

http://www.ideabout.com/fan_design/in_progress/discussions/20111122_fb_fd.html



Cosmic Encounter

JOKER - Tuesday November 22, 2011

JOKER Plays non-Encounter Cards as Wild Cards

You have the power to be wild.

You may play any non-Encounter card in a challenge as if it were an Encounter Card. As soon as your card is revealed (Offence goes first), if you reveal a non-Encounter card, e.g. if it is an Artifact card, you use this power to treat the card as a wild card. If you are Zapped, take the card back into your hand and play a normal Encounter Card instead. If you are the offense player, the defense player may wait until after you use your power before revealing the defense card. Your wild card may be replaced by any Encounter card you choose from the Discard Pile (you look through the Discard pile and choose which Encounter card to replace in the Discard Pile with your non-Encounter card). If the card is an Artifact, a Vulch may collect the card instead. After the encounter is concluded, the Encounter card you chose to play is removed from the game, except that the Filch may tak...



Fan Design Expansion Set

Joker alien in progress november 22, 2011

All content from the Fan Based Cosmic Encounter Expansion Set

By: [Cosmic Encounter](#)

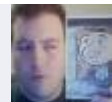
- [Bob Constans](#) likes this.

Discussion



[Peter Olotka](#) Bill has synthesized yesterday's Joker development comments. Weigh in!

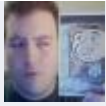
Tuesday at 9:16am · Like



[Zachery Gaskins](#) I don't think there's a need to specify what happens on either defense or offense since in a normal encounter, both players reveal simultaneously.

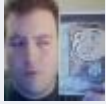
Tuesday at 9:30am · Like

http://www.ideabout.com/fan_design/in_progress/discussions/20111122_fb_fd.html



Zachery Gaskins Unless there is explicit intent for the Joker to have to "guess" on offense and not on defense, which imho seems like more complication than is necessary. The power needs to be kept as pithy as possible :)

Tuesday at 9:32am · Like · 1



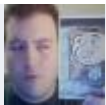
Zachery Gaskins (Oh, and I need to lookup all of the Flare effects to see what else might interfere/get involved with this mechanic.)

Tuesday at 9:33am · Like



Peter Olotka What's the closest power to this? Or is there one?

Tuesday at 9:34am · Like



Zachery Gaskins Here's a CosmicTropes rundown (lol):

Like Pacifist/Reserve, it gets AlternateUsesForCards...
Like Clone/Filch/Vulch, it can DumpsterDive...
Like Void, it has PermanentRemoval.

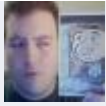
Tuesday at 9:38am · Unlike · 3



Zachery Gaskins ((Is it just the programmer in me, Bill Eberle, or do those look like great names for Java class method interfaces? *strokes stubble*))

Tuesday at 9:39am · Unlike · 1

http://www.ideabout.com/fan_design/in_progress/discussions/20111122_fb_fd.html



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Zachery Gaskins Oh, and like Oracle/Gambler, it KnowsWhatYouPlayed.

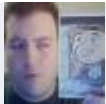
Tuesday at 9:40am · Like



o

Jack Reda I wonder about Cosmic Zapping Joker. If the use is on the reveal, then Joker knows what his opponent has revealed. That gives him an unfair advantage if he'd be forced to then play an encounter card. I think after cards are played, Joker needs to use his power, revealing his non-encounter card and then selecting the discard. Of course, the real question is effects like Sorcerer. Timing rules?

Tuesday at 9:50am · Like



o

Zachery Gaskins Timing dispute would be no differently handled than say when Oracle meets Mirror or any other after-play-before-reveal card changer. Timing rule would apply.

But I do see your point for Sorc specifically because what would happen if Sorc was allowed to "play" the Artifact?

What do we think about letting Joker be able to replace the Artifact no matter who played it - the pithy rule being that when the Artifact is revealed, Joker replaces it wherever it went?

