

TANGRAM

Original-Tangram

Das klassische Legespiel für 1 und mehr Personen ab 8 Jahren

Tangram ist kein Spiel im eigentlichen Sinne – eher eine Philosophie, eine Lebenseinstellung.

Mit nur sieben Steinen – einem Quadrat, einem Parallelogramm und fünf Dreiecken – werden hier durch simples (?) Aneinanderlegen unterschiedlichste Formen und Figuren in tausendfachen Kombinationen gebildet. Die in diesem Heft gesammelten Beispiele geben nur einen kleinen Ausschnitt der Formenvielfalt wieder. Es liegt an Ihnen, mit Tangram eine kleine Welt des Mosaiks zu schaffen. Ihre Fantasie und Einfallsgabe weisen den Weg.

Inhalt:

- 7 Legeplatten
- 1 Spielanleitung mit über 800 Bildern und Auflösungen

Tangram stammt aus China. Bereits zu Beginn des 19. Jahrhunderts wurden dort Bücher mit Bildvorlagen für dieses Spiel gedruckt. Aber das Spiel ist sicherlich schon wesentlich älter. Das „Weisheitsbrett“, wie Tangram im Ursprungsland China auch genannt wird, hat sich inzwischen in Europa und Amerika schnell verbreitet und ist zeitweise zu einem regelrechten Kult geworden. Bereits im Jahre 1818 erschienen die ersten Anleitungen. Unter dem Namen „Chinesisches Puzzle“ wurde zwar zunächst Kopien der fernöstlichen Originalausgaben verwandt. Doch bald entstanden neue Formen auch bei uns.

Tangram besitzt sehr einfache Regeln:

Alle Bildvorlagen werden immer aus allen sieben Formen gebildet. Keine Form darf übrig bleiben. Die Formen werden dabei niemals übereinander-, sondern immer aneinandergelegt. Natürlich muss die Bildvorlage exakt wiedergegeben werden, sonst ist die Aufgabe nicht gelöst. Bald werden Sie merken, dass geringste Veränderungen in der Formenzusammenstellung das Aussehen der gelegten Figur deutlich verändern. Gerade darin besteht der Reiz dieses Spiels. Falls Sie Schwierigkeiten mit der Lösung der

einen oder anderen Bildvorlage haben, schauen sie einfach auf den letzten Seiten dieses Heft nach. Dort finden Sie sämtliche Auflösungen. Aber: Geben Sie nicht zu schnell auf, denn Tangram wird in erster Linie Ihre Geduld fordern – und fördern.

TANGRAM

Tangram

1 joueur (ou plus) à partir de 8 ans.

TANGRAM n'est pas un jeu au sens habituel du mot. Sept pièces seulement – un carré, un parallélogramme et cinq triangles – permettent de suggérer des milliers de formes et de silhouettes différentes. Les exemples qui suivent ne donnent qu'un faible aperçu de la multiplicité des figures possibles. TANGRAM vous permet de recréer un monde à la mesure de votre imagination et de votre inspiration.

Composition

- 7 pièces
- 1 livret avec plus de 800 figures et leur explication

Origine

TANGRAM est originaire de Chine. Dès le 19^{ème} siècle, paraissent en Extrême-Orient de livres spécialisés dans ce type de jeu. Mais le principe est certainement beaucoup plus ancien. TANGRAM s'est rapidement répandu hors de son pays d'origine pour conquérir l'Europe et les Etats-Unis, qui l'ont adopté avec passion. Les premiers documents qui le concernent remontent à 1818.

A cette époque, de nombreuses copies du jeu d'origine apparaissent sous le nom de « casse-tête chinois ».

Le jeu

Les 7 pièces doivent être toutes utilisées pour former une silhouette. Les pièces sont juxtaposées, jamais superposées. Le modèle choisi doit être reproduit exactement pour que le problème soit réussi. Vous constaterez avec l'expérience acquise que

d'imperceptibles modifications dans l'assemblage des pièces transforment sensiblement l'aspect de la silhouette. C'est là que résident tout le charme et l'attrait du jeu.

Si vous avez trop de difficultés pour reproduire tel ou tel modèle, reportez-vous aux dernières pages du livret. Vous y trouverez la solution. Mais ne renoncez pas trop vite. TANGRAM forme votre patience, vous donne le goût du détail, le sens de la perfection. C'est une philosophie de la vie qui plonge ses racines dans la sagesse de la Chine antique.

TANGRAM

ITALIANO

Tangram in versione originale

Un classico gioco di accostamento

Tangram in verità non è un gioco, è più che altro una filosofia, un modo di vivere. Con soltanto sette figure – un quadrato, un parallelogrammo e cinque triangoli – bisogna formare, combinandoli insieme, le più svariate forme e figure. Gli esempi raccolti in questo manuale sono soltanto un piccolo esempio delle possibilità di combinazione realizzabili con questo gioco. Sta a voi creare con Tangram il micromondo del mosaico. La vostra fantasia e la vostra creatività vi aiuteranno a trovare la strada.

Contenuto:

- 7 pezzi da accostare
- 1 manuale con le istruzioni e con più di 800 figure e soluzioni

Tangram proviene dalla Cina. Già all'inizio del 19. secolo furono stampati lì dei libri con illustrazioni per riprodurre queste figure. Ma il gioco è sicuramente molto più antico. La „tavoletta della verità“, come venne chiamato questo gioco, in Cina, cioè nella sua terra d'origine, è conosciuta anche in Europa ed in America ed è diventata persino oggetto di culto. Già nel 1818 furono pubblicate le prime istruzioni. Le prime copie dell'edizione originale proveniente dall'Estremo Oriente si chiamavano „Puzzle cinesi“.

Più tardi nacquero altre forme più nuove anche da noi.

Le regole per comporre il Tangram sono molto semplici:

Tutte le figure vengono formate con tutt'i sette elementi. Non deve avanzare nessun elemento. Gli elementi non vanno posti gli uni sugli altri, ma accostati l'uno all'altro. Naturalmente bisogna riprodurre esattamente la figura che si prende come esempio, altrimenti il problema resta insoluto. Presto capirete che basta pochissimo nel modo di comporre le figure, per cambiare l'aspetto della figura composta. Proprio questo è il lato più affascinante del gioco. Se avete difficoltà a risolvere l'una o l'altra composizione, potrete guardare le soluzioni che si trovano alle fine del manuale. Ma prima ancora un avviso: non gettate la spugna troppo presto! Tangram è un gioco che innanzitutto metterà alle prova la vostra pazienza insegnandovi ad averne tanta.

TANGRAM

Origineel Tangram

Het klassieke Tangramspel voor 1 of meer personen vanaf 8 jaar.

Tangram is geen spel in de zin van het woord, het is een filosofie, een levensinstelling.

Met enkel 7 stukken – een vierkant, parallelogram en 5 driehoeken – worden simpele, aaneengesloten, verschillende vormen en figuren in een duizendtal combinaties uitgebeeld.

De in dit boekje verzamelde voorbeelden geven enkel een klein deel van de vormenveelvoud weer. Het is aan U, met Tangram, U een ingang in de wereld van het mozaïek te verschaffen. Uw fantasie en invallen wijzen U daarbij de weg.

Inhoud:

- 7 legstukken
- 1 handleiding met meer dan 800 afbeeldingen en oplossingen.

Tangram stamt uit China. Reeds begin 19e eeuw werden daar al boeken met figuurvoorbeelden van dit spel gedrukt. Maar het spel is zeker al veel ouder. Het „Wijsheidsbord“ zoals Tangram in het land van oorsprong, China, wordt genoemd, heeft zich inmiddels in Europa en Amerika snel verspreid en is intussen tot een regelrechte rage geworden.

Reeds in 1818 verschenen de eerste handleidingen. Onder de naam „Chinese Puzzel“ waren aanvankelijk kopiën van de originele uitgaven uit het Verre Oosten verwant.

Al gauw echter onstonden ook bij ons nieuwe vormen.

Tangram heeft eenvoudige regels:

Alle voorbeeldafbeeldingen worden altijd uit alle 7 stukken gemaakt. Geen één stuk mag overblijven. De stukken worden daarbij niet over elkaar, maar naast elkaar gelegd. Natuurlijk moet de voorbeeldafbeelding exact weergegeven worden, anders is het „probleem“ niet opgelost. Spoedig zult U merken dat de kleinste veranderingen in de stukkensamenstelling het uiterlijk van het gelegde figuur duidelijk veranderen. Juist daarin zit de aantrekkingskracht van die spel.

Indien U moeilijkheden met het oplossen van de ene of de andere voorbeeldafbeelding heeft, kijkt U eenvoudig op de laatste bladzijden van dit boekje. Daar vindt U de bijbehorende oplossingen.

Maar: Geeft U niet te snel op, Tangram zal in de eerste plaats geduld eisen – en bevorderen.

TANGRAM

Tangram

1 player (or more). Age: 8 years and upwards.

Tangram is not really a game. Only 7 pieces: a square, a parallelogram and five triangles suggest thousands of different shapes and outlines. The following examples give an idea of the numerous figures you may create. Tangram gives you the material to build a world of shapes according to your imagination.

Contents:

- 7 pieces and a booklet with more than 800 ideas and explanations.

Origin

Tangram was invented in China. At the beginning of the 19th century, books specialized in this kind of game have been published in the Far East. But the idea is much older. Tangram spread out of its original country and very quickly conquered Europe and the United States. The first documentary evidence about Tangram dates back to 1818. At that time, numerous imitations of the original game came out under the name of „chinese puzzle“.

Gameplay

You have to use all the 7 pieces to shape an outline. The pieces are placed side by side, never superimposed. You have to copy exactly the design you have chosen to solve the problem: even very slight differences in putting together the pieces will noticeably alter the outline of the model. This is the attraction of the game.

If you find it too difficult to reproduce certain designs, please refer to the last pages of the booklet, where you will find the solution. But don't give up too fast. Tangram helps to train your patience letting you go into the details of a design, and do develop your taste for perfection.

TANGRAM

Original TANGRAM

Juego para un jugador o más a partir de 8 años.

TANGRAM no es un juego en el sentido habitual de la palabra, es una filosofía, una forma de vida. Sólomente siete piezas, un cuadrado, un paralelogramo y cinco triángulos, permiten sugerir millones de formas y siluetas diferentes. Los ejemplos que mostramos no dan más que una leve idea de las múltiples figuras posibles. TANGRAM les permitirá crear un mundo a la medida de su imaginación e inspiración.

Composición:

- 7 Piezas y un pequeño catálogo con más de 800 figuras y sus explicaciones.

