

[http://www.ideabout.com/fan\\_design/in\\_progress/current\\_work.html](http://www.ideabout.com/fan_design/in_progress/current_work.html)  
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### Cosmic Encounter

Ok, ANGLER is now in BETA Peter will create the cross checking spreadsheet ... and I will add the art credit to our archive site's page for ANGLER

[http://www.ideabout.com/fan\\_design/completed/aliens/angler\\_v02.html](http://www.ideabout.com/fan_design/completed/aliens/angler_v02.html)



### Fan Designed Cosmic Expansion Set - ANGLER

## Discussion



**Bill Eberle** Next alien?

Monday at 6:48pm · Like



**Peter Olotka** I have to put the Angler up in Cross Check. Will get it done tomorrow.

Monday at 9:16pm · Like



**Jefferson Krogh** Gith? (I like powers that don't mind if I end up in the Warp. Because I go there a lot.)

Monday at 9:23pm · Like



**Jack Reda** I'd rather we looked at something a little more unconventional. Gith is so straight forward, it could go to print as is (though I know people still want to debate it).

Monday at 10:48pm · Like

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**Peter Olotka** Angler is now in Cross Check

Monday at 11:13pm · Like · 1



**Peter Olotka** I would like to do one of Bill Eberle's aliens next

Monday at 11:13pm · Like



**Bill Eberle** I think Bleeding Heart is the one that bends the rules the farthest.

<http://www.ideabout.com/techtantra/bleeding.html>



**Tech Tantra Thursday - Bill Eberle**

Monday at 11:19pm · Like ·



**Bill Eberle** The Multitude and The Order also push things into new territory.

[http://www.ideabout.com/techtantra/design\\_toc.html](http://www.ideabout.com/techtantra/design_toc.html)

*Ideabout*

**Tech Tantra Thursday - Design Related TOC**

Monday at 11:23pm · Like ·

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**Jefferson Krogh** The Order is interesting...

Monday at 11:49pm · Like



**Max Power** Love The Order.

Tuesday at 7:31am · Like



**Max Power** Bleeding Heart is cool too.

Tuesday at 7:31am · Like



**Christopher Aurel Oliveira** Multitude is Wabbit, and honestly is not very useful, all it does is give you more ships on defense and nothing else. I'd rather skip that power entirely. However I do like Order, and have tried to re-write it for clarity here: <http://www.boardgamegeek.com/thread/739352/looking-at-bill-eberles-power-the-order> and also I have a Gith re-write here because it needed some oomph badly: <http://www.boardgamegeek.com/thread/734168/my-8-favorite-rules-based-homebrews-of-other-peopl>

Tuesday at 11:46am · Like



**Jack Reda** My only suggestion so far on Bleeding Heart is changing "nectar" to "peace" (or something). Calling out "nectar" is a little bizarre to me.

Tuesday at 12:17pm · Like

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**Bill Eberle** "Peace" works for me. It's better than "Nectar" because it's a better spoof.

Tuesday at 12:31pm · Like



**Christopher Aurel Oliveira** Bleeding Heart needs a new name, new power name, new shouted word, new history, and needs to not be able to go off every single encounter. I know for sure I would just walk away from a game where every round is a negotiate and compensation fest.

Tuesday at 12:32pm · Like



**Jack Reda** I can live with the name Bleeding Heart, but going up to Attack 10 is probably too high. Not counting the cards from expansions, the distribution gives Bleeding Heart 27 cards to play with. I would drop it down to Attack 06 and lower.

Tuesday at 12:54pm · Like



**Bill Eberle** Which one should we work on, Bleeding Heart or The Order?

@Chris, the point of the name and power for Bleeding Heart is to get just the kind of reaction you express; it's meant to be an alien that changes that encounter decision moment in a profound way. It's only one alien and Cosmic can afford to have alien's break the rules in ways that really mess with how people think of playing the game. Cosmic was invented to be an experience where people get to "rethink" everything all the time. Not a game for everyone. But some like it a lot. Personally, my goal is to push the limits of the fun that can be had by rethinking.

Tuesday at 1:15pm · Like · 2



**Jefferson Krogh** Just my two cents, but I would like to work on The Order first. I think it adds something completely new to Cosmic Encounter.

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Tuesday at 1:18pm · Like · 1



**Christopher Aurel Oliveira** THE ORDER: <http://www.boardgamegeek.com/thread/739352/looking-at-bill-eberles-power-the-order>

Tuesday at 4:22pm · Like



**Mark Bickford** I just looked at The Order, and the thing that strikes me is that it seems to make an "everyone wins" scenario possible. First, the player with the power could be unorthodox (or stupid) and potentially admit all the other players. Second, what if all the players save 1 were in the Order, and the 1 who wasn't was the Parasite? Could Parasite ally even though Order v Order encounters say "no allies"? If so, and all players had 4 colonies, the game could turn into an all-player win, or else devolve into endless failed deals until Parasite became a main player. Bill's right that this one really profoundly changes the game, so I think it really needs to be thought through.

13 hours ago · Like