

TFT District Missions

START - WELCOME MISSION

The Welcome Mission begins immediately upon entering the TFT district (Build-A-Bot Bay) for the first time. There will be two lines of text that trigger upon entering describing the bay, after which Dr. Shisa will appear and begin talking to the player automatically. Players will have to complete this conversation before they are able to explore the rest of Build-A-Bot Bay.

TEXT

The sound of metal on metal fills your ears as you enter a boisterous workshop.

Looking around, you see a smattering of adorable creatures assembling what seem to be... weaponized robots?!

Before you can determine how beings so cuddly could construct such destructive machines, one of the tiny tinkerers notices you.

[SHISA APPEARS]

DR. SHISA

Shi shish! Shi haaa, hee hee shi?

PLAYER OPTIONS

- A. Uh... Greetings, floating... monkey... person?
- B. I DON'T. UNDERSTAND. WHAT YOU'RE SAYING.
- C. Ohmygosh you're so cute I just wanna squish your widdle face!!!

DR. SHISA

Sheesh...

[SHISA EXITS]

TEXT

*The creature turns to leave. Hmm... was it something you said?
But soon they return with a pair of strange-looking headphones.*

[SHISA RETURNS]

*They hand you the device, which you place over your ears. After
all, what could go wrong?*

DR. SHISA

Shi haa... Shi haa...

*"Testing... testing... Ah yes! The neurotranslator seems to be...
not exploding. Much better than last time."*

DR. SHISA

Hee hee!

"Hello, traveler! I am Dr. Shisa. Do you read me?"

PLAYER OPTIONS

- A. Uh, yes. Wait... did you say explode?
- B. AHH! A TALKING MONKEY! BEGONE, TINY MENACE!
- C. Doctor... You went to college? Impressive.

RESPONSE

- A. Sha shi?

*"What? Oh, never mind that! The important thing is we can
communicate now."*

- B. Ha ha shah.

*"Subject seems to be in distress. The neurotranslator must
need additional calibrating. I'll note that for later."*

- C. Shee hee, hee hah!

*"I got my degree in multidimensional space-time back in
32,067! But I suppose that's still far in the future for you."*

PLAYER OPTIONS

- A. So, uh... where am I? What is this place?
- B. It's official. I've lost my mind. I've gone totally, completely bonkers.
- C. You better start talkin' some sense, nerd. And FAST.

DR. SHISA

Shi shi hee, shi hah.

"Now, now. Let me explain. This is Build-A-Bot Bay!"

DR. SHISA

Hee shah!

"Here, Little Legends and their mighty machines battle for fame, glory, and snacks! It's also where I conduct my studies."

DR. SHISA

Shee shee...

"Speaking of which, I've never met a human quite like you before! Almost like a champion, but... squishier."

DR. SHISA

Shah?

"Would you mind if I asked you a few questions for my anatomical research?"

PLAYER OPTIONS

- A. Sure, what do you want to know?
- B. Something tells me I don't really have a choice.
- C. Did you say science? I'll do ANYTHING for science!

DR. SHISA

Shi shah!

“Wonderful! First question. What is your species’ primary source of nutrition?”

PLAYER OPTIONS

- A. Usually a combination of fruits, veggies, and protein.
- B. I just eat whatever I’m in the mood for. Like pizza. Or chicken nuggets.
- C. I ingest only the most thirst-quenching gamer juice to refuel my sweaty gamer bod.

DR. SHISA

Ha ha...

“Fascinating. Okay, question two. What sorts of supernatural abilities do humans possess? If you haven’t noticed, I can fly.”

PLAYER OPTIONS

- A. Uh... humans can’t really do anything cool like that. Sorry.
- B. We can shoot heat-seeking lasers from our eyeballs, but I can’t show you right now cuz uh... I don’t really feel like it.
- C. Oh! I can bend my thumbs really far back. It’s totally gross. Here, watch!

RESPONSE

- A. Shaaa...

“Don’t worry, human. I’m sure you will discover your special inner power one day soon.”

- B. Hee hee sha!

“Amazing! Perhaps one day you will be able to demonstrate this power for my studies.”

- C. SHEE?!

