

[http://www.ideabout.com/fan\\_design/in\\_progress/discussions/20111121\\_fb\\_fd.html](http://www.ideabout.com/fan_design/in_progress/discussions/20111121_fb_fd.html)



### **Cosmic Encounter**

JOKER Plays Artifacts as Wild Cards

You have the power to be wild. You may play an Artifact in a challenge as if it were an Encounter Card. When cards are revealed, reveal yours first. If it is an Artifact, use this power to treat it as a wild card. If you are Zapped, take the card back into your hand and play a normal Encounter Card instead. After cards are revealed, declare what the value of your card is. It may be any Encounter Card in the game, including a Negotiate. The encounter is concluded as if your card is what you declared it to be. If your opponent is the Filch, he may take the card. The Vulch may take it as well. If the Sorcerer switches cards, you still decide the value of the wild card.

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.



### **Fan Design Expansion Set**

JOKER Plays Artifacts as Wild Cards

All content from the Fan Based Cosmic Encounter Expansion Set

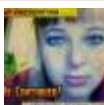
By: [Cosmic Encounter](#)

## **People Who Like This**



**Greg Olotka**

Social Media Strategist at Definition 6



**Sarah Ryan**

Works at ANL Lighting

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**Jefferson Krogh**

Information Systems Manager at Kennerley-Spratling



**Bob Constans**

Brandon University



**Ales Smrdel**

Developer at Hermes Softlab



**Rafał Cywicki**

Jagiellonian University

## Discussion



**Peter Olotka** [Phil Fleischmann](#) did this alien Flares: 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: Attack 04 cards that you play are also "wild."

November 21 at 10:47am · Like



**Peter Olotka** So for openers, lets see how Joker interacts with other aliens. Any obvious conflicts or issues?

November 21 at 10:47am · Like

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**Josh Consalvo** I like it.

November 21 at 11:13am · Like



**Zachery Gaskins** How would it interact with Oracle, or more importantly, Gambler?

November 21 at 11:16am · Like



**Zachery Gaskins** If Joker doesn't announce the value of his card until both are revealed, then it pretty much "zaps" Oracle since he has no information to play against.

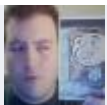
November 21 at 11:21am · Like



**Zachery Gaskins** Against Gambler, it could be played in one of three ways:

- 1) Gambler normally waits until the opponent's card value is shown to make his claim. If we favor Gambler, Joker must declare what his wild card's value is, to which Gambler can then claim in response.
- 2) Or, Gambler makes his claim, to which Joker can either call his bluff or not (which resolves), and then declare the value of his wild card.
- 3) Timing Rule. Ecch.

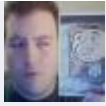
November 21 at 11:29am · Like



**Zachery Gaskins** What this power sounds like is an attempt to make Gambler less appetizing since that power expects all players to know the deck, where in Joker's case, only he needs to know what is possible to be played rather than what has actually shown up. I dunno, it seems like a Mac vs PC battle.

November 21 at 11:32am · Like

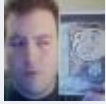
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**Zachery Gaskins** Although we aren't trying to accommodate multi-power setups, you couldn't have Magician/Joker because if the opponent selects an Artifact there's nothing to do with it.

November 21 at 11:37am · Like



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**Zachery Gaskins** Joker: The power to have 11 "I win" cards in the deck barring any mega-huge advantage from aliens like Virus or Industrialist (who can bring spreads greater than 40).

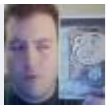
November 21 at 11:38am · Like



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**Bill Eberle** If someone can find the link to the BBG thread(s) for this alien, please post it. I've tried with no success. Thanks.

November 21 at 11:39am · Like



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**Zachery Gaskins** As a finesse power, Joker can cause certain strategic Artifacts to hit the discard pile and prevent them from being played/stolen (Tubes, EC, and Quash come to mind), but the "I win" aspect of his power puts him on a power level similar to Pacifist with his 15 Negotiates. So in that sense, the difference in the number of those unbeatables (4 cards in the standard deck) is being equated to the ability to bury Artifacts that Joker doesn't want in play, whose value depends on the other aliens in play and the generally unpredictable flow of the game.