Origen:

TANGRAM es originario de China. Desde el siglo XIX aparecen en el Extremo Oriente libros especializados en este tipo de juego. Pero el principio es ciertamente mucho más antiguo. TANGRAM se ha expandido rápidamente fuera de su país de origen para conquistar Europa y los Estados Unidos, quienes lo han adoptado con pasión. Los primeros documentos testimoniales se remontan a 1818.

En esa época, numerosas copias del juego originario aparecieron bajo el nombre de „Rompecabezas Chino“. Más tarde aparecieron otras formas nuevas.

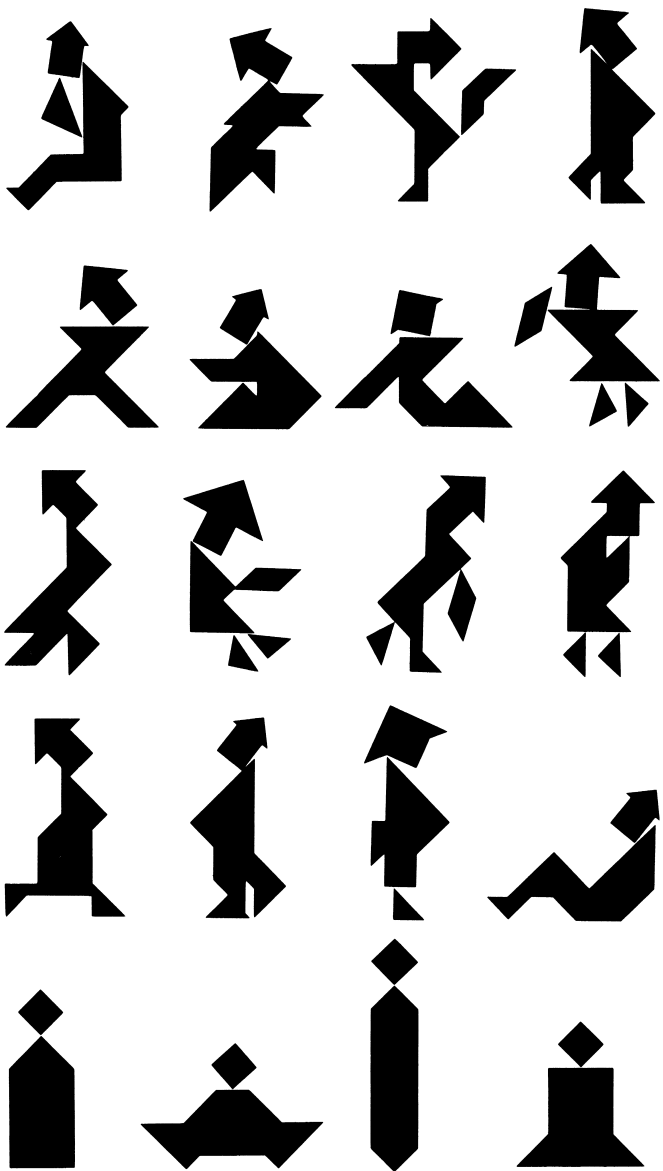
El Juego:

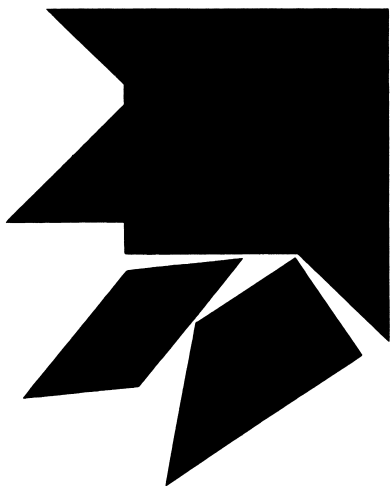
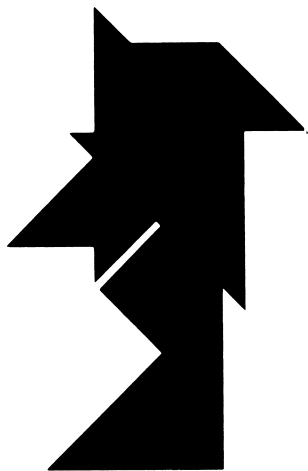
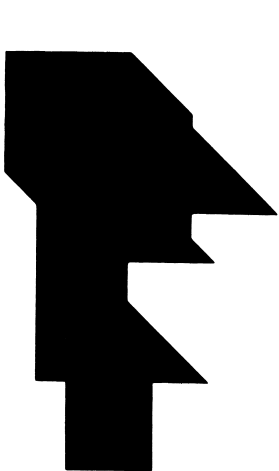
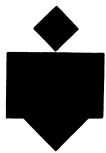
Las 7 piezas deben ser utilizadas en su totalidad para formar una silueta. Las piezas deben ser yuxtapuestas, jamás superpuestas. El modelo elegido ha de reproducirse exactamente para que el problema sea resuelto.

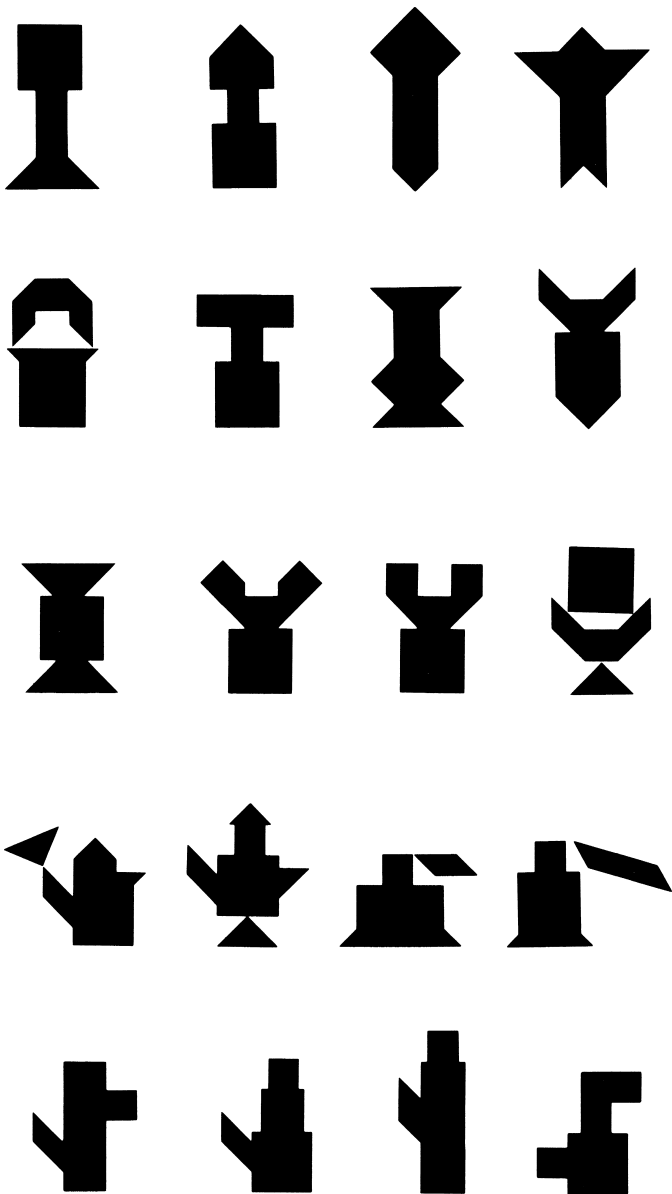
Se darán cuenta, con la experiencia adquirida, que las modificaciones inapreciables en el ensamblaje de las piezas, transformara sensiblemente el aspecto de la silueta. He aquí donde reside todo el hechizo y el atractivo del juego.

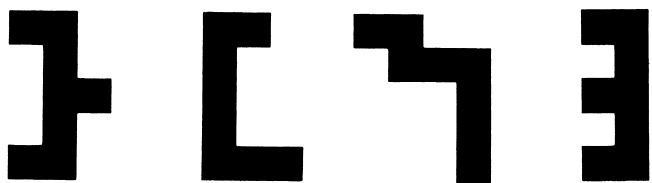
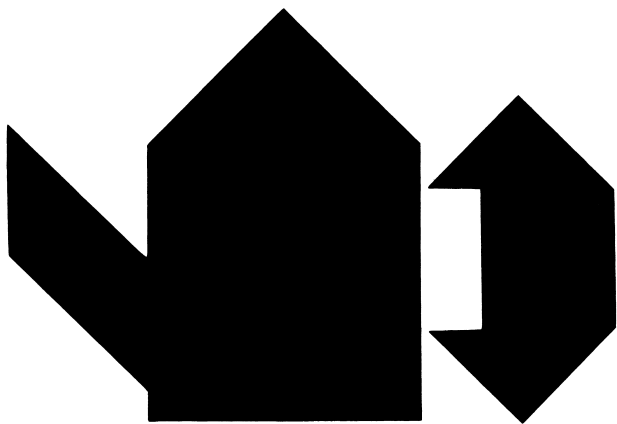
Si usted tiene demasiadas dificultades para reproducir este o aquel modelo, dirijase a las últimas páginas del catálogo. Allí encontrará la solución. Pero no renuncie muy pronto.

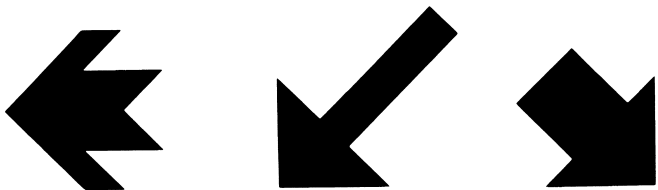
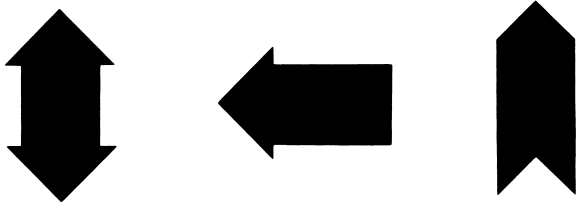
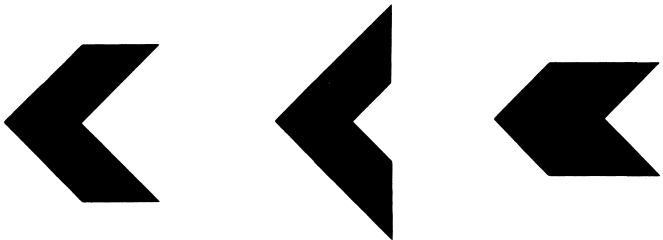
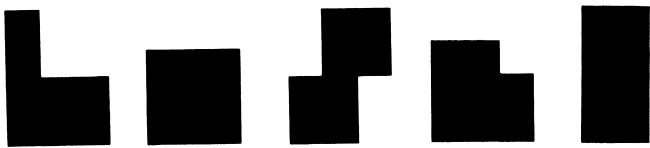
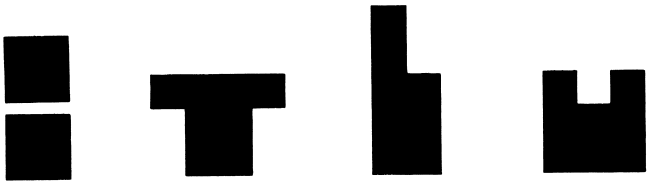
TANGRAM formará su paciencia, le dará el gusto por el detalle, el sentido de la perfección. Es una filosofía de la vida que hunde sus raíces en la sabiduría de la Antigua China.

