

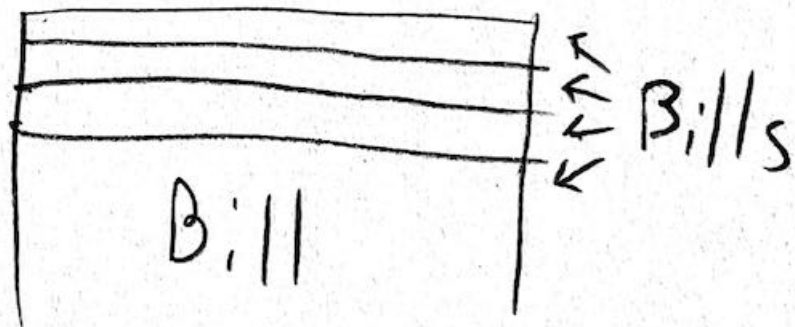
Bills!

Every cycle:

every obelisk ID 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 ID still delinquent spawns a bill, and they stack like:



you have to click to dismiss each one

(obelisk territories lock as long as they are delinquent)