November 21 at 11:41am · Like



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**Bill Eberle** ps I agree with Zach's comparison of this power vs Gambler. What twist can we add here to make the Joker really unique?

November 21 at 11:42am · Like

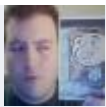
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**Jack Reda** I have an alien like this with one difference. The wild card can only be declared as a card that is in the discard pile. The alien can look through the discard pile at any time the wild is played. I love the "wild card" idea, but my instinct is that ANY encounter card in the game is too much leverage. Once there are encounter cards that have been discarded, there's always one that has already won an encounter. I know other aliens have flexibility to make "mid ranged" encounter cards more effective. If limiting to the discard pile seems too constraining, it might be worth looking at letting Joker turn any non-encounter card into an encounter that has been discarded.

November 21 at 11:44am · Unlike · 2



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**Zachery Gaskins** The idea of limiting the wild to "whatever is in the discard pile" seems interesting. The first image I had was of the T-1000 in Terminator 2 that was able to mimic any object it touched. Not that I wish to change the theme of the power - and we have multiple powers that are thematically about copying/mimicry - but perhaps play into the idea that the race has the technology to replicate things it has recently seen using the power of artifacts?

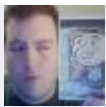
November 21 at 11:47am · Like



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**Bill Eberle** Artifact cards are not that common. Perhaps, you can bluff and will take a double hit if you are caught. Still too close to Gambler . . . need something else.

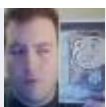
November 21 at 11:48am · Like



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**Zachery Gaskins** The mechanics conflict with Gambler is the sticking point. If we force it to commit its value before the opponent reveals, Oracle gets to remain useful, and Gambler can still bluff. The power would be in being able to "replay" anything that's in the discard pile (using's Jack's suggestion), which is similar to Clone but has the added protection of not being stealable from the hand, and to bury Artifacts.

November 21 at 11:50am · Like

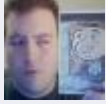


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**Zachery Gaskins** Not many \*official\* powers get to play with the discard pile (except Fido, Vulch, and Filch who just wait just outside the figurative dumpster), so I'm liking Jack's suggestion more and more. Having Joker in the game would then give players pause as to whether they should play their "trump cards" too soon, which would then allow Joker to play them if he's got Artifacts.

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Also, do we force Joker to draw a new hand if he has no Encounter cards, but does have an Artifact remaining? If he is zapped mid-Encounter, does this break things, or does the encounter/turn end without resolution (or does he auto-lose the encounter, maybe?)  
November 21 at 11:54am · Unlike · 1



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**Zachery Gaskins** More thoughts: If Pacifist gets 15 auto-wins, but Joker's cards are not guaranteed wins and he only has 11, perhaps we might extend his power use to more card types like the Super suggests (for example, there are 7 Reinforcements).

I briefly considered moving away from the Artifacts as the card type to play and letting Joker's power fire off when he reveals Negotiate (making his power now optional), but I think there's a hidden benefit (or perhaps burden) in letting him bury Artifacts.

November 21 at 11:57am · Like



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**Stephen Sloboda** How about you play an Encounter Card as normal, then USE the power to swap it with a "wild" Artifact Card just before it is revealed? I just don't like the split up of the two effects and the "take back" if you get zapped, which you inevitably will be.

November 21 at 12:00pm · Like



○

**Jefferson Krogh** To balance the "auto-win" aspect (and leaving Jack's suggestion aside for a moment), let the Cosmic Zapper decide what the value of the wild card is.

November 21 at 12:12pm · Like



○

**Jefferson Krogh** Tuning Jack's suggestion: ditch the "Joker reveals first" part, and have Joker's power be to exchange his revealed Artifact for any encounter card in the discard pile.

November 21 at 12:14pm · Like · 2

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**Jefferson Krogh** That also allows us to ditch all the verbiage about allowing Vulch and Filch to act normally, since now you're simply discarding the artifact and encounter card as usual. "Discard your revealed artifact and replace it with any encounter card from the discard pile." Voila!

November 21 at 12:17pm · Unlike · 1



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**Zachery Gaskins** @Jefferson: Sort of like a limited Morph, in a sense. He would still have to reveal first when being confronted by Oracle or Gambler, and their powers would still work.

