

[http://www.ideabout.com/fan\\_design/completed/aliens/angler\\_v03.html](http://www.ideabout.com/fan_design/completed/aliens/angler_v03.html)  
[http://www.ideabout.com/fan\\_design/in\\_progress/discussions/20111125\\_fb\\_talk\\_menu.html](http://www.ideabout.com/fan_design/in_progress/discussions/20111125_fb_talk_menu.html)



### Cosmic Encounter

ANGLER

FISHES FOR CARDS

\*You have the power to Fish.\* As a main player or ally, before encounter cards are selected, you /\*may use\*/ this power to ask any player on the opposing side if he or she has a specific card, such as an attack 12, a regular negotiate card, or the Virus flare. If that player has the card, he or she must give it to you. Otherwise you must draw a card from the deck. If the card you draw from the deck is what you asked for, you may show it and use your power again.

(Main Player or Ally Only) (Optional) (Planning)

History: Developing on a monaquatic homeworld filled with untold prey species, the Anglers learned patience, stealth, and selectivity – disciplines that serve these passive predators well as they now take to the stars. Assessing the aliens they encounter and luring carefully selected victims to an early demise, the Anglers often reel in valuable spoils to satiate their growing needs.



### People Who Like This



**Peter Olotka**

Game designer / partner at Future Pastimes LLC



**Gregory Metzger**

Orange Coast



[http://www.ideabout.com/fan\\_design/completed/aliens/angler\\_v03.html](http://www.ideabout.com/fan_design/completed/aliens/angler_v03.html)  
[http://www.ideabout.com/fan\\_design/in\\_progress/discussions/20111125\\_fb\\_talk\\_menu.html](http://www.ideabout.com/fan_design/in_progress/discussions/20111125_fb_talk_menu.html)

**Friends**

**Jefferson Krogh**

Information Systems Manager at Kennerley-Spratling



**Nick Sauer**



**Amy Crook**

San Leandro, California



**Ales Smrdel**

Engineer V at ComTrade



**Chris Woodley**

Curtin



**Brad Long**



**Bob Constans**

Brandon University

[http://www.ideabout.com/fan\\_design/completed/aliens/angler\\_v03.html](http://www.ideabout.com/fan_design/completed/aliens/angler_v03.html)  
[http://www.ideabout.com/fan\\_design/in\\_progress/discussions/20111125\\_fb\\_talk\\_menu.html](http://www.ideabout.com/fan_design/in_progress/discussions/20111125_fb_talk_menu.html)



**Bill Martinson**

Norfolk, Virginia

## Discussion



**Peter Olotka** Here is Bill Martinson's revised Angler. Commentary?

Friday at 2:48pm · Like



**Stephen Sloboda** Elegant, straight-forward. No one will have a hard time understanding what this card does. And yet, the strategy of things like naming cards like Cosmic Zap to prevent your ally from getting zapped is a subtle but powerful advantage of this alien.

Two thumbs up.

Friday at 2:51pm · Like



**Mark Hazell** Good Card power and definitely helps being asked to ally on a certain side either from protecting your cards or trying to make sure the opposing side doesn't use one.

Friday at 2:52pm · Like



**James Albright** It makes people not want to use flares - as soon as you do, Angler could snatch it from you! If you already used a flare, you've got to be sure not to ally against Angler as well unless you don't mind losing it.

Friday at 2:52pm · Like · 1

[http://www.ideabout.com/fan\\_design/completed/aliens/angler\\_v03.html](http://www.ideabout.com/fan_design/completed/aliens/angler_v03.html)  
[http://www.ideabout.com/fan\\_design/in\\_progress/discussions/20111125\\_fb\\_talk\\_menu.html](http://www.ideabout.com/fan_design/in_progress/discussions/20111125_fb_talk_menu.html)



o

**Mark Hazell** This one should be implemented into the next expansion if possible. There is always the risk of no one asking angler to ally if he or she screwed over both main players. Interesting guy.

