A few suggestions:
Posted by TheDungeonDelver - 2004/04/05 22:50

Sewers! Or at least sewer addons. Cylindrical passageways, grates, etc.

Perhaps some sort of easy to use stands for creating truly multi-level areas? And along the same lines, while I like the spiral stair pieces that come with Wicked Additions 2, perhaps a 2 level spiral stair that actually spans two levels and wraps around a central pillar?

Just my two copper pieces worth.

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A few suggestions:
Posted by GOLTH - 2004/04/05 22:54

Sewers would be grate. Ha...get it!...No really, very good idea!

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A few suggestions:
Posted by Thor - 2004/04/06 09:33

I already use the basic sets for sewers. But a sewer add-on whould be cool.

--End caps with a ladder up

-- Long Corridor with drains and goo....

-- Piece with a Lr. Drain with water flowing down.?

What else would be useful????

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A few suggestions:
Posted by MrMorden - 2004/04/07 20:38

All that sewer stuff would go so well with the cavernous lakes & rivers set...wah!

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A few suggestions:
Posted by TheDungeonDelver - 2004/04/07 22:34

I already use the basic sets for sewers. But a sewer add-on whould be cool.

--End caps with a ladder up

-- Long Corridor with drains and goo....

-- Piece with a Lr. Drain with water flowing down.?

What else would be useful????

Corridor pieces with grates in them, wall pieces with grates in 'em, flooring with a sludge-filled groove in the middle (and perhaps "planks" crossing the groove). Ladders, as you say. muck-filled squares...

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A few suggestions:

Posted by Kenneth - 2004/04/10 21:29

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Multi level capability for the DF system would make sewers as one of the larger sets a solid seller IMO. Better than the plain caverns and it would boost the sale of the cavern sets too if it could be shown how they could easily link up.

I'd also like a smuggler's entrance to a dungeon/cavern complex. ie a dock and water that could be placed at the edge of a large room, fex.

Kenneth

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A few suggestions:

Posted by SovS - 2004/04/10 22:20

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Do you know what we need more conversions for the basic sets!

Like how we're getting the new floor tiles, stuff like that is great!

Oh know what we can used? IRON DOORS that would be cool.

Oh and a downloadable construction KIT! :shock:

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A few suggestions:

Posted by Kenneth - 2004/04/10 23:59

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What do you mean by a 'construction kit'?

Like the floors idea.

Kenneth

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A few suggestions:

Posted by SovS - 2004/04/11 15:24

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Construction kit, like the one that is on the site. But actually downloadable. I haven't tried it yet. But if it's a java based program it'll most likely be really laggy.

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A few suggestions:

Posted by Mister Sharkey - 2004/04/12 00:42

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The Tile Construction Kit is Shockwave based, not Java based. The beta version seems to work pretty well.

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A few suggestions:

Posted by MyLordVoid - 2004/06/06 13:49

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Sewers would be Kewl if they were Highly integratable like having perhaps 2"x 6", "Corridor" Sections of Floor (No Walls), that would be like a Half Pipe filled with Sludge... You Could Have Cross Section and T-junctions as Well, And I Say No Walls So That you could Use regular DF for walkways on Either Side for Wide Sewers, or maybe Double up the Floors, Making Like Two or More Different Sewage Routes or what ever... At the Very Least I Would Love to See a Sewer Set in the Spirit of WE or Traps Sets...

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