November 21 at 12:17pm · Like



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**Jefferson Krogh** Exactly -- by removing this extra "reveals first" thing, then all the other powers can be themselves more easily.

November 21 at 12:18pm · Like



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**Zachery Gaskins** Thought: replace the Super with "You may use any non-Encounter card (implication: Reinforcement, Flare, Rift) as a wild card."

November 21 at 12:18pm · Like



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**Zachery Gaskins** Are we committed to the Joker as the theme, or can we modify that to suit whatever mechanical changes that occur?

November 21 at 12:19pm · Like

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**Jefferson Krogh** I like the name and the theme, myself. Whimsical is good in this game.

November 21 at 12:23pm · Like



**Christopher Aurel Oliveira** I think this power is a bit weak, compare to Pacifist. Pacifist is an auto win unless someone else plays an N, and there are MANY N's in the deck, but only like 6-10 Artifacts when rewards are used.

November 21 at 12:59pm · Like



**Jefferson Krogh** Joker has the effect of suppressing Attack card numbers. The other players at the table, knowing Joker's power, will need to think twice about playing that 40, knowing that it will someday come back to bite them. It's like Filch in that regard, but unlike Filch, you can't fish for that 40 out of Joker's hand with a Negotiate.

November 21 at 1:10pm · Like



**Bill Eberle** I agree Chris. Some of the comments above suggest ways to deal with this weakness.

November 21 at 1:10pm · Like



**Jefferson Krogh** @Chris: If the artifacts are too few in number to make Joker an effective power, you can change Artifacts to Flares, or whatever other set of non-encounter cards that works.

November 21 at 1:12pm · Like



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**Jack Reda** Exactly, Jefferson. As written, Joker can reveal a 40 every encounter if he chooses. But if you stick to the discard pile, then playing the 40 becomes one of those wonderfully agonizing decisions another player must make, time and time again... "Do I let Joker can free reign?"

November 21 at 1:13pm · Unlike · 2



**Jack Reda** The thing I do like a lot about Joker is that it forces him to work hard on getting a lot of cards, to give himself access to the artifacts (which in turn makes him a target for getting cards).

November 21 at 1:14pm · Like



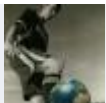
**Jefferson Krogh** As we all work on this project, I urge that we try to look at not just the raw power text on the aliens, but to think about how it will change the thinking and decisions of all the other players at the table. Some of the best aliens are subtle that way.

November 21 at 1:15pm · Unlike · 1



**Stephen Sloboda** I have played many a game without ever even drawing an Artifact Card. The fact that the Joker's power DEPENDS on on drawing one makes him extremely conditional... but very deceptive! Also, you are not getting an "I win" card for free; you are forfeiting the effect of your artifact.

November 21 at 1:40pm · Like



**Maxwell Holle** It seems like a super power, is the limited amount of artifacts enough of a hindrance?

November 21 at 1:43pm · Like

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**Ales Smrdel** BGG thread - Joker - <http://www.boardgamegeek.com/article/5096819#5096819>

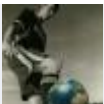
Expand Preview

November 21 at 1:44pm · Like · 2 ·



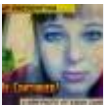
**Stephen Sloboda** I knocked the idea of restricting the wild card as well, but it destroys the idea of the wild card. In Poker, if you play a wild card, you choose an Ace or whatever card gives you the best hand. And it's definitely balanced, because compared to late-game Warpish where EVERY card is an I win card, Joker isn't that bad and can be Zapped just as well.

November 21 at 1:44pm · Like · 1



**Maxwell Holle** my question is what ties this power back to the image of a joker besides the "wild" factor

November 21 at 1:45pm · Like



**Sarah Ryan** My first impression of it is "too strong".....but then I thought, well if he had a mobius tube and a zap in his hand, for example, there is no guarentee he will be able to use them for his power. What if he had heaps in the warp, he might need to use mobius as mobius instead, he might need to use the zap one of the big gun ones like virus, macron, warpish, then some of the others like bully,and others mmm too late over here where I am to keep thinking...lol. But yeah he might need the artifacts as artifacts. But would this power be just when its attatcking, or when its defending as well? Perhaps it should be attacking only? Gives the others fair chance to colonise on it?

