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Peter Olotka

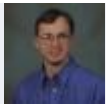
Join the discussion on Cosmic Facebook should the Machine. be banned from games with the new alien in development The Order.

Discussion



Stephen Sloboda Why would you make a new alien that forces a classic one to be banned? I'm not entirely impressed with the Order anyway.

December 23 at 8:35pm · Like



Nick Sauer I have to agree with Stephen here in that I don't think the Order is worth it.

December 24 at 6:40am · Like



Peter Olotka Well because the Machine does not need to be banned and even if it was, excluding aliens has always been a part of Cosmic. It's not the end of the universe to have an alien exclusion

December 24 at 12:26pm · Like



Nick Sauer It was just nice that the new set had avoided it so far.

December 24 at 1:19pm · Like



Bill Martinson [Stephen Sloboda](#), it is not actually possible for The Order to "ban" Machine from the game; actually the reverse is true. If The Order gets printed with a "Do Not Use With Machine" restriction, this would actually ban The Order

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from any game where both of them come up. (When such a conflict arises, the alien that has the tramp-stamp is the one that gets booted.)

I do not advocate a "Do Not Use" restriction in this case. I would actually prefer either (a) no restriction at all, or (b) a few extra words within The Order's game text that prevent him from offering membership to Machine, but still letting both be in the same game. The tramp-stamp is, I believe, the worst of the three options. Anyway, I've asked Peter if when he posts the poll he could include all three options.

December 24 at 7:14pm · Like



Stephen Sloboda Even so, the following has to occur in order for the Machine + Order to "automatically" win:

- 1.) The Order has to have an encounter with the Machine so the Order can offer membership (unlike Philanthropist who just has to ally).
- 1.5) The Order must not get zapped.
- 2.) The Machine must accept membership (there's reasons it might not).
- 2.5) Their deal must not be Quashed.
- 3.) Order must have good cards to give Machine.
- 4.) Machine must have another encounter/get around to their turn.
- 5.) Machine must have an encounter with someone they can beat with the cards available to them.
- 5.5) Machine must not get zapped.

A very powerful alliance indeed, but hardly what I'd call an "automatic" win. And if everyone can see the combo on the table, there's ways to play around it.

Furthermore, The Order is still in development and may be subject to change (I think it needs quite a few changes). So I don't think it's worth voting on whether a beta version should be allowed with Machine when the final version may be different.

December 24 at 8:33pm · Like · 2



Bill Martinson First of all, nobody is claiming it's "automatic"; just that the likelihood of the steamroller win is high, and the resulting game ending has good potential to be drawn out, predictable, and boring.

Second, you say there are ways for the other players to play around this, but you give no examples. (If you were counting on zaps, see below.)

Now, to the meat of the post. That's a pretty impressive list on first glance, Stephen, but unfortunately most of these points do not hold up under closer examination:

1 & 2 - These are the *givens*, since the debate doesn't even begin until these occur. You might as well say we have to be playing Cosmic Encounter and these two aliens have to be in the game and the house has to not burn down. All of that

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goes without saying.

1.5 - Invalid. The Order cannot be zapped.

2.5 - Sure, but how much of a threat is this really? There's only one Quash; there are two or three Card Zaps. And guess who is most likely to have those Card Zaps (and even the Quash for that matter)? One or more members of The Order, most of whom are drawing lots of new hands thanks to constantly giving their encounter cards to Machine. Even if *one* deal does get Quashed, who cares? So now Machine needs six deals instead of five. Big whoop .. he *excels* at just continuing on and waiting for the next opportunity.

3 - If by "good cards" you mean winning encounter cards, then your statement is not correct. Machine doesn't have to beat non-members. It's nice if he does, but that's just gravy. All Machine needs is enough encounter cards to get to the next member again -- pretty easy in many cases. He doesn't really care so much about the quality of the other member's cards, only their quantity.

4 - Sure, and I think this is your most valid point. As I said before, in many cases this might take Machine one turn, or it might take him two. No biggie for him and his boss.

5 - No, he doesn't. This is what I think people are missing. Machine likes to beat the non-members, of course, but he doesn't *need* to. He just needs to get to the next member so he can get another free colony in a deal, and a bunch more cards (often fresh ones that the member just drew). The important thing to understand is that Machine can "try, try again" a ridiculous number of times.

5.5 - Invalid. Once Machine is a member, he cannot be zapped.

It seems pretty clear that your assessment of the likelihood of success is based on multiple misunderstandings. The fact that a significant portion of your list is overstated or factually incorrect increases my concern that some folks are not really grasping how this Victory Engine actually operates.

I'm perfectly fine with us agreeing that we totally understand how it works and how often it will likely succeed quickly, but we are going to let it happen in spite of that. Informed acceptance of known risks is perfect acceptable in many cases.

But if we're going to deem it all rosy and wonderful based on misunderstandings of the actual play dynamics, then that I have a problem with. If we're going to analyze it, then let's do a true, objective analysis based on facts. A long list of impressive-looking but flawed "obstacles" will not help us make the best decision for the good of the game. That's all I want.

Sunday at 3:37am · Like



Stephen Sloboda ...I had to reread the first fifty or so posts to find the version that says the Order and its members cannot be zapped. I missed out on a lot of the discussion because the thread is on the Cosmic Encounter main page instead of this one. Of course, you just HAD to be the one who posted that version, so it just makes me look like I have my foot in my mouth.

Misinformed? Yes. Factually incorrect? Maybe. Misunderstanding of play dynamics? That's pushing it.

Sunday at 4:35am · Like

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Bill Martinson I don't really understand your foot-in-mouth comment, but the "can't be zapped" mechanism came from [Peter Olotka](#) (or possibly [Bill Eberle](#), but I think it was Peter). All I did was recast into FFG-speak. (I don't even like that part, not one bit. It's brute-force, it gunks up the core game engine, and I think zappability is one of the few things that should be sacrosanct in Cosmic.) I'm sorry if you felt offended, but that was not my intention. Naturally I just assumed that you were working from the current version of the power (and I deal with people almost every day who read clear text and miss what it's saying, so that's pretty much a matter of routine for me). I probably should have asked which version you were on, and I'm sorry I didn't think to do so.

I guess what this really points out (again) is how frustrating and unsuitable facebook is for a project of this nature. We have to check three different places for text and commentary, comments do not get posted in chronological order, each topic is broken up among different "threads" even when on the same page (and those can be out of chronological order), facebook does not consistently notify us where and when there are new comments ... it's a left-brained person's nightmare. I think we must all be hearing randomly different parts of the conversation, since I have seen several people make good points that seemed to fall completely by the wayside. Probably people are relying on facebook's little red numbers to tell them when there are new posts, but facebook really only does that when it feels like it.

Sunday at 9:36am · Like



Peter Olotka It was my fault the latest ORDER did not remain at the top of the post. I got sidetracked by Christmas. The proper way is for Bill to post it from Ideabout so that as it evolves we can keep it current here via the link. Will do better in the future. In any event we are seeing if we can keep the group as a place for administrative details about cross check etc. When I post a "comments" wanted I always try to refer players back to the FB page so that we don't have competing threads. But when we do Bill archives them at ideabout.

Monday at 9:47pm · Like