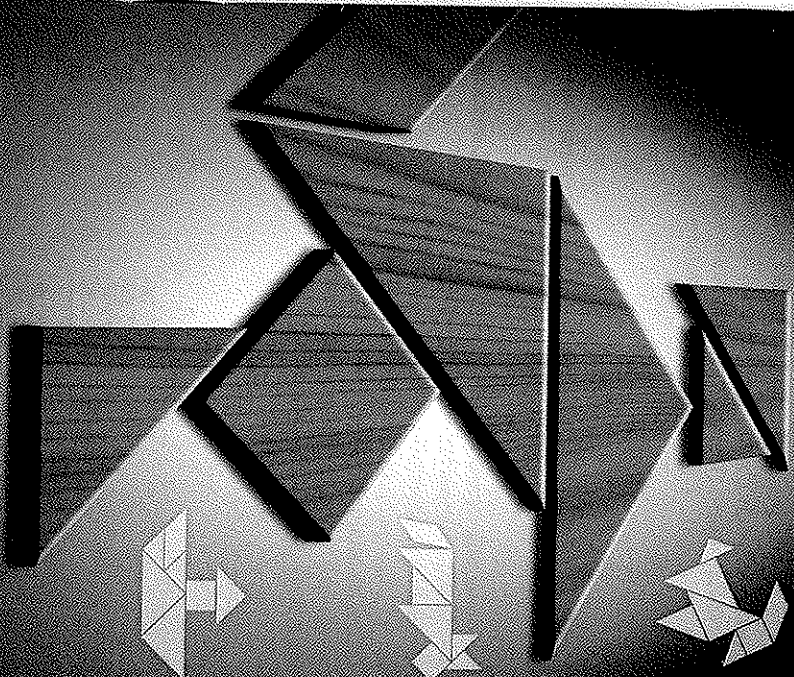


TRON GRAM



TANGRAM

Das Tangram stammt aus China, wo die frühesten Vorlagenbüchlein zu Beginn des 19. Jahrhunderts gedruckt wurden. Das Spiel selbst ist vermutlich viel älter. Es heisst in China «Sieben-Schlau-Brett» oder «Weisheitsbrett»! In Europa wurde das Spiel als «Chinesisches Puzzle» oder «Kopferbrecher» bezeichnet.

Spielmaterial

7 Legesteine
1 Vorlagenbüchlein

Ziel des Spiels

Für jede Figur müssen alle sieben Steine verwendet werden. Dabei werden die Steine neben - und nicht aufeinander gelegt. Ideen für Figuren gibt Ihnen dieses Büchlein. Zu jeder der Formen, die im ersten Teil des Büchleins abgebildet sind, finden Sie ab Seite 39 die Lösung.



8-99



1

TANGRAM

Le Tangram est un jeu chinois vieux de plusieurs siècles. En Chine, ce jeu de patience s'appelle la «plaquelette aux 7 astuces» ou la «plaquelette de sagesse». Il est introduit en Europe au début du 19^e siècle. Le but est de former des formes et des figures à l'aide des plaquelettes qui composent le jeu. Les possibilités sont illimitées.

Contenu du jeu

7 plaquelettes
1 livret avec des exemples de figures

But du jeu

Les 7 plaquelettes doivent être utilisées à chaque fois pour composer les figures. Les plaquelettes sont posées les unes à côté des autres et non les unes au-dessus des autres. Le livret donne des idées de figures. La solution pour chacune des figures est fournie dans la deuxième partie du livret, à partir de la page 39.



8-99



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4

TANGRAM

Il Tangram è un gioco di piazzamento tessere che vanta una tradizione centenaria. In Cina il gioco di pazienza si chiama «Tavola delle sette astuzie» o «Tavola della saggezza» e agli inizi del 19^o secolo è stato introdotto in Europa. Non esistono pressoché limiti per le forme e figure che si possono creare congiungendo queste tessere.

Materiale di gioco

7 tessere
1 libretto contenente i modelli
da comporre

Scopo del gioco

Per comporre ogni figura è necessario utilizzare tutte le sette tessere. Queste non vanno sovrapposte bensì vanno posizionate una accanto all'altra. Il libretto fornisce alcune idee per comporre le figure. Per ciascuna delle forme raffigurate nella prima parte del libretto è disponibile la soluzione a partire da pagina 39.



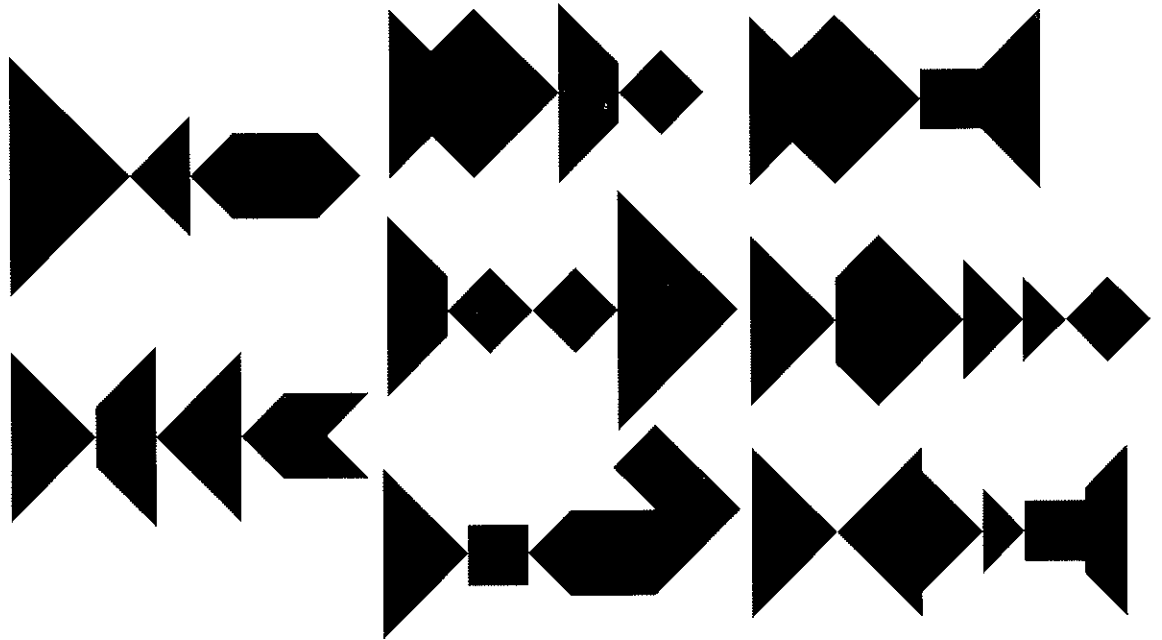
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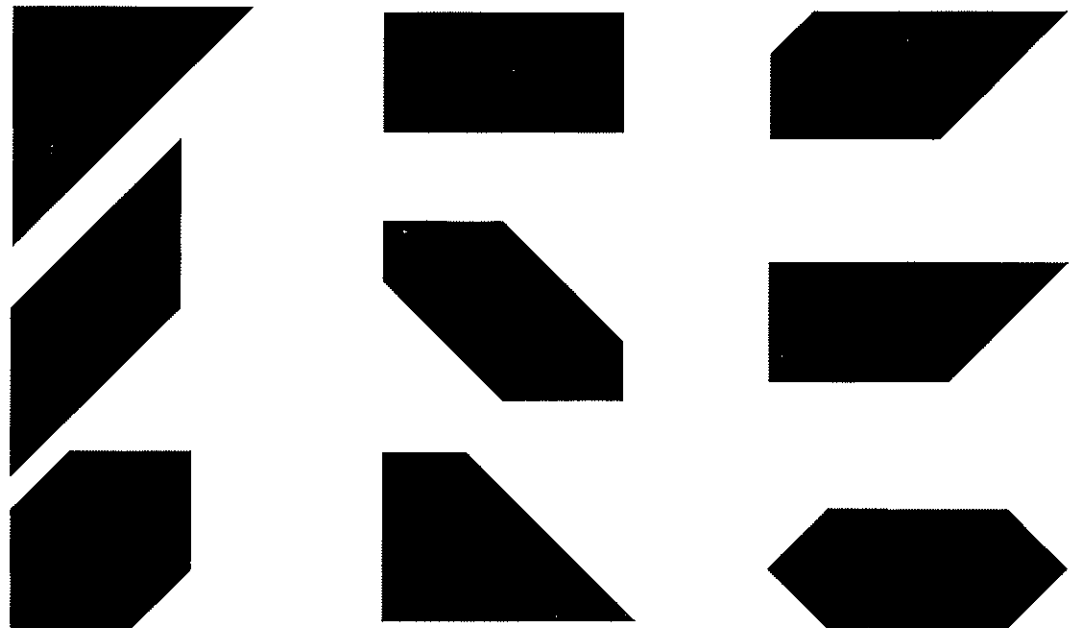
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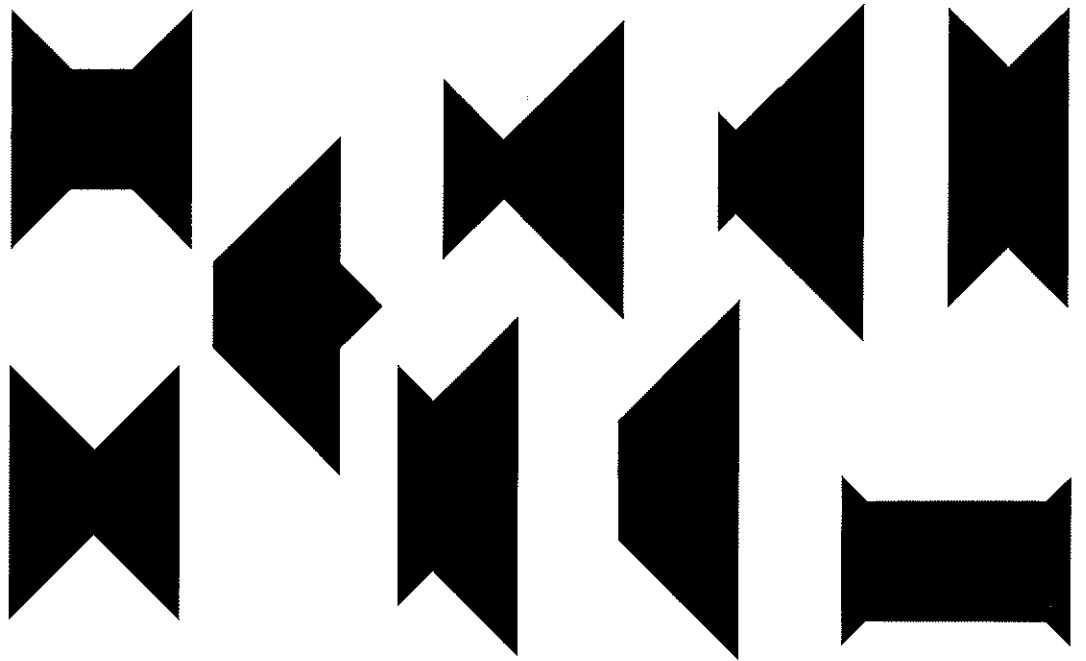
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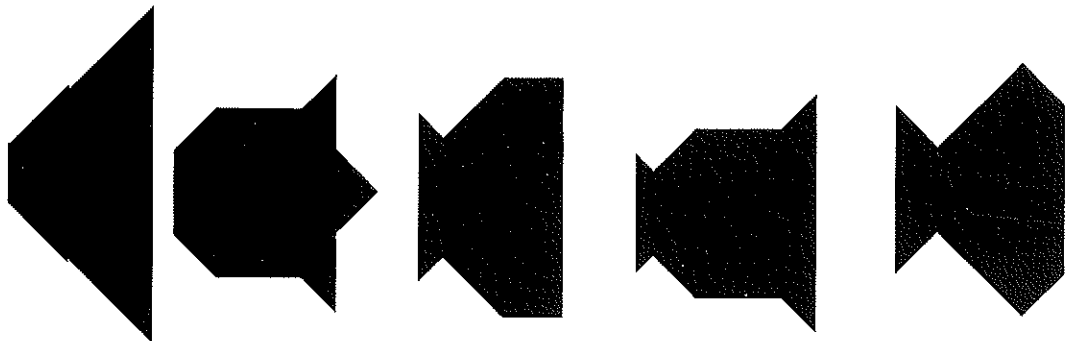
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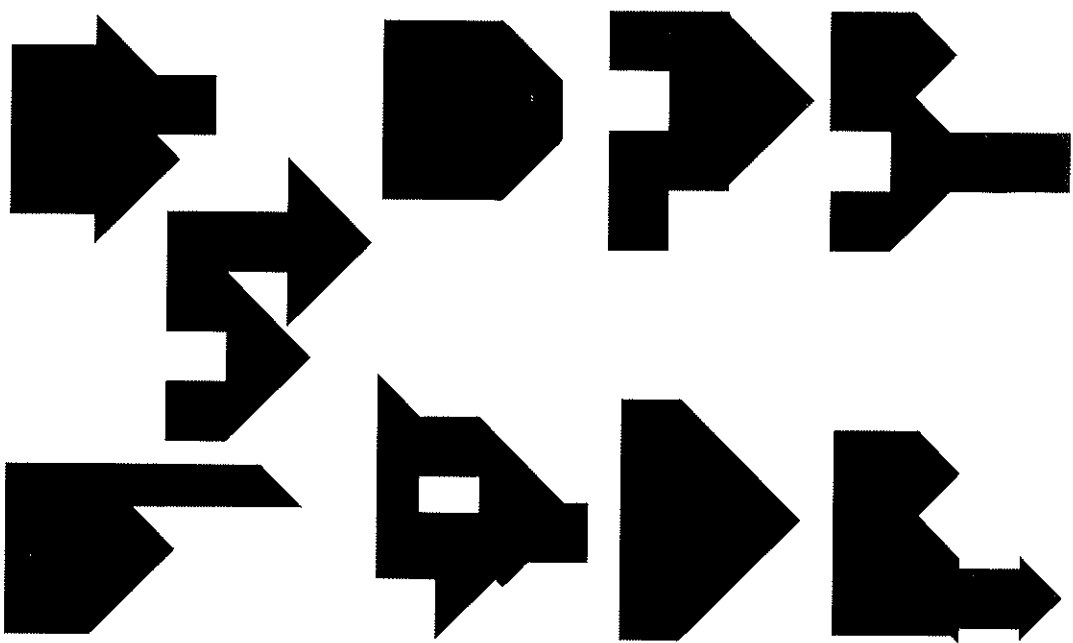


