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Cosmic Encounter

JOKER Plays Wild Cards

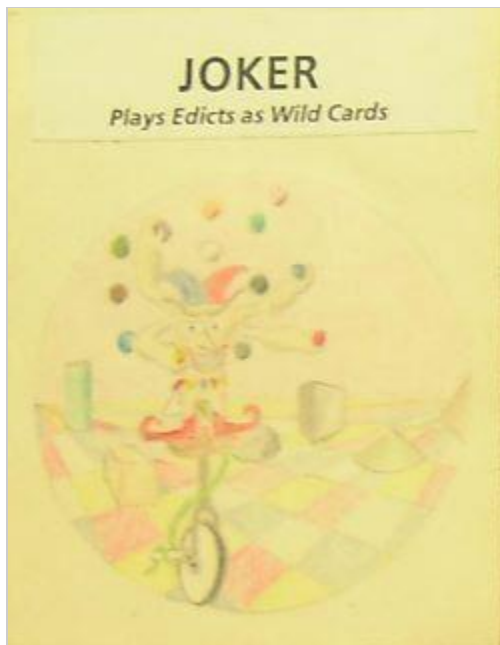
Before play starts take one wild card as the first of your eight cards. The other nine wild cards are shuffled into the deck. You have the power to be wild. You may play a Wild Card in a challenge as if it were an Encounter Card. When cards are revealed, you declare the value of the wild card. If you are Zapped, you lose the encounter. Used wild cards are removed from the game.

If any other player has a Wild Card in their hand, when you are both main players, before the encounter, the other player must offer to make a card(s) only deal with you under normal deal rules for the wild card. A failed deal the wild card is discarded.

History: The Fun-loving Jokers enjoy humiliating the conceited, mocking the powers that be, and causing general chaos. They seek not to rule, but to satirize the universe.

Notes: The recommended experience level for this power is Advanced. This is a Rules type power.

Wild: When you are a main player, before cards are played, you may decla...



Fan Design Expansion Set

Joker Power To Be Wild ver (2) 2001125

All content from the Fan Based Cosmic Encounter Expansion Set

By: [Cosmic Encounter](#)

People Who Like This



Jefferson Krogh

Information Systems Manager at Kennerley-Spratling

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Dawn Olson

California Culinary Academy



Stephen Sloboda

Discussion



Peter Olotka Her's a stab at JOKER with its own set of WILD CARDS. Lots to work on here..have at it. I will have an early version of the P-FACE alien cross checker up later today on Google docs

11 hours ago · Like



Jefferson Krogh I can't see the Flares; the Wild seems cut off.

The rules for the Wild cards should be printed on the cards themselves, of course, but I like the idea in general. Can Joker name any number he wants, or just the ones that are in the game? After the special Wild card deal, is the encounter over? Or does it continue as normal?

11 hours ago · Like



Peter Olotka Wild: When you are a main player, before cards are played, you may declare one Encounter Card value to be "wild" for any player who plays such a card during that encounter.
Super: Wild Cards are not removed from the game after use.

11 hours ago · Like

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o

Peter Olotka It was too long

11 hours ago · Like



o

Peter Olotka Editors get busy!
Continues as normal

11 hours ago · Like



o

Jefferson Krogh Thanks! I'm just gonna cram in a lot of comments all at once, since I'll be mostly away from the Net for a couple of days:

- 1) Super Flare: Should be specific that Wild cards go into the discard pile, then. Seems kinda weak for a Super effect.
- 2) Does Joker pick his number after cards are revealed, or before?
- 3) Should "Wild card" be considered a card type for effects such as Plague and Hate? I think so.
- 4) The Wild card should probably say that is it not an encounter card unless it's held by Joker (for purposes of discarding one's hand during Start Turn).
- 5) Everyone will ask what range of numbers Joker can choose. (Ditto with Joker Wild flare.) Perhaps normal Joker could pick a number between -40 and +40, then the Super Joker flare would allow him to choose any number he wants? Just a thought.

Anyway, I like this power. I like that it has its own little set of cards. The FFG card-heavy approach to Cosmic lends itself well to this sort of thing.

11 hours ago · Like



o

Ales Smrdel What are "under normal deal rules for the wild card". Should they follow the same rules as rules for negotiate vs. negotiate encounter. Deal must be struck between both players in 1 minute (which will in turn create slower game), well maybe not since only 9 wilds are in play (9.8% chance of getting one in <= 5p games). But worst case we get 9 more minutes of game play. And Joker will probably want to get at least 8 of them since they are an auto-win for him. Since wild card prototype is

this:<http://www.facebook.com/photo.php?fbid=276946275676217&set=pu.132086933495486&type=1> and Jefferson pointed out in point 5 what should be the limit for wild card. +40/-40 is a little bit steep, but probably fair since it can be exchanged by the opposing player. Exchange rules: exchange for 1 Colony, or Non-Encounter cards from Jokers hand. Time 30 seconds to make a deal.

11 hours ago · Like

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o

Peter Olotka Yes they follow those rules

10 hours ago · Like



o

Jack Reda Wild card has to be a value from the game.

9 hours ago · Like



o

Jason Troutman I like the prototype for Wild cards. (one value for players while Joker names any value.) Wild cards should not have a range limit for Joker. (Virus could use another adversary.) If Joker is zapped it should prevent his attempt to deal for Wilds and/or cancel his named value and use the printed value on a Wild.

