

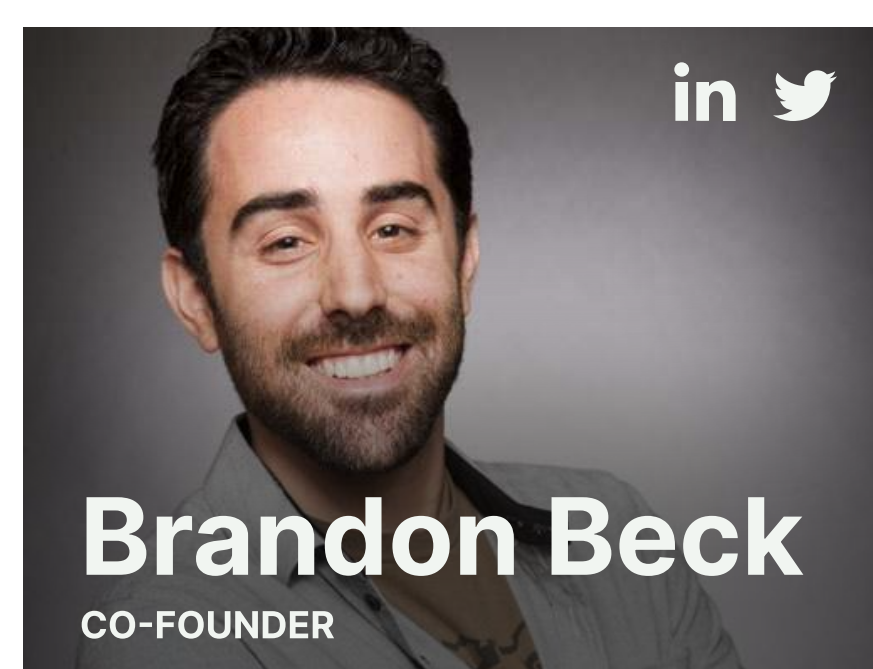
MISSION STATEMENT

We aspire to be the most player-focused game company in the world



CONTACT:
MEDIA@RIOTGAMES.COM

ABOUT RIOT GAMES



Riot Games was founded in 2006 to develop, publish, and support the most player-focused games in the world. In 2009, Riot released its debut title, League of Legends, to worldwide acclaim. League has gone on to be the most-played PC game in the world and a key driver of the explosive growth of esports. With League in its second decade, Riot is continuing to evolve the game while delivering new experiences to players with Teamfight Tactics, Legends of Runeterra, VALORANT, League of Legends: Wild Rift, Riot Forge, and multiple work-in-progress titles. Riot is also expanding the world of Runeterra through multimedia projects across music, comic books, board games, and Arcane, its Emmy-winning animated series.



Founded by Brandon Beck and Marc Merrill, led by CEO Dylan Jadeja, Riot is headquartered in Los Angeles, California, and has 4,500+ Rioters in 20+ offices worldwide.

