

JAMES MONSEBROTEN

Orbin • British Columbia, Canada • 34 Years Old

This is James' first time participating in Make it So. James is currently on our play test team.

Affiliation Overview

Each affiliation was rated on three qualities from one (1) as the lowest to five (5) as the highest.

Affiliation	Strength	Complexity	Diversity
Bajoran	4	2	3
Borg	5	5	2
Cardassian	4	2	3
Dominion	3	4	4
Federation	5	1	5
Ferengi	5	2	3
Hirogen	4	4	1
Kazon	2	4	1
KCA	1	4	1
Klingon	3	2	4
Non-Aligned	2	4	2
Romulan	4	2	4
Starfleet	3	3	2
Terran Empire	3	4	3
Vidiian	4	4	1

Motivations

Why do you want to be an assistant designer?

I would love to help shape the game. I enjoy the creative process behind design; coming up and working through ideas.

I have played the game since premier and have seen how much it has changed over the years. I am very happy with the work the continuing committee has done and to tone down some of the issues that Decipher added into the game near the back end of it's run.

What is the greatest strength of *First Edition's* rules and game mechanics?

The diversity. There is so much you can do within the rules and mechanics that you can make almost anything you imagine happen within a game.

What is the greatest weakness of *First Edition's* rules and game mechanics?

The greatest weakness is the need for the Glossary. 80 pages of rules and card interaction interpretations is a lot of baggage. This can cause issues bringing in new people as it is quite daunting. That being said, the complexity of the game is one thing that appeals to me.

Card Designs

Create a single-affiliation personnel.

Affiliation: Borg

Name: One of Fifteen

Icons: [Nav]

Skills: * ENGINEER * Computer Skill * Once per game, when on a damaged Borg Cube may download Regenerate.

Integrity: 5 Cunning: 7 Strength: 5

Create a mission that has a single line of game text.

Name: Invade Alpha Quadrant

Location: Near Barzan (persona of Wormhole Negotiations)

Lore: Lead invasion force through the Barzan Wormhole

Points: 35

Quadrant: Alpha

Requirements: Leadership, OFFICER, Ship with 2 or more staffing icons

Game text: Barzan Wormhole treats this mission as "Wormhole Negotiations"

Affiliations:[Hir] [Kaz][Vid]

Span: 4

Create a play engine for a Deep Space Nine related affiliation or faction. Assume that there is another card that creates a [DS9] icon for all personnel and ships with a Star Trek: Deep Space Nine property logo.

Card Type: Incident

Name: Intelligence Alliance

Icons: [assumed to have an icon that works similarly to the warp core icon]

Game Text: Plays on table. You may download Treaty: Romulan/Cardassian. Once each turn, your [DS9] [Rom] Tal Shiar OR [DS9] [Car] Obsidian Order personnel may report for free to your D'Deridex Advanced, Kheldon Advanced, or to your facility at the Orias System. When you complete Founders' homeworld you may draw three cards.

Create a card that could be used in any deck, but is not a card that one would automatically include in every deck.

Card Type: Incident

Name: Comprehensive Personnel Files

Game Text: Seed one on your ship or facility. Place one personnel face up beneath here from outside the game. When reporting personnel you may treat the target ship or facility as having the personnel here on board. Once per game, when a personnel matching the name of the personnel here is about to die, you may discard incident to take the personnel here to hand.

Create a new card under the assumption that it will be the only one the judges will see. This card should show off your personality, your skill, and your creativity.

Card Type: Incident

Name: Slingshot Around the Sun

Game Text: Seed one. Download a Time Location, then place incident on Time Location. All personnel, ships and equipment native the downloaded Time Location gain [SunSlingshot], even if not in play.

[SunSlingshot] cards may report ignoring [AU]. Once per game, in place of normal card play, may download one [uni][SunSlingshot] ship. Once per turn your [SunSlingshot] ship may time travel to/from here and corresponding spaceline location.