RIPE OUT DE LEAGUE OF LEGENDS TRADING CARD GAME

HOW TO PLAY

Table of Contents

Goal of the Game	3	Steps of a Turn	12
Parts of a Deck	4	Moving, Conquering & Control	14
Chosen Champion	6	Fight!	15
Setting Up the Game	7	Modes of Play	16
Starting the Game	8	Meet Your Legends	18
Playing Cards	9	Beyond Proving Grounds	22
Types of Main Deck Cards	10		



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. (These decks include 1 battlefield each.)

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



Rune Deck



Battlefields



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 **Wuju Bladesman**, you can select either **Master Yi, Meditative** or **Master Yi, Honed** 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 *Garen's Decisive Strike*, but sometimes a signature unit, like *Annie's* best pal *Tibbers*. 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.

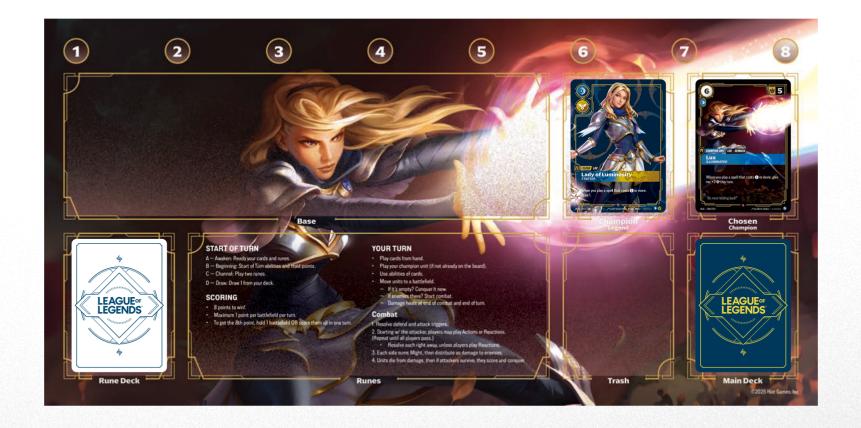
Place your Champion Legend and Chosen Champion face up to one side.

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 (2): 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.

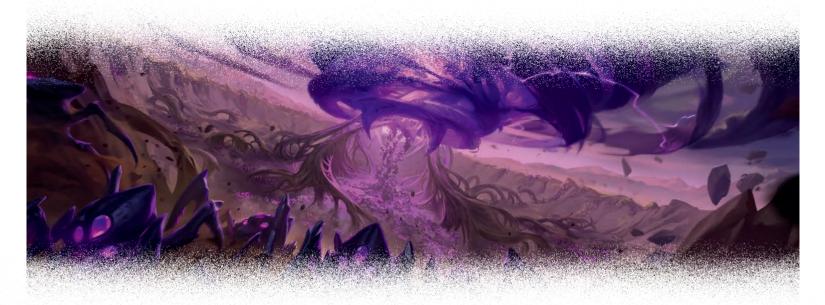
- **Energy cost** appears as a number. It represents the number of runes you must exhaust (turn sideways) to pay the cost. Some cards cost 0 energy.
- Power cost appears as symbols. It represents the number and type of runes you must recycle (put on the bottom of your deck) to pay the cost. You must 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.



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.



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.







Units Spells Tokens (created during play)

Highlander

REACTION (Play any time, even be abilities resolve.)

Choose a friendly unit. The next time it dies this turn, recall it exhausted instead. (Send it to base.



Action





Abilities that add resources

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!)

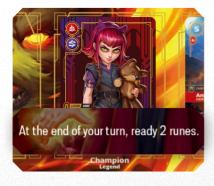
When you're done, your turn ends. Any "end of turn" abilities happen, and all units heal to full health. Then the next player starts their turn.













Play cards

Use card abilities

Exhaust units to move to or from battlefields

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!

