



Rush hour logical game with cars



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updated 5. 2. 2023 | published 5. 2. 2023

Summary

Popular logical game for boys and girls

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Rush hour rules are easy. Clear the way for the red car to be able to leave the parking lot. Cars can move only forward/backward, no lifting the cars!

Printing:

- Depending on the challenge difficulty, you'll need to print up to 4 trucks and 12 small cars. One of the small cars **must be printed in red**.
- Parking lot can be printed using filament color change in a layer to highlight lanes and arrows
- If you want the room to storage challenge cards, you can print attached container.
- No supports needed.

Other hardware:

- Besides filament, you'll also need 72 pcs of cylindrical neodymium magnets 5x1 mm (diameter x height). It is not mandatory, but it's

much more comfortable to play with magnetic cars. Use supper glue to attach magnets to place.

- For container, you'll need 8 pcs of neodymium magnets 8x3 mm.

You can generate challenges using online generator, for example [here](#). If you decide to print them, recommended maximum card size is 125x125 mm. I attached several example challenges.

Future outlook: I might build a travel box.

Note: Model is roughly inspired by: <https://cults3d.com/en/3d-model/game/chinese-sliding-block>

Model files

container.stl

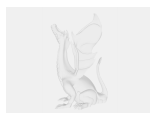
car_small_cabrio.stl

car_small.stl

car_truck.stl

parking_lot.stl

Other files



challenges.zip

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