9 hours ago · Like



o

Bill Eberle Archive and current work pages for this new
alien:http://www.ideabout.com/fan_design/in_progress/current_work.html



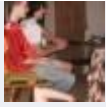
Fan Designed Cosmic Expansion Set - Current Work

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You have the power to be wild. You may play an Artifact in a challenge as if it ...See More

9 hours ago · Like ·

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o

James Albright I like the idea of printing actual numbers on the Joker's cards so other players can use the cards, but I'm not sure I like the idea of being forced to make a deal for the wild card. From a rules perspective, a player could accidentally cheat by forgetting they have the Joker's wild card in hand - now I know this happens with other cards, too, like Visionary's flare. But still, it seems annoying to be forced to make a deal, even if you don't want to. Do you both have to play Negotiates, or is the deal external to the encounter?

9 hours ago · Like



o

Jack Reda I think the "deal for wild cards" is not that interesting. What would more diabolical is if any time a player reveals a wild card, Joker gets to declare the value (no matter who reveals it). If Joker is zapped, then whoever plays the wild card loses.

9 hours ago · Unlike · 4



o

Bill Eberle I like that idea. Diabolical is good!

9 hours ago · Like · 1



o

Christopher Aurel Oliveira Jack's idea is perfect.

8 hours ago · Like



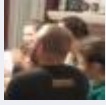
o

Gerald Katz I see this power as a weaker Pacifist. Joker can name any card that allows him to win. Pacifist auto-wins Negotiate vs Attack. There are a lot more Negotiates than Wild Cards, and Negotiates are not removed from the game when used. Yes, there are differences between Joker and Pacifist, but the over effect is the same. I don't like this power.

8 hours ago · Like

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Mark Hawkinson 1: Maybe have it shuffle them into the deck? Makes it a bit better, and clarifies where they go.
 2: I'd say after. Joker obviously declares the value after HE reveals. and there's no wording to make him reveal first. And honestly.... the functional difference isn't that great. It's simpler to just let Joker choose after he(and his opponent) reveal.
 3: I like the way the prototype is templated as an encounter card that has a special function when used either vs. or by Joker. but yeah it does look like it'd be a fourth type of Encounter card. Hate will love them.
 4: Wilds are playable as a weak attack card in the template, I like that. It'd be bad if they were essentially null cards when not used by Joker or Hate. On a side note, I'd make the values for wilds 5(*1), 6(*3), 7(*3), 8(*1), 9(*1), and 10(*1), just to make

them a smidge less boring.

5: hmm... that should be spelled out on the power sheet. Maybe -10 to +40? In Poker, wilds have to be used as a card that actually exists.

I also don't see why Wilds get removed from the game after use... Is that really necessary?

so a tweaked version, changes in bold:

JOKER Plays Wild Cards

Before play starts take one wild card, chosen at random, as the first of your eight cards. The other nine wild cards are shuffled into the deck.

You have the power to be wild. When cards are revealed, if you played a Wild Card, you declare the value(-10 to 40) of the Wild Card. If you are Zapped, you lose the encounter. Used wild cards are removed from the game, if you win.

If any other player has a Wild Card in their hand, when you are both main players, before the encounter, the other player must offer to make a card(s) only deal with you under normal deal rules for the wild card. In a failed deal, the wild card is discarded.

History: The Fun-loving Jokers enjoy humiliating the conceited, mocking the powers that be, and causing general chaos. They seek not to rule, but to satirize the universe.

Notes: The recommended experience level for this power is Advanced. This is a Rules type power.

Wild: When you are a main player, before cards are played, you may declare one Encounter Card value to be "wild" for any player who plays such a card during that encounter.

Super: Wild Cards are shuffled into the deck after being played. (even if played by another player)

I thought about that Super tweak after pondering the possible ramifications of somebody playing a wild just to get it out of their hand

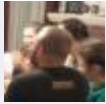
8 hours ago · Like



Ales Smrdel So now Joker get's a complete control for nine encounters. Hmm ... tough.Which is not even guaranteed if the players don't play against Joker - because they are not required to show the card (unless wild is the only encounter card they have in the hand). Doesn't sound so powerful now. It should be clear when Joker **MUST** declare the encounter value like Jefferson suggested. In my opinion it should be before reveal. That way Joker will have to use some of its card counting skills.

8 hours ago · Like

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o

Mark Hawkinson oops.... didn't actually bold anything....

8 hours ago · Like



o

James Albright What if instead of the "deal" clause, all the Joker-cards had higher values, (like 14 and 17) but after they're played, you have to give them to the Joker? It would be like those flares that you have to give them to the player after you use them (Human flare)- you have to decide whether the immediate benefit outweighs the bonus Joker would get.

8 hours ago · Like · 1



o

Mark Hawkinson that's a cool idea too!

7 hours ago · Like



o

Peter Olotka ONE thing the deal is designed to do is to get the Wild Cards out of other players hands. Otherwise they will rot there to keep Joker in the dark.

7 hours ago · Like



o

Mark Hawkinson Well, they might get used for something else first. But it does give you an incentive to do something with them besides stare at them.

