

Appendix TREX – Treaties Examples

Sample Treaty #1 – Between two positions cohabiting a planet:

This **Treaty** is between the Martian Empire and the Venus Protectorate. The parties hereby agree to share the planet known as Ceron III, which is currently colonized by both Mars and Venus, and no others, equally, such that each population type shall not exceed more than 50% of the planet's Maximum Habitability. If an activation of the Census Power occurs whereby either population would grow to more than 50% of Planet Ceron III's Maximum Habitability, the planet will be exempted from the Census and the populations there will not increase. Additionally, each side agrees not to Unload Populations onto the planet in violation of the sharing agreement, and any such actions will be cancelled by the Concierge with no refund of the Power activation costs.

*Concierge Note: This does not prevent Disruption Events as populations are restrained from reproducing by a Treaty between their governments. Some resentments may arise.*¹

Example Note: This is a Treaty because it requires the Concierge to perform special acts; the parties could simply have agreed without the need for a Treaty, but either side could have simply ignored the agreement when convenient.

Sample Treaty #2 – Between a position and a MegaCorporation:

This **Treaty** between the Crom Empire and Sky Harbor, Inc., a MegaCorporation, is for the safe passage of Sky Harbor, Inc. Cargo Ships through Crom Empire territory for a period of ten turn cycles from the date of delivery of one Cargo Ship load of RPs to the Crom Empire's capital. Upon Unloading RPs at the Crom Empire's capital by one Cargo Ship from Sky Harbor, Inc., the Concierge will cancel any attempt to fire at Sky Harbor, Inc. Cargo Ships by units belonging to the Crom Empire.

Example Note: This is a treaty because it requires the Concierge to do something special, and unusual in the game – ignore all orders to fire at Sky Harbor, Inc., owned Cargo Ships by the Crom Empire. Sky Harbor, Inc. doesn't have to do anything if they wish to not honor the treaty, but once Sky Harbor, Inc. has paid, the Crom Empire would have to Break Treaty in order to be able to fire at Sky Harbor, Inc. Cargo Ships in the next ten turns. It would be up to the players to determine when the time has expired and inform the Concierge. Again, the players could simply have made an agreement without a Treaty, but there is no assurance unless there is a Treaty, which requires consecutive activation of the Diplomacy Power by both parties for that purpose.

Is this a good deal? It depends a lot on the game circumstances ... but it certainly is bribery!

¹ See Peaches for Mad Molly, 2 Disruption, p. 273.