

WEBSITE

RIFTBOUND
LEAGUE^{of} LEGENDS™
TRADING CARD GAME

HOW TO PLAY

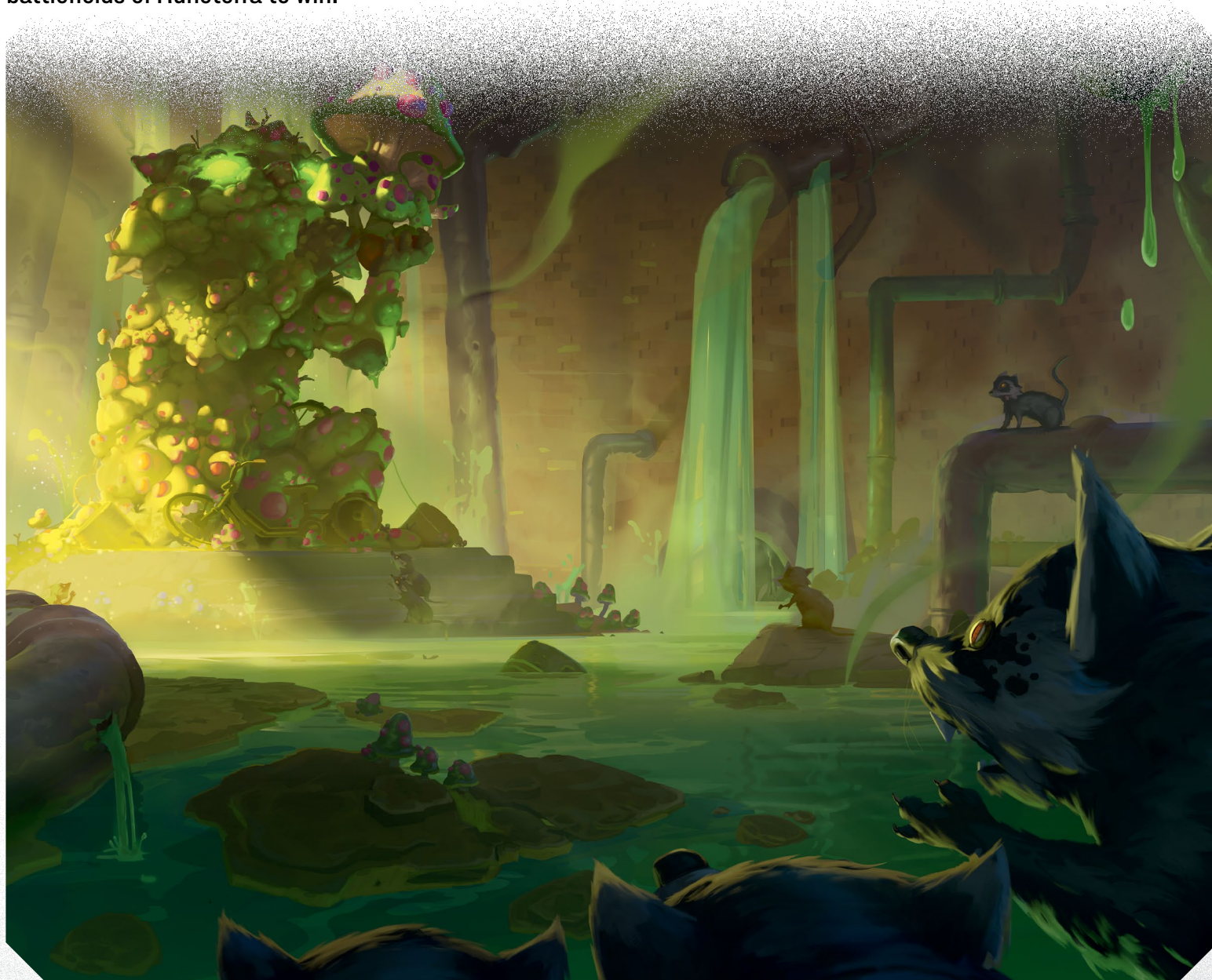
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Goal of the Game

Riftbound is a Trading Card Game for 2-4 players where you join forces with your favorite *League of Legends* champions. Play out your army and conquer the battlefields of Runeterra to win.