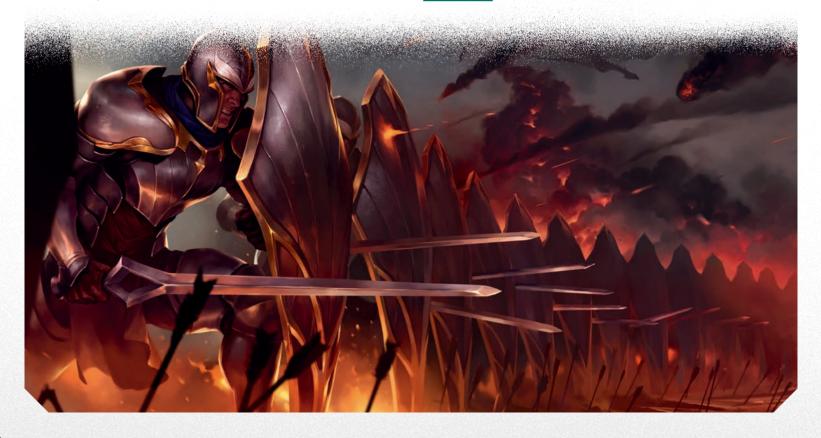
First, resolve any "When I defend" abilities, then any "When I attack" abilities. (Either player can use Reactions.)

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 (**v**) 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.







Zephyr Sage 6 🛡 defeats Vanguard Attendant 5 🛡

and scores 1 point for Conquering Startipped Peak.

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

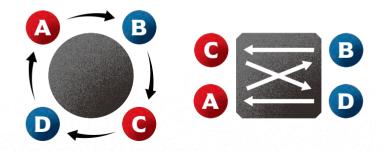
- **Skirmish:** Three-player free-for-all. There are 3 battlefields rather than 2, and the player who goes first skips drawing a card on their first turn.
- War: Four-player free-for-all. Similar to the threeplayer version, but in addition to skipping their draw, the player who goes first also removes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

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.

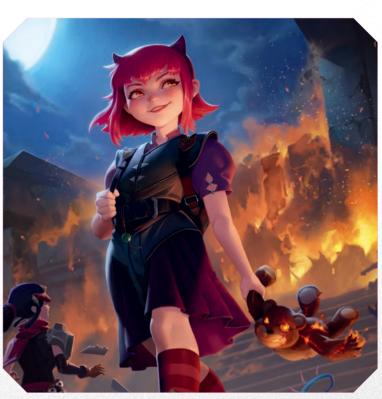


For example, if players A and C are allies and players B and D are allies, you can sit either of the ways shown above. (Passing across the table may feel a little weird, but it's nice to sit next to your ally!)









Meet Your Legends



Wuju Bladesman, Master Yi

Patience is the greatest teacher, and you have the powerful late-game tools and monsters to teach your opponents a lesson. Bide your time in the early game until your fierce warriors arrive and leave you as the last one standing. The recommended Chosen Champion is *Master Yi*, *Meditative*.

Recommended Strategy

- Look for opportunities early to get a single unit safely into a battlefield. Your legend (Wuju Bladesman) makes your units strongest when defending alone.
- Use spells like **En Garde** to stand your ground. Holding bases is your best way to keep scoring points as the game progresses.
- Build up your runes to use late-game powerhouses like **Mountain Drake** and **Master Yi** to dominate battlefields and close out the game.

Deck List

Legend Card

(1) Wuju Bladesman - Starter

Main	Deck
------	------

(2) *Master Yi, Meditative

(2) *Master Yi. Honed

(3) Stalwart Poro

(3) Wielder of Water

(3) Playful Phantom

Cost

0

6

1 (())

(3) Zephyr Sage

5 ()

(3) Stormclaw Ursine

(2) Mountain Drake

(3) En Garde

(3) Meditation

60 0

9

0

2

(2) Confront

(3) Mobilize

(3) Cannon Barrage

(3) Gentlemen's Duel

(2) Highlander

6 6 (4)

2 (1)

Rune Deck

(6) Calm Rune

(6) Body Rune

Battlefield

(1) Fortified Position

^{*} Choose one card with one of these names as your Chosen Champion.



Lady of Luminosity, Lux

No more hiding your light—unleash mighty spells to lead your forces to victory! Your units may start small, but your powerful magic can take down anything that stands in the way of your victory. The recommended Chosen Champion is **Lux**, **Crownguard**.

Recommended Strategy

- Use your low-cost units to fight for battlefields and score some early points while you wait for your expensive spells to come online.
- Play Lux safely in your base to help unleash powerful spells like Singularity and Final Spark to illuminate the enemy no matter where they are hiding.
- Don't be afraid to play the long game—keep drawing cards with your legend (*Lady of Luminosity*) to control the board and grind your enemies to dust.

