

Dual Queue: 2v2 Online Championship

Complete rules and player guide · Sunday, August 9

Riftbound's 2v2 format is finally going online. Grab a teammate and play in the first online 2v2 Riftbound tournament, hosted by The Magma Chamber on TCG Arena, with a \$500 guaranteed prize pool sponsored by Topdeck.gg.

We're running on the official Riftbound 2v2 tournament rules with a few changes, so read this document all the way through before your first round. The domain restriction in particular will affect how you build.

Questions? Tag [@cyberbabyangel](#) in the Discord server or message [cyber.baby.angel](#) directly.

Event details

Date and time	Sunday, August 9 at 6:00 PM Helsinki (EEST). 5:00 PM CEST, 4:00 PM UK, 11:00 AM ET, 8:00 AM PT.
Format	2v2 teams, best of one, four unique domains per team
Structure	5 rounds of Swiss, then a cut to a Top 8 single-elimination bracket
Round length	60 minutes (finals untimed)
Entry fee	\$15 per team, non-refundable and non-transferable
Prize pool	\$500 guaranteed
Cap	32 teams / 64 players
Set legality	All sets through Vendetta are legal
Platform	Matches on TCG Arena, pairings and standings on Topdeck.gg, communication in The Magma Chamber Discord

PLAN FOR A LONG ONE Five rounds of Swiss plus a Top 8 bracket means teams that go the distance will be playing into the early morning in Europe, roughly 2:00 AM Helsinki for the finals. The start time favors our players across the Atlantic. EU teams, stock up on coffee accordingly.

Before you play

Three things are mandatory. Handle all of them before the event starts.

1. **Fill out the registration form.** Every participant needs to complete it, not just team captains.

[Open the registration form](#)

2. **Join the Discord server.** Announcements, judge calls, and match rooms all live there, so membership isn't optional.

[Join The Magma Chamber Discord](#)

3. **Submit your decklist on Topdeck.gg** before the tournament starts. No submission, no pairing. Decklists will be published. Bring your best brew knowing the world will see it.

Prizing

1st place	\$200 per team
2nd place	\$100 per team
3rd place	\$60 per team
4th place	\$40 per team
5th to 8th	\$25 per team

Third and fourth are decided by Swiss seeding among the two semifinal losers. The higher seed takes third. Every team that makes Top 8 profits on their entry.

Deckbuilding

Four unique domains

Your team's two legends have to cover four unique domains between them, with no overlap. This was voted in by the community in our Discord server, and we're planning to keep experimenting with rulesets like this in future events.

EXAMPLE If you want to play Ezreal, your partner can't play Viktor. Both legends share the Mind domain, so that pairing is illegal.

What each player submits

Every player registers a full, legal Constructed deck of their own:

- A legend card
- A chosen champion matching the champion super type of that legend
- 40 main deck cards, including the chosen champion, matching the legend's domains
- Up to 10 sideboard cards, matching the legend's domains
- 12 rune deck cards, matching the legend's domains
- 3 battlefields

Team uniqueness

- **Legends must be unique within a team.** Uniqueness is by card name, so Wuju Master and Wuju Bladesman - Starter count as two different legends even though they share the Master Yi champion super type.
- **Battlefields must be unique within a team.** Six different battlefields across the two players, no duplicates.
- **Domains must be unique within a team,** as described above. This is our restriction, not a standard 2v2 rule.

Banned list

Standard 2v2 Constructed bans apply.

Legends

- Master Yi, Wuju Bladesman

Cards

- Called Shot
- Draven Vanquisher
- Fight or Flight
- Scrapheap
- Stealthy Pursuer

Battlefields

- The Dreaming Tree
- Obelisk of Power
- Reaver's Row
- The Arena's Greatest
- Aspirant's Climb

How 2v2 differs from 1v1

If this is your first 2v2 game, these are the changes that matter most:

- **The victory score is 11 points**, not 8.
- **Points are shared by the team**. You and your teammate score into one pool, not two separate totals.
- **Three battlefields are in play**, not two.
- **Turns alternate between teams**, so you never get two turns in a row on the same side of the table.
- **Your teammate's board is friendly to you**, which changes how a lot of cards read. See the rulings section.

Start of game procedure

Follow these steps at the start of every round.

