

[BRANCHING] 49 SPACE (clone)

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1. Yasuo Workflow Chlldasdasdsasdas [CONFLICT] Yasuo Workflow Childsad
2. Lux Breakdown
 - 2.1. Lux Breakdown Child
3. Jinx Guide
 - 3.1. Jinx Guide Child
4. Garen Stats
 - 4.1. Garen Stats Child
5. Ahri Overview
 - 5.1. Ahri Overview Child
6. Untitled

1. Yasuo Workflow Childdasdasdsasdas [CONFLICT] Yasuo Workflow Childsad

Yasuo Workflow

OVERVIEW

Yasuo thrives on mobility, precision, and quick decision-making. This extended guide provides additional context to help refine gameplay fundamentals and improve performance in both skirmishes and teamfights.

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2. Lux Breakdown

Lux Breakdown

Overview

Understanding Lux's strengths and weaknesses.

Lux is a burst mage with excellent poke and crowd control. Her abilities allow her to lock down enemies from a distance and deal heavy damage.

Lux excels at controlling fights from a distance. Proper positioning is crucial to avoid being caught while casting.

Highlights

- Long-range poke with Light Binding (Q) and Lucent Singularity (E)
- Shields teammates with Prismatic Barrier (W)
- High burst power with Final Spark (R)
- Excels in mid-lane and support roles

Lux Core Stats

Stat	Value
Range	1100
Burst Damage	High
Crowd Control	Strong
Survivability	Low

Advanced Tips

- Use your E to zone enemies or check bushes safely.
- Try to land Q from unexpected angles.

- Save your shield for multi-ally protection in teamfights.
- Combine your passive with abilities for maximum damage.

2.1. Lux Breakdown Child

Extended Lux Breakdown

Overview

Lux excels as a long-range burst mage and utility support. She provides high poke damage, reliable crowd control, and powerful shielding for her team.

Lux is vulnerable to burst damage and assassins. Proper positioning is mandatory to survive and cast effectively.

Core Concepts

- Maintain safe distance while using Light Binding (Q) to initiate or peel.
- Use Lucent Singularity (E) for wave control, poke, and zoning.
- Manage cooldowns carefully—Lux relies heavily on her spell rotation.
- Capitalize on passive procs (Illumination) for optimal burst damage.

Lux Base Stats Breakdown

Stat	Detail
Abilities Power	Strong poke and burst potential
Crowd Control	Reliable root with Q
Utility	Strong shielding with W
Range	Very high

Advanced Mechanics

- Buffer Q animations by casting from fog of war or brush.
- Use E slow to guarantee easier Q hits.
- Shield allies twice with Prismatic Barrier (W) by positioning correctly.

- Snipe low-health enemies with Final Spark (R) while also using it to start fights.

Situational Advice

- Against high-mobility champions, focus on zoning with E rather than forcing Q.
- When playing support, prioritize vision to safely land abilities.
- Build defensively if being targeted—Zhonya's can save you from assassins.

Wave Control & Lane Management

- Use E to thin waves without over-pushing.
- Auto-attack then E detonate to secure ranged minions safely.
- Freeze near your tower when facing aggressive engage supports.

Teamfight Impact

- Stay behind your frontline and play as artillery.
- Hold Q for peel when facing divers.
- Look for multi-target E slow to set up your team's engage.
- Use R to follow up ally CC for guaranteed hits.

Synergy Tips

- Works exceptionally well with junglers who provide CC (Sejuani, Jarvan IV).
- Ideal with ADCs who can follow up roots and slows.
- Shielding tanks mid-fight amplifies their survivability.

Common Mistakes to Avoid

- Standing still while casting E—remain unpredictable.
- Using Q too early during skirmishes—hold it for key targets.
- Forgetting to auto-attack to trigger passive damage.

Matchups

Easy Matchups

- **Ashe** — predictable movement and no mobility make her easy to poke and root.
- **Jhin** — telegraphed abilities allow consistent E and Q hits.
- **Miss Fortune** — punish her immobility with ranged harass.

