

## New interesections for orignal dungeon sets using the ROTA design

Posted by [enigma5915](#) - 2009/01/09 21:27

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Hi there, I've been a long time user of MM but have been lurking here for a while. I am curious if it's likely to make new intersections for the original dungeon sets using the new design in ROTA. (i.e. the 4-way with removable walls.) The new design is beautiful and I think many people would love to have that style for their older sets. Are you thinking of doing this and is it plausible with your production requirements?

By the way, I would also like to say that your products have elevated my games to a place I would have never dreamed of years ago. Thank you, so very much!

Brian

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## New interesections for orignal dungeon sets using the ROTA design

Posted by [Shadox](#) - 2009/01/10 02:46

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Run Forest Run.... Go

Welcome aboard. Your idea Rocks the Free World. I have already given you a Triple You Rock the Free World in the other post so I won't go there here. HmMMM

You Rock the Free World!!!

-Shadox

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## New interesections for orignal dungeon sets using the ROTA design

Posted by [fulongamer](#) - 2009/10/06 13:31

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Absolutely, DoE, Classic, MBS, and even SF can benefit hugely from this creation and it needs to become a staple in all expansion sets.  
w00t!

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Posted by [dudebird](#) - 2009/10/07 03:02

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Agreed.

Been calling for a switch to 4x4 footprint in the classic MM passages for a while. Also, I would get a lot of use out of cavernous passages with a 4x4 footprint. They'd line up so much better with the cavern set.

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## New interesections for orignal dungeon sets using the ROTA design

Posted by jackattack - 2009/10/07 12:48

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Every cool piece doesn't need to be replicated across every existing and future line.

I like the unique features in various lines, like the four-way intersection in RotA and the vertical sliding doors in DoE and even the vertical elements in Caverns. The presence and lack of certain pieces in each line is part of the style that makes each line distinctive. Making versions of every piece in every line not only reduces the distinctive style of each set, it could become an onerous chore for Stefan to "have to" sit down and sculpt according to some kind of checklist.

And the four-way intersection isn't actually suited to every line. The fact that RotA is sculpted as regular smooth brickwork is a major part of what makes the piece work; the straight lines conceal the necessary seams, and the flat surfaces support the idea of a sliding wall. The rougher stonework of the classic Fantasy MM line wouldn't work nearly as well -- note the rough outline of the swiveling secret door. MBS is wattle-and-daub with beams, so the four-way intersection doesn't make sense unless you make it four vertical beams framing wood panels or bookcases, which is a major departure from the visual style of that line. While it would work nicely in DoE, that line has (apparently) run its course. SF is the only line I could see making four-way intersections for.

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## New interesections for orignal dungeon sets using the ROTA design

Posted by bagpuss - 2009/10/09 13:05

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I think that it'd be great with the standard MM line. And in any case, surely the point is that we're discussing excellent functionality that has appeared in other sets, rather than it being something tied to

the theme? If it would work -- and I personally think that it would (I think that the secret door outlines are negligible, too) then that it has good functionality is surely the key? They are, after all, in the business of adding expansions based, particularly in the case of the AB sets, on functionality.

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