1. Pairings go up on Topdeck.gg. Join the voice channel that matches your assigned table number.
2. Greet your opponents and post your TCG Arena direct connect code in the voice channel chat.
3. Agree on whose room you're using, then join it with direct connect.
4. Ensure that all of you have the "Show hidden cards to spectators" setting **enabled** so that we can have a good viewing experience for the livestream!
5. **Confirm all four players are in the room before you start the game**. If you start early, you'll usually have to leave the room and have everyone rejoin with the code to get a fresh game going.
6. Each team declares its A player and B player.
7. Work through the setup sequence below before anyone takes a turn.

A video walkthrough of TCG Arena setup is here: youtube.com/watch?v=5NQHh-XCSmw. Detailed setup instructions will also be posted in Discord before the event.

Setup sequence

Order matters here. Doing these out of sequence is the most common reason a table has to tear down the room and start over.

1. Declare your A and B players, and which of you is tracking the team score.
2. Roll for turn order, set it in the Players and Spectators menu, and have the first player press Become Active Player.
3. Press Play. Select decks and sideboard.
4. Roll for battlefields, then duplicate them onto every board.
5. Mulligan.
6. First player begins.

Step 1: Turn order

One player from each team rolls a d20 in TCG Arena. The higher roll picks who takes the first turn, and that can be any of the four players, including an opponent.

Turn order always follows the same rotation and continues from whoever was chosen:

Team 1 A → Team 2 A → Team 1 B → Team 2 B → repeat

(Team 1 is the team that won the roll.)

EXAMPLE Team 1 wins the roll and chooses Team 2's B player to start. Play then runs 2B → 1A → 2A → 1B, and repeats from there.

Set the order in the Players and Spectators menu. Agreeing on it in voice isn't enough. The client needs to know, and fixing it after the game starts means restarting the room.

The player going first then presses Become Active Player. Nothing else hands the first turn over, so if this gets skipped the game won't start correctly.

Step 2: Start the game

Now press Play. This is where deck selection and sideboarding happen, before any battlefields are set.

Check that all four players are in the room first. Starting early is the single most common setup mistake, and the fix is leaving the room and rejoining with the code for a fresh game.

Step 3: Battlefields

Each player brings three battlefields and exactly three end up in play. Paper events handle this by having your opponent physically pick one of your three face down. Online, we do it with dice.

1. **Remove the starting player's battlefields.** All three are out of the game. That player contributes none.
2. **Each of the other three players declares which number goes with which battlefield,** out loud or in chat, before anything is rolled. All three are visible on screen anyway, so this is just about agreeing on the mapping.
3. **The player across from you rolls to choose.** A rolls for the opposing A, B rolls for the opposing B, same seating logic as paper. TCG Arena has a d3, and a d6 works too as long as you declared the number mapping first.
4. **Remove the unused battlefields from the game.** The three that survive the rolls are the battlefields for this match.
5. **Duplicate them onto every board.** Right click each battlefield you need and hit Duplicate. That spawns a copy you control, so all four players end up with their own copy of the same three battlefields.

CHECK THIS BEFORE YOU MULLIGAN The battlefields have to sit in matching color coded zones on all four boards. If one player has them in a different order, the board states won't line up and you'll be untangling it mid-turn instead of playing. Take the ten seconds now.

Step 4: Mulligan and first turn

Once the battlefields match on every board, players mulligan and the first player begins.

First turn cycle

- The starting player does not draw during their first Draw Phase.
- The second and third players take a normal first turn.
- The fourth player channels an extra rune during their Channel Phase, then plays out the rest of the turn normally.

During play: the rulings you'll actually hit

These are the situations that come up most often in 2v2. Read them once now so you don't have to call a judge later.

Playing on your teammate's turn

You can play spells and activate abilities during your teammate's turn, but only if they invite you to use their priority. You can't act on your own initiative.

EXAMPLE During Player A's turn, Player A can invite Player B to play Charm on an enemy unit, or to activate Heart of Dark Ice and give a unit +3 for the turn.

This does not let your teammate play a unit or gear from hand on your turn. Spells and abilities only.

Scoring

Points are shared. You and your teammate score into a single team total, and your team wins at 11.

ONE PLAYER TRACKS THE SCORE TCG Arena has no team counter. It only tracks points per player, so decide before the game starts which of you is keeping the team total, and put every point your team scores on that one counter. Say the new total out loud each time it changes so all four players stay in sync. Sorting out a disagreement about the score at 10 points is a judge call nobody enjoys.

Battlefield control is checked during the scoring step of the turn player's Beginning Phase. That single moment decides what your team is allowed to score for the whole turn.

- **A battlefield your teammate controls at that moment is locked out for your entire team that turn.** Neither of you can score it, and it stays locked even if your teammate moves off it later in

the turn. Being there during the Beginning Phase is what matters, not still being there afterwards.