Each battlefield you take with your units scores 1 point, and each turn you hold one earns you 1 more. **The first to 8 points wins!**



Parts of a Deck

To play *Riftbound*, you'll need a deck. Preconstructed decks are a good place to start!

Your deck has a number of components:

1 Champion Legend: This special card determines what champion you're teaming up with and which Domains you can play in your deck. It starts in your Legend Zone.

Battlefields: These horizontally laid out cards represent locations on Runeterra that you and your opponents will fight over. Set them aside for now.

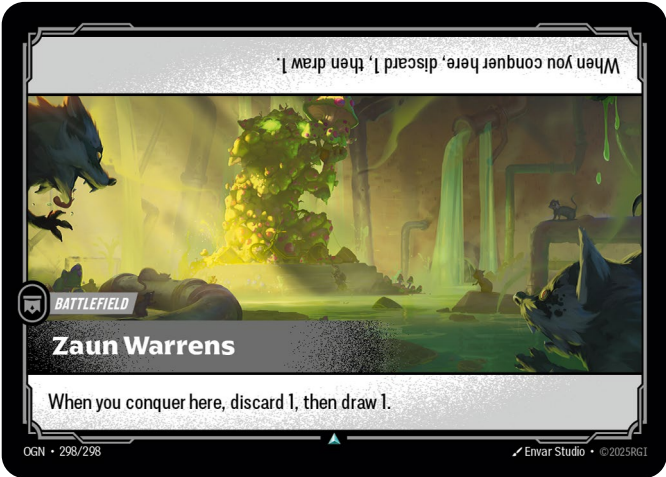
12 Rune Deck cards: These are the runes you'll use to pay costs during the game. You need exactly 12 runes, in any combination of the Domains of your champion legend. (These decks use an even split of 6 and 6, which is always a good place to start.)

40 Main Deck cards: These are the units and spells that you'll play during the game. One of these is your Chosen Champion, which goes to your Champion Zone alongside your legend. Shuffle the remaining 39 cards to become your starting Main Deck.





Champion Legend



Battlefields



Rune Deck



Main Deck



Champion Unit

Chosen Champion

Your **Chosen Champion** is a champion unit that matches your Champion Legend. It starts in your Main Deck, but is put in the Champion Zone before the game. You can choose any Champion with the name indicated on your Champion Legend. So if your legend is **Loose Cannon**, you can select either **Jinx, Rebel** or **Jinx, Demolitionist** as your Chosen Champion.

Your Champion Legend and Chosen Champion often point to a particular strategy, like playing lots of units or discarding cards. Your other Main Deck cards and even your battlefields can help support that strategy.

Your Main Deck can have a maximum of 3 copies of each card, including your Chosen Champion. So you could have 2 more copies of your Chosen Champion in your deck, plus up to 3 copies of any other card your legend allows—including other cards that represent the same character.

You can also include up to 3 copies of a signature card that matches your Champion Legend—usually a signature spell like **Super Mega Death Rocket!** Signature cards can only be included with their matching Legend.



Chosen Champion



Champion Units in your Main Deck

Setting up the Game

All players put their battlefields in the **Battlefield Zone**. Then each player sets up their board as shown.

