 44s  
[15:49] (Ornn): Ghost - Ready  
[15:50] (Yasuo) is on the way  
[15:55] (Ornn) signals that enemies are missing  
[15:57] (Ornn) signals to be careful  
[15:59] (Lux) purchased Redemption  
[16:03] (Yasuo) signals that enemies are missing  
[16:04] (Yasuo) signals that enemies are missing  
[16:07] (Jax) signals that enemies are missing  
[16:07] (Jax) signals that enemies are missing  
[16:08] (Ornn) signals to be careful  
[16:10] (Lux) is asking for assistance  
[16:10] (Lux) is asking for assistance  
[16:11] (Lux) has targeted (Miss Fortune)  
[16:11] (Lux) has targeted (Miss Fortune)  
[16:12] (Lux) is asking for assistance  
[16:15] (Lux): jax gank  
[16:17] (Lux): only 21  
[16:18] (Lux): 1  
[16:20] (Lux) has targeted (Miss Fortune)  
[16:20] (Lux) is asking for assistance  
[16:26] (Lux) has targeted (Amumu)  
[16:27] (Lux) is on the way  
[16:28] (Yasuo) is on the way

[16:28] (Lux) is on the way  
[16:28] (Ornn) signals everyone to fall back from the Outer Turret  
[16:29] (Lux) is on the way  
[16:29] (Ornn) signals to be careful  
[16:31] (Lux) is asking for assistance  
[16:31] (Lux) is asking for assistance  
[16:33] (Ornn): Ghost - Ready  
[16:34] (Jax): why you recall  
[16:35] (Jax): ???  
[16:36] (Ornn) signals that enemies are missing  
[16:38] (Lux): was 10 health  
[16:41] (Jax): your make game not winnable  
[17:06] (Ornn) signals that enemies are missing  
[17:09] (Jax) is on the way  
[17:19] (Jax) has started an early surrender vote. Early surrenders must be unanimous. Type /surrender or /nosurrender.  
[17:25] (Ornn) signals that enemies are missing  
[17:28] (Ornn) is asking for assistance  
[17:34] (Ornn) signals that enemies are missing  
[17:34] (Ornn) signals that enemies are missing  
[18:12] (Lux) has targeted (Garen)  
[18:13] (Ornn) is on the way  
[18:14] (Ornn): R - 78s  
[18:19] Early surrender vote wasn't unanimous for your team 2/2.  
[18:22] (Ornn): Infernal Drake - Spawning in 0:31  
[18:22] (Ornn): Infernal Drake - Spawning in 0:31  
[18:27] (Yasuo): Health 51%  
[18:27] (Yasuo): Health 51%  
[18:34] (Jax) has captured Rift Herald!  
[18:37] (Yasuo) signals to be careful

[18:37] (Yasuo) signals to be careful  
[18:38] (Yasuo) signals to be careful  
[18:41] (Yasuo) signals to be careful  
[18:42] (Yasuo) signals to be careful  
[18:46] (Ornn) is defending the Outer Turret (7%)  
[18:47] (Ornn) signals that enemies are missing  
[18:47] (Lux): Infernal Drake - Spawning in 0:06  
[18:49] (Jax) is on the way  
[18:50] (Ornn) signals to be careful  
[18:53] (Lux) Quest Complete! Completion Time: 18:54  
[18:54] (Ornn) is asking for assistance  
[18:58] (Jax) has crushed the Eye of the Herald!  
[19:04] (Ornn) is asking for assistance  
[19:06] (Yasuo) signals to be careful  
[19:08] (Yasuo) signals to be careful  
[19:09] (Yasuo) signals to be careful  
[19:12] (Yasuo) signals to be careful  
[19:15] (Ornn) signals to be careful  
[19:16] (Ornn) is on the way  
[19:17] (Ornn) signals that enemies are missing  
[19:21] (Ornn) is asking for assistance  
[19:22] (Yasuo) signals to be careful  
[19:22] (Yasuo) signals to be careful  
[19:24] (Yasuo): Health 47%  
[19:24] (Yasuo): Health 47%  
[19:25] (Ornn) signals that enemies are missing  
[19:27] (Yasuo): R - Ready (In range: No Targets)  
[19:27] (Ornn) is asking for assistance  
[19:31] (Yasuo): R - Ready (Slightly out of range: Senna, Miss Fortune)  
[19:36] (Yorick) has shut down (Jax)! (Bonus Bounty: 300G)

