D&D on a Microsoft *surface* Posted by dndgamer - 2010/02/13 02:33

Dwarven Forge - Dwarven Forge

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Any ideas of its cost? What type of computer needed to run it? Just curious cause I'm saving up for it NOW!!! :D
D&D on a Microsoft *surface* Posted by pfworks - 2010/02/13 04:56
You need one of the MSFT surface tables. I believe they are currently in the \$10k+ range. I don't know if they are even generally available.
D&D on a Microsoft *surface* Posted by dndgamer - 2010/02/13 17:51
Wow, that's preatty expensive for my budget. :o And I thought it was a computerized pad!!! Guess I'll have to wait for the low-cost version to come out ;)
D&D on a Microsoft *surface* Posted by granpappy77 - 2010/02/15 03:43
The general concensus so far is that (at first, anyway) the MS Surface would mostly be seen at cons. 10K+ for the Surface is a TON of money for your FLGS, let alone a single game group.
My take is that its very cool and versatile, but I love the feel of dice in my hand, the look of minis and gorgeous DF tiles out on the table. Plus, everything I mentioned is way more portable than a giant, expensive table-sized piece of electronics.
D&D on a Microsoft *surface* Posted by pfworks - 2010/02/15 05:15
There can still be minis and dice, thanks to the magic of RFID tagging, you could still use these.

D&D on a Microsoft *surface* Posted by Deeman - 2010/02/15 14:57 **Dwarven Forge - Dwarven Forge**

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D&D on a Microsoft *surface*

Posted by pfworks - 2010/02/16 19:27

If done correctly, you can still do all the above. Think of it as a mini tracker and tile displaying program, and a character sheet manager. How cool would it be if the GM could instantly, on his PDA, look at your character sheet and steal one of your items because you failed your perception roll and were pickpocketed?

D&D on a Microsoft *surface* Posted by Senorcannon - 2010/02/17 06:56

Valid point, but as an example, a few years back we had a DM start using a lap top to keep track of things and and do random rolls etc. After a bit, more and more of his attention was focused on the computer and the players became secondary background objects and the group dynamic was lost. Now,

For Crioux: Besides the miniatures not being 'toys' don't forget about action figures not being 'dolls'. I get that one all the time.

For pfworks: Don't get me wrong, I'm not trying to argue, just enjoy the topic.

this was a DM who without the distraction of the computer is a steller DM.

D&D on a Microsoft *surface* Posted by granpappy77 - 2010/02/17 14:25

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For Crioux: Besides the miniatures not being 'toys' don't forget about action figures not being 'dolls'. I get that one all the time.

For pfworks: Don't get me wrong, I'm not trying to argue, just enjoy the topic.

I guess you ultimately need balance in whatever method you use. Some people get lost for a few minutes looking somehting up in one of a million books we all have, others get too wrapped up in updating data, tracking conditions, etc in a computer. As DM for my group, I have a great back-up in one of the players- Pete tracks XP, treasure, finds answers to rules questions, etc freeing me up to keep the story rolling in the meantime.

Ar	nd y	eah,	my	fiance	jokingl	y rete	rs to	DF a	s "Doll	houses	tor I	Dragons.	";)

D&D on a Microsoft *surface* Posted by Thod - 2010/02/23 20:41

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hmmm

I'm suprised nobody here is commenting on the size of the table. According to Wikipedia it's 22 inch high, 21 inch deep and 42 inch wide. Assuming the GM takes on of the long sides this leaves space for 3 players. Just forget a group of 1 GM and 6 players - unless you are willing to invest in two or three of these tables.

With a 2.5K lower price tag I take the low tech version any time aka the Sultan from Geek Chique. The only advantage of the surface - shipping would be easier to the UK. Hey - for that price you could nearly buy an iPad for each player and have them take care of the stats while the Sultan has all the space for a gorgeous DF layout.

I also assume it is much less effort to port an old module to the Sultan/DF as it is to port it to the surface. Unfortunately there will be an chicken/egg problem. Not enough modules to attract enough players - not enough players to warrant the costs to transform modules to the surface.

Maybe in 5 (10?) years time. But right now this is just some eye candy and I doubt really useable in any way for an average campaign. They say themselves that they have 1 !! scenario ported right now - and that doesn't even run completely bug free yet.

I hope I'm not coming over too negative - but I want to have something that runs out of the box, helps me in my game and doesn't need extra effort/time. I don't want to invest 20 hours before game play to save some later. Happy to be convinced othervice ...

Tho	d											
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