

League of Legends: Bug made the ranking mode 'win the game, lose LP' is real?

I was once an LoL player, so when I heard about the incredible bug 'winning the game, losing the LP,' I was quite surprised to discover that not many people talked about it.

Once a League of Legends player, when I heard about the incredible bug "winning the game, losing the LP," I was quite surprised when I found out that not many people talked about it.

Recently, I heard from **League of Legends** gamers that the game's LP scoring system had a problem. I have heard these comments since the time I was plowing the League, and know that although Riot is trying to fix the problem, come up with new points to improve the legendary 'ELO Hell' situation that gamers have. Every face has ever faced (including Beetle), but this time it seems the problem is new and worse than ELO Hell.

Is it because when you're busy dealing with the wave of opposition to Vanguard, Riot will have to face a new disaster?

After learning, we found that the problem this time came from a news site when they posted an article showing that the 'one trick Viktor' player playing on the North American server with the nickname Zane Prodigy lost 16 LP points. after a win - which goes against the general understanding of League of Legends players that losing LP, winning takes LP. The event was recorded by Zane Prodigy in a video on his Twitch channel in front of some viewers.



Win the match but lose 16 LP?

According to the video above, at the end of his ranking match, Zane Prodigy lost 16 LP points and fell from 49 points to 33 points. But that's not the weirdest thing in the picture because if you look closely you'll notice another strange thing: the text '-16 LP' is blue, the color that Riot uses for increasing LP while if minus LP, the text will be red.

The incident was posted on Reddit and quickly caught the attention of some gamers who immediately started teasing Riot about the LP scoring system they created. Many people repeat the answer '*Keep on winning*' when asked about how to exit ELO Hell when losing a lot of points, winning a few plus points that IamWalrus - a Riot employee working as a game designer for the competition segment. League of Legends - given in a Riot Q&A just a day earlier. Indeed this is a very sarcastic especially when many gamers still expect the old MMR system to return, not accept the LP system that Riot is using today.



Plot Doom Eternal - Part 10: Doom Slayer returns

After missing for a long time, Doom Slayer returns while humanity is on the verge of extinction by the evil invaders.

If you are new to the way the LP system works in League of Legends now, let Mice mention a few basic points. In addition to winning points and losing points, the number of points added / deducted depends on the overall performance of the player: the more you win the higher the points added, the lower the points deducted; and vice versa. Riot's goal is to keep gamers in the right rank for their level, neither higher nor too much while still giving gamers the opportunity to improve themselves and climb to high ranks than.

It's true that the current LP system is not perfect, but an issue like Zane Prodigy recorded in his clip is very serious and affects the players' confidence in the accuracy of the rank system that Riot has created. . But is the truth as Zane Prodigy's clip recorded?

Ranked Solo a day ago Defeat 28m 21s Viktor	8 / 6 / 5 2.17:1 KDA	Level15 204 (7.2) CS P/Kill 54% Tier Average Diamond 2	Control Ward 1	Zane Pro... Zjarr Limerencé Jugeumin AKM Key...	FPX GÜG... Scafe superway Marksboy Luckbrodin
Ranked Solo 2 days ago Defeat 37m 49s Viktor	6 / 8 / 6 1.50:1 KDA Double Kill	Level17 265 (7) CS P/Kill 36% Tier Average Diamond 3	Control Ward 6	Rootz Top0rFeed Zane Pro... Capitaln Jalagon	MR INCR... Kampl Disinteg... A funny p... Mundank
Ranked Solo 2 days ago Victory 32m 11s Viktor	4 / 4 / 10 3.50:1 KDA Double Kill	Level16 196 (6.1) CS P/Kill 54% Tier Average Diamond 3	Control Ward 3	SparkleBr... Gh0stCube Zane Pro... Camael Markachino	BARACK ... Lyan Bao... Raid Bos... Switch Azul Pho...
Ranked Solo 2 days ago Defeat 28m 49s Viktor	3 / 6 / 3 1.00:1 KDA	Level14 197 (6.8) CS P/Kill 32% Tier Average Diamond 3	Control Ward 3	Hayatei Young Nick Zane Pro... ShiroS2 Marcel Lui	zeroworld sb support Im Kandy Ultra25 Markachino

Part of Zane Prodigy's rank playing history, including the 'win but lose LP' match.

It seems not. After the 'win losing LP' match, Zane Prodigy continued to play another game and this time he lost, but the League of Legends client crashed and we could not see the LP score of this player after the game. lose that. However, according to gamers who have tracked the incident, Zane's LP score after this loss is 39 LP - which is higher than the 33 LP displayed after the win.

Unless this is a bug that 'loses the LP,' otherwise it shows that Zane's deduction of 16 LP in the previous win is only a display bug of League of Legends and his LP points are actually added. further, although we don't know how much is added. This is also a very rare bug because apart from the case with Zane Prodigy, we have not seen anyone else announce that we have encountered a similar event.



The correct font color must be like this.

So, maybe we can conclude that the 'win losing LP' bug doesn't exist at all. What Zane Prodigy encountered (and was spread by a brief news from the news site) was nothing more than a simple visual bug that existed in League of Legends. The two simple evidences that we have are shown that Zane Prodigy actually increased LP after his victory, but if he keeps saying 'books, tips have evidence' like weevils, we can't get any headlines to snatch, right?

You finished reading the article "**League of Legends: Bug made the ranking mode 'win the game, lose LP' is real?**" edited by the [TipsMake](#) team. We hope this article has provided you with many useful tech tips and tricks. You can search for similar articles on tips and guides. Thank you for reading and for following us regularly.
