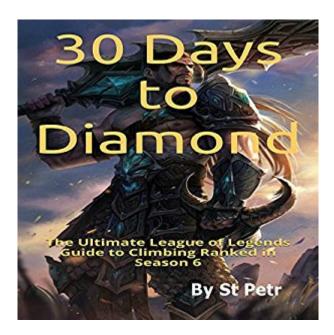
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# 30 Days To Diamond: The Ultimate League Of Legends Guide To Climbing Ranked In Season 6





## Synopsis

Before I tell you what 30 Days to Diamond is about, let me tell you what it isn't. This book is not the next three-dollar booklet promising you all the "tips and tricks" nobody else knows. Any book that makes such a claim is ridiculous, misleading, and a waste of time. 30 Days to Diamond is 143 minutes worth of specialized teaching, produced by a Master Tier player on both EUW and EUNE servers. It teaches all technical, strategic, and psychological aspects of the game, from A to Z, in a very unique and effective manner. If there's anything I've learned after mentoring over 60 silver and bronze players, it's that anyone, and I mean anyone, has the potential to become a Diamond level player within a very short time, even if still new to League. In spite of all the information available online, the majority of League's community still struggle to achieve their goals in Ranked. Nowadays, there are so many Twitch streams, YouTube channels, and websites dedicated to teaching the game, and yet the results are just not there for the majority. Improving from Silver to Gold is nice, but this is so much less than what progress should look like for most. Being a teacher in real life, the question I got absorbed in was: What prevents people from mastering the game to the level they want, despite them having access to all the information they need? We are talking about hundreds of thousands of players that play ranked. That's a lot of people. Why is it that so many folks may spend weeks, and even months, watching Challenger streams, play League for 5+ hours a day, and still not improve at the rate they could? This inefficiency is not due to the people playing the game, or the information they learn from. It all has to do with how effective learning takes place. A person's ability to learn from a piece of information is enhanced only to the degree to which they can relate to it at that specific moment.

### **Book Information**

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#### **Customer Reviews**

Here is my detailed review as a plat 2 player. I will include the things I like and don't like about the book. I like that the author goes guite deep on the psychological aspects of the game. That's maybe 30-40% of the book. There is a lot of thought-provoking commentary there, especially the stuff about the subconscious mind and why things happen in game the way they do. As far as the technical aspects, its a little bit too detailed at some places and you are not likely to remember everything if you don't frequently revise the book. But again, my view is as a Platinum 2 player and I am a lot ahead in game knowledge compared to others. If you are in Silver or Gold I would suggest that you learn the game knowledge part by heart. Gold players are the worst because they are very stubborn and convinced they know it all and this is why it's the biggest elo hell. The things I really like are the different described scenarios in regards to the objectives and the way they should be prioritized. It's quite detailed and concrete and pretty much every possible scenario is listed for when to prioritize or give every objective. I can tell you that in Platinum like 9 out of 10 games are lost because people mess this up. All the pages dedicated to the aspects of laning are just a must to understand. I think the small things described are the difference between winning lane and stomping a lane really hard. The 2 questions in Chapter 9 and the whole game review strat are a prety solid approach. This is quite different from what I was doing and is much better, but I will apply it as soon as I finish with my exams.

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