

http://www.ideabout.com/fan_design/completed/aliens/theklutz.html

http://www.ideabout.com/fan_design/in_progress/discussions/20111228_fb_talk_menu.html



Cosmic Encounter

Here is Bill Martinson's Klutz with art by his daughter. We will link it up to ideabout after Bill Eberle's computer is back online. Comments?



Fan Design Expansion Set

KLUTZ - Fumbles Cards and Ships (Yellow alert)

You have the power of Clumsiness. Whenever you draw more than one card from the deck (including when you are dealt your initial hand), /*use*/ this power to fumble and drop one or two of the drawn cards.

Whenever you place more than one of your ships on the same planet, use this power to bump any one other ship off of an adjacent planet in the same system.

Fumbled cards and ships go to the discard pile and the warp.

(As Any Player) (Mandatory) (All Phases)

HISTORY: The Klutzes are described by their Cosmic neighbors as being all thumbs, and this is meant quite literally. Possessing no fingers and only marginally opposable thumblets – typically seven, eleven, or fifteen, depending on whether the individual is male, female, or foomale – it is a wonder they can even tie their own podpads. Klutz reproduction is thus hypothesized to occur via a phenomenon that has come to be called "improbably fortunate collisions."

WILD KLUTZ: For the rest of this encounter, each time another player should draw more than one card from the deck, you may deal out that player's cards. Deal one faceup, deal one to the wrong opponent, or do both (with the same card or two different ones).

(As Any Player) (Any Phase)

SUPER KLUTZ: As the offense or an offensive ally, before encounter cards are revealed, you may examine your ships in the hyperspace gate, then drop them from one foot above the gate. If any ships on your side of the encounter come to rest at least partly on the table, after cards are revealed the offense decides which ones return to the gate and which ones return to colonies.

(Offense or Offensive Ally) (Reveal)



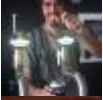
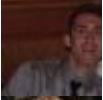


All content from the Fan Based Cosmic Encounter Expansion Set

By: [Cosmic Encounter](#) Tuesday March 13 at 11:22 a.m.


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-  **Bill Eberle** Works at Maine Quality Information Partners, Inc
-  **Jefferson Krogh** Information Systems Manager at Kennerley-Spratling
-  **Alexander Ortiz** USC
-  **Christopher Aurel Oliveira** Littleton, Colorado
-  **Toni Lozančić**
-  **Cristie Dingman Poole**

Discussion

- 

[Jonathan Wolf](#) honestly i'm not extremely "wow"ed by this power. It seems similar to many other powers. But I like the idea of "fumbling" - what if it was just implemented in a different way than essentially just discarding some cards

[Tuesday at 11:33am](#) · Like

- 

[Jonathan Wolf](#) for example:

[Tuesday at 11:33am](#) · Like

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o

Jonathan Wolf You have the power of Clumsiness. Any time another player plays a card, you may Fumble any number of cards from your hand. The cards must be of the same type (encounter, artifact, flare, etc). Mix the fumbled cards with the card the other player just played. That player may draw 1 card randomly from the shuffled cards, which he may then play the card drawn as a replacement, or return the card to his hand.

WILD: same as above

SUPER KLUTZ: the cards you fumble do not have to match the card type played by the other player

This would have to be refined a little bit - for example, especially with the super klutz, if it's during the "planning" phase and the Fumble replaces that player's last Encounter card with something else, does their turn immediately end? Do they lose the encounter?

[Tuesday at 11:40am](#) · Like



o

Jonathan Wolf oh and that should also read that the Fumbler returns the rest of the cards to his/her hand after the player draws their card

[Tuesday at 11:40am](#) · Like



o

Peter Olotka I like the quasi accidental nature of the fumble, which it seems to me makes it pretty unique. Opps, er pardon me. Sorry bout that.

[Tuesday at 11:45am](#) · Like · [1](#)

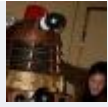


o

Jefferson Krogh Fun, simple and useful power. I disagree with Jonathan that it needs to be more complicated. There are very few ways to discard from your hand, or to quickly kill foreign colonies. Klutz offers both. I like it.

[Tuesday at 11:47am](#) · Like · [2](#)

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o

Matthew O'Hearn I love this!!!!

