

tangram

Original Chinapuzzle



Ravensburger Spiele Nr. **602 5 317 X**

Legespiel für 1 Person

Inhalt: 7 Legesteine in den Formen des klassischen chinesischen
Formenspiels

Unter den vielen in Europa beliebten Legespielen nimmt das Tangram eine besondere Stellung ein. Während zum Beispiel beim Puzzle ein Bild aus vielen ganz verschieden geformten Teilen zusammengesetzt wird und die Schwierigkeit hauptsächlich von der Teilezahl abhängt, bleibt die Anzahl der Teile beim Tangram immer gleich und ihre Formen ändern sich nicht. Das Spiel besteht aus 7 einfachen geometrischen Formen, die sich durch die Unterteilung eines Quadrats ergeben. Schon dieses Quadrat nachzulegen, ist ohne die Auflösung (siehe Rückseite des Vorlagenhefts) nicht einfach.

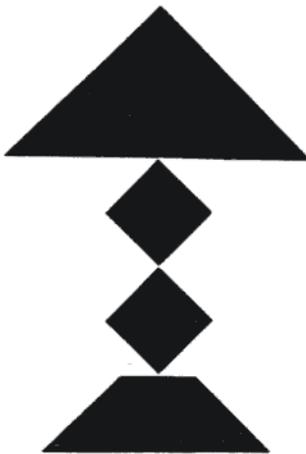
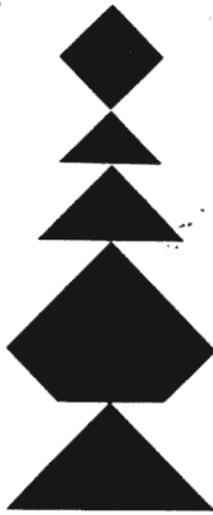
Der Sinn des Spiels besteht darin, aus den 7 Formen Figuren zu legen. Die 250 Vorlagen in diesem Heft stellen knifflige Aufgaben und geben eine Vorstellung von der erstaunlichen Vielfalt an Figuren, die aus den einfachen Grundformen entstehen können. Teils sind es geometrische Figuren, in denen man mit Fantasie auch Gegenstände wiedererkennen kann, überwiegend aber figürliche Darstellungen, bei denen zuweilen eine solche Lebendigkeit und Bewegtheit eingefangen ist, daß der geometrische Charakter ganz überspielt wird. Überhaupt ist die spielerische Fantasie, die dieses Spiel weckt, seine wichtigste Eigenart. Aus

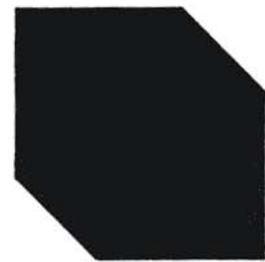
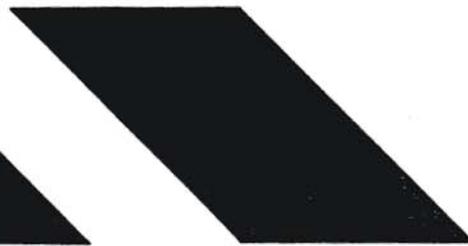
der eigenen Beschäftigung können unendlich viele neue Gestalten hervorgehen.

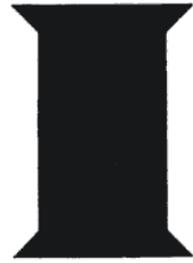
Das Tangram stammt aus China, wo die frühesten Vorlagenbüchlein zu Beginn des 19. Jahrhunderts gedruckt wurden. Das Spiel selbst ist vermutlich viel älter. Es heißt in China "Sieben-Schlau-Brett" oder „Weisheitsbrett"! Das Tangram fand in Europa und Amerika erstaunlich schnell große Verbreitung. Die ersten Anleitungen erschienen bereits 1818, zunächst als Kopien der chinesischen Ausgaben, doch bald auch mit eigenen Figuren und zum Teil mit abweichenden Grundformen. In Europa wurde das Spiel als „Chinesisches Puzzle" oder „Kopferbrecher" bezeichnet.

