

# The Void Treaty War

## *The year-long war between the Crimson Canyons and the Cyan Springs*

Two kingdoms: Cyan Springs and Crimson Canyons used to live in harmony until ten years ago. The king of the Crimson Canyons, Bryon, decided to invade the Cyan Springs for their healing waters. The Cyan Springs decided to make a treaty to avoid the invasion, because the Crimson Canyons' military was far too powerful. The treaty proclaims that the Cyan Springs would send a wagon full of healing water flasks and gold from a mine below the springs. In return, the Crimson Canyons would share their militia, and would not invade the Springs. This ensured that the Crimsons would get what they wanted, and the Cyan Springs would stay uninvaded and protected.

However, nine years later, a new ambassador, Raoul, was picked from the Cyan Springs to deliver the gold and water. Raoul was greedy and selfish, and sought to further his own wealth and comfort, rather than help his kingdom stay safe. Raoul struck a deal with bandits to help deliver the exports to his own property and told nobody. After receiving no imports for a few months, the Canyons sent their ambassador, Sheena, to the court of the king of Cyan Springs, Lauron. King Lauron argued that they had been sending the shipments every six months as requested, and the ambassador reported to King Bryon. He was appalled and called King Lauron a liar and a cheat. He immediately assembled his military forces to strike the Springs.



*One of the nine towers raised  
by Sorceress Minerva*

The head sorceress Minerva learned about this, and in an effort to give the Cyan Springs a fighting chance, used the last of her magic to raise nine towers and tied the powers of both kingdoms to them. To win the war, a kingdom had to use guardians to claim as many towers as possible for themselves. As soon as both kings saw this, they dispatched teams to repair guardians and programmed them to claim the towers. A guardian from each kingdom battles with a timer of 2 hours

to claim as many towers as possible. When the guardian of a kingdom dominates over the other by the end of the two-hour timer, the battle ends. The battle consists of a 15 minute self-control period (autonomous) and a 1 hour 45 minute control (driver control) period. The total amount of powerup points are added up at the end of the match, when the sorcerers/sorceresses (judges) decide based on the *final* connected rows, who won. When the battle ends, new guardians from each kingdom would be there to take up the next battle.



*The Battlefield of the Void Treaty War*

The power of the two kingdoms is linked to nine towers scattered across the land in rows, that both kingdoms fight to take control of. If three towers in a row or column are claimed by the same kingdom, the power gained is multiplied.

But the only thing that can pass through the towers, which are guarded by magic, are the ancient guardians. Two teams are sent from each kingdom, and whichever team scores in more towers, gains an advantage. Each king sent several teams to repair the guardians and used them to carry balls of magic to control the towers. The towers have a peculiar ability: they can hold up to three balls of magic, but only the one on top takes over. The guardians can remove and replace balls of magic from the towers.

For a brief period of time before each battle, the guardians can control the magic balls and put them into towers without the sorcerers' help. This can give each side an advantage when the driver-control period starts.



*An ancient guardian*

***Why can the guardians remove balls from the towers at any time?***

The sorcerers put Claiming Spells on the balls, which help claim something for their own kingdoms, but it takes several minutes for the spell to settle. Before that happens, guardians can remove the ball from the tower, breaking the spell (the spell can only settle at the end of the control period).

***What happens if the balls on the top of each tower form a row?***

The power of connecting the balls into rows on the top of the tower strengthens the corresponding kingdom. Once the third ball is placed, it creates a spell to give them leverage over the other kingdom. However, they only gain points if the row stays connected the entire battle.

***What happens during the autonomous period?***

During the Autonomous period, the guardians have the power to control themselves and start off with a ball for themselves, which is to be placed in their own towers. At the end of this period, whichever kingdom gains more power-up points gets 6 points. They can also gain one extra point if they connect the balls in a row. After the autonomous period ends, they are controlled by magic once again.

***What are the ways that a team can get points?***

If a guardian puts a ball in a tower, they can get a power up-point for their kingdom. During the self-control period, one of the kingdoms can also earn a win point, if they connect balls in their home row.

***Joining the worlds***

Many things in this mystical world relate to the Vex *Change Up* game. The Self-Control Period is the autonomous period in the *Change Up* game. The Control period is the driver control period. The powerup points are the points in the game. The settling of claiming spells (spells that don't allow balls to be removed from towers) is just the end of the driver control period. Ancient Guardians (protectors who fight) are the robot alliances. The sorcerers/sorceresses act like the judges of the *Change Up* game. The towers (made by the sorceress) are just towers in the *Change Up* game. Magic balls (placed in towers) are the balls used in the game (red and blue). Crimson

Canyon (red kingdom) is the red alliance. Cyan Springs (Blue Kingdom) is the Blue alliance