Friday at 2:55pm · Like



o

**Bill Martinson** Aesthetics question: Should it be "the power to Fish" or "the power to Go Fish"?

Friday at 3:04pm · Like



o

**Jefferson Krogh** The power to fish, I think. Let people feel smart when they find the reference on their own. ;-)

Friday at 3:11pm · Like



o

**Jefferson Krogh** Oh, and as I said in the other thread, I love this version of the old "Pisces" homebrew. Regardless of what happens in this project, it's going in my set.

Friday at 3:15pm · Like



o

**Stephen Sloboda** Give a man a fish, he'll win the encounter.  
Teach a man to fish, he'll win the game.

Friday at 3:15pm · Like · 2

[http://www.ideabout.com/fan\\_design/completed/aliens/angler\\_v03.html](http://www.ideabout.com/fan_design/completed/aliens/angler_v03.html)  
[http://www.ideabout.com/fan\\_design/in\\_progress/discussions/20111125\\_fb\\_talk\\_menu.html](http://www.ideabout.com/fan_design/in_progress/discussions/20111125_fb_talk_menu.html)



○

**Gleb Semenjuk** Liked this power a lot. Very easy to understand and quite strong if used wisely.

Friday at 3:26pm · Like



○

**Ales Smrdel** @Bill Martinson: Since in the original game is "go fish" and you are actually fishing I think it is appropriate to say the power to Fish. But it would be interesting if the power could force the player who does not have the requested card to actually say "go fish" and allow you to fish a card from the deck.

Friday at 3:30pm · Like



○

**Bill Martinson** With the revisions generated from the discussion here on facebook, the previous version of the Super flare (may use as ally; may target an ally) has become obsolete. So we need a new Super.

Now I'm thinking the Super flare should actually be the "fish, fish got my wish" effect. If it was moved to the Super, I think it would be safe to make it work regardless of whether you drew the asked-for card from the deck or took it from the other player. Seems better that way because that's how Go Fish actually works.

This would make the main power pithier (always a plus) and allow the occasional "outrageous moment" with the flare, since there would always be that once-in-a-blue-moon chance of draining another player's hand because you happen to know most of what he has. What wonderful revenge to take on somebody who gutted your hand via compensation ... you ask for the best card back, then play Super Angler and ask for the \*other\* good cards, leaving him with the crap. :-)

I note also that some players who've commented had already assumed the fish-fish part worked in both cases, because that's how Go Fish is played. I think it's important for the alien power not to have any subtle differences from the real game that trip anybody up. So I propose striking the last sentence from the base power and having the Super go something like this:

When using your power, if you receive the card you asked for (either from the other player or from the deck), you may continue to use your power until you ask for a card and do not receive it.

Friday at 3:34pm · Like · 1

[http://www.ideabout.com/fan\\_design/completed/aliens/angler\\_v03.html](http://www.ideabout.com/fan_design/completed/aliens/angler_v03.html)  
[http://www.ideabout.com/fan\\_design/in\\_progress/discussions/20111125\\_fb\\_talk\\_menu.html](http://www.ideabout.com/fan_design/in_progress/discussions/20111125_fb_talk_menu.html)



**Bill Martinson** @Ales: I don't think the power needs to mandate that phrase; the other players will naturally say "go fish" anyway. It's shorter than "I don't have that card", and it's more fun/more cathartic because it has that gut feeling of telling him to go jump in a lake (or any comparable but more adult phrase you may prefer).

Friday at 3:50pm · Like · 1



**Ales Smrdel** @Bill Martinson: I agree, you will definitely say "go fish" if you know the original game. And I am sure any boy or girl raised in US has played it, knows about it, understands it ... But since I always play with international group of players, I am sure some of them never heard of "go fish" ... So an explanation would be required ... which is not a big problem since the social interaction between the players will be increased before the game ... so it is not required and I am sure that some variation of "go fish" would come out in any language ... but, imagine a French player telling a German player to "go fish" with appropriate accent :) ... priceless :D

Friday at 4:27pm · Like



**Stephen Sloboda** I don't want to backpedal, but why wasn't there an effort to make Joker pithier? Food for thought. Let's move on.