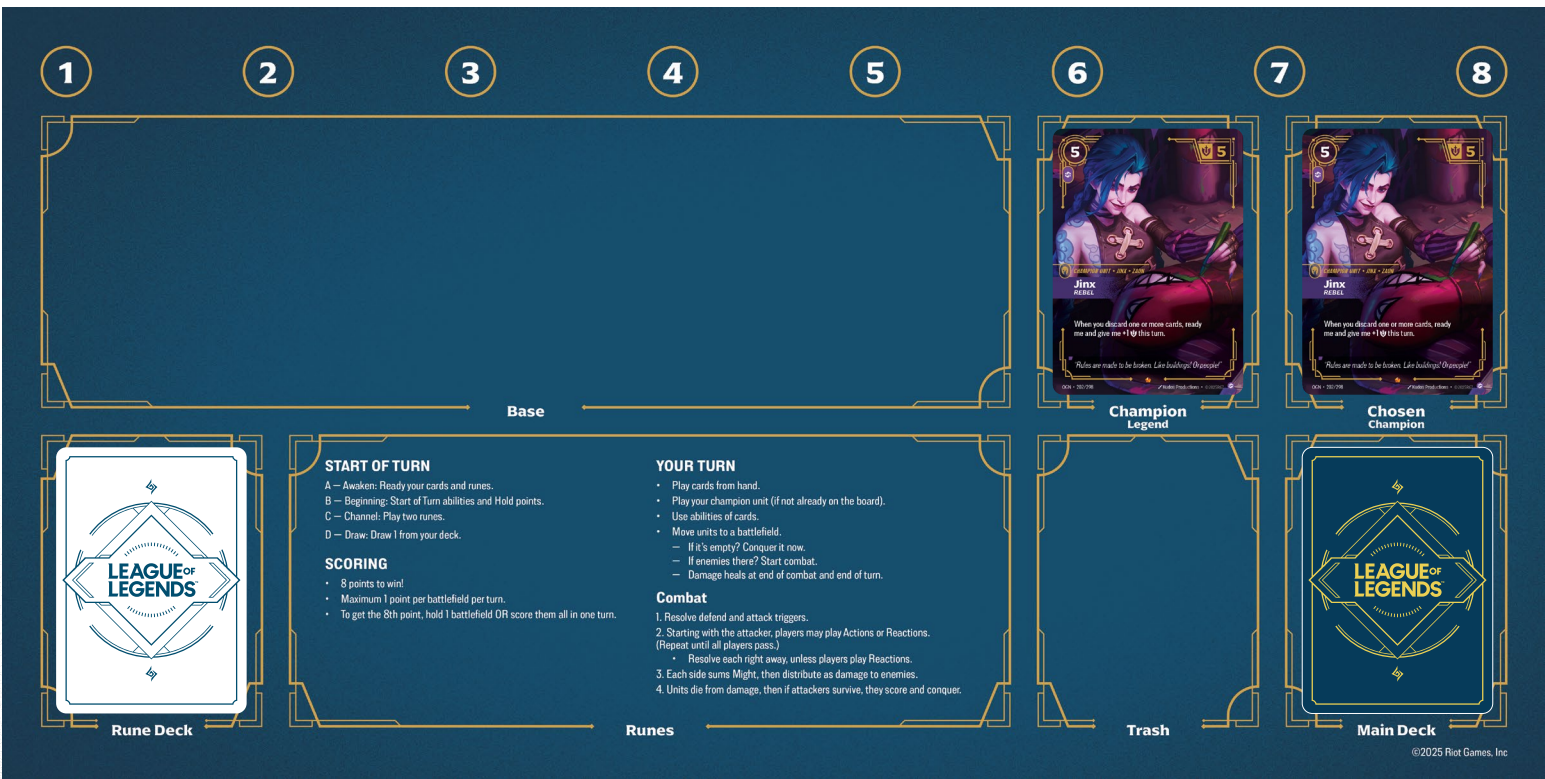
Place your Champion Legend and Chosen Champion face up to one side.

Shuffle the remaining 39 cards of your **Main Deck** and put them to one side.

Shuffle your **Rune Deck** and place it separately from your Main Deck.

Leave open space for:

- Your **Base**, where you'll keep your units that aren't at battlefields.
- Your **Runes**, which you'll channel from your Rune Deck.
- Your **Trash**, where your cards go when they are discarded or killed.



Starting the Game

You've already selected 1 battlefield for each player (see *Setting Up the Game*). Now, determine the starting player by shuffling the selected battlefields and choosing one at random. That battlefield's owner goes first. Then return the battlefields to the **Battlefield Zone**. (Their arrangement doesn't matter.)

With 4 players, remove the battlefield owned by the player going first, so there are only 3 battlefields.

Each player draws 4 cards from their Main Deck.

Before the game begins, you may take up to one **mulligan**: Choose up to 2 cards to recycle (place facedown on the bottom of your deck), then draw that many.

