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Cosmic Encounter

You can post play test results for GRIFTER here:
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Fan Designed Cosmic Expansion Set - GRIFTER

www.ideabout.com

As a main player, after encounter cards are selected but before they are revealed, you may declare a Con. Use this power to discard the card you played facedown and replace it with a "hot" card which you choose from the discard pile. If the card you reveal is not an encounter card, it is treated as...

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Discussion



Jefferson Krogh GRIFTER PLAYTEST NOTES 11/30/11

Opponents: Filch, Mimic, Intel (one of my home-brews). Used Rewards deck. Filch/Intel shared win.

All players thought it was fun, and would happily use it again.

One player volunteered that Grifter did not even need exclusive access to the discard pile; everyone agreed. (reasons: everyone was watching every card that went into the discard pile like a hawk anyway; no good reason to block Fido, etc., from being able to work) One player said that allowing everyone to look through the discards actually helped Grifter, because it built up a fear factor. ***My strong recommendation is to remove that language from the power.

Grifter never tried using a non-encounter card as the "hot" card. Situation never seemed right, but there was much discussion about that feature. Opinion seemed neutral on it.

Filch actually impinged Grifter more than vice versa, by taking away valuable encounter cards before Grifter could use them.

Wild Grifter -- pick a card at random to remove from game, or look at hand? We were unsure, thought picking at random seemed reasonable.

1 of Grifter's opponents admitted to playing lower Attack cards to keep them away from Grifter; other 2 did not.

Super Grifter -- not terribly potent, since if Grifter only has one card stashed, everyone will know what it is, and will know when it's selected as an encounter card. Super Grifter really needs to get used twice before it shines. Otherwise no problems or questions.

After the game, I realized that another good tactic vs. Grifter is to play encounter cards from the Rewards deck more often, since Grifter can't touch those.

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Bill Eberle Post play test notes here in Facebook. I'll create archives of play test results at ideabout as we progress ... digress.

4 hours ago · Like · 1



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Jefferson Krogh We should start a similar thread for JOKER, since Jack has already started testing it.

4 hours ago · Like



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Bill Eberle I have that here (next Cosmic E post down).

4 hours ago · Like



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Matthew Scrivner Four player lunchtime game with kids today (high school students) - Just tried it single player first before trying it with our typical multiple power game. Others playing against were randomly drawn from base set only, no expansions, no tech, so we could observe it in as clean an environment as possible. Also at the table were Spiff, Warpish, and Mirror. Game actually didn't finish, since it's a chatty group who like to argue, but Mirror and Grifter both had three supply centers while everyone else was at two.

The issue of looking at the discard pile or not did not come up. The flare also was never played.

In our game, Grifter's most interesting interactions were against Mirror - both powers have text that states "after encounter cards are selected but before they are revealed" so of course we had to resolve the conflict according to who was offense and defense. When Grifter was defense against the Mirror, it was actually an advantage, since he could wait to pull the con and replace it with the hot card after determining if Mirror was going to Mirror, and we did see this happen, though Mirror still won when he cosmic zapped the Grifter's power. When Grifter was later the offense against Mirror, things got a bit more interesting -- by that point there were more cards in the discard pile, so Mirror said he would not mirror if the Grifter didn't do his con. I didn't quite get why Mirror offered this deal, but I was curious to see what happened so I agreed, no mirroring happened and no con--Mirror played a throwaway 11 and then played Emotion Control to turn them into negotiates and we cut a deal.

We talked a little about the discard pile and so forth and no one seemed to mind that they couldn't look through it. One experience player went through the basic powers and tried to figure out what would be good against Grifter and would be good in a comboing game with Grifter... He noted that Fido would cause some confusion since his ability reads, "retrieve ONE of the cards discarded" and if multiple cards were discarded, Fido would need to look through them to choose, essentially looking through at least the top cards of the discard pile and invalidating Grifter's discard pile limitation. Other than that, it seemed to be a success.

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