

## DF commnity, let us present here for better knowing us

Posted by Tom - 2004/04/08 08:30

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who we are ( age, children? married)

where we live?

others hobbies?

numbers of DF sets we've got?

how long we get some DF stuff?

how many time we play by month?

how we play ( which game ) and how do we use DF?

let us build before the labyrinths? progressively? let us play the labyrinth discovered or according to the progression of the players discovers it?

do we do roleplay or rollplay or wargame or do we have a special and own way to play?

all these anwsers will probably give ideas for each other. and it's always sympathetic to know with whom we are talking

friendly

Tom

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## DF commnity, let us present here for better knowing us

Posted by Tom - 2004/04/08 08:45

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i begin

I am Thomas from France, iam 32 years old, married for 8 years, 2 chlidrens ( 4 and 2 years old ) and i am a sport teatcher in a french school

others hobbies: photos, computer, sports, Tanganyika fishes

i've got 22 DF sets, i 've bought them about 1 year ago

i play one time a month no more i don't have enough time

generally i play like that:

i build the maze before and i cover it. then when the players are advancing i discover the rooms. I play with 4 players in a game i invent myself but that is very inspired from D&D game. They live adventures sometime in the maze some time outside. it's a game between roleplay and warhammer.

but sometime i discover all the maze and i play like video game. My 4 players make 2 teams of 2 players. each team has to clean the keep, in choosing the better way to become stronger and at the end the 2 teams fight each other. they collect weapons, potion of health and many other things until there are no more monsters and then they choose a big room to win the play and kill the other team

other time the maze is also discover and a team have to defend the maze with a small army and the other team has to attack it. when i play like that it takes 4 hours and the characters are used only for this play.

my project is to built progressively the room when i need them to keep more freedom to my players, but for the moment i did not try.

i change often of players, because i want to promote that kind of game. and i love make the new players discover such a game. I take the players in my school, they are about 14 years old. I play with them 6 or 7 times during 4 hours and i change. most of them are going on playing rollplay after trying in my home. DF stuff is really a good things to hang the players. Each time they are completely crazy about the game. and i love that.

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## DF commnity, let us present here for better knowing us

Posted by brvheart - 2004/04/28 20:19

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Greg Geilman, 47, San Antonio, TX. Married 8 years, one child - daughter 19. Production Design Coordinator for Judges Guild.  
Started buying Dwarven Forge in November. Have 13 sets and 18 misc boxes. We play up to 4 times a week.

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