

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



[Cosmic Encounter](#)

June 26

PRETENDER TAKES POSITION OF BEST PLAYER

You have the power to usurp. At the beginning of each of your turns before the first encounter or destiny, you take this sheet and change seats with the best player. The best player is the player with the most foreign colonies. In case of a tie, assess the following in order until the tie is broken and one player is determined to be “the current best player” 1) and the most cards, 2) and the fewest ships in the Warp, 3) and the most of their own ships on home colonies. If you are the best player or there is a tie, you do not usurp.

After your turn, the turn order resumes with the player to your left.

OFFENSE PLAYER ONLY MANDATORY Start Turn

WILD

(IF YOU ARE NOT THE PRETENDER)

If you have fewer foreign colonies than one or more other players, you place your ships on a planet or planets of such players until you have the same number of foreign colonies.

ANY PLAYER At any time

SUPER

(IF YOU ARE THE PRETENDER)

You usurp at the beginning of every turn.

ANY PLAYER Start Turn



History

Long accustomed to the power of pretense on their world of frilly moons, satellites and a flabbergasting array of media outlets, Pretenders intinctually gravitate towards and usurp those with power and privilege. Now their sphere of possible targets has widened to include the many life forms of the Cosmos.

People Who Like This

9 people like this.

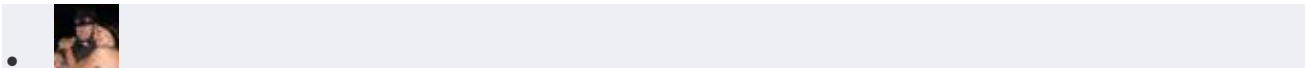
o like this

-  **Peter Olotka**
-  **Gregory Metzger**

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

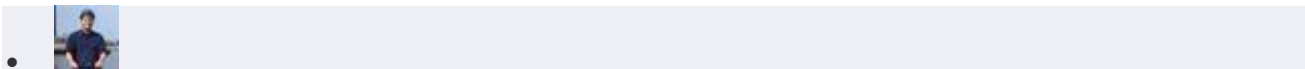
-  **Clark D. Rodeffer**
-  **James Williams**
-  **Bob Constans**
-  **Claes Marquard Enkegaard**
-  **Alistair Fronhoffs**
-  **Ray Dion**
-  **Tom Reed**

Discussion



Jack Reda This is one of those aliens a lot of people will probably hate, but darn it, it's just so Cosmic. Sharklike, to be sure.

June 26 at 11:44am · Edited · [Like](#)

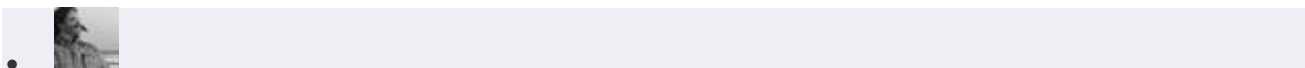


Jonathan Wolf wait, I'm not sure I understand the actual power. Wording isn't very clear.

Do you just change up the player order, or do you actually switch colors with them? Does their home system become your home system and vice versa?

Also the wild Flare should be a "use once and give to Pretender" or "use once and return to box" otherwise it is too powerful. You'd never have to do anything, just play the flare on every turn. You can't possibly lose because you'll just wait til someone gets 5 colonies and play it.

June 26 at 11:50am · [Like](#)



Antti Maalismaa I admit I don't like it.

June 26 at 11:51am · [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



Jonathan Wolf also possibly more interesting if EVERYTHING switches around. Including race powers.

June 26 at 11:54am · [Like](#)



Jack Reda Oh, I'd say you are definitely taking everything, and leaving them with their alien power. I reckon only items associated with the alien power stay with the original player.

June 26 at 12:00pm · [Like](#)



Jefferson Krogh Very Cosmic, but it would immediately become my most hated alien in the set, by a wide, wide margin.

June 26 at 12:01pm · [Like](#)



Cosmic Encounter Thanks, Jack. That it is, from me, Bill, worked on to finalize with Peter recently.

June 26 at 12:02pm · [Like](#)



Cosmic Encounter Jonathan, you take the Pretender sheet and change seats with the best player as defined in the power description. So you take on all of the other possessions at that seat, home system, color, cards, etc. and the other player takes his or her power and moves to your seat and takes possession of home system, color, cards, etc. at that seat.

June 26 at 12:05pm · [Like](#)



Peter Olotka There is no such thing as an alien being too powerful

June 26 at 12:11pm · [Like](#)



Jonathan Wolf the wording should state what happens very clearly. "Switch seats" does not imply to me that you should switch cards, and I have to interpret too much to allow for switching ships and planets as well. It should state all those things clearly.

June 26 at 12:11pm · [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



Warren Denning I agree that the wording needs to explicitly state what is exchanged otherwise folks will be all up in arms about it.

June 26 at 12:11pm · [Like](#)



Peter Olotka Most hated aliens are what makes Cosmic great.

