# Article XII - v0.3.0 Draft EOS.IO Constitution - Multilingual Contracts[[1]](#footnote-1)

# Purpose

To give room for a contract to be provided in multiple languages while eliminating ambiguity as to which is the official version.

# Text of Article

Multi-lingual contracts must specify the prevailing language in case of dispute.

# Discussion

As discussed elsewhere, the official language of this Constitution is English. It may be translated into other languages, but the version that prevails in disputes is English.

Similarly, a given contract that is provided in multiple languages needs to include a statement regarding which version prevails in a dispute.

If the author doesn't specify a prevailing language, it's going to be up to the Arbitrator of the dispute to pick a version (unless the disputants agree on one). There is no way in this Discussion section to anticipate or control how that decision will unfold. For that reason it is probably a best practice for each developer to either only offer one language, or to state explicitly which language is the official and prevailing one.

# References

None yet.

1. https://forums.eosgo.io/discussion/748/article-xii-v0-3-0-draft-eos-io-constitution-multilingual-contracts [↑](#footnote-ref-1)