The last player plays an extra rune on their first turn. (See *Steps of the Turn*.)

With 4 players, the first player also skips drawing a card on their first turn.

Turns proceed clockwise around the table.

Some of these rules are modified in different game modes. (See *Modes of Play*.)

Terms to Know

Exhaust (☞): Turn a card sideways, usually to pay a cost. Units enter exhausted; units, runes, and even legends can be exhausted during play.

Ready: Turn a card upright; the opposite of exhaust. All your cards become readied at the start of your turn.

Recycle: Take a card from its current location and put it on the bottom of the appropriate deck.

Channel: Take the top card or cards of your Rune Deck and putting them on the board. You channel 2 runes at the start of each turn, but other cards may tell you to channel additional runes.

Move: Units can exhaust to move to and from battlefields. Units with **GANKING** can move directly from one battlefield to another. Units can also be moved by spells and abilities, even if they're exhausted or couldn't normally move between those two locations.

Card: In rules text, "card" means a card from your Main Deck. It doesn't include legends, runes, battlefields, or tokens.

Tokens: Tokens are units that are created during play instead of starting in your deck. You can use printed tokens to represent them, but don't worry if you run out—anything you can clearly ready and exhaust can be a token!

Playing Cards

Playing a card requires runes. The top left of each card displays its cost.

Costs have two components, although not all cards require both of them.

- **Energy cost** appears as a number. It represents the number of runes you must exhaust (turn sideways) to pay the cost. Some cards cost 0 energy.
- **Power cost** appears as symbols. It represents the number and type of runes you must recycle (put on the bottom of your deck) to pay the cost. You must recycle one rune of the appropriate Domain for each symbol. You can recycle exhausted runes to pay this cost, including the same runes you exhausted to pay the energy cost. Some cards don't have a Power cost.

Energy (Exhaust)

Power (Recycle)

Card Type & Tags

Card Name

Might (combat strength)

Card Abilities

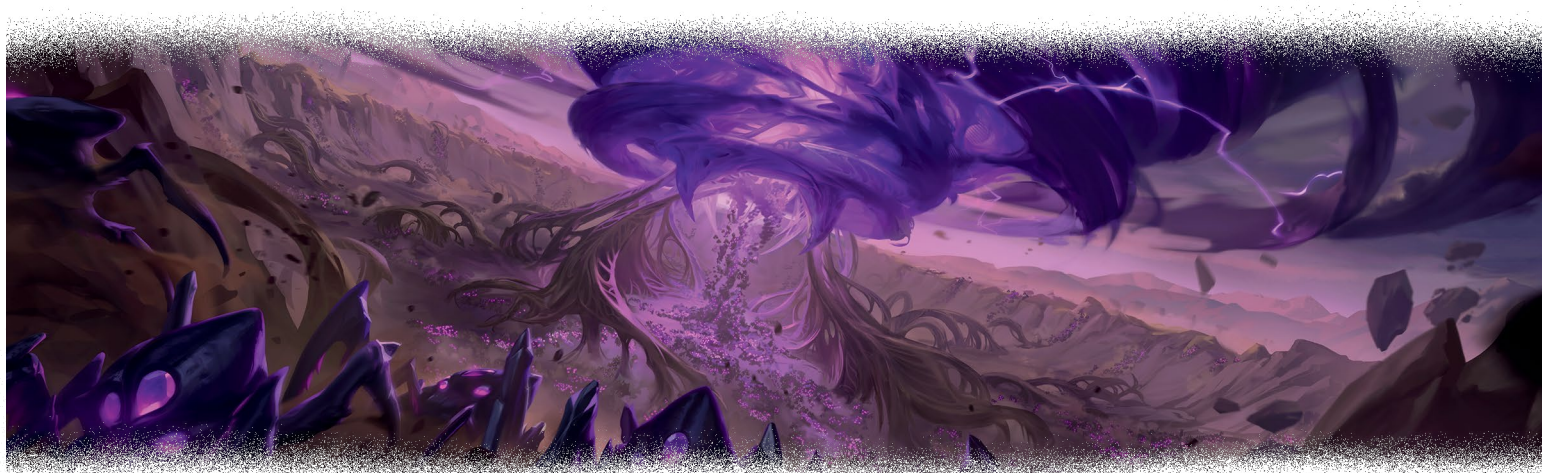


Types of Main Deck Cards

Units are played exhausted on your turn, either to your base or to a battlefield you control. (See *Moving*, *Conquering*, and *Control*.) A unit with damage on it equal to or greater than its Might is killed and put in the trash. Champions are units.