November 21 at 2:10pm · Like



**Bill Eberle** Thanks for the link, Ales.

November 21 at 2:32pm · Like

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**Peter Olotka** As a general rule of thumb, there is nothing "too strong" because in Cosmic we need to give any possible alien a chance to be in the game. And as we learn in every game it's who else is in, that makes a difference. Joker will not take kindly to Vulch who hoards artifacts by keeping them when it draws a new hand and not letting them get reshuffled by keeping them out of discard, for example. Also we don't want to be obsessed with trying to make an alien "balanced". Just remember . Fair Isn't Funny!

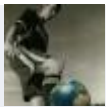
November 21 at 2:48pm · Like · 2



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**Ales Smrdel** I like the Joker better if he were able to replace the artifact with the discard pile encounter card. But i believe that game play length might change due to players looking through discard pile and checking for the declared encounter card.

November 21 at 3:01pm · Like



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**Maxwell Holle** Under the fair isn't fun idea then I like it. It doesn't sound like Jester will be, by any means, a supreme alien. It will have its advantages and disadvantages

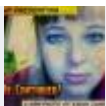
November 21 at 3:02pm · Like



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**Stephen Sloboda** The power ties to the concept of Jokers in a 54-card deck being used as wild cards. A common phrase in popular culture is "The Joker's Wild." If you're thinking of a prankster or trickster, well, this power does have a mischievous side in giving you bluffing potential, but it's not about throwing pies or tying someone's shoelaces together.

November 21 at 3:05pm · Like

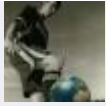


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**Sarah Ryan** Nah my impression originally Peter was too strong, but then I reasoned with myself LOL. Just my initial impression was \*gasp?\* Its strategic - play the artifact as is, or play it under use of my power? It isnt always going to be beneficial using the power instead of using the artifacts normally. But I would be curious to try it as is, then trying it as offensive only na on defense.

November 21 at 3:09pm · Like

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**Maxwell Holle** It will force the Jester to think wisely about Cosmic zaps and card zaps.

November 21 at 3:12pm · Like



**Bill Eberle** Click on the discussion link in our archive for our "easy to find" history of this and future discussions.[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**

[www.ideabout.com](http://www.ideabout.com)

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

November 21 at 3:16pm · Like ·



**Chuck Feist** The great thing about this game is the seemingly overpowered aliens, and the fact that they are all "over-powered" makes a checks and balance system that "evens" things out. I personally would very much enjoy playing as the joker, because I enjoy aliens that have a bluffing aspect to them such as gambler. And personally I don't mind joint winning and there are instances where I could use an extra N to pull that off.

November 21 at 3:21pm · Like · 3



**Zachery Gaskins** There \*isn't\* any bluffing aspect with Joker, though, as written. He just gets 11 additional cards with which to auto-win encounters (Virus/Industrialist totals notwithstanding). That essentially makes him Pacifist of a different color barring the Artifact control aspect. He needs more strategy than that.

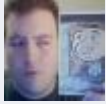
November 21 at 4:09pm · Unlike · 1

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**Zachery Gaskins** Part of the discussion here, I think, is whether we are more concerned with Joker as a theme, or Joker as a mechanic. Which is more likely / more able to mutate to get proper fun but stimulating power?

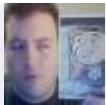
November 21 at 4:11pm · Like



**Zachery Gaskins** Also, even though Joker is likely to be a Yellow/Red power due to its finesse aspects, so far only one alien \*requires\* knowledge of the deck content, and that's Gambler. Simply put, you can't play Gambler if 1) you don't know what cards exist, and Gambler is unfair in the not funny way if 2) no one else knows what cards exist, because you'll either 2a) have all your claims called because everyone thinks you're lying, or 2b) have all your claims accepted because no one knows the deck well enough.

It's a great power if everyone knows what can be called. I think the "discard pile" modification Jack proposed continues to be a good idea which adds some elements that are interesting.

November 21 at 4:16pm · Like · 2



**Zachery Gaskins** For reference regarding likelihoods of drawing cards:

In a 5-player game, there will be 82 cards in the deck (72 in the standard deck + 10 Flares).