Difficult Matchups

- **Leona** — her gap close and stun can end lane instantly if she engages.
- **Nautilus** — tanky, point-and-click CC, and strong all-in potential.
- **Pyke** — high burst and mobility; avoid giving him angles.

Ability Leveling Order

1. Max **E** first for poke, wave control, and slow utility.
2. Max **Q** second for improved root duration and damage.
3. Max **W** last—useful but lower impact early.
4. Take **R** at levels 6, 11, and 16.

Optimal Combos

- **Basic Poke:** E → auto → E detonate.
- **Full Burst:** Q → E → auto → E detonate → R.
- **Peel Combo:** Q → W → kite backward.

Vision & Positioning Fundamentals

- Place wards deep in river to protect angles against ganks.
- Stay on the edge of teamfights—Lux is strongest with distance.
- Never walk into fog first; you must play behind frontliners.

3. Jinx Guide

Jinx Guide

Overview

Jinx is a hyper-carry marksman who thrives in chaotic teamfights. With her weapon swapping and explosive damage, she can quickly snowball out of control.

Jinx is extremely squishy. Improper positioning can lead to being burst down before contributing damage.

Key Strengths

- Rapid attack speed scaling
- Rocket launcher provides long-range AOE damage
- Strong zoning with Flame Chompers (E)
- Resets through Get Excited! enable multi-kill cleanup

Jinx Core Stats

Stat	Value
Range	525
Attack Speed	High
AOE Damage	Very High
Mobility	Low

Advanced Tips

- Swap between Pow-Pow and Fishbones depending on the situation.
- Use Flame Chompers to block dashes or escape routes.
- Position behind your frontline and wait for resets.

- Aim Super Mega Death Rocket (R) for cross-map snipes or finishing low-health enemies.

3.1. Jinx Guide Child

Extended Jinx Guide

Overview

Jinx is a hyper-carry marksman who excels in extended fights, objective pressure, and high-damage teamfight cleanup. With the right positioning, she becomes unstoppable after her first reset.

Jinx is immobile and extremely vulnerable to divers. Proper spacing and trap placement are essential for survival.

Core Concepts

- Swap between Pow-Pow (minigun) and Fishbones (rocket launcher) depending on range needs.
- Use Flame Chompers (E) to zone, disengage, or punish enemy dashes.
- Track your passive, Get Excited!, and play for resets in every fight.
- Stay behind your frontline—Jinx does not win front-to-back without protection.

Jinx Base Stats Breakdown

Stat	Detail
Attack Range	High with rockets
Attack Speed	Exceptional scaling with items
Mobility	Low without passive resets
Burst Damage	High with W and R

Advanced Mechanics

- Use W (Zap!) after applying slows for guaranteed hits.

- Place traps at choke points to force enemies to path differently.
- Time your rockets for AoE damage when enemies clump together.
- Use R (Super Mega Death Rocket!) to execute from long distances.

Situational Advice

- Against dive comps, play closer to your support and use traps defensively.
- Against poke comps, use minigun form to shred objectives quickly.
- Build lifesteal early if you struggle in sustain-heavy lanes.

Wave Control & Lane Management

- Use rockets to fast shove when recalling or pressuring turret plates.
- Swap to minigun for sustained dps when last-hitting under tower.
- Avoid auto-pushing early—Jinx becomes very gankable.

Teamfight Impact

- Play for the first reset—after that, you can run down fights.
- Position at maximum rocket range to minimize threat.
- Follow up CC from allies with W for easy poke.
- Be patient with R; secure kills to trigger passive.

Synergy Tips

- Works well with enchanters like Lulu, Janna, and Milio.
- Tanks who provide peel (Braum, Thresh) greatly increase survivability.
- Junglers with lockdown CC guarantee W hits.

Common Mistakes to Avoid

- Overusing rockets and running out of mana early.
- Standing still while casting W—always stay mobile.
- Poor trap placement leading to wasted zoning.

Matchups

Easy Matchups

- **Kog'Maw** — immobile and outranged early.
- **Ashe** — predictable movement and weak all-in.
- **Miss Fortune** — punish her lack of dashes.