I like the latter Super Flare because I don't want to give too big of an advantage to someone who can ask for his/her flare. It just becomes obvious that Angler is going to ask for its flare until it shows up and then use the Super effect. It takes a lot of fun out of fishing for the right card for the right situation.

Friday at 4:37pm · Like



**Stephen Sloboda** @ Ales. An Old Maid card might be in order.

Friday at 4:57pm · Like



**Ales Smrdel** @Stephen Sloboda: Yes and also "Črni Peter" :D

Friday at 5:19pm · Like

[http://www.ideabout.com/fan\\_design/completed/aliens/angler\\_v03.html](http://www.ideabout.com/fan_design/completed/aliens/angler_v03.html)  
[http://www.ideabout.com/fan\\_design/in\\_progress/discussions/20111125\\_fb\\_talk\\_menu.html](http://www.ideabout.com/fan_design/in_progress/discussions/20111125_fb_talk_menu.html)



o

**Brad Long** Bill's revision (i.e. last sentence moved to Super) makes sense. Power looks good now. Just one minor point of clarification, and probably asking the obvious, but if you use your Super (maybe several times) and finally don't get a card from the player - you still draw that last card from the deck, is that correct?  
Friday at 5:32pm · Like



o

**Gerald Katz** I know this power! I learned it from Jack Reda's site, called Fish, and had adopted it for my Power of the Day postings many years ago. I renamed it Pisces to go along with the astrology themed powers started by someone with the handlename bunnythor but who hadn't created a power for Pisces. Angler is the better name.

Friday at 5:54pm · Like



o

**Jason Troutman** I see the power used as a main player only. Perhaps the flare could extend to ally use.

Friday at 6:24pm · Like



o

**Sam Connolly** I like Bill's revision a lot. Also, it's worth noting regarding whether the other players should be required to say "Go Fish" that, depending on how this is interpreted, they may be forced to run afoul of Classic Wild Empath. (And if Classic Wild Empath is in the game, the Angler's ability to request specific Flares after they've been used makes it quite likely that the Angler will be able at some point to acquire it.)

Friday at 6:49pm · Like



o

**Allen Varney** Wild Angler flare: Name a player color. Turn up the next card in the Destiny pile. If it is the named color, pick a card at random from that player's hand. Discard the Destiny card.

Friday at 6:52pm · Like

[http://www.ideabout.com/fan\\_design/completed/aliens/angler\\_v03.html](http://www.ideabout.com/fan_design/completed/aliens/angler_v03.html)  
[http://www.ideabout.com/fan\\_design/in\\_progress/discussions/20111125\\_fb\\_talk\\_menu.html](http://www.ideabout.com/fan_design/in_progress/discussions/20111125_fb_talk_menu.html)



**Sam Connolly** ^Something that usually does nothing and will only occasionally give a single card of compensation seems awfully weak for a Wild Flare.

Friday at 6:56pm · Like



**Maxwell Holle** ^AGREED

Friday at 7:04pm · Like



**Maxwell Holle** sorry for caps haha

Friday at 7:04pm · Like



**Bill Eberle** Re: wording for the power - perhaps, the power to lure ... suggestive of the possible subtleties of this alien

Friday at 8:28pm · Like



**Bill Martinson** Siren has the power to Lure. I think Angler really needs the power to Fish or the power to Go Fish, since the whole concept is based on the card game. And it really does go on fishing expeditions in everyone else's hands.