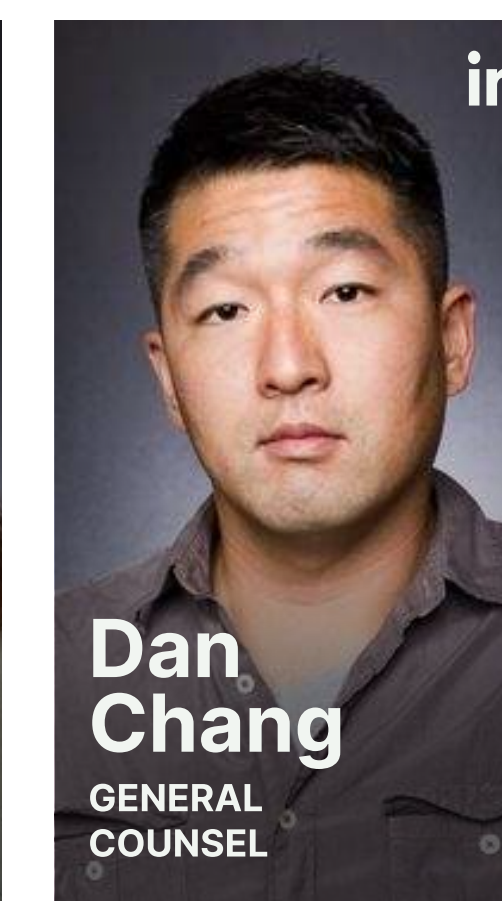
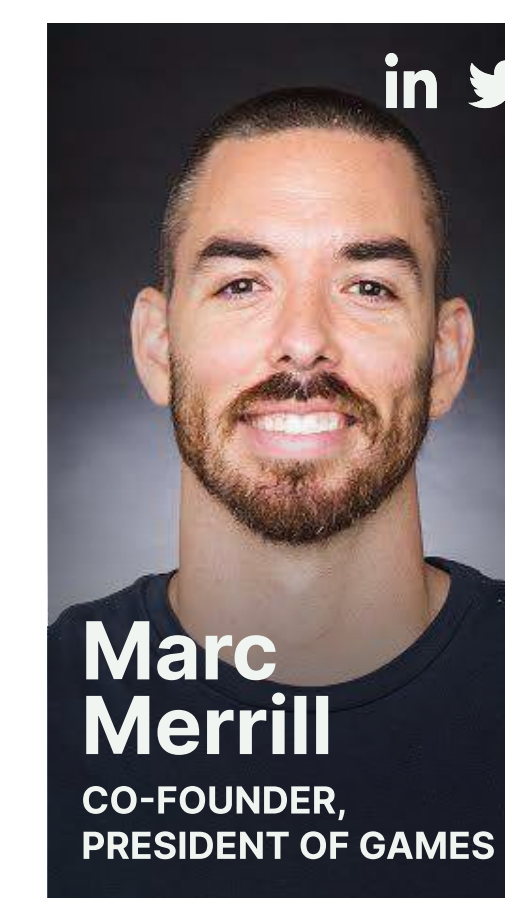
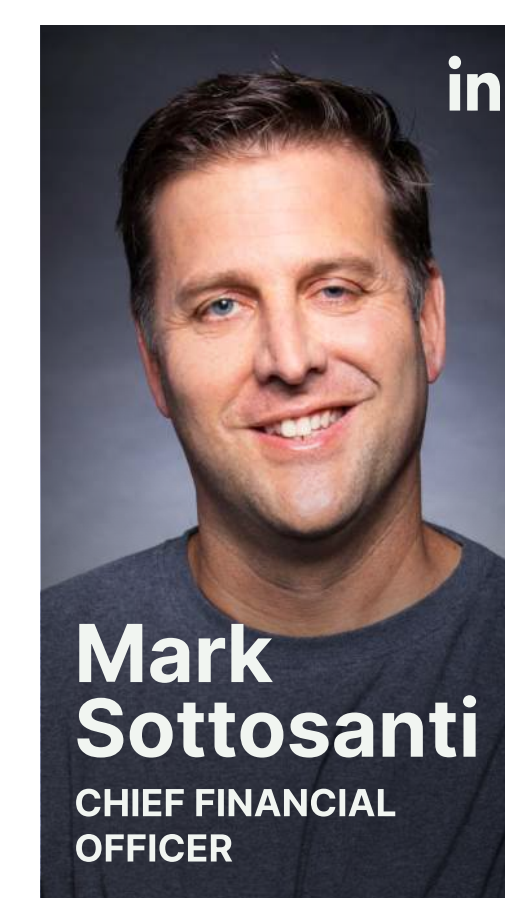
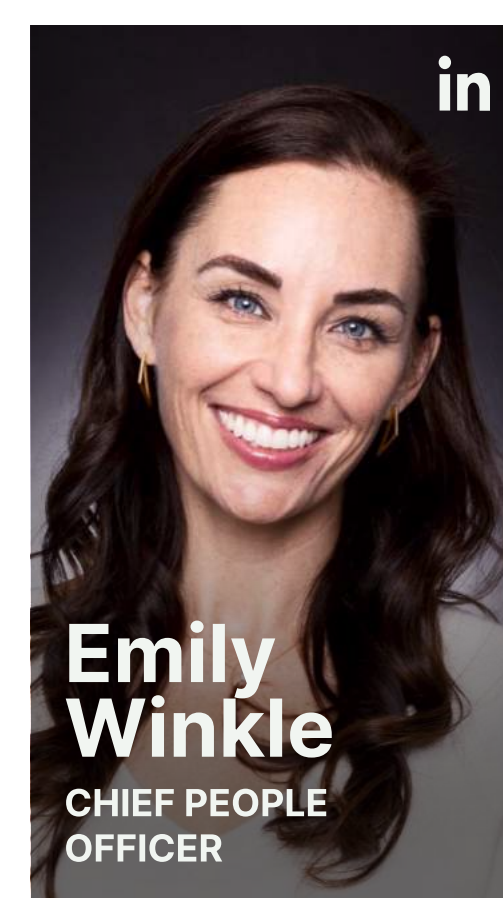
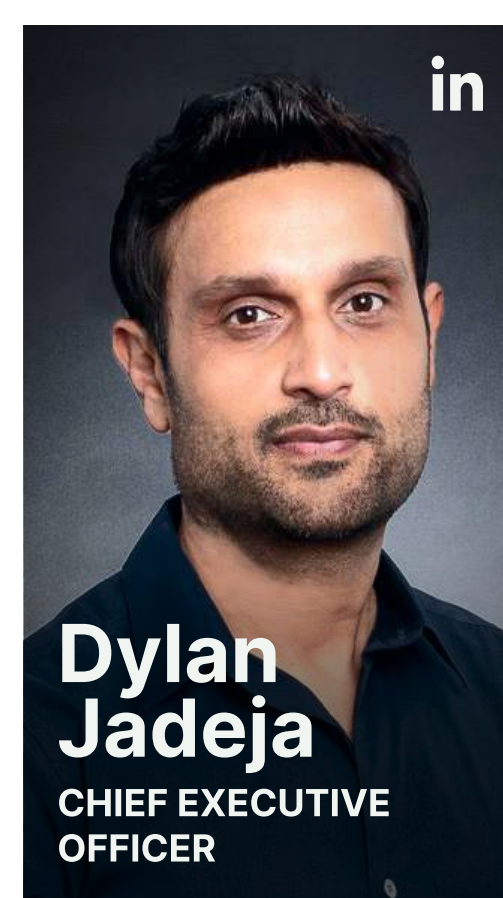
OUR VALUES