[19:44] (Jax) signals that enemies are missing  
[19:45] (Jax): dude  
[19:46] (Yorick) is on a killing spree!  
[19:47] (Ornn) is asking for assistance  
[19:48] (Jax): cajit  
[19:48] (Ornn) signals that enemies are missing  
[19:49] (Ornn) signals that enemies are missing  
[19:49] (Jax): you recall  
[19:51] (Jax): are bad  
[19:54] (Jax): you recall at worst times  
[19:57] (Ornn): yall dumb?  
[19:58] (Jax): why?  
[20:03] The enemy team has slain the Infernal Drake!  
[20:04] (Lux): your all mutted stop typing  
[20:06] (Yasuo): I told you not to go in  
[20:08] (Jax): or you calling me dumb? > ?  
[20:09] (Jax): lol  
[20:20] (Ornn): we had drag pick  
[20:20] (Jax) dude i had to hold your hand to get your tower top lane  
[20:23] (Ornn) no1 came  
[20:25] (Yasuo): Ornn you wanted to vight 2v4  
[20:30] (Yasuo): Everuyone dead  
[20:32] (Jax) purchased Control Ward  
[20:34] (Yasuo): Except me  
[20:37] (Ornn): y not just getdrag  
[20:38] (Yasuo): and cait gone  
[20:40] (Jax): your actually abysmal  
[20:41] (Ornn): R - 59s  
[20:43] (Jax) has started a surrender vote. Type /surrender or /nosurrender  
[20:46] (Jax): we dont win

[20:49] (Jax): 200iq team  
[20:55] (Yasuo) signals to be careful  
[21:04] (Yasuo) signals to be careful  
[21:21] (Ornn): Baron Nashor - Alive  
[21:27] (Ornn): Baron Nashor - Alive  
[21:31] (Jax) is on the way  
[21:34] (Ornn): R - 6s  
[21:43] Surrender vote failed for your team 2/2  
[21:53] (Jax) is asking for assistance  
[21:57] (Jax) has targeted the Inner Turret (100%)  
[22:04] (Lux): Baron Nashor - Alive  
[22:12] (Jax) is asking for assistance  
[22:17] (Ornn) signals that enemies are missing  
[22:21] (Yasuo) is on the way  
[22:22] (Jax) is on the way  
[22:27] (Ornn) signals to be careful  
[22:27] (Ornn) signals to be careful  
[22:29] (Ornn) is on the way  
[22:31] (Ornn) is on the way  
[22:32] (Miss Fortune) is on a killing spree!  
[22:35] (Yorick) is on a rampage!  
[22:49] (Ornn) signals that enemies are missing  
[22:54] (Ornn): we had 2 v 2  
[22:56] (Lux) has targeted (Yorick)  
[22:57] (Ornn): \\jax  
[22:59] (Lux) purchased Ardent Censer  
[23:01] (Ornn): y u leeave  
[23:04] (Lux) purchased Control Ward  
[23:13] (Lux) is on the way  
[23:13] (Ornn): gg

