

Rooms -- MesoAmerican Temple

Posted by jackattack - 2008/10/16 00:55

"Rooms" is an idea for expansions to the Fantasy line that enhance the existing pieces without creating an entirely new line. A "Rooms" set is not necessarily a room unto itself -- it might be just a few pieces that allow the builder to add pieces to other DF sets to evoke scenes and environments not previously available.

It occurred to me, whilst considering another topic, that we might be able to make a room into an approximation of Aztec/Incan/Mayan architecture by adding columns, half-columns, an arch, and a pedestal or altar.

Columns would probably be square, covered in carvings -- eyes and mouths might be called out as dart-throwers or nozzles for gas, water, or fire traps. I'd put four in a set.

Half-columns would be similar (or identical) to columns, but split in half vertically to go against walls. That allows us to line a room with evenly spaced columns that have minimal impact on floorspace, or to array them down a hallway and add plenty of places to hide or take cover. Put eight in a set (four pairs).

An arch on a 2"x4" base makes a terrific opening/transition piece. One or two in a set.

Finally, a pedestal. If it is 1"x2"x1/2", then make one side flat and put a man-shaped indentation on the other, we can flip it to make it a table or an altar. One per set.

Fourteen or fifteen pieces to turn a standard room into a MesoAmerican temple. Not a lot of materials and a very simple paint job (perhaps a darker grey for contrast?) should make for a fairly cheap set that can be used for lots of genres, including Fantasy, Pulp, and possibly Wild West and SciFi.

Good? Bad? More?

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Posted by jkratzer - 2008/10/16 15:49

Eleven pieces:

- 4 full columns
- 4 half columns
- 2 arched entry/exit pieces - possibly one "hidden door" style (rotating door)
- 1 doubled altar pedestal (top indented, bottom flat, flip-over)

Boxed set, shouldn't be larger than the old Ogre's Den box at most.

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Re:Rooms -- MesoAmerican Temple

Posted by kitenerd - 2014/08/10 21:59

This is a fantastic idea... again jackattack has been around and any ideas i can throw out at random he has already thought through.

I like 8 half columns or more... these would really be the flavor and the more you had the more you could establish the feel.

Looking at Mayan architecture it is mostly brickwork like the game tiles. The issue becomes paint to match game tiles (my vote) or offer the Meso American add on with the ability to buy game tiles base sets in an alternate color scheme (warmer sandstone). If you did the later, it would be make sense to offer an Egyptian add on at the same time. This would need some longer more horizontal components (double length walls of heiroglyphics to be used either free standing or used up against existing walls), sarcophogi and lots of statuary, but the general idea would be the same.

I really like the idea of one add-on that can turn all my existing toys into an entire new set as opposed to investing in 5 new sets to get a different theme.

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Re:Rooms -- MesoAmerican Temple

Posted by jackattack - 2014/08/10 23:37

If you do a titles-only search for "rooms" under my username, there's more of these threads. The ideas vary in quality, but the gist is that some carefully considered accessories or dwellings can greatly widen the diversity of DF sets for minimal cost.

When I posted these, DF was only doing full sets, and a new line needed to be very generic with wide appeal because every new line was a huge gamble. Now that DF is doing annual kickstarters maybe some of these are viable.

And major cleric XP to kitenerd for resurrecting a thread this old!

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