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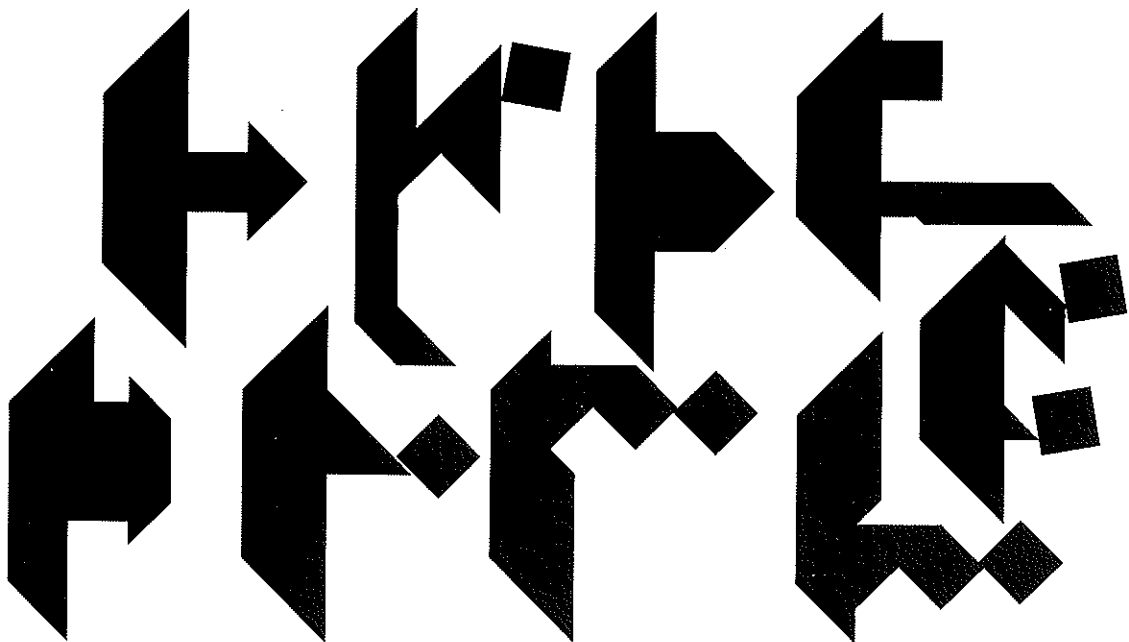


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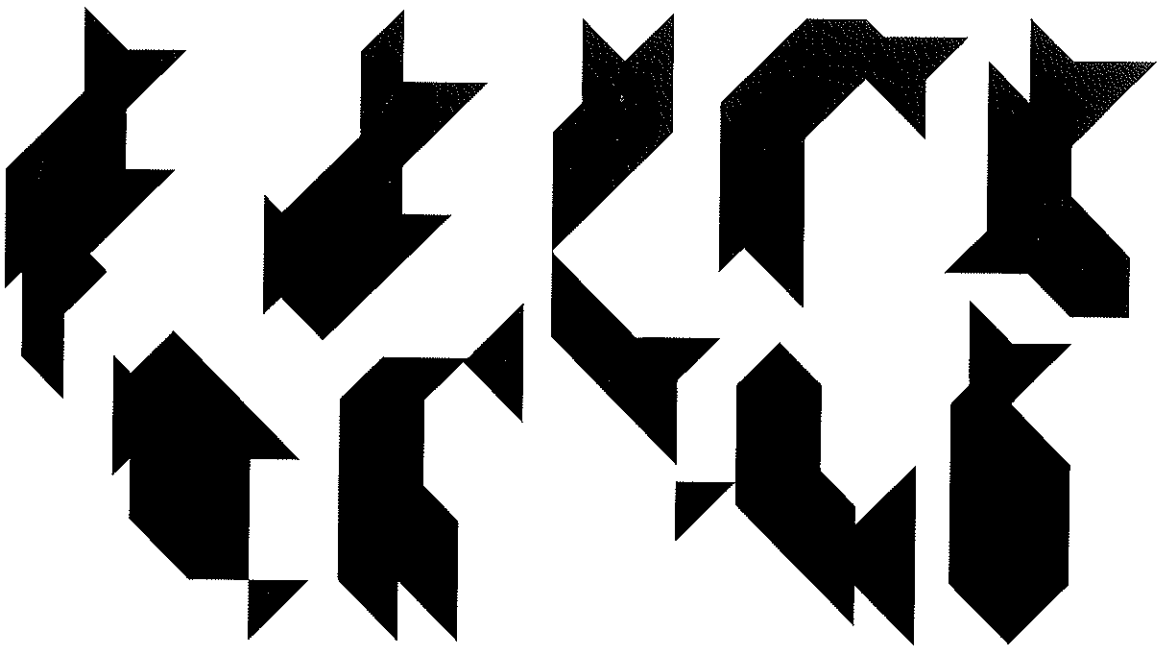




