

Teamfight Tactics is a Riot Games production made on occasion of ten years of the studio. It introduced a brand new game mode to the League of Legends and later created ports to mobile platforms. What is interesting, the game is still available in League client only. The new mode was widely advertised and every League of Legends player knew it. It was really a great hype as it was not only new stuff coming from Riot. There was a whole event, conferences, streams and gifts. To be honest I spend time playing TFT nowadays because of my broken arms. I cannot play any challenging games and rapidly move my hands. I consider this game entertaining, easy to learn but hard to master, and great rest from high click actions. It gives me another challenge to beat the enemies. In my opinion TFT is awesome due to constant updates and improvements. Every set, which is the season, is divided into two parts with a big changes update in the middle. There are several queue types: normal, ranked, double up, and hyper roll. Normal and ranked mode are easy to understand, the remaining two seem to be something else. They actually are different. Double up is the mode where you play in a team of two, so it is recommended to play with a friend, but random people are the other option. It introduces teleportation to the partner after winning the battle and also special gifts between teammates. Hyper roll is a sped up version of ranked games. Players have less health points, rounds are quicker, and there is no influence on the experience by the players. My personal experience in the game has been being earned since the very beginning of the beta tests on the test server. However, I do not think I am even good at it. I am not playing very much and mostly doing it for fun, usually with friends. I have been watching better players streams as well as official professional championships. It also helped me in the core League of Legends game as it is still connected and missions can be obtained by playing TFT games. The same goes with special paid event passes. Tokens to buy new items are earnable during that time.