

Lets !! go !! gambling!! None of these are like hey you have to do this but as someone whos been completely obsessed with this game for the past few months and pretty much exclusively adds primarily joker focused mods i really wanted to write something here bc the idea of 300 jokers is fun and a neat milestone to hit and could be super cool if the jokers are cool also. Will be going horizontally and then down with my ramblings and my ramblings will also probably get shorter as they go on LOL. also probably wont get every joker here just the ones that peak my interest

Sidenote i hope this doesnt like come off as pushy or whatever i just saw a bunch of balatro ideas in a spreadsheet and really wanted to talk about it because a bunch of balatro ideas in a sheet is awesome



the idea of having to skip planet packs is insanely cool but i worry that 1. This is very similar both in method and payout to constellation and 2. Generally speaking common jokers are simple and also don't give xmult, with the exception of photograph and cavendish. So my pitch here is like move it to uncommon or rare or something and maybe change the reward to plus mult or something, that second bit i dont care as much abt

Jimmy J. Joker




Common

Add 5 chips per un-enhanced card in your full deck

i feel like this powercreeps blue joker HARD but the concept is neat

Funny Money



Common

At end of round, multiply cashout value by a random number from 0.5 to 1.5

multiplying it by a random number with the values in between 1 going the same amount forward and back leads to a net change of nothing and basically just makes this a joker you would never take, its a cute concept having an econ

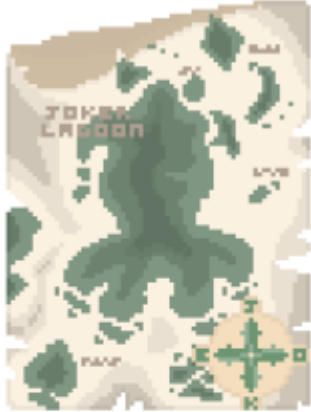
misprint joker that technically scales and i like the art a lot but maybe change the positive values to be a decent bit more to make up for the fact that you're taking a risk with it

I do hope blank joker does something 🔥



i worry this is kinda just popcorn but different , and also with the fact that you wouldnt really keep 8 mult with you for more than 16 hands anyways this in practice would be just a jolly joker lol

Cartographer Joker



Common

x2 Mult if every hand type is level 2 or higher

this is a fun idea but idk maybe should be moved to uncommon



this is incredibly niche and also common which i think leads to a weird problem where there's almost no scenario where you would be on a run where you want it, while also not being at all useful in the early game. Non scaling common jokers are generally something you don't want to be keeping with you so this just feels like a weird ability for a common to have although i still think its too niche for really any rarity LOL

Out of the jokers on this page i really like easter eggs, blindness, loot joker, and irradiated joker

Firebrick joker to orchid joker are the ones that inspired me to write something here because i think this mod could be cool but seeing 11 different common jokers that only affect 4 cards in a not that meaningful way is something that would turn a lot of players off. The two rank based retrigger jokers both affect multiple, so this just makes them really weak and niche in the first place, and while yes, there are jokers that only affect a certain rank in common, theyre all unique in some way, such as 8 ball and scholar, and the majority of commons affect more than 4 cards and that's what makes them something workable for early game,


such as odd todd, smiley face, the suit jokers, the hand jokers, and so on etc etc. I just don't think these jokers would be fun to use because without another joker that affects that rank, or a bunch of tarot cards (as the #1 8 ball sympathizer this is why i think 8 ball works!! You get tarot cards to make more 8s you get to make the 8s your own and the runs are consistently different because of this) the joker essentially becomes plus 10 chips when a 10 is played.

Skinny joker and portly joker are similarly kinda just weird but i appreciate the bit i suppose although something thats the exact same as jolly joker without the conditions is maybe a little odd idk

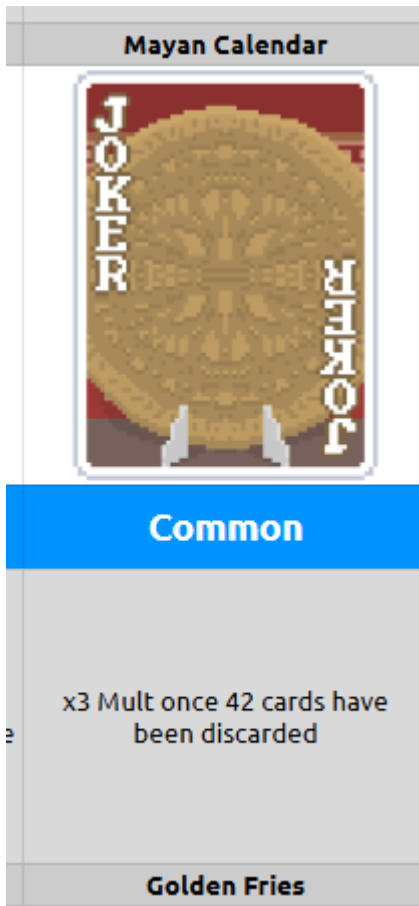
Living card is awesome and the art is also awesome, same with spiritual joker that's such a cool idea

