

Stretch Goals After \$1.1M

Posted by jackattack - 2013/04/25 13:31

I realize there's only 5 days left, and Stefan and Jeff might already have stretch goals in mind just in case we hit a couple more milestones, but I just wanted to say that I would not be disappointed if the last couple-few stretch goals were repeats of earlier stretch goals. Not only would we get some more very good pieces, but DF wouldn't have to make any more molds, so it would also help to maximize DF's profits from the KS.

For example, I don't think it's possible to have too many straight walls with windows, and if I got another one-per-set freebie, I'd be very pleased.

What's your favorite stretch goal bonus piece?

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Re:Stretch Goals After \$1.1M

Posted by Duncan_and_Dragons - 2013/04/25 13:40

I would not mind a repeat of the windows stretch reward. +1

Or an wall with window add-on pack. The window wall is my favorite stretch goal.

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Re:Stretch Goals After \$1.1M

Posted by Duncan_and_Dragons - 2013/04/25 16:41

OK, we only got about \$15k until \$1.1MM.

I am sure I can speak on behalf or the entire community (or at least those who agree with me) that the stretch reward for \$1.2MM should be a second Wall with Window (and maybe a pile of skulls).

I guess I am being impatient. I can wait until we actually cross \$1.1MM and see what happens. I am pretty sure we are moving faster now though!!!!

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Re:Stretch Goals After \$1.1M

Posted by LordDust - 2013/04/25 16:48

I would love more freebies of any of the more limited pieces; i.e. the windowed wall, curves, diagonals,

dressings, a big floor tile, those sorts of things. To be honest I am fine with whatever the Forge Folk send my way; gift horse, mouth, etc.

I really can't understand anyone who has complained about a freebie, these things will be tradeable and saleable second hand anyhow. Constructive criticism about what people feel will drive more pledges I can get behind.

I am wondering how many Forge Fans will be at GenCon this year? If enough are going maybe we should try to organize a small swap meet with some minis and accessories. I figure it could be a fun chance to meet in person and even if we don't find trades we want to do it could still be fun.

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Re:Stretch Goals After \$1.1M

Posted by TexasStu - 2013/04/25 17:16

I'm confident you have a plan and even if you've swayed a bit from it (bringing customer service to a surprisingly unequaled level?) that both of you are balancing the KS so we will be happy and get the most use from our investment in DF!

Thanks guys! :-)

We're walking away with FAT LEWT!

<http://www.dwarvenforge.com/images/fbfiles/images/chestbearer200x200.JPG>

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Re:Stretch Goals After \$1.1M

Posted by Teulisch - 2013/04/25 17:51

if you go look, the next goal is at 1.225 M, and its a pedestal

<http://www.dwarvenforge.com/newsletter/1100.jpg>

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Re:Stretch Goals After \$1.1M

Posted by TexasStu - 2013/04/26 12:08

I'm looking forward to the pedestals!

With the small stairs and as stand alone!

<http://www.dwarvenforge.com/images/fbfiles/images/image-1ac2caa7c5bde6a67d5de4b6354c403b.jpg>

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Re:Stretch Goals After \$1.1M

Posted by Duncan_and_Dragons - 2013/04/26 13:56

Yes, the pedestal, with the small stairs and the soon to be arriving curved stairs make a very nice combination.

Better than my window wall thoughts.....

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Re:Stretch Goals After \$1.1M

Posted by Crimson_King_of_the_Tower - 2013/04/26 14:05

i agree im crossing my fingers for 1,350k now all i need is another reaper mini KS so i can get anywhere near enough miniatures to fill up my 10 sets plus the free stretch goals aaaaaagh

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Re:Stretch Goals After \$1.1M

Posted by dave - 2013/04/26 20:00

Now that there is more room between the stretch goals, it would be great to see another add-on pack. Don't make it a stretch goal. Just announce it's availability in an update. Take the basic three 2x2 pieces: wall, corner, floor, and make them ruins. I think that would generate another funding boost while keeping the theme of the current pieces.

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Re:Stretch Goals After \$1.1M

Posted by Duncan_and_Dragons - 2013/04/26 20:51

Ruins is a clever idea that can stay in the 2"x2" footprint. But I suspect it opens up to many possibilities this late in the kickstarter. It is a possible theme for a different project.

Add-ons are an easy possibility. If at the end they want, they can always add things since they have already made the molds. For example, an add-on with small stairs, curved stairs and pedestals. Or an add-on for walls with windows or maybe an add-on for 2"x2" floor tiles since they can be used for both large rooms and passageways. These might be imperfect examples, but they are easy.

The harder, more clever ideas are ones like the small stair and curved stairs where people like them when they see something new.. I look forward to seeing their final ideas.

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Re:Stretch Goals After \$1.1M

Posted by Teulisch - 2013/04/26 21:16

at this point, i expect an add-on of more stuff thats already been unlocked, or else another dungeon dressing pack with different stuff. there's still a lot of cool stuff they could add.

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Re:Stretch Goals After \$1.1M

Posted by dafrca - 2013/04/26 22:47

While the idea of a stairs add-on is interesting, I must admit I am feeling overwealmed with what I got on pledge already. I know the long time collectors will laugh, but I am unsure what I really need. So I am unsure whaat more I can buy into without buying too much of one thing and too little of another.

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Re:Stretch Goals After \$1.1M

Posted by TexasStu - 2013/04/26 23:55

I'd recommend taking a dungeon or two and playing with the mapmaker.
I think that will show you best what you need or want?
Hope that helps!

By the Order of the Purple Worm!

<http://www.dwarvenforge.com/images/fbfiles/images/image-16cd59816993396e73e3cd3ecc5843f6.jpg>

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Re:Stretch Goals After \$1.1M

Posted by ced1106 - 2013/04/27 03:46

What are you currently getting? Get at least one dungeon dressing add-on. Floors and stairs would be a second add-on, but I'm waiting to see if another add-on will be... added.

