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Cosmic Encounter

Below are capsules for 27 Artifact artifact choices. Vote Yes or No on each one. They are presented in order of appearance. The ones with the most Yes votes will stay in contention. New ideas still welcome after this winnowing.



Fan Design Expansion Set

People Who Like This

[Matthew Scrivner](#) likes this.

Discussion



Jack Reda Cancel the effects of any artifact as it is played, putting it in your hand instead. Not one of the vote choices listed here, although there are two for "getting you a snack".

December 7 at 4:58pm · Like



Peter Olotka Oops missed it. We will include it in the next go around. gamers do love the snacks, tho.

December 7 at 5:45pm · Like · [2](#)



Joshua Hart It seems like a lot of these ideas give the person with their name on the list a big advantage. Is that really something that players want?

December 8 at 3:39pm · Like

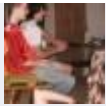
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Jack Reda I'm curious about the image above. What is that purple card? I know it says Artifact, but was it an early version, something coming, a total mock up? Hmmm??

December 8 at 4:16pm · Like



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James Albright Josh, someone said it'll be more of a novelty than an actual artifact for play, but the regular and exalted versions open up tons of room for really simple homebrews, for example- allowing players to use the exalted ability if they choose to do something like discarding a nonencounter card.

December 8 at 9:37pm · Like



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Joshua Hart Thanks, James. I have been thinking too much about game balancing in other things when I started looking at the Artifact. It functions much better in my brain as a novelty. I really like the idea that players can upgrade to using the Exalted ability by doing something.

December 8 at 10:48pm · Like



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Bill Martinson @Jack: It's the reward-deck template for artifacts. For some reason I don't understand, FFG gives the card types a different color depending on what deck they come from. It's super-subtle on encounter cards, noticeable on reinforcements, and in-your-face-different on artifacts. When I first got my expansion set, I thought it was a printing screwup until I realized that they actually did this on purpose.

December 10 at 10:56am · Like



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Bill Martinson @James and Joshua: Yeah, regardless of the final implementation I don't expect to actually use this card in my play set. Since I would be the only one at the table that would ever get to play the stronger effect, it would really serve only to create hard feelings (and I wouldn't actually enjoy using it ... what's the fun of lording it over everyone else that you have something they all can never, /ever/ have?). Interesting idea to reward participation in this process, but not something that will make Cosmic Encounter more enjoyable at my table.

December 10 at 11:02am · Like

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Jack Reda True. Although perhaps the "List" effect itself is something small rather than grand. Like everyone has to call you Cosmic Lord for the rest of the game, or get a single ship out of the Warp...

December 10 at 11:38am · Like



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Peter Olotka Shades of Darkover

December 10 at 12:03pm · Like



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Bill Martinson I'm just about to post a suggestion that I think will solve this issue for me and open up an interesting new gameplay interaction. (Just as soon as I figure out how to get it onto this page without spamming all my other facebook friends. I posted it and then tried to "hide" it from my wall, but it removed it from here as well!)

December 10 at 12:05pm · Like



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Bill Martinson Okay, it's up on the main page. I'm actually pretty excited about this idea.

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December 10 at 12:21pm · Like

(cont. next page – Results)

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Results

Artifact artifact (Aa) Poll Results 2011-12-09

Yes votes	#	Idea from	Description
27	Aa 6.	Bill Martinson	Play to discard your alien power. Draw random new. If your name on list you chose alien
20	Aa 5.	Allen Varney	Declare the Artifact 'badly playtested,' remove from the game, replace with one random Flare not in game
20	Aa 10.	Aaron Fenwick	Discard and Reset your hand from deck, Super: reset from deck/rewards
19	Aa 19.	Stephen Sloboda	Put The Artifact on a planet to get its advantages. if captured winner moves it to their planet
18	Aa 9.	Matthew Scrivner	move to a new seat taking over all aspects of the seat they took
18	Aa 24.	Amy Crook	Rewind to change decision made this encounter. Exalted: Force someone else to change a decision
15	Aa 20.	Chuck Feist	Play to immediately win the encounter
14	Aa 13.	Matthew Scrivner	Self-referential/recursive effect. It remains in play as a planet. Ships it count for endgame win
13	Aa 25.	Aaron Fenwick	Place flare by warp as an artifact planet. Planet confers the flare alien's power to the occupier
12	Aa 4.	Jonathan Wolf	Play it to force a player to go get you a snack or something. Non-card-zappable
11	Aa 1.	Gleb Semenjuk	All players must assist you with ships in an encounter. Super version All players must help with 4 ships
11	Aa 17.	Matthew Scrivner	Players must speak in double, repeating repeating each each word word. Or lose two of everything
11	Aa 26.	Jonathan Wolf	Redistribute all artifacts in game starting with your self. Super See others' artifacts

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Yes

votes # Idea from Description

9 Aa 3. **Jefferson Krogh** normal search deck / discard for their Flare. Exalted, that plus add another random alien power

8 Aa 22. **Ales Smrdel** Reinforce an Encounter with Home Planet

7 Aa 12. **Jefferson Krogh** Match Flare first letter to opponent's name. Get a free colony on their system.

6 Aa 8. **Mike DeTuri** It lets you undo the last battle

6 Aa 21. **Bram Verbiest** Get up to 20 ships-unused color equal to the amount of attack cards in the discard pile

6 Aa 15. **Matthew Scrivner** Dry erase to write an effect of your choice on the card

6 Aa 14. **Matthew Scrivner** Play this artifact and until card zapped, it acts as any card in the discard pile

4 Aa 18. **Jefferson Krogh** If the name an opponent is on this card, give it to him/her to override the Timing Rule

4 Aa 23. **Phil Fleischmann** Name on List? Force every other player to bring snacks. Not on the list? Play Artifact to get on list

3 Aa 2. **Linda DeCowsky** For exalted fans, all players have to surrender all artifact cards in their hands to the fan

2 Aa 16. **Matthew Scrivner** Going in a circle, each player must name a designer or be penalized

2 Aa 7. **Gerald Katz** The effect is some aspect of that person's Cosmic Encounter influence listed in the rulebook

2 Aa 27. **Sam Connolly** temporarily cause certain rules of the game to change to match those of Eon or Mayfair's editions

1 Aa 11. **James Albright** Search the deck for your flare and add it to your hand. Super: Add all flares in deck to hand