Friday at 8:33pm · Like · 1



**Bill Eberle** Oops. Power to fish it is.

Friday at 8:36pm · Like · 1



[http://www.ideabout.com/fan\\_design/completed/aliens/angler\\_v03.html](http://www.ideabout.com/fan_design/completed/aliens/angler_v03.html)  
[http://www.ideabout.com/fan\\_design/in\\_progress/discussions/20111125\\_fb\\_talk\\_menu.html](http://www.ideabout.com/fan_design/in_progress/discussions/20111125_fb_talk_menu.html)



**Stephen Sloboda** The artwork is brilliant, by the way. Heeeeerrre shippy shippy!

Friday at 10:00pm · Like · 2



**Bill Martinson** That's one of the original concept sketches that Felicia Cano did for Invader ... but it's great for Angler, isn't it? I would love it if FFG asked her to develop it into a finished piece (although it's pretty cool even in its concept stage).

Friday at 10:24pm · Like



**Peter Olotka** I posted it on Felicia Cano' FB page. She likes it. A little color change maybe some texture stuff and we'd have an invader cousin (graphically anyway).

Friday at 11:12pm · Like



**Phil Fleischmann** Compare to Visionary. It seems to me that it's a problem to be able to grab all the flares out of other players' hands once you know they have them. That impairs the fun of the game. You might consider disallowing fishing for flares. Flares are unique in that they are the only card that is not discarded after use. There's nothing like that in the game of Go Fish.

Saturday at 2:55am · Like



**Ales Smrdel** I like the Angler. Love the changes made to it. One more thought that came to me by rereading the superb history written by Bill. The Angler is a biological species or is there any technological aspect that we are not aware of? Wouldn't it be better for them to evolve instead of develop?

Saturday at 3:34am · Like

[http://www.ideabout.com/fan\\_design/completed/aliens/angler\\_v03.html](http://www.ideabout.com/fan_design/completed/aliens/angler_v03.html)  
[http://www.ideabout.com/fan\\_design/in\\_progress/discussions/20111125\\_fb\\_talk\\_menu.html](http://www.ideabout.com/fan_design/in_progress/discussions/20111125_fb_talk_menu.html)



o

**Bill Martinson** Angler doesn't really hurt flares, but he does change how they are played. Now, if you think you'll only get to use it once or twice, you wait for the opportune moment, or you see if you can get a zap to protect it, or you threaten him with unspeakably brutal vengeance, or you conspire with others to make Angler lose his power.

Think about the interesting dynamic with the "give to owner after use" flares. You play it, hand it to the owner, owner uses it once or twice, Angler steals it, uses it, hands it back to owner.... ;-)

In my mind, the most important effect of flares upon the game system is to make Negotiates very sexy cards. Angler doesn't change that; if anything, he enhances it by creating a nice ripe cache of known cards (of various types), and he himself becomes the ultimate compensation target.

After all these years, it's still delightful how the solution to so many "problems" in Cosmic Encounter is the lowly Negotiate card.

Saturday at 8:33am · Like



o

**Bill Martinson** Regarding the Visionary comparison: Beyond the superficial similarity of naming cards, it's apples and oranges. Angler steals cards; Visionary forces the opponent to lose encounters.

Regarding the concern about flares, I would suggest comparing Angler to the hand-raiding powers. Angler \*may\* steal a flare once per encounter, one at a time, \*if\* he knows about it and wants to pay the opportunity cost to get that flare. Trader and Barbarian and Hacker steal ALL your flares all at once, and they don't have to disclose this to the other players like Angler does ... so clearly we can live with some flare burglary.

Saturday at 10:44am · Like



o

**Christopher Aurel Oliveira** Looks like we have a winner here. Angler is a solid power. The new super makes sense, and the ability to nab flares is what makes this power not be incredibly weak. This is one of those "open and shut" case type powers because it is pretty well-made.

