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## Lol all star 2018

Get you your ballots ready, voting for the League of Legends 2018 All-Stars is now live. Fans will have the ability to vote players into this year's All-Stars from across 10 different regions, though "votes for leagues outside of [their] region will count for less." Voting in Tencent and Garena-run leagues such as China's LPL and Taiwan's LMS will not have global voting, however—only fans within those regions can vote for those players. Unlike previous All-Stars, where every player could be voted for, this year's event has limited voting to "20 of the most prominent pros from each region." Among this shortened regional voting selection include at least one player from every team, and at least two players for each in-game role. While it has not given an exact date, Riot Games estimates that All-Star voting will be live for approximately a week. In addition to those selected from the player voting, this year's All-Star event will feature four "pro player" All-Star invites, chosen by Riot after the conclusion of the fan vote, as well as content creators from Riot's League partner program. These content creators can include groups like streamers, YouTube personalities, and cosplayers. Set to take place in Las Vegas's Esports Arena in December, this year's All-Star event will be spread across three days. It will feature a variety of fun game modes, such as a one-vs-one tournament and regional rivalry show matches. The 2018 All-Star event is set to take place from Dec. 6 to 8. The 2018 League of Legends All-Stars event is only a week away, and today, Riot finally revealed specific details of the event on the game's main website. Last year, fans were left wanting after the event, as it wasn't the same goofy tournament it had been in years past. It appeared to be taken more seriously by Riot than before, and it lacked the certain charm and memeness that drew fans and even the players into enjoying it. Many were hoping that things would change this year, and it appears that may be the case, as there are way more fun activities and events on the docket. Here is the complete guide to the event, including what activities there will be, which players and streamers will compete in them, and the dates of the broadcast. One-on-one tournament Just like last year, this year's event will feature a one-on-one bracket-style tournament between all the pros in attendance. Here is the list of players competing. North America Yiliang "Doublelift" PengZachary "Sneaky" ScuderiEric "Licorice" Ritchie Europe Rasmus "Caps" WintherMads "Broxah" Brock-PedersenDaniele "Jizuke" di Mauro AKA The Italian Stallion China Jian "Uzi" Zi-HaoSong "Rookie" Eui-jinLiu "Mlxg" Shi-Yu South Korea Lee "Faker" Sang-hyeokBae "Bang" Jun-sikHan "Peanut" Wang-ho Turkey Mustafa Kemal "Dumbledoge" GökseloğluSergen "Broken Blade" "Rakin" Knittel Vietnam Nguyễn "Artifact" Vãn HâuPham "Zeros" Minh Lộc LMS Huang "Maile" Yi-TangLiu "Westdoor" Shu-Wei Southeast Asia Nuttapong "G4" MenkasikanAit "Rocky" Phaumuang Latin America South Sebastián "Tierwolf" Andrés Mateluna CitrarioJoaquin José "Plugo" Pérez Latin America North Edgar "Seiya" Ali Bracamontes MunguiaDiego "Arce" Arce Chang Russia Mykhailo "Kira" HarmashDani "Diamondprox" Reshetnikov Japan Shunsuke "Evi" MuraseKyohei "Ceros" Yoshida Oceania Stephen "Triple" LJackson "Pabu" Pavone Regional rivalry matches This year, pro players and popular personalities will be competing in rivalry matches to showcase regional rivalries. Here is each regional matchup, as well as who is competing in them. NA vs. EU DoubleliftSneakyLicoriceMichael "Imaqtpie" SantanaRabia "Nightblue3" YazbekCapsBroxahJizukeMike "Wickd" PetersenFredenik "NoWay" Hinteregger CN vs. KR UziMlxgRookieXia "JieZou" HengXiao "GodLike" WangFakerBangPeanutCho "Watich" Jae-geolHong "MadLife" Min-gi Charyi two-on-two tournament Special guests will join 16 of the 32 pros in attendance to participate in this tournament. Whichever pair wins will be awarded with a donation to a charity of their choice, although Riot will be "guiding" the winner on which org to donate to. Here are the competitors and their pairings. Doublelift and Joedat "Voyboy" EslafhanLicorice and Dabby "Shiphiru" LeCaps and AlexelcapoFaker and Kang "Captain Jack" Hyung-wooG4 and Rikki "Riku" QuiaptonZeros and Nguyễn "QTV" Trần Trường VũCeros and SutanmiRookie and Guan ZongMtkg and Luo YunxiSeiya and ReubenMasterTierwolf and CapriTriple and Drew "Midbeast" TimbsBrTT and