Difficult Matchups

- **Draven** — out-damages Jinx heavily in early trades.
- **Caitlyn** — outranges and controls lane with traps.
- **Tristana** — all-in potential and scaling threat.

Ability Leveling Order

1. Max **Q** first for DPS.
2. Max **W** second for poke and burst.
3. Max **E** last.
4. Level **R** at 6, 11, and 16.

Optimal Combos

- **Basic poke:** W at max range.
- **Root punish:** E → W → rockets.
- **Extended fight:** rockets → auto → auto → swap to minigun → shred.

Map Awareness & Objective Control

- Rockets allow you to scout objectives—use them to check fog.
- Maintain strong lane prio to secure dragons.
- Take towers quickly with minigun if left alone.

4. Garen Stats

Garen Stats

Overview

Garen is a durable fighter with strong sustain.

Garen is known for his resilience and straightforward playstyle. He excels in extended fights and benefits heavily from his innate regeneration.

Garen excels in straightforward combat. His durability and sustain allow him to take extended trades safely.

Strengths

- High durability with strong base stats
- Silence through Decisive Strike (Q)
- Massive execute damage with Demacian Justice (R)
- Scales naturally with tank items

Garen Core Stats

Stat	Value
Health	690
Armor	36
Magic Resist	32
Damage Output	Moderate
Mobility	Low

Advanced Tips

- Use Q to negate slows and secure engages.

- Spin through multiple enemies with Judgement (E) for maximum damage.
- Track enemy burst cooldowns before committing.
- Use your passive to regenerate safely after trades.

4.1. Garen Stats Child

Extended Garen Stats Guide

Overview

Garen is a durable juggernaut who excels in extended trades, frontline disruption, and executing priority targets with his ultimate. His kit is simple but powerful when mastered.

Garen is durable but predictable. Poor positioning or using abilities too early allows enemies to kite or disengage easily.

Core Concepts

- Use Perseverance (passive) to sustain in lane by taking short trades.
- Silence key targets with Decisive Strike (Q) before they can trade back.
- Spin-to-win: Judgment (E) is your primary DPS tool.
- Execute low-health enemies with Demacian Justice (R) in fights.

Garen Base Stats Breakdown

Stat	Detail
Durability	Extremely high with defensive builds
Wave Clear	Strong with E
Mobility	Decent with Q burst movement
Damage Profile	Mixed damage with high execution power

Advanced Mechanics

- Cancel auto attacks with Q for faster trades.
- Use Q to remove slows before engaging.
- Spin around enemies rather than standing still to maximize E damage ticks.

- Hold R for true executes—don't waste it too early.

Situational Advice

- Against poke champions, play for short trades and let your passive heal you.
- Against bruisers, armor stacking early can help win extended fights.
- Versus tanks, rely on ability damage rather than autos.

Wave Control & Lane Management

- Freeze near your tower to force enemies into vulnerable positions.
- Push waves only when you want to roam or reset.
- Use E to thin waves but avoid full shoves unless intentional.

Teamfight Impact

- Identify and silence the highest-priority squishy target.
- Don't engage first—follow up on allies to reach carries safely.
- Spin through the enemy frontline and peel divers off your backline.

Synergy Tips

- Works well with supports or junglers that provide lockdown (Leona, Jarvan IV).
- Champions who can force fights create easy angles for Garen.

Common Mistakes to Avoid

- Wasting Q into tanks; save it for priority targets.
- Over-extending after trades and losing passive uptime.
- Using R before confirming kill thresholds.

Matchups

Easy Matchups

- **Tryndamere** — you win early trades and silence stops his engage.

- **Nasus** — punish him early before he stacks.
- **Yorick** — silence disrupts his combos.

Difficult Matchups

- **Darius** — out-damages you early.
- **Camille** — high mobility and true damage.
- **Teemo** — poke and blinds make trades difficult.

Ability Leveling Order

1. Max **E** first for damage.
2. Max **Q** second for mobility and trading power.
3. Max **W** last.
4. Level **R** at 6, 11, and 16.

Optimal Combos

- **Short trade:** Q → auto → E.
- **All-in:** Q → E → chase → R.
- **Wave clear:** E through entire wave.