Chance of drawing a Negotiate: ~ 18% (or about 1 in 5)

Chance of drawing an Artifact: ~ 14% (about 1 in 7)

Loose math forgiven, after about 15 draws, you will have 3 N's to 2 Artifacts.

November 21 at 4:35pm · Like · 1



**Bill Eberle** I agree Zach; but when we add Jack's idea that cards only come from cards which have been played and discarded, we have something more to play with. I propose we invent a kind of void discard pile for the Joker (who's primary goal, after all, is "not to rule, but to satirize the universe" . . . so, when the Joker replaces an Artifact with a card from the Discard Pile, after the encounter, both cards disappear from the game forever. I'm also concerned that there can be too few Artifacts per player in a game; I'd add that any cards other than Attacks and Negotiates can be used to empower the Joker.

November 21 at 4:37pm · Like · 2

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**Zachery Gaskins** Removed from the game? Interesting. I don't care too much about the Artifacts going away permanently since they are not vital to the flow of the game...and even if all 11 leave the game with the encounter cards they mimic, Joker (or might I suggest, Jester or Prankster) can alter the balance of encounter cards deliberately and drastically...

...except if you remove 22 cards from the game, you are left with 60 (5p)/62 (6p)/64 (7p) in the game. A Cosmic Quake is more likely to happen but it isn't going to be intractable; there are still 44 Encounter cards remaining to be drawn.

Now we're cooking. So as Loki...I mean Joker starts removing both Artifacts (including Zaps) and Encounter cards from the game, opponents will have to alter their card counting / probability schemes. \*diabolical chuckle\*.

Suppose that if he were to ever become Zapped, that all cards from the game in this fashion are immediately returned to the discard pile? This would give Joker a reason to Zap himself so he can reuse cards more than once.

But what happens if both Cosmic Zaps are removed? Power free-for-all for everyone? I'm 90% on board with that but I'm wondering how the Super might help him in a way that doesn't threaten the infinite Quake scenario.

November 21 at 4:52pm · Like



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**Mark Hawkinson** Okay I can work with the idea of joker needing to swap cards, if he has more than just artifacts that he can use.

November 21 at 4:54pm · Like



○

**Mark Hawkinson** you could make the super return cards from the Cosmic void. (to Joker's hand)

November 21 at 4:57pm · Like · 1



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**Zachery Gaskins** If you allow any non-Encounter cards to be used as fuel for the power, you're looking at 27 cards (4-5p), 29 cards (6p), or 31 cards (7p) when there aren't Reward cards involved. If all of them get used in the way you describe, that takes the deck down to 28/26/24 cards, which (on the way down) will result in Cosmic Quakes and no one will get a full hand. You'd run into a Quake situation any time a player tries to draw, at that point, which we don't want.

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**Zachery Gaskins** As I'm analyzing this, removing cards from the game is useful to a point, but you'd reach a point where you'd be Cosmic Quaking quite a lot which would frustrate/annoy some people. But I do like the idea of an alien messing with the deck distribution.

November 21 at 5:01pm · Like



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**Zachery Gaskins** ((Arbitrary thought: Perhaps Joker takes cards prisoner...can't use em but can release them when zapped or as part of a deal?? Sounds rather prankish to me.))

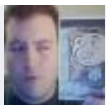
November 21 at 5:05pm · Like



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**Jack Reda** I think removing just the copied card would be better. The non-encounter card that was revealed remains in the game.

November 21 at 5:17pm · Like · 2



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**Zachery Gaskins** @Jack Reda : What happens hypothetically if all 55 encounter cards are eliminated?

November 21 at 5:29pm · Like



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**Jefferson Krogh** Very cool idea. In a typical game, Joker will be the main player maybe 6 times at most. Removing 6 encounter cards from the game will not disrupt things overly much, but boy! Knowing that any encounter card you play may never be seen again that game could be fascinating.