Felipe "yoDa" NoronhaMaple and Hsiung "NL" Wen-AnDumbledge and Furkan "Immortoru" TekeşDiamondprox and Yury "FlashInTheNight" Shlenkov East vs. West This three-match series full of rotating rosters is new to All-Stars, and, according to Riot, intended to finally decide if the gap between the east and west is really closing. Here are your participants. DoubleliftSneakyLicoriceCapsBroxahJizukeUziMlxgRookieFakerBangPeanutDumbledgeBroken BladeBrTTRaKinArtifactZerosMapleWestdoorG4RockyTierwolfPlugoSeiyaArceKiraDiamondproxEviCerosTriplePabu Tandem mode In something called Tandem Mode, which Riot's announcement page didn't actually share any details of, pro players will once again be mixing with personalities and streamers. Here are the contestants. DoubleliftSneakyLicoriceMichael "Bunny FuFuu" KuryloBroxahJizukeJesper "Gripek" TerkilidsenUziMlxgRookieSao NanBangPeanutDumbledgeBroken BladeKFCEatboxBrTTRaKinFlávio "Jukes" FernandesArtfactLê "MisThy" Thy NgocWestdoorChang "BeBe" Bo-WeiG4RockyPlugoLastpickArceNessKiraDiamondproxEviCerosTriplePabu Misc. game modes Participants at the 2018 All-Star event will also compete in less serious game modes and competition, including URF games and Nexus Blitz. Here is the final list of players. SneakyLicoriceHai LamShelby "Luxxbunny" LaineCapsBroxahJizukeJulian "GoB GG" TreguerUziRookieZhou ShuyiZhao "Firelol" Zhi-MingFakerBangPeanutPark "Shy" Sang-myeonBitdoryBroken BladeRakinMapleWestdoorTierwolfPlugoLastpickSeiyaArceKiraFlashInTheNight Schedule Although no specific schedule for each match and tournament has been provided by Riot yet, the dates and start times have been set. The tournament will last from Dec. 6 to 8, and will start at 6pm CT. To watch the tournament and get your in-game rewards, head to Riot's official broadcast page. Intel, Intel 로고, Intel Inside, Intel Core 및 Core Inside는 Intel Corporation 또는 미국 및/또는 기타 국가에 위치한 계열사의 상표입니다. 1 - 사양은 모델 및/또는 지역에 따라 다를 수 있습니다. 모든 모델은 이용 가능한 여부에 따라 달라질 수 있습니다. 2 - 실제 새로고침 빈도는 모델 및/또는 지역, 컴퓨터 사양/하드웨어 및/또는 설정에 따라 다를 수 있습니다. The star power in Lake Elsinore's rotation has been one of the California League's top storylines in the first half of the season. That crux of that loaded rotation will get a chance to shine in front of its biggest audience yet next week. The California League all-star rosters were announced Tuesday and feature three starters from Lake Elsinore, the high Class A affiliate of the Padres. Storm pitchers Chris Paddack (3-1, 1.93), Reggie Lawson (4-2, 2.94) and Adrian Morejon (4-3, 3.66) headline the South squad, and will face a potent North lineup that includes Modesto's Kyle Lewis and Evan White, the Mariners' top two prospects, and rising D-backs catching prospect Daulton Varsho from Visalia. Lake Elsinore outfielder Buddy Reed, who leads the league in hitting, headlines a prospect-laden South lineup that includes Storm teammate Hudson Potts, Inland Empire second baseman Jahmai Jones, Rancho Cucamonga shortstop Gavin Lux and Lancaster third baseman Colton Welker. They will be tasked with taking on a North pitching staff headlined by Modesto righthander Darren McCaughan (4-4, 1.66) and league ERA leader Emilio Vargas (5-1, 1.13) from Visalia. The 2018 California League All-Star Game will take place Tuesday, June 19 at Lancaster. NORTHPITCHERS: Sandro Cabrera, LHP, San Jose; Parker Dunshee, RHP, Stockton; Seth Elledge, RHP, Modesto; Brian Howard, RHP, Stockton; Darren McCaughan, RHP, Modesto; Miguel Romero, RHP, Stockton; Emilio Vargas, RHP, Visalia; Logan Webb, RHP, San Jose; CATCHERS: Jonah Heim, Stockton; Daulton Varsho, Visalia; INFIELDERS: Bryson Brigman, Modesto; Wander Franco, San Jose; Kevin Merrell, Stockton; Jalen Miller, San Jose; Nate Mondou, Stockton; Donnie Walton, Modesto; Evan White, Modesto; Nick Zammarelli, Modesto; OUTFIELDERS: Dairon Blanco, Stockton; Skye Bolt, Stockton; Kyle Lewis, Modesto; SOUTH PITCHERS: Elliot Ashbeck, RHP, Lake Elsinore; Rico Garcia, RHP, Lancaster; Tony Gonsolin, RHP, Rancho Cucamonga; Heath Holder, RHP, Lancaster; Reid Humphreys, RHP, Lancaster; Dean Kremer, RHP, Rancho Cucamonga; Justin Lawrence, RHP, Lancaster; Reggie Lawson, RHP, Lake Elsinore; Adrian Morejon, LHP, Lake Elsinore; Chris Paddack, RHP, Lake Elsinore; CATCHERS: Jack Kruger, Inland Empire; Connor Wong, Rancho Cucamonga; INFIELDERS: Ryan Bannon, Rancho Cucamonga; Jahmai Jones, Inland Empire; Gavin Lux, Rancho Cucamonga; Hudson Potts, Lake Elsinore; Roberto Ramos, Lancaster; Alan Trejo, Lancaster; Colton Welker, Lancaster; OUTFIELDERS: Vince Fernandez, Lancaster; Logan