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Cosmic Encounter

Amended version based on vote, discussions, suggestions, etc.

http://www.ideabout.com/fan_design/in_progress/20111228_work.html

THE ORDER RECRUITS MEMBERS

You have the power of unity. As a main player, before allies are invited, you may offer your opponent "Membership" in The Order. That player may accept by placing one of his or her ships on this sheet to indicate membership.

When both main players are in The Order, no alliances are allowed under any circumstances, and revealed Attack cards become Negotiates.

A game win for one Order member is a win for all members. Powers of players in The Order cannot be zapped, lost, stolen, or copied through any means.

When you are a main player, other players may renounce membership by offering you a buyout according to the rules for deals. As part of a buyout deal you may request that the member lose any number of colonies (returning ships to other colonies). Both sides have 60 seconds to agree to the buyout, with no consequences for failure. If the buyout is successful, the player's ship on your sheet is sent to the warp.

(As Any Player) | (Optional) | (All Phases)

WILD

As a main player, after encounter cards are revealed, you may change your revealed attack card into a negotiate.

(Main Player Only) | (Resolution)

SUPER

As a main player, before allies are invited, you may force your opponent to become a temporary member in the Order for the rest of this encounter.

(Main Player Only) | (Alliance)

History

Begun as a simple business running religious retreats for one of their species' six genders, the Order soon began to organize events for all genders of their kind. Over the millennia, the Order became the dominant force in their planet's economy and government. Now, having solved a troubling uprising by their mechanical inventions and ready to expand to other galaxies, The Order is offering "open enrollment" and hope to see a tidy progression towards peace and stability throughout the universe.



Fan Designed Cosmic Expansion Set - Current Work

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Discussion



Bill Eberle So . . . are we ready to put this into BETA?

Wednesday at 9:18pm · Like

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Peter Olotka beta yes

Wednesday at 10:02pm · Like



Christopher Aurel Oliveira Using the phrase "The Order" like 3 times not in reference to the alien itself... horribly confusing. People reading the sheet know who the members belong to, cuz its the sheet they are reading. Just use the word "member" or "members" and in the beginning put "member of your group", we already know the group is called The Order. This is incredibly important to word these things in a certain way.

Wednesday at 10:04pm · Like · 1



Christopher Aurel Oliveira There's also still tons of superfluous text like "buyout according to the rules of a deal" and whatnot that just hogs space and doesn't clarify anything. Take the text I suggested in the post below this one and copy it, except as Bill Martinson suggested rearrange it so the unzappability is below the offering membership. Also most people voted for no restrictions so the whole Machine thing needs to go.

Wednesday at 10:09pm · Like



Bill Eberle @Christopher - there is no reference to the Machine ... I'm wondering what in the world you are talking about there. Re: your other comments, I respectfully disagree.

Wednesday at 10:18pm · Like



Bill Eberle @Christopher - perhaps you are seeing a cached version of the current_work.html page. The current version title should have today's date and v05. Browser refresh on the page should give you the current page instead of the cached page.

Wednesday at 10:22pm · Like

http://www.ideabout.com/fan_design/in_progress/20111228_work.html
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o

Christopher Aurel Oliveira That's strange, your link shows the version you are talking about, but here on FB it shows the one I am talking about... all in the same post. I still stand by my thoughts with the words "The Order" in the text, but I apologize if it is coming off rude, I sound harsher than i am actually thinking or feeling.

Wednesday at 11:51pm · Like · 1



o

Bill Eberle That's ok. Thanks. In the above post for this discussion when I click on "See More" what I see is the same text for the ORDER as I have on the archive web page for what we are working on now.

Re: repeating the words "The Order" I understand what you mean. If others think the meaning is clear when we replace that with another phrase, perhaps simply "Order members" or "members" we can make that change. Our goal is to be clear and concise for people reading this power for the first time.

Yesterday at 12:34am · Like



o

Bill Martinson Just the word "members" is both clear and concise.