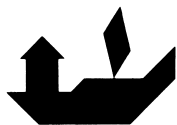
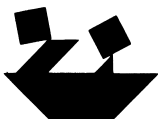
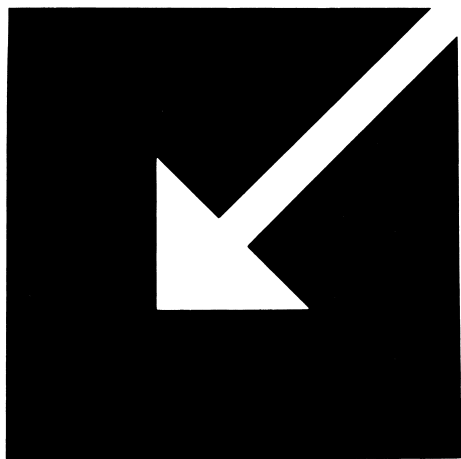


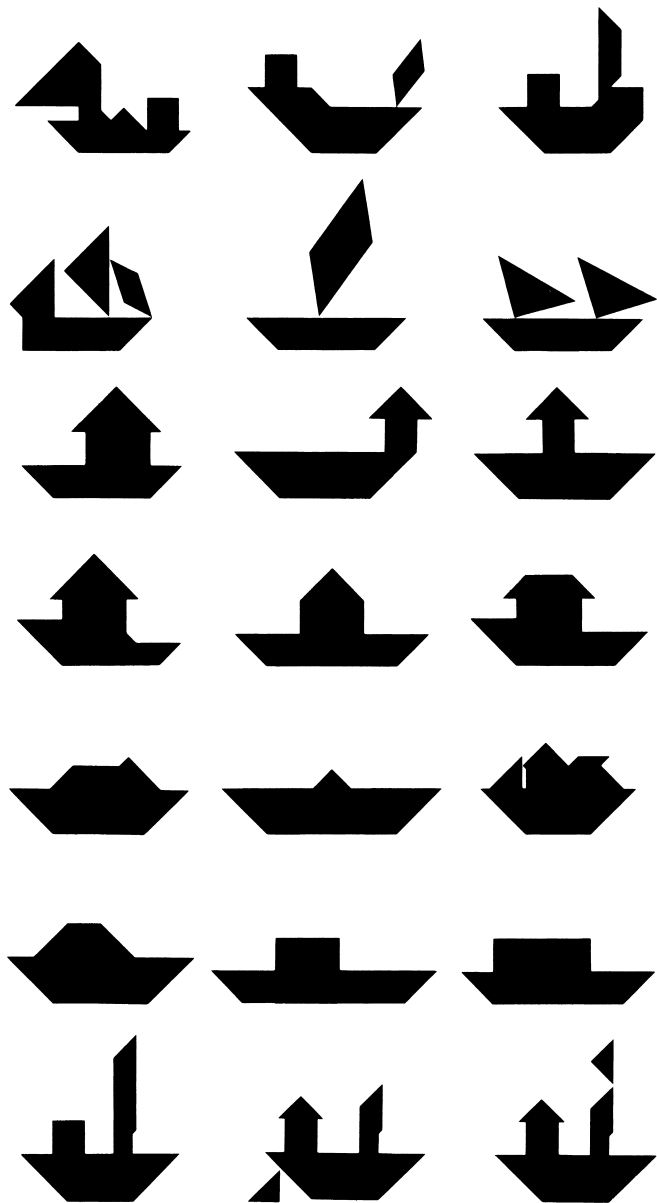


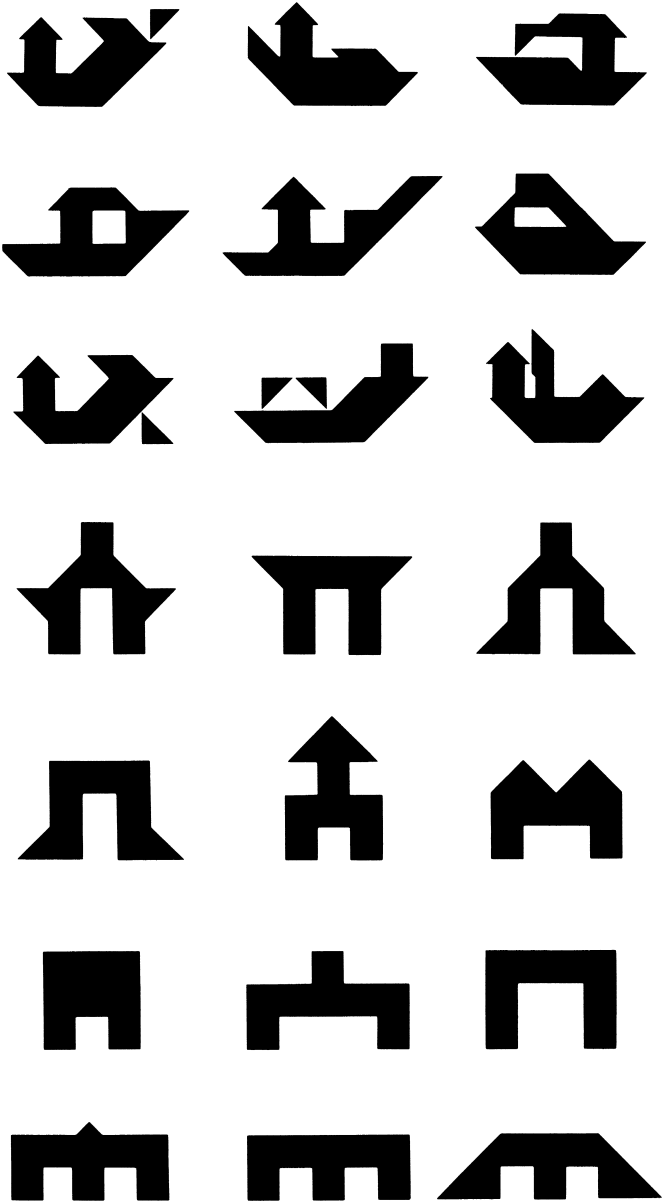


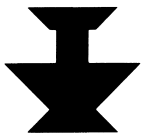
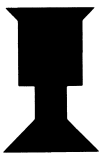
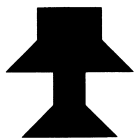
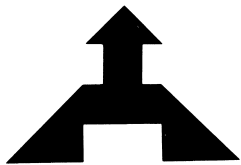
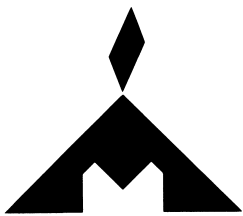