Langdon, Rancho Cucamonga; Edward Olivares, Lake Elsinore; Buddy Reed, Lake Elsinore. We're into July, which means the Major League Baseball All-Star Game is quickly approaching. On Sunday evening, MLB revealed the rosters for the 89th annual Midsummer Classic. The 2018 All-Star Game takes place Tuesday, July 17 in Washington D.C.'s Nationals Park. The Home Run Derby is the night before and things officially get started Sunday, July 15 with the Futures Game (rosters here). We've got seven things to know about the All-Star rosters that has background on how the teams are chosen, the roster construction, etc. Here are the rosters, followed by the Final Vote candidates for each league. Be sure to refresh this page, as results will continue to update throughout Sunday's selection show. In parentheses by each player is the number of All-Star trips now, including this year. National League Dodgers manager Dave Roberts will select at DH American League Tournament Stages Tournament 1Regional Rivalry LPL result LCK 2018-12-09 04:15:00 LCS result EU LCS 2018-12-07 00:00:00 The distribution of 80 prize pool is to be announced 1. Team name \$ ??? 2. Team name \$ ??? 3. Team name \$ ??? 4. Team name \$ ??? 5. Team name \$ ??? The full schedule for the 2018 League of Legends All-Star event has been announced. The 2018 All-Star will be a festive event where the top players from each region will gather to compete against each other from December 6th to 8th, in Esports Arena Las Vegas. The All-Star program, which goes on for 3 days, will include the All-Star 1vs1 Tournament, Charity 2vs2 Tournament, Regional Rivalry Show Matches, East vs West All-Star Showdown (5vs5), and Mixed-Team Alternate Game Modes. A total of 64 players will be attending, including Faker, Bang, Peanut, Watch, MadLife, Captain Jack, Shy, Gwang-Seok Ha, and many others. The event begins with the East vs West All-Star Showdown, followed by the 2vs2 Tournament, as well as fun modes like Nexus Blitz, Tandem, U.R.F. etc. The most anticipated event for Korean fans, the rival match between the LPL and LCK, will take place on the last day of the event. To see more details about the schedule, click here. ■ 2018 League of Legends All-Star Schedule December 6th 16:00 NA LCS vs EU LCS Rivalry Show Match17:00 Charity 2vs2 Tournament (Round 1)18:15 Nexus Blitz19:00 Tandem 20:00 U.R.F.21:00 1vs1 Tournament (Round 1) December 7th 16:00 Charity 2vs2 Tournament (Round 2)17:30 Tandem18:30 1vs1 Tournament (Round 1)19:45 Nexus Blitz20:30 1vs1 Tournament (Round 2) December 8th 16:00 East vs West All-Star Showdown19:00 1vs1 Tournament (Quarterfinals)19:45 1vs1 Tournament (Semifinals)20:15 LCK vs LPL Rivalry Show Match21:15 1vs1 Tournament (Finals) Riot Games closes out its 2018 League of Legends campaign this week in style. Thanks to fan feedback, this year's edition of its annual LoL All-Star event will emphasize fun over gravely serious competition, with 72 pro players and key esports influencers from across the globe participating in a range of tournaments and alternate game modes. In an effort to create this party-like atmosphere, Riot opted to shift the All-Star event from its North American LoL Championship Series (NA LCS) studio in Los Angeles to HyperX Esports Arena in the party capital of the world: Las Vegas. In an effort to create this party-like atmosphere, Riot opted to shift the LoL All-Star event to HyperX Esports Arena Las Vegas. "Last year's All-Star event was much more serious and competitive," says Adam Mackasek, who serves as product lead for the event. "We learned from fan surveys that that's not really what people want out of an All-Star event; they want it to be fun and more of a celebration of the league's most beloved personalities. And we felt that holding it in Vegas would be a great way to [bring out] the fun nature of the event. That was the [reason] for going to HyperX Esports Arena, which has been a really good partnership." A Match Made in Esports Heaven: Short Timeline, Ideal Venue Riot Games produces events at arenas and stadiums across the globe annually. Most of them are new to esports production, but the HyperX Esports Arena team is already well-versed in live esports. "It's really nice going to a venue where they do specifically esports, instead of having to go teach people about esports," says Mitch Rosenthal, head of production and operations, Riot Games. "They already know what you need, and they already have [equipment] in-house to do it; player-communication systems, PCV