Still would like windowed walls! A tavern needs at least four windows!:D

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Re:Stretch Goals After \$1.1M

Posted by dungeoncrawler - 2013/04/27 08:37

I'd like to throw my thoughts in to the stretch goals beyond \$1.1M. The current \$1.35M curved stairs stretch is "awkward".

I'm in at 3 sets, so I will get 3 curved stairs. The next option up for me is 5 sets for 5 curved stairs. There's no 4 sets option available. 2 sets works fine.

Any chance this can be reconsidered for 3 and 5 sets to get 4 and 6 curved stairs respectively so we can build this properly?

<http://www.dwarvenforge.com/newsletter/example.jpg>

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Re:Stretch Goals After \$1.1M

Posted by dandare - 2013/04/27 08:42

An interesting point you make ced1106 (and now dungeoncrawler - I was typing this when you posted !!)

I like many many people are at the 3 and 5 sets level and odd numbers feel.. Well, odd !

3 short stairs

+ (if all goes well:)

3 curved stairs will not make a full free standing raised dais as per 'Realm of the Ancients II ideas'.

Only those in for 5 or 10 will get to make some of the special items.

A 'Add on pack' containing:

1 x Short Stairs

1 x Curved Stairs

1 x small plinths

1 x Wall with window.

1 x Floor with Pit

1 x Secret Door (Straight Wall with a swivelling section)

1 x Narrow Door

1 x Cell Door

1 x Dwarven Door

1 x Metal Door

1 x Demon Door

1 x Portcullis

1 x Curved wall

1 x Curved floor tile

1 x Diagonal wall

1 x Diagonal floor tile

1 x Floor with stairs down' floor tile. (Currently only available in floor pack)

1 x 4" x 6" Floor. (Currently only available in floor pack)

2 x Pillars

This would allow people at all levels get the goodies that they need and especially helpful to those ad the 'odd' 3 and 5 sets level so they can round up some of the special doors and tiles that they need to make center pieces or to finish buildings and dungeon ideas in general...

Naturally Stefan and Jeff need to check this makes monetary sense and maybe even add some more at 2 x.

(Many many people want more 'Wall with Window' so I would vote that this is actually:

2 x Wall with window.

Wishful thinking but sorts out a lot of issues with 'odds' & gives us access to more of what people will want more of: Doors & special tiles.... & not more items that are reasonably well catered for by many other non DF companies. (Barrels & treasure chests etc)

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Re:Stretch Goals After \$1.1M

Posted by dungeoncrawler - 2013/04/27 09:03

Uneven numbers really bug me. The window wall, stairs and podiums all being 3 I can live with (I don't like it), but the curved stairs just make it awkward.

I really don't want to even out my stuff though with another add-on pack. The deal is good, but requiring an add-on pack to even out would not make me happy.

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Re:Stretch Goals After \$1.1M

Posted by Riley - 2013/04/27 09:05

Duncan_and_Dragons wrote:

I would not mind a repeat of the windows stretch reward. +1

Or an wall with window add-on pack.

These, please. Lots of windows!

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Re:Stretch Goals After \$1.1M

Posted by frodofan44 - 2013/04/28 05:27

It's all good in my mind. I'm just glad I got into this kickstarter early because it has been an enjoyable

ride!

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Re:Stretch Goals After \$1.1M

Posted by dungeoncrawler - 2013/04/28 14:17

What I'm hoping to see as stretch goals (as we're coming to the end, dunno if this would even be reached).

x1/set Mosaic Floor (the big ones).

x1/set Stairs Down.

x1/set curved stairs (again, to get matching pairs).

x1/set pedestals.

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Re:Stretch Goals After \$1.1M

Posted by jackattack - 2013/04/29 16:55

jackattack wrote:

...I just wanted to say that I would not be disappointed if the last couple-few stretch goals were repeats of earlier stretch goals... For example, I don't think it's possible to have too many straight walls with windows...

Stefan, Jeff, you magnificent bastards.

Well played, sirs, well played!

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Re:Stretch Goals After \$1.1M

Posted by dandare - 2013/04/29 18:24

and the 'Grand Stair Pack' Add on solves all of my 'Odd' number of KS sets issues I listed above. (I am now happy to stick with 3 painted sets and just add on more pairs of add-ons)

Much happier and have already upped my pledge. (Just need that 1.5m now!)

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Re:Stretch Goals After \$1.1M

Posted by dungeoncrawler - 2013/04/30 09:39

10hrs left, 1 last stretch goal?

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Re:Stretch Goals After \$1.1M

Posted by granpappy77 - 2013/04/30 10:12

Email just went out- narrow free standing walls at \$1.8 million. 2 free for every set.

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Re:Stretch Goals After \$1.1M

Posted by dungeoncrawler - 2013/04/30 10:16

Goodstuff. :)

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Re:Stretch Goals After \$1.1M

Posted by Law - 2013/04/30 10:59

Am I the only one having trouble viewing some of those new pictures? I get a lot of red x's and only one pic.

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Re:Stretch Goals After \$1.1M

Posted by dungeoncrawler - 2013/04/30 11:21

I get those too. Just figured they were bad links, but the 1 image shows enough to get the idea across.

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Re:Stretch Goals After \$1.1M

Posted by granpappy77 - 2013/04/30 13:01

Yup, had the same problem, but the one pic still does the trick.

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Re:Stretch Goals After \$1.1M

Posted by jackattack - 2013/05/01 18:17

I am ecstatic that the kickstarter went so well, but I confess I'm a little relieved...

The stretch goal for \$2.2M was going to be a 2014 "Men of Dwarven Forge" calendar!

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