7 hours ago · Like

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Bill Eberle The idea of high value Joker cards that are collected by the Joker instead of being discarded also has this benefit - it simplifies the explanation of how this alien works.

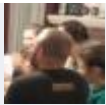
6 hours ago · Like



o

Mark Hawkinson yeah that's very good.

5 hours ago · Like



o

Mark Hawkinson Oooh! maybe make some of the wilds do that and some of them not?

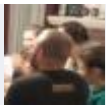
5 hours ago · Like



o

Christopher Aurel Oliveira I think Gerald Katz has a point, no matter the theme or design of this Joker, he does in the end become a weaker Pacifist. 2 powers that have the same end effect do not belong in the same game when one clearly trumps the other.

5 hours ago · Like



o

Mark Hawkinson Um, I don't see how it's that similar. It's the same argument people use against Empath....

4 hours ago · Like

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○

Christopher Aurel Oliveira Pacifist doesn't force deals, and Empath never auto wins... how is that a comparison? However both Pacifist and Joker auto win with a particular card player, and there are more N's in the deck for Pacifist than there are wilds for Joker.

4 hours ago · Like



○

Peter Olotka As before many aliens are related. But as we go on with this expansion we might see if we can only come up with pure new out of the box aliens. Working through the first few will provide some group experience. Joker is the first alien to have its own personal cards in the deck. Let's come up with clever stuff to do with them.

3 hours ago · Like



○

Christopher Aurel Oliveira Well, this might do to Mesmer what Magician did to Laser, but what if Joker had say 10 Wild Cards in the deck, and he could use them as "any" card he wants? Like he can use a wild to cosmic zap or plague someone, or as an attack 40, or perhaps as a Reinforcement +6 or something. Making the cards Truly wild. The only question is what to do about enemy players having them, because I agree with Jack that a pre-battle deal seems off.

3 hours ago · Like



○

Mark Hawkinson ANY card in the deck is too strong. I think the previous idea of naming a value is good. Obviously, the pre-battle deal idea is awkward, 1 your opponent needs to remember to do it. 2 it doesn't accomplish much. your opponent can refuse to deal then the wild goes to the discard pile and joker is SOL. I like the idea of having Joker get wild cards whenever either an opponent discards them or plays them in an encounter.

about an hour ago · Like



○

Jack Reda Another direction you could go with Joker that is pretty simple and actually doesn't require any new cards is that Joker makes all negotiates wild. Whenever any player reveals a negotiate in an encounter, Joker may use his power to show any encounter card from his hand, changing the value of that negotiate to whatever he shows. Furthermore, Joker can play a negotiate card from his hand as any other card he has in hand (Joker has a Cosmic Zap? He can play a negotiate

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card as a CZ if he reveals the Zap when he plays the negotiate).

This helps get around the "I declare wilds to be Attack 40 again and again", and what to do about other players getting wild cards, etc.

40 minutes ago · Like · 1



James Albright Jack's idea of simply using Negotiates instead of actual Wild cards is interesting. The book-keeping aspect of having to search for 10 cards is annoying (although removing them from the game after use helps mitigate this). In this direction, maybe he could use negotiates under some predefined terms to keep it from being too powerful, such as: You may play a Negotiate as though it were an Attack 20, an Emotion Control, a Cosmic Zap, a Card Zap, a Quash, a Mobius Tubes or a Reinforcement +5. (Notice I left out Plague. Somehow repeatedly getting Plagued does not sound fun.)

19 minutes ago · Like



Mark Hawkinson Well, Jack's idea requires you to actually have the card in hand. that seems like a good enough limitation.

2 hours ago · Like



Jefferson Krogh I like the idea that Joker can mess with other people's cards, since it's very thematic. Whether using Ns as the wild card will work or not depends on how it'll interact with existing N-modifying aliens such as Warhawk, Pacifist, etc.

I don't mind at all that one alien produces similar results to another alien, provided they have different mechanics and feel different in play.

3 hours ago · Like



Christopher Aurel Oliveira With Jack's idea of Joker using N's like this makes him COMPLETELY different than Pacifist, because the metagame of his power is not "play X card for auto-win". I really like the ability to make other player's nervous in that Joker basically owns all the negotiates and can morph them into whatever he has available. The secondary aspect of

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him playing an N gives him a limited Clone power but that is limited by the number of N's in the deck as well as the uses of his primary power. I think this is a good fit all around. 3 hours ago · Like



Ales Smrdel It is different than Pacifist but in a game where Joker and Pacifist are playing they are both competing for the same resource ... negating each others power fuel. In that game they will balance each other out. Possibly even loose due to competition for N's. Could other players hoard N's and actually negate Joker's power more than Pacifist's power? Anyway I kind of like new components. ... but with N's it would be simpler to play-test.

2 hours ago · Like



Christopher Aurel Oliveira So I was a little bored today and thought of what I could imagine Joker looking like as a modern alien power and came up with this quick little doodle in about 15 minutes: <http://www.facebook.com/media/set/?set=a.2717402378832.2145912.1370184022&type=1&l=e7717d124b>

2 hours ago · Like · 1



Cosmic Encounter Wow. Can I adopt it for our archive pages describing Joker and these discussions?

about an hour ago · Like



Christopher Aurel Oliveira Sure, it's a crap drawing with a mouse, but if you really like it... sure.

