

4-in-row traveller game



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Summary

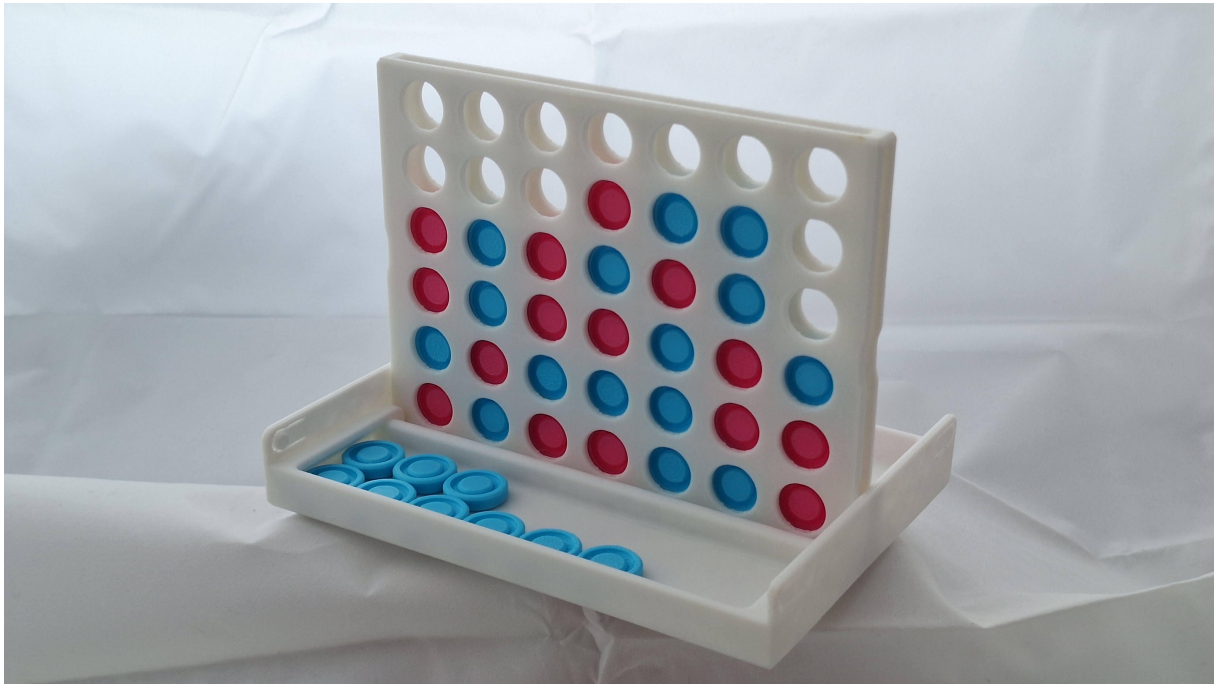
My version of 4-in-row game. Rotate the board and slide it on the base. Closure is ensured by Self-locking pins.

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[4inarow](#) [4inrow](#)