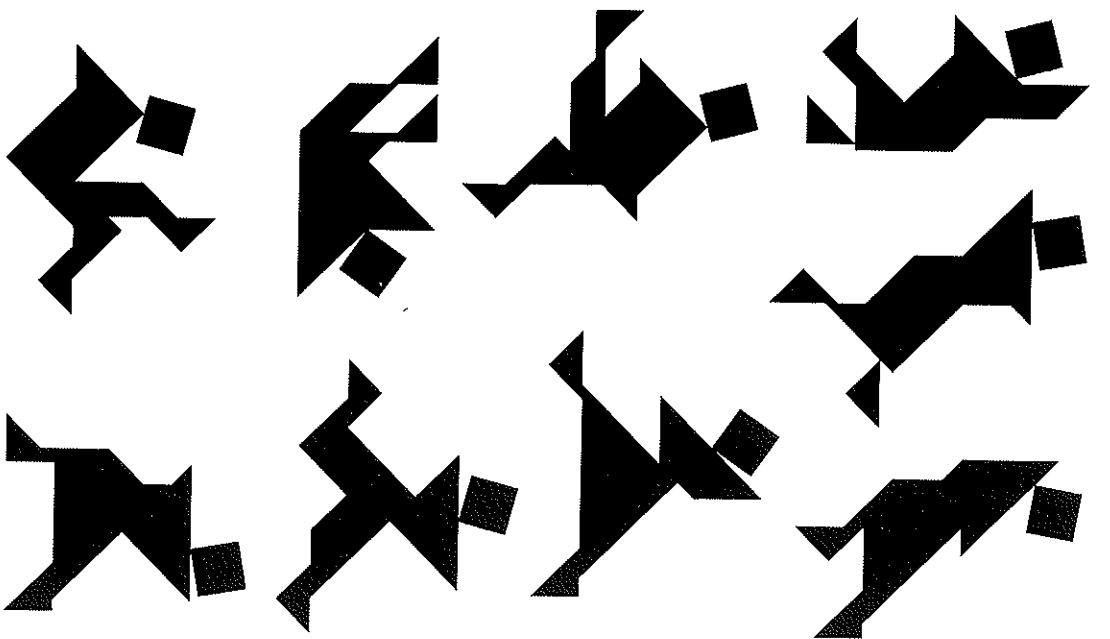
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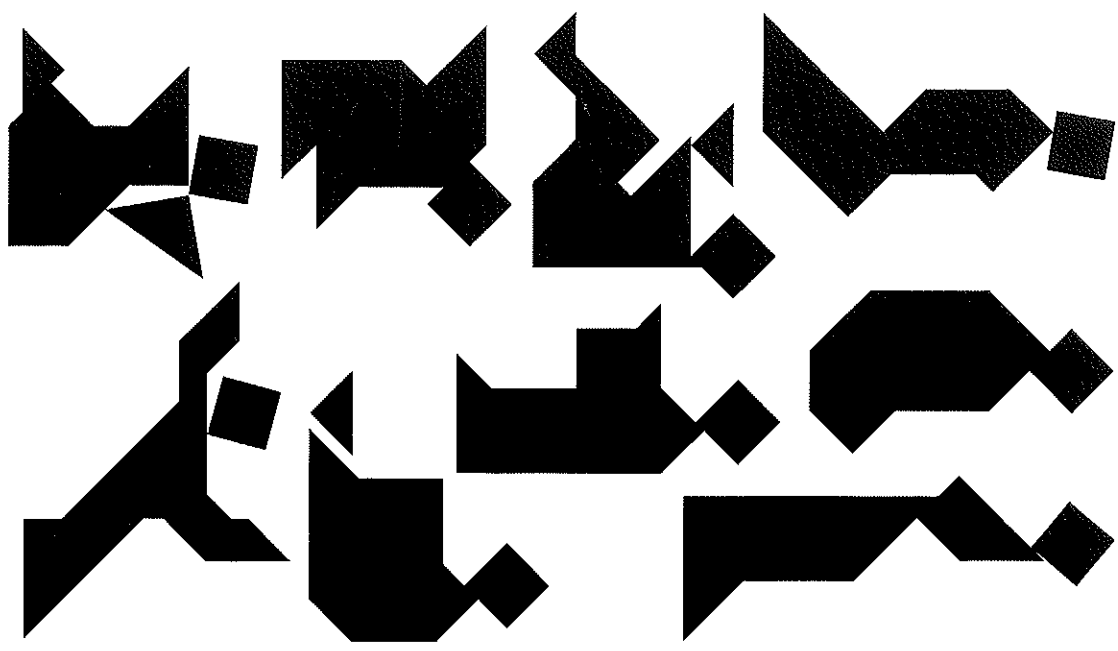
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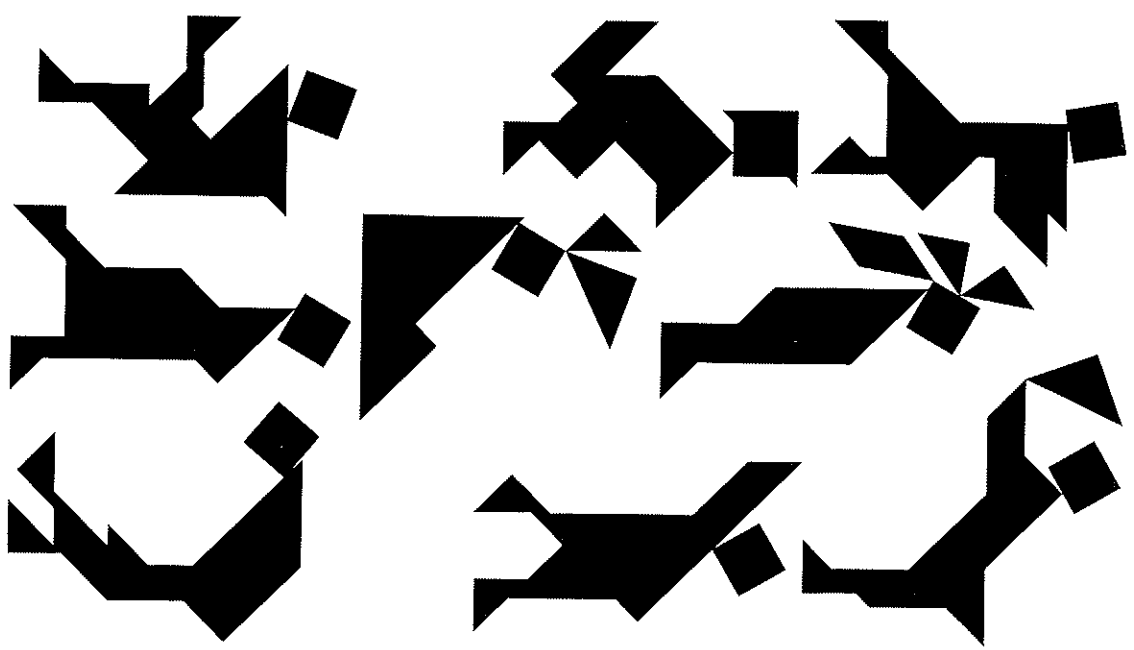
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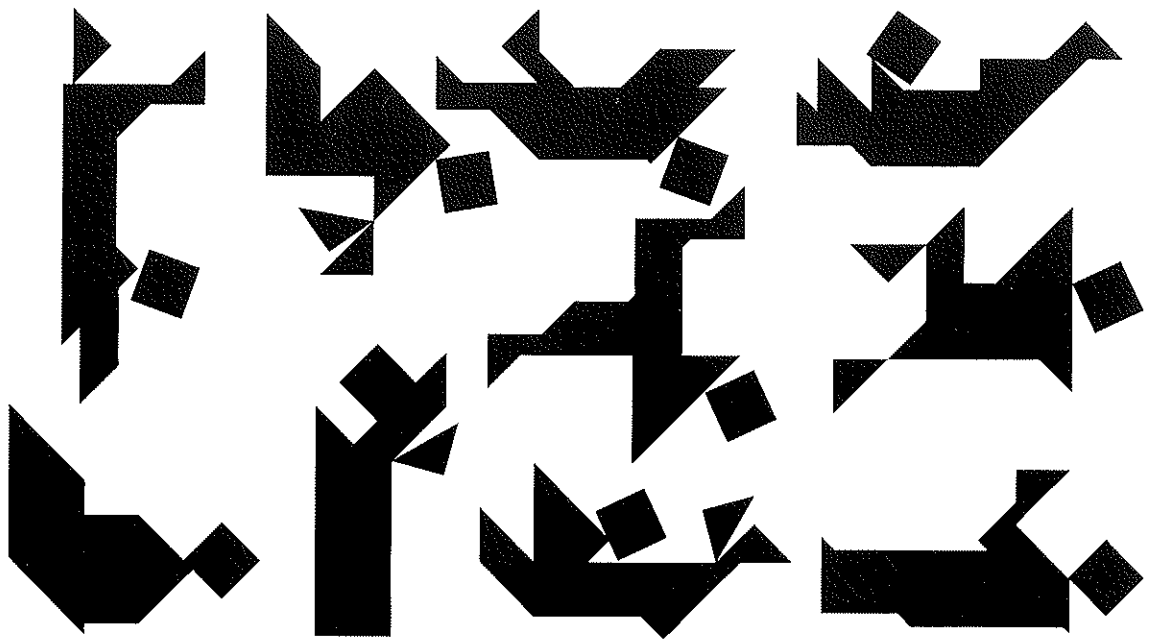
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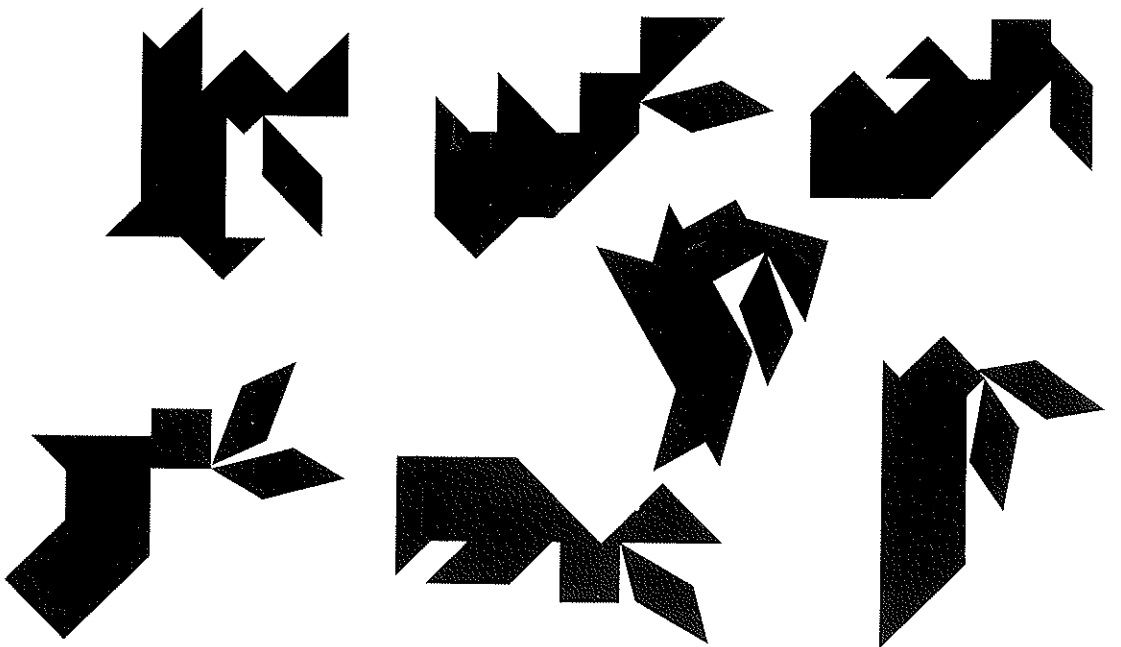
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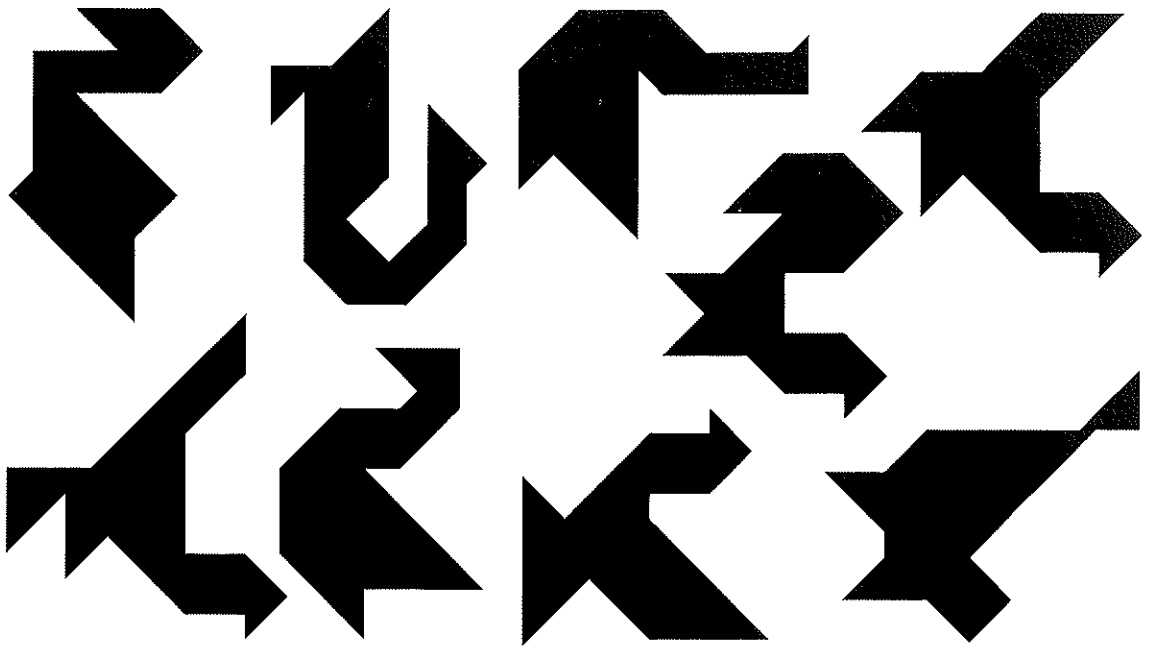


