

Cooper

RACING STYLE

"Old Dog, New Tricks"—Cooper blends classic racing techniques with cutting-edge Tekton magic, leaving opponents dazzled by his glowing Tekton tattoos and a trail of

PET PEEVES

- Slow walkers—"If I can outrun you at my age, you've got no excuse."

LIKES

- Trash-talking rookies—"Kid, this isn't just a race; it's a history lesson."

DISLIKES

- Waiting in line—"If I wanted to stand around, I'd retire."
- Greasy handlebars—"Clean your gear, or I'll clean you off the track."





Cooper Jr

BUILDING STYLE

"Turbo and Tinker", Jr. Cooper builds like a Tekton on a mission to impress. Every creation is sleek, efficient, and packed with his signature flair. His favorite move? The Creation is sieck, enicient, and packed with his signature main his accondinate move the "Moto-Boost Finish," where he fine-tunes his moto-block to give his build an extra burst of speed right at the last second—because winning without style isn't winning at all.

PET PEEVES

- Unfinished projects—"If you're not going to finish it, why even start?"
- Racers who don't care about aesthetics— "Fast is good, but fast and

BUILDING TOOLS

Goggles of Precision: A pair of enchanted goggles that allow him to see the tiniest

LIKES

- Racing memorabilia—especially anything signed by Cooper.
- Flashy finishes—"If you're not making sparks fly, are you even building?"

DISLIKES

- Criticism of Cooper—"Say that again, and we're no longer friends."

HOW THEIR BONDS UNITE

Cooper and Jr. Cooper form an extraordinary bond of legacy and innovation. Cooper's legendary racing wisdom blends with Jr. Cooper's cutting-edge moto-block invention, creating a duo that bridges generations. Together, they represent Tektonia's racing spirit—where history, technology, and trust collide to redefine speed and leave an unforgettable mark on Tektonian racing history.



RACING STYLE "Chaos in a Cape"—Gatot's racing is as unpredictable as his costume choices. One moment he's striking a heroic pose, the next he's accidentally triggering one of his malfunctioning gadgets and creating total mayhem.

PET PEEVES

- People who don't take heroes seriously—"You laugh now, but wait until I save the day!"
- Racers who say capes are impractical—"They're aerodynamic, thank you very much."

LIKES

- Designing his own racing suits—complete with capes, masks, and way too many fake gadgets.
- Dramatic entrances—"Every race needs a hero, You're welcome."

DISLIKES

- Realizing his gadgets don't work—though he'll never admit it.





BUILDING STYLE

"Imagination Unleashed"—Bounce builds like his ideas might run out if he stops for even a second. His workshop creations are wild, unpredictable, and always jam-packed with features that prioritize fun over practicality. His favorite move? The "Illusionary Boom," where he uses his visual illusion powers to make his gadgets appear even more powerful than they really are—because sometimes, it's all about the show.

PET PEEVES

- Boring gadgets—"If it doesn't make you say 'wow,' why bother building it?"
- Anything symmetrical—"Perfection is overrated. Chaos is where it's at:"

BUILDING TOOLS

Gadget Gauntlet: A wearable multi-tool with a mini laser cutter, extendable screwdriver, and grappling hook launcher—perfect for tinkering on the go.

LIKES

- Super-suits and gadgets—"Why build something ordinary when you can build
- Dramatic sound effects—"Pew! Boom! Vroom! They really complete the vibe."
- Spectacular failures—"If it doesn't explode (in a controlled way), did you even try

DISLIKES

- Practicality—"Why settle for 'functional' when you can have awesome?"

HOW THEIR BONDS UNITE

Gatot and Bounce's bond is a whirlwind of chaotic creativity. Bounce fuels Gatot's superhero dreams with wild gadgets and dazzling illusions, while Gatot's boundless imagination brings life to Bounce's wacky inventions. Together, they create a unique image of heroic unpredictability—striking poses, causing chaos, and turning every race into a theatrical spectacle full of surprises.