- 1 Player Experience First
- 2 Dare to Dream
- 3 Thrive Together
- 4 Execute with Excellence
- 5 Stay Hungry; Stay Humble

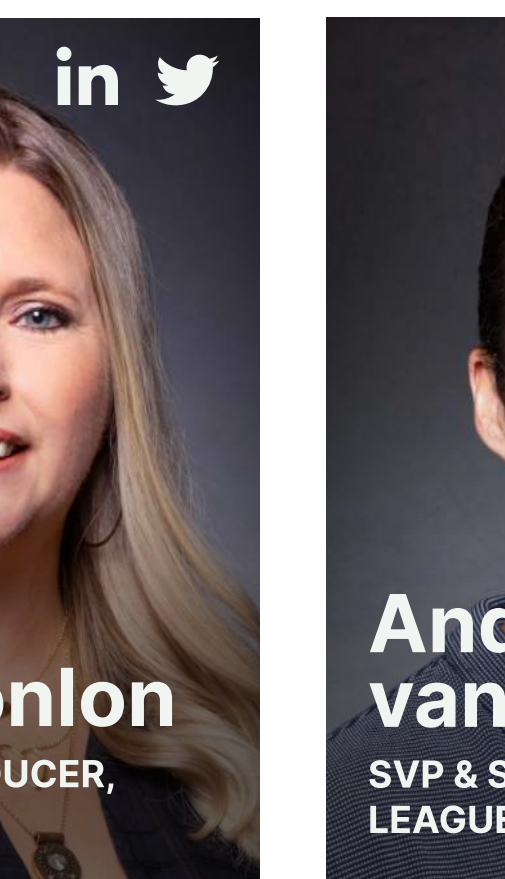
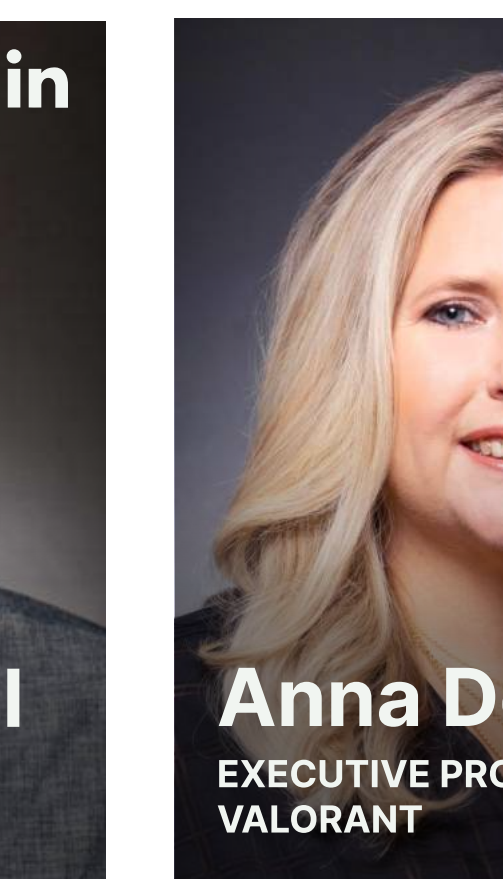
AWARDS