Tuesday at 11:53am · Like · [1](#)



o

Jonathan Wolf what counts as an "adjacent" planet? In FFG Cosmic you could arrange the planets in a lot of different ways

Tuesday at 12:01pm · Like



o

Bill Martinson FFG's rules say that you can arrange your planets whichever way you like. This, unfortunately, is incorrect. FFG's own Lunar Cannon tech already *requires* planetary adjacency, and they even show the planets lined up in their rulebook illustrations. There are other classic effects from the Eon days that also depend upon the planet relationships being linear (well, curvilinear!), so the rulebook's reference to placing your planets as you wish should be understood as saying "you can be a bit creative with your line of planets, and the order of the highlight colors on the artwork doesn't matter". We must be able to assume adjacency or lots of possible game effects become impossible.

Tuesday at 12:12pm · Like



o

Bill Martinson Thanks, [Jefferson](#). "Fun, simple, and useful" is exactly what I hoped for.

Tuesday at 12:22pm · Like



o

Peter Olotka Makes me think of an effect that can sequester planets...in the spirit off The Claw...but that's another tangent.

Tuesday at 12:25pm · Like

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Jack Reda Does Klutz have to fumble his own ships off a planet into the warp? If he's returning ships to his home colonies, and it's a mandatory power....

Tuesday at 2:03pm · Like · [1](#)



Peter Olotka Hmm I could see a self fumble to prep for Loser or Anti...

Tuesday at 2:05pm · Like



Chuck Feist The history of this alien is definitely one of my all time favorites. As for the power itself well, to put it poorly, it is great.

Tuesday at 2:07pm · Like · [1](#)



Chuck Feist As for the adjacent rule, the group that I play with has a wide variety of ways to set up their planets, I have even mixed mine with another's planets into a cluster for a laugh, we didn't really run into any problem with it. However, if we saw that someone was playing the klutz we would most definitely align them in such a way that the adjacency is more obvious, such as a curvature of some kind.

Tuesday at 2:18pm · Like · [3](#)



Amy Crook I like this power, it looks interesting and interactive. A great way to carry a theme into several different effects, too, with fumbling his cards, someone else's cards, and various ships.

Tuesday at 3:21pm · Like · [1](#)

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○

Christopher Aurel Oliveira I actually like this power, it has a great theme and is one of those "funny" powers like Sniveler and Seeker. Two things:

I would change the second part of the power to also being "one or two" fumbled ships on adjacent planets to match the first part, and I would edit the super flare to this:

SUPER KLUTZ: As the offense when launching ships, or an offensive ally when allying, instead of placing ships into the hyperspace gate you may drop them from one foot above the gate. If any ships on your side of the encounter come to rest at least partly on the table, after cards are revealed the offense decides which ones return to the gate and which ones return to colonies.

(Offense or Offensive Ally) (Reveal)

This saves space and retains the same effect with redundancy.

Also, it seems like the Super is based off Jack Reda's funny "Quake" power.

[Tuesday at 3:33pm](#) · Like



○

Peter Olotka Snivler and Klutz, separated at birth?

[Tuesday at 4:03pm](#) · Like



○

Chuck Feist @Christopher Aurel Oliveira if the super was changed to your version then it wouldn't be the reveal phase it would be the launch stage as the offense and the alliance stage as an ally... atleast that is the way i read it.

[Tuesday at 4:06pm](#) · Like



○

Bill Martinson [Jack](#), yes it is mandatory (and by design). A power like Clumsiness should not be something that you use always and only to your own advantage. Sometimes it can bite you in the backside, like if you draw four rewards, all of them are good cards, and you have to discard one. This is an intentional part of both the game balance and the thematic implementation. I believe a careful player can manage the "self-inflicted wounds" to keep them to a minimum ... much like the Klutz aliens themselves have to do. Plan ahead so when you are returning, say, four ships from being defensive allies, you can put them all on different planets to avoid knocking your own ship off. But get careless and ... well, you may have some boo-boos.

[Christopher](#), I'm afraid that knocking off two ships will be too lethal to opponents' colonies. This alien isn't a homicidal monster, he's just a knucklehead that occasionally sends you off a planet. If he can kill two ships at a time, then everyone will feel the pressure to keep *three* ships on every foreign colony, and that would probably change the overall game dynamics too much.

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If it is truly necessary to achieve parity between the two effects, I would rather change the first part to discard exactly one card. But if that is not necessary, then I like the one-or-two-card fumble for its greater utility and thematic variety.

As for Super Klutz, the reason he examines his ships after all alliances are formed is because of the variation in when players load the gate. When he is launching as the offense, no allies are yet present on the gate ... so what good would it do him to drop his ships with nothing for them to bang into? The purpose here is to encourage Klutz's allies to commit to the encounter with more than one ship, and when somebody else is the offense, to garner Klutz a higher-than-average number of offensive invitations (since he can provide the offense with flexibility in who gets sent home empty-handed). Your revision undoes those things.

