

TEAMFIGHT TACTICS

Monsters Attack – Glitched Out!

Developer/Publisher: Riot Games

Music composed by Jeff Broadbent



Monsters Attack - Glitched Out! is a new expansion for Teamfight Tactics, an auto-battler video game and spinoff of League of Legends, developed by Riot Games.

Ultra Threat Whisker's attack on the city of Spatulopolis has left its mark on the entire Convergence. Mayhem has broken loose as alternate dimensions bring new monsters to the city, and heroes to stop them!

Jeff comments: "I was thrilled to be invited to collaborate with Riot Games composing music for Teamfight Tactics! This game expansion brings a lot of personality and color, and we had the chance to try out some different music styles for the three different areas in this update."

"Battle City is a modern metropolis area that has been invaded by large Kaiju monsters! I wanted to give a sense of size and weight to this music, and also motivating and inspiring feelings as the players battle here. Bombastic orchestra, electric guitars, intense percussion, and grungy synthesizers set the tone for this region."

"The Space Battle region takes place in outer space where high-tech mechanized robots square off in combat. To give a futuristic feeling to this music, many electronic tones and effects were used. The harmony of the music is also more free-floating to represent being in space."

"The Villain Lab is the lair of Whiskers, the evil cat mastermind behind the whole Monsters Attack plot! In this music you can hear hints of the nemesis cat, which I personified musically with synthesizer tones to mimic a meow. The music is light and fun, but with a personality of mischief and scheming. Motifs of the Teamfight Tactics main theme can also be heard in moments."

"Riot Games has created a beloved video game where players can unite, gear up their characters and abilities, and engage in exciting matches. I hope gamers everywhere enjoy this latest music addition!"