D&D on a Microsoft *surface*
Posted by Harneloot - 2010/02/11 15:07

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Ummmmmmmmmm.....

http://techcrunch.com/2010/02/10/hands-on-with-dd-on-the-microsoft-surface/?utm_source=feedburner&utm_medium=feed&utm_campaign=Feed%3A+Techcrunch+%28TechCrunch%29

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D&D on a Microsoft *surface*
Posted by pfworks - 2010/02/11 15:43

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Lol, that's my product I want to make if my current job pays out. I already have the contacts in India to get it going. 8-)

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D&D on a Microsoft *surface*
Posted by Harneloot - 2010/02/11 16:56

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Wow!

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D&D on a Microsoft *surface*
Posted by Gumee - 2010/02/12 14:49

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Pretty cool stuff.

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D&D on a Microsoft *surface*
Posted by Kradlo - 2010/02/12 15:45

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That is way cool!

:D

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D&D on a Microsoft *surface*
Posted by dndgamer - 2010/02/12 19:33

Any ideas of its cost? What type of computer needed to run it? Just curious cause I'm saving up for it NOW!!! :D

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D&D on a Microsoft *surface*
Posted by pfworks - 2010/02/12 21:56

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.

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D&D on a Microsoft *surface*
Posted by dndgamer - 2010/02/13 10:51

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... ;)

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D&D on a Microsoft *surface*
Posted by granpappy77 - 2010/02/14 20:43

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.

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D&D on a Microsoft *surface*
Posted by pfworks - 2010/02/14 22:15

There can still be minis and dice, thanks to the magic of RFID tagging, you could still use these.

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D&D on a Microsoft *surface*
Posted by Deeman - 2010/02/15 07:57

All we need to do is incorporate the flexible screen technology with this and you have a map you can roll up and display anything on. My grandkids will probably have this available to them and my daughter is 4months old. :(

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D&D on a Microsoft *surface*
Posted by crioux - 2010/02/15 09:20

I think it is a bad idea. If I want to play a computer game, there is a lot of more interesting ones. If I want to play DND, I use my imagination, DF and figurines. And also there is always something you might want to do that is not allowed by the computer but you could do in DND.

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D&D on a Microsoft *surface*
Posted by granpappy77 - 2010/02/15 18:40

And also there is always something you might want to do that is not allowed by the computer but you could do in DND.
Yeah, like cheat. ;)

Well, I'm half-serious about that. As DM, when things don't go perfectly according to plan, I'll fudge the numbers (usually in favor of my players).

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D&D on a Microsoft *surface*
Posted by Senorcannon - 2010/02/15 23:23

I agree with Crioux completely. If I want a computer game I've got that with my PS3 or PC. D&D should be about getting together with your buddies, physically rolling dice and shuffling through paper looking for that special 'something' you're sure you wrote down somewhere. There's less and less of that type of interaction these days. Too much instant gratification and less thinking.

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D&D on a Microsoft *surface*
Posted by crioux - 2010/02/16 06:03

And the most important part: playing with our toys er.... I mean miniatures.

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D&D on a Microsoft *surface*
Posted by pfworks - 2010/02/16 12:27

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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?

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D&D on a Microsoft *surface*
Posted by Senorcannon - 2010/02/16 23:56

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

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D&D on a Microsoft *surface*
Posted by granpappy77 - 2010/02/17 07:25

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

And yeah, my fiance jokingly refers to DF as "Doll houses for Dragons." ;)

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D&D on a Microsoft *surface*
Posted by Thod - 2010/02/23 13:41

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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 ...

Thod

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