Brainstorming suggestions for upcoming sets.

Posted by Wereweasel - 2006/11/28 22:33

As Stefan recently suggested, now would be a good time to post suggestions for certain upcoming sets.

My suggestions, (in brief) are:

Lakes: A substantial waterfall (and the missing corner shore pieces). Beyond that, surprise me!

MBS 4: A second type of wooden stairs -similar to the custom built ones seen in some MBS posts.
Wooden pillars - preferrably attached to wooden MBS floor pieces and stand-alones as well.
Angled corners w-flooring to make "Globe theater" type structures.

Future?: A Master Maze Doors & Wall Set that would include a nice "variety" (2 each?) of pieces.
Doors could include iron, double, prison/dungeon, stone doors w-runes or even magical ones.
Wall pieces could include windowed, manicled for prison cells, walls with hangings on them and possibly a couple of small-mid sized balcony pieces of 1/3 height walls as well.

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Brainstorming suggestions for upcoming sets.

Posted by zoroaster100 - 2006/11/28 23:03

Wereweasel, I like your ideas. I would also add a new cavern set: Cavernous Wicked Additions.
This set would include pieces like cavernous stairs (low and high stairs), a cavern entrance piece, a short narrow cavernous passage piece, and a cavern to cavernous passage transition piece that turns in the opposite direction than the existing ones. Also, another type of stalactite/stalagmite column that can be used to support multilevel set ups in the way columns currently can be used for dungeons would be nice. And some cavern "extras" or dressing would be nice, such as a mineral encrusted skeleton and some large mushroom "shrubs' or "trees".

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Brainstorming suggestions for upcoming sets.

Posted by Wereweasel - 2006/11/28 23:25

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zoroaster100,

Thanks.

I can't believe I forgot that!

Yes, in the Cavernous Wicked Additions I hope to see all the stuff you mentioned -(especially the cavernous stairs and supports) and a river grate/cavern dungeon piece included as well.

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Brainstorming suggestions for upcoming sets.

Posted by David Wasilewski - 2006/11/29 06:39

I would like a narrow cavernous passageway set, cavern ledges and some much larger cavern columns that could be used to give the illusion they are supporting high rooves in larger cavern room set ups.

A new small MBS 'dressings' set that might include bookcases, lecterns and pews, wardrobes, dressing tables, proper beds etc.

Lake stuff as above, including transition pieces for dungeon to cavern lake.

Long term - another great outdoors set to complement the MBS range (village/cityscape)

Dave :)

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Brainstorming suggestions for upcoming sets.

Posted by jackattack - 2006/11/29 10:23

Caverns

Rough stone pedestals, that can serve as a platform for a mini -- appropriate for almost any setting.
"Smooth" (arched) and "rough" (large stones jumbled together) cavern entrances.
Continuous column (stalagmite meets stalactite).
Wall with mineral inclusions (perhaps interchangeable -- like the gems on Fantasy Floor pentagram, or by inserting a card into the wall).
Wall with cave-in or collapse debris.
Floor with lava pool.
Floor with lava cracks.

Lakes

Clear blue resin waves with white breakers, for large bodies of water and/or large disturbances and spells.
Whirlpool (in all-water piece).
Water against cavern walls (straight, inside corner).

MBS

Angled walls and angled door.
1"x2" floor pieces (some with attached 1" wall) to make secret passages.
"Weathered" walls with exposed wattle and bowed beams -- "weathered" floors with warped and/or missing planks.
Corner piece with one beam-and-plaster wall, one stone wall, and wooden floor.
Beam-and-plaster walls on stone floors?

Future

Wicked Additions (or other specialty sets) for each existing line, to flesh things out.
And Jeff and Stefan know the set I hope to see someday...

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Brainstorming suggestions for upcoming sets.

Posted by Harneloot - 2006/11/29 17:54

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Seconded for Cavernous Wicked Editions suggestions +

Chasm floor tiles
6" cavernous walls (to make wider passageway sections)
Fungus and/or ooze tiles for floor and/or wall

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Brainstorming suggestions for upcoming sets.

Posted by whitewind - 2006/11/29 23:42

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All of these are great selections but I would like to see some larger curved walls " at least 6" and maybe even 8" for making a tower or larger circular room. They would need to be so you can add walls to the inside though. I would like this for all the sets but first for the fantasy line:)

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Brainstorming suggestions for upcoming sets.

Posted by jkratzer - 2006/11/30 07:00

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Whitewind said it best. Now the big issue is "WHAT DO WE DO FIRST?"

Jim

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Brainstorming suggestions for upcoming sets.

Posted by MyLordVoid - 2006/12/16 14:19

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Yeah, the larger curved wall sections (Particularly for the Fantasy DF), is long over due. I mean that constructively not as a sleight against DF in any manor.

maj!

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Brainstorming suggestions for upcoming sets.
Posted by crioux - 2006/12/16 22:27

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Cityscape!

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Brainstorming suggestions for upcoming sets.
Posted by Charliemonster - 2006/12/20 17:19

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Some sort of support pillars or blocks to allow more stable and ambitious multi level structures would be good. More furniture would be good too, especially with the release of MBS, how about some beds, weapon racks & bookshelves.

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Brainstorming suggestions for upcoming sets.
Posted by crioux - 2006/12/21 09:14

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Pillars are not needed if you use simple strong cardboard bands (or wood, or resin) in various lengths.
And it easier to setup than pillars.
Like this:
http://gaspe.cgaspesie.qc.ca/crioux/IMG_4511.JPG
http://gaspe.cgaspesie.qc.ca/crioux/IMG_4513.JPG

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Brainstorming suggestions for upcoming sets.
Posted by Calithena - 2007/01/12 03:52

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Cool, I was going to start this thread but it's here already.

1) Fungus Forest - this would probably be a supplement in the caverns line. I don't even know if it would actually be tiles - just stuff like giant toadstools, slimes, weird sprouting bushes, pools, etc. to give applications of cavern/cavernous river that 'weird and wondrous' feeling (plus I love mushroom men and stuff like that).

2) Egyptian/Mayan Tomb - maybe combine them both and give it a kind of sci-fi feel so it's got crossover potential - ruins of the ancients in fantasy or alternate civilization in space - little weird murals, brown/yellow colors, that kind of thing - this would be a set or line. You could use it for kill-the-mummy adventures, Tekumel, Exalted, Wargods of Aegyptus, sci-fi clashes, really anything where you wanted that exotic tomb feeling.

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