

What Happened to the Dead End in Beta?

Posted by Ghenghis Ska - 2006/01/20 13:07

I was sitting there are lunch earlier mapping out the location of next Tuesdays adventure with some graph paper. (1 square is a DF 2x2 section of DF for making layouts and figuring out what you need) and there was a spot where i was thinking that Dead End from Beta would go great... then i was thinking how long is it... then, hey there is no Dead End in Beta!

I seem to remember there was a longish hallway that ended in a Dead End in the original pixtures of Beta.

Did it get cut with the addition of the much requested 6 inch walls? Will we ever see it?

There any chance of getting a Dead End piece in a future set, I'm thinking a nice short one would be great. Like the Short passage, but closed off on one end, While a plain wall would be GREAT, also one that looks maybe like a Double sided Hatch (i.e. each side is designed to look something like a door). While that is less of an issue with more doors in Beta...

A short ending would be great...

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What Happened to the Dead End in Beta?

Posted by Stefan - 2006/01/20 14:32

Never was a dead end in any original designs...unless Jeff slipped one in there without me knowing...but a hatch type piece would be kool...

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What Happened to the Dead End in Beta?

Posted by Ghenghis Ska - 2006/01/20 15:04

Huhm... i guess i was mistaken, I remember seeing this picture and a few like it, yonks ago

<http://i24.photobucket.com/albums/c5/GhengisSka/GQ4Picture.jpg>

And the thing in the lower right corner, which now could be a L corner from this picture, where it is cut off, but in the ones i saw before where it was full, i swore before it was a Dead end...

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Posted by jkratzer - 2006/01/20 17:23

That's okay, Ska: For the longest time, I could have sworn there was a semi-curved desk-kinda-thingy

there in the room on the left side of the picture. I finally figured out, just now(!), that it's a hatch frame, with the door pulled out, and laid on it's face as a countertop!
Now, I don't know WHO thought of that use for a door-frame (Stefan-n-n; have you been playing again?), but it's a very 'inwentif' idea.

See ya!

Jim

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What Happened to the Dead End in Beta?

Posted by RabidFox* - 2006/01/20 23:56

GS, I understand your confusion now.

I am very sorry to say GS that Stefan is right; there is no SF dead end.
At least there is not to my knowledge nor does this pic show one.
I do not remember where I saw the larger pic, but I do not possess a copy to prove what I am about to say.

What I DO know GS is that what appears to be a dead end is a portion of an "L" passage.
Sorry.

I guess you do not need to e-Mail me back with the pic if this is the one you were speaking of earlier GS.

I would love an SF dead end too GS.
May be soon, eh?

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What Happened to the Dead End in Beta?

Posted by Ghenghis Ska - 2006/01/21 08:24

Eh all i know is i thought there was a dead end some place... But i didn't save any of the older pictures that were around before the hack.

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What Happened to the Dead End in Beta?

Posted by jkratzer - 2006/01/22 09:06

GS, RF;

I know the Cavern set, the MM WA1, and (I think!) the Narrow Passages all have a dead end piece. I particularly remember the cheering when the Caverns got it, I think it was in Cavernous Passages (I'm just too lazy to go all the way down to the basement, start ripping boxes open, and check, then come

back up). That may be the source of the confusion.

However, RF, you're correct about the picture; that IS an L-corner that looks dead-ended.

And, with that, I suspect this thread has come to a dead end.

See ya guys!

Jim

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