

# Riftbound Organized Play Quick Reference Guide

## OVERVIEW

This document serves to provide an at-a-glance overview of the complete Organized Play Structure for Riftbound from the local game store level up through regional and World Championship tournaments. More details about specific rules, guidelines, and expectations for events can be found in the [Riftbound Tournament Rules](#).

## Organized Play Structure

The diagram below outlines the general structure of Riftbound Organized Play from lowest-stakes, local level play up through the highest-stakes competitive events:



### World Championship

The culmination of competitive gameplay across all regions, bringing each region's best to see who gets to wear the ultimate crown.  
(First event in 2027)

### Regional Championships

Requiring a qualification, These events are for the best of the best Riftbound players in a region.

### Regional Qualifiers

Open tournaments where anyone can compete for glory and prizes, plus a chance to qualify for the Regional Championship.

### Summoner Skirmish

Summoner Skirmishes are the culmination of competitive play at the local level. Winners earn a "bye" at Regional Qualifiers.

### Local Game Store Events

Regular weekly and special events, designed to offer an on-ramp to Riftbound play.



## Local Game Store Events

Each set “season” will consist of (roughly) three months of events, giving players weekly events to participate in and special events to pull people in all season long.

### Month 1 - Set Release and Pre-Rift (pre-release) Events

Each set season kicks off with **Pre-Rift Events** giving your community an exclusive first look at a set through a unique sealed play experience one week before the full release date of the set.

#### Pre-Rift Event Kit Contents

Each Pre-Rift Event Kit supports a 16-player prerelease event and contains everything needed to run your event:

- 16 Individual Pre-Rift Player Kits, each including:
  - 1 Mini-preconstructed deck (15 cards including Champion Legend and Champion Unit)
  - 5 Booster Packs
  - 1 Pre-Rift Promo Card
- 1 Booster Display (for prize support)
- Trade Marketing Materials

#### Player Experience

Each participant receives a Pre-Rift Player Kit and uses its contents to play:

1. **Build a deck** using the included mini-preconstructed deck, five boosters, and promo card.
2. **Play in a paired tournament** using the deck they construct.
3. **Enjoy an accessible, beginner-friendly prerelease experience** while previewing the new set ahead of launch.

#### Important for Retailers:

Stores **must** register their Pre-Rift Event in the Riftbound OP software by the deadline to be eligible. Kits are only available through your preferred distributor, and **you must contact them directly to place your order**.





## Month 2 and 3 - Summoner Skirmish

**Summoner Skirmishes** are the peak of competitive play at the local level, designed for players who want more than casual meetups and are ready to prove their deckbuilding mastery. These events offer meaningful stakes, exclusive rewards, and a direct path toward higher-level competition, making them an excellent way to energize your established player base and attract ambitious newcomers. **Stores can register to host up to two Summoner Skirmish events in each set season, one in the second month and one in the third.**

### Event Overview

- **Format:** 1v1 Constructed, Best of 3 Matches; [Tournament Rules](#) are available for reference
- **Event Structure:** Swiss Rounds with optional Top Cut
- **Organized Play Level:** Competitive
- **Event Limits:** Stores can host one Summoner Skirmish in each month, so make sure to plan both!
- **Prize Support:** Each Summoner Skirmish event will have its own individual exclusive prizes. For each event, stores who register their event before the deadline will receive an event kit that includes the following for each event scheduled:
  - Participation Promo x32 (Give them out as supplies last!)
  - Top Cut Promo x8
  - Champion Promo x1
  - Champion Playmat x1
  - Additionally, the winner of the event will receive a Round 1 Bye to use at a future Regional Qualifier they attend.

**Please note: Players can accumulate multiple byes across Summoner Skirmish events, but they are only able to utilize one bye per Regional Qualifier event.**

- If you plan on adding to the prize pool, **play policy doesn't allow cash prizeing for official Organized Play program events (Summoner Skirmish, Nexus Nights, etc.).** Adding store credit or boosters is acceptable.





## Anytime Events - Nexus Nights and Learn to Play Events

**Nexus Nights** are designed to be your go-to weekly program for Riftbound, giving your store a consistent, flexible way to engage your community. These events are meant to be simple to run and adaptable to the needs of your players!

- **When:** Weekly, on the day that works best for your store
- **Format:** Store Preference; Constructed, Sealed, or Modified Champion Deck
- **Prizes:** Players should get a Nexus Night promo pack as a participation prize (while supplies last)!
  - Generally, Nexus Night prizeing will scale with logged in-store play activity. Ensure that you're successfully scheduling, running, and reporting events on the Riftbound OP website: [Riftbound.carde.io](https://Riftbound.carde.io)
  - Nexus Nights packs are intended to be a participation prize for players who participate in your weekly Nexus Night events.
    - **However, if you have large-scale event attendance, it is recommended that you alter your promo pack rewards to ensure that you can support events through the entire season duration.**
    - **Consider taking the total number of packs your store receives, and dividing it across all the weeks you intend to run Nexus Nights this season.**

**Learn to Play** is an evergreen event template with the goal to keep the focus on fun and introducing players to the game.

- **Please note:** These events do not have rounds and are not a tournament, and the event will be used as a list of players only.
- Unfortunately, demand for Riftbound and Riftbound OP was higher than expected and at this point we no longer have any more pre-made Trial Kits or demo decks to send out.
  - However, the Learn-to-Play event template will be available as an evergreen event template, so feel free to schedule events and teach players using product from your store's inventory or lean on players to lend out their decks, whatever works for your community.