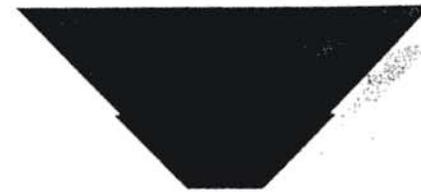
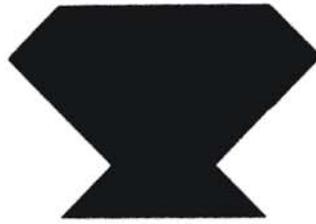
Die Regeln sind denkbar einfach: Für alle Vorlagen werden immer alle 7 Formen verwendet, auch wenn dies manchmal einiges Kopfzerbrechen bereitet. Das Spiel entfaltet sich ausschließlich in der Fläche; die Formen werden also nie übereinandergelegt. Dabei muß das Vorbild ganz genau getroffen werden. Man wird feststellen, daß geringste Veränderungen den Ausdruck einer Figur erheblich verwandeln können. Zur Kontrolle oder falls eine Aufgabe unlösbar erscheinen sollte, finden Sie sämtliche Auflösungen auf den Seiten 41–48 dieses Heftes, nach Seiten geordnet. Auf Benennungen der Figuren wurde verzichtet, da sie für sich sprechen und oft der Fantasie einen erwünschten, breiten Spielraum lassen.

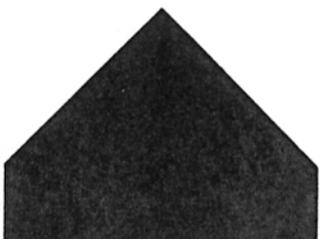
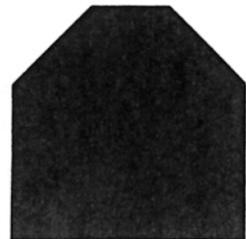
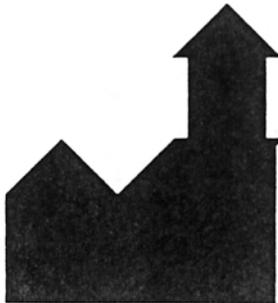
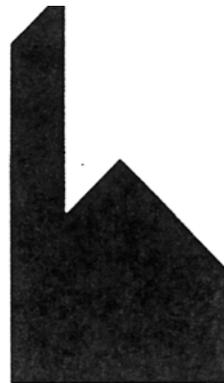
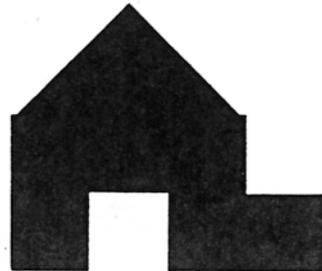
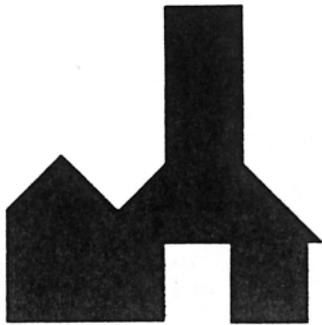
Wenn Sie sich noch mehr in das Tangram vertiefen möchten, dürfen wir Sie auf das im Verlag M. DuMont Schauberg, Köln erschienene Buch „Tangram" von Joost Elffers hinweisen.