Dabro

"Groove and Go"—Dabro races like he's on stage at a disco. Every dash is a mix of RACING STYLE rhythm, style, and his signature "Funky Swing Dash," where he waves his arms like he's conducting an invisible orchestra. He swears it's aerodynamic.

- People who don't appreciate his dance moves—"Racing is an art form, darling." PET PEEVES
- Uncoordinated racers—"If you're going to lose, at least lose with flair,"

LIKES

- Shiny spandex suits in every color of the rainbow.
- Racing to Grovee's custom beats—"No groove, no race."

DISLIKES

- Tracks without a proper soundtrack—"Silence is so last season."





Grovee

BUILDING STYLE

"Build to the Beat"—Grovee's builds are a symphony of sound and functionality. Using his innovative bass, rhythm, and pitch blocks, he creates tracks and vehicles that move with the music. His favorite move? The "Bass Drop Boost," where a perfectly timed bass block sends his build into overdrive, leaving opponents trailing in the rhythm.

PET PEEVES

- Offbeat racers—"If you're not racing to the rhythm, are you even trying?"
- Broken speakers—"A busted speaker is a crime against music—and Tektonia!

BUILDING TOOLS

Soundwave Synthesizer: A powerful tool that generates and tunes bass, rhythm, and pitch blocks. It also doubles as a portable DJ setup, letting Grovee adjust the vibe on the

LIKES

- Dabro's Funky Swing Dash—"The perfect mix of rhythm and style" Turning races into dance-offs—"Why not win and throw a party?"

DISLIKES

- $\label{eq:muted} \textit{Muted sound systems} \text{``If it doesn't shake the ground, it's not worth it''}$

HOW THEIR BONDS UNITE

Dabro and Grovee's bond turns every race into a rhythmic spectacle. Grovee's booming tracks set the perfect tempo, while Dabro's Funky Swing Dash brings flair and energy. Together, they blur the line between dashing and dancing, creating a unique image of speed, sound, and style that leaves Tektonia wondering: is it a race or a party?



Mammo

"Chill Until It's Not"—Mammo starts every race slow and steady, but the moment she's RACING STYLE triggered (or out of cookies), she rockets into Turbo Granny mode.

PET PEEVES

- People who don't appreciate the art of baking-"A cookie's not just a treat; it's a journey for the soul."
- Those who reject her cookies without trying them—"Your loss, honey."

- $Long, slow\ walks\ in\ the\ Tektonia\ Gardens-perfect\ for\ cookie\ inspiration.$ LIKES
- Sharing her cookies with friends... even if the effects are a surprise.

- Running out of ingredients mid-bake—"You can't rush perfection, pumpkint" DISLIKES
- Tektonia's infamous "No Baking During Races" rule (which she ignores).





Biggle

BUILDING STYLE

"Speed and Chaos"—Biggle builds as fast as she talks, which is very fast. Her creations come together in a whirlwind of motion, often looking chaotic at first but somehow always working perfectly. When Mammo shifts into Turbo Granny mode, Biggle becomes laser-focused, assembling builds with surgical precision at record-breaking

PET PEEVES

- Slow builders— "Why is everyone so sloooow? Hurry up, already!"
- Waiting for anything— "Patience is for people who aren't geniuses"

BUILDING TOOLS

Fidget Spanner: A multi-functional wrench disguised as a fidget toy. It lets Biggle stay productive while she's bouncing around, adjusting parts with lightning speed and

LIKES

- Mammo's cookies—but only for the brief moments they slow her down.
- Turbo Granny Mode— "Mammo finally gets it! Fast is fun!"

DISLIKES

- Taste tests—"Why do you keep making me eat this stuff, Mammo?"

HOW THEIR BONDS UNITE

 $Mammo\ and\ Biggle's\ bond\ is\ a\ chaotic\ mix\ of\ calm\ and\ chaos.\ Mammo's\ cookies\ keep\ Biggle's\ hyperactivity\ in\ check\ (barely),\ while\ Biggle's\ hyperactivity\ in\ check\ (barely),\ hyperactivity\ hyperactivity\ in\ check\ (barely),\ hyperactivity\ hyperacti$ boundless energy constantly pushes Mamo's patience. When Turbo Granny emerges, their dynamic flips—Biggle becomes laser-focused, and together they create an unstoppable force of speed, precision, and unpredictable hilarity on the track.



