

Original Traps Revival

Posted by jackattack - 2009/06/26 00:25

While some of the original Traps pieces are available as Individual Items on the commercial DF page, the sets themselves have not reappeared since the transition from bowties. I may have missed something that would say why that is.

I can speculate that the sets did not sell well. I am hoping that we can figure out why it didn't sell, and perhaps come up with a way to make a new trap set viable.

It is also possible that some of the pieces were difficult/expensive to cast. If we knew which pieces were problematic, we might be able to say whether the remaining (simple/cheap) pieces are desirable as a set.

Finally, I suppose that there might have been problems with the complexity/fragility of the pieces. Some of them had small interchangeable pieces, or lengths of toy/jewelers chain. If anyone who owns a Traps set can speak to this, I'd like to hear.

Long story short (too late!), I'm trying to figure out if there is a way to bring back at least a modified (combined) version of the Traps sets, and what that set(s) might include.

For the purposes of this thread, I'm only interested in discussing the original DF trap pieces. (I'll put up another thread for new trap ideas)

The original trap sets included:

Traps 1

- L-shaped passage with four traps swinging left, and right
- 2" walls with pits
- floors with pits
- short passages with pits
- 6" passage with pit and log
- 2" swinging wall hinged at end
- 2" swinging wall hinged in middle
- 4" swinging wall hinged in middle
- wooden ramp with rolling stone

Traps 2

- arrow loop walls
- arrow loop passages
- falling block trap (passage)
- 5-ton stone block
- swinging spiked log trap (passage with arch)

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Posted by crioux - 2009/06/26 15:25

My personal problem with the traps is that they need to be invisible, if not the players will act differently. That's why I only bought a few pieces

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Posted by purgatory - 2009/06/26 15:34

I thought about that myself. But why not just use a normal corner or hallway or floor space. Once the players reach that area if they don't check then you switch it out with the trap they see now.

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