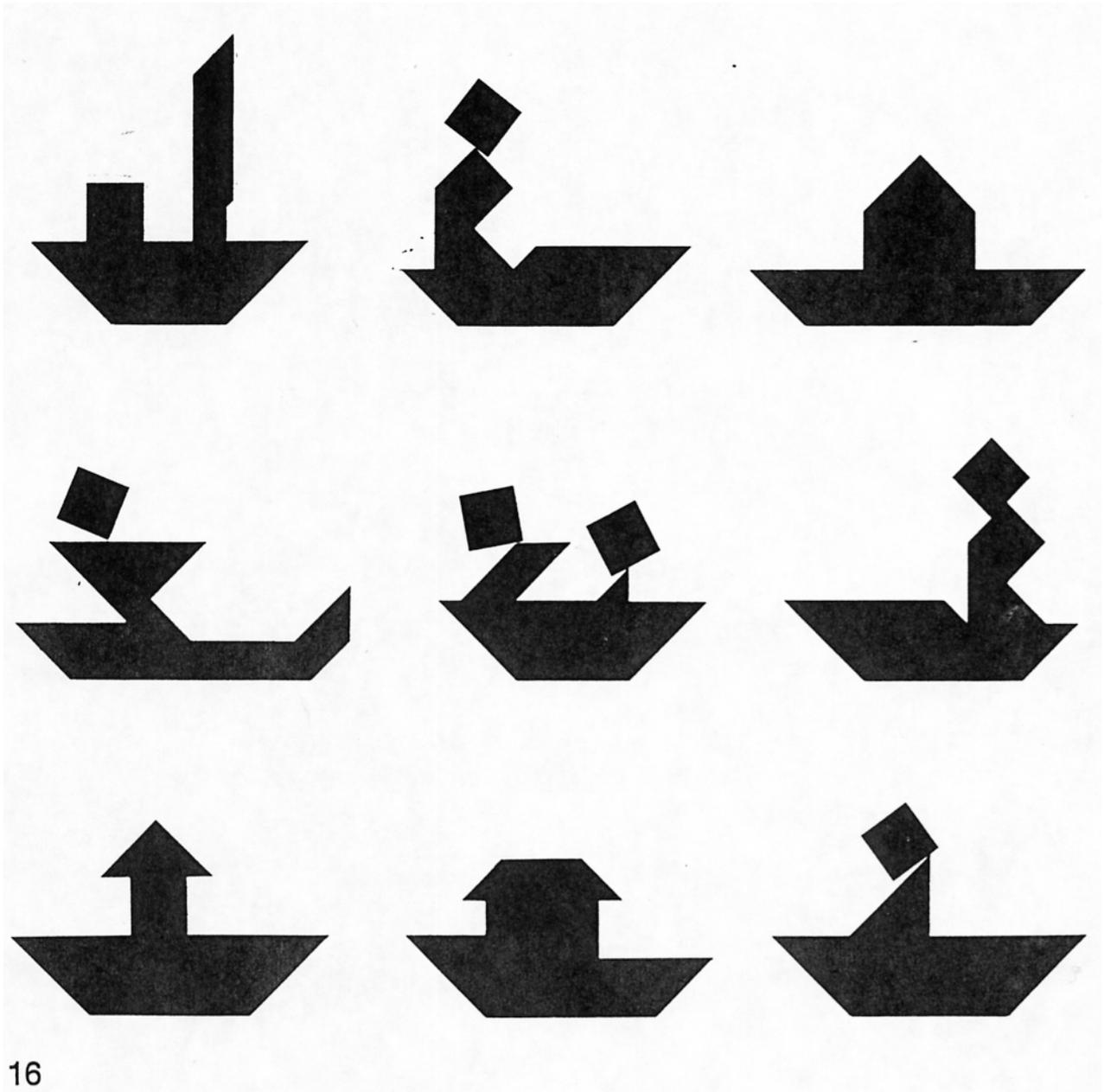


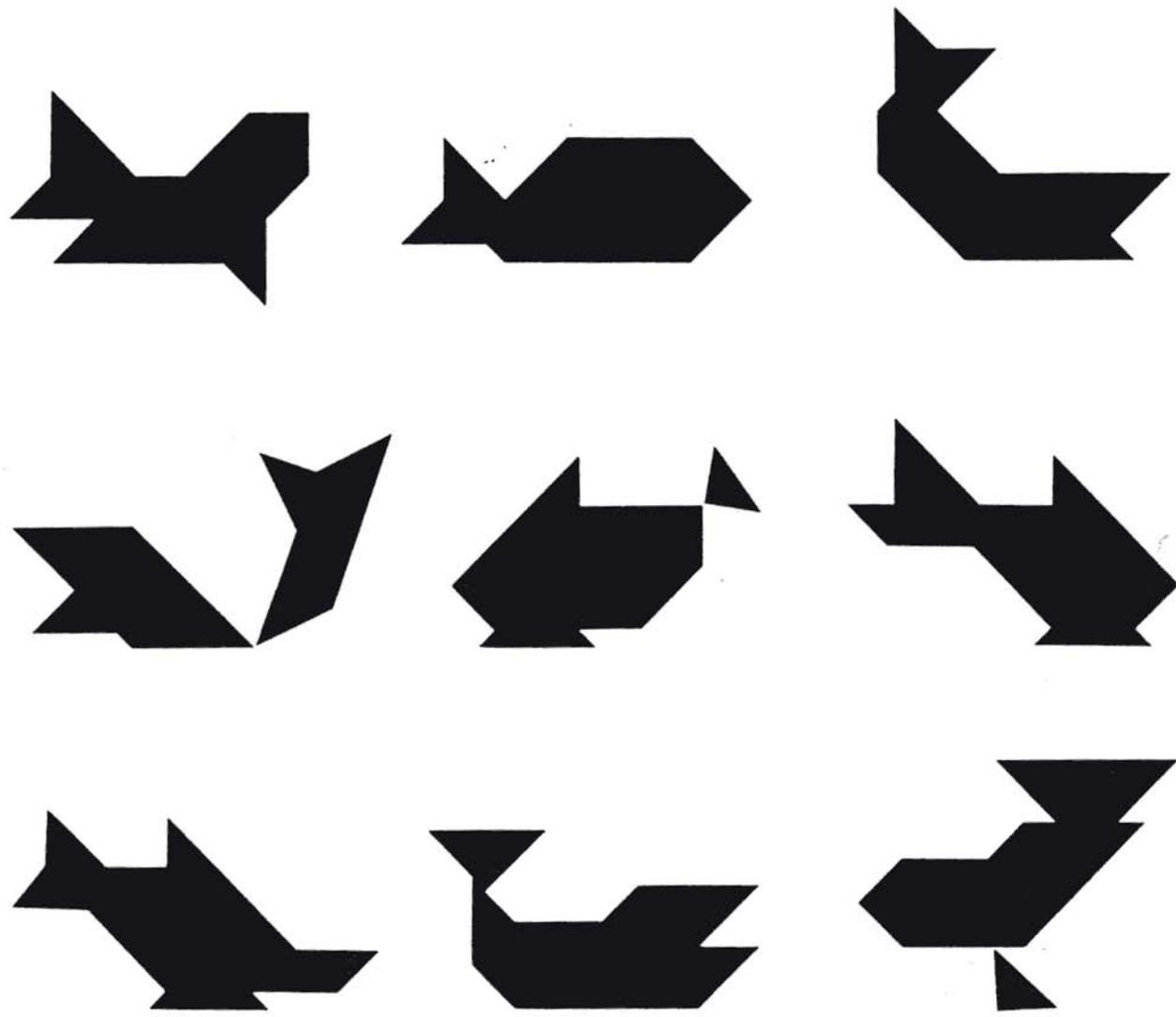


