

CONSTRUCTOR SETS -- IS THERE A DEMAND FOR 'EM?

Posted by dndgamer - 2009/11/14 11:38

Is it worth it for Dwarven Forge to create a "constructor" set that will help us make multiple level dungeons? Similar to the 2nd story and/or higher level scenes members create using extra pieces from their sets. I would rather have 3 or 4 of these "constructor" sets instead of having to use pieces that may be needed for the setting.

What are your thoughts?

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Posted by lupus - 2009/11/14 15:09

For me, the main issue with multi level builds is access to the lower levels. While they look great and impressive accessing the middle of the build of the lower levels is the problem.

While others have said placing boards under any other level apart from the ground, it defeats the purpose of multibuilds. The risk of messing up the higher levels when removing each floor is also increased when trying to access the lower levels.

So, while constructors would look great for dioramas, they may not be as much use in gaming in my hands anyway :) .

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Posted by Wereweasel - 2009/11/14 17:38

Edited:

Sorry,

If it's just a set of building block type of pieces then I would have no interest in those from DF.

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Posted by jackattack - 2009/11/14 17:51

No interest whatsoever.

Even if the upper level is open to the lower level, like a balcony or a scaffolding, I will put the levels side by side rather than attempt to stack them.

The only version of stacking I can ever see doing is if one section of a set-up is higher than another portion, I'll put something on the table to put the higher portion on. For that, all I'd need is a bunch of 2" wooden cubes, or a 2" thick piece of lumber cut to a desired shape.

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Posted by arsthein - 2009/11/15 05:24

Yes I agree, don't get me wrong, I think something clever to make this idea functional would be great, but I think it don't deserve to be made by DF, after all they make beautiful stuff, not only functional, IMHO.

Greetings,

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