

Geared Base



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Summary

The base plate for my boardgame Geared

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Geard is a little boardgame that I made out of pure boredom in tinkercad.

Rules/Goals are simple (for now):

The game starts by rock ,paper ,scissors, winner goes first,

they roll a six-sided dice,

if it land on **1-3** they place a gear on the board according to the number,

if its **4-5** they can steal 1 or 2 gears from any opponent they want

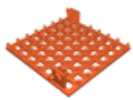
(each player starts with 10 or more gears)

if its **6** they can move a gear already placed on the board.

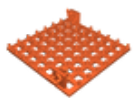
but it's not what it seems like!

1. **if player1** (the one that goes first) places a gear on the board and the gear chain/train doesn't spin, **player2** can make player 1 skip their turn and move the gear that made the blockage
2. after every turn the gear chain/train has to be spun
3. **the first player that makes the flag on the opposite side of the board spin wins**
4. you don't have to follow these rules

Model files



geared_base.3mf



geared_base_upgraded_lever.stl

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