

RIFTBORN

DUEL OF DECKS

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Public game overview

OFFICIAL GAMEPLAY TRAILER



45-second gameplay trailer from the current build

Five-minute lane strategy for mobile

Players deploy units from a ten-card deck onto a two-lane arena. Ranked 1v1 and Ranked 2v2 use the same core rules.

10

CARDS PER DECK

1v1

RANKED

2v2

RANKED

Your ten cards set the synergy plan

Faction and class bonuses count from the whole deck before the match begins. Players lock in a plan before they enter the arena.

Faction tiers

3 / 5 / 7 / 9 cards

Class tiers

2 / 4 / 6 / 8 cards

GUIDE

s synergy effects

10 IV

0 —

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2 I

2 I

0 —

2 I

10% more attack damage.

II 4 Cards

+2 CAR

25% more attack damage.

III 6 Cards

40% more attack damage.

The first hit on each target deals an extra 5% of its max health.

IV 8 Cards

50% more attack damage.

The first hit on each target deals an extra 20% of its max health.

Heals for 15% of the damage dealt.

THE ARENA

Two lanes, six Towers, two Nexuses



The centre holds the Rift Crystal. Each side defends a Nexus with three Towers. Open ground in the middle and the flanks create different routes for a push.

RIFT CRYSTAL

At the centre of the battlefield



HERO CONTROL

One card is your hero

The hero walks, fights, takes damage and can fall in battle. Players move it with tap-to-move or the on-screen stick and aim its ability.

A fallen hero leaves one card unavailable

Four complete origins

Royal, Samurai, Goblin and Skeleton each have fourteen public cards. Every origin includes all seven combat classes.



56

PUBLIC CORE CARDS

8

HEROES

8

SPELLS

7

CLASSES



WAYS TO PLAY

Ranked duels and practice

Ranked 1v1 and Ranked 2v2 are available from the mode screen. Training offers Easy, Medium, Hard and Free Practice.

5 minutes

Then 100 seconds of overtime if needed

TINY TOMATO GAMES

Riftborn: Duel of Decks

For playtest access, publishing conversations or feedback,
contact the team directly.

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