November 21 at 5:32pm · Like · 1

[http://www.ideabout.com/fan\\_design/in\\_progress/discussions/20111121\\_fb\\_fd.html](http://www.ideabout.com/fan_design/in_progress/discussions/20111121_fb_fd.html)



**Jefferson Krogh** Zachery Gaskins: Cosmic Stasis! The game ends in a universal draw.

November 21 at 5:38pm · Like · 1



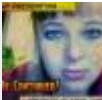
**Mark Hawkinson** Haha!!!! I love it! Alternate idea: Make it so that cosmic stasis only applies to a certain number of cards. or Maybe make it so that Cosmic Stasis ends whenever there is a cosmic quake.

November 21 at 6:06pm · Like



**Bill Eberle** I like Jack's idea of just eliminating the encounter card (Attack or Negotiate card) which the Joker, thoughtfully looking through the discards decides to select, replace with the non-Encounter card and play. Note, occasionally there will be no cards in the Discard Pile, and the Joker will have no power.

November 21 at 7:42pm · Like · 2



**Sarah Ryan** Wow....this thread got busy ^\_^ just caught up and I have nothing to add except I like how its developed, it sounds really cool re the discard cards! The joker is quirky, and it adds some quirkyness, lol :-)

November 21 at 8:26pm · Like · 1



**Bill Eberle** Ok, I've consolidated our ideas and created a new description for the Joker which we can start off with, and pick apart some more, tomorrow. [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**

[www.ideabout.com](http://www.ideabout.com)



[http://www.ideabout.com/fan\\_design/in\\_progress/discussions/20111121\\_fb\\_fd.html](http://www.ideabout.com/fan_design/in_progress/discussions/20111121_fb_fd.html)

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

November 21 at 8:55pm · Like · 1 ·



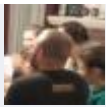
**Sarah Ryan** Haha, thats pretty cool, hey [Jefferson Krogh](#) you got a mention over on Bill's page \*clap clap\* lol

November 21 at 9:02pm · Like



**Jefferson Krogh** \*bows\* I just saw that!

November 21 at 9:03pm · Like · 1



**Mark Hawkinson** Neato. Here's a somewhat tweaked version. The only functional change is my attempt to simplify how the power works. Instead of choosing the value of your wildcard when you place it facedown, you USE your power to place your non-encounter card as a wildcard, then choose the value when you reveal it. The other tweaks are aimed at compressing the wording. Oh and I think I fixed an error in the way Bill worded Cosmic stasis.

November 21 at 9:44pm · Like



**Mark Hawkinson** JOKER Plays non-Encounter Cards as Wild Cards

You have the power to be wild.

You may USE this power to play any non-Encounter card facedown in a challenge as if it were an Encounter Card. As soon as your card is revealed, if you reveal a non-Encounter card, use this power to treat the card as a wild card. When you reveal a wild card discard it and look through the discard pile for an encounter card to replace it. If the revealed card is an Artifact, the Vulch may collect the card. After the encounter is concluded, the Encounter card you chose to play is removed from the game, except that the Filch may take the card.

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 Resource type power.

[http://www.ideabout.com/fan\\_design/in\\_progress/discussions/20111121\\_fb\\_fd.html](http://www.ideabout.com/fan_design/in_progress/discussions/20111121_fb_fd.html)

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New Expansion Set Game Rule - COSMIC STASIS (Jefferson Krogh)

If a COSMIC QUAKE occurs (Cosmic Conflict Expansion) and there is not enough cards for all players to draw a new hand, COSMIC STASIS is declared and the game ends in a universal draw.

November 21 at 9:44pm · Like



**Jefferson Krogh** Just a note on COSMIC STASIS: that was my idea to cover a situation where but there's no encounter cards left. It was responding to [Zachery Gaskins'](#) hypothetical situation. No reason it couldn't be used for any situation where a Cosmic Quake fails to unstick things, though.

I'll leave any other comments on Joker until tomorrow! Good night, all.

November 21 at 9:52pm · Like · 1



**Zachery Gaskins** We'll probably need to go through all of the Flare effects and see if any of those can get access at either the Artifact or the replaced Encounter card, and hope the current Joker can stay as simple as possible.

November 21 at 9:58pm · Like



**Mark Hawkinson** BTW, what's the flare gonna be? possible idea: Timing reveal. Wild: if Joker is in the game give this flare to the Joker to play it, otherwise discard it. Replace your revealed encounter card with an encounter card of your choice from the discard pile. Super: when you use your power you may choose an encounter card that was removed from the game with the Joker.

