

**Appendix IP – Interventions Reference Sheet**

The Concierge ‘position’ in the game	<i>See 3 The Big Bang, p. 14</i>
An Intervention is the only explanation needed	<i>See 5 Combat, p. 1012</i>
Interventions are ‘official interpretations’ in the game	<i>See 1 Dreamtime, p. 130</i>
<b>Generation of Intervention Potentials:</b>	
<ul style="list-style-type: none"> <li>• Basic generation of Intervention Potentials each turn</li> </ul>	<i>See 1 Entropy, p. 228</i>
<ul style="list-style-type: none"> <li>• Reason why Intervention Potentials are generated each turn</li> </ul>	<i>See 1 Government Titles, p. 579</i>
<ul style="list-style-type: none"> <li>• Potentials generated from population [Disruption Events]</li> </ul>	<i>See 2 Disruption, pp. 270, 271-272, 276-277-278</i>
<ul style="list-style-type: none"> <li>• Potentials generated from violation of Fundamental Realities violations [Interpretation]</li> </ul>	<i>See 3 Beginnings, p. 42</i>
<ul style="list-style-type: none"> <li>• Potentials generated from violation of Reformation Collage [Interpretation]</li> </ul>	<i>See 3 Reformation, p. 1401</i>
<ul style="list-style-type: none"> <li>• Potentials generated from Diplomatic Protest to News Events [Interpretation]</li> </ul>	<i>See 2 Dreamtime, p. 148</i>
<ul style="list-style-type: none"> <li>• Potentials generated from destroyed Meaning Interpretations</li> </ul>	<i>See 3 Diplomacy, p. 1128</i>
<ul style="list-style-type: none"> <li>• Potentials generated from disruption of central authority [Capital Colony]</li> </ul>	<i>See 2 Order, pp. 532-533</i>
<ul style="list-style-type: none"> <li>• Potentials generation from Government Title change</li> </ul>	<i>See 5 Government Titles, p. 643</i>
<ul style="list-style-type: none"> <li>• Potentials generated/eliminated from Trucking Transactions [local alien commerce]</li> </ul>	<i>See 4 Commerce, pp. 1227-1228</i>
<ul style="list-style-type: none"> <li>• Player-generated entropy [Black-Ops &amp; Counter Ops] [*attaches Potential to site of Black Op*]</li> </ul>	<i>See 1 Special Operations, p. 1271</i>
Forms of Interventions available to the Concierge	<i>See 2 Entropy, pp. 235-236</i>
Interventions are not always ‘bad’ or ‘negative’	<i>See 1 Entropy, p. 229</i>
Reason for the Interventions mechanics	<i>See 3 Entropy, p. 248</i>
Interventions do not need to make logical sense	<i>See 2 Government Titles, pp. 594-595</i>
Intervention Potentials Plus (IP+)	<i>See 1 Disruption, p. 259</i>
Intervention Potential attached to a planet instead of a position [Pollution Potentials]	<i>See 3 Taxation &amp; Census, p. 320</i>
<b>Automatic Processes:</b>	
<ul style="list-style-type: none"> <li>• Automatic entropic game effects vs. Interventions</li> </ul>	<i>See 2 Taxation &amp; Census, p. 304</i>
<ul style="list-style-type: none"> <li>• Automatic clearing of backlog of Intervention Potentials [Avalanche Effect]</li> </ul>	<i>See 1 Disruption, p. 261</i>
<b>Game Functions of Interventions:</b>	
<ul style="list-style-type: none"> <li>• Interventions use is a form of ‘looking’ in the game</li> </ul>	<i>See 4 Taxation &amp; Census, p. 327</i>

<ul style="list-style-type: none"> <li>• Interventions are used to guide and effectuate Fundamental Realities</li> </ul>	<i>See 1 Entropy, p. 230</i>
<ul style="list-style-type: none"> <li>• Interventions are used to simulate intellectual flight and migration</li> </ul>	<i>See 1 Colleges, pp. 459-460</i>
<ul style="list-style-type: none"> <li>• Interventions are used to simulate corruption and Corporate failure</li> </ul>	<i>See 4 Colleges, pp. 502-503, 1 Corporations, p. 1243,</i>
<ul style="list-style-type: none"> <li>• Interventions are used in relation to Insurgencies</li> </ul>	<i>See 6 Combat, p. 1023</i>
<ul style="list-style-type: none"> <li>• Interventions are used to hasten Reformations</li> </ul>	<i>See 2 Reformation, p. 1392</i>
<ul style="list-style-type: none"> <li>• Interventions are used to resolve Reformations</li> </ul>	<i>See 3 Reformation, p. 1399</i>
<ul style="list-style-type: none"> <li>• Interventions as ripple effects of history</li> </ul>	<i>See 3 Government Titles, pp. 615-616</i>
<ul style="list-style-type: none"> <li>• Interventions as political chaos</li> </ul>	<i>See 6 Government Titles, p. 657</i>
<b>Randomness, Fairness &amp; Reward:</b>	
<ul style="list-style-type: none"> <li>• Interventions and die roll results</li> </ul>	<i>See 2 Technology, p. 703, also p. 709 et seq.</i>
<ul style="list-style-type: none"> <li>• Interventions and random reward</li> </ul>	<i>See 4 The Streams of Time, p. 101</i>
<ul style="list-style-type: none"> <li>• Interventions and ‘fairness,’ and resolving ‘gray’ situations</li> </ul>	<i>See 2 Patents, p. 736, 3 Expansion, p. 908</i>
<ul style="list-style-type: none"> <li>• Intervention simulates the universe beyond our control (e.g., xenomicrobes)</li> </ul>	<i>See 4 Expansion, p. 924</i>
<ul style="list-style-type: none"> <li>• Divine Intervention</li> </ul>	<i>See 3 Movement, p. 856</i>
Interventions vs. Maintenance Shields	<i>See 4 Order, pp. 566</i>