



## 2 Player Dice Tower



Logate

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### Summary

A dice tower that can send the dice either left or right depending on where the player is sitting.

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Tags: [mtg](#) [dice](#)

This was a fun little design project to make a dice tower that sends the dice towards you, regardless of whether you are sitting to the left or to the right of the dice tower, by flicking a little gate. It works really well for two player games such as mtg.

The tower is named Cair Paravel, after the castle in the Chronicals of Narnia. It is purely a creation of my imagination though!

There are two pieces to print - the main dice tower itself and the little divider gate to flick back and forth. They should both print without support. You may want to use an extra top layer than normal for the dice tower as the dice will constantly be falling onto the top layers as they are thrown in, and can be prone to breaking through. It shouldn't need much infill though, roughly 10% should work well. Also, use extra perimeters than normal when printing the splitter, and print it upright, to give it enough strength so as to not break when the screw is inserted.

The interior of the castle has a staircase to make sure the dice is thoroughly rolled as it tumbles through.

To assemble, screw a standard wood screw up from the underneath of the main piece into the splitter piece to attach them together in such a way as to allow it to rotate with just a little friction.

I hope you enjoy the model!

## Model files



**divider.3mf**



**dice\_tower.3mf**

**divider.sldprt**

**dice\_tower.sldprt**

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