“What are these appendages? Th... thumbs? INCREDIBLE! Do all humans have these? I’m so jealous!”

DR. SHISA

Shi hah hee shee...

"All right, last question! And perhaps the most important question of all..."

DR. SHISA

SHEEEEE?!?!

"HOW DO YOU GET YOUR HAIR SO SHINY?! I wish my hair looked like that! Tell me your secrets, human!"

PLAYER OPTIONS

- A. I dunno, it just kinda... does this.
- B. Oh you know. A little gel, styling mousse, and TLC.
- C. That's... actually just my head. I don't have hair, Doctor.

DR. SHISA

A. Sheesh...

"I suppose some people don't know how lucky they are..."

B. Ha! Ha shee!

"Magnificent! I'll have to incorporate these into my styling routine."

C. Shi shi! Haaa...

"Right, right, my mistake! Ignore that last question."

DR. SHISA

Shee. Sha ha ha!

"Thank you for your help, human. This new data is sure to aid me in my research. And look at the time! I should really get back to it."

DR. SHISA

Shi shi shi.

“While you’re here, I’m sure my colleagues would appreciate your help in their own technological endeavors. Farewell, human!”

[SHISA EXITS]

TEXT

With that, Dr. Shisa returns to their work. Looks like Build-A-Bot Bay is yours to explore.

END - WELCOME MISSION

Now, the player can freely click around Build-A-Bot Bay. Clicking on Dr. Shisa after completing the Welcome Mission produces the following ambient dialogue:

Dr. Shisa 1: SHEE! // *“Sweet savory yum lumps! I’ve done it! Wait, no, that’s not it...”*

Dr. Shisa 2: Shi ha... // *“... minus forty-two, carry the fish, multiply the remainder by...”*

Dr. Shisa 3: Sha shee... haaaa... // *“So... sleepy... but must stay awake... for science!”*

START - PLAY A GAME MISSION

After completing the Welcome Mission, players will immediately be able to click on Choncc to trigger the Play a Game Mission.

TEXT

A large, pink Little Legend stands at a nearby workbench, where a six-legged battle robot whirs to life.

[CHONCC AND BATTLE ROBOT APPEAR]

With its enormous claws and glowing red eyes, the automaton looks battle-ready. Unlike its creator, who looks... discouraged.

PLAYER OPTIONS

- A. Aww. What’s wrong, friend? Tell me your woes.
- B. A dragon? Shouldn’t you be, like, hoarding treasure or razing a village or something?
- C. Whoah, sick robot! What’s THIS button do?

CHONCC RESPONSE

A. Bloo blee blee bwoop.

“Well, it’s kind of a long story. It would take me like... ten seconds to tell the whole thing, probably.”

B. Bloo blee blee bwoop.

“That’s just a mean stereotype invented by bored knights. Me? I’ve got dreams. I wanna be a bot-building champion!”

C. Bloo blee blee bwoop!

“Keep those hands where I can see ‘em! My battle robot will blow this place to smithereens if you’re not careful.”

CHONCC

Blop.

“See, I’ve finally built the ultimate battle robot. But... I don’t know if I’m ready for the arena yet. What if I embarrass myself out there?”

CHONCC

Bwee bwoop!

“I just wish I had a coach or mentor or something. You know, someone to show me the ins and outs of how to win!”

PLAYER OPTIONS

- A. No worries, Choncc. I’ll be your battle coach!
- B. That stinks. Welp, see you later I guess.
- C. What’d you say? Sorry, I was busy pressing all the buttons on your robot.

CHONCC RESPONSE

A. Blee? Blee blop?

“You will? Really? Oh, thankyouthankyouthankyou! Hmm...”

but how do I know you're qualified for the job?"

B. Blee... Blee blop!

"Wait! Will YOU be my battle coach? After you've proven yourself worthy of the job, that is."

C. Blee... Blee blop!

"Since you're so interested in bots, how about YOU be my coach? After you've proven yourself worthy, of course."

CHONCC

Bwoo. Bwah.

"I know! All you have to do is make it through a team fight in one piece. Then I'll know you've got the chops to be my battle coach!"

CHONCC

(Blee...)