June 26 at 12:11pm · [Like](#)



Peter Olotka And it is IMPOSSIBLE to pre know that you will hate an alien

June 26 at 12:12pm · [Like](#)



Jonathan Wolf there may not be such thing as an alien not being too powerful, but it is possible for something to not be fun.

June 26 at 12:12pm · [Like](#) · 1



Jefferson Krogh This could make for a pretty long game. Everyone else would try to sandbag a bit so as not to lose their place. Get to three colonies just before their turn, then try to win all at once.

June 26 at 12:13pm · [Like](#)



Jefferson Krogh Oh, it's not hard for me to predict that I'd hate it. Powers that swap themselves or other game components have always annoyed me, and this one swaps all the things! So, logically, Pretender will annoy the crap out of me, and I'll hate it. But I can come up with a strategy to play against it, like I do with Trader or Changeling.

June 26 at 12:16pm · [Like](#) · 1



Jefferson Krogh Anyway, one actual rules question: after Pretender's turn, who goes next? The player to his new left, or his original left?

June 26 at 12:20pm · [Like](#) · 1

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



Jonathan Wolf Changeling at least passes along predictably, and everyone can get a chance to use it, so that's fun.

I think this power is fine and could be fun, as long as the wording is clear. What bugs me the most is the Flare still. The wild is not very interesting and very powerful.

I didn't like the Super at first, but then I thought through it. My first impression was that it would give the Pretender a lot of turns, always shifting them around in player position. But then I realized, when you usurp you are the player with the best position, until someone achieves a better position, likely on their turn. Which means you would usurp and move to the END of player order, which is an ice balance.

This power also definitely encourages alliances. If players can maintain equal footings with each other, they can keep the Pretender down. But the tiebreaker maybe runs too deep. I would say cut out the "number of cards" as a tiebreaker, because you have little control over exactly how many cards you have, whereas you can attempt to control the number of ships and colonies you have, which is fun. Having a bit of control over your fate is more fun than having none at all.

June 26 at 12:23pm · [Like](#)



Jordan Brown Interesting power...

June 26 at 1:39pm via mobile · [Like](#)



Christopher Aurel Oliveira Um did we BETA Predator? Because that was the last alien we were discussing before the expansion news came out... we need to either BETA that according to the edits that Bill Martinson suggested or get back to that and finish it before jumping to another alien.

June 26 at 2:52pm · [Like](#)



Bill Eberle Of course! So that means it is interesting. To play and to play against.

June 26 at 3:09pm · [Like](#)



Peter Olotka No [Christopher Aurel Oliveira](#) we missed it in the lull. I'll check with Bill to pop it in. Is there a copy with [Bill Martinson's](#) suggestions?

June 26 at 3:19pm · [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



Peter Olotka I like Pretender because it establishes a new paradigm .. "The Presumptive Best Player" at any given moment. And then the Pretender Alien actually hijacks the "best" player on behalf of the player who is playing the Pretender ...whose in charge here anyway?

June 26 at 3:30pm · [Like](#)



Gregory Metzger Man...talk about the Sniveler on steroids. Being as conservative as I am, I thought I would hate a power like this, but instead am finding myself strangely attracted to it. I'm hoping it will be a mandatory power as the "smug" Pretender may find himself falling into the all too common lul in momentum that often comes after firing your best shell to say secure a 4th colony. He may have to give up a better hand or other resources to trade with the latter player setting that player, or some one else up to blow past the Pretender for the win. Very interesting indeed.

June 27 at 12:18am · [Like](#)



Peter Olotka It has a lot of consequences, many will be unforeseen, I suspect.

June 27 at 7:55am · [Like](#)



Bill Martinson I'll have a suggested revision later today that clarifies some of the issues raised here. Another thing this will need to do is avoid explicitly saying "play passes to the LEFT" (because of that dumb Temporal Anomaly hazard).

I'm confused about the complexity of the Wild flare in a couple of ways, though. First, it's not really clear whether I can put any number of ships on the final planet that catches me up, or if the first ship I put there means I'm done. Assuming I can put multiple ships in a single action.

The harder question is this. Say I have 1 colony, Jack has 2, and Peter has 3. On my way to catching up to three colonies, it's not clear what limits I have relative to Jack. On the one hand, I can put ships on either of their planets, but on the other, intuitively I feel like I'm not supposed to gain TWO colonies on Jack's planets since that would put me one ahead of him.

I feel like the Wild flare needs to be simpler, like I should be able to gain colonies in the systems of the "player(s) who have the most" ... then in this case, I can't put ships in the Reda System at all. Not a big difference, but simplifies it and eliminates questions.

@Jonathan: I don't think the Wild needs to be one-shot; as soon as you use it, you no longer meet the conditions to use it. As for saving up for the end of the game, being one-shot wouldn't change that at all. And playing a strong flare every turn is what makes flares so GREAT for this game. Negotiate cards become worth their weight in gold. Finally, re: your comments on turn order, usurping does not really move you to the "end" of the turn order. You still get one turn per round. What it does is steal turns from some players and give them to other players faster. (Instead of picturing the PRETENDER moving his seat, just picture everyone else moving theirs. Pretender always waits for his turn to come around, and then shuffles the table... but since it's still his turn, he's always at 12 on the clock face and everyone else gets juggled. If I've done a poor job of explaining this, think about Rotational Symmetry.)