Saturday at 2:41pm · Like



•

**Gerald Katz** A nice bonus to the power is the chance to get back an important card you lost through compensation.

Sunday at 1:11pm · Like · 1

[http://www.ideabout.com/fan\\_design/completed/aliens/angler\\_v03.html](http://www.ideabout.com/fan_design/completed/aliens/angler_v03.html)  
[http://www.ideabout.com/fan\\_design/in\\_progress/discussions/20111125\\_fb\\_talk\\_menu.html](http://www.ideabout.com/fan_design/in_progress/discussions/20111125_fb_talk_menu.html)



**Bill Martinson** Proposed Angler flare:

WILD ANGLER

You may name a specific card and look for it in the deck. If you find that card, show it and add it to your hand. If not, you must take one card from the discard pile by majority vote of the other players. Reshuffle the deck and give this flare to the Angler (or discard it, if the Angler isn't playing).

(As Any Player) (Any Phase)

SUPER ANGLER

If you receive the card you asked for (from the other player or from the deck), you may use your power a second time this encounter.

Monday at 11:39am · Like · 2



**Bill Martinson** A little design theory: Angler's super is probably not among the more powerful Super flares in the game. (It \*can\* be pretty powerful sometimes, but that will be situational.) So it seems appropriate for the Wild to be the give-to-owner kind, to help Angler get it early enough to hopefully get some use out of it ... which means the Wild effect should be pretty darned good (both to make up for only getting to use it once, and to encourage playing it early before you lose it to compensation ... or to the Angler asking for it!). But the Wild still needs to fit the theme.

Of course the power and flexibility of the effect are tempered by the fact that you are announcing what you're taking, and there's the slight risk that the card you want may no longer be in the deck and your opponents will stick you with a loser encounter card from the trash heap. But as somebody who enjoys flares that have good flexibility, I would love to be holding this Wild.

Finally, I enjoy the fact that once Angler knows who has this flare, he can ask for it, receive it, then immediately play it to go again. It's kinda like the cowboy whistling for his horse, and it didn't even "use up" his power for that encounter! Fun little bit of self-synergy there. So it's good that the Super is not über-powerful, since it's easier than average to acquire and easy to recover if it gets stolen.

Monday at 11:39am · Like · 1



**Bill Eberle** Is the following the correct language for the Angler:

ANGLER v02 FISHES FOR CARDS

You have the power to fish.

As a main player or ally, before encounter cards are selected, you may use this power to ask any player on the opposing side if he or she has a specific card, such as an attack 12, a regular negotiate card, or the Virus flare. If that player has the card, he or she must give it to you. Otherwise you must draw a card from the deck.

( Main Player or Ally Only ) | ( Optional | Planning )

[http://www.ideabout.com/fan\\_design/completed/aliens/angler\\_v03.html](http://www.ideabout.com/fan_design/completed/aliens/angler_v03.html)  
[http://www.ideabout.com/fan\\_design/in\\_progress/discussions/20111125\\_fb\\_talk\\_menu.html](http://www.ideabout.com/fan_design/in_progress/discussions/20111125_fb_talk_menu.html)

**WILD**

You may name a specific card and look for it in the deck. If you find that card, show it and add it to your hand. If not, you must take one card from the discard pile by majority vote of the other players. Reshuffle the deck and give this flare to the Angler (or discard it, if the Angler isn't playing).

( As Any Player ) | ( Any Phase )

**SUPER**

If you receive the card you asked for (from the other player or from the deck), you may use your power a second time during this encounter.

( Main Player or Ally Only ) | ( Optional | Planning )

**History**

Developing on a monaquatic homeworld filled with untold prey species, the Anglers learned patience, stealth, and selectivity – disciplines that serve these passive predators well as they now take to the stars. Assessing the aliens they encounter and luring carefully selected victims to an early demise, the Anglers often reel in valuable spoils to satiate their growing needs.