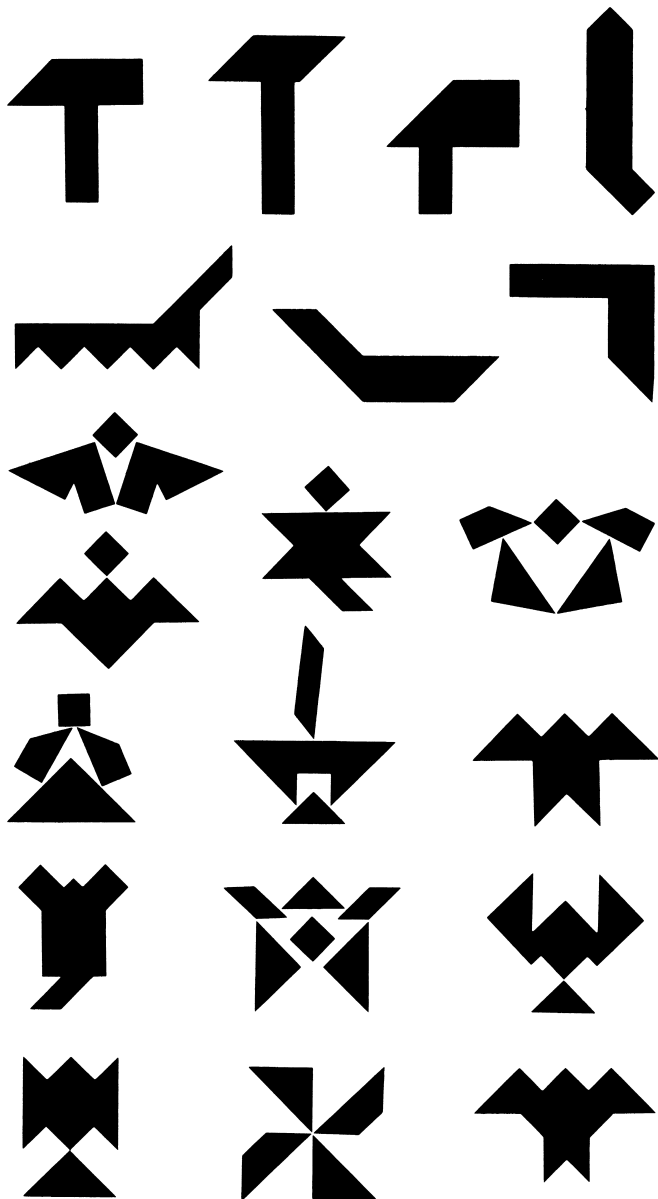


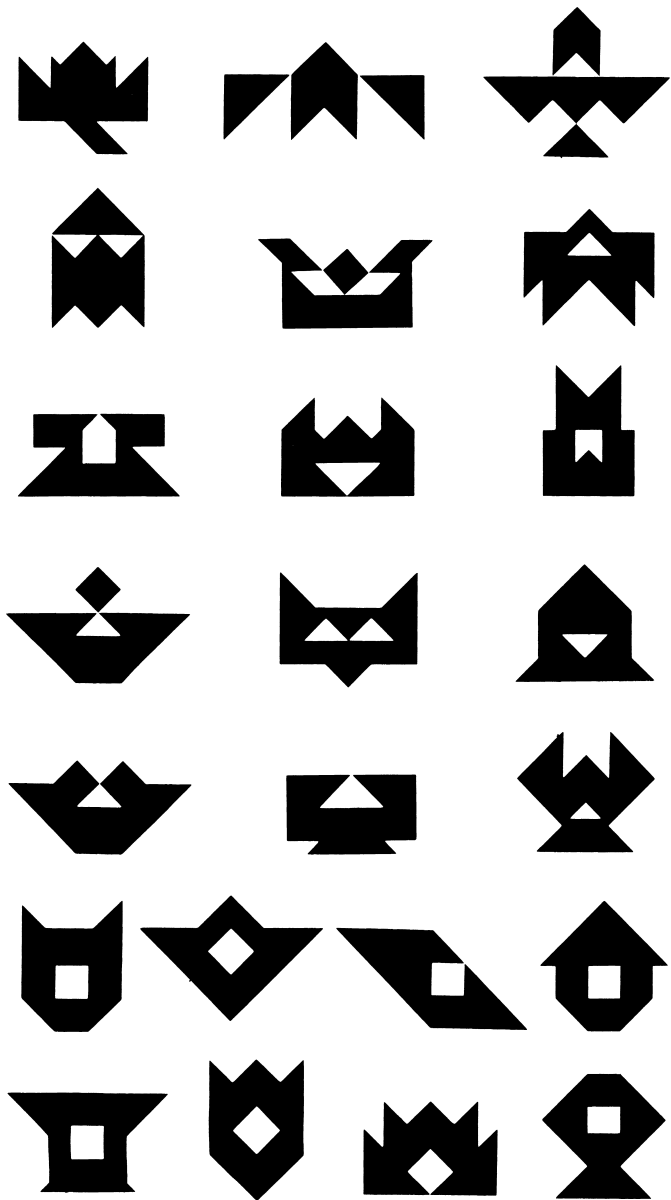


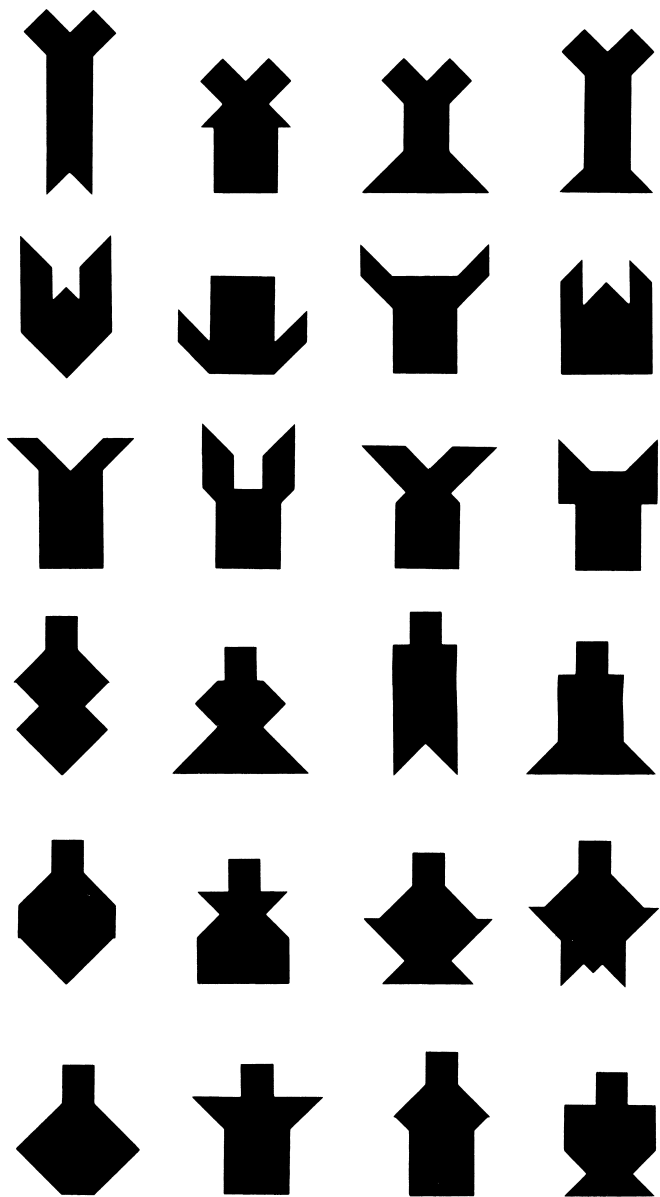


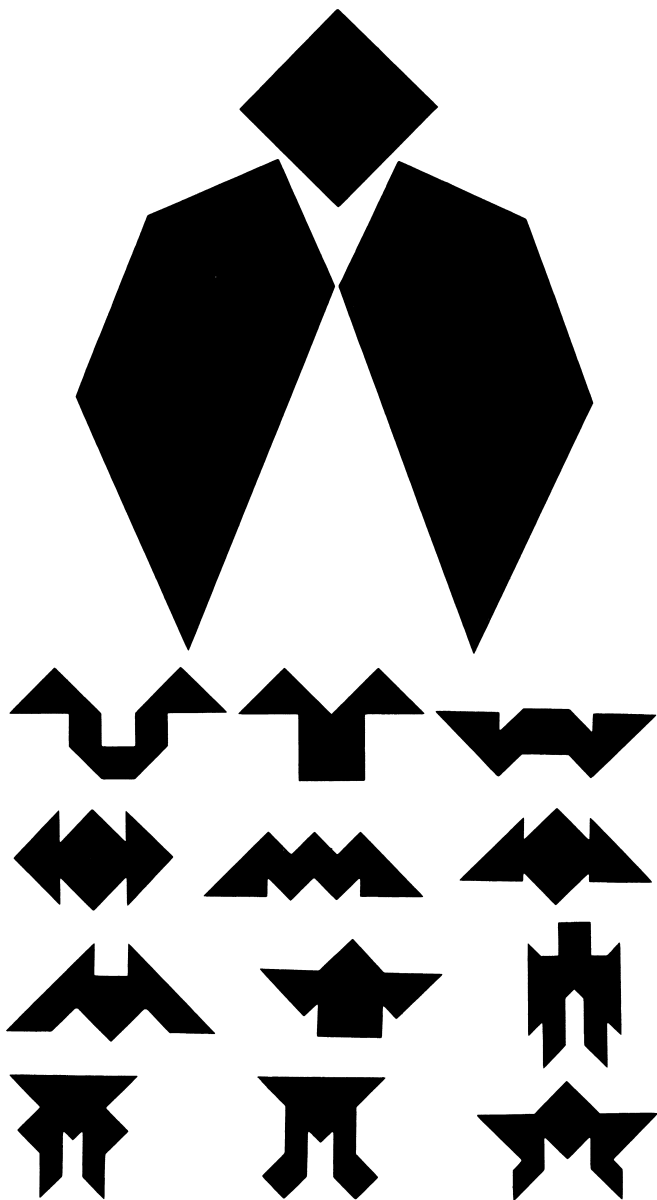


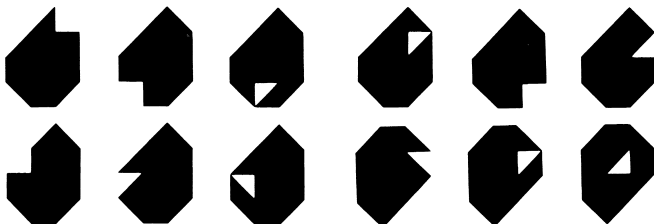
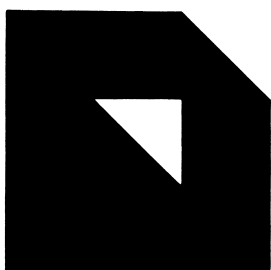
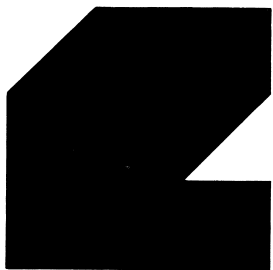
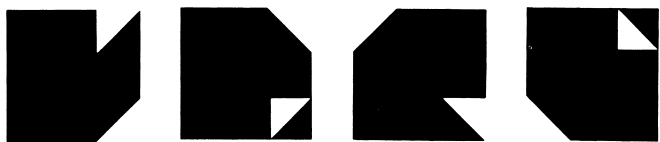