Tuesday at 9:57am · Like



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Zachery Gaskins The other possibility is that Joker must always reveal first (regardless of other powers in play) and choose his encounter card without knowledge of the opponent's play? Does this nerf him too much?

Tuesday at 9:59am · Like · 1



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Jack Reda Most players have no knowledge of what their opponent is playing.

Tuesday at 10:00am · Like

http://www.ideabout.com/fan_design/in_progress/discussions/20111122_fb_fd.html



Zachery Gaskins Heh, I know *that* :) It was a question of whether to remove Joker's original ability to see what his opponent played since the reveal is simultaneous - but it seems like from the most recent rework, there's the feeling that we want Joker to reveal first and therefore have to "guess" like everyone else. I guess this compensates for his ability to 1) bury artifacts and 2) annihilate encounter cards.

As much as I might expect to see conflict with other powers (Flares still to be reviewed), Joker being forced to reveal first doesn't seem to be an issue. The only weirdness about it is that he doesn't have to reveal his power until AFTER he's put down his Artifact - the opponent does not get to know that he has done so until after cards have been selected.

Tuesday at 10:08am · Like



Zachery Gaskins (Whereas usually a power use is announced before any aberrant behavior can be performed.)

To keep things simple, I wouldn't count an Artifact in Joker's hand as a valid encounter card either - he has to draw a new hand / pass his turn like everyone else.

Tuesday at 10:10am · Like



Jefferson Krogh I don't see the need for specifying who reveals first, for this power. For the Cosmic Zap problem, either have Joker lose automatically, or let his opponent choose which encounter card in the discards he has to use. Probably auto-lose makes more sense.

I need more coffee.

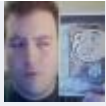
Tuesday at 11:31am · Like



Jack Reda I would suggest that Joker plays a non-encounter card face up, as the USE portion of his power during planning and then picks up the discard pile to secretly select an encounter card to play face down. The non-encounter card is never considered an encounter card at any point. If he is zapped, he simply has to play an encounter card from hand normally.

Tuesday at 11:34am · Like · 2

http://www.ideabout.com/fan_design/in_progress/discussions/20111122_fb_fd.html



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Zachery Gaskins Perhaps the playing of the artifact (use of the power) causes him to temporarily take the discard pile into his hand.

Tuesday at 11:41am · Like



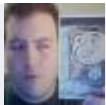
o

Jefferson Krogh Too much chance for total confusion if you have Joker pick up the discards, I think.

As usual, Jack has an eminently logical suggestion. This changes Joker from "auto-win" to "incredibly flexible." This justifies letting him use any non-encounter card as a wild card, I think.

This also suggests some neat Flare ideas: Pick an opponent, force him to discard a non-encounter card of his choice. Then give him an encounter card of your choice from the discard pile.

Tuesday at 12:05pm · Like



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Zachery Gaskins @Jefferson Krogh: That would make a great Wild. As for the Super, I like the idea of allowing Joker to take the used Encounter card into his hand instead of disposing of it.

Tuesday at 12:09pm · Like



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Jefferson Krogh Nah, think bigger for the Super! Super Joker causes an instant Cosmic Quake! Muahahaha!

Tuesday at 12:12pm · Like



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Jefferson Krogh (Poor Phil, I hope he doesn't end up hating us all after we've completely ripped apart his cool idea and reassembled it into a cyborg.)

Tuesday at 12:13pm · Like

http://www.ideabout.com/fan_design/in_progress/discussions/20111122_fb_fd.html



Matthew Scrivner @Jeff an instant Cosmic Quake might be too big? What if Super Joker just allows the player to name a an encounter card value between 1 and 40?

