



Looney Pyramids with Pips

 **hellgiver**

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Summary

Looney Pyramids with pips similar to and compatible with the commercially available ones.

[Toys & Games](#) > [Board Games](#)

Tags: [boardgame](#) [icehouse](#) [looney](#) [looneylabs](#) [pyramids](#)
[icehousegames](#)

Remix of a [design by ben_horner on Thingiverse](#). Ben

I changed the design in the following ways:

1. Removed the smallest (zero pip) pyramid as none of the Ice House Games rules use them
2. Added pips similar to the commercially available game pieces (I manually added them in Fusion 360 before seeing Ben's OpenSCAD had an option for them)
3. Added a shorter ceiling inside the large and medium pyramids so the pyramids do not get stuck together when nesting them together during play. They now easily slide in and out, not getting stuck.

Full details and rules on the [Looney Labs website](#) and [Ice House Games Community Wiki](#).

I printed these in Sunlu PLA Silk on a Bambu X1C with the following non-default settings:

- First layer nozzle temp = 230
- Nozzle temp = 220
- Bambu cool plate first layer temp = 60
- Bambu cool plate temp = 40
- max volumetric speed = 8 mm³/s
- layer height = 0.08
- seam position = back
- seam gap = 30%
- infill density = 100%
- infill pattern = rectilinear
- All speeds and acceleration reduced by 50% (equivalent to “silent” profile)

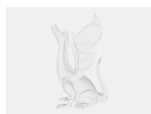
This remix is based on



Looney pyramids

by ben_horner

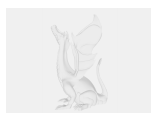
Model files



looney-pyramids-v23.3mf



looney-pyramids-v23.stl



looney-pyramids-v23.f3d

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