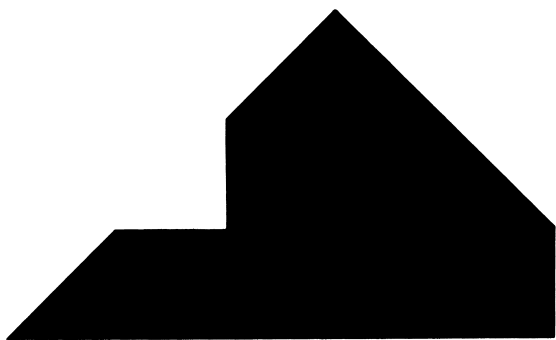


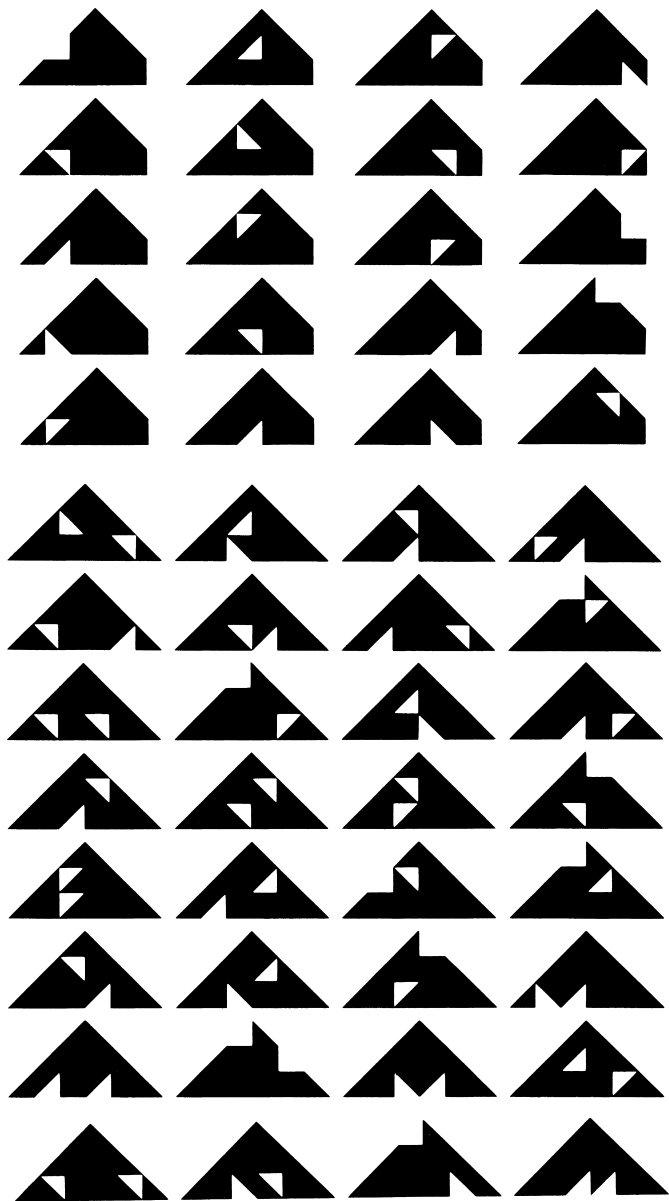


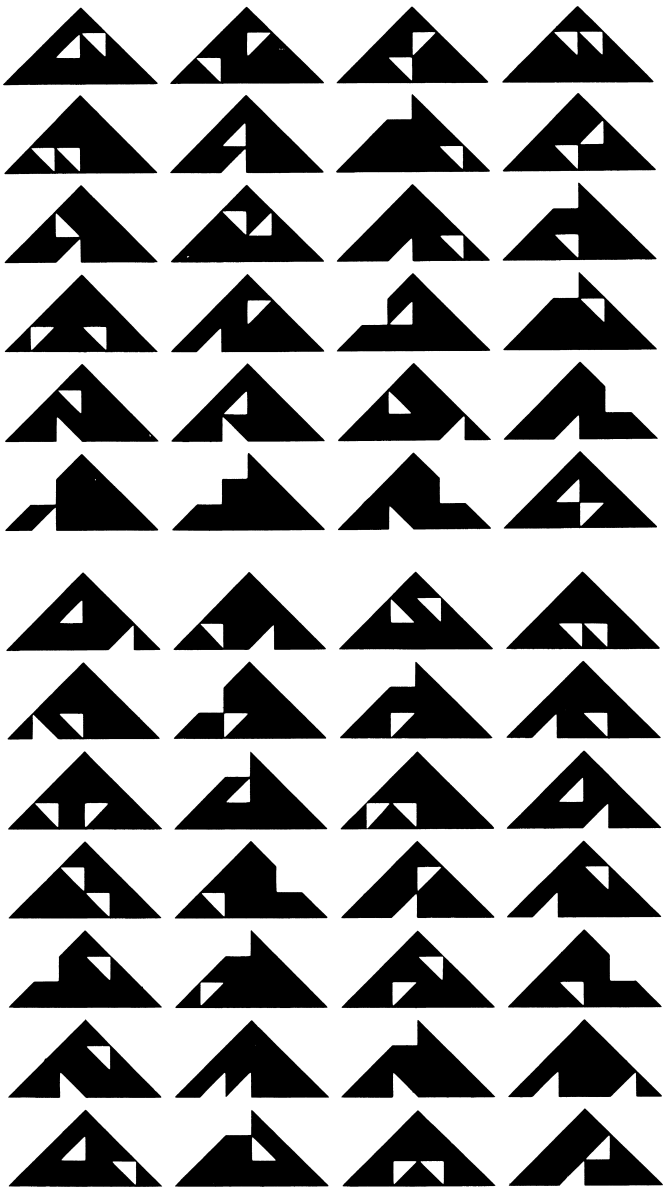


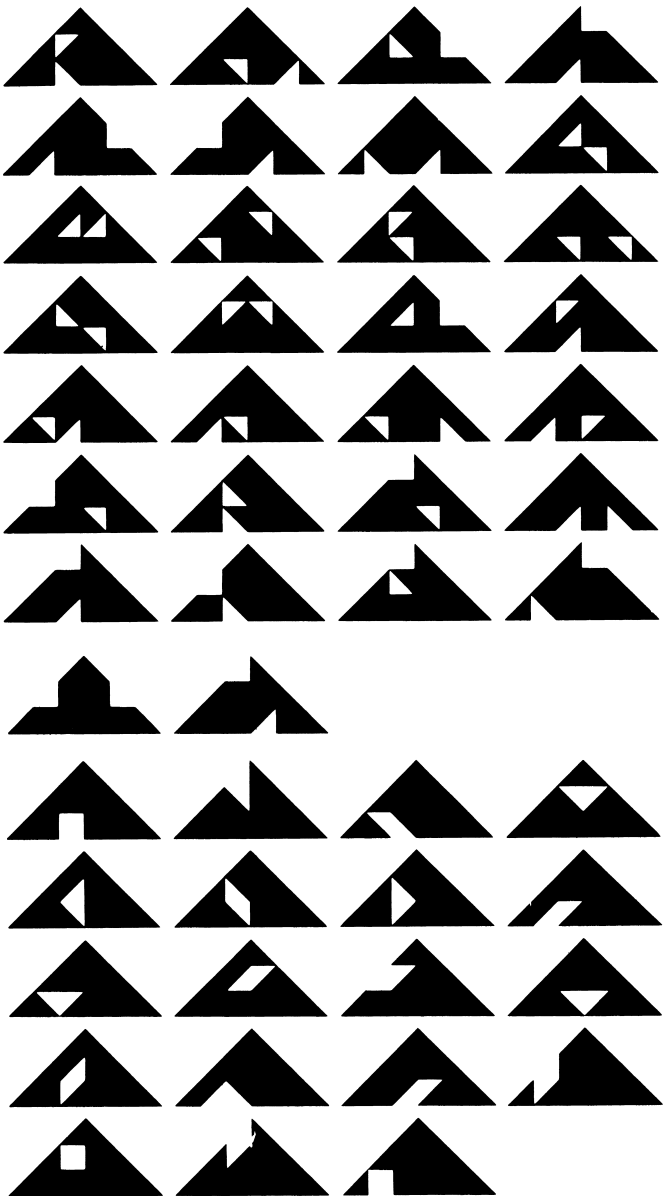


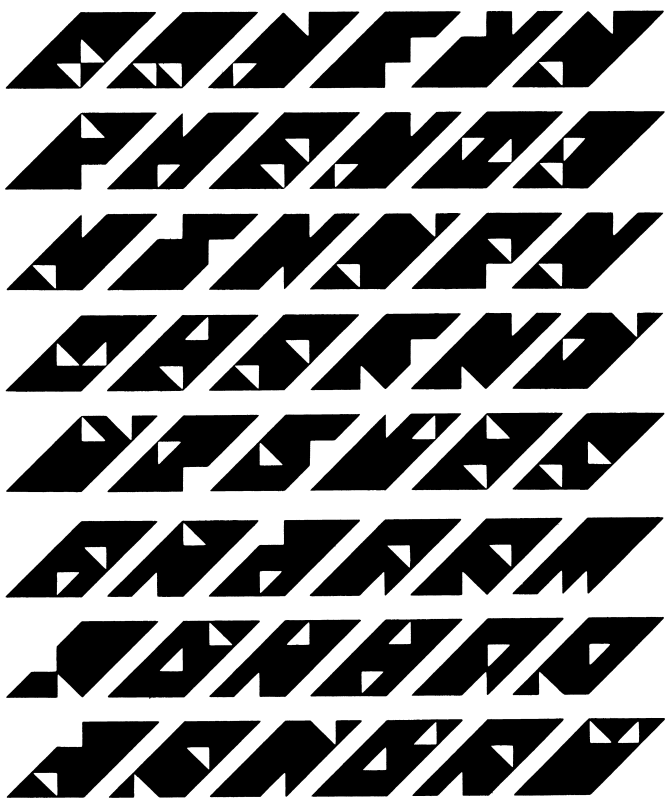
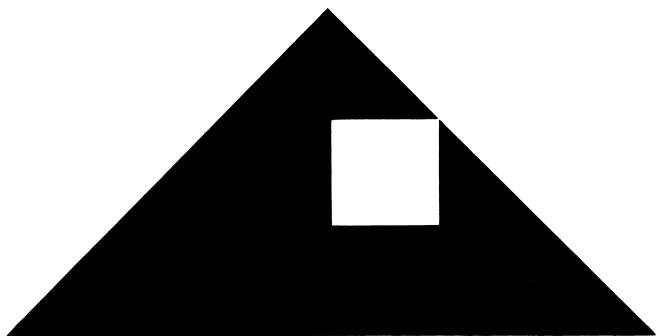


