

LoL at a Glance

Players battle it out on Summoner's Rift in a 5v5 match, with the goal of destroying the other team's Nexus (or base) first.

Games last between 20-45 minutes and players can choose from over 140 champions.

One of the world's most-played games for 10+ years.

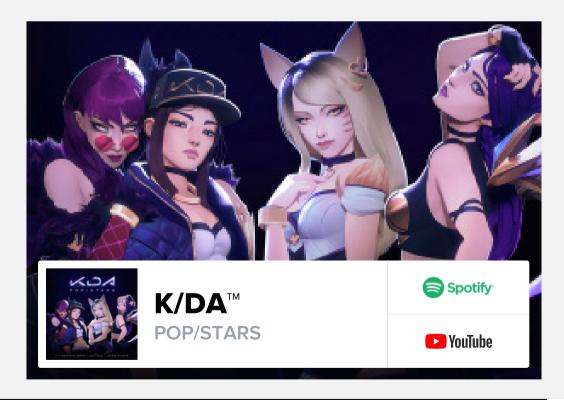
- 2009: Launched in North America and Europe with Korea, China, Japan, Southeast Asia, Brazil, Latin America, Russia, Turkey, and others in the following years.
- 2012: The Most Played PC Game in North America and Europe in terms of number of hours played.
- 2014: Over 67 million people played LoL per month.
- 2016: More than 100 million monthly active players.
- 2020: 160 billion+ total hours spent playing LoL.

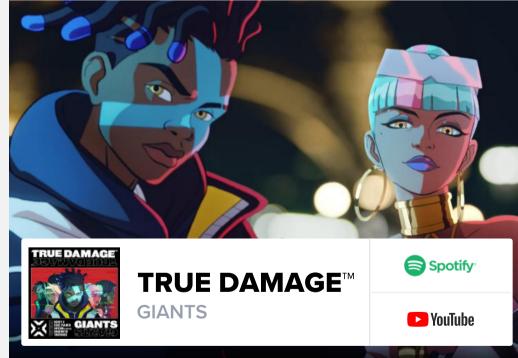
- The number of players would make up the 5th largest country in the world.
- 10 years after its launch, 20+ million people across 145 countries play LoL every day.
- More than 100 million hours a month is spent playing LoL by players around the world.
- One of the largest footprints in the streaming media world, and became the first Twitch channel to reach 1 billion hours watched.
- LoL produces the most popular Esports event of the year when the best professionals compete in the World Championships.
- Players can unlock rewards and virtual content by acquiring Hextech®, a feature of League where a magical technology fuses elemental and spirit magic that sometimes functions as a virtual currency. In-game virtual content is unlocked by collecting Hextech® keys, which then open Hextech® chests.

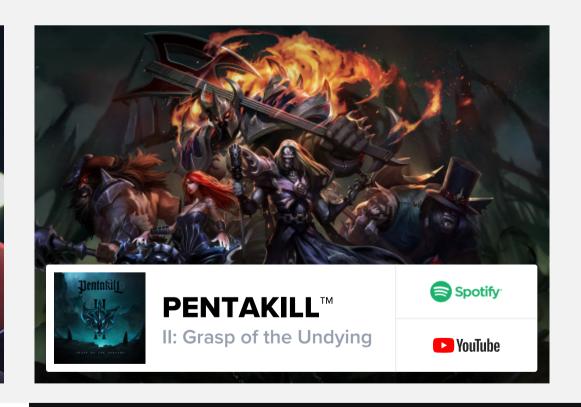
Expanding the Universe

Riot Games Music

- Riot has created three (so far!) genre-spanning virtual music bands using Champions from LoL.
- In 2018, K-pop group K/DA™ debuted and in 2020 K/DA™ returned with a 5song EP. 2019's band, True Damage™, gave fans Riot's take on global hip-hop.
- K/DA™'s lead single POPSTARS (2018) hit #1 on Billboard World Digital, Google Play Top Songs, and iTunes KPOP.
- True Damage™'s Giants (2019) garnered Pentakill™ is a rock band created in more viewership on YouTube than Kanye's single released that same weekend.
- 2017 that broke into Billboards Top 40 and reached No. 1 in the iTunes metal charts upon their release.







TEAMFIGHT TACTICS

- Draft, deploy and dominate with a revolving roster of League of Legends champions in a round-based battle for supremacy.
- Cross-platform support means players can play with their friends (and crush their enemies) across PC, Mac, and Mobile.

Merchandise



- From collectibles to clothing to posters and beyond, each year Riot produces hundreds of new consumer products.
- As just one example of our partnerships, Louis Vuitton collaborated to release LoL-inspired real-world fashion and LV-designed in-game skins.

Wild Rift: LoL for mobile (currently in beta) with console coming soon.

- ▶ We rebuilt the game from scratch. Refreshed models, animations, game systems and more but keeping true to the core LoL gameplay you already know.
- ▶ We want to make sure Wild Rift feels like it was designed for new platforms, and use that opportunity to make a bunch of improvements to the game.