Tuesday at 4:10pm · Like · [1](#)



Bill Martinson Hmm, I was not aware of [Jack's](#) Quake until now (I was just thinking about doofuses who knock over the poker chips) ... but Jack definitely deserves the credit for landing on this moon first!

Tuesday at 4:24pm · Like



Peter Olotka The weak underbelly principle

Tuesday at 4:25pm · Like · [1](#)



Bill Martinson Exactly. I like aliens that have unique weaknesses along with their unique strengths: Macron, Doppelganger, Virus, Pacifist....

Tuesday at 4:30pm · Like



Peter Olotka Nothing better than a Virus X 0

Tuesday at 4:35pm · Like · [2](#)

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o

Allen Varney Though I appreciate that Cosmic Encounter raises a very big tent, I personally can't stand "drop piece from above the table" effects. An early Magic: The Gathering card, Chaos Orb, polarized the entire community with just such an effect. You may need a marker, either formal or informal, of "gonzo level," and let the players decide what level of gonzo-hood they want in their game.

[Tuesday at 4:47pm](#) · Like



o

Peter Olotka This would akin to the SILENCER factor, but aliens will be aliens, there is little respect for earthly conventions or convictions

[Tuesday at 5:42pm](#) · Like



o

Bill Martinson Perhaps Klutz might be a candidate for the "classic flare" treatment? One with the whackadoo table-drop and one with something more tempered.

[Tuesday at 7:02pm](#) · Like



o

Peter Olotka Fair isn't Funny.....which is why Klutz is funny. The physical aspect to the Klutz is what makes it endearing/loathed depending on whose milk is spilled.

[Tuesday at 8:17pm](#) · Like · [2](#)



o

Peter Olotka How about some Kultz Kombo suggestions?

[Wednesday at 10:48am](#) · Like

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○

Bill Eberle Among other things, the original Cosmic was designed to be a game of "instant role playing" - a game where each player was given a theme/personality which we hoped they would riff on, creating on-the-spot, stand up comedy bits in the persona of their alien for everyone's amusement. Cosmic Encounter is most of all a game about people and how interesting and different we all can be when we "explore the other worlds" inside of our selves; we wanted people to have fun with each other in ways they had never imagined they could have fun. The Klutz is a perfect example of this potential in a really great game of Cosmic. It's all about the people (and their alien alter-egos)!

Wednesday at 12:43pm · Like · [3](#)



○

Gerald Katz I like the discarding cards part. That's a nice power on its own. I don't like the removing other players' ships from a planet in addition. It feels out of place. I'd be ok with it being the Super Flare instead. This is certainly just a feeling of the power, not game mechanics. Being able to discard unwanted cards is a power; just ask Philanthropist. If you take away the ship removal and change the option to discard one, two, or three cards to compensate which also differentiate from Philanthropist since that power gives an unwanted card to another player I'd be fine with that.

Wednesday at 8:18pm · Like



○

Christopher Aurel Oliveira I like the power as it is, not only for thematic reasons but because many powers can already get rid of unwanted cards, but they are always DOING something with them besides discarding them, such as Philanthropist muddying someone else's hand at the same time, Hacker doing the same, Mimic having the potential to gain just as many as it could lose, etc. A power that can ONLY discard unwanted cards and nothing further is not a power I would ever play, and Bill's overall theme is on point.

Wednesday at 8:31pm · Like



○

Gerald Katz Philanthropist only gives one card away. Hacker has to lose an encounter. Trader has to be main player and risk getting bad cards in return. Klutz gets to discard unwanted cards as he gets them. His ratio of good cards to poor cards is high in his favor. He loses and risks nothing. I'd play it.

Yesterday at 12:49am · Like

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Gerald Katz Mind, I like Hacker very much. I did create it after all. ;)

[Yesterday at 12:49am](#) · Like



Bill Martinson I'm not one for caring too much about combos, but [Jefferson](#) said something on BGG that suggests this one:
Cartoon Characters: Klutz, Sniveler, Animal, Fido, The Claw.

[Yesterday at 1:31pm](#) · Like



Peter Olotka Are we good with putting the Klutz into Beta?

[22 hours ago](#) · Like



Jefferson Krogh Yeah, I dig it. Let's bring back Silencer, too! O:-)

[18 hours ago](#) · Like



Christopher Aurel Oliveira I think Klutz is well made, straight-forward, and leak proof, what more needs to be said?

[12 hours ago](#) · Like