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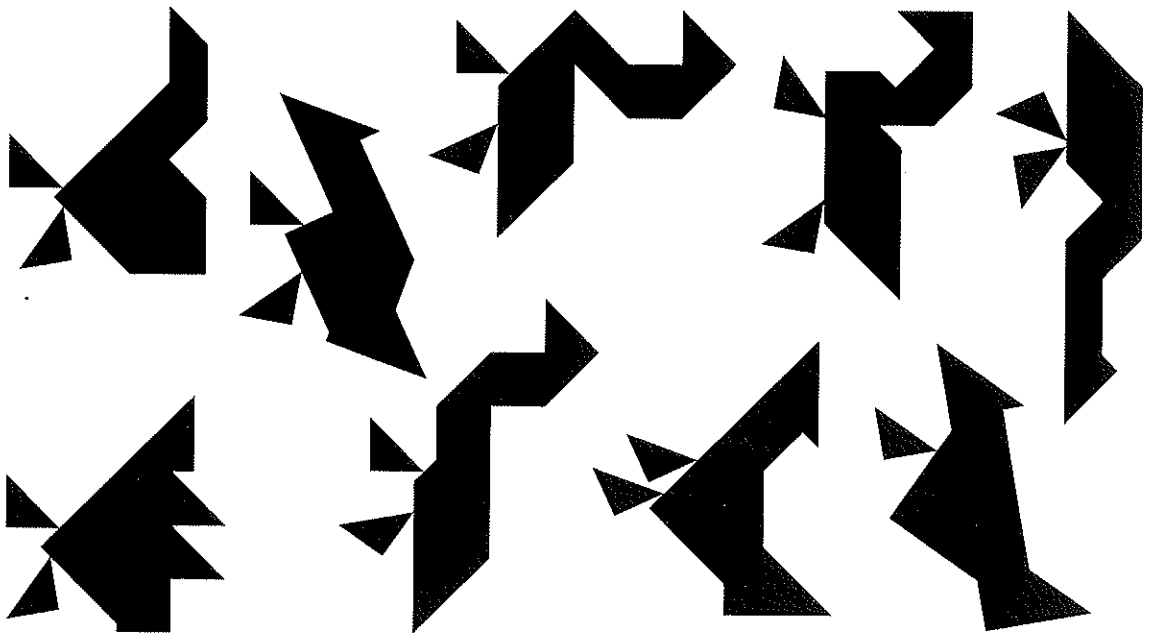


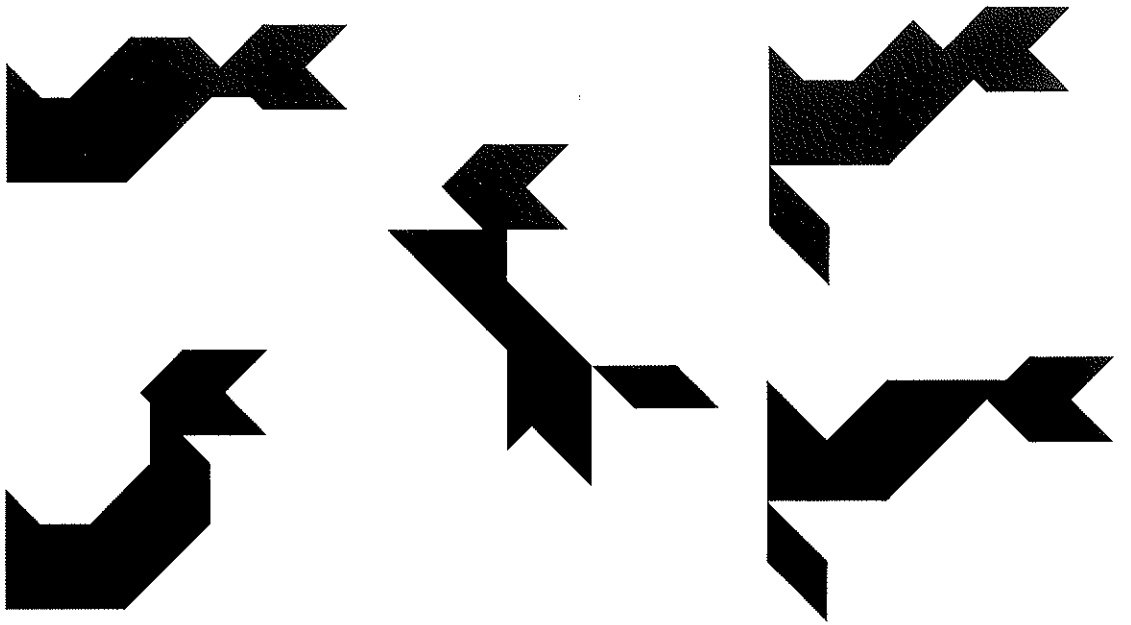
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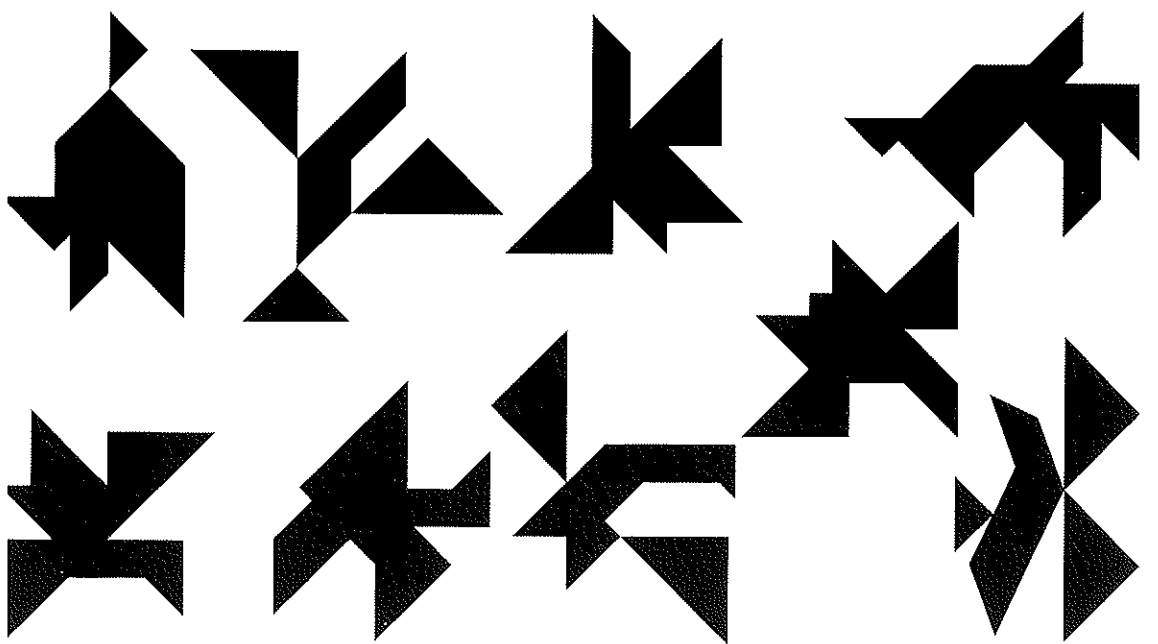


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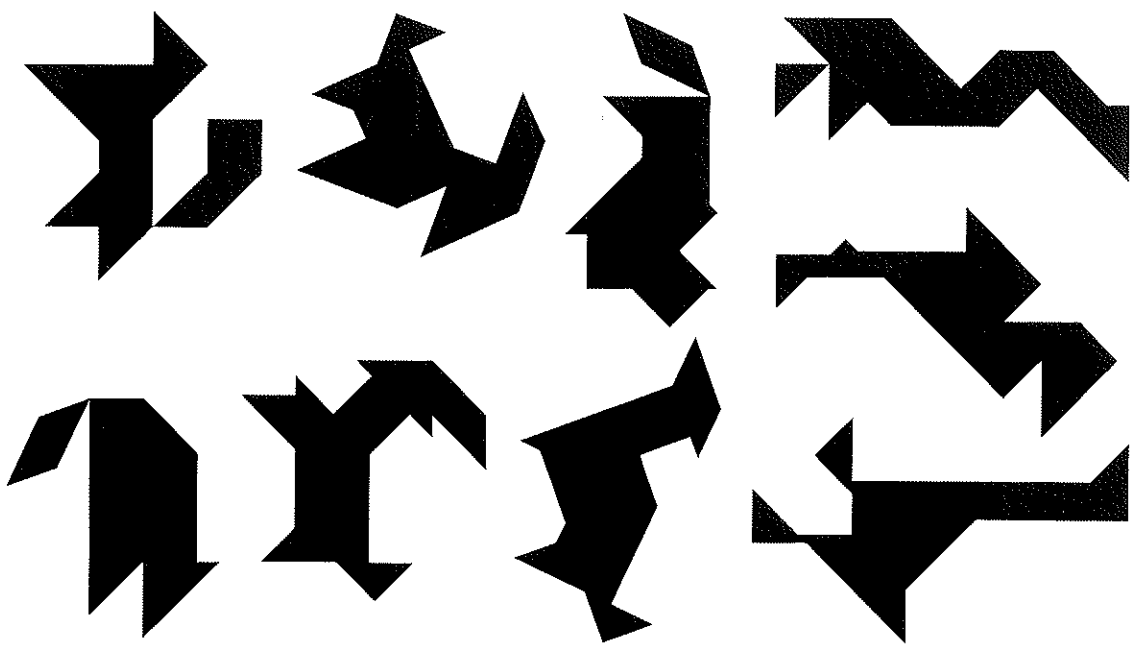