cameras for the players, the setup for the [competitors'] sleds. It's really a turnkey solution for us." 72 pro players and key esports influencers from across the globe will compete in a range of tournaments and alternate game modes at All-Star 2018. Mackasek seconds that notion: "The biggest [advantage] is, we don't have to spend time, energy, and resources teaching people why we need certain things. [It] lets our team hit the ground running and focus on delivering the show." HyperX Esports Arena also made sense from an internal-bandwidth perspective, given that the All-Star event takes place just a month after Riot's colossal LoL World Championship production in South Korea. Heading to Vegas rather than to its own NA LCS studio, Riot believes, can maintain a high level of production value without overtaxing its already busy production and operations teams. "All-Star presents a really interesting challenge for us because it falls so soon after Worlds in our calendar," says Mackasek. "We knew [HyperX Esports Arena] would be plug-and-play for us in a lot of ways, which was very appealing considering the shorter production timeline compared with our other shows throughout the year. This way, our team had some time to recover [from Worlds], but we aren't losing anything on the production end." Staying the At-Home-Production Course Although Vegas might offer a more esports-friendly production facility, Riot Games remains committed to at-home production. Over the past year, the company has pushed the at-home-production envelope at major events like the World Championship and Mid-Season Invitational, home-running camera, audio, and comms feeds to a control room at its L.A. production facility. At Worlds, Riot produced not only the English-language show but also the world-feed show out of L.A., reducing the number of mobile units onsite from four in 2017 to zero this year. That trend will continue with All-Star. "We're still doing [at-home] production as we always do, and we are going to continue down that path," says Rosenthal. "We're bringing our REMI kit [to Last Vegas], and we're going to home-run [feeds] back and just call the show out of our control room in L.A." A Very Different LoL Experience This year's event will feature a variety of unconventional tournaments (All-Star 1v1 Tournament, Charity 2v2 Tournament, Regional Rivalry Show Matches, and East vs. West All-Star Showdown) and Mixed-Team Alternate Game Modes, including URF (Ultra Rapid Fire), Nexus Blitz (an in-development game mode that will relaunch in January), Tandem Mode (in which one player works the mouse and another works the keyboard). Riot has also invited top esports influencers and streamers to play alongside the pros at All-Star 2018 to add a Pro-Am feel to the event. Because the event will feature a multitude of alternate game modes, the Riot and HyperX Esports Arena production teams are thinking outside the box in terms of both onsite and live-streamed shows. "It's a very different [production] for us in a lot of ways," Rosenthal explains. "[For example,] in Tandem mode, there will be 20 players on stage at a time, so that's quite a challenge. From an audio perspective, that definitely takes some brain power to cover. Luckily, we've done this before, and we're ready to go." Riot has added an extra Steadicam to the arena's existing camera complement in an effort to create a more intimate feel and has also developed a new system for player comms. Riot has rolled out an analyst desk located just to the side of the stage at HyperX Esports Arena. Riot has rolled out an analyst desk located just to the side of the stage at HyperX Esports Arena, while the casters will utilize a remote studio desk on-site throughout the event. "Normally, the casters are pretty removed from the audience," says Mackasek. "For this show, we wanted them to be right in the middle of everything; first of all, because the arena's so intimate and, second, because it's a much more relaxed atmosphere and a more free-wheeling, fun event. We wanted to get people as close to those casters and as close to the action as we could." Off-stage, Riot will use the analyst studio at Esports Arena and will also have a backstage interview area in one of the VIP boxes, which look out into the arena. Says Rosenthal, "Nothing against our [L.A.] studio, which is absolutely amazing, but being able to bring people to a new city and a new venue is very exciting for our players and fans."

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