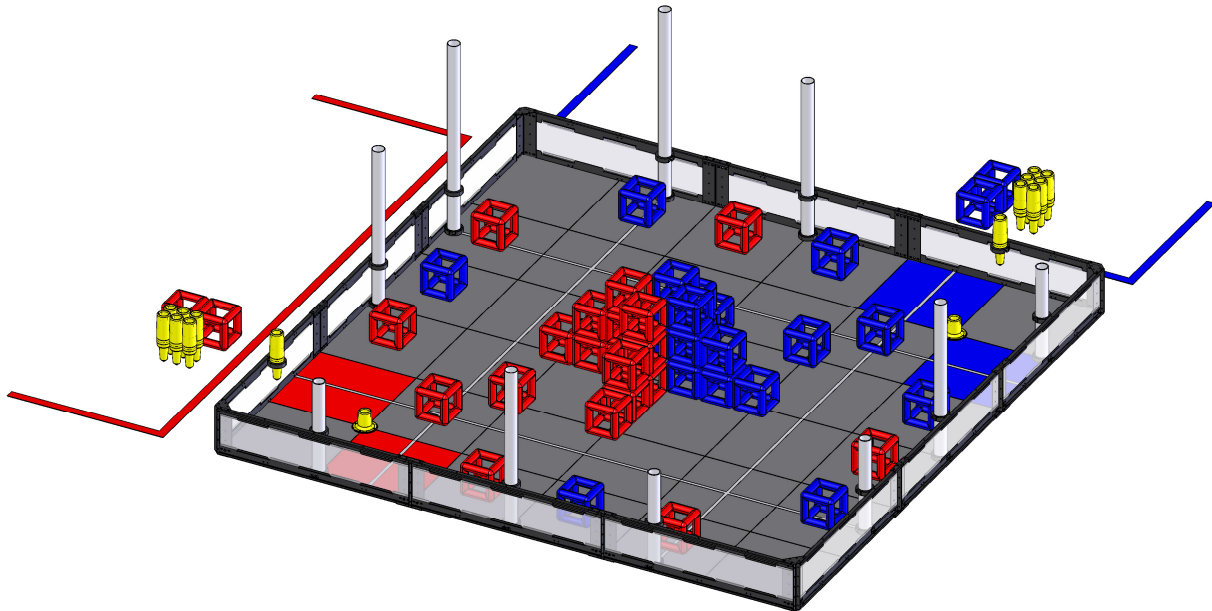# Game Description & Scoring



**The Game:**

*VEX Skyrise* is played on a 12'x12' square field configured as seen above. Two alliances – one "red" and one "blue" – composed of two teams each, compete in matches consisting of a fifteen second autonomous period followed by one minute and forty-five seconds of driver-controlled play.

The object of the game is to attain a higher score than the opposing *Alliance* by *Scoring* your colored *Cubes in Floor Goals,* on *Posts* or on your *Skyrise*, by *Owning Posts,* and *by Building* your *Skyrise Sections*.

**The Details:**

There are a total of forty-four (44) *Cubes,* twenty-two (22) red and twenty-two (22) blue, and fourteen (14) *Skyrise Sections* available *Scoring Objects* in the game. Most *Scoring Objects* begin in designated locations on the field, while some are available to be entered into the field during to the *Match*.

Each *Robot* (smaller than 18"x18"x18" to start) begins a match on one of their *Alliance Starting Tiles*. There are ten (10) Posts and four (4) *Floor Goals* that Robots can *Score Objects* onto. The *Alliance* with the topmost *Cube* on a *Post Owns* the *Post*. *Alliances* also earn points for *Building Skyrises* on their *Skyrise Base* out of *Skyrise Sections*, and *Scoring Cubes* on *Skyrises*. A bonus is awarded to the *Alliance* that has the most total points at the end of the *Autonomous Period*.

**Scoring:**

| | |
|---|---|
| Each Cube Scored on a Floor Goal | 1 point |
| Each Cube Scored on a Post | 2 points |
| Each Post Owned | 1 point |
| Each Built Skyrise Section | 4 points |
| Each Cube Scored on a Skyrise | 4 points |
| Alliance with the most points at the end of autonomous | 10 points |