

LCS Week 1 - Post-Game Summary (G1 vs SK Gaming)

Jree

- Don't buy Liandry's Torment on burst supports, ever. Go for DFG if you insist on going for damage to amplify the damage output of your team.

Araneae

- Sell your Doran's Blade and get pink ward / sight wards once you've completed your core item build.
- Don't build damage on your junglers when you have limited farm and gold. When we have a fed AP Mid and AD Carry, it's much better for you to soak up more damage from the enemy team than to do a small amount of extra damage, every second you stay alive longer is a second that the carries can do (a lot more than you) damage without having to worry about dying.

Kev1n

- No notes, well played all around.

Kerp

- Focus more on the "2 man hit squad", it's much more potent if you roam every time Araneae has his ultimate up rather than roaming alone (even though it paid off too in this scenario).

Creaton

- Group for objectives when your team groups, don't stay for 5cs. Also, don't use your Ezreal ultimate to push waves in other lanes right before teamfights. Buy a pink ward lategame when you have the item slot.

General notes for the team

- I think this is a perfect example of why we should take scrims a lot more serious, the enemy lanes were outplayed individually but we lack in cohesion and strategy once we get an advantage. This definitely needs to be worked on in scrims.
- Don't look for 5vs5 when you have LeBlanc & Vi and the enemy team has Shyvana + Ziggs, makes no sense. Try to pick people off in 2v2/3v3/4v4 skirmishes and then press the advantage, this can be done by getting more pink wards in their jungle and more usage of the sweeping lens.