"(Speaking of chops, I could go for a little snacky snack...)"

CHONCC

Bwah yah!

"Go assemble your team and lead them into battle. Win or lose, I know I'll have the advantage with you by my side. Good luck!"

[LINK TO TEAMFIGHT TACTICS]: PLAY NOW

The player should complete a game of Teamfight Tactics in order to progress through the mission. However, players can click on Choncc at any time to continue the dialogue.

AFTER COMPLETING A GAME

CHONCC

Blee blee bloo!

"You're back! So, how'd your team fight go?"

PLAYER OPTIONS

- A. Pretty good! I even placed in the top four.
- B. Not so great... but I'll get 'em next time!
- C. Uh, yeah, I totally played the game. You think I would LIE about something like that? You're craaazy...

RESPONSE

- A. Bwah!

"Wow, that's awesome!"

- B. Bwah! Bloo bloo.

"That's the spirit! Good on you for trying."

- C. Bwah...

"What an odd thing to say..."

CHONCC

Bwoo bloop.

"Let's put your combat knowledge to the test, then."

CHONCC

Bwee, bloo yah?

"Which monster did you face at the end of stage two? Assuming you weren't already defeated by then..."

PLAYER OPTIONS

- A. Raptors
- B. Krugs
- C. Murk Wolves

RESPONSE

A. Bwoop!

"Oops! Sorry, that's incorrect!"

Bwee yee, bwah.

"I need a coach with some real combat knowledge! Come back when you have more experience under your belt."

[LINK TO TEAMFIGHT TACTICS]: PLAY NOW

B. Bwoop!

"That's... correct!"

Bwee yee, bwah!

"Finally, someone with the skills and strats to coach me through my first-ever bot battle!"

C. Bwoop!

"Oops! Sorry, that's incorrect!"

Bwee yee, bwah.

"I need a coach with some real combat knowledge! Come back when you have more experience under your belt."

[LINK TO TEAMFIGHT TACTICS]: PLAY NOW

The dialogue with Choncc will end here for players who chose either A or C so they can go and play a game of Teamfight Tactics if they have not already. Players who chose A or C can click on Choncc again at any time to restart the dialogue from [AFTER COMPLETING A GAME](#).

Players who chose B will be able to progress through the rest of the mission:

CHONCC

Yah...

"But... I still don't know if I'm ready."

PLAYER OPTIONS

- A. You can do it, Choncc! I know you can. I'll be right here to help!
- B. What are you, a scaredy dragon? Toughen up and fight!
- C. Don't you wanna see some robots blow stuff up? I know I do.

RESPONSES

- A. Bwoo bwoop.

"You're right. Okay, I'm ready."

- B. Bwoo bwoop.

"You're right. I have to do this."

- C. Bwoo...

"Hmm, that DOES sound cool..."

CHONCC

RAHHH!!!

"All right then. BRING IT ONNN!!!"

[CHONCC ROARS]

This initiates a Pokemon-style bot battle between Choncc's bot and another bot. Ideally, we would be able to show two bots (Choncc's bot and an enemy bot) to signify that they are fighting each other, but just showing Choncc and their bot can work as well.

[SECOND BATTLE ROBOT APPEARS]

TEXT

A second battle robot!

Choncc's bot rumbles to life, ready to face this new opponent.

CHONCC

Bwop. Blee blee bwoo?

“All right, coach. Here we go! First, how should I position my bot?”

PLAYER OPTIONS

- A. Put it on the front line and charge in, head first!
- B. Put it on the back line and attack from a distance!
- C. Make it... do a cool dance!

TEXT

- A. *Choncc places their bot on the front line, where it can take its enemy by storm!*
- B. *Choncc places their bot on the back line, where it can attack the enemy from a safe distance.*
- C. *Choncc’s bot starts to boogie like no bot’s ever boogied before, lulling its opponent into a false sense of security!*

CHONCC

Blee! Bloo blee?

“Great! Now, what kind of item should I give my bot?”

PLAYER OPTIONS

- A. Give it an attack damage item, like Deathblade!
- B. Give it a magic item, like Chalice of Power!
- C. Give it the gift... of LOVE!!!

