Bills!

Every cycle:
every obelisk 10 with an agreement
is entered in the "delinquent" list.

If a block is put in an obelisk
stack that id is removed
from the delinquent list.

At the end of the cycle,
every obelisk 10 still delinquent
spawns a bill, and they stack like:

```
        Bills
         |
         |
         |
         |
        Bill
```

You have to click to
dismiss each one.

(obelisk territories lock as
long as they are delinquent)