Monday at 1:00pm · Like · 1



**Bill Eberle** If it is, we can consider adding this alien to BETA and start on another alien. Archive link for the "what we're working on now" page with the above description is: [http://www.ideabout.com/fan\\_design/in\\_progress/current\\_work.html](http://www.ideabout.com/fan_design/in_progress/current_work.html)



**Fan Designed Cosmic Expansion Set - Current Work**

Monday at 1:03pm · Like · 1



**Christopher Aurel Oliveira** I think the Super needs an edit. If I am reading it correctly it allows for a MAX of using your power twice in an encounter. That is incredibly weak. It should allow you to keep fishing until you guess wrong and don't get what you want from the deck. Rewording it from ""you may use your power a second time" to "you may use your power again" would do the trick.

Monday at 2:31pm · Like



**Jack Reda** I think the super is pretty much fine as is.

Monday at 2:53pm · Like · 1

[http://www.ideabout.com/fan\\_design/completed/aliens/angler\\_v03.html](http://www.ideabout.com/fan_design/completed/aliens/angler_v03.html)  
[http://www.ideabout.com/fan\\_design/in\\_progress/discussions/20111125\\_fb\\_talk\\_menu.html](http://www.ideabout.com/fan_design/in_progress/discussions/20111125_fb_talk_menu.html)



**Ales Smrdel** Great Wild Angler vs. Grifter v3 solution. Both super and wild show tremendous promise.

Monday at 4:23pm · Like



**Bill Martinson** @Chris: I originally had Super Angler looping without limit, but felt it was too much. For one thing, it let you grab *\*every\** known flare in one fell swoop. That seemed too brute-force; Angler should have to prioritize his targets (see the proposed history).

For another, any time you knew what was in another player's hand, you could basically cherry-pick every good card all at once and get none of the bad ones. It just seemed too strong and brainless with things like Finder, Wild Mind, Wild Oracle, etc. And being able to move from player to player ... just think of the horrendous consequences if AURA were in the game. Even without those effects in play, it disproportionately impacted aliens like Trader, Barbarian, and Hacker.

As written, it still *\*doubles\** your card-stealing/card-drawing. You can still get a lot of great cards if you know where they are; you just have to plan it out over multiple encounters. Anglerfish are patient, passive predators. They don't chomp into a school of fish; they wait for the right individual to swim into their jaws. And with their flare, they sometimes get that guy and his brother. ;-)

Monday at 5:24pm · Like



**Bill Martinson** And again, statistically speaking, Angler will have his own Super flare more often than just about any other alien. It shouldn't be a powerhouse.

Monday at 5:26pm · Like



**Christopher Aurel Oliveira** Well, let's give it some play testing and see. We should BETA this badboy and move on to the next alien power candidate.

Monday at 5:31pm · Like · 1

[http://www.ideabout.com/fan\\_design/completed/aliens/angler\\_v03.html](http://www.ideabout.com/fan_design/completed/aliens/angler_v03.html)  
[http://www.ideabout.com/fan\\_design/in\\_progress/discussions/20111125\\_fb\\_talk\\_menu.html](http://www.ideabout.com/fan_design/in_progress/discussions/20111125_fb_talk_menu.html)



**Bill Martinson** One last tweak...

It was pointed out on BGG that Wild Angler needs a tiebreaker. So we need to add the three words that I will highlight below using ALL CAPS (this still all fits on the card in the normal font size):

You may name a specific card and look for it in the deck. If you find that card, show it and add it to your hand. If not, you must take one card from the discard pile by majority vote of the other players (YOU BREAK TIES). Reshuffle the deck and give this flare to the Angler (or discard it, if the Angler isn't playing).

6 hours ago · Like



**Bill Eberle** Thanks, Bill. I've updated the ANGLER in our archive.[http://www.ideabout.com/fan\\_design/completed/aliens/angler\\_v03.html](http://www.ideabout.com/fan_design/completed/aliens/angler_v03.html)



**Fan Designed Cosmic Expansion Set - ANGLER**

a few seconds ago · Like ·