TEXT RESPONSE

- A. *Equipped with the sword of evil and woe, Choncc’s bot gains more attack damage with every blow!*
- B. *Equipped with the golden goblet, Choncc’s bot begins to surge with magical energy!*
- C. *Thanks to Choncc’s unconditional love and support, Choncc’s bot radiates with newfound self-esteem!*

CHONCC

Bwomp! Blee bloo?

“The enemy’s on its last legs! How should I deliver the final blow?”

PLAYER OPTIONS

- A. Hit 'em with a super mega melee punch!
- B. Blast 'em with a toxic sticky sludge bomb!
- C. Short circuit their mainframe with a logical paradox!

RESPONSE

- A. *Choncc's bot reels back, winds up, and smashes its enemy to pieces! It's extremely effective.*
- B. *Choncc's bot lobs a Chemtech bomb directly at the enemy, who disintegrates into a gooey green paste!*
- C. [CHONCC]

Bweem bwop?

"Can the almighty Urf fashion a Golden Spatula so shiny that he himself cannot look directly at it?"

[TEXT]

Unable to make heads or tails of such a contradictory statement, the enemy bot smokes, sizzles, and explodes!

TEXT

You did it! Choncc's battle robot wins!

CHONCC

YEEEEEEEE!

"Hooray! Hurrah! I'm a real bot builder now!"

CHONCC

Blee bloop. Bwom.

"And I never could have done it without you, human! Thank you."

PLAYER OPTIONS

- A. Of course! It was challenging, but... exhilarating!

- B. No prob, it was easy peasy. I barely broke a sweat!
- C. So do I get any prize money for helping you win, or...?

CHONCC

- A. Bwah hah!

"I couldn't have said it better myself!"

- B. Bwah! Bwah hah.

"Wow, you're a natural! You should think about going pro."

- C. Bwah! Bwah hah.

"Haha! Humans. Always the jokesters."

CHONCC

Bwee bwee bwah. Blah!

"I think I can take it from here, coach. Now, nothing can stop me from becoming the best bot builder in the Convergence!"

CHONCC

Blom wee.

"I'm sure there are other Little Legends around here that could use help from an expert like you."

CHONCC

Bwomp!

"I'll see you around, coach! And thanks again!"

[CHONCC EXITS]

TEXT

Another day, another good deed done. Let's see what some of these other Little Legends are up to.

END - PLAY A GAME MISSION

After completing the Play a Game Mission, players will be free to click around Build-A-Bot Bay. Clicking on Choncc after completing the Play a Game Mission produces the following ambient dialogue:

Choncc 1: Bleep bloo... // *"Pengu's gonna be so jealous once I install this new bot upgrade..."*

Choncc 2: Bweeeeeee? // *"What did I have for lunch again? Honeyfruit? No wait, that was second lunch..."*

Choncc 3: *Looks like Choncc's preparing for their next bot battle. Wouldn't wanna break their focus.*

Completing the mission also unlocks the following Event Content Mission. Players can begin the Event Content Mission by clicking on Duckbill. Clicking on Duckbill before completing the Event Content Mission produces the following ambient dialogue:

Duckbill 1: Qua? Qua. // *"Say, have you seen my friend Gloop anywhere? No? Hmm, nevermind then."*

Duckbill 2: Qui... Qua... // *"Repair workshop clock? Check. Change engine oil? Check. Restock snack bar? Hmm..."*

Duckbill 3: *This Little Legend seems busy right now. Maybe try again later.*

START - EVENT CONTENT MISSION

Clicking on Duckbill after completing the Play a Game Mission begins the Event Content Mission and following dialogue:

TEXT

Goggles on and wrench at the ready, one plucky-looking Little Legend stares quizzically at a series of broken pipes.

DUCKBILL

Qui qui qui!

"Huh? Sorry friend, didn't see you there. I'm Duckbill, the inventor!"

DUCKBILL

Qua.

“Or at least I will be. You know, when I actually invent something. Right now I’m just trying to fix this big ol’ mess of pipes!”