Spells do what they say they do, then go to the trash. They're never on the board, even if they affect things that are on the board.

Gear are played readied on your turn to your base. They don't move or attack, but have abilities that affect the game. They can be played, discarded, exhausted, readied, and even killed much like units, although they don't have Might, don't take damage, and don't fight in combat.



Timing of Playing Cards and Abilities

By default, you can play cards and activate abilities only on your turn when there's no combat occurring and nothing else is being played. Some cards have keywords that allow them or their abilities to also be played at other times. These keywords mostly appear on spells, but can also appear on units or their abilities.

ACTIONS can be played on your turn as normal, but can also be played during showdowns, including during combat. (See *Combat*.)

REACTIONS can be played on your turn or during showdowns, but can also be played before another spell or ability resolves—so the Reaction resolves first!

Abilities that **ADD** Energy or Power, like the innate abilities of runes, can't be reacted to. They happen immediately.

Steps of a Turn

The starting player takes these steps in order, then the next player in turn order, and so on.

Start your turn:

A-Awaken Phase: Ready your exhausted units, legend, and runes. (Turn them vertical.)

B-Beginning Phase: Resolve any “start of turn” abilities. Then score a point for each battlefield you control. (This is called Holding.)

C-Channel Phase: Channel the top two runes from your Rune Deck. (Put them onto the board readied.)

D-Draw Phase: Draw 1 from your Main Deck. (There is no max hand size.)

Then proceed to your Action Phase.

Action Phase

You can do any of the following, in any order, as many times as you’re able:

Play cards. Normally these will be your Chosen Champion or cards in your hand, but some effects may let you play cards from other places.

Use card abilities. This includes the abilities of units, the innate abilities of runes to add Energy and Power, and any abilities your Champion Legend has.

Exhaust units to move to or from battlefields. (Moving to a battlefield with enemies there starts a combat!)

When you’re done, your turn ends. Any “end of turn” abilities happen, and all units heal to full health. Then the next player starts their turn.

Moving, Conquering & Control

To score, you must **conquer** battlefields by moving units there. Once you conquer a battlefield, you control it for as long as you have one or more units there.

If a battlefield is unoccupied, all you have to do to conquer it is move a unit there.

Combat

After you move units to a battlefield occupied by an enemy, a combat begins!

First, resolve any “When I defend” abilities, then any “When I attack” abilities. (Either player can use Reactions.)

It’s a Showdown!

Players involved in the combat can play actions or cards hidden there.

When a spell or ability is used, either player can use **REACTIONS** before it resolves. Resolve any **REACTIONS** first, then resolve the original spell or ability. When all relevant players have passed, the remaining units fight.

In a game with 3+ players, only two players can have units in a combat. By default only those two players can play **ACTIONS** and **REACTIONS** during combat, but either of them can invite other players to play **ACTIONS** and **REACTIONS** as well!



Fight!

After all participating players in a combat are done playing cards and abilities, it's time to fight.

Each player sums the Might (♣) of their units present and deals that much damage distributed as they choose among the enemy units present. They must assign lethal damage to one unit before assigning any damage to another unit, and units with **TANK** must be assigned damage first.

All damage is dealt simultaneously, and any units with damage greater than or equal to their might are killed. Then all units at all locations heal any damage they have marked on them. Damage doesn't reduce Might, so a 6 ♣ unit with 5 damage on it still deals 6 damage in combat!

If only attackers remain at the battlefield after combat, the attacker **conquers** the battlefield and scores 1 point. If any defenders remain, no conquer occurs, and any surviving attackers are sent back to base.

Winning the Game

A game ends when a player scores 8 points or, in a team game, when a team scores 11 points. (See *Modes of Play*.)

