



Toonie Trap



Duffman

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updated 4. 4. 2022 | published 24. 3. 2022

Summary

Puzzle toy for Canadian Toonie.

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Tags: [coin](#) [canada](#) [dualextrusion](#) [dualcolor](#)

Borrow a Toonie (or other fitting coin) from a spectator, put it in, slowly close the trap so your spectator can clearly see the reverse moves seemingly required to open it, and watch as your spectator struggles to get it out.

Printing: No supports required for any part. Use rafts if you have adhesion issues with your material. Print the post and hinge on their sides for strength. They are similar but the hinge is slightly shorter as it gets capped. Raised letter words are supplied for dual extruding systems but if you don't have one, you can print the lid as is with embossed letters or add the words in your slicer to make them debossed.

Assembly: Glue in this order - First glue the post and hinge to the base. The post (longer) is placed toward the rounded end. Remove excess glue from around these so movement is smooth. While this glue dries, sand the ball to as close to perfect sphere as you can. Once the glue has cured, put the middle part onto the base, matching it up to the base outline. Place the ball in the large hole in the middle section. Place the top over it,

matching it to the middle form. The last step is to glue the cap to the section. Use glue sparingly on this one. Gauge how much glue was used for the post and hinge vs how much glue you had to clean up to figure out how much glue to use. Once the cap is in place, clamp the trap over the cap and turn it upside down to set and cure.

Trick: The ball prevents the trap from opening so in order to get it open, you first need to get the ball out of the way. This is done by turning the trap upside down while closed and opening the lid to lock the ball in the lid. Gravity drops the ball into the lid and once the lid is turned, it cannot drop back down until the lid is closed again. Once the ball is out of the way, the trap opens with ease. Try to do this move without letting your spectator know you are doing anything abnormal. One way to do this is to pretend to push a secret invisible button on the bottom (as you turn it over), then open the lid very slightly and turn the trap over where you open the lid fully in sight of the spectator and open the trap. You then close it again and have them try it. Most of the time, they will turn it over trying to find the button and then turn it back upright before opening the lid and will be even more confused. If you have any slight of hand experience, you may even be able to accelerate it into the lid while holding it on it's side or even upright.

Model files



toonie-trap-middle-v1.stl



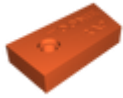
toonie-trap-post-v2.stl



toonie-trap-words-v1.stl



toonie-trap-hinge-v2.stl



toonie-trap-lid-v1.stl



toonie-trap-base-v2.stl



toonie-trap-cap-v1.stl



toonie-ball-v1.stl

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