

# Treaty Table

*A promise with teeth – put something on the line*

*A promise with teeth. You put up coins or resources as collateral. Break it, and you lose your stake to the other party.*

## LIFECYCLE



## STAKE TYPES

Coins "2 coins", "5 coins"  
Resources "1 food", "1 wood, 1 tools"  
Mixed "2 coins, 1 food"

## LIMITS

Active per player 2  
Max coins / stake 5  
Max resource units 3  
Makes per turn 1

## CONSOLE COMMANDS

```
sov treaty make "help each other" \  
  --with Bob --stake "2 coins" \  
sov treaty list  
sov treaty keep t_0001  
sov treaty break t_0001 \  
  --breaker Alice
```

### WHAT TREATY TABLE IS NOT

Not a courtroom. *There's no judge – the table decides.*  
Not permanent. *Treaties have deadlines. Everything expires.*

Not governance. *No votes, no policies, no alliances.*  
Not required. *You can play a full game without one.*

*It's just stakes. Put something on the line, or stick with promises.*