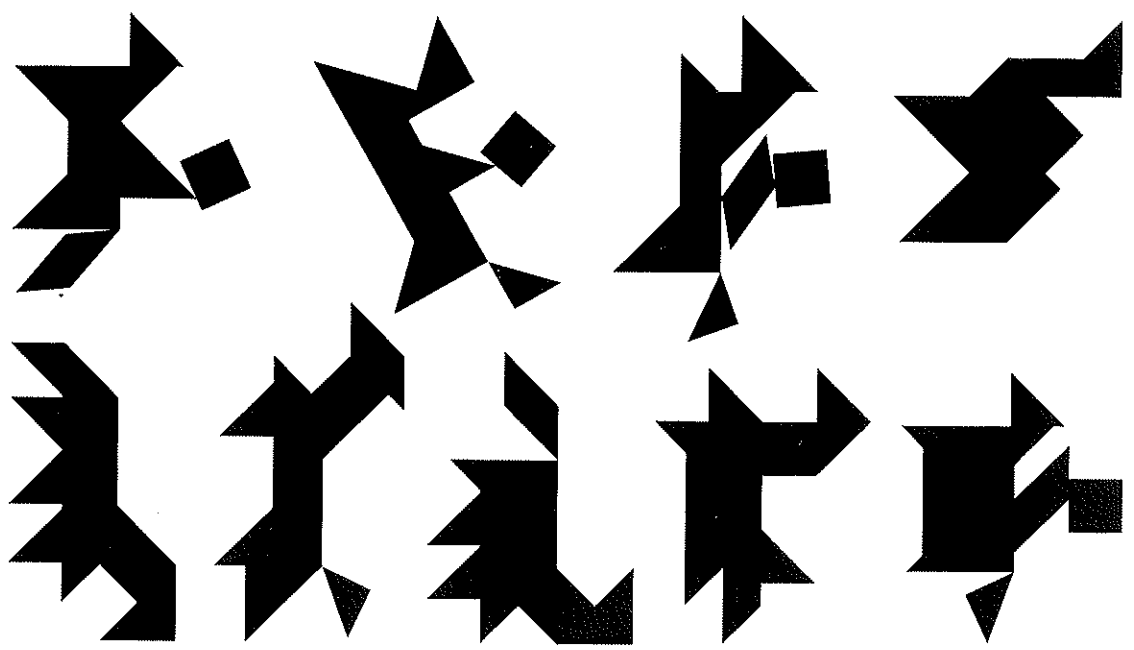
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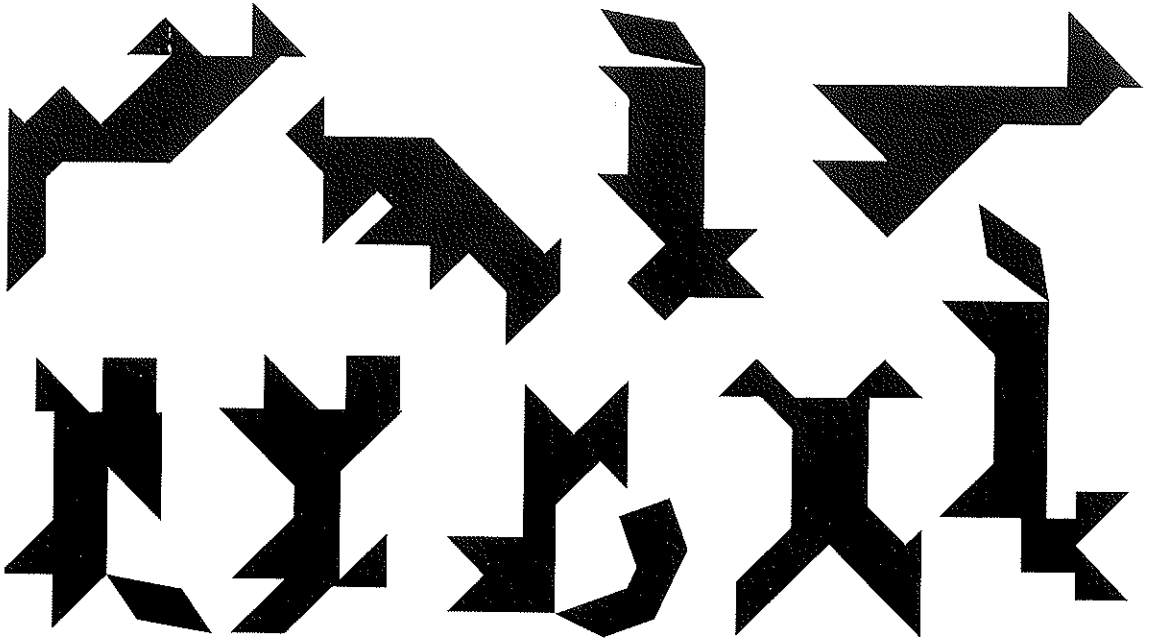
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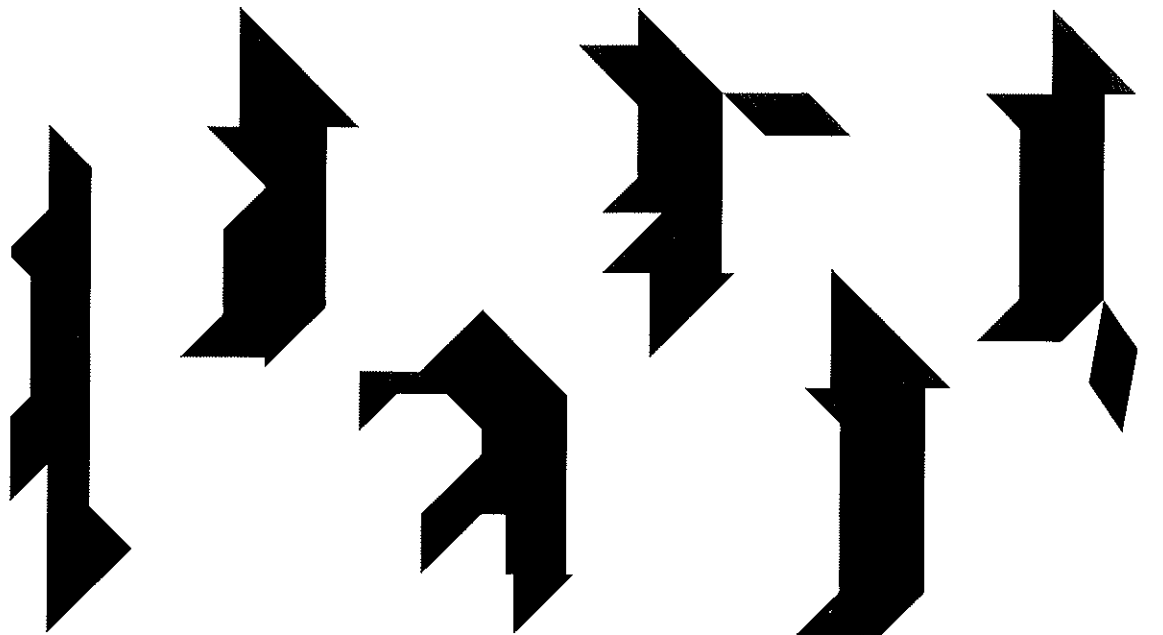
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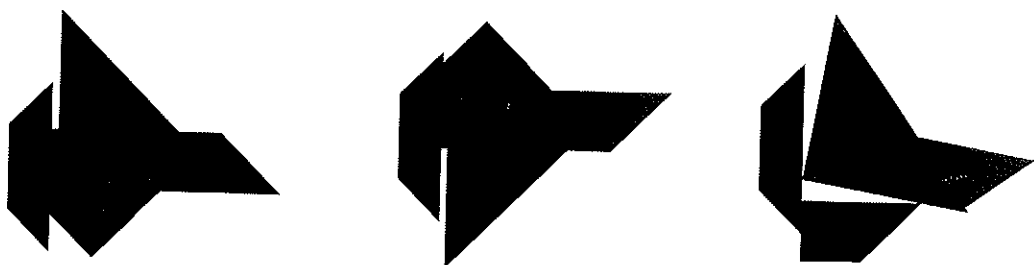
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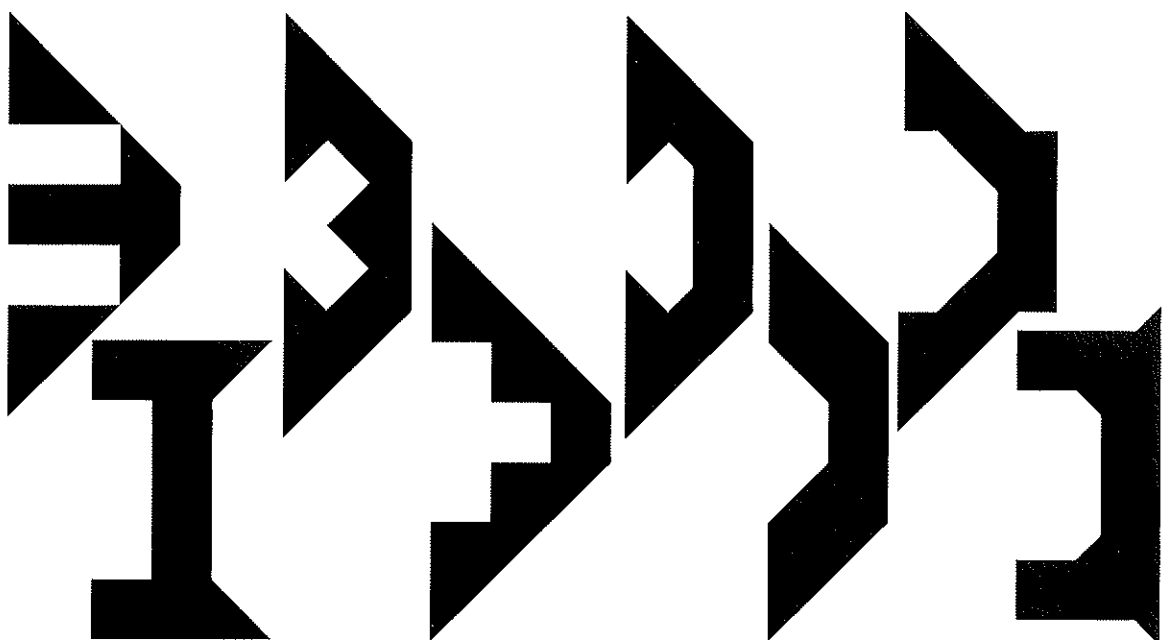
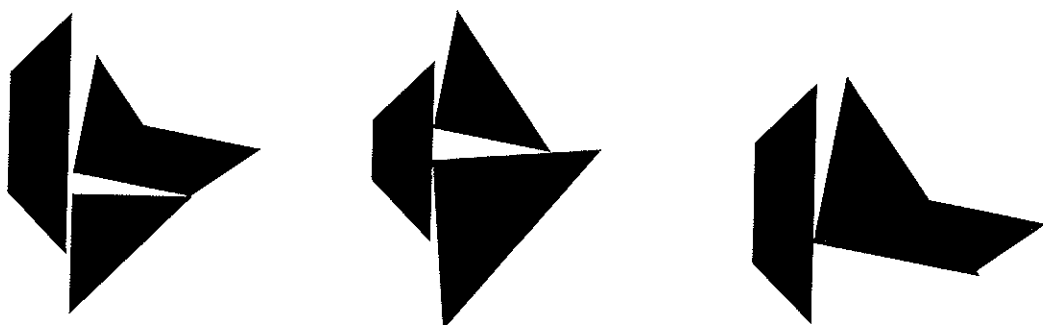
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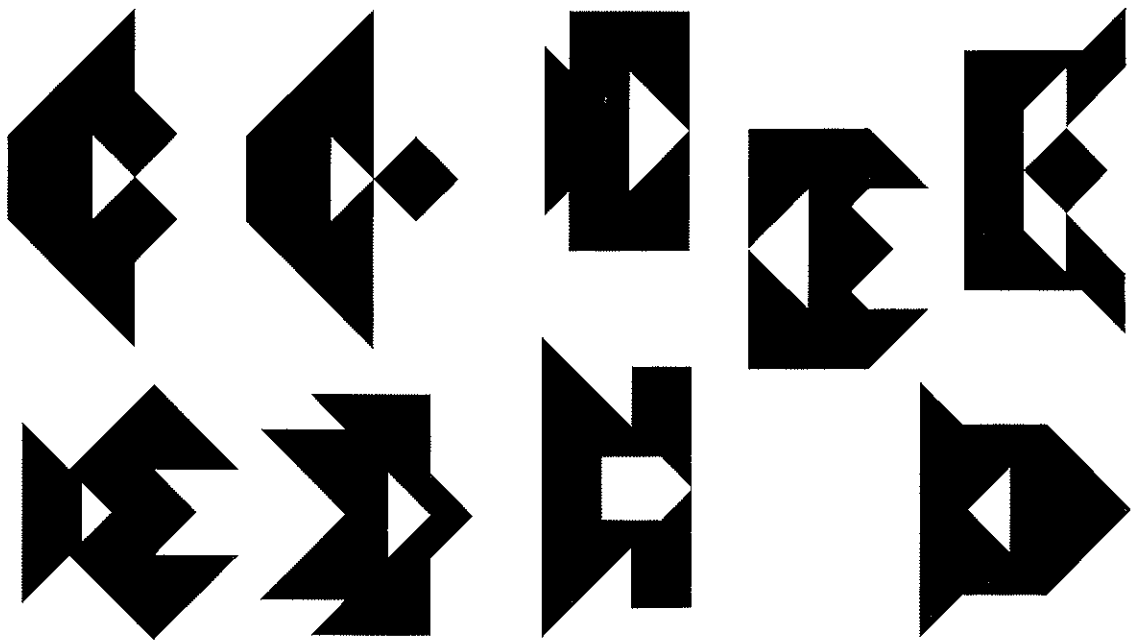
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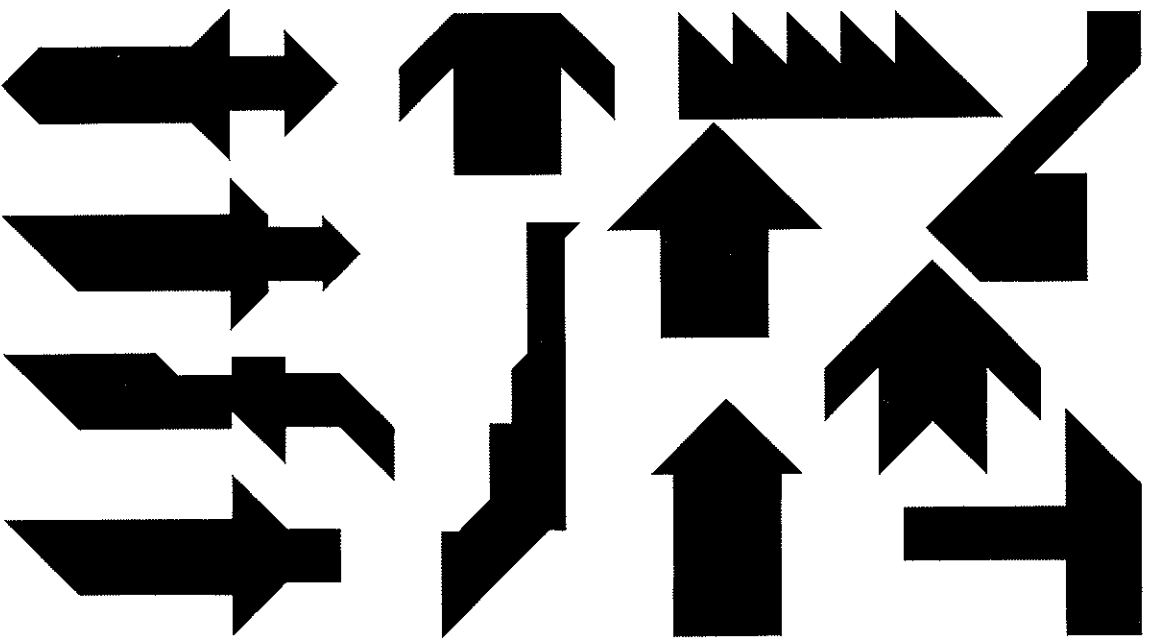
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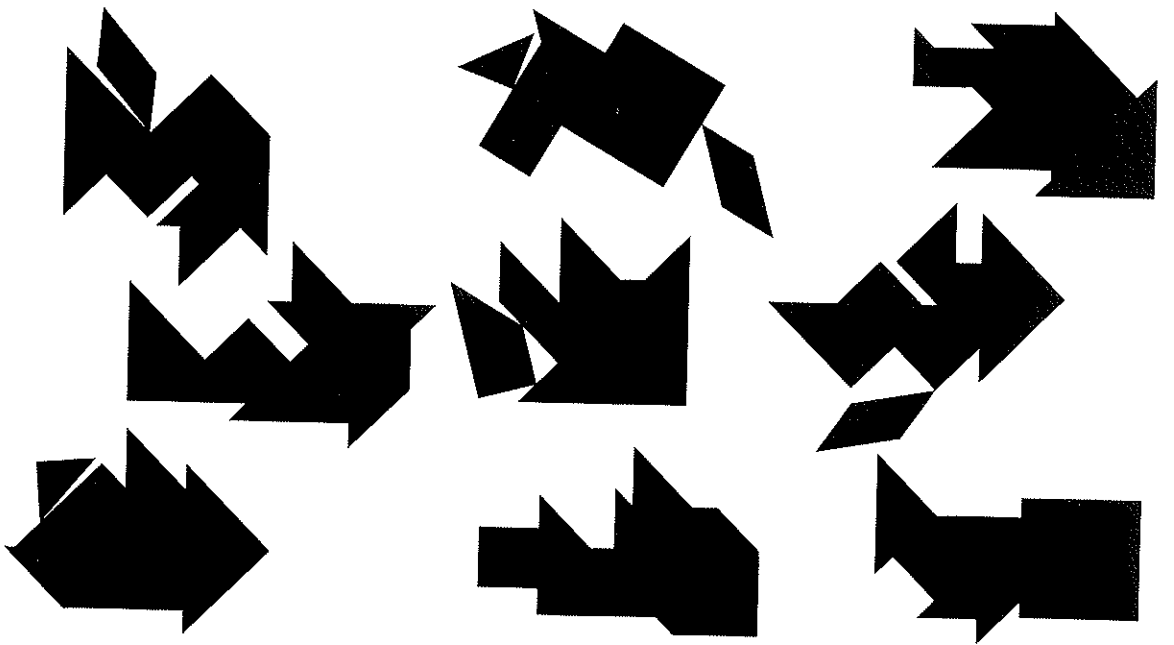
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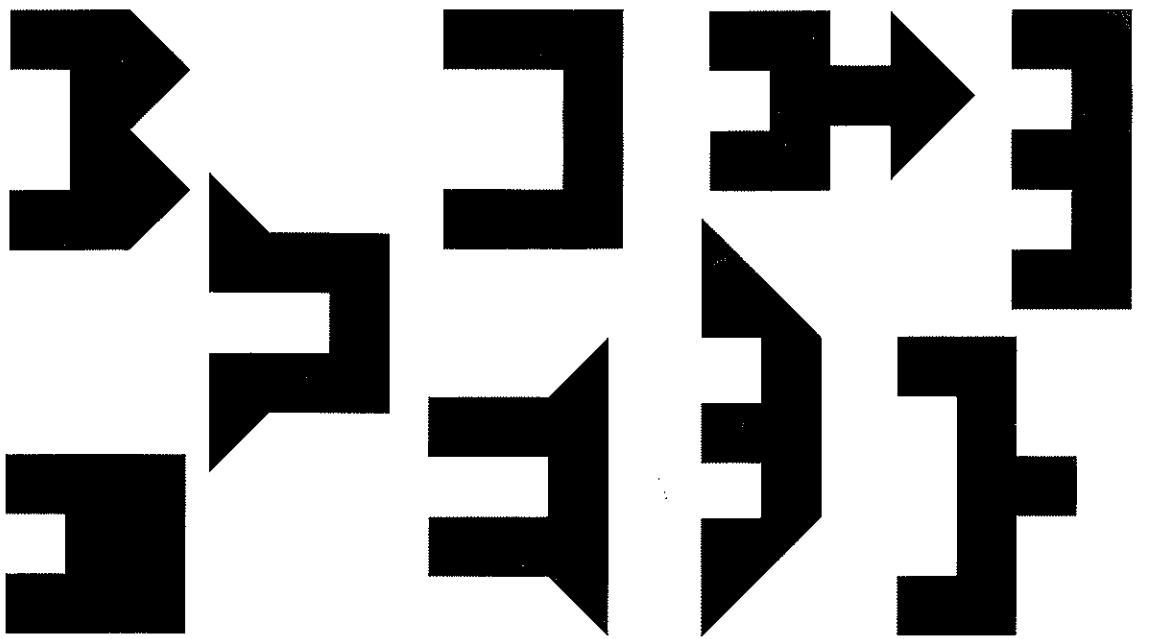
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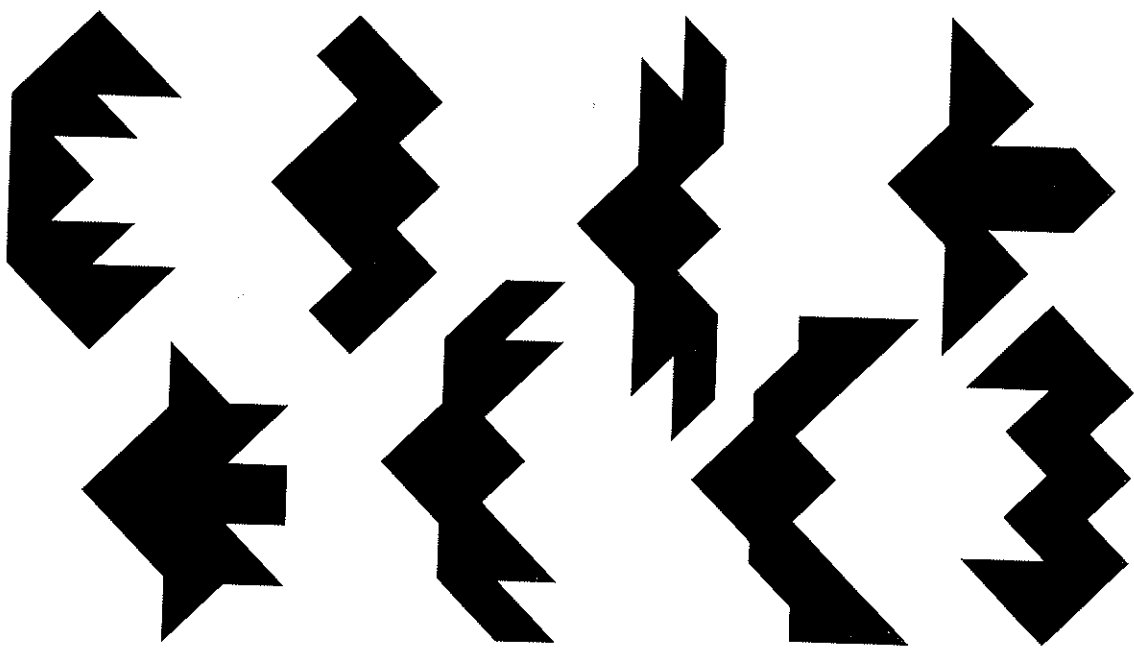
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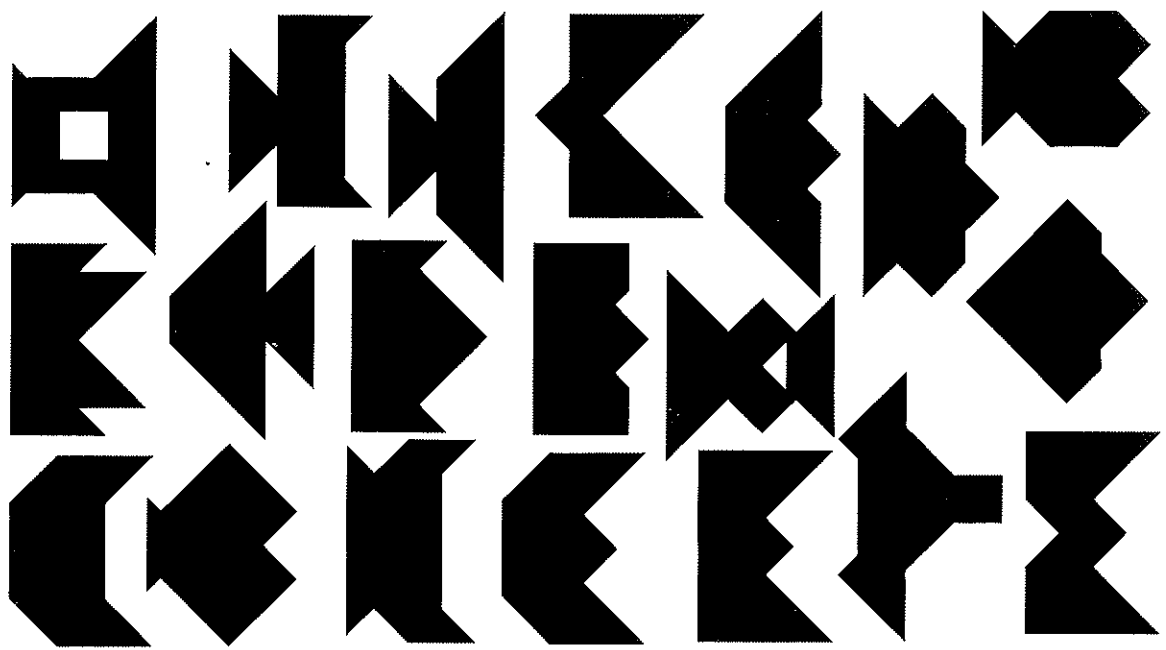
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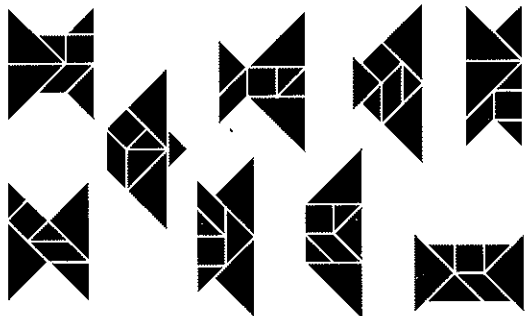
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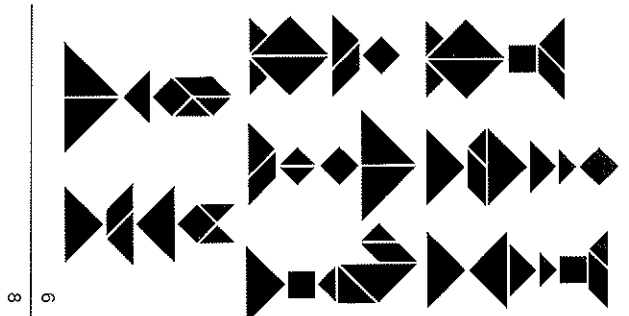
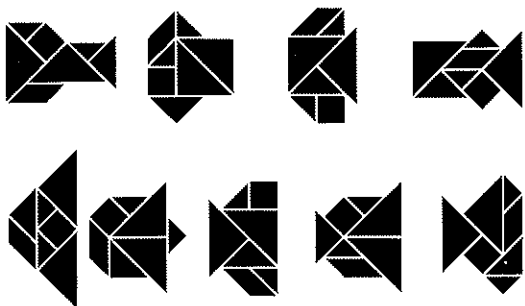
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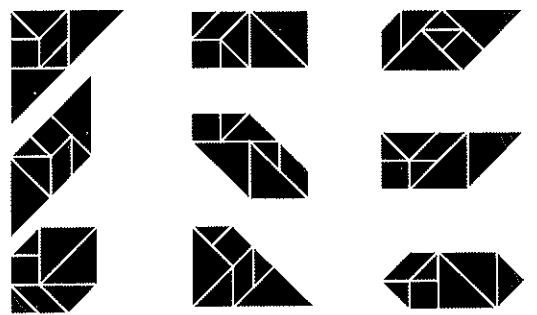