November 21 at 10:13pm · Like



**Bill Eberle** Thank, Mark. We'll look at this closely and come up with a "final" 2nd day version for our start tomorrow.

November 21 at 10:33pm · Like

[http://www.ideabout.com/fan\\_design/in\\_progress/discussions/20111121\\_fb\\_fd.html](http://www.ideabout.com/fan_design/in_progress/discussions/20111121_fb_fd.html)



**Phil Fleischmann** Wow! I didn't even know about this discussion until today. (I don't check fb as often as I should.)

Interesting point about the base power being weaker than Pacifist - fewer cards to use, they aren't absolute "auto-wins", and you have to give up an Artifact - a very valuable card, instead of just an N. So if it needs more power, I'd say increase the number of available cards to use the power with: I'd say include one or more of: Reinforcements, Kickers, Rifts - whatever seems most balanced. I don't like the idea of using Flares in this way, because it means you can always keep someone else's flare out of their hands, which is no fun.

I have a few problems with the "replace from the discard pile" idea. First (and actually least important) is that it would no longer be in keeping with the Joker/Wild Card theme. When playing poker with wild jokers, if you have three aces and a joker, you don't search through the rest of the deck for the fourth ace, you just declare it to be the ace. Replacing a card with a card fished out of the discard pile is a fine idea for a power, but it shouldn't be called "Joker", and its power shouldn't be called "being wild". I know it doesn't \*really\* matter - but the aliens with names/powers/mechanics that don't match really bug me. Like the Mite, Shadow, Symbiote, Fodder, Kamikaze, Merchant.

Suppose the power simply worked by replacing the Artifact with a card fished out of the discard pile, and no other changes made. That makes it \*much\* weaker, as you're limited by the cards that others have discarded, and you still have to burn an Artifact every time you use it. Even if you allow other non-encounter cards to be used, it's still essentially the Clone that requires discarding a non-encounter card, making it a weaker version of the Clone. The only small advantage it has is that the "cloned" card doesn't "take up room" in your hand. However, the card becomes inaccessible when the deck is reshuffled.

So let's say you have to remove the fished-out encounter card from the game. Now you've made the power even weaker, in that you no longer even have the cloning aspect. You have to hope someone discards a good card, burn an Artifact (or other non-encounter card) and then you get to use the power once, and you never get to use that card again. The best you can hope for is that someone will discard the 40, 30, both 23's, and both 20's. Now you get to use each of those cards once (assuming you can give up a non-challenge card - which means you not only have to have one, but be willing to not benefit from its normal use). As the high cards are removed from the game, card values will start to matter less and less, as they become more average, weakening your own power over time.

As interesting as fishing through the discard pile might be, these versions all seem severely nerfed over the original. If it seems too weak, I'd say let it work with Reinforcements as well as Artifacts - but that's about it.

Tuesday at 1:43am · Like



**Phil Fleischmann** @Mark Hawkinson: You can't have the USE part be during the Planning phase, because no one can see the card you're playing face down.

Joker vs. Oracle - Joker must declare his card value before Oracle plays his card - that's the whole point of Oracle.

Joker vs. Gambler - both powers rely on the other player revealing his card first. Therefore we turn to the Timing Rule.

Joker vs. Loser (upset declared) - If Joker has no Attack cards left, he is not forced to play an Artifact, but if he does so, he must declare it to be an Attack. He can't play an Artifact and declare it to be an N when the Loser calls upset.

Joker vs. Mirror, Graviton, Calculator, etc., - The other power works as normal based on the wild card's declared value.

Remember that Joker's power is not at all an - auto-win. Even if you declare a 40, your opponent might have the \*real\* 40, or even the 30, and still win without much difficulty. And there are plenty of combat powers that can overcome the 40. Virus, Warpish, Industrialist, Warhawk, Leviathan, Deuce, Cavalry, etc., plus Reinforcements, Kickers, and plenty of other

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effects. So it's not nearly as guaranteed as the Pacifist. The only real advantage it has over the Pacifist, is that it can lose (and therefore win) in the Loser's upset encounter - declare the wild card to be a 00, or a -07 if the Reward Deck is in play.