44 minutes ago · Like



Bill Eberle Thanks. Done. It's a good comp. I like that it is colorful and different.
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17 minutes ago · Like ·



Bill Eberle Reading through everyone's thoughts, it seems to me that we have once again (what is it about the Joker), created interesting designs for more than one new alien. Because FFG is happy to add new cards as part of a new alien/new expansion set and because it is an interesting idea, I recommend that we continue to focus and the idea of having some number of Jokers added to the deck when Joker plays and deciding how that will work.

The idea of giving them useful values that other players will want to play and the having to give these "Joker" cards to the Joker when they are played by any player other than Joker is interesting, and, I think, an improvement over the forced card deal idea.

Having said that, I'd also like to reserve Jack's idea of a power which makes Negotiates wild but limited to cards the alien has in its hand for a later work session on perhaps for an alien called the NEGOTIATOR.

about a minute ago · Like



Jack Reda I too like the idea of having some special cards added to the deck when a particular alien is in the game, and I will noodle up some alternative ideas (and no doubt others will as well).

about an hour ago · Unlike · 1



Christopher Aurel Oliveira Let's make sure we're not devoting all our effort to making just combat powers that are very similar to each other... the cosmos is a wide world with lots of things outside of combat values to play with.

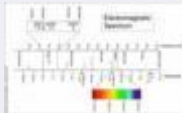
about an hour ago · Unlike · 1

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Bill Eberle We definitely have some non-combat powers in the wings, e.g. the Impersonator cracks a few Cosmic eggs (<http://www.ideabout.com/techtantra/impersonator.html>). Ditto, the Bleeding Heart (<http://www.ideabout.com/techtantra/bleeding.html>) in its own way, and I'm sure others have created some interesting non-combat type powers we will want to take a collective look at.



Tech Tantra Thursday - Bill Eberle

www.ideabout.com

You have the power to always be played by the best player. At the beginning of e...See More

4 minutes ago · Like ·



Bill Eberle ps Forgive the incorrect graphic. Facebook archives any page you've ever linked with its original meta og:image setting.

about a minute ago · Like



Christopher Aurel Oliveira Guys, here's a bit of a diversionary idea but I think it works out well. Let's let Joker be the power Jack is proposing; the bamboozling of N's. Instead of a power with "Wild Cards" that are shuffled into the deck, I think we should bring in one of my favorite homebrews: Cedric Chin's "Bacteria": BACTERIA Uses Disposable Cards (Revision of Cedric Chin's)

You have the power of Germination. Whenever you must draw cards from the deck you may substitute any number of them by drawing a card from your Bacteria Deck. Whenever you must discard a card from your hand, you may use this power to instead discard one of your "Bacteria Cards". This includes substituting the Bacteria card for another type of card that must be discarded such as via Plague or Hate's power.

Whenever your hand consists of only Bacteria Cards, and it is the beginning of your turn or you are the defensive player, you may use this power to show your hand and then discard it and draw 8 more cards as if you had no hand. If another player takes a Bacteria Card from you, he must immediately lose 2 ships of his choice to the Warp and discard the card.

History: Once able to reproduce quickly, the original Bacteria were destroyed by antibiotics and other immunization agents. Only the hardest survived by sharing their plasmid genetic material, which is harmful to other aliens. Now proficient in bioengineering, the Bacteria are on their way to conquest over the entire universe.

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Notes: As Any Player, Optional, Advanced, Start Turn-Resolution Phases.

Wild: [Start Turn-Resolution Phases] Whenever you draw a single card from a deck or take a card from another player, draw or take 2 cards instead.

Super: [Start Turn-Resolution Phases] If another player takes a Bacteria Card from you he must now lose 3 ships to the Warp for each one instead of 2. When using your power to gain a new hand, add your Bacteria cards to it instead of discarding them.

39 minutes ago · Like



Gerald Katz I second Jack's idea of using Negotiates as wilds as a value shown from Joker's hand. I would want Joker be a main player or ally to use his power. For all encounters is too much, but as an ally is good as a way to stop the main player with whom he allies to have purposely tried to lose.

30 minutes ago · Like · 1



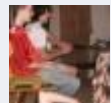
Jack Reda Another idea about special cards that has been kicked around for along time now is Witch. The deck of curse cards is a great candidate for making that power clear and awesome.

25 minutes ago · Unlike · 1



Bill Eberle I proposed (above) that the Joker use the Joker cards as proposed and we decide how the Joker should work ... and we save Jack's idea about a revealed Negotiate being changed into one of the cards in a player's hand for another power. We can take that idea up after we define Joker. As an amendment for the Joker I liked the idea of giving the new Joker cards useful values (for non-Jokers) that the other players will find hard not to play and then these "Joker" cards going to the Joker whenever they are played by any player other than Joker.

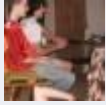
14 minutes ago · Like



James Albright So Joker might just have his own separate deck of a certain number of "Joker" type cards he can play, perhaps after destiny is flipped as a main player. The effects might be things like reverse rewards, or each losing player must sacrifice a home planet or whatever other neat effects. Joker would have to use his entire Joker deck before he could shuffle it all back together. It could make the game truly Cosmic while keeping with Joker's theme. Also, it simplifies bookkeeping aspect of having to search through the deck all the Joker cards.