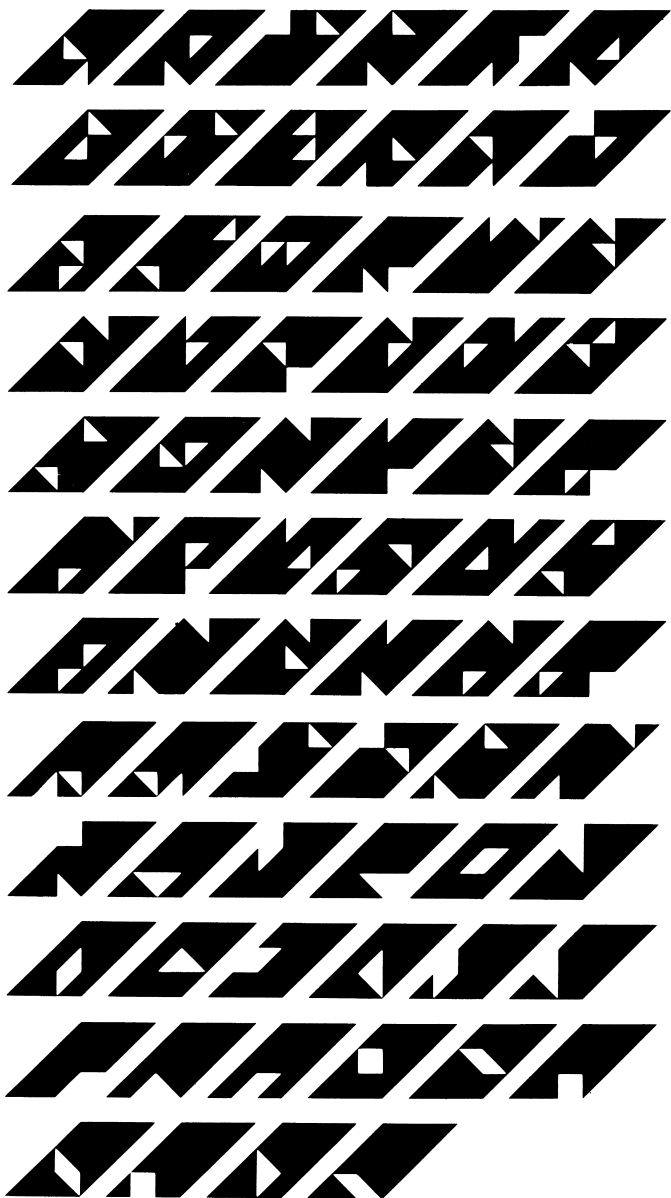


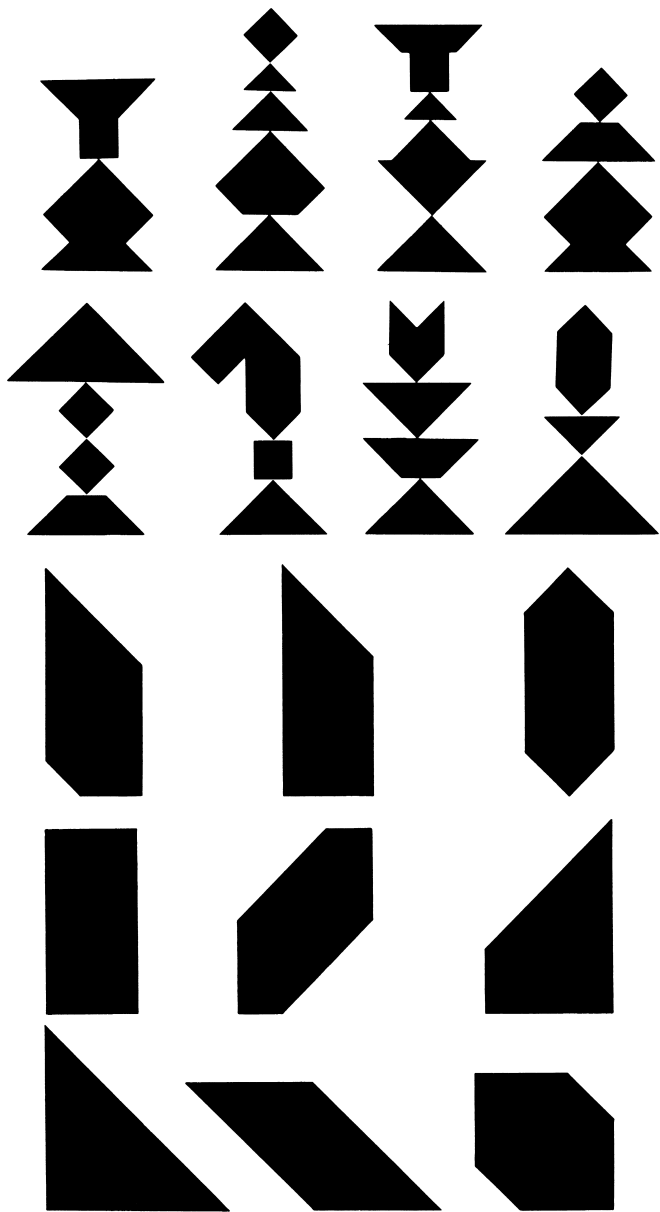




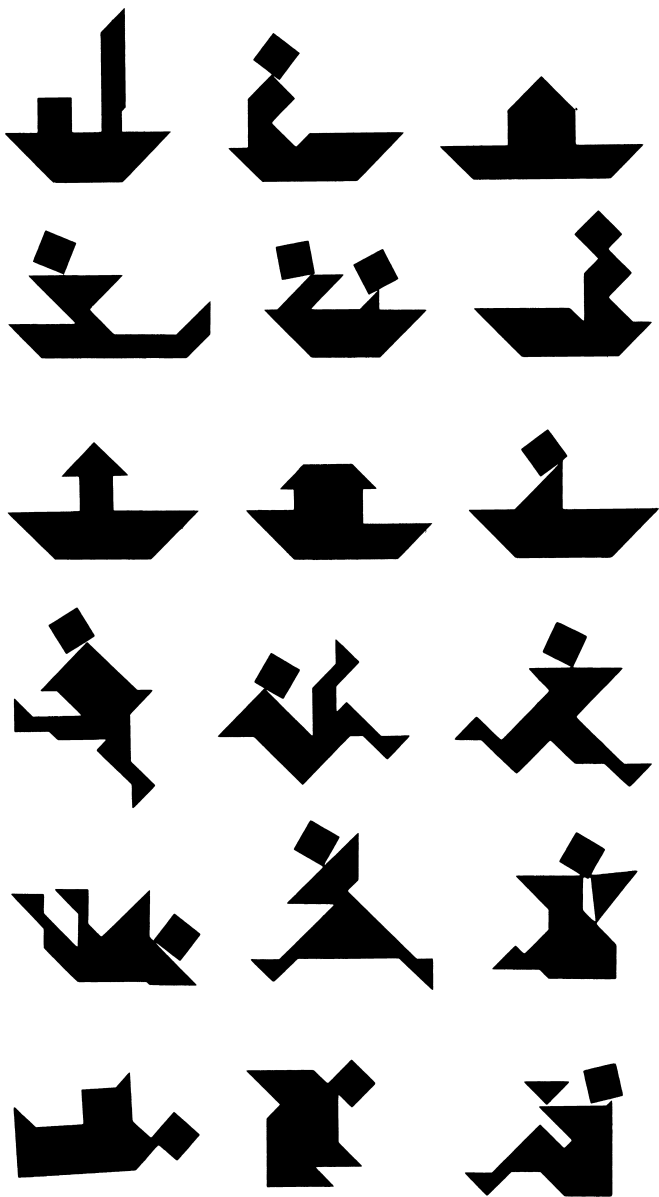


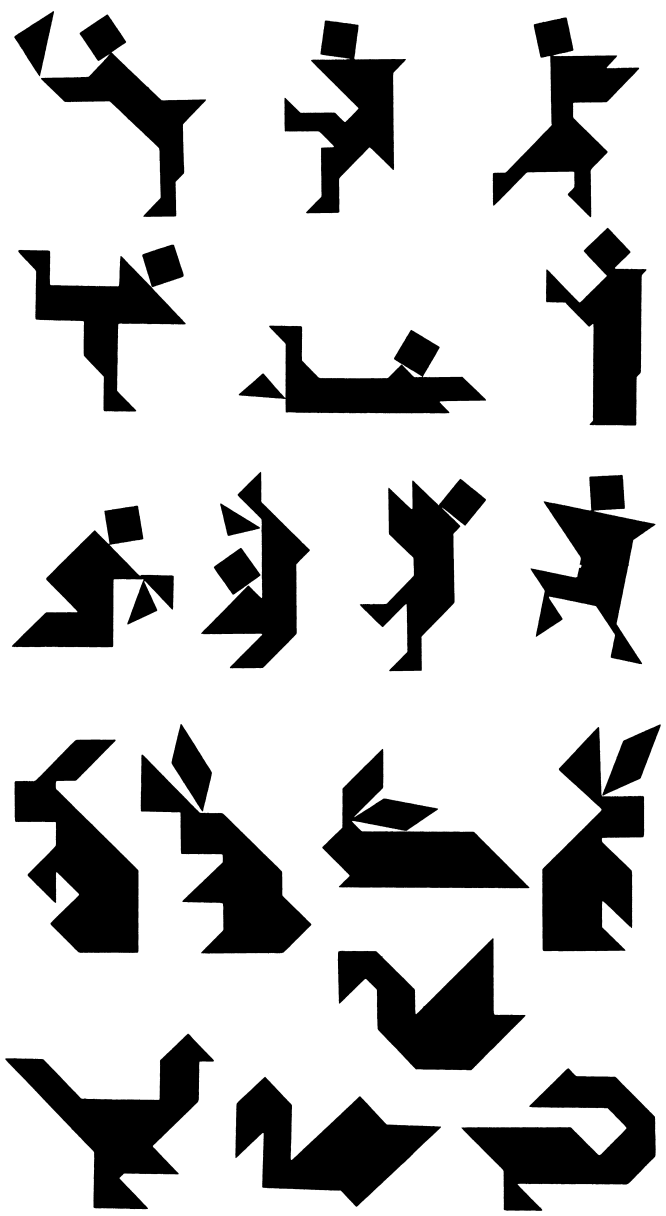


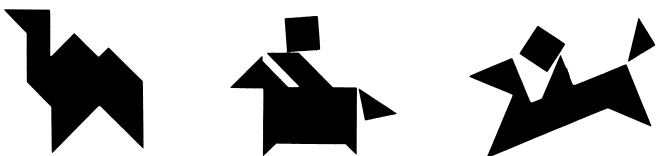
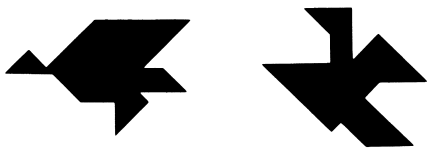
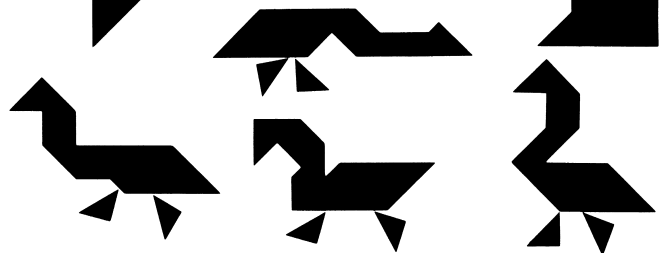
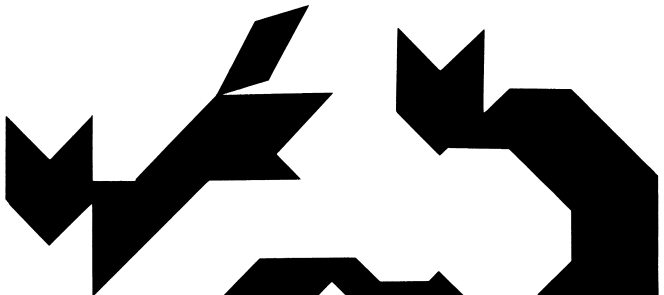