- 2018** Outstanding Live Graphic Design
National Academy of Television Arts and Science, Sports Emmy Award
- 2019** Golden Halo Award
Engage for Good
- 2020** Esports Publisher of the Year
Esports Awards
- 2021** Best Workplaces for Millennials
Fortune in Partnership with Great Place to Work
- 2021** 2021 Golden Halo Award
Engage for Good
- 2022** 2022 Best Places to Work for LGBTQ+ Equality
Human Rights Campaign Foundation

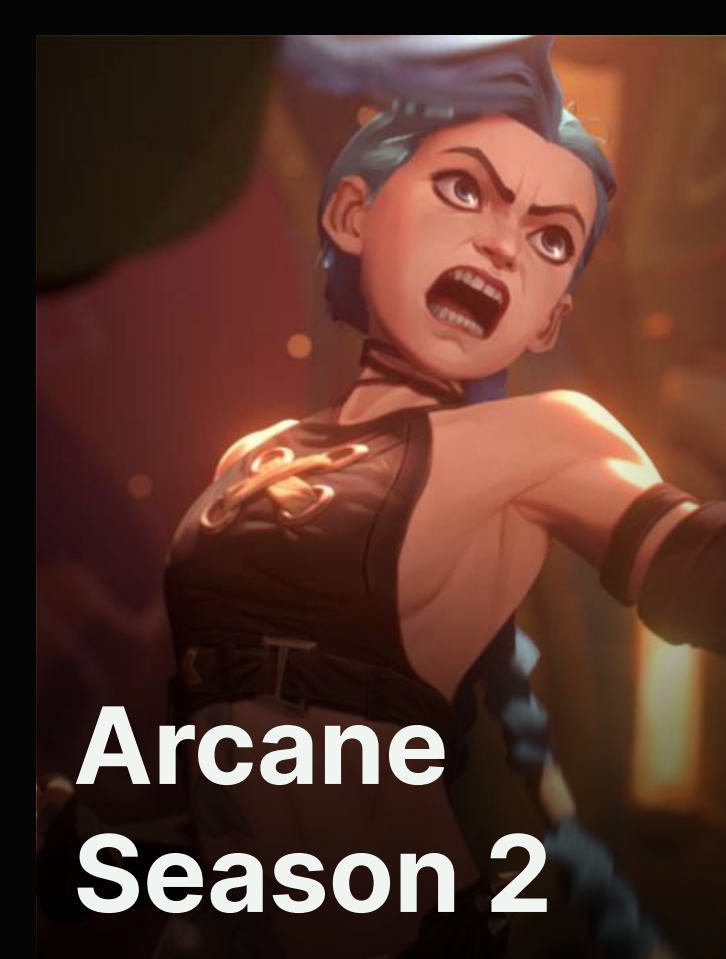