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about an hour ago · Like



James Albright Scratch that, I didn't see your post Bill. I do think that Joker (the version you're proposing, Bill), should have some alternate ability where he can discard one of his Joker cards (instead of using it as an attack card) for some effect- I dunno what effect would fit his theme though. about an hour ago · Like



Bill Eberle My summary: We have 1. JOKER with actual Joker cards and James' Joker value amendment ... that we should continue to focus on ...

and waiting in the wings to be tackled "real soon now" 2. Jack's new power that morphs Negotiates, 3. a Witch with a deck of curses, 4. the Bacteria, 5. maybe Impersonator and/or Bleeding Heart, and tons more out there in the cosmos and in our fevered brains yet to be discovered.

10 minutes ago · Like · 1



Christopher Aurel Oliveira Bleeding Heart is alright, but needs new name and power name badly... these are some of the BEST homebrews I have ever seen, and need to be put at the top of the list imo.:

- Alchemist
- Tactician
- Angler
- Viper
- Sultan
- Nightmare
- Fracture/Portal
- Spectre
- Gith
- Ascetic
- Explorer
- Praw
- Planeteer

7 minutes ago · Like



Bill Eberle Thanks, Chris. I think Peter, Jack, et al have similar lists. I'll create an archive page for all of our candidates.

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a few seconds ago · Like



James Albright

How does this sound?

Joker

Game Setup: Take one wild card and add it to your hand as one of your first eight cards. Shuffle the other nine Wild cards into the deck.

You have the power to be wild. Any player may play Wild cards as encounter cards. Whenever another player uses a wild card, you may collect it. During any phase, you may USE this power to discard a Wild card to search the deck for any encounter, reinforcement or flare card. Used wild cards are removed from the game.

History: The Fun-loving Jokers enjoy humiliating the conceited, mocking the powers that be, and causing general chaos. They seek not to rule, but to satirize the universe.

Wild flare: During the regroup phase, you may discard this card to discard an Encounter card, then return the number of ships on that Encounter card from the warp to your bases.

Super Flare: Shuffle all discarded Wild cards into the deck

21 minutes ago · Like



Bill Eberle Hmm ... thinking ... prefer that "wild" would mean it can be any card in the game that you conjure (no need to muck about in the deck). Your power expands the power to all cards not just encounter cards as in our current description ("You may play a Wild Card in a challenge as if it were an Encounter Card.") and that may be worth considering. I'd like to hear from others about whether the Joker's powers should be extended to include playing Jokers as both encounter and non-encounter cards.

Your Super clarifies and enhances the original "Wild Cards are not removed from the game after use." Wild is up for grabs.

about a minute ago · Like



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Christopher Aurel Oliveira The problem with the insistence of "Joker" and "Wild Cards" is that there are no suits or tricks in Cosmic. Therefore the cards are only gonna be an Attack 40 or an Attack -7, that's it. Never anything in between. I think we are going off the false assumption that this is something more than an auto-win power when its another Pacifist.

19 minutes ago · Like



Bill Eberle Perhaps, simply, when there's a JOKER in the game, the Joker cards are shuffled into the deck and anyone can use a Joker cards as a wild card, whenever appropriate, as any card in the game (see above) but whenever they are played, the JOKER gets them instead of the discard pile. And whenever the JOKER plays them, they disappear (are removed from the game). That seems to simplify a lot of things, will lead to all sorts of emotional situations and plenty of Joker card and JOKER envy.

2 seconds ago · Like



Mark Hawkinson Alchemist: which one? Ver#1(Steve Craven) could be reworked but can't work as-is. Ver2(Jon Gon) that would be sweet. Ver3(Gregory George) is a lucre power, and even as-is would require modification. Ver4(Sean Franco) this is intriguing, but I'm nto sure how

good it would be. I'd have to playtest it first.

Bacteria: sounds good

Explorer: neat, needs tweaked a bit, but a solid idea

Fracture(Toomai): cool

Gith: want!

Nightmare: want!

planeteer: love the idea. :)

praw: maybe....

Tactician: neat!

Witch: also good

Angler, ascetic, spectre, sultan, viper: ???

I think we should go with Joker playing Wild cards that are special encounter cards. Negotiates... not the best idea. I also dislike discarding wilds to search for something. That's not what wild cards do.

Because Joker uses numbers it has interesting interactions with other powers that mess with numbers. Pacifist doesn't. It also can screw Loser which Pacifist fails at. So it's not "the same", but maybe a bit of an expansion to the power is in order. The easiest way i can think of to expand it without radically changing the power is to let Joker use Wilds as reinforcements to screw with encounters they aren't participating in. Maybe -10 to 10? Bill's idea could work though.

20 minutes ago · Like

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Bill Eberle Ok, here's my riff on all of the above and the love of "chaos" in Joker's History:

JOKER ADDS WILD CARDS TO GAME
You have the power to add wildness.

Game Setup: Take one Joker card and add it to your hand as one of your first eight cards. Shuffle the other nine Jokers into the deck.