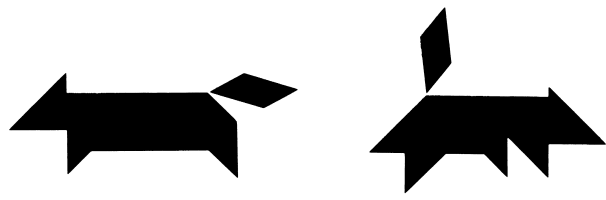
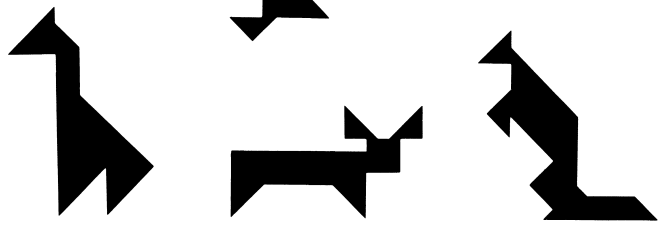
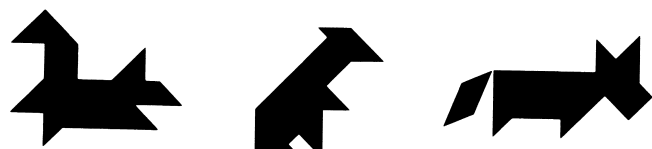
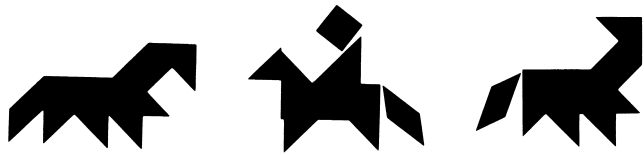
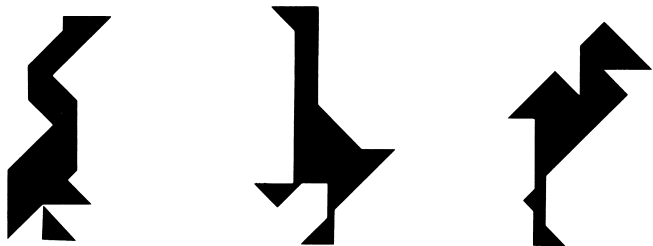




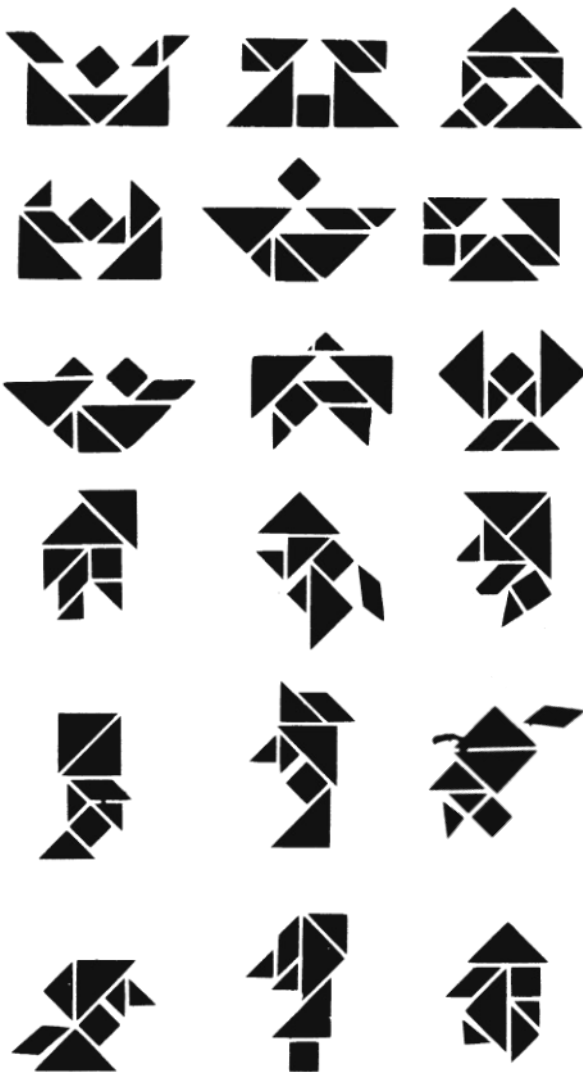


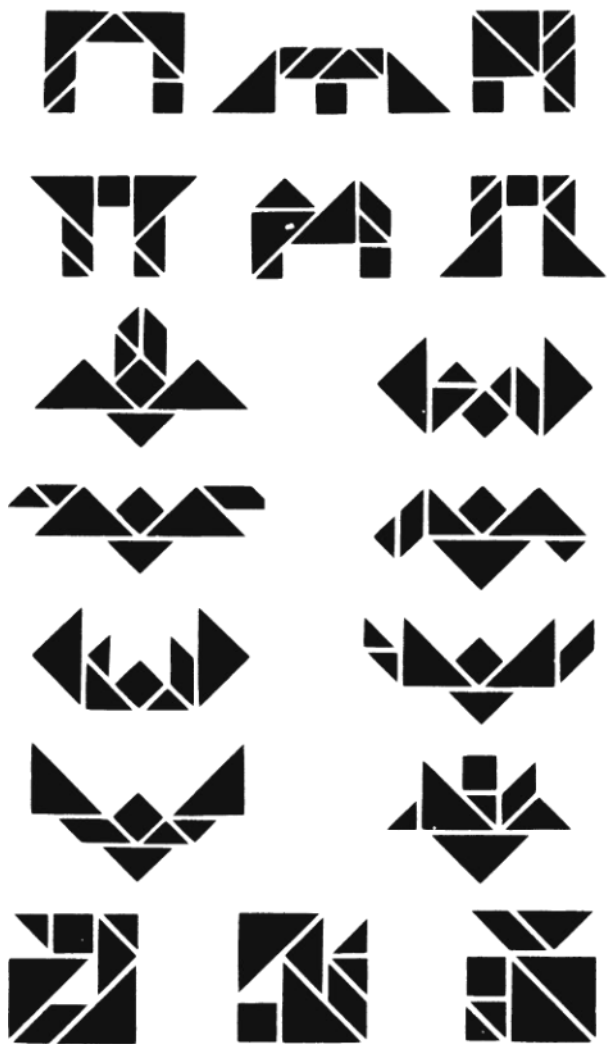






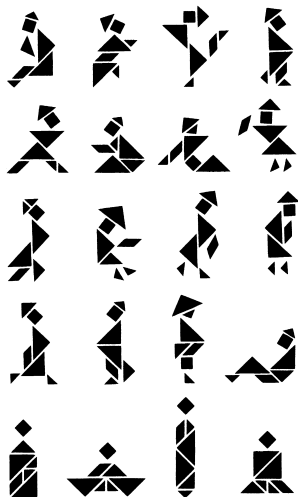




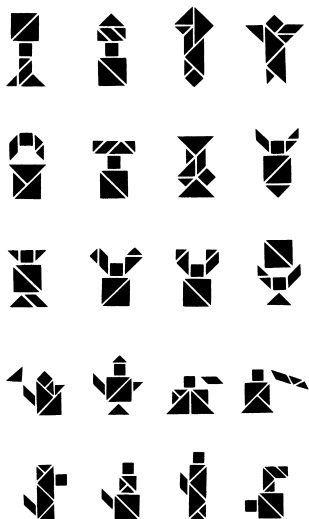
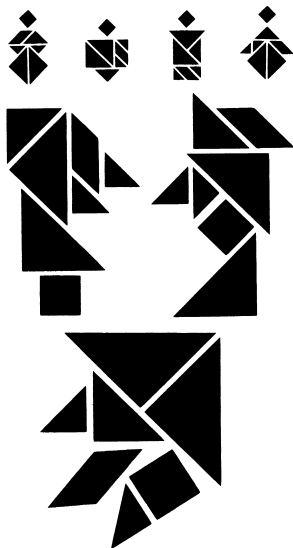




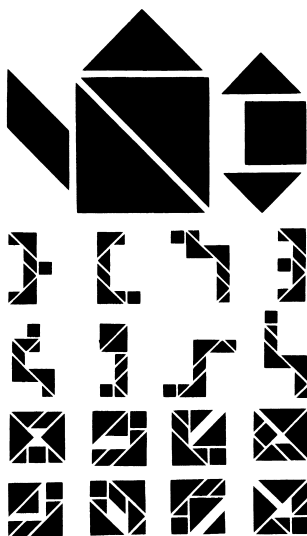
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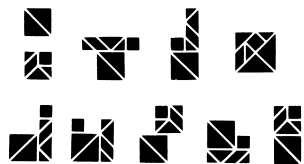


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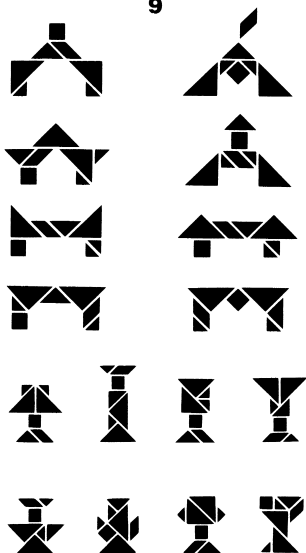
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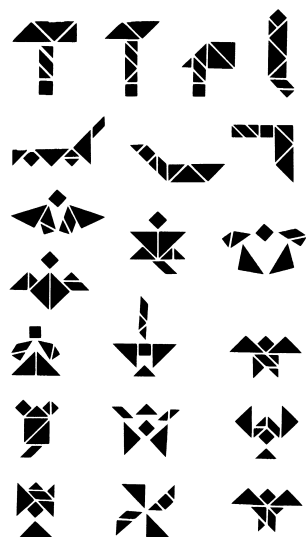
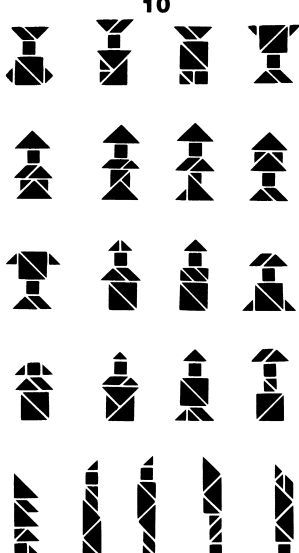
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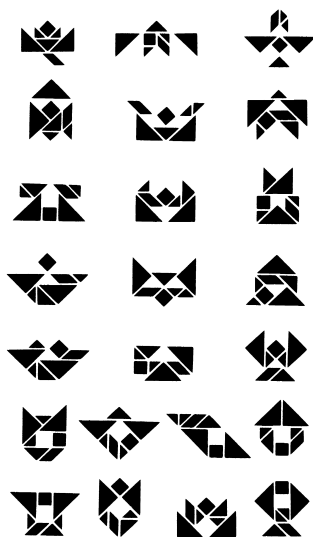
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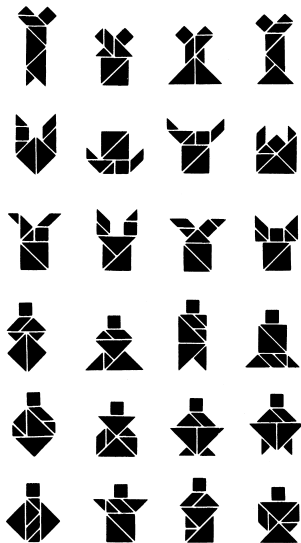