Deck List

Legend Card

(1) Lady of Luminosity - Starter

Main Deck	Cost
(2) *Lux, Illuminated	6 >
2) *Lux, Crownguard	4
(2) Eager Apprentice	6

(3) Lecturing Yordle (2) Mega-Mech (3) Ravenbloom Student

(3) Daring Poro(3) Vanguard Sergeant

(3) Vanguard Attendant

(3) Falling Comet

(3) Singularity

2

6 😽

(3) Stupefy
(3) Back to Back

(3) Blast of Power

(2) Final Spark

3>>

6 *

Rune Deck

(6) Mind Rune

(6) Order Rune

Battlefield

(1) Startipped Peak

^{*} Choose one card with one of these names as your Chosen Champion.

Meet Your Legends



Might of Demacia, Garen

Unleash the might of Demacia with a vast army to drive out your foes. Line up your forces and outnumber your opponents, with a few extra tricks up your sleeve to ensure victory. The recommended Chosen Champion is *Garen, Commander*.

Recommended Strategy

- Build up an army in your base and send them all to conquer—that'll get you extra draws with your legend (Might of Demacia)!
- Deploy Recruit Tokens to fortify your holds, setting up Garen to spin into action and create an impenetrable defense.
- Support your army with spells like Back to Back and Decisive Strike to surprise your enemies and swing combat in your favor.

Deck List

Legend Card

(1) Might of Demacia - Starter

Main Deck

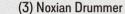
- (2) *Garen, Rugged
- (2) *Garen, Commander
- (3) Daring Poro
- (3) Crackshot Corsair
- (3) First Mate

Cost



2

3



(3) Vanguard Sergeant

(3) Faithful Manufactor

(2) Dune Drake

(2) Petty Officer

3

6

(3) Vanguard Attendant

(3) Confront (3) Back to Back

(2) Decisive Strike

(3) Recruit the Vanguard

6 😽

Rune Deck

(6) Body Rune

(6) Order Rune

6 Sattlefield

(1) Trifarian War Camp

^{*} Choose one card with one of these names as your Chosen Champion.



Dark Child, Annie

Use quick units and fiery spells to torch your opponents, then close the deal with your best friend Tibbers! You'll get extra runes each turn to make sure the flames always stay lit and your opponents play somewhere else. The recommended Chosen Champion is *Annie, Fiery*.

Recommended Strategy

- Use interactive spells like Gust and Incinerate to clear the way for your units to sweep in and take control of battlefields.
- Once you've got your foothold, use readied runes from your legend (**Dark Child**) to burn down enemies foolish enough to approach you.
- Prioritize getting **Annie** into play to set up huge damage combos and keep your opponent's units in check.

Deck List

Legend Card

(1) Dark Child - Starter

Main Deck

- (2) *Annie, Fiery
- (2) *Annie, Stubborn
- (2) Pouty Poro
- (3) Mystic Poro
- (3) Traveling Merchant

Cost

45

2

2

(3) Sneaky Deckhand



(3) Maddened Marauder

(3) Sai Scout

(0) Till

(2) Tibbers

(3) Gust

6

(3) Incinerate

(2) Flash

(3) Morbid Return

(3) Disintegrate

(3) Firestorm

4

6 💩

Rune Deck

(6) Fury Rune

(6) Chaos Rune

Battlefield (1) Void Gate

^{*} Choose one card with one of these names as your Chosen Champion.

Beyond Proving Grounds

You can get more *Riftbound* cards to customize these decks or even make new ones. When you're ready to do that, you'll encounter some rules and concepts that aren't in these decks.

Deck Size

When you get new cards, you can either replace cards in your Main Deck or just add new ones, going above the minimum deck size. It's usually better to keep your deck small, and tournaments and events may require a Main Deck of exactly 40 cards.

Battlefields

For games outside Proving Grounds, your deck should have 3 battlefields with different names. You'll randomly select 1 to use before each game (except in Matches; see *Modes of Play*).

Gear

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.

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 **\vec{\psi}**. By default, each unit can only have 1 buff; further buffs get ignored. Some cards let you "spend" a buff to get an effect.





Battlefields Gear







Stun



🖭: Buff an exhausted friendly unit. (If it doesn't have a buff, it gets a +1 🛡 buff.)