Play: Any player may play a Joker as a wild card at anytime by showing the Joker and declaring it is in fact any other card in the game. Whenever a Joker is played you collect it. When you play a Joker, it is removed from the game. Any time a Joker is played, your power of having added Jokers to the game may be temporarily zapped and the Joker is discarded and not collected by you, or is removed from the game if you played it and were zapped. Only one player may play a Joker as an encounter card in an encounter (first to declare). If a Joker is played as an encounter card and zapped, the player who played the Joker as an encounter card loses the encounter.
(All Players | Anytime)

WILD When you are a main player, before cards are played, you may declare one Encounter Card value to be "wild" for any player who plays such a card during that encounter.
(As Any Player | Planning)

SUPER Wild Cards are not removed from the game after use.
(Main Player Only | Resolution/Planning)

History

The Fun-loving Jokers enjoy humiliating the conceited, mocking the powers that be, and causing general chaos. They seek not to rule, but to satirize the universe.

2 seconds ago · Like



Bill Eberle correction re:

SUPER When you play a Joker it is not removed from the game; it is discarded.
(JOKER | Anytime)

a few seconds ago · Like



Christopher Aurel Oliveira SO everyone else has your power too... so what advantage are you even getting? This power is self-defeating and may help someone else win before you.

3 hours ago · Like

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Bill Eberle @Christopher: Getting lots more of an insanely good thing is actually quite an advantage. But it will take a clever, persuasive, and fast thinking JOKER to prevail in the chaotic Cosmos of competing wild cards! Compare the relatively static forces applied in "western" Chess to the flow of pawns that can be countered but not blocked and captured pieces which change sides and paratroop into ideally threatening positions of Shogi - competing with cleverly configured moving multi-talented bricks vs. competing with cleverly flowed multi-talented waves and thunder showers. Playing JOKER or in a game with JOKER seems to me like it would be a lot of fun ... and winning is much less important to me than the quality of the play, the quality of possibilities for completely new challenging situations, and the inventiveness, good will, and competitive spirit of my fellow players. All of that is what makes for the most fun. I'm betting games including this JOKER will be ... Cosmic.

about a minute ago · Like

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Mark Hawkinson Yeah, other players have to ask themselves "do I want to give this Wild card to Joker after I play it?" That right there is why Joker will get more out of his power than the other random bystanders.

7 hours ago · Like



Bill Martinson

1. Won't everyone just use their Jokers against Joker when they are the offense? (The timing rule will let them trump him.) I don't see that Joker is getting a "lot more" use out of Jokers than everyone else.
2. What is all that business about retroactively zapping the fact that Joker added Jokers to the deck?
3. According to recent polls, Mesmer is one of *the* most highly anticipated Eon aliens that is hoped to appear in FFG. We beg you not to dilute Mesmer's uniqueness. This could make folks really despise Joker.
4. Chris is right. In encounter, 99% of the time these "Jokers" will be an Attack 40 or an Attack -07. (There's an initial aroma of flexibility and creativity, but the end result is min/max.)

3 hours ago · Like



James Albright Hm, maybe the Joker concept should just be put on the back burner for now until some better ideas for his power arise. Nearly always using a Joker card as a high card doesn't sound too sound like it fits the theme afterall.

2 hours ago · Like



Bill Martinson Here's a more detailed explanation of why Joker's power works against him more than it would appear on first glance. Offensive players encountering Joker will get to use their Jokers against him because the timing rule lets them go first. Jokers are basically auto-win cards. Thus, Joker will lose three home colonies (and thus his power) faster than probably any other alien. It's as if he says "You have the power to help everyone else automatically beat you in encounters."

Also, having essentially 10 auto-win "encounter cards" in the deck means there will be a lot fewer alliances. This isn't necessarily a problem, since many players invite far too many allies anyway. What *is* a problem, though, is how it ruins the typical game-end drama of one or two players trying to win and everyone else allying against them. Just save a Joker (which is unzappable, by the way) for your last encounter and that encounter will grind into a profoundly predictable ending.

about an hour ago · Like

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Jefferson Krogh NEW IDEA FOR JOKER: To prevent the "auto-win" problem and to add a twist, perhaps this might help. When Joker uses his wild card (in whatever form it takes, be it a separate card, an N, or a delicious cinnamon pastry), then he can change that to any other encounter card in the game. BUT -- if any other player currently has that card in his hand, that player may discard it to make the Joker lose the encounter (or make him keep the original value on the wild card, or give the delicious cinnamon pastry to me).

My hope is that this makes Joker think harder about what to call out for his wild card, and to give his opponents interesting choices concerning their hand management. If Joker just blurts out "IT'S A 40," the other player with the 40 has to decide whether to sacrifice the 40 in order to thwart the Joker, or hold it to thwart him later, or hold it to use it himself -- and once he does, then Joker knows he's feel to blurt out "IT'S A 40" every time he has a wild card.

about an hour ago · Like



Bill Eberle My sense of the JOKER rules I had proposed was that playing a Joker as a wild card of any kind is zappable, both by a Zap and by a Joker played as a wild Zap. My sense is also that Jokers would be used for all sorts of purposes during play. Perhaps, some players would always attempt to save them to use an wild encounter cards ... I suspect others will play them more freely as a particular situation seems to demand.