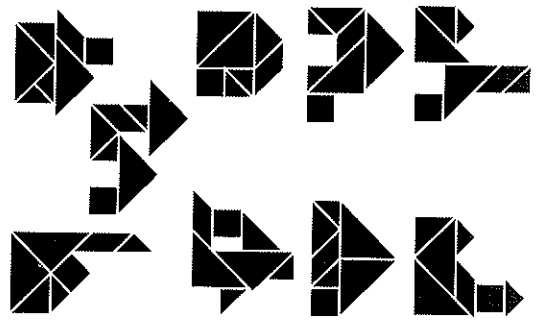
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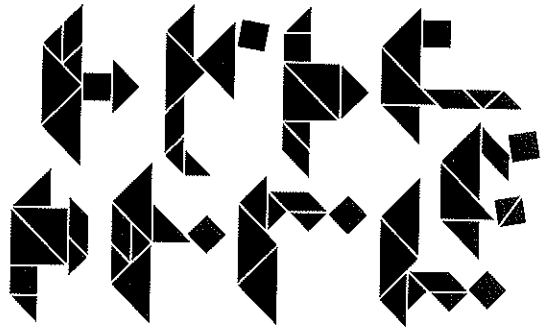
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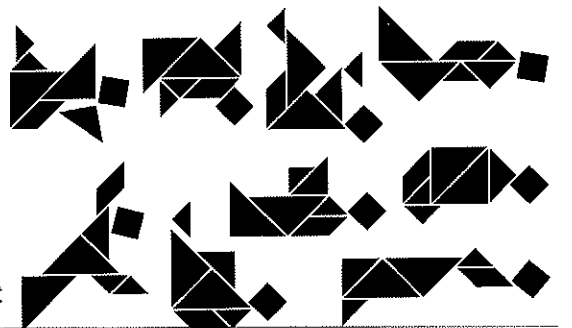
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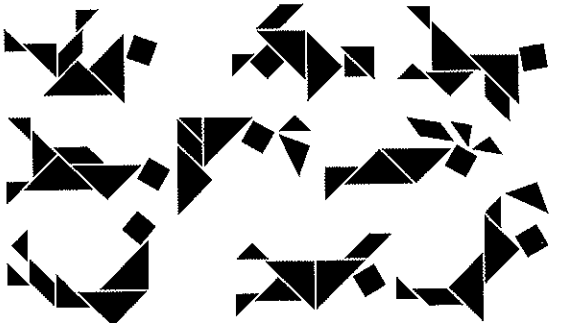
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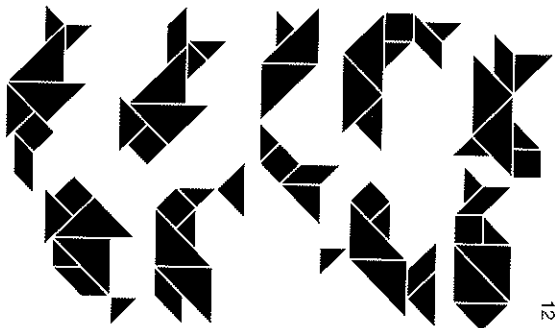
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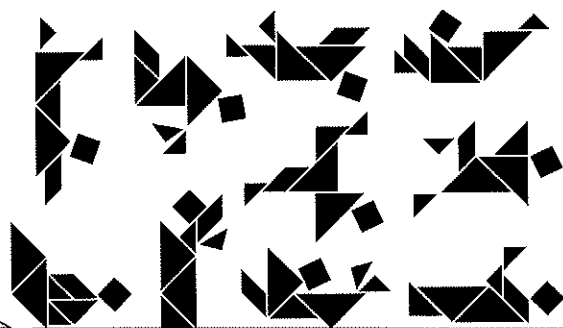
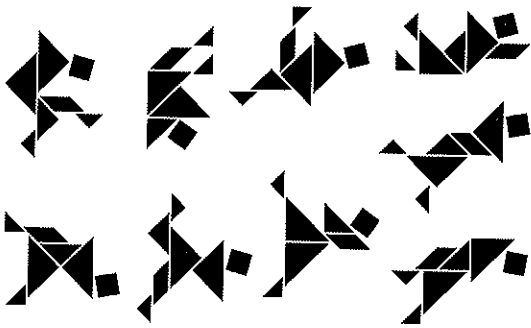


