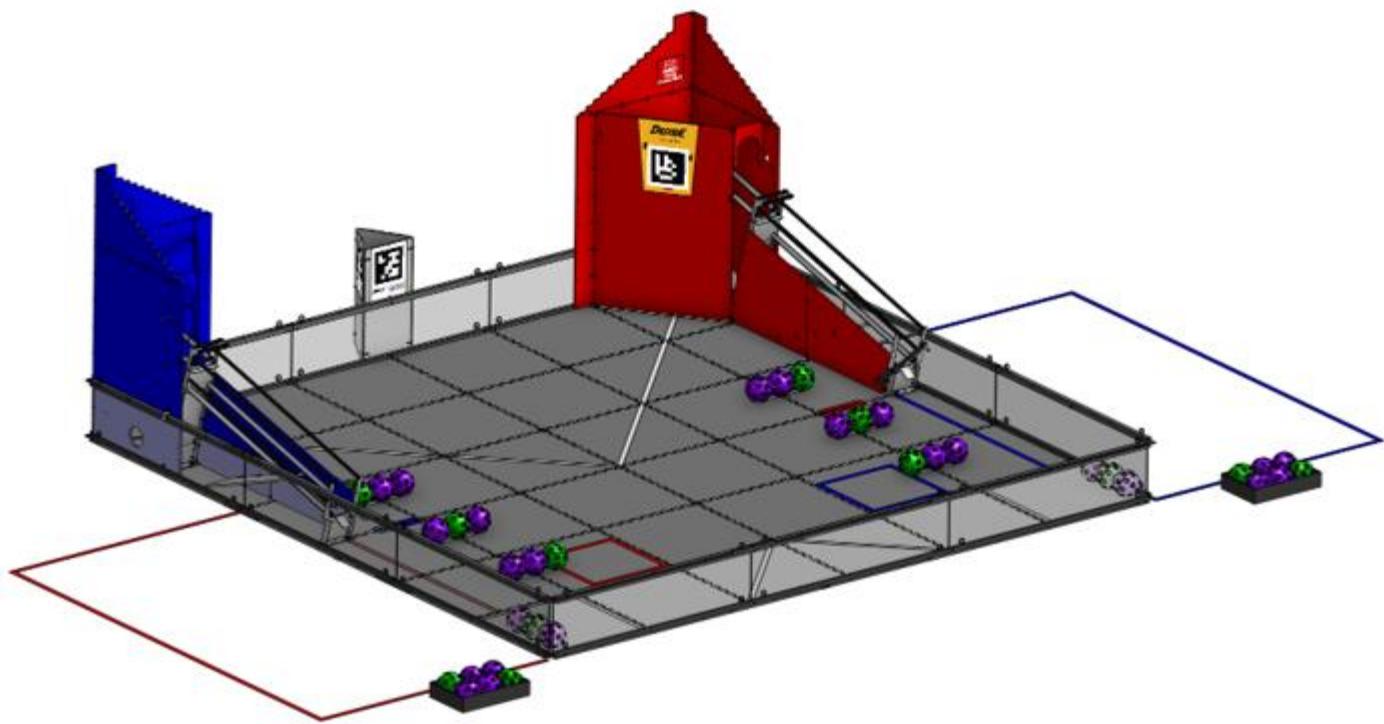


## 8 Game Overview



In DECODE™ presented by RTX 2 competing ALLIANCES of 2 teams each score purple and green ARTIFACTS in their GOAL, build PATTERNS, and race back to their BASE before time runs out.

Just before the match starts, the OBELISK is randomized to show one of 3 MOTIFS. The MOTIF for the MATCH defines what color PATTERN robots try to create on their RAMPS.

During the first 30 seconds of the MATCH, the ROBOTS operate autonomously. ROBOTS can use sensors to decode the randomized MATCH MOTIF. ROBOTS can earn points by scoring ARTIFACTS in their GOAL and building a PATTERN on their RAMP based on the MOTIF. ROBOTS also earn points for moving off the LAUNCH LINE.

During the remaining 2 minutes of the MATCH, human DRIVERS take control of their ROBOT. ROBOTS collect and continue to score ARTIFACTS in their GOAL to earn points. DRIVE TEAM members can retrieve ARTIFACTS from the ALLIANCE'S LOADING ZONE and help their ROBOTS by loading them with ARTIFACTS.

As time runs out, ALLIANCES can work together to return both of their ROBOTS to the BASE. ALLIANCES that build PATTERNS based on the MOTIF at the end of the MATCH earn additional points.

The ALLIANCE that earns the most points wins the MATCH and additional RANKING POINTS can be earned through completing other scoring achievements.