It seems that the wording re: zapping a Joker used as a wild card needs clarification. What I'd like to try to capture is the idea that when the invocation of a Joker as a specific wild card is zapped, that specific Joker wild card is nullified and discarded (and not given to the JOKER because the JOKER's power, re: the Joker cards being used as wild cards and also re: the JOKER's power to collect Jokers played by others, has been zapped. In a addition, my goal was that a Joker could be played as a wild Zap and do all that zapping a Joker as described above does without also, in the moment of its zap, zapping itself. Ideally there is some simpler wording that will capture that.

If that seems workable, the timing rule gives defense an advantage re: using a Joker to zap a wild Joker encounter card. And over time, JOKER should have an advantage of more often possessing at least one Joker.

Does this attempted clarification help address the concern that JOKER's power is not actually an advantage?

43 minutes ago · Like



Bill Martinson Actually I'm more confused now. Are you saying that Jokers are omni-zaps that zap everything, even things that can't normally be zapped? (I assume that's what you mean by "wild zap".) The problem we are describing is that Jokers will (most often) be used as unzappable Attack 40s. There is no such thing as an "encounter card zap". If your intention is that one Joker zaps another Joker played as an encounter card, then it needs to be defined what this means for the encounter and for other effects that reference the zapped encounter card, as well as which of those discarded Jokers (the zapped, the zapper, neither, or both) can be picked up by Joker, depending on whether he is the the zapper, the zappee, or neither (or even both, I supposed). In fact, the whole concept of an omni-zap probably needs a page of rules support.

18 hours ago · Like

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Bill Martinson @Jefferson: I do like the core of your idea, but I wouldn't make the other players discard the matching card. I would just make it an inherent risk of using the power. (And this can help with the Filch problem.) I'm thinking of the card game "I Doubt It" (also know as Bullsh-t") wherein you try to pass your cards off as a different rank, hoping that nobody else has enough of the *real* cards of that rank to call your bluff. The problem I see is that players still want to use their cards as Attack 40 or -07, and the likelihood of getting caught is very small. Also, you now have to define whether it's even legal to call -07 when the reward deck is not in the current game.

And it's still crowding Mesmer way too much to let everyone in the game duplicate whatever cards they want.

17 hours ago · Like



Bill Martinson And you have to define what happens if a player calls a card that doesn't exist, like Attack 21. And whether whatever penalty this carries is dependent upon whether it was a legitimate mistake or not

17 hours ago · Like



Jefferson Krogh @Bill: Agreed about Mesmer, and with your concerns about such a power requiring people to have memorized the contents of the Cosmic and Reward decks.

Not requiring the matching card to be discarded is actually better, now that I think about it. It encourages Joker's opponent's to collect a variety of encounter cards in the hopes of thwarting him. To that end, I think this idea might work best if the wild card is a Negotiate. Then, if Joker is thwarted, his "consolation prize" will be to reduce the odds of being thwarted in the future.

17 hours ago · Like · 2



Jefferson Krogh (Why isn't there an alien named THWART?)

17 hours ago · Like

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Christopher Aurel Oliveira I like your idea Jeff, and goes right back off what Jack proposed way back in this conversation. I believe adding custom cards to the game should be reserved for Witch or for the Bacteria revision I am proposing on BGG.

16 hours ago · Like · 1



Jefferson Krogh Thanks, Christopher!

16 hours ago · Like



Bill Martinson Re: "Why isn't there an alien named THWART?"

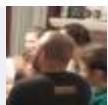
Because it's a verb. :-) That's for the "power to" clause. The name of the alien should tell us *who* thwarts.

13 hours ago · Like



Greg Filpus Bleeding Heart doesn't seem to have its own thread, but as written it creates an infinite loop if Warhawk's in the game. (Warhawk turns Ns into 00s, Nectar turns 00s into Ns)

10 hours ago · Unlike · 1



Mark Hawkinson Timing rule!

4 hours ago · Like

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Peter Olotka Lets try to stay focused on Joker. Bleeding Heart will have it's day in the sun. I WILL have the power checking spreadsheet on Google docs today.

4 hours ago · Like



Bill Martinson Here's my best attempt to write the card and power in FFG style. If I have not interpreted something correctly, let me know and I will be happy to adjust it.

CARD NAME: Joker
CARD TYPE: Joker

You may play this card normally from your hand as if it were any other card in the game. If played as a flare, it returns to your hand unless the copied flare states otherwise.

You may show this card as if it were another card for game effects such as Hate and Wild Visionary, or trade it in a deal in place of another card you offered to give.

You may play this card to zap another Joker card, discarding both. If you zap a Joker card used as a main player's encounter card, that player immediately loses the encounter.

You may not play this card from your hand if it is being taken as compensation, traded, stolen, given in a deal, etc.

ALIEN POWER: Joker

Game Setup: Take one Joker card as one of your initial eight cards. Shuffle the other nine Joker cards into the deck.

You have the power to Be Wild. Whenever another player discards a Joker card (except a Joker card that is zapping, or being zapped by, another Joker card), you **/may use/** this power to add that card to your hand.

3 hours ago · Like



Jack Reda In its current state, I feel like Joker is a little too much like Vulch and Mesmer's crazy baby. Also, letting Joker cards act as flares is a nightmare waiting to happen. Without the text there to read, it will be a rules headache (or a lot of "Wait, I will look this up on the Warp").