Buff

Riftbound Credits

Executive Producer

Chengran Chai

Game Director

David Guskin

Game Design

- · Zara Wynne Berry
- Nik Davidson
- Kelly Digges
- Jon Moormann Frank Skarren
- David Smith

- **Creative Design**
- · Michelle Mauk (Lead) James Chapman
- Leah Chen
- · Spencer Donald
- · Greg Ghielmetti
- David A. Hays
- Steve McCrumb
- Emi Nguyen
- Seso
- Derick Tsai

Production

- · Kenny Mo (Lead)
- Frika Abrams
- Sloane DeLancer
- · Nathan Hower
- Taylor Womack Wenting Xia
- Kenzie Yeu

Publishing

- Liz Lamb-Ferro (Lead)
- Alexandra Benson
- Matt Birris
- Mel Capperino-Garcia
- Brian Chui
- Fric Cui
- Miguel Diaz
- · Diana DiMicco
- Ivory Jones
- Joanne Kang
- John Knoerl
- Jing Luscombe
- · Danny Matthews
- · Michael Sherman
- Kaitlin Stewart Turley
- Daniel Tohin
- Brighton Wang
- Erin Wayne

Narrative and Creative Development

- · Siege Gary (Lead)
- Wendy Anderson
- William Camacho
- Quy Ho
- Arda Koyuncu

Research, Analysis, and

- Colin M. Ford (Lead)
- Alan Chen
- Austin Harley
- Matthew Lee
- Vincent Liu
- .lim McΔrdle Sophia Vu
- Aoxiang Xu

Corporate Development and Legal

- Jake Perlman-Garr (Lead)
- Kevin Bai
- · Albert Chan
- John Knight
- Dan Nabel
- Jerod Partin
- · Steve Sabellico
- Tami Solomon

Riot Games Leadership

- Brandon Beck • Tom Cadwell
- Jack Calvi
- · Dan Chang Peter Chen
- Hasan Colakoglu John David Perry
- Laura DeYoung
- Brandon Hsiung
- Dvlan Jadeia
- Lealin
- Molly Mason-Boule
- Marc Merrill
- John Needham
- Abhi Ramprasad
- Whalen Rozelle
- Sarah Schutz
- Mark Sottosanti

Playtesters. Consultants. and Other Support

- · Penelope (Lope) Aretos
- Kiartan Arsaelsson
- Δυσυςτ Πean Δvala
- Travis Boese
- Olga Borovik
- · Paulo Vitor Damo da Rosa
- Matt Dunn Flyeea Fyane
- Keaton Gill
- Bichard Hough
- Nancy Huang
- Jordan, Joyner
- Brian Kihler
- Brian Kopleck
- · Johnny Lei
- Drew Levin
- Pu Liu Lactitia Loretan
- Devin Low
- Xinghua Ma
- · Shawn Elizabeth Main Cameron McNeil
- Andrew Menard
- Janne Mikkonen · Sweta Mohapatra

- · Tyler Morgan
- Marcos Pedreiro
- Mitch Reames
- Shaun Rivera Noah Selzer
- Fric Shen
- Erica Shen
- Daniel Soltyka
- Aaron Stewart
- Juno Suever
- Tank Tong
- Gregg Travitz
- Andrei van Roon
- Geoff Virtue
- Peter Whalen
- · Matthew Wittrock

Special thanks to all the teams across Riot Games, Shining Soul, UVS Games, and Studio Moross for their support with Riftbound!

Special thanks to the many talented illustrators and creatives from the Legends of Runeterra team, the League of Legends team, and from Six More Vodka for their contributions to the incredible art used in Riftbound:

LEAGUE OF LEGENDS

www.riotgames.com





www.uvsgames.com



riftbound.com

Learn to play Riftbound. follow our socials, and keep up with the latest news!

Manufactured by UVS Games under license from Riot Games.

™ & © 2025 Riot Games, Inc. RIFTBOUND: LEAGUE OF LEGENDS and all associated logos, characters, names and distinctive likenesses thereof are exclusive property of Riot Games, Inc. Used Under License.

No part of this product may be reproduced without specific permission. Illustrations on this packaging may differ from the included product.

UVS Games, 255 S King Street, Suite 800, Seattle, WA 98104 USA.

uvsgames.com/contact-us

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.