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Cosmic Encounter
September 12

TOURIST -- Travels on "Cruise Liner"

Game Setup: Take an unused planet and put up to four ships on it from your home colonies. This is your "cruise liner." It is not considered a planet. Draw from the destiny deck until you draw a colored destiny card, and place the cruise liner in the corresponding system. Then reshuffle the destiny deck.

You have the power to Sightsee. After destiny is drawn,

unless there was a hazard warning, move your cruise liner one system to the left. Otherwise, move it one system to the right for each hazard warning drawn. Then, if the cruise liner is in the defense's system, you may use this power to move all your ships from the cruise liner to any one planet in that system. If you choose not to do so, or your cruise liner is not in the defense's system, you may use this power to send a postcard home. Move one ship from the cruise liner back to any of your colonies, and then take a card at random from the hand of that system's player.

Any time your cruise liner enters your home system, even momentarily, you may move any number of your ships from your home colonies onto it, or vice versa.

(As Any Player * Destiny)

Wild: You may look at the top card of any deck, or any facedown card or alien sheet, without showing it to anyone else. (As Any Player • Any Phase)

Super: After your cruise liner moves, you may move some of your ships onto it from a colony in the same system, even if it's not your home system. (As Any Player * Destiny)

History: Among the most curious of all the races in the Cosmos, the Tourists have no interest in conquest. They'd rather see everything, though sometimes their visits stretch on for millennia. Their neighbors often mistake these visits for invasions. Rest assured, those really are flashbulbs and loud floral prints, not explosives and camouflage!

People Who Like This

Sarah Ryan, Peter Olotka, Jefferson Krogh and 5 others like this
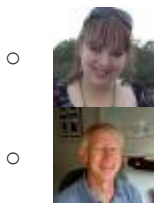
|		
○	**Sarah Ryan**	Demonstrator at Yumi's Fresh Quality Seafoods
○	**Peter Olotka**	Game designer / partner at Future Pastimes LLC

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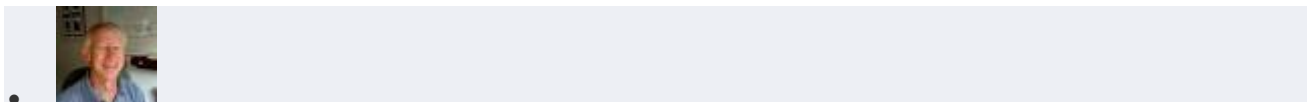
- **Jefferson Krogh**   Information Systems Manager at Kennerley-Spratling

- **Jeremy Lovette**   South Doyle High School

- **Barak Dickman**

- **Christopher Aurel Oliveira**   Littleton, Colorado

- **Chris Porter**

- **Michael Damrath**   Richmond, Virginia

Discussion

-
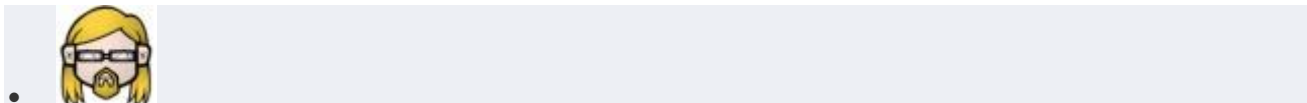
Jefferson Krogh Thanks to BGG for all the help workshopping this one.

September 12 at 5:43pm · Like

-

Peter Olotka Thanks to Jefferson Krogh for this alien inspired while on vacation! Have at it ..the Cosmic Fan Expansion is rekindled after...vacation!

September 12 at 5:43pm · Like

-
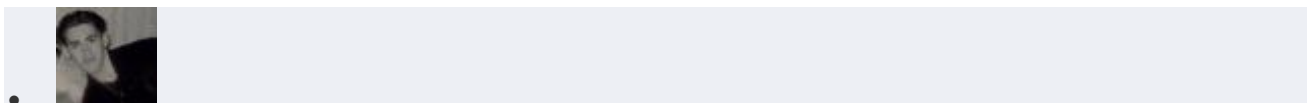
Christopher Aurel Oliveira This revision is very nice. This is a good "theme" alien and a fun "rules"-type power. I like.

September 12 at 8:28pm · Like · 1

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Jefferson Krogh I'm not sure if this would be a red-alert or a yellow-alert alien. Any thoughts?

September 14 at 12:44pm · Like

Bill Martinson The mechanic is highly unusual, but its usage is generally pretty straightforward: jump off the boat when it gives you a colony. Or send a ship home to steal a card. I think if you can conceptualize an alien's basic ongoing effect in relatively simple terms like this, and it doesn't require deep experience for the other players to figure out how to counter it, then yellow-alert is probably sufficient.

September 16 at 11:25am · Like

Dale A Kagan Ok but not the real stuff
I know personally designer cosmic encounter
I helped beta test fIrst real time exhibition
For
West end games
Not a joke

September 16 at 4:19pm via mobile · Like

Peter Olotka What is a real time exhibition?

September 17 at 4:28pm · Like

Bill Eberle Now added also on our "current work" page:http://ideabout.com/fan_design/in_progress/current_work.html

Fan Designed Cosmic Expansion Set - Current Work   www.ideabout.com

September 17 at 5:53pm · Like · 1 · Remove Preview

http://www.ideabout.com/fan_design/in_progress/current_work.html
http://www.ideabout.com/fan_design/in_progress/discussions/20111228_fb_talk_menu.html

Jefferson Krogh And who is Peter Olotka, anyway?

(The West End edition is one of the few English editions I've rarely seen in person. Between the original Eon line and Mayfair, it was as if the game vanished from the Cosmos for me. Weird.)

September 17 at 5:53pm · Like

Bill Eberle I changed the picture but . . . FB remembers the original post of this page which I change for each new project here.

September 17 at 5:54pm · Like

Jefferson Krogh I like it, Bill. I can never figure out what art to use on my homebrews. I was thinking of the cartoon character Rango, but that would be for my own purposes only...

September 17 at 5:56pm · Like

Bill Eberle If I create a doppleganger page for current_work.html . . . the picture comes in:http://ideabout.com/fan_design/in_progress/tourist.html

Fan Designed Cosmic Expansion Set - Current Work   ideabout.com

Bill Eberle space cruiser!

September 17 at 6:01pm · Like

http://www.ideabout.com/fan_design/in_progress/current_work.html
http://www.ideabout.com/fan_design/in_progress/discussions/20111228_fb_talk_menu.html

- **Bill Eberle** To: Dale A Kagan - we are, in fact, the "real stuff" composed of sand and imagination way back in the '70s and '80s . . . here's a little bit of our story:http://ideabout.com/techtantra/ttt_13.html

  Tech Tantra Thursday - Bill Eberle

  ideabout.com

  Steve Job's Commencement Speech at Stanford in 2005 and the three stories he tol...See More

  September 17 at 6:07pm · Like · Remove Preview

- **Jefferson Krogh** I just printed out my playtest copy of Tourist on an FFG-style template. I had to shrink the type to 7.5 points, argh. Hopefully that's not TOO small to work with...

  September 17 at 6:16pm · Like · 1

- **Peter Olotka** Do we need to modernize so that alien text can be tweeted?

  September 24 at 4:24pm · Like