WATCH THE SKIES
FOREIGN MINISTER
TREATIES

Your job is to talk to the other teams and to represent your country in the UNITED NATIONS SECURITY COUNCIL.

When you talk to other Nations (player teams) what you are trying to do is to agree to TREATIES that will be good for your own country.
A TREATY is a written international agreement that you MUST STICK TO. So be very careful what you agree to.
To become official a TREATY must be written down and SIGNED by your Head of State Player and the Head of State players of the countries you have made the treaty with.

A treaty can be about anything. Here are some of the possible subjects:

- Making Peace – if you have been at war with someone you might write a PEACE TREATY agreeing not to fight any more.
- Sharing information – perhaps your scientist has made an important discovery, that you agree to give (or sell) to another country.
- Agreeing not to attack each other – as a sign of friendship. This is called a NON-AGGRESSION TREATY.
- You might agree to help another country in a conflict they are in, this is called a MILITARY ALLIANCE. You agree to join them in fighting someone else.
- You might agree to help another country in case they are attacked. This is called a MUTUAL DEFENCE TREATY.
- You can agree to trade with that country. TRADE TREATIES will create additional wealth of $M1 per turn for your country. You can only have 2 trade treaties at any one time.

Usually treaties have a time limit, after which they expire and no longer apply. You can agree any time period you like. If you don't set a time limit in the treaty, then the treaty automatically expires after 4 game turns.

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THE UNITED NATIONS

The Foreign Minister is the country's representative at the United Nations Security Council which meets every turn. The Security Council issues instructions called RESOLUTIONS, which ask all countries to cooperate in solving international problems.
A Security Council Resolution might be on almost anything, but usually they are on:

- Setting up a Peacekeeping Mission. This is used to reduce the effect of a war somewhere. It costs $1M to set up a UN Peacekeeping Mission and you must select a member country of the United Nations Security Council to lead the mission. There can be more than one of these sent to a situation.

- Setting up a UNHCR Refugee Camp. This is used where lots of people have become displaced or homeless as a result of war, famine, drought or disaster. It costs $2M to set up.

- Sending UN Food Aid. This is used where there are serious food shortages. In many cases this is used together with Refugee Camps or Peacekeepers. It costs $3M to buy a Food Aid Counter. These are consumed each turn by the crisis.

- Calling on a Nation to do something, or stop doing something. This is used to tell the world that a country is misbehaving. If the country concerned does not respond, then this will allow the use of Sanctions (see below).

- Imposing UN Sanctions. This means the members of the UN stop trading with the sanctioned country and generally refuse to help or support that country. This usually puts a lot of pressure on the sanctioned country and a sanctioned country will drop by 2 PR levels.

- Approving UN Military Action. In very extreme cases the UN can authorise members to go to war against a country. Sometimes this is used when Sanctions have not been enough. This will be represented one or more Army or Navy units from a player- countries.

THE VETO

Under the rules of the United Nations, certain countries have the 'Power of Veto'. This means if they say 'no' to a Resolution it cannot be passed.
The countries with the Power of Veto are UK, USA, RUSSIA, FRANCE and CHINA.
It is a good idea to make sure the veto powers are likely to agree before proposing a UN Resolution.