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Cosmic Encounter

This is our Thanksgiving Day post.

GRIFTER << BETA >>

PLAYS CARDS FROM DISCARD PILE

You have the power to Con. As a main player, after encounter cards are selected but before they are revealed, you may declare a Con. Use this power to exchange the card you played facedown with a "hot" card which you choose from the discard pile. If the "hot" card is not an encounter card, it is treated as a 00 encounter card. After the "hot" card is revealed, it is removed from the game. Only you may look through the discard pile.
(Main Player Only | Optional | Planning/Any Phase)

WILD Once per encounter you may pick one the main players and force that player to discard a non-encounter card of that player's choice. Then you may give that player one encounter card of your choice from the discard pile.
(As Any Player | Any Phase)

SUPER SUPER Instead of removing your "hot" card from the game, you may stash it in a stack on your alien sheet. You may play cards normally from your stash, but the stash is not part of your hand. If your Grifter power is zapped, discard your stash.
(Main Player Only | Resolution/Planning)
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As a main player, after encounter cards are selected but before they are revealed, you may declare a Con. Use this power to exchange the card you played facedown with a "hot" card which you choose from the discard pile. If the "hot" card is not an encounter card, it is treated as a 00 encounter ca...

Discussion



Bill Eberle This alien is now in its Play Test << BETA >> phase. Let us know how it goes.

Wednesday at 9:03pm · Like



Bill Martinson If your intention is to lock all other players out of the discard pile for the entire game, this will create a conflict with effects like Wild Chronos.

Wednesday at 9:33pm · Like

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Bill Eberle Ok. We'll keep a list of all issues . . . and come up with a process to finalize decisions about these sorts of things. Our first take was to let it override anything that would allow another player to look at any of the cards in the discard pile. When we have the full list of issues concerning "discard pile" rights, we can revisit that rule and decide what we want to do.

Wednesday at 10:00pm · Like



Gleb Semenjuk We tried using this power with our gaming group just today. It added kinda a lot of downtime for searching through the discards. Maybe it was just us, but were left unimpressed of its dynamics. :-)

Thursday at 5:00am · Like · [1](#)



Peter Olotka Good feedback. Perhaps the Grifter actually has the discard pile in its possession so that it can peruse when not a main player so as to be ready. As to possible conflicts..all aliens have conflicts with something / artifacts / aliens / flares / destiny / tech ...when we have the cross check set up we will have our list for each pice of content in this set and work them all through.

Thursday at 7:39am · Like



Peter Olotka Design Alert: Announcing the Parallel Processing FanAssisted Cosmic Encounter Cross-Checking ComputerI am making a Google Docs spread sheet which will allow everyone to pick an alien, artifact or other listed existing content and be the responsible player who checks it against the content in progress. The acronym is PPFACECCC pronounced faceck (Fun, huh?).. So if everyone can invite a couple of more players into this Design Group we will be well covered. I love this because it goes to the heart of solving the difficulty of adding Cosmic Content.. the dreaded cross-check! Details after Thanksgiving!

Thursday at 7:39am · Like



James Albright Peter, I understand your point about how aliens are cousins. Healer and Observer are cousins, and so are Will and Dictator. However, you don't want to print an alien that does literally everything that one alien does and more,

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right? For example, imagine printing an alien that wins the encounter automatically whenever he plays a Negotiate and wins automatically whenever he plays reinforcements during an encounter. This would be Pacifist's entire power, but better. Would you print this alien?

In almost 100% of situations, Grifter is just plain better than Filch. Filch takes an opponent's played encounter card, while Grifter can take anyone's played encounter card at any time. I mean, people play Cosmic Encounter because variety is fun. It's not an "artificial" drawback if it makes Grifter more defined- a lot of aliens have these kinds of limitations on their powers, like how Dictator can't control his own Destiny flip. Some aliens even have a risk put forth when they use their power, like Gambler could lose extra ships, or Leviathan could lose a planet.

I think it's fine if Grifter and Filch are similar. Warhawk and Pacifist are similar too, but one does not always trump the other player. There's some pros and cons to Warhawk and some completely different pros and cons to Pacifist. Is there something I'm missing? In general, are there any cons to picking Grifter over Filch?

Thursday at 2:48pm · Like



Bill Eberle Good arguments, James. Perhaps, we will go back to requiring Grifter to pay for Cons, e.g. discard normally one non-Encounter card.

Thursday at 2:55pm · Like



Jack Reda That is why Grifter needs to dump an artifact/flare in order to use his power. That is the tradeoff.

Thursday at 2:56pm · Like



Bill Eberle We can change the Beta description to include that rule. We'll also add that Grifter takes control of the discard pile to help in its planning and not slow up the game per Gleb's playtest and Peter's suggestion above.

Thursday at 3:01pm · Like



Jack Reda Limiting Grifter to encounter cards out of the discard pile will really cut down on the time. He won't have to read all the flares and artifacts- just look for the highest number (most of the time).

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Thursday at 3:03pm · Like



Peter Olotka true good point

Thursday at 9:47pm · Like



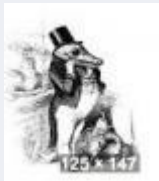
Bill Eberle Let us know if this rewrite, GRIFTER v02, solves the issues we've been talking about.

GRIFTER v02 << BETA >> PLAYS CARDS FROM DISCARD PILE
You have the power to Con.

As a main player, after encounter cards are selected but before they are revealed, you may declare a Con. Use this power to discard one Artifact, Reinforcement, Tech, or Flare card and then exchange the card you played facedown with a "hot" encounter card which you choose from the discard pile. After the "hot" encounter card is revealed, it is removed from the game. You may place the discard pile next to you and look at the discards at any time.

(Main Player Only | Optional | Planning/Any Phase)

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Thursday at 10:57pm · Like ·

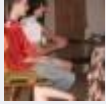


Peter Olotka My view is that we should compare alien A to alien B to see if there is some unresolved conflict when they are in the same game and to be sure that the powers are not too similar. Our alien compare process will vet new content. If the additional standard of.."I would rather be alien A than alien B because A is more powerful at a certain thing"..we would have to start purging existing aliens. I am not disputing the analysis, simply stating that it is OK. Decisions about micro-

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tweaking powers to "balance" them often wind up with an extra paragraph of complexity which serve no real game purpose. If in play testing an alien feels wrong, then that's the time to QUASH it or adjust it. We should sen aliens in to BETA with the simplest rule set - and see what happens.

16 hours ago · Like



James Albright I like v02, I hope I get a chance to playtest it but the wild flare might need some changes. If Grifter is in the game, then one good thing about the Wild flare is you can't keep giving main players the same card (e.g., agreeing to ally with one main player and keep giving them the 40) because Grifter will remove it from the game at some point, but this is also problematic because the flare is "any phase," so the flare can grab the 40 before Grifter can touch it.

Also, it says "any player," so you could give the 40 to yourself - perhaps it should say "ally only" or "not main player" instead. It's cool that since you have to discard an encounter card first, you can use it against your opponent, so they might discard an 08 and you give a 00.

The second part of the wild says "may." This allows you to abuse the card by just using it on yourself continuously to discard encounter cards without giving yourself anything back, so you can actually use it to get a new hand quicker.

14 hours ago · Like



Bill Eberle Re: the Wild power, we agree. It was flawed. Peter and I discussed GRIFTER this morning and decided 1) simpler is better and 2) stranger is better. We think v03 (posted today) is a good Beta Test candidate.

13 hours ago · Like