Buttermilk pancakes goes crazy

Most of this row is really cool its just the retrigger ones i have personal beef with

Omaha	
	
Common	
Cards in-hand can be used to create Poker Hands if applicable	x3

not sure what this means?



this is basically 3x mult for doing nothing which is a little absurd for a common, and also very similar in concept and payout to yorick which should back this up

WINGDINGS IS SICK i love this concept this is like exactly what a common joker should be in my eyes like you wouldnt keep this forever but it keeps you moving it gets you a 5 of a kind or two for a bit and then you kill it its peak

Acrylic joker is also a very cool idea


Nametag



Common

Face Cards give 3 Mult instead of normal chip value

this is just a weaker smiley face



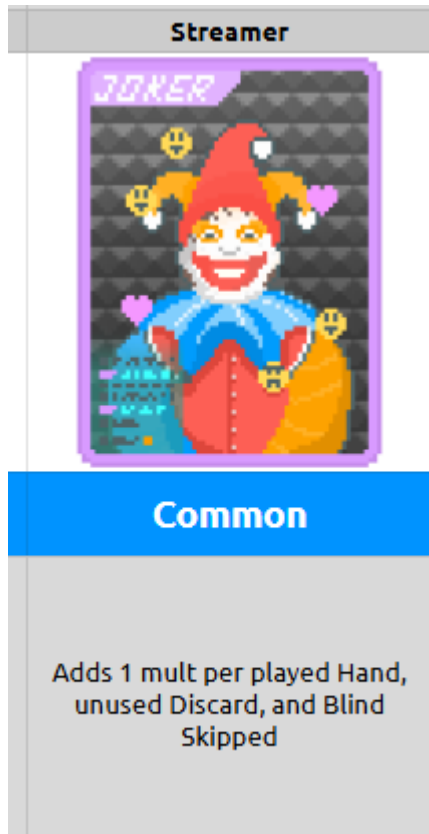
Common

Add 1 Hand Size per unused Joker and Consumable Slot

this is clever concept but i think it should be nerfed a little, given juggler is also a common and youll usually not be carrying both consumables with you every time. Maybe just like -1 hand size on top of this or something

Not a critique but i think its funny ive seen 3 different jokers that combine mult and bonus cards this way i like your art a lot here though its cute

Dimensional chess is really really cool and i think additive mult is like perfect for it



i feel like this kinda power creeps green joker? A little? Kinda? The idea is really neat although i feel like blind skipped is kinda irrelevant maybe nothing needs to be changed here i have no strong feelings i like the art

Spud is an insanely cool concept if im understanding it right, i especially really like potato dumplings and glass potatoes

As for the bananas, i feel like banana bread is obviously never really gonna happen but yk whatever its silly, saba is fine, buuut by the time you've grabbed and lost both bananas, there's probably no scenario where you want a joker that scales by +10 mult each ante, you're stronger than that by now

Jokertale



OBELISK
APPEARS!

JOKER HP 

FIGHT	LEG
STEAL	WILL

Common

1x Mult, add 2x per boss blind
beaten in one hand

99

this is crazy strong and shouldn't be common at all lol

Out of this page i really like tax returns, love and big blast



this has two scenarios where it's anything but a debuff so I feel like it should give something else too

Minesweeper is niche but silly thats a cute concept im curious does this work with like rare jokers too or just spectral cards in planet tarot packs etc

Super Joker



Common

If hand contains a five-card-high-card, add 1.5x the chip values of the unscored cards to the single scored card

105

isnt this just weaker splash

Royal Butterfly

A Royal Butterfly (K, K, Q, Q, J)

Common

If hand contains both a two pair and a fifth card of sequential rank, x3 Mult (Example: A, K, K, Q, Q)

106

i think 3x mult for a two pair with face cards is too strong for a common joker

Might do uncommons later if you want idk i do like writing my thoughts here