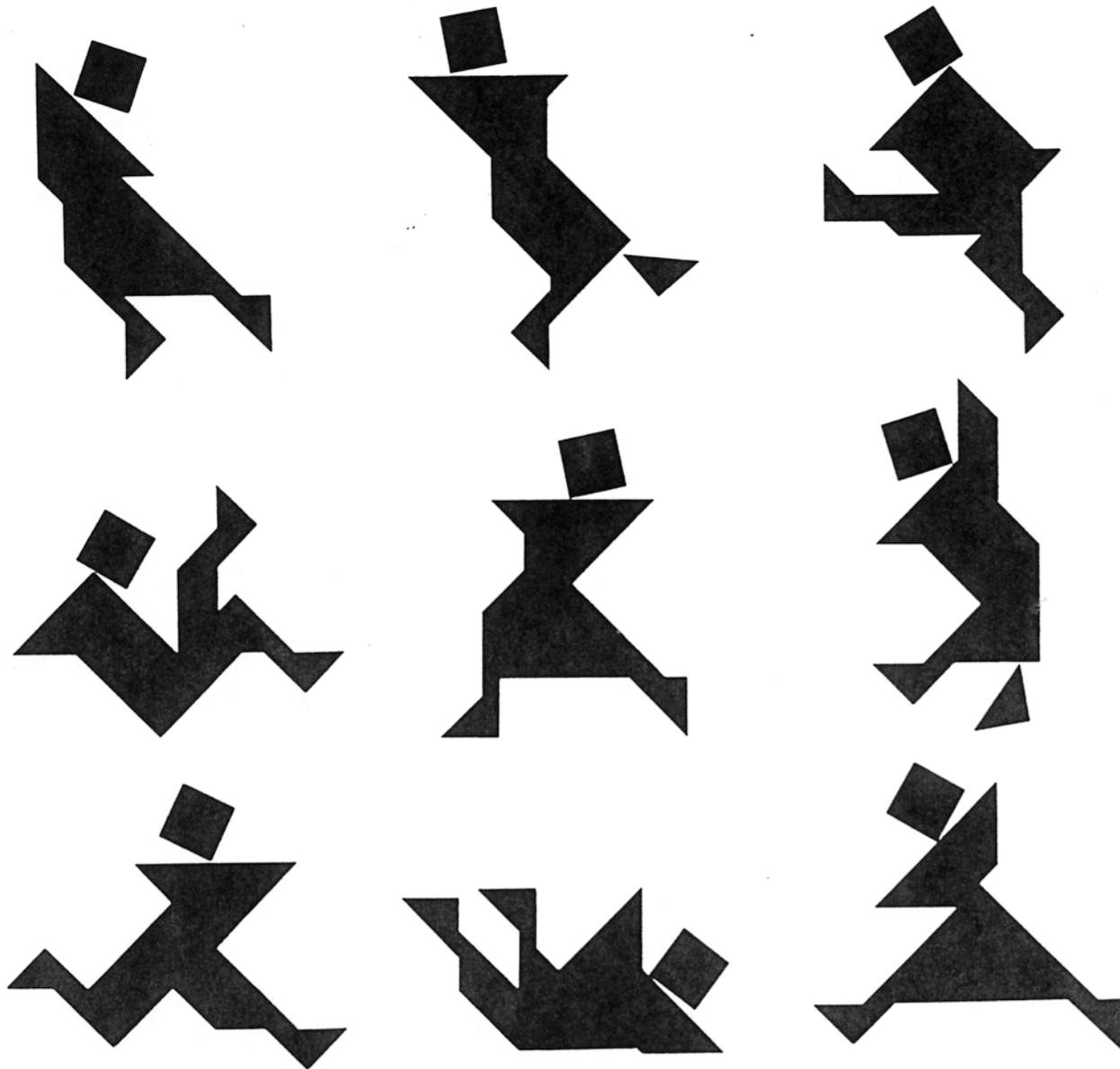


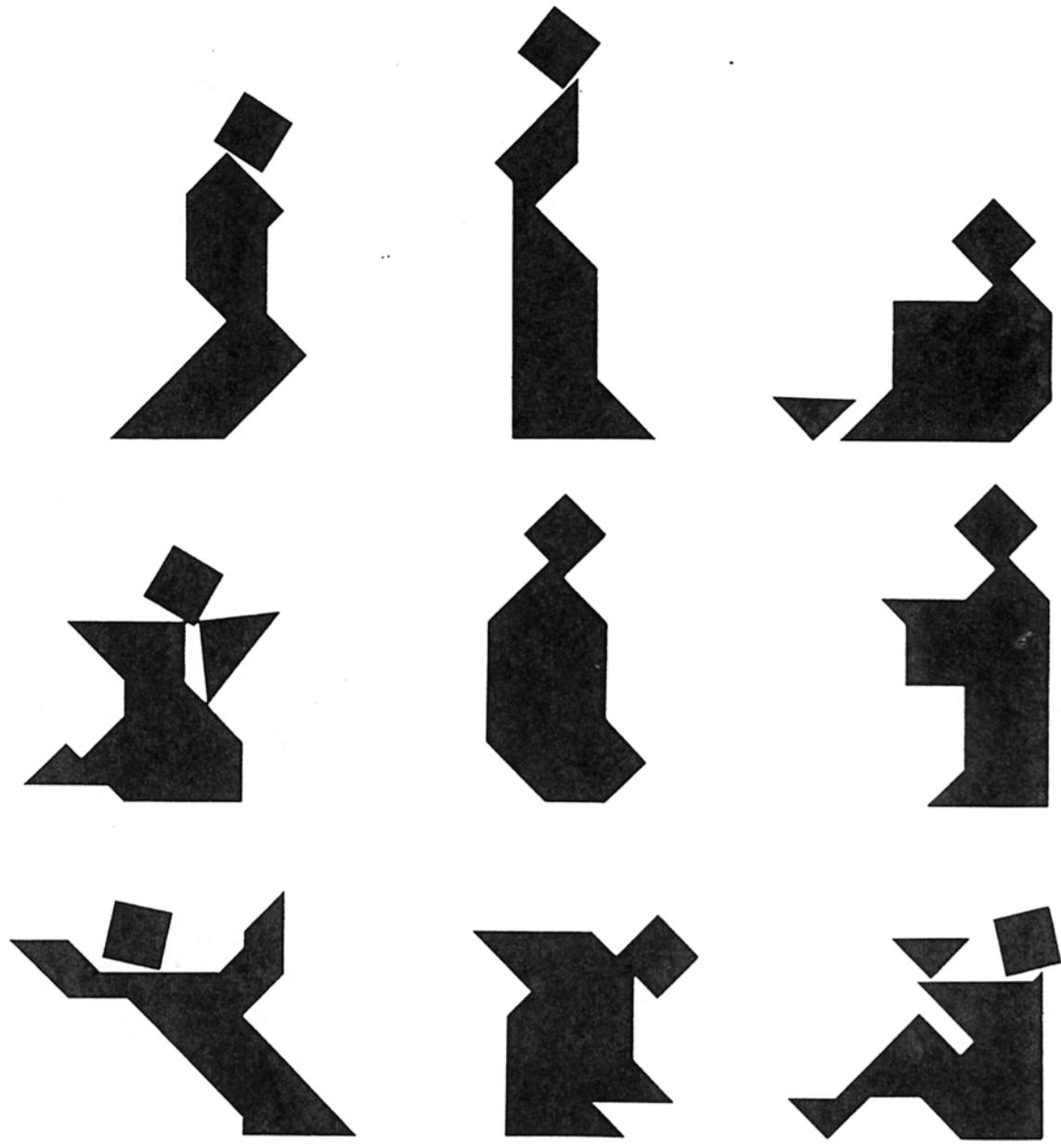