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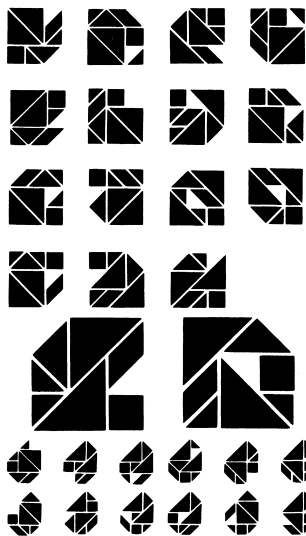
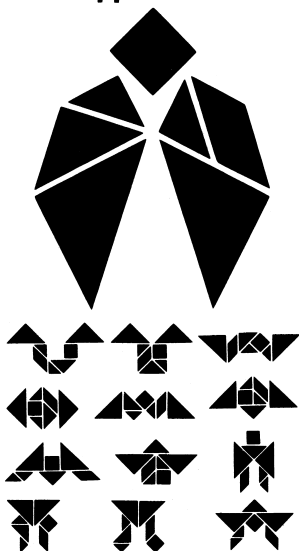


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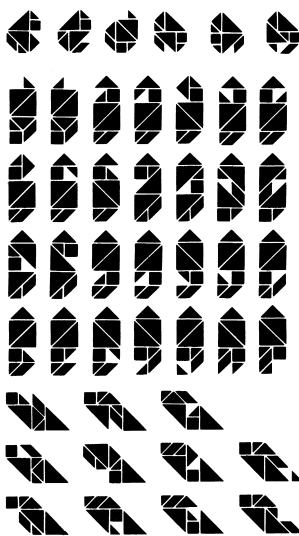
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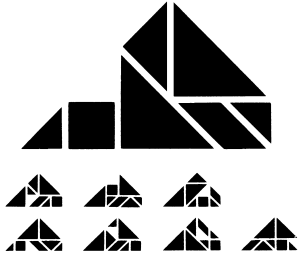
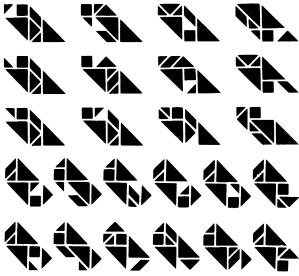


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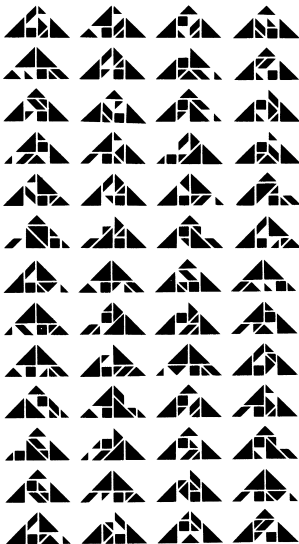
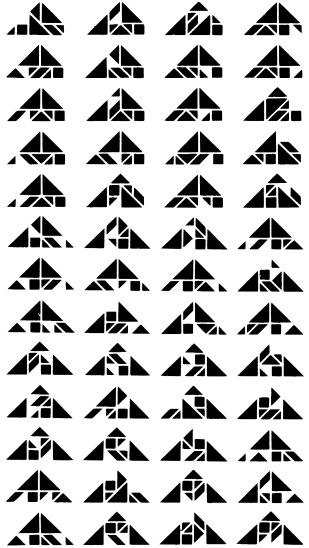


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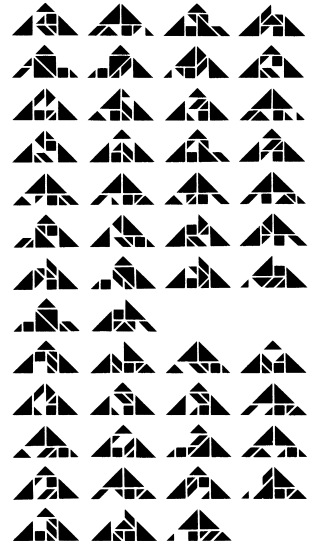
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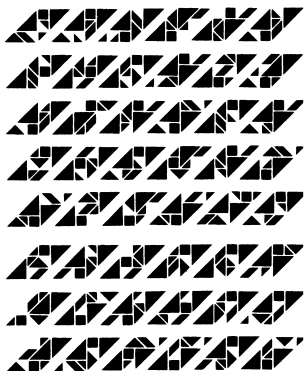


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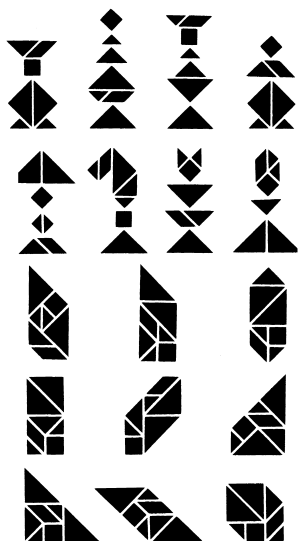
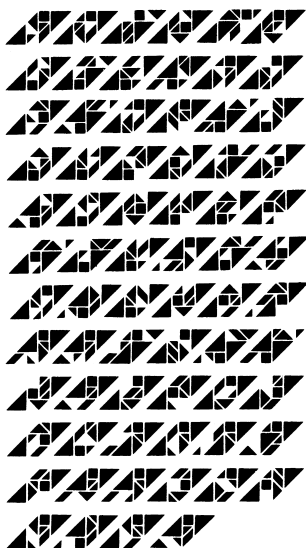


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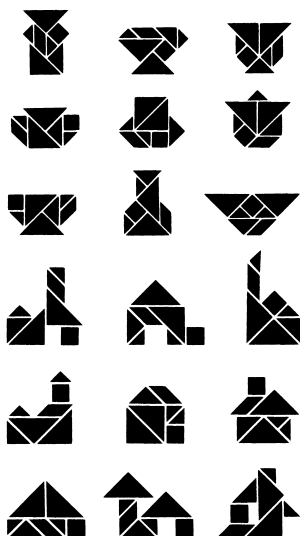
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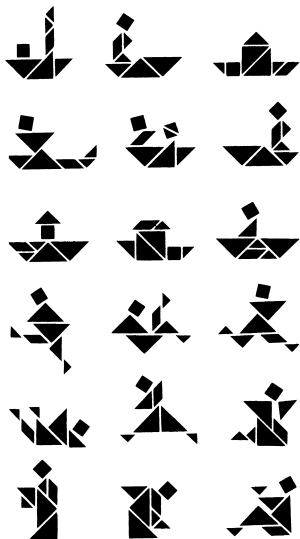


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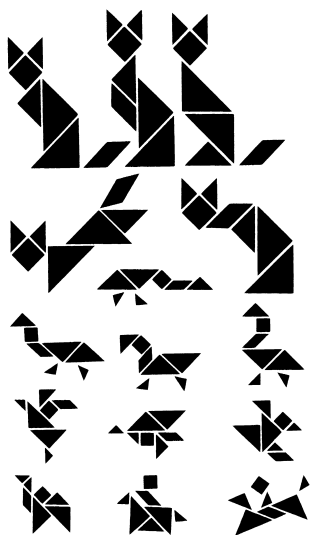
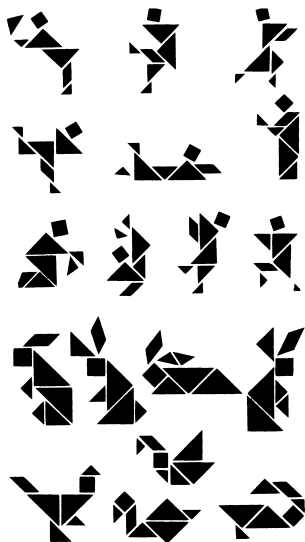


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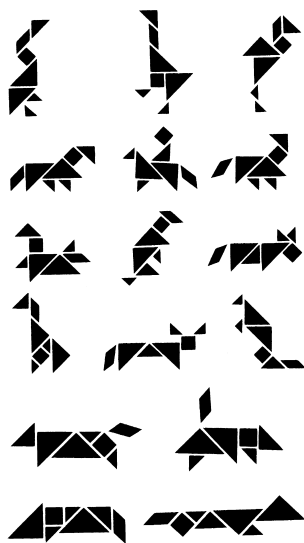
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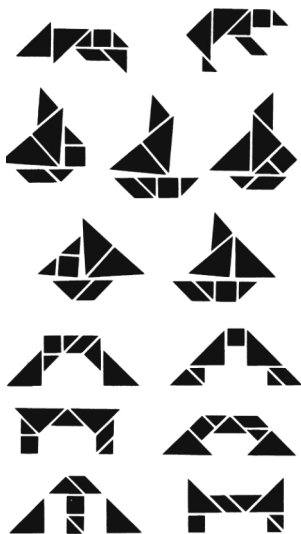


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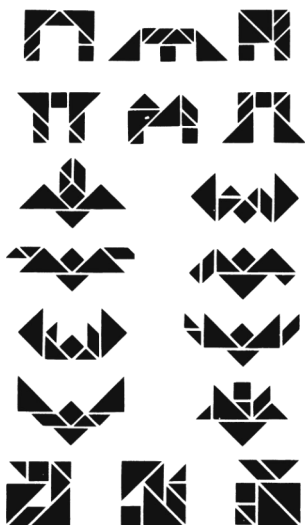
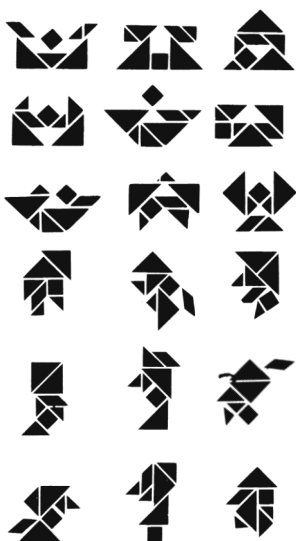


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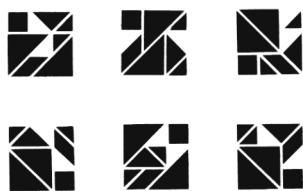
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