[23:13] (Lux) is on the way  
[23:14] (Lux) is asking for assistance  
[23:14] (Lux) is asking for assistance  
[23:40] (Lux) enemy has vision here  
[23:43] (Ornn): 75% towards Level 13  
[23:48] (Ornn) signals that enemies are missing  
[23:50] (Ornn) Garen - Alive  
[23:51] (Ornn): Garen R  
[23:53] (Ornn): Amumu Flash  
[23:56] (Lux) has targeted (Garen)  
[24:03] (Ornn) signals that enemies are missing  
[24:04] (Ornn) Signals that enemies are missing  
[24:06] (Ornn) signals to be careful  
[24:33] (Yorick) is unstoppable!  
[24:35] (Yasuo) signals to be careful  
[24:36] (Yasuo) signals to be careful  
[24:36] (Yasuo) signals to be careful  
[24:36] (Ornn) signals that enemies are missing  
[24:36] (Jax) has shut down (Miss Fortune)! (Bonus Bounty: 300G)  
[24:38] (Jax) is asking for assistance  
[24:39] (Jax) is asking for assistance  
[24:39] (Garen) is on a killing spree!  
[24:39] (Jax) is asking for assistance  
[24:42] (Jax) signals that enemies are missing  
[24:43] (Jax) signals that enemies are missing  
[24:48] (Jax): pls do something team  
[24:50] (Jax): i killed ade  
[24:55] (Ornn) has shut down (Amumu) (Bonus Bounty: 150G)  
[25:01] (Jax) has targeted (Garen)  
[25:03] (Jax) signals that enemies are missing



[25:04] (Jax) signals that enemies are missing  
[25:09] (Ornn): gtg  
[25:10] (Ornn): bye  
[25:12] (Lux) has targeted (Garen)  
[25:13] (Jax): how do you miss every q on lux  
[25:14] (Lux): Infernal Drake - Alive  
[25:15] (Lux): Baron Nashor - Alive  
[25:16] (Jax): shes easy champ in game  
[25:33] (Ornn): Passive - Ready  
[25:35] (Ornn) signals that enemies missing  
[25:36] (Yasuo): Infinity Edge  
[25:37] (Jax): why are you ppl in my ranked game  
[25:39] (Ornn): Jax Trinity Force  
[25:39] (Ornn): Jax Trinity Force  
[25:41] (Ornn) is on the way  
[25:43] The enemy team has slain the Infernal Drake!  
[25:45] (Jax) is on the way  
[25:48] (Ornn): Passive - Ready  
[25:57] (Ornn) signals that enemies are missing  
[25:59] (Jax) signals that enemies are missing  
[25:59] (Jax) signals that enemies are missing  
[26:00] (Jax) signals that enemies are missing  
[26:00] (Jax) signals that enemies are missing  
[26:02] (Lux): idioot  
[26:06] (Yasuo): We were running  
[26:07] (Ornn): im walkin  
[26:07] (Jax): lol  
[26:10] (Jax): your getting carried  
[26:10] (Jax): lol  
[26:11] (Ornn): in

[26:16] (Jax): yyou cant even land your q  
[26:16] (Ornn): u ran to die >??  
[26:17] (Yasuo): You're\*  
[26:18] (Jax): lux  
[26:19] (Ornn): u dumb  
[26:27] (Jax): like thats next lvl 200iq  
[26:28] (Ornn): carried  
[26:29] (Ornn): welose  
[26:32] (Jax): easiet champ in the game  
[26:33] (Jax): y\  
[26:34] (Lux) has targeted (Senna)  
[26:36] (Jax): and you cant even play it  
[26:38] (Jax): lol  
[26:50] (Ornn): k ill g then  
[26:57] (Jax): we cant kill anybody  
[26:59] (Yasuo) signals that enemies are missing  
[27:04] (Jax): you guys never walk uo  
[27:06] (Lux) has targeted (Yorick)  
[27:07] (Lux) is on the way  
[27:07] (Lux) is asking for assistance  
[27:17] (Yasuo): You are to \*\*\*\* far  
[27:19] (Ornn): i cant get there any faster  
[27:23] (Lux) signals to be careful  
[27:25] (Ornn): exactly  
[27:26] (Jax) signals that enemies are missing  
[27:30] (Ornn): ur dumb jacxx  
[27:34] (Ornn) R - Ready  
[27:36] (Jax) signals that enemies are missing  
[27:37] (Jax) signals that enemies are missing  
[27:40] (Garen) is on a rampage!