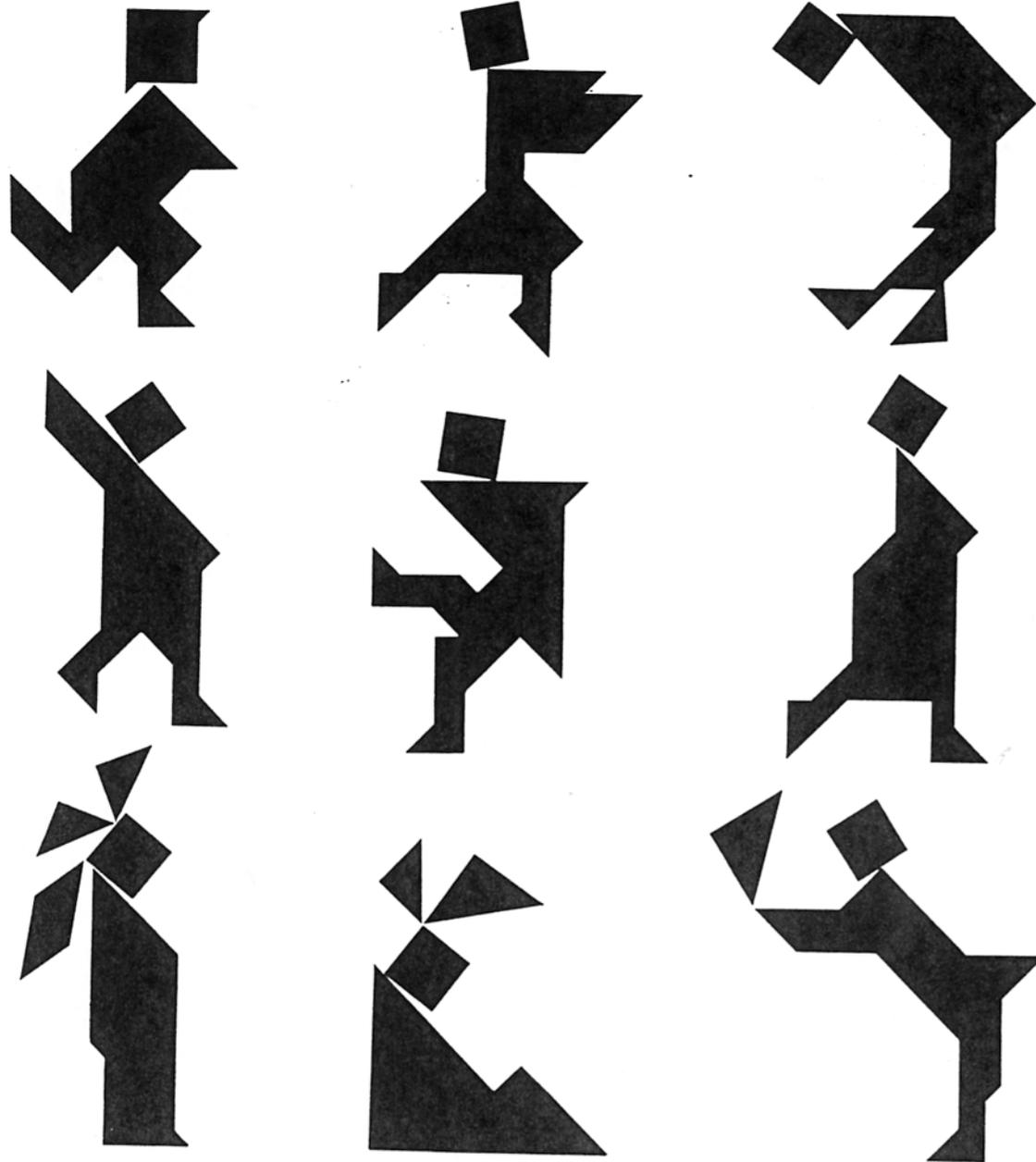