Tuesday at 2:03am · Like



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**Phil Fleischmann** Looking back on the Wild Flare that I wrote, I'm thinking it's no so good. How 'bout this instead:

You may play this Flare as a "wild" Artifact - having the effect of any Artifact in the game that use choose. After playing it, give this Flare to the Joker, or discard it if the Joker is not in the game.

Tuesday at 2:11am · Like



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**Ales Smrdel** If we stick with the "non-encounter" card for the wild we actually make the Joker more appealing to games with more players. Probabilities range 32,9%(3-5p), 34,5% (6p), 36% (7p), 37,5% (8p) ... probability of Joker getting wild cards gets higher since with >5 player games we are adding additional Flares to the deck hence giving Joker more fuel for his mischief.

Original probabilities if wilds were only the artifact cards are: 13.4% (3-5p), 13,1% (6p), 12,7% (7p), 12.5% (8p) ... Could be that they are a little low so by adding the reinforcement cards we get: 20.7% (3-5p), 20,2% (6p), 19,7% (7p), 19,3% (8p) ... and that are probabilities for drafting one card from deck. I believe that Joker will have enough fuel with artifact and reinforcement cards and we are not favoring him in >5 player games. Also the drawback of 1.4% is marginal in comparison to 4.6% boost in probability with non-encounter cards.

Tuesday at 8:31am · Like



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**Mark Hawkinson** @ales smrdel : I think non-encounter is balanced well with needing to use a card from the discard pile. But if we use the original version where it lets you name an arbitrary number, then yeah I suppose it would be a good idea to only use artifacts and reinforcements. @Phil: when you declare that you're using your power you could simply show people the card...

Tuesday at 9:47am · Like

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**Stephen Sloboda** Remember, it's not just about the probability of whether the Joker has a wild card or not, it's the threat that he MAY have it. How you play as the Joker, not the cards themselves, can lead to opportunities rather than just having a lucky draw.

I still like the original. It's eloquent, and captures the feeling of "Jokers are wild." I just don't like the wording. It's like, if Anti-Matter gets zapped, does he get a "take back"? Well, no because that's totally different, but it still seems wrong.

Tuesday at 11:43am · Like · 1



**Ales Smrdel** He will have a wildcard in his hand ... the question is will he use it ... mischief all the way :P

Tuesday at 11:59am · Like



**Mark Hawkinson** yeah the take back thing is part of why I reworded it

Tuesday at 2:40pm · Like



**Phil Fleischmann** How is it a take back? He has to play a card, right? And if his power is zapped, then he can't use his power to play an Artifact. So the Artifact that he played is not valid. An encounter card must then be played. That's the reason for revealing it first - without that rule, zapping the Joker doesn't take away his power, it just turns him into the Oracle.

Tuesday at 5:59pm · Like

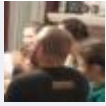


**Stephen Sloboda** My wording was that you play an Encounter as normal, then whenever you would reveal it, you use the power to replace it with an Artifact. So instead of flipping the card over like a normal reveal, you announce you are using the power. If someone zaps you, you do nothing and reveal the card as normal. If no one zaps you, you throw an Artifact instead of revealing the Encounter.

There's no need for "reveals first." And even if there was, it's still not like Oracle, because Oracle chooses their pod AFTER the opponent, whereas with the Joker their pod will already have been chosen; the opponent doesn't get to take a card back.

Tuesday at 6:13pm · Like

[http://www.ideabout.com/fan\\_design/in\\_progress/discussions/20111121\\_fb\\_fd.html](http://www.ideabout.com/fan_design/in_progress/discussions/20111121_fb_fd.html)



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**Mark Hawkinson** Yeah Steven's version works nicely too. The fiddly part was that the first wording would place a card, THEN USE the power to change what would otherwise be an illegal play into a legal play. Steve's version makes it so that when you reveal instead of revealing the encounter card you play your wild card from your hand.

Tuesday at 9:59pm · Like



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**James Albright** The wild flare could be this: Search the deck for any card and add it to your hand, then give this flare to the player with the fewest colonies. If there is a tie, discard it.

Wednesday at 11:06am · Like