- **A locked out battlefield is exempt from the final point rule.** Taking the 11th point by Conquer normally requires your team to have scored every battlefield that turn. Any battlefield your teammate had locked out drops out of that check, so you only need the ones that are left.
- **Only control at the scoring step counts.** If your teammate's unit leaves before that step, the battlefield is scorable as normal. Reacting to an Awaken Phase trigger with something like Thrill of the Hunt or Gust is legal, since any combat that causes resolves before the Beginning Phase.

EXAMPLE You're on 10 points and your partner's units hold two of the three battlefields during your Beginning Phase. Those two are locked out for the turn, and they're exempt from the final point rule, so conquering the third battlefield takes the 11th point and wins.

Hand information

Hands are private information, and you can reveal yours to your teammate at any time. In TCG Arena, right click a card, hover over “Visible by,” and select your teammate. You have to do it card by card, so get into the habit early.

Keep an eye on the clock while you do it. Conferring on every single decision is the fastest way to draw a slow play warning, so make quick calls where you can.

The “no more than two” rule

Only two players can be in the same location at a time, and teammates can never be in the same location at once.

- Combat only happens between units controlled by exactly two players. If an effect would put a unit into a battlefield with a staged or in-progress combat that its controller isn't part of, that unit goes to its controller's base instead.
- This matters most for move effects like Ride the Wind and Charm. When you finalize a spell or ability that moves a unit, a battlefield that already has two players is an illegal destination unless the unit's controller is one of them.
- If a move would send a unit to the base of a player who doesn't control it, the unit goes to its controller's base instead.

HEADS UP This is the most common 2v2 mistake by a wide margin. If it happens and a clean rewind is possible, rewind. If not, keep playing and return the unit to where it was without triggering any move or other abilities.

Simultaneous triggers

When multiple players have abilities triggering at the same time, each player stacks their own triggers in turn order starting with the turn player. They then resolve in reverse.

EXAMPLE Team 2 Player A plays Unchecked Power, and units with Deathknell effects are controlled by Team 2 Player A, Team 1 Player A, and Team 1 Player B. Triggers go on the chain in that order and resolve backwards.

What the card text means in 2v2

Referent words change meaning once there are four players. This is where most misplays start.

- **Friendly:** anything you or your teammate control. Mask of Foresight gives +1 to your teammate's unit attacking alone, even though you control the Mask.
- **Enemy:** anything either opponent controls. Charm and Skyward Strike can move a unit belonging to either one.
- **Opponent:** one specific opposing player. Sabotage, Mindsplitter, and Scuttle Crab make you choose one opponent, not both.
- **You / your:** the controller only, never your teammate. Elder Dragon's effect doesn't apply to damage dealt by your partner's units.

Effects that trigger at the start of each player's Beginning Phase trigger for all four players individually, so each team picks up two points per turn cycle from something like The Arena's Greatest.

Concessions and drops

- If one player concedes, the whole team concedes.
- If one player drops or is disqualified, the team is dropped or disqualified as a whole.
- You cannot swap teammates partway through the event.

End of round procedure

Swiss rounds

When time is called, the active player finishes their turn, then three more player turns are played. Those are individual player turns, not full turn cycles.

- If a player takes an extra turn from an effect like Time Warp, they take it before the rotation continues.
- At the end of the third extra turn the game ends immediately.
- The team with the most points wins, but only if they lead by at least 2. Anything closer is a draw.

Quarterfinals and semifinals

Same three extra turns, but there are no draws in the bracket. The team ahead after those turns wins. If the score is tied, play continues and the next point scored takes the match.

Finals

Untimed. Play it out. Champs are decided on the board.

Reporting

Report your result on Topdeck.gg as soon as the match ends. Don't wait for a reminder, since the round can't be paired until every result is in.

Requirements

By registering, you're agreeing to all of the following.

- **Discord membership.** Every player has to be in The Magma Chamber Discord. Announcements, judge calls, and match rooms all happen there.
- **Voice chat.** 2v2 is a communication format. All four players join voice for their match, not just teammates with each other.
- **Feature matches.** Selected matches each round will be streamed. If your team gets picked, you play it as the featured game. It's your shot at the spotlight.
- **Open decklists.** All lists are published.

Judges and support

Judges are available in Discord for the whole event. If something goes wrong mid-match, pause the game and ping the judge channel before you take another action. Rewinds get much harder once play continues.

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discord.gg/vgVAAwGPN9 · Questions: cyber.baby.angel on Discord