Hello,

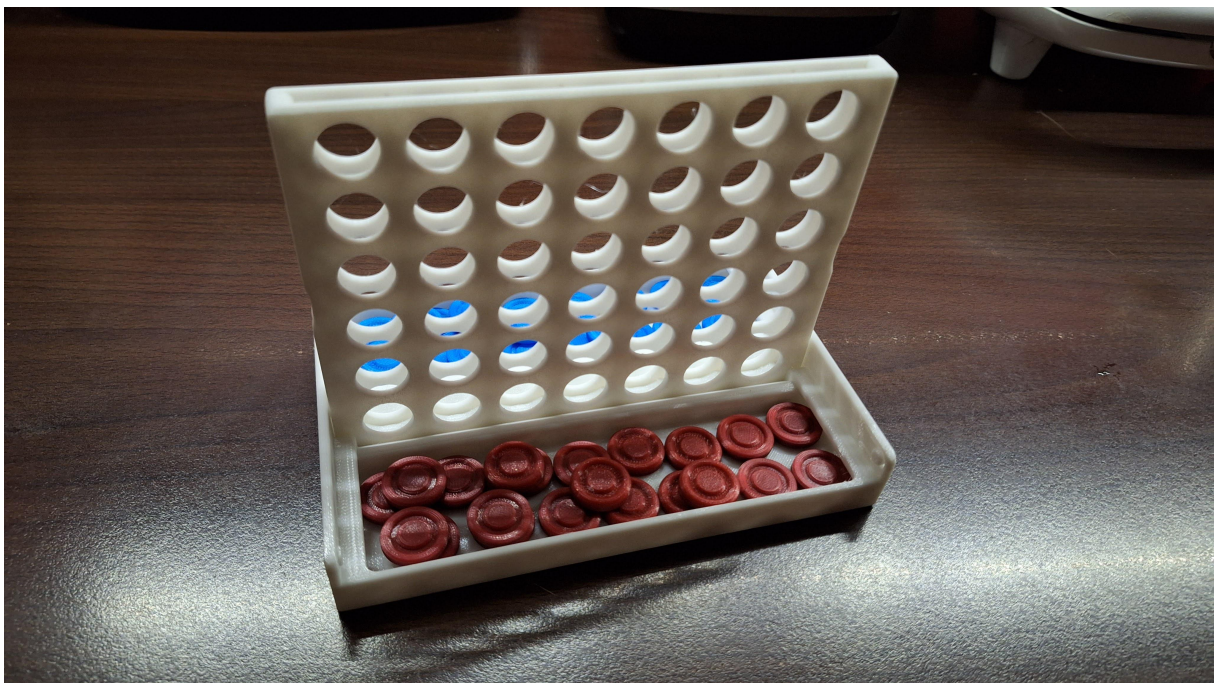
my daughter liked the 4-in-row game at school, so we made our own version.



The playing surface (board) is inserted into the base. Just slide, rotate and push to hear a click. The latch holds it firmly in the open position and also in the transport position. There is a storage place for chips in the base.

For the game, it is necessary to have 21 chips for each player

Chips size: Diameter 18mm, thick 4,7mm.



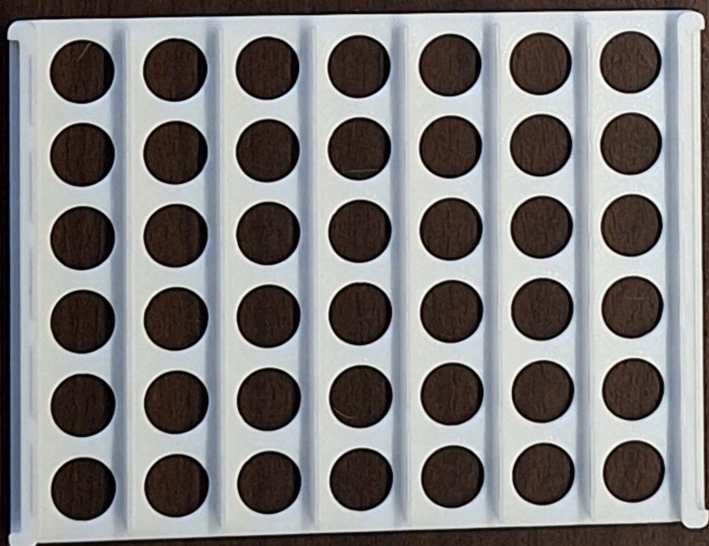
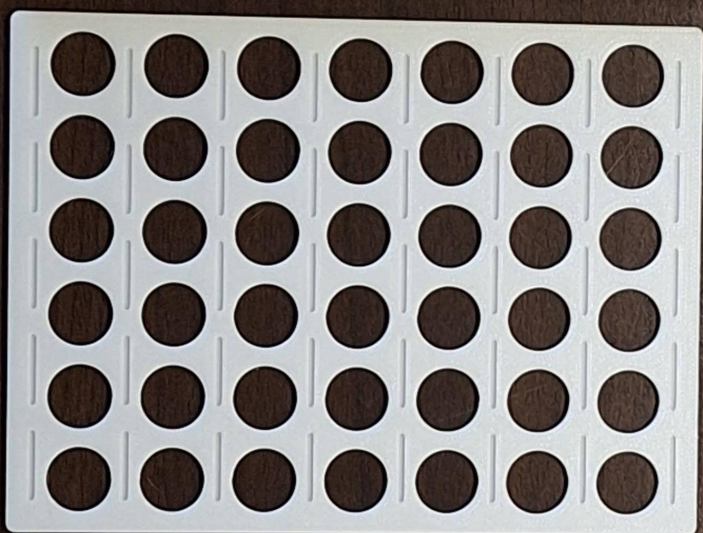
How to print:

