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.

Expanding the Universe

Riot Music Group

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 5-song 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 more viewership on YouTube than Kanye’s single released that same weekend.

Pentakill is a rock band created in 2017 that broke into Billboards Top 40 and reached No. 1 in the iTunes metal charts upon their release.

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.

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.

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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.