Tuesday at 1:52pm · Like



Bill Eberle I've updated our archive to include everything from yesterday. http://www.ideabout.com/fan_design/in_progress/discussions/20111121_fb_fd.html I had also told Mark Hawkinson that we would look at his version of the JOKER rules and see if we could revise my "synthesis" attempt to simplify it . . . keeping all of the valuable ideas from our discussions in mind. Also, I'd like to study Phil Fleischmann's comments carefully, before adding to the discussion today.



Fan Designed Cosmic Expansion Set Discussion

www.ideabout.com

Peter Olotka: Phil Fleischmann did this alien Flares: Wild: When you are a main ...See More

Tuesday at 2:43pm · Like ·



Jack Reda I like Super Joker being able to use cards that were removed from the game. And when he uses those cards, maybe they go straight to the bottom of the cosmic deck.

Tuesday at 2:52pm · Like · 1



Mark Hawkinson That works nicely.

Tuesday at 3:09pm · Like

http://www.ideabout.com/fan_design/in_progress/discussions/20111122_fb_fd.html



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Bill Eberle Mark was correct about the wording for the expansion set's new game rule, COSMIC STASIS. Here's my proposal for how that would work:

New Expansion Set Game Rule - COSMIC STASIS (Jefferson Krogh)

If a COSMIC QUAKE occurs (Cosmic Conflict Expansion) and there are not enough cards for all players to draw a new hand of 8 cards each,

a COSMIC DIMINISHMENT is declared and all players draw 5 cards.

If there are not enough cards for each player to get 5 cards, COSMIC STASIS is declared and the game ends in a universal draw.

Tuesday at 4:02pm · Like



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Peter Olotka Peter Olotka Lets keep the Joker in but closer to Phil Fleischmann's original by having a set of WILD CARDS that are added into play when JOKER is in the game. (We can design that next.) Bill Eberle is posting a version of the current alien in progress below.

Tuesday at 5:26pm · Unlike · 1



o

Bill Eberle Loki Plays cards from Discard Pile

You have the power to play tricks and use cards from the Discard Pile during an Encounter.

Tuesday at 5:27pm · Like



o

Bill Eberle You may play any non-Encounter card, excluding Flares, in a challenge instead an Encounter card. You play your non-Encounter card face up as a "trick" and then select any Encounter you choose from the Discard Pile and play it face down next to your non-Encounter card. This Encounter card will be treated normally, e.g. can be "seen" by Oracles, swapped by Sorcerers, etc. If you are Zapped, take the non-Encounter card back into your hand and play an Encounter Card from your hand. After the encounter is concluded, the Encounter card you chose to play is removed from the game. Your non-Encounter "trick" card is discarded at the end of the encounter.

Tuesday at 5:28pm · Like

http://www.ideabout.com/fan_design/in_progress/discussions/20111122_fb_fd.html



Bill Martinson This rewrite is harder to read and understand than the original, and all the Vulch/Filch stuff seems more fiddly now. There is a precedent in the FFG edition that cards "used as" other card types do not count for both types at the same time. I would say that when it hits the discard pile, it becomes whatever it originally was.

Tuesday at 5:32pm · Like



Bill Martinson If you emphatically call out that Vulch can take it if it happens to be an artifact, then you have to start down the slippery slope of clarifying stuff like Reserve. And, when some new alien appears down the road that can recover played artifacts or kickers or whatever, that will raise questions about what happens when Joker uses those as wild cards.

Much better to define all that in the abstract, or just let it default to whatever rules govern when Reserve's attack card ceases to be a reinforcement and starts to become an attack again. PLEASE don't create an interpretational difference between these two aliens.

Tuesday at 5:35pm · Like



Peter Olotka Agreed

Tuesday at 5:36pm · Like



Bill Eberle I agree; whatever the "trick" card is, it becomes "itself" again as soon as it hits the Discard pile.