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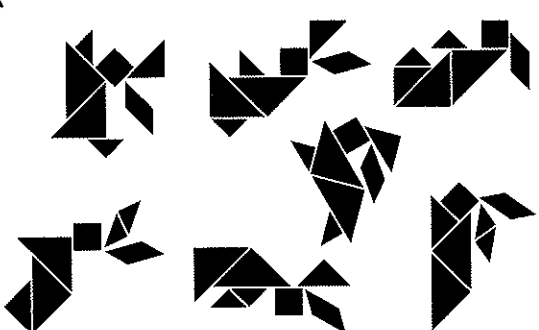
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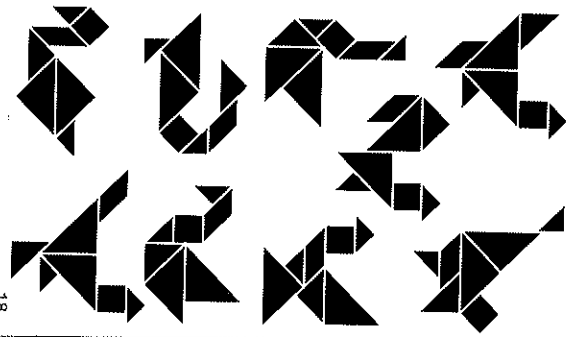


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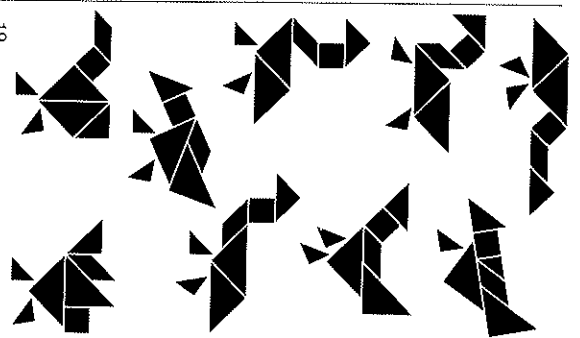


