

Frustrations with pieces not lining up

Posted by jmackay - 2011/02/02 18:13

First, I'd like to say that this stuff looks *awesome*. Why else would I pay thousands of dollars on it?

That said, I am frustrated with the amount of pieces that don't line up well. I've searched the forums and not found other complaints. Did I just get a bad set or two, or am I being too anal?

This really only seems to be a problem with the "classic" dungeons sets. I own cavern, DoE and RotA sets and they all line up almost perfectly, but those classic dungeon pieces.....ARGH!!! I'm not talking about the problems with room pieces vs. passages and walls not lining up etc. That can be fixed with the Advanced Builder sets. I'm talking about pieces that *should* line up perfectly and do in tilesystem, etc., but in reality don't and look just sloppy. I have huge gaps in floor pieces and sometimes gaps in between walls as well.

Particularly problematic are my 6 inch wall pieces. They seem to all be about 1/8" too long (These all came from the same Wicked Additions set so maybe they are all defective?) This makes for a very gap-filled floor in the room containing these 6 inch wall pieces and God help me if I use 2 in a row; gaps so big they make Mike Tyson's front teeth gap look slim.

I realize the classic dungeon pieces are by definition more irregular than the clean lines of the RotA and DoE (room/passages) sets, but the irregularity should be in the artwork of the pieces, NOT in the size of the pieces themselves. I just wish these fit snugly like the DoE and RotA pieces.

My T and 4-way intersections from Rooms & Passages are also warped. If I butt them up together, the top of the walls touch so I can't get them any closer but I have 1/8" gaps in the floor between them. :(

Again, I love this stuff and don't want to sound too negative but it's a major bummer that my classic dungeon designs can't look cleaner like my DoE and RotA designs do.

So, anyone else have this issue or did I just get a "bad" set or 2?

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Re:Frustrations with pieces not lining up

Posted by admin - 2011/02/02 19:31

Thanks for voicing your concerns. As a long time collector myself, I understand your frustrations. The classic dungeon line does have more "play" to the pieces fitting together than some of the limited edition sets. I don't think people really thought much of this "play" until we released the DoE Set when we went to great lengths to get as square as possible pieces.

The classic dungeon line of sets has some great pieces and a great deal of nostalgia -- but unfortunately it just does not have the highest level accuracy with regard to how true they are.

Please feel free to send any set back to us you wish. We offer full refunds.

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Re:Frustrations with pieces not lining up

Posted by Stefan - 2011/02/02 23:17

Hi there, and welcome to our "community" I understand the difficulties with the 6" long wall sections...they are all a bit off...the issue is due to varying shrinkage of the resin we use which depends sometimes on the shape of the pieces....every piece is cast by hand so there can be variations depending on the weather in China and how they dry...the 6" long pieces were very large and unfortunately reacted differently in production...If you do not wish to send back the pieces for a refund I suggest to offset the issues with pieces from the Advanced Builder sets, which is what I do when I build my set-ups...

Sorry it's not perfect, all we can do now is offer to take the pieces back, we are happy to do that as allways...

Hope you stay with us even If we are not perfect always, fortunately most of our customers accept the variations as part of the handmade process...

I completely sympathise with you and apologize, hope it's OK

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Re:Frustrations with pieces not lining up

Posted by Harneloot - 2011/02/02 23:44

Great responses from Stefan & Jeff - thanks!

Yes, I've noticed that 2x2 floor sections and sometimes 2x2 walls and 6" long walls sometimes don't meet up just right, just as they don't always match up perfectly with color either. Fortunately I have enough pieces where I just put the one that isn't fitting back and grab another so its never really bothered me all that much.

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Re:Frustrations with pieces not lining up

Posted by Kronos - 2011/02/03 00:14

Harneloot wrote:

Yes, I've noticed that 2x2 floor sections and sometimes 2x2 walls and 6" long walls sometimes don't meet up just right, just as they don't always match up perfectly with color either. Fortunately I have enough pieces where I just put the one that isn't fitting back and grab another so its never really bothered me all that much.

That's exactly how I deal with this problem. I even marked every piece that is noticeable different in size with a "X" underneath. Now when I setup the game table I can see the more problematic pieces with a quick look.

The color differences are bugging me a little bit too, but that's something we must live with, I think.

Just to say it out loud: If that could be corrected it would be the fine-tuning of something that is already pretty close to perfection(!). Dwarven Forge rocks, there can be no doubt about it!

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Re:Frustrations with pieces not lining up

Posted by HeroQuestFrance - 2011/02/04 09:56

Damn ! I didn't see the DF signal in the sky : sorry guyz !

So to defend DF, may be I'm lucky but I don't have this problem with the following sets :

- Medieval sets
- ROTA sets
- DOE sets
- Cavern & lake/river sets
- Hellscape set

Ok I met the problem on the dunjeon line with bow ties but I solved it years ago : I have exterminated the bow ties... yep ! I bought half bow tie, used glue to make this :

<http://img232.imageshack.us/img232/449/01011842.jpg>

I use a dremel on the problematic pieces :

<http://img97.imageshack.us/img97/1598/01011919.jpg>

BEFORE :

<http://img14.imageshack.us/img14/8496/01011921.jpg>

AFTER :

<http://img19.imageshack.us/img19/2135/01011920.jpg>

I can tell you the main problem isn't coming from the walls but from the floor part on each dunjeon piece so once I've re-worked it, for those who are affraid to get broken pieces or destroyed part I show you the final result here on a long 6 piece :

<http://img201.imageshack.us/img201/3485/01011932.jpg>

A dremel cost is about 15€, 5 more to get extra piece for this useful machine.

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Re:Frustrations with pieces not lining up

Posted by HeroQuestFrance - 2011/02/04 10:15

<http://img59.imageshack.us/img59/3599/dscn0345j.jpg>

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Re:Frustrations with pieces not lining up
Posted by Kronos - 2011/02/08 14:54

Thank you HeroQuestFrance! Great explanation! Your post could be the final incentive for me to give the "dremel me some Dwarven Forge" approach a try. ;)

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Re:Frustrations with pieces not lining up
Posted by CraftyShafty - 2011/02/12 01:55

A black or dark gray cloth or surface beneath the set helps little variations seem less noticeable.

I don't recommend a white playing surface. :)

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