PLAYER OPTIONS

- A. Hmm... What’s wrong with them?
- B. Yeah, this place is looking... pretty run down.
- C. I once invented a kind of glitter toothpaste that makes your teeth SUPER shiny! Really bad for gum health, though.

DUCKBILL

- A. Qui qui qua!

“They seem to be all bent out of shape. Nothing can flow through!”

- B. Qua, quuh...

“Yeah, uh, well...”

- C. Qua, quuh...

“That’s... nice. Anyway...”

DUCKBILL

Qui qua.

“Normally Gloop would be here to help me, but I can’t find ‘em anywhere! I’m really starting to worry about that little slime...”

DUCKBILL

Qua, qui wi!

“Hey, I know! Maybe YOU could fix the pipes while I go look for Gloop! Whaddy say?”

PLAYER OPTIONS

- A. Sure! Anything for you, my feathered friend.
- B. Geez, can’t you Little Legends get anything done without me?

- C. (I'm still just trying to figure out what kind of animal this is. Some kinda duck... beaver... thing?)

DUCKBILL

- A. Qui!

"Actually, this is fur. But... I'll take it!"

- B. Qua qua? Qui, qua!

"Don't you know two heads are better than one? We'll cover more ground this way!"

- C. Qui, qua!

"I'll take your prolonged silence as a resounding yes!"

DUCKBILL

Quaaa!

"All right, you get started on those pipes, and I'll go look for Gloop! Meet me back here when you're done!"

TEXT

You watch as Duckbill waddles off in search of their friend. Better get fixin'!

The player must next complete the Pipes Minigame to unlock the rest of the mission. If the player clicks on Duckbill before completing the Pipes Minigame, they will be provided the following ambient dialogue:

Duckbill 4: QUAAAA- // *"Gloop? GLOOOOOOOP! Where are you?"*

Duckbill 5: Qui qua qua... qua qua... // *"Gloop's not in the rollercoaster room, OR the underground swimming pool. Hmm... maybe the latrine?"*

Duckbill 6: Qua qua? // *"No sign of Gloop so far. What about you? Did you fix those pipes yet?"*

AFTER COMPLETING PIPES MINIGAME

Players can click on Duckbill after completing the Pipes Minigame to continue the Event Content Mission and progress through the following dialogue:

TEXT

After fitting the last piece of pipe into place, you watch as a glob of gooey green slime pops out of one of the vents!

[GLOOP APPEARS]

DUCKBILL

QUAAA!

"GLOOP! You're back! Were you... stuck in those pipes? No wonder they were all out of whack! You had me worried sick!"

GLOOP

Glugluglu...

"Heh heh. Sorry, Duckbill. I'll be more careful from now on. Thanks for getting me out of there, human. And for helping my friend."

PLAYER OPTIONS

- A. Of course! Happy to be of help.
- B. Sure. But this is the LAST time you Little Legends drag me into some of your drama!
- C. Are you... THE Gloop? Lead singer from Gloop and the Globules?! I *loved* your last album.

GLOOP

Glu.. glub glub...

"You're a real... he... hero... Zzzzzz..."

TEXT

Gloop falls asleep before they can finish their sentence.

DUCKBILL

Qua qua.

"Sleepy little slime. Gloop's had a big day today."

DUCKBILL

Qui!

“But really, thanks for all your help. I know I speak for all us Little Legends when I say you’re welcome in Build-A-Bot Bay any time!”

TEXT

Happy to be reunited with their friend, Duckbill turns back to their work.

END - EVENT CONTENT MISSION

Clicking on either Duckbill or Gloop after completing the Event Content Mission produces the following ambient dialogue:

Duckbill 7: Qua qua! // *“With Gloop by my side again, I’ll have this place ship-shape in no time!”*

Duckbill 8: Quuh, qua qui? // *“Now, where did I leave my interdimensional hextronicator?”*

Duckbill 9: *Duckbill is hard at work. Best leave them to it.*

Gloop 1: Glom.... Glom... // *“Zzzzzz... zzz... zzz...”*

Gloop 2: Glugluglu... // *“Zzz... Hey Choncc... you wanna see... a cool... hoverboard trick? Zzz...”*

Gloop 3: *Gloop is snoring peacefully. Let’s not wake them up.*