**Game Description & Scoring**

**The Game:**
VEX Robotics Competition Tower Takeover is played on a 12’x12’ square field configured as seen above. Two (2) Alliances – one (1) “red” and one (1) “blue” – composed of two (2) Teams each, compete in Matches consisting of a fifteen (15) second Autonomous Period, followed by a one minute and forty-five second (1:45) Driver Controlled Period.

The object of the game is to attain a higher score than the opposing Alliance by Placing Cubes in Towers and Scoring Cubes in Goal Zones.

**The Details:**
There are sixty-six (66) Cubes; twenty-two (22) of each color (orange, green, and purple). There are seven (7) Towers around the field; five (5) of these can be used by either Alliance, and two (2) are Alliance-specific. Cubes are Scored into four (4) Goal Zones (two per Alliance), in the corners of the field.

Each Cube scored in a Goal Zone is worth a base of one (1) point. For each Cube of a given color that is Placed into a Tower, the point value for Cubes of that color increases by one (1) point.

For example, if there are three (3) green Cubes Placed in Towers at the end of the Match, then all green Cubes Scored in Goal Zones are worth four (4) points.

The Alliance that scores more points in the Autonomous Period receives [6] bonus points, as well as receiving 2 purple Cubes, which may be introduced at any time during the Driver Control period.