The Winning Point

Unlike other points, the winning point can't come from just conquering one battlefield. To win, you must either get your final point from holding a battlefield, or you must score (hold or conquer) all battlefields in one turn. If you would score the winning point but haven't met these criteria, you draw 1 instead of getting a point.

Modes of Play

Riftbound supports multiple ways of playing with 2, 3, or 4 players. Remember that even in games with more than 2 players, only 2 players can have units at the same battlefield. The player who goes last always plays an extra rune on their first turn.

Two-Player Modes

- **Duel:** Two players playing one game to an 8-point Victory Score. The default described in these rules.
- **Match:** Two players playing to the best of three games. All rules are the same as Duel, except that during setup, each player chooses 1 of their 3 battlefields for the first game instead of selecting one randomly. For each subsequent game of the match, each player chooses 1 of their battlefields that hasn't been chosen yet this match.

Modes with More than Two Players

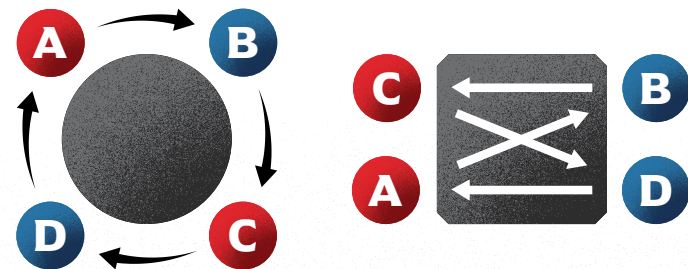
- **Skirmish:** Three-player free-for-all. There are 3 battlefields rather than 2, and the player who goes first skips drawing a card on their first turn.
- **War:** Four-player free-for-all. Similar to the three-player version, but in addition to skipping their draw, the player who goes first also removes their starting battlefield.

2v2 Teams

A 2-on-2 game mode, played to a combined 11 points by one team. As in War, the first player skips their draw and discards their starting battlefield.

Allies don't share cards, resources, or control, but their units and other cards are friendly to one another. (For example, a card that says "Ready a friendly unit" could ready your own unit or your ally's unit.)



Your opponents' turns come between you and your ally's. You can either sit across from your ally and pass turns clockwise as usual, or sit next to your ally but pass turns across the table.



For example, if players A and C are allies and players B and D are allies, you can sit either of the ways shown above. (Passing across the table may feel a little weird, but it's nice to sit next to your ally!)

Additional Rules

Keywords alter what your card can do. Here are some common keywords:

- **ACCELERATE**: For a cost, this unit enters the board ready.
- **LEGION**: Trigger an effect if you have already played another Main Deck card this turn.
- **ASSAULT**: This unit has additional Might while attacking.
- **SHIELD**: This unit has additional Might while defending.
- **TANK**: This unit takes combat damage first.
- **DEATHKNELL**: When this unit dies, trigger this effect.
- **DEFLECT**: Opponents pay additional Power to target this card.
- **GANKING**: This unit may move directly from one battlefield to another.
- **TEMPORARY**: At the start of your turn, kill this.
- **VISION**: When you play this, look at the top card of your Main Deck. You may recycle it.
- **HIDDEN**: During your turn, you can **hide** a card with the **HIDDEN** ability from your hand facedown at a battlefield you control by spending  (a Power of any type). You can only have one card hidden at each battlefield. It stays there as long as you control that battlefield and can be revealed and played as a **REACTION** for ①. If you play it from **HIDDEN** this way, you must play it targeting a unit at that battlefield (if it's a spell with targets) or to that battlefield if able (if it's a unit).
- **Stun**: When an effect **stuns** a unit, that unit doesn't deal damage in combat this turn. Other effects may care about whether units are currently stunned.
- **Buff**: Buffing a unit means giving it a **buff**, a marker that gives it +1 . By default, each unit can only have 1 buff; further buffs get ignored. Some cards let you “spend” a buff to get an effect.

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All cards are compatible with the entire range of Riftbound trading card game products. Minimum 40-card deck plus 12 rune cards, one champion legend card, and one battlefield card required to play.