Yesterday at 1:58pm · Like



o

Bill Martinson Some additional refinements:

* I would neither capitalize the word membership (FFG doesn't do that) nor put it in quotation marks. It is a true and literal membership and thus should not be quoted. (Quotation marks should be used only when you mean to say "not really", or you want to define a word as a label when its meaning might not be clear, such as Wild Gambler saying "call any number as a 'spread'." But membership is abundantly clear, and literal.)

* You can delete the phrase "to indicate membership"; I think that's already implied.

* FFG does not capitalize attack and negotiate.

* Chris is right about conciseness with the word /member/:

-- "A game win for one member is a win for all members."

-- "Powers of members cannot be zapped, ..."

* However, in disagreement with Chris, I recommend that you retain "according to the rules for deals", because "buyout" is not a known term and must be defined. The language you already have here is reasonably concise, and defining things by reference to the "deals" rules is consistent with several Eon effects that did the same. The subsequent use of "buyout deal" is also appropriate, and consistent with Eon precedents such as "raid challenge" (Pirate).

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* Wild The Order should have a Reveal icon, not Resolution.

* FFG would present Wild The Order using a conditional: "If you revealed an attack card, you may change it into a negotiate."

23 hours ago · Like



Bill Eberle Thanks, Bill. I'll make the changes.

20 hours ago · Like



Bill Eberle Changes made. http://www.ideabout.com/fan_design/in_progress/current_work.html

For the icons at the bottom of the ORDER card, I currently have (All Phases) ... but that seems wrong. Is it correct to indicate both (Alliance and Reveal) for ORDER?



Fan Designed Cosmic Expansion Set - Current Work

19 hours ago · Like ·



Bill Martinson @Bill Eberle: All Phases is actually correct. I will explain...

The icons at the bottom of the sheet always correspond to when a power is **used** and when it can be **zapped**. The problem with a non-zappable power like The Order is that it is NEVER used and NEVER zapped, so the icons really have no job to do. You don't want to make them say Alliance and Reveal because this suggests that the power is zappable during the Alliance and Reveal phases, which of course is not true.

When FFG published Symbiote (the only non-zappable power so far), they rendered the icons as any player / all phases. I don't believe that was the best decision, since it miscommunicates; it would have made much more sense to leave them blank. Anyway, since the decision is already made, we should be consistent with it to avoid confusion and more questions.

18 hours ago · Like

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○

Jefferson Krogh For what it's worth, I've always followed the FFG rulebook's guidance on page 4. There, it says that the timing strip shows which phase(s) the alien's power is used. Zapping normally goes with that, of course. With a weird unzappable alien like Symbiote or Order, I'd argue that the power is still used, and so the strip should be colored appropriately. Makes it easier to use the strips as a guide for players. (I agree with you that non-zappable powers are weird as hell, even for this game.)

18 hours ago · Like



○

Bill Martinson Jefferson Krogh, the passage you reference says it "shows in which phase(s) the alien's power is *used*." The Order's power is NEVER *used*, not ever; thus the icons are 100% irrelevant to the entire power.

Lighting up just a couple of icons would actually just confuse new players and make it harder for them to understand what the timing strip really represents. If you want the strip to represent all phases in which The Order "non-zappably employs" its non-usable power, then this would have to be ALL phases, since the power does have an effect in every phase.

Anyway, I wish this mess would all just go away. A non-zappable power seems antithetical to the game's very core; as with Symbiote, it feels like we couldn't figure out a more elegant solution and just punted. This very conversation points out the inelegance of the whole thing.

16 hours ago · Like



○

Bill Eberle Thank you both. All that being said. If our goal is to create aliens which successfully break Cosmic rules in new ways, we seem to have done that in more than one way with the ORDER. Time for this alien to be moved to Beta.

Next up ... ?

15 hours ago · Like



○

Christopher Aurel Oliveira Any of these would be good next choices: Viper, Nightmare, Gith... though right now we are trying to figure out how to make Gith more than just "win with one less colony" which is pretty weak.

14 hours ago · Like