Basic rules:

A turn-based game using the field and scoring rules of VRC's 2020 game, Tower Takeover. Played with four players, two on the red alliance and two on blue. Randomly choose a player to start, then take turns clockwise around the board. Each time all four players have completed their turn is considered a Round. After two Rounds, the score on the board is totaled and bonus points and cubes are awarded per the autonomous bonus rules of Tower Takeover. The game then proceeds for 14 more rounds before determining the final score.

In each player's turn, they move a token representing their robot and are allowed 7 action points that may be spent based on the following table. In order to perform any action involving a cube, the robot must be on the same tile as the cube.

Action	Cost
Move one tile (counted orthogonally)	1
Internally stack one cube (up to 5)	1
Place or Remove a tower cube	2 (4 to do both)
Start a stack at a goal	1 + 1 per 2 cubes above the base cube
Increase a stack at a goal (up to 9 high)	2 per cube
Obstruct an opponent on the same tile	1-7 (reduce next actions by amount spent)

If a player has too few points to complete an action, those points are lost. For example, if a player moves five tiles to a goal, they cannot also transfer a 5-cube stack to the goal. In all actions, if a player topples or disrupts cube locations on the board, the cubes are left where they fall. Shaking the table or board is not allowed.

Advanced rules:

<u>Simultaneous Autonomous</u>: Rather than take turns for the two autonomous rounds, players write 15 points worth of actions on a card that they reveal at the start of the game. All players perform the scripted actions while one counts out the 15 turns. If two players interact with the same cube at the same turn, each player flips a coin and can continue their script only if they get heads up.

Robot build points: Each player gets 8 points to spend on customizing their robot based on the following table.

Design Element	Cost
Perform 7 actions per turn	2
Internally stack 3 cubes	1
Transfer an internal stack to a goal	1
Internally carry a second 3-cube stack (2 stacks max)	1
Internally stack 2 additional cubes (up to 9)	1 (for each stack)
Reach the low towers, 5 th stack	1
Reach the non-center towers, 7 th stack	2
Reach all towers, 9 th stack	3
Remove and place a cube as one action	1
Perform one additional action per turn (up to 2)	2
Lift up to 3 cubes when increasing a goal stack	1
Internally store 6 cubes, unstacked (up to 24)	1
<i>Cap/cover a tower (up to 3 adjacent towers)</i>	1 per tower
Expand horizontally by 2 tiles (up to 7 tiles)	2 per expansion, also reduces actions 2 per
Add elements by reducing actions/turn (up to 2)	Based on element cost
Invent your own customization	Negotiate the cost with other players

Example 8-point builds:

- 1) 7 actions (2), internally stack 7 cubes (3), score stack (1), and interact with all but the middle tower (2)
- 2) 8 actions (4), internally stack 5 cubes (2), score stack (1), and interact with low towers (1)
- 3) 9 actions (6), internally stack 3 cubes (1), score stack (1)
- 4) 7 actions (2), internally stack 5 cubes (2), score stack (1), lift 3 cubes to increase stacks (1), and interact with all but the middle tower (2)
- 5) 6 actions (2), internally stack 5 cubes (2), score stack (1), interact with all towers (3), and remove/place in one action (1) [9 elements reduces actions by one]
- 6) 7 actions (2), internally stack two sets of 5 cubes (4), score stacks (1), and interact with low towers (1)
- 7) 8 actions (4), internally store 24 cubes (4)
- 8) 7 actions (2), reach all towers (3), remove/place cubes (1), and cover 2 towers (2)
- 9) 7 or 5 actions (2), internally store 24 cubes (4), expand to a 3-tile wall (2) [Actions reduced while expanded.]
- 10) 7 or 1 actions (2), expand to a 7-tile wall (6) [Actions reduced while expanded. Full expansion may make all other actions impossible, depending on field location]