

Hide and Seek - Twisted Treeline

Disclaimer

This is still in early stages, please pm me on League (Marx Payne) if you have suggestions or stories to tell. If this gets traction I'll post on another board as well.

Some basic things

- Hiders should end the game with 0 kills
- Seekers should end the game with 0 deaths
- Game ends at 20 minutes

Teams

Hiders - Blue Team

Rules

- Can't kill jungle mobs or minions
- Can't be:
 - Evelynn
 - Teemo
- Can't build:
 - Thornmail
 - Sunfire Cape (or Bami's Cinder)
 - Guardian Angel
- Have 4 lives each
- Can only use skills that apply crowd control to their target
 - This does not mean you can just build Rylais and kill people
 - Maybe in the future this can be expanded to heals, but right now Vlad would simply be too good
- Can't stop a seeker's recall
- Can't recall
- Can't stand under tower after *GRACE* ends

Suggested bans

Essentially just a list of really good seekers

- Camille
- Kha'zix
- Evelynn

Seekers - Red Team

Rules

- Can't kill minions
- Can't be:
 - Ivern
 - Warwick
- Leave base at 2:00
- Don't attack hiders until 1 minute after they respawn (or call *GRACE* in /all chat)
- Need to recall when under 250 health
- Can't cancel recall

Suggested bans

- Shaco
- Jhin
- Swain