



Conflickt - Dexterity Board Game

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Summary

A dexterity boardgame. Flick or spin your shapes closest to the center!

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I've created a 2-player dexterity board game where you need to flick your shapes closest to the centre.

Printing Instructions

No supports or rafts needed

Conflickt Board

Print one board. I used 10% Infill and 0.2mm resolution. You can probably get away with 5% infill and 0.28mm resolution.

I have a Ender 3v2 but I have checked and it should also fit a Prusa i3 - the model may need some rotating to be able to fit the print bed.

Conflickt Shapes and Spinner

Print 2 of these in different colours at 100% infill and 0.2mm resolution (this adds weight to the shapes, if not they're too light).

Game Rules

Aim of the Game

Score more than your opponent by getting your shapes closer (or their shapes further away) from the centre.

Gameplay

- The person who has most recently eaten food that is the colour of their spinner starts.
- Place a bowl or small pot next to the board, or create a space for shapes that have gone into the 20 point scoring zone
- The first person places a shape of their choosing on the raised platform next to their spinner
- They may flick, push or in any other way get their spinner to hit their shape onto the board
- Players then alternate flicking shapes onto the board until both have used all their shapes
- You may aim for your opponents shapes, with the aim of knocking them off the board or getting them to a lower scoring level
- If a shape goes into the 20 point scoring zone, it is immediately removed and added to the bowl. This will be accounted for in the scoring at the end of a round
- If a shape goes out of the board, it is no longer part of that round and will not score

Scoring

- Scoring takes place after both players have flicked all their shapes
- Any shapes removed from the 20 point scoring zone are worth 20 points
- Shapes on the board are worth the number of points denoted on the zone they are residing on. If a shape sits over 2 levels, it takes the lowest of those scores
- Any shapes that were knocked off the board score 0 points
- Add up the total scores of each player's shapes, the winner of the round is the player with the highest score
- Subtract the losing player's score from the winning player's score. This score is taken into the next round
- Continue playing rounds (alternating who goes first) until one player has reached 100. They are the winner!

About the Project

I got my first 3D printer this May so am quite new to 3D printing. Due to my love of board games, this Prusa competition inspired me to teach myself CAD and create this, my first design! Hope you enjoy it and thanks to Prusa for the inspiration.

Model files



conflickt-board.stl

📄 10% infill



conflickt-shapes-and-spinner.stl

📄 Print 2 in different colours. 100% infill

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