[27:42] (Yasuo) signals to be careful  
[27:43] (Yasuo) signals everyone to back away from (Miss Fortune)  
[27:45] (Yasuo) signal (Jax) to fall back  
[27:44] (Yasuo) signal (Jax) to fall back  
[27:45] (Yasuo) signal (Jax) to fall back  
[27:48] (Yasuo) signals that enemies are missing  
[27:49] (Jax) has shut down (Garen)! (Bonus Bounty: 400G)  
[27:54] (Jax) has targeted (Miss Fortune)  
[27:54] (Yorick) is dominating!  
[27:57] (Jax): Caitlyn - Alive  
[27:57] (Jax): Caitlyn - Alive  
[27:57] (Jax): Caitlyn R - Ready  
[27:57] (Jax): Caitlyn R - Ready  
[27:58] (Jax): Caitlyn R - Ready  
[27:58] (Jax): Caitlyn R - Ready  
[27:58] (Jax): Caitlyn R - Ready  
[27:58] (Caitlyn) has slain (Miss Fortune) for a double kill!  
[28:00] (Yorick) has slain (Lux) for a double kill!  
[28:03] (Jax): Caitlyn R - Ready  
[28:04] (Jax): Caitlyn R - Ready  
[28:04] (Jax): Caitlyn R - Ready  
[28:04] (Jax): Caitlyn R - Ready  
[28:04] (Jax): Caitlyn R - Ready  
[28:07] (Jax): Caitlyn R - Ready  
[28:07] (Jax): Caitlyn R - Ready  
[28:08] (Jax): Caitlyn R - Ready  
[28:08] (Jax): Caitlyn R - Ready  
[28:08] (Yorick) has slain (Caitlyn) for a triple kill!  
[28:11] Enemy team has scored an ace!  
[28:14] (Jax): you dont even use your ULT

[28:16] (Jax): ??

[28:18] (Jax): why?

[28:18] (Ornn): Caitlyn R - Ready

[28:18] (Ornn): Caitlyn R - Ready

[28:18] (Ornn): Caitlyn R - Ready

[28:21] (Jax): Caitlyn R - Ready

[28:21] (Jax): Caitlyn R - Ready

[28:21] (Jax): Caitlyn R - Ready

[28:21] (Jax): Caitlyn R - Ready

[28:22] (Jax): Caitlyn R - Ready

[28:22] (Jax): Caitlyn R - Ready

[28:28] [All] (Ornn): gg

[28:33] (Jax): why are you playing ranked

[28:35] (Jax): on my team

[28:37] (Lux): Baron Nashor - Alive

[28:40] (Jax): you cant even play your champ

[28:42] (Jax): lol

[28:50] (Ornn): jax do hav a life

[28:54] (Ornn): chill its game

[28:59] (Jax) has started a surrender vote. Type /surrender or /nosurrender.

[29:03] Surrender vote failed for your team 2 / 3.

[29:17] (Ornn): hav fun kid

[29:22] (Ornn) signals that enemies are missing

[29:25] (Lux) enemy has vision here

[29:37] (Ornn) is on the way

[29:39] (Ornn) signals to be careful

[29:46] (Jax) signals to be careful

[29:55] (Yorick) is legendary!