I prepared two versions:

Both versions: 0,15mm layer, 20% infill

1.Board glued from parts A and B (**better for Bed slinger printers - like Prusa**)

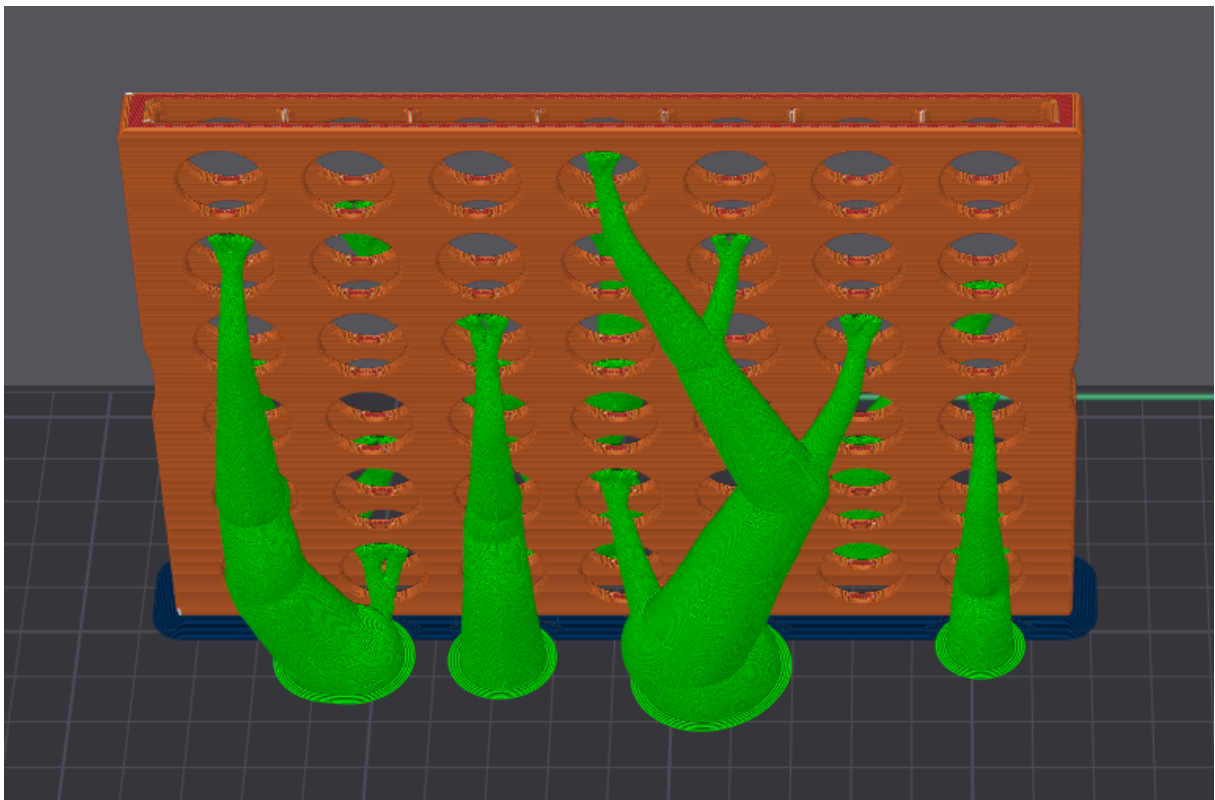
- **no supports needed, just glue two parts using superglue**
- **Base with also no supports. Locking pins are made by bridge**





2. Board in one place (A+B) **Print Vertical With organic supports**

Base with no supports. Locking pins are made by bridge



When the parts are printed, the game put it together. Place the board on the base and press the middle so that the board snaps into the base.



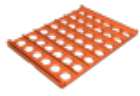
Happy printing and playing :-)

Model files

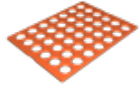


Board glued from parts A and B

2 files



board_a.stl

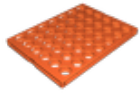


board_b.stl



Board in one place (A+B)

1 file



board_ab.stl



base.stl



chip18x47.stl

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