



- Moves in the game are countersigned into each agents local hash chain
- The game state can be reduced from either local chain at any time
- The DHT acts as a shared space from which agents can pull relevant moves by other agents and sign them into their own chain (if they deem them valid)
- Validation is the key concept that ensures data integrity. It ensures the rules of the game are followed and will not allow invalid moves to enter the hash chains or DHT. Each agent is responsible for validating every piece of data they hold.