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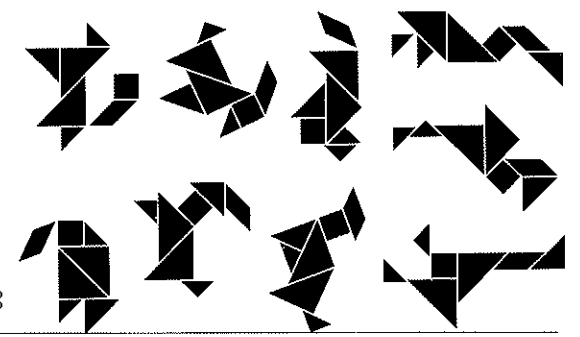




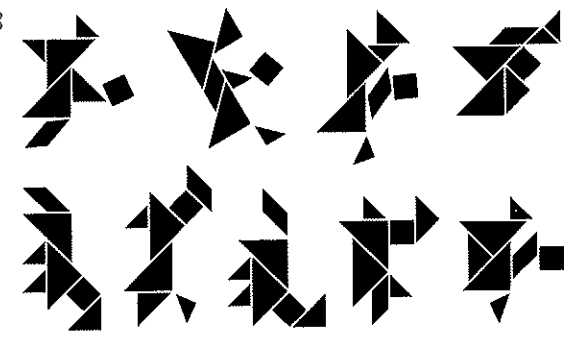
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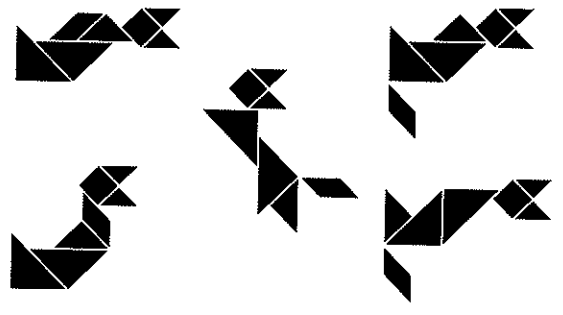
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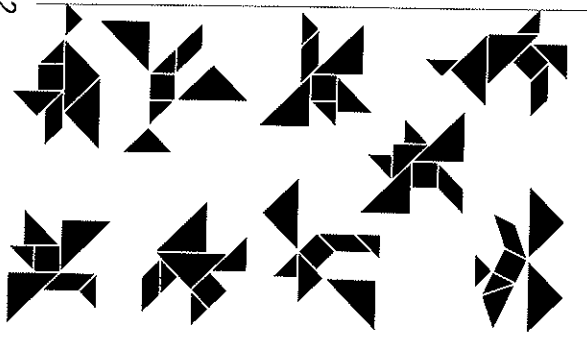
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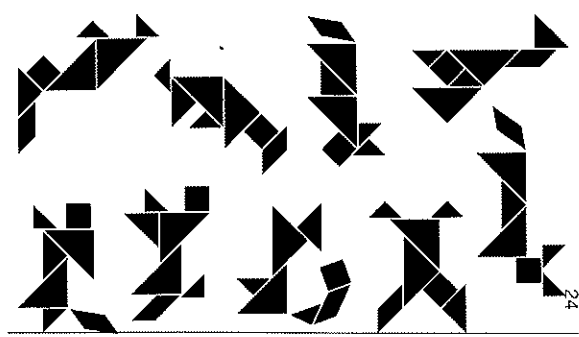
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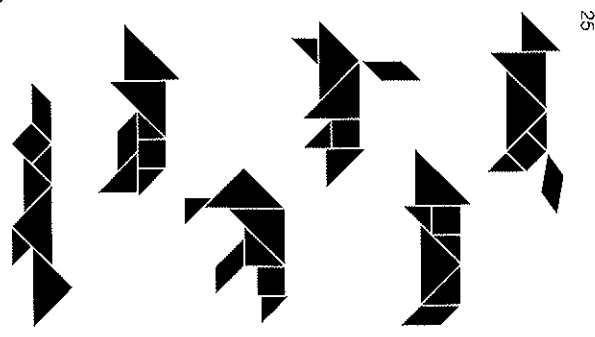
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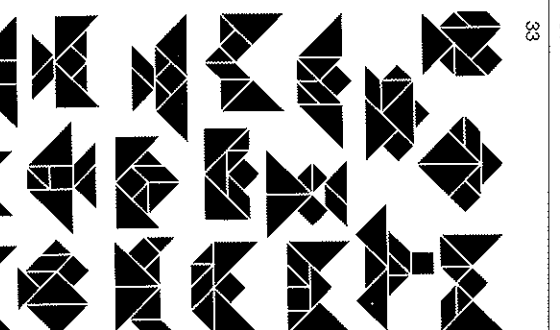
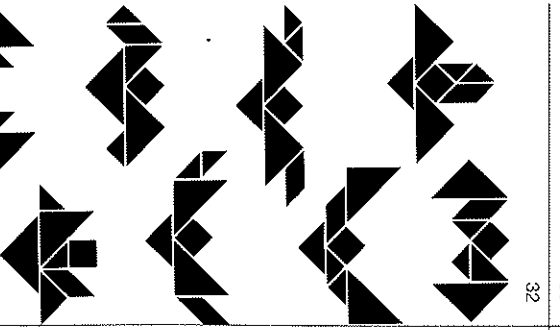
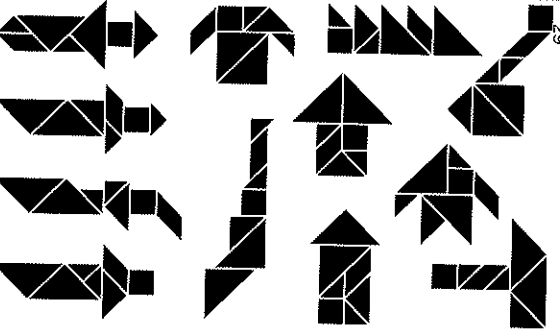
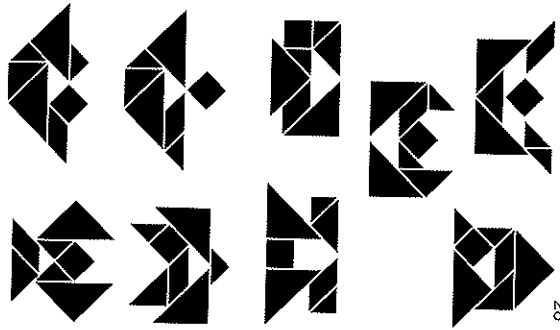
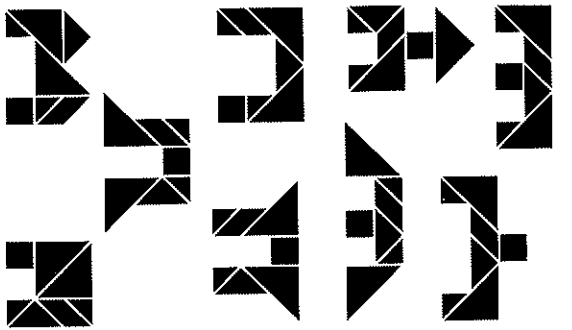
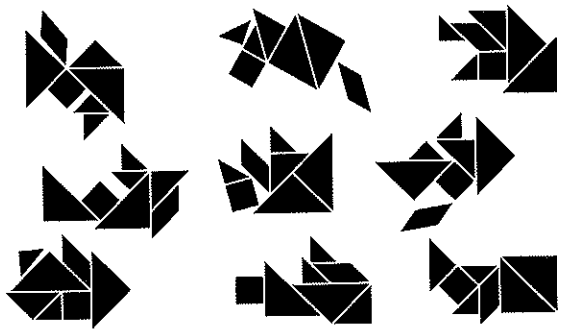
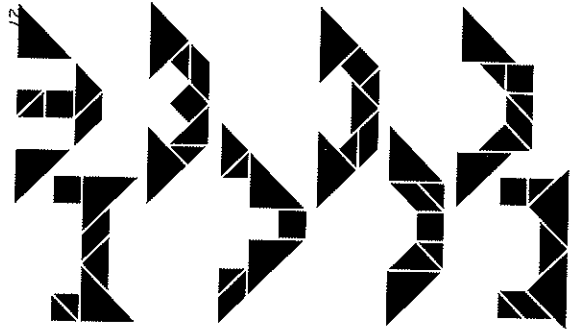
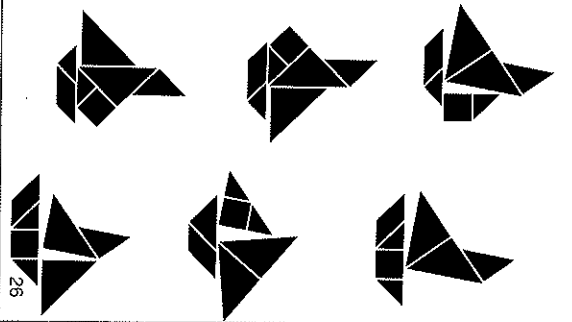
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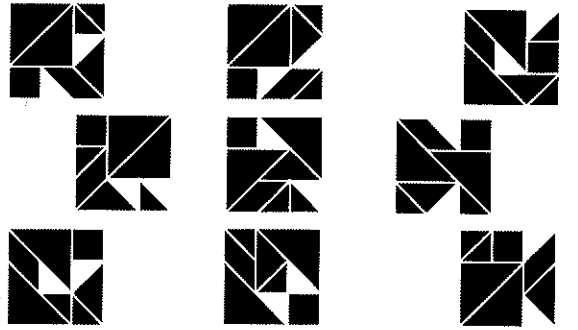
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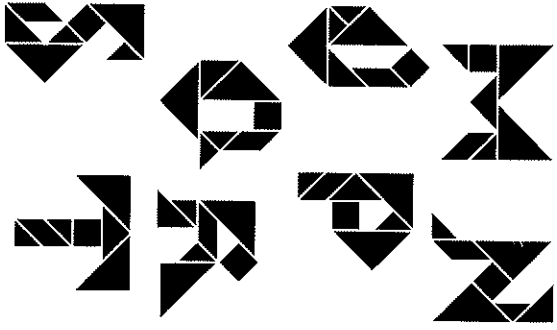
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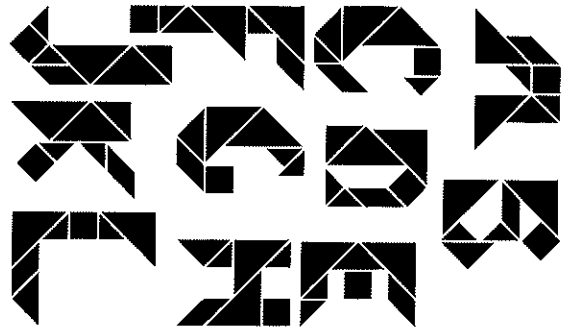


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