@Jefferson, Antti, Gregory, and others: I too, strongly dislike effects like Changeling and Wild Reincarnator that feel like they send you back to Start in Candyland. However, Greg has a point that this power is sometimes going to hoist the Pretender on his own petard, which could add enough comedy and poetic comeuppance that it may be worth it. When in

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

play, it also gives a tiny sliver of breathing room to the alternate-win aliens, since most of them will never be usurped if they are pursuing their low-achieving alternate track.

June 27 at 4:51pm · Edited · [Like](#)



Peter Olotka poetic comeuppance...sounds like a power all by itself!

June 27 at 3:45pm · [Like](#)



Bill Martinson Here's a thought on the Wild, both to clean up the question about exactly which systems you can put the colonies in, and to make it a little less like Sniveler:

"If you have fewer home colonies than another player, you may re-establish home colonies up to the same number as that player. Take up to four of your ships from your other colonies and/or the warp to establish each new home colony."

This could let you be pretty cavalier with your ship use, even abandoning home colonies with the safety-net of getting most or all back in an instant (Card Zaps notwithstanding, of course). Example uses: lull your opponents into thinking your power is dead; abandon two home planets when populating the gate and immediately get 8 ships out of the warp; recall ships from foreign colonies to beef up the empty home planet another player just aimed the gate at; if you're Macron, get your power back *after* you've sent 4 ships to the gate, for a resulting ship total of 16.

June 27 at 4:54pm · Edited · [Like](#) · 1



Gregory Metzger Exactly Peter, but that's what makes a good Alien no? After thinking it over, maybe it would be best to give the Pretender the option to use his power as the disadvantage I pointed out maybe too strong? He could still make the same mistake, but at least he would have the choice which makes for better game play than a robotic, forced affect. Otherwise he may end up being voted most likely to Zap his own power.

June 27 at 5:12pm · [Like](#)



Bill Martinson I think it needs to be mandatory as a counterweight to such an extreme and relentless go-to-the-head-of-the-class effect. The remedy for the other players is to try to manipulate events to make the Pretender assume a throne he doesn't want, which creates an interesting aspiration; take that away, and the whole thing could lose whatever bit of appeal/tolerance it might have among those of us who strongly dislike such effects. It might still be fun to play, but becomes far less fun to play *against* (if not an outright NPE).

June 27 at 5:26pm · Edited · [Like](#)



Gerald Katz This is like the old Shark power from Eon days. I adapted it as thus:

June 27 at 5:54pm · [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



Gerald Katz BECKETT Regroup/Expert

Changes A Player's Path

You have the power to leap. At Game Set-Up, you are not given a system, ships, destiny color, hand, etc. Before the offensive player retrieves a ship from the warp, when you are out of the game use this power to take over the position of the losing main player of the previous encounter. If there was a failed deal you may choose either player. You get his system, hand, power, ships, etc., and that player is out of the game. If you get a foreign colony during an encounter that doesn't win you the game, at the next Regroup Phase use this power to go out of the game and the player you replaced returns. This power is not bound by the number of home colonies you have nor can you lose this power card. The power of the player you replaced follows normal rules.

History: The Chronos credit their culture to a brave, heroic scientist eons future who invented their time travel ability. However, the scientist was lost in a horrible accident. Lost in time, Doctor Beckett leaps from life to life, changing for good what once went wrong and hoping his next leap will be the leap home.

Use Only In A Game With At Least 3 Other Players

FLARE

Start Turn

Wild: Before a turn starts, place a marker at the offensive player's seat position. Then, change everyone's seating order as you desire. Players keep their own powers, cards, system, ships, etc. The turn begins for the player who sits at the marker. If Beckett is in the game, give him this card. Otherwise, discard after use.

Regroup

Super: You do not go out of the game after getting a foreign colony.

Commentary: This is a rules power based upon Eon's Shark power, an optional power to allow for a 7th person to play. Modified by me, this power is meant to be used as a regular option instead of when there are more than 6 people who want to play. In the beginning of the game Beckett won't mean much but later on, when a player with 4 foreign colonies loses an encounter (and it happens a lot), Beckett becomes more interesting. If Beckett wins the game, the player he replaced does not. Give the credit that is due "Quantum Leap".

Gerald Katz

Don't forget to tip the Butler!

June 27 at 5:54pm · [Like](#)



Gregory Metzger That's certainly a strong case for going mandatory Bill. You know you have a potentially strong character when you have such complex designing dilemmas to work out. Some old fashioned playtesting would provide the answer & if anyone still questions whether they're paying too much for the final product...Please try doing some of this on your own. You'll soon realize what a bargain you're actually getting!

June 27 at 5:55pm · [Like](#)



Cosmic Encounter We are going to rewrite Pretender and repost...it is too close to an upcoming alien in Cosmic Storm

Friday at 1:12pm · Edited · [Like](#) · 1