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[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

GRIFTER v03 is in Beta Testing. We'll see how well it works in actual games to decide if it is worthy to be one of the new aliens for the Fan Designed Cosmic Expansion Set. We think our goal for these aliens should be both that they are fairly simple to explain and, at the same time, really different. Here's the text for our Beta Grifter:

#### GRIFTER v03 << 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 the card you played facedown and replace it with a "hot" card which you choose from the discard pile. If the card you reveal 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. Place the discard pile next to you. Only you can look through the discard pile and shuffle it.

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

WILD Once per encounter, you may pick one of the main players and force that player to remove one card in his or her hand from the game.

( As Any Player | Any Phase )

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 )

#### History

Everything you've ever heard about the Grifters is a lie, especially everything they've told you. Better check your pockets and your planets; Grifter's probably already gone there and taken what they want!

and a link to the archive

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### Fan Designed Cosmic Expansion Set - GRIFTER

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- [Dawn Olson](#) likes this.

## Discussion

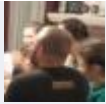
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[Ales Smrdel](#) Nice will give it a try next week with our play group.

Friday at 2:02pm · Like

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**Mark Hawkinson** This looks nice. :)

Friday at 3:35pm · Like



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**Christopher Aurel Oliveira** Since you retained the "remove the 'hot' card from the game this power now has two distinct strategies... go for the highest cards in the discard to win colonies, or target specific cards that other powers rely on to starve them to death... or both.

Friday at 4:02pm · Like



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**Bill Eberle** Yep. And some strategies we won't know . . . until we are play testing against different aliens and discover new things we hadn't thought of . . . in the heat of the moment is where some of us, sometimes, do our best thinking.

Friday at 5:08pm · Like



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**Phil Fleischmann** So it's a much more powerful version of the Filch. Any good card that gets played, even by you, you can play again. And if you're facing the Anti-Matter or Loser, you can grab someone else's flare and remove it permanently from the game, while winning the encounter!

So you always have access to every encounter card in the discard pile, once each.

I don't quite like the idea of permanently removing cards from the deck. This leads to more Cosmic Quakes - and possibly unresolvable ones! I'm thinking that instead of removing the card from the game, you should place it on your power sheet until the deck is reshuffled, then it goes back into the deck.

Friday at 5:43pm · Like

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**Phil Fleischmann** But you might as well just throw Filch away if you're going to include this power as-is.

Friday at 5:45pm · Like



**Bill Eberle** Try testing Grifter in games with the Filch. They really are different, e.g. Filch keeps high cards played in encounters away from Grifter. It's up to clever players to figure out how to use the advantages of each alien (and to find hidden advantages in different kinds of games), and, also, how to make use of the disadvantages of aliens they are facing (and find hidden disadvantages). One reason that the "unbeatable" aliens often have a tough time is that players work together to put them at a disadvantage.

Friday at 7:19pm · Like



**Jack Reda** Filch can only keep a high card away from Grifter on the turn it's used against Filch. As soon as Filch uses it, Grifter has access to it. Once.

Friday at 8:24pm · Like



**Bill Eberle** Well, Phil and Jack, I've been thinking about your comments for awhile now. Most of what I might say was already said by [Peter Olotka](#) in today's discussion about Joker

Peter Olotka: As before many aliens are related. But as we go on with this expansion we might see if we can only come up with pure new out of the box aliens. Working through the first few will provide some group experience

and also in the Thanksgiving day discussion about Grifter:

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-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 send aliens in to BETA with the simplest rule set - and see what happens.

... we'll playtest ... after all is said and done, the aliens that will make it into the Fan Designed Cosmic Encounter Expansion set will be the ones we are enthusiastic about.

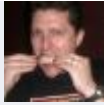
19 hours ago · Like

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**Sam Connolly** What's the rush to start playtesting so soon with aliens aren't even in a state that even in theory seems reasonable? This isn't "more powerful than Filch at a certain thing"; this is Filch with a half-dozen extra advantages tacked on and without any additional weaknesses. It seems like our time would be better spent making sure we're looking at aliens that aren't obviously supersets of other aliens than to leap right into playtesting the first thing that pops into our heads.

15 hours ago · Like · [1](#)



**Jack Reda** Playtesting often and early is extremely important. It's not just about seeing if an alien works. It's seeing how it works, and using that info to figure out how to make it better, different, throw it out or leave it alone.

8 hours ago · Unlike · [1](#)



**Cosmic Encounter** Right! Thanks, Jack.

4 hours ago · Like



**Bill Martinson** When we can already see that there are significant concerns, corroborated by multiple voices, what is the value of rushing to playtest? This alien, without question, obsoletes Filch. (Can there still be any doubt about this fact?) I'm sorry, but the statements to the contrary just do not hold water; they unfortunately serve more to erode confidence in the process (based on conversions taking place outside of facebook, for obvious reasons) than to defend Grifter. The fact that there is no interest in addressing obvious issues of concern to multiple people is de-motivating.

3 hours ago · Like



**Bill Eberle** Working on this first alien is kind of a shakeout cruise ... we're assuming that the process can be improved and that we can all work together to improve the process.

In addition, to discussion threads, we can use votes, probably in the Fan Expansion Set group area; e.g. when there is strong feeling that a particular alien or other expansion set concept should be taken out of beta or shelved, we can create a one or two day vote to help find consensus and guide our collaborative decisions.

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For this first go around, Peter and I have attempted to act as facilitators/integrators as well as discussion participants. We hope that other project participants will volunteer to take on that role for each new expansion alien, artifact, or other kind of expansion idea we work on.

In addition, I have volunteered to serve as the project archivist and to organize our ongoing Fan Designed Cosmic Expansion work and content in rooted sets of linked web pages.

I regret that my attempts as an integrator have caused some to lose confidence in the process.

We're just starting out. Please help us all improve the process and make specific adjustments to create a process that works and seems fair and productive to everyone. Thanks.

2 minutes ago · Like



**Jefferson Krogh** For what it's worth, I plan to playtest Grifter with Filch this week. I remember Steve Jackson saying once that it was important to playtest ALL the tactics, even the ones that seemed dumb on their face. I think the same idea applies to a project like this -- even if you think you know that an alien is "obviously" whatever, it's best to confirm it in actual play.

15 hours ago · Like · [1](#)



**Jack Reda** Keep the comments coming. With 90 published aliens in the boardgame, and many others in various other editions that may or may not appear, it's easy to lose track of interaction situations. Making these aliens their best will depend on people seeing the potential flaws and finding a better way to execute.

15 hours ago · Unlike · [2](#)