2 hours ago · Like · 3

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Bill Martinson @Jack: I agree. Limiting the Jokers to duplicating *encounter* cards solves a lot of issues, and leaves room for other powers to do interesting things with the remaining card types.

about an hour ago · Like



James Albright I've got an idea that could maintain the core of Joker's wildness while also being easy to understand: Joker Wild Card: During the regroup phase, you may play this card to become a copy of any Alien of your choice until the end of the turn. You may play this card to "zap" any Joker card as it is played.

That way, Joker's "mocking the universe" lets him literally mock other aliens. It's wild and powerful, but not broken, and allowing other players to use their Jokers to cancel another Joker creates a built-in countermeasure.

about an hour ago · Like



Jack Reda The problem with crazy babies is that the gene-pool becomes tainted when that happens. You get people making aliens like Viral-Warrior... he collects tokens when he loses, and then multiplies his tokens to his encounter total. As snobby as it sounds, I believe most fans want their aliens as pure as possible. 90 is a lot, and it's easy to feel like all the good ideas have been used- but I know there are plenty of great original ideas out there... Bill's Numerologist idea is different and very exciting. A great example of out-of-the-box thinking. Nothing smacks of "out of ideas" like an alien that does something pretty close to what another already does.

about an hour ago · Like



Peter Olotka I was thinking of something more subtle...like what happens if Alien A and alien B have an offspring...what NEW power might emerge, definitely not A+B but something esoteric. Peace might yield tranquility and Knowledge might yield erudition , so the new creature might be a YOGI, power to ponder...but we digress :).

36 minutes ago · Like

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Peter Olotka Wild cards as Encounter cards only, seems manageable. And zapping a Wild card could mean an auto loss for the Joker. Is there some inherent reason that wild cards can't be zapped? If the players are playing the Wild Card one could zap the Joker ..thus disabling the card and causing the loss.

22 minutes ago · Like



Ales Smrdel I like the new Joker type card idea. But like Bill and Jack suggested it looks a little bit too strong. What if we were to come up with for example 5 different Joker cards which would control the level of wilderness Joker has, for example:

- 1 duplicating any other card like Bill suggested (although flare cards could be problematic and you don't know what will be added to the deck in the future ...),
- 1 which duplication would be limited only to artifacts, or +2 reinforcements
- 2 limited duplication would be limited only to +1 reinforcement,
- 3 limited by duplicating attack cards from players hand,
- 2 limited by duplicating encounter cards from players hand.

18 minutes ago · Like



Christopher Aurel Oliveira My take on Joker: Game: Setup: Place 10 Wild cards on this sheet. You have the power to be Wild. Whenever you are to draw cards from the deck, you *may use* this power to draw ONE Wild card among those from the deck you draw. All discarded Wild cards return to this sheet. Wild cards: "When played, you may declare this card to be any of the following: A Morph, A Reinforcement +6, A Crooked Deal +2 Negotiate, or a copy of any Encounter card in your hand." If played as an Encounter card, you may wait until after cards are revealed to declare its value. If you copy an Encounter card in your hand, you must show that card. "If you are not Joker and you play this card, give it to the Joker."

2 hours ago · Like · 1



James Albright I like that version, but are you saying that anyone can draw from the Joker deck, or just the Joker? At any rate, it's creates a sort of additional rewards deck, which is also nice because it removes the bookkeeping problem of having to shuffle in the flares AND Joker cards, as well as having to search for flares AND Joker cards after the game is over. Plus, the effects can be more powerful than even the best of the Reward deck because of the limitations of the cards.

about an hour ago · Like

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Bill Martinson Keep in mind that the cooler you make the Joker cards, the more this power is helping everyone at the table. It's *already* pretty much a variant mechanic that one player has to "pay for" by using up his alien power selection to put the variant into play.

about an hour ago · Like



Bill Martinson @Peter: Can you clarify your question? I'm having a hard time navigating this zapping the Joker vs. zapping the wild card. It sounds like you are saying the Joker player/Joker alien loses the encounter whenever a wild card is zapped ... but that doesn't seem right since the wild card might be in use by the *other* main player. That's why I wrote the proposed Joker card to say that the player who played the wild card loses the encounter. (Hmm, I see now that I should have referred to them as "Wild cards" rather than Joker cards ... too many terminology variants flying around here! Although that has the potential to increase confusion, since there would be wild flares, wild destiny, and wild cards ... the last of these three sounds like a blanket category for Wild cards of all types.)

about an hour ago · Like



Peter Olotka you're on target Bill, we are just about to put up a new version incorporating wild cards can only be encounter Encounter cards and simplifying the language. by the way players should check in at the Cosmic Encounter Fan Expansion Set Design group to get directions to access the Cosmic Cross Checker now active on google docs

17 minutes ago · Like



Peter Olotka Again...super thanks for the card text for the cross checker! You made my day.

16 minutes ago · Like



Bill Martinson Happy to help. (Cranky but occasionally useful is better than just plain cranky, right?)

about an hour ago · Like

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Bill Martinson Happy to help. (Cranky but occasionally useful is better than just plain cranky, right?)

14 hours ago · Like



Christopher Aurel Oliveira James, that clause was in case someone ganks a wild card out of your hand through negotiating. If you are skillful enough to do that you get a use of the card, but Joker is still gonna get it right back.

9 hours ago · Like