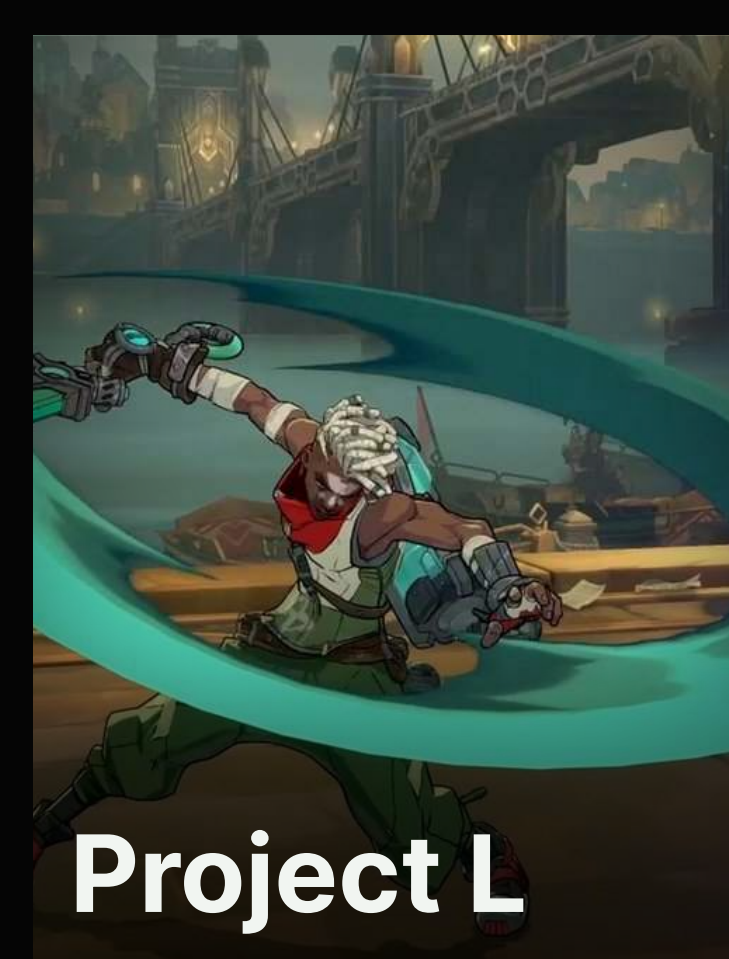
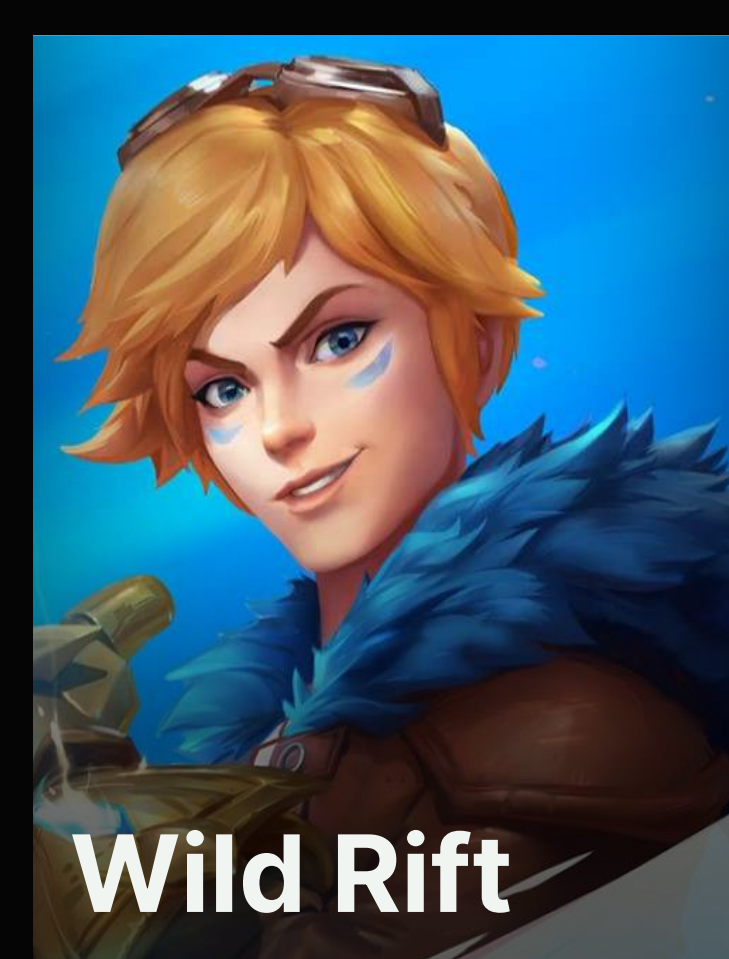
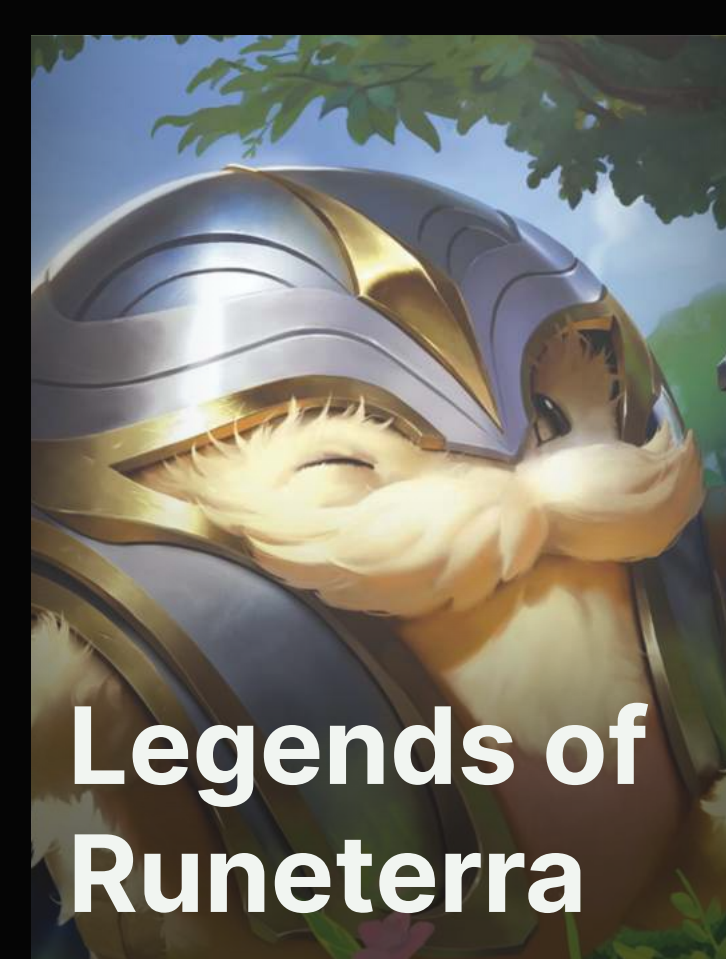
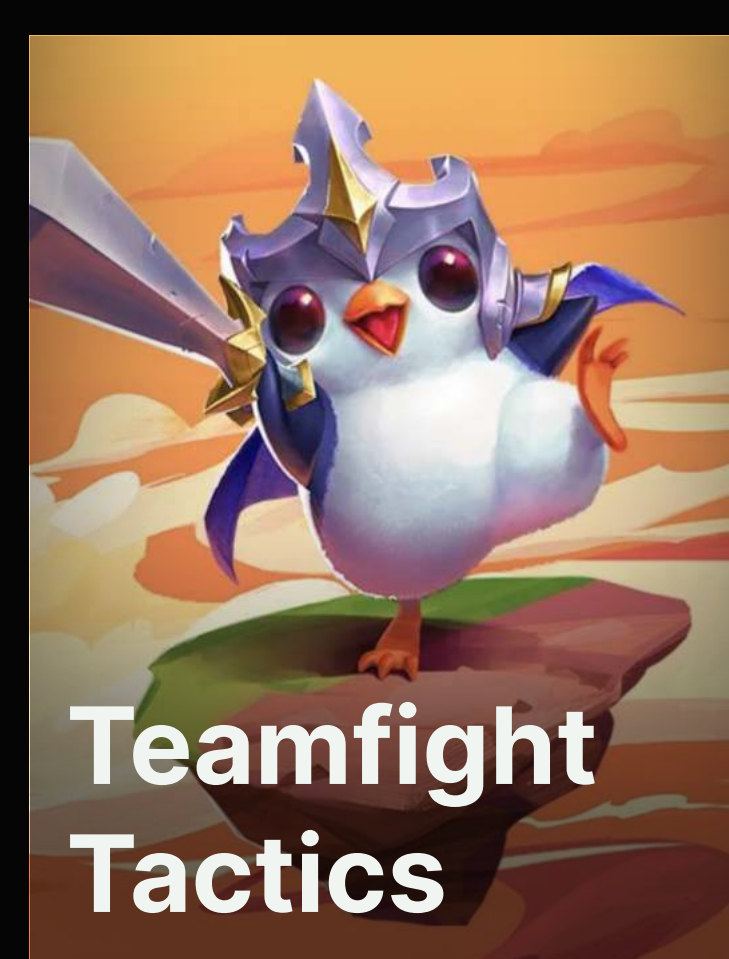
LEADERSHIP



GAMES LEADERSHIP



AVAILABLE GAMES



UPCOMING PROJECTS