Generated. 20 January, 2013, 10.34
Narrow Passages piece question/suggestion Posted by maeltrous - 2014/03/17 00:31
I'm not sure where to best put forward this question/suggestion, so here goes:
Looking at the photos of the narrow passage pieces, I'm near certain that the four corners are at slightly different heights. My question is: are they?
If they are at different heights, my suggestion (and request!) would be that they be tweaked to be the same height.
My reasoning is that then the narrow passage pieces would more than double in value and utility, as they could be used as supports for a second level of floor tiles. The four corners would provide perfect support for the floor pieces and would be an easy way to expand higher levels of the dungeon. I expect that this would make the anticipated elevations pack even more useful.
Thoughts? Comments? I'd like to know what everyone else thinks!
Maeltrous
Re:Narrow Passages piece question/suggestion Posted by jackattack - 2014/03/17 01:20
I'm not a stacker myself, and I personally think uneven corners are more aesthetically pleasing.
But your point about the utility of even corners for stacking is irrefutable. And I believe that practicality and utility have to be the main driving force for designing GameTiles.
So +1.
Re:Narrow Passages piece question/suggestion Posted by Shadaraman - 2014/03/17 01:58
Stefan posted in the Kickstarter comments that he was re-sculpting something for the narrow passage set based on a comment somewhere on the forums.
I have a suspicion that I know which one

Re:Narrow Passages piece question/suggestion Posted by jackattack - 2014/03/17 02:06
I'm unclear on whether he is resculpting the narrow passage pieces, or if he is sculpting a new piece to go in the add-on set. Also, whether the suggestion came from the forum or the KS comments.
Re:Narrow Passages piece question/suggestion Posted by Shadaraman - 2014/03/17 02:08
jackattack wrote: I'm unclear on whether he is resculpting the narrow passage pieces, or if he is sculpting a new piece to go in the add-on set. Also, whether the suggestion came from the forum or the KS comments.
That's fair. I certainly have no inside information, but of the various possibilities I've seen suggested, this one seems the most likely (and I think I did actually see the same suggestion in the KS comments).
We'll find out soon enough, I suppose.
Re:Narrow Passages piece question/suggestion Posted by maeltrous - 2014/03/17 05:02
Thinking about it a bit more, I realized that the four corners themselves wouldn't have to all be the same height, as long as the 4 highest points were of the same height and each located somewhat near a corner. That way, we could have the best of both worlds!
Maeltrous
DarNerrow Deceases piece guestian/suggestion
Re:Narrow Passages piece question/suggestion Posted by jimibones83 - 2014/03/17 06:49
Posted by jimibones83 - 2014/03/17 06:49 I'm with Jackattack, I also like uneven corners and I'm not a stacker either. I usually just build my levels separately but all on the table at once. I'd stack if I didn't have enough room but since a game has never outlasted a table full of tiles its never been a problem

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Re:Narrow Passages piece question/suggestion Posted by dandare - 2014/03/17 09:41
I noticed the post on the KS Comments and happened to repost it last night, here: http://www.dwarvenforge.com/forum?func=view&catid=517&id=61690&limit=12&start=36
It does read both from a chronological point of view as well as how Stefan wrote the post that the idea came from the KS comment section and before this thread was posted. (But I have not spotted what that might be - LOTS of good ideas!)
So whilst I agree with maeltrous that for 'stack ability' - same max height ends does make for a stable base, I am personally hoping for either a new type of corridor piece so that there is more of a reason to buy that Add on Pack or some other improvement.
We will all know later today. Stefan has been burning the midnight candle!
Re:Narrow Passages piece question/suggestion Posted by GriffinTamer - 2014/03/17 17:10
I think Maeltrous' idea is an excellent one particularly his "updated" suggestions (not necessarily four corners equal, just four highest points).
But I'm with dandare, what would most interest me would be an additional alternate narrow passage

sculpt. That would be the difference between me not buying the add-on pack, and buying it. (For that matter, I'd rather see either corner "B" or "C" (or both) as the corners included with the add-on, since we'll all have plenty of corner "A" from the base set. "C" is actually my favorite of the three.

Re:Narrow Passages piece question/suggestion
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Well, I was wrong. :P

https://www.kickstarter.com/projects/dwarvenforge/dwarven-forges-caverns-dwarvenite-game-tiles-mini/ posts/780266