Enzy

"Flashy but Fatal"—Enzy is all about making an impact on the track with her signature RACING STYLE move, the Zig-Zag-Zap.

- Slow racers who hog the track—"If you can't keep up, why are you even here?" PET PEEVES
- Muddy tracks—"Do Hook like I'm built for dirt? No, thanks."

LIKES

- The roar of the crowd—her biggest motivator during races.
- Customizing her gear—her electric shoes are just the beginning.

DISLIKES

- People who call her "too flashy"—"It's called style, look it up!"
- Losing (obviously)—but she always comes back stronger.







BUILDING STYLE

"Efficient and Electrifying"—Pea builds with precision, focusing on functionality over flair. Her innovative energy blocks and cables are designed to power entire systems seamlessly, ensuring maximum output with minimal waste. While others build for show, Pea builds for impact, with every creation contributing to Tektonia's progress.

PET PEEVES

- Unnecessary showboating—"No, Enzy, we don't need a light show every time"
- Messy wiring—"I worked hard on those cables. Respect the system!"
- Laziness—"If you're not improving Tektonia, what are you even doing?"

BUILDING TOOLS

Pulse Connector: A sleek, high-tech device that seamlessly links energy blocks and cables for maximum efficiency. It also monitors power flow in real time, ensuring no

LIKES

- Innovating new energy solutions—"Efficiency is everything."
- Seeing her designs in action—even if she pretends not to notice.

DISLIKES

- Enzy's "corny" moves— "Zig-Zag-Zap? Really?"

HOW THEIR BONDS UNITE

Enzy and Pea's bond is a spark of brilliance and contrast. Enzy's flashy, crowd-pleasing energy thrives on Pea's quiet, meticulous innovations. While Enzy dazzles with electric trails and dramatic moves, Pea powers the magic behind the scenes. Together, they electrify Tektonia—combining show-stopping flair with groundbreaking tech to leave an unforgettable mark.



"Dash? What Dash?"—Pip avoids dashing at all costs, but when forced to, his innate RACING STYLE speed shocks everyone. Relies on makeshift gadgets and tools that either help him (rarely) or cause chaos (frequently).

PET PEEVES

- When people call his inventions "useless"-"You're just not using the one-legged chair the right way!" Being reminded he's a Dasher—"I'd much rather build... or try to build."

LIKES

- Working on bizarre, impractical inventions like a hammer that only works on Tuesdays. Quietly admiring Pyo's ability to "hear" blueprints, though he'll never admit it.
- Telling stories about his "bad construction luck" to anyone who'll listen.

DISLIKES

- Being asked to dash—"I told you, I'm not into it!" Perfectly functional tools—where's the fun in that?







BUILDING STYLE

Pyo builds with meticulous precision, guided by the "voices" of the blueprints. Each piece is perfectly placed, as if his buildings are destined to exist. However, his obsession with perfection often slows him down, especially when his anxiety takes over. When he focuses, though, Pyo's creations are nothing short of brilliant.

PET PEEVES

- Imperfections: A crooked block or misplaced tile is enough to ruin his day.
- Rushing: Being told to "just finish it already" makes him freeze up.
- erruptions: Nothing is worse than losing focus mid-build.

BUILDING TOOLS

Echo Quill: A glowing pen that helps Pyo draw blueprints in mid-air while "listening" to

LIKES

- Pip's practicality: It helps him push past his overthinking.

DISLIKES

- Being called a "dreamer": He secretly fears it's true.

HOW THEIR BONDS UNITE

Pip and Pyo's bond is a blend of chaos and precision, fueled by mutual admiration and quirks. Pip's carefree practicality pushes Pyo past his paralyzing self-doubt, while Pyo's blueprint-hearing ability inspires Pip to believe in more than just "bad luck." Together, their unique strengths transform hesitation into progress, creating unexpected but brilliant results.