Map Awareness & Macro Play

- Look for roam timings when wave is pushed.
- Use your durability to contest vision safely.
- Pressure side lanes to draw multiple enemies.

5. Ahri Overview

Ahri

Overview

Ahri is a mobile mage with strong pick potential.

Ahri harnesses charm magic and deception to burst down enemies and reposition quickly in fights.

Ahri thrives on mobility and burst damage. Proper orb management and spacing are key to winning trades.

Key Traits

- Extremely mobile with Spirit Rush (R)
- Strong pick potential through Charm (E)
- Good wave clear with Orb of Deception (Q)
- Excels at catching out-of-position targets

Ahri Core Stats

Stat	Value
Range	550
Burst Damage	High
Survivability	Medium
Crowd Control	Moderate

Advanced Tips

- Use Fox-Fire (W) after Charm for guaranteed hits.
- Hold Spirit Rush charges for escapes or chase potential.

- Aim Charm through minion gaps to surprise opponents.
- Play around Fog of War to force mispositioning.

5.1. Ahri Overview Child

Extended Ahri Overview

Overview

Ahri is a highly mobile mage-assassin who excels at picking off targets, skirmishing, and weaving in and out of fights using her dashes. Her charm and burst combo make her exceptionally good at catching mispositioned enemies.

Ahri relies heavily on mobility. Missing her charm or using dashes too early leaves her vulnerable to burst and crowd control.

Core Concepts

- Use Orb of Deception (Q) to poke safely and control waves.
- Charm (E) is your key ability—land it to guarantee full combos.
- Save Spirit Rush (R) charges for repositioning, not just damage.
- Utilize Fox-Fire (W) for mid-range damage when engaging.

Ahri Base Stats Breakdown

Stat	Detail
Mobility	Extremely high with R
Burst Damage	Strong when charm connects
Sustain	Decent with passive Essence Theft
Safety	High but punishable without cooldowns

Advanced Mechanics

- Buffer charm using fog of war or movement prediction.
- Use Q return path to maximize true damage.

- Dash between Spirit Rush charges to dodge key enemy abilities.
- Combo charm → W → Q → auto for consistent burst.

Situational Advice

- Against assassins, play back and save R for escape.
- Against control mages, poke with Q and avoid bad trades.
- Build early defensive items if laning against high burst champions.

Wave Control & Lane Management

- Use Q for safe last hitting and wave trimming.
- Fast shove only when you want to roam—Ahri is an exceptional roamer.
- Slow push into big waves to pressure towers or force enemy junglers.

Teamfight Impact

- Look for flanks rather than engaging head-on.
- Charm priority targets diving your backline.
- Use R to re-enter fights after cooldowns reset.
- Maintain constant movement to avoid becoming an easy target.

Synergy Tips

- Works well with junglers who offer CC (Jarvan, Vi, Sejuani).
- Supports with setup CC create easy charm opportunities.
- High mobility comps amplify her pick potential.

Common Mistakes to Avoid

- Using Spirit Rush too aggressively and losing escape options.
- Overusing Q on waves and wasting mana.
- Engaging without charm available.

Matchups

Easy Matchups

- **Twisted Fate** — predictable movement, low mobility.
- **Veigar** — punish him early before cage becomes a threat.
- **Vex** — charm negates her engage if timed correctly.

Difficult Matchups

- **Zed** — strong all-in potential; save R defensively.
- **Syndra** — high burst and long-range CC.
- **Lissandra** — hard engage and lockdown counter mobility.

Ability Leveling Order

1. Max **Q** first for poke and wave clear.
2. Max **W** second for consistent damage.
3. Max **E** last unless you need shorter CC cooldown.
4. Level **R** at 6, 11, and 16.

Optimal Combos

- **Pick combo:** E → W → Q → auto.
- **Charm punish:** E → R dash in → combo.
- **Extended:** R → W → Q → reposition → finish with second and third R.

Vision & Map Control

- Use R to scout jungle safely.
- Control river vision to set up charm picks.
- Deep wards let you create flank angles and surprise engages.

6. Untitled