[30:00] (Jax) signals that enemies are missing

[30:01] (Jax) signals that enemies are missing

[30:01] (Jax) signals that enemies are missing  
[30:04] (Jax): report yas  
[30:05] (Yorick) has slain (Ornn) for a double kill!  
[30:07] (Jax): and our bot lane  
[30:18] (Lux): Infernal Drake - Spawning in 0:26  
[30:21] (Yasuo): We dont win those fights  
[30:29] (Yasuo): And Im not inting  
[30:30] (Yasuo): You are  
[30:31] (Lux): we need to hold till mountaitn and steal  
[30:32] (Yasuo): Stop running  
[30:33] (Jax): ive been out lvling our mid and bot lane the whole game  
[30:33] (Yasuo): In  
[30:35] (Jax): took rift 2x  
[30:35] (Lux): Infernal Drake - Spawning in 0:09  
[30:37] (Yasuo): You \*##\* libtard  
[30:37] The enemy team has slain Baron Nashor!  
[30:39] (Jax): took 2towers  
[30:42] (Yasuo): Go kill ur self  
[30:43] (Jax): what did my team do??  
[30:49] (Ornn): Infernal Drake - Alive  
[30:49] (Ornn): Infernal Drake - Alive  
[30:49] (Ornn): Infernal Drake - Alive  
[30:49] (Ornn): Infernal Drake - Alive  
[30:49] (Yasuo): you dont know how to play\  
[30:49] (Ornn): Infernal Drake - Alive  
[30:52] (Yasuo): Just shut u[p  
[30:54] (Ornn) drags better:  
[30:55] (Yasuo): Ur so gay  
[30:58] (Yasuo): You god damn \*\*\*\*  
[31:00] (Yasuo): \*##\* die

[31:05] (Ornn): haha  
[31:05] (Lux): get a pick  
[31:06] (Yasuo): You henst to god p[eice of \*\*\*\*  
[31:07] (Yasuo): Die  
[31:12] (Yasuo): Ur honestly so garbage  
[31:15] The enemy team has slain the Infernal Drake!  
[31:16] The enemy team  
[31:23] (Yasuo): And get a life  
[31:28] (Yasuo): Jesus christ  
[31:31] (Lux): Elder Dragon - Spawning in 5:45  
[31:31] (Lux): Baron Nashor - Spawning in 5:07  
[31:35] (Ornn) is asking for assistance  
[31:43] (Yasuo): \*\*\* brain damage  
[31:46] (Jax): you mad?  
[31:47] (Jax): lol  
[31:50] (Yasuo): ARe yOu  
[31:52] (Yasuo): Jesus  
[31:54] (Lux) is asking for assistance  
[31:55] (Lux) is asking for assistance  
[31:56] (Ornn) is on the way  
[31:59] (Jax): no im just upset you have to play on my team  
[32:03] (Jax): because you do absolutely nothing  
[32:05] (Jax): but lose the game  
[32:08] (Yasuo): And im up[set ice got a baby  
[32:08] (Ornn) signals everyone to back away from (Yorick)  
[32:12] (Yasuo): You honestly care too much  
[32:12] (Ornn) signals that enemies are missing  
[32:17] (Yasuo): Fuckign cry and move one  
[32:18] (Yasuo): on  
[32:19] (Ornn) signals (Caitlyn) to fall back

[32:22] (Yasuo): Jesus

[32:44] (Yorick) is legendary!

[32:51] (Yorick) has slain (Yasuo) for a double kill!

[32:55] (Jax): you dont even deserve to be carried or win the game |

[32:57] (Ornn) signals (Caitlyn) to fall back

[32:57] (Ornn) signals to be careful

[32:58] (Ornn) signals to be careful

[33:00] (Yorick) has slain (Lux) for a triple kill!

[33:01] (Jax): with how you play

[33:02] (Yasuo): Honesty I dont care

[33:04] (Yorick) has slain (Caitlyn) for a quadra kill!

[33:04] (Yasuo): Its a game

[33:07] (Yasuo): Just deal with it

[33:07] Enemy team has scored an ace!

[33:10] (Yasuo): And MOVE ON

[33:14] (Yasuo): honestly

[33:15] (Jax): then why are you my ranked game

[33:16] (Yasuo): Stop complaining

[33:18] (Jax): if your not playing to win

[33:18] Ally inhibitor respawning soon

[33:22] (Yasuo): I \*\*\*\* won lane

[33:36] (Jax): then you just admitted to grief

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