

One complete start. Three useful games.

Choose the table you actually have. This is a beginner companion for normal constructed 1v1, not a replacement for the current Core Rules or the instructions for another mode.

Your table	Start with	Why it fits
Two friends, neither equipped	Zed vs Shen Showdown Decks	Two opposing preconstructed sets in one product.
A group learning together	Origins Proving Grounds	Four introductory decks and shared learning material.
One newcomer with an equipped teacher	One Champion Deck	A complete starting list for your side.
An opening session	A deliberate booster budget	Random cards are not a guaranteed complete deck.

What the deck count means

At least 40 main-deck cards, including the chosen champion. Separate that champion at setup; a 40-card list normally leaves 39 to shuffle. Also prepare 12 runes, 1 legend and 3 registered battlefields. Normal 1v1 uses two battlefields in play, one from each player; selection depends on the mode or match procedure.

The legend sets domain identity. The chosen champion must be a matching champion unit. Normally, no more than 3 copies of a named card are allowed, counting the chosen champion. No more than 3 signature cards total are allowed; their tag must match the legend. A signature is not a chosen champion.

Prepare a calm first game

1. Keep the supplied teaching deck intact. Separate the main deck, rune deck, legend and chosen champion; make the base, trash and battlefields clear.
2. Draw 4 cards. For the normal mulligan, set aside up to 2, draw replacements, then recycle the set-aside cards. Later rules take precedence over old introductory wording.
3. Use one open-hand demonstration, then reset. Agree how teaching take-backs will work before the real game starts.

Current authority: [Riftbound rules hub](#), Core Rules 103 and 117. Exact buying links and dated source notes are in the [full Puzzlewick guide](#).

Make the next decision easier to explain.

Resources: three different actions

Channel brings runes into play. Normally channel 2; the second player gets 1 additional rune on their first Channel Phase in standard 1v1. **Exhaust** a rune through its ability for energy. **Recycle** a rune through its ability for its domain power.

A suitable rune can be exhausted and then recycled during payment. For an ordinary cost of 3 energy and 1 domain power, you can exhaust 3 suitable runes and recycle a matching one of those. Check exact abilities, domains and restrictions. Recycling also changes what remains available afterward.

Points: the last one is different

Conquer scores when you gain control under the scoring rules; Hold scores a controlled battlefield during your Beginning Phase. You normally score a battlefield only once per turn. The normal duel victory score is 8.

At 7 or more points, a conquer gives the point only if you have scored every battlefield that turn; otherwise you draw a card instead. A field held earlier that turn can count. Holding can earn the final point separately. Check specific effects and Core Rules 469-472 before resolving a close finish.

Game	Practise	Ask yourself
1	Zones, costs and legal actions	Can I explain this payment and move?
2	Battlefields and exposure	What point can this produce, and what do I expose?
3	Responses and sequencing	What can my opponent still do with their available resources?

Your first local table

Bring the required deck and materials, consistent sleeves, a box that closes gently and a scoring method. Ask: "I have a starter and a few teaching games. Is tonight practice or a tournament, and can someone help check my list?" Ask a judge at an event; do not improvise replacement rules.

Stop buying when the kit works. Record one repeated weakness after real games before buying an upgrade. Current rules, errata and event policy take precedence over this independent aid and older teaching videos.