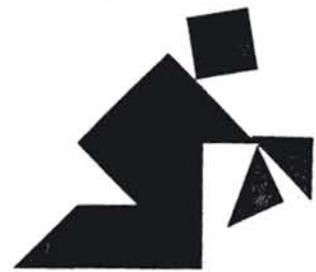
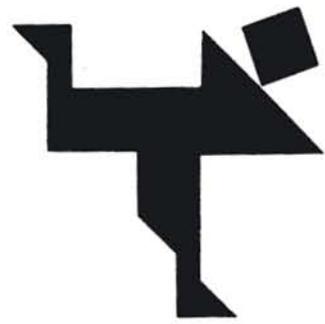


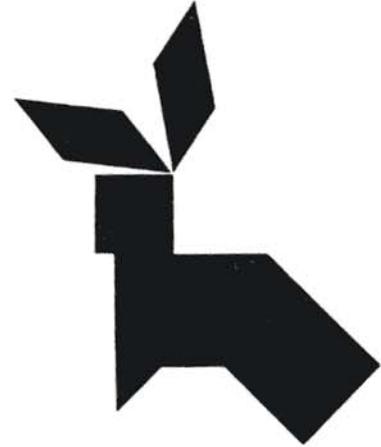
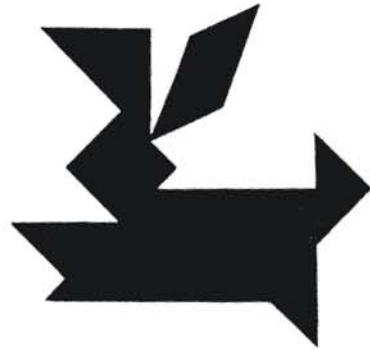