Tuesday at 5:37pm · Like



Bill Martinson I realize I'm lagging behind on Bill's updates, but here is the version of Phil's original that I crafted to make it fit into the FFG paradigm:

You have the power to Be Wild. As a main player, you may select and play an artifact card in place of your encounter card. When cards are revealed, if yours is an artifact, [*use*] this power to reveal it first and treat it as a wild card. If this power is zapped, return the wild card to your hand and play a normal encounter card instead. After cards are revealed, name any encounter card in the game. Your wild card becomes that card and the encounter is concluded accordingly. If your wild card is revealed by another player (due to a game effect such as Sorcerer or Magician), you still name its replacement.

Tuesday at 5:37pm · Like

http://www.ideabout.com/fan_design/in_progress/discussions/20111122_fb_fd.html



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Bill Martinson I also recommend against allowing any non-encounter card. As Phil suggests, it is probably too strong, and it also gets a bit messy if the player is using one kicker as a kicker and the other kicker as a wild card. He could play the x2 and the x0 and then lie about which one was actually his kicker after seeing which configuration is more advantageous. Given the fact that a wild card is virtually a hands-down, automatic encounter winner (and the fact that ever Negotiate will be a Crooked Deal), I think artifact is plenty strong enough. I would choose that power.

Tuesday at 5:40pm · Like



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Peter Olotka @ Bill Martinson Filch gets your discarded card. Cards removed from the game are goners. Its like ships lost to the VOID. Give a shot at a rewrite.

Tuesday at 5:41pm · Like



o

Peter Olotka Vulch gets discarded artifacts so it would be a beneficiary of LOKI's discarded

Tuesday at 5:42pm · Like



o

Mark Hawkinson Hmm... that solves the one problem reasonably well. I still think it'd be better if your power was USED to place the artifact facedown, and have the as the only time it could be zapped though.

Tuesday at 5:42pm · Like



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Bill Eberle Bill, please note that we're going to do the JOKER as a separate project now. We've renamed the alien we've all been discussing as LOKI (Jack's suggestion, I think) and we'll keep working on this idea until we all feel it is done and worthy.

Tuesday at 5:45pm · Like · 1

http://www.ideabout.com/fan_design/in_progress/discussions/20111122_fb_fd.html



Jefferson Krogh @Bill Martinson: Generally speaking, what do you think about the idea of Joker discarding his wild and replacing it with an encounter card from the discard pile, rather than naming an encounter card?

Tuesday at 5:45pm · Like



Jefferson Krogh Oops! Missed the transition from JOKER to LOKI. (I don't think Jack thought up that name, actually. Have to check the archived discussion.)

Tuesday at 5:48pm · Like



Jack Reda I'm guessing this is now the current "LOKI" thread (not my name suggestion, but a pretty good one). Here's how I would handle the power:

Tuesday at 5:58pm · Like



Bill Eberle Yes, this is now the LOKI thread.
We'll do JOKER later (Peter has some ideas about what we can do re: actual Joker cards in the deck)

Tuesday at 6:01pm · Like



Jack Reda LOKI
You have the power to meddle (or whatever). As a main player, when choosing encounter cards, you may use this power to discard an artifact or flare from hand. You then take the cosmic discard pile and choose any encounter card to play face down for the encounter, returning the discard pile afterwards. During Resolution, the encounter card you played is removed from the game instead of going to the discard pile. If you are Cosmic Zapped, your Artifact or Flare returns to your hand and you must play an encounter card from your hand.

Tuesday at 6:02pm · Unlike · 3

http://www.ideabout.com/fan_design/in_progress/discussions/20111122_fb_fd.html



Jack Reda I think in this case, it now clears up that the artifact/flare is never considered an encounter card, or mistaken as some other thing. It is discarded to be used. Other alien powers like Oracle or Gambler are not nullified. Vulch does get the discarded artifact. Filch does not get the eliminated encounter card. At least, that's how I envision it.

Tuesday at 6:03pm · Unlike · 2



Bill Eberle Thanks, Jack. This is a useful rewrite.

Tuesday at 6:08pm · Like



Bill Martinson It's always good to align new aliens with the game's core mechanics, to avoid problems. For example, a power that does not physically need a real encounter card will re-open all those debates ... "do I REALLY need an encounter card to start my second encounter if I'm the Loki?" With that in mind, give this FFG-ized suggestion a try...

You have the power of Trickery. As a main player, after encounter cards are selected but before they are revealed, you [*may use*] this power and discard an artifact or flare from your hand to replace your encounter card. Look through the discard pile and secretly choose any one encounter card to play facedown as the replacement. Other players may not look through the discard pile until after cards are revealed. If there are no encounter cards in the discard pile, you must keep your original encounter card; otherwise, return it to your hand. At the end of the encounter, remove the the replacement card from the game instead of discarding it.

(Main Player Only) (Optional) (Reveal)

By forcing the player to play a card normally at first, all the game's core mechanics are preserved and the need to define what happens when Loki is zapped all goes away!

This version also provides *limited* protection against Oracle, but of course you have to lose a flare or artifact to use it. I like that.

Tuesday at 6:23pm · Like



Bill Martinson And actually, I think I would like it better if the replacement card and my original card actually swapped places ... a Cosmic shell game! (Changes in ALL CAPS below.)

You have the power of Trickery. As a main player, after encounter cards are selected but before they are revealed, you [*may use*] this power and discard an artifact or flare from your hand to EXCHANGE your encounter card with any encounter card from the discard pile, placed facedown. Other players may not look through the discard pile until after cards are revealed. If there are no encounter cards in the discard pile, you must keep your original encounter card. At the end of the encounter, remove WHATEVER CARD YOU END UP REVEALING from the game instead of discarding it.

http://www.ideabout.com/fan_design/in_progress/discussions/20111122_fb_fd.html

Note how this adds the interesting strategy of playing a good card, swapping it out, and then swapping it back in again on a later encounter -- IF nobody beats you to it!

Tuesday at 6:28pm · Like · 3



Jefferson Krogh Bill, that's brilliant. It gives LOKI a very cool card-stashing gimmick that's unlike Miser or Claw. Simple, subtle twist!

Tuesday at 6:38pm · Like



Bill Eberle Interesting, Bill. Tricks hidden inside of tricks.

Tuesday at 7:09pm · Like



Bill Martinson Flare suggestions:

WILD LOKI: Once per encounter, you may take one card at random from another player's hand. Add it to your hand, then give that player a card of the same type (even the same card, or this flare) from your hand.
(As Any Player) (Any Phase)

SUPER LOKI: When using your power, instead of replacing your encounter card you may exchange any one non-encounter card from your hand (or this flare) with another card of the same card type from the discard pile or the reward discard pile.
(Main Player Only) (Planning)

Tuesday at 8:08pm · Like



Bill Martinson LOKI is a specific character, and one whose nature is generally in opposition to that of his peers. So it doesn't really fit the Cosmic "vibe" as an alien name. Could this be called the GRIFTER ... a "practitioner of confidence tricks"?

Tuesday at 8:20pm · Like · 1

http://www.ideabout.com/fan_design/in_progress/discussions/20111122_fb_fd.html



Jefferson Krogh GRIFTER. You have the power to con. Works for me. I agree with the concern about the "Loki" name, by the way. Another possibility is TRICKST...er, never mind.

Tuesday at 8:30pm · Like



Mark Hawkinson I like that version. :)

Tuesday at 10:12pm · Like



Jack Reda Back to Joker: If it's going to have Wild Cards, I would suggest that they are encounter card with mid-range values, like Attack 6 and Negotiates (or even special negotiates that maybe give a player less compensation). The idea being that when other players get these cards, they have to use them, but they aren't that good. When Joker gets them, they are potentially great.

Wednesday at 1:19pm · Like



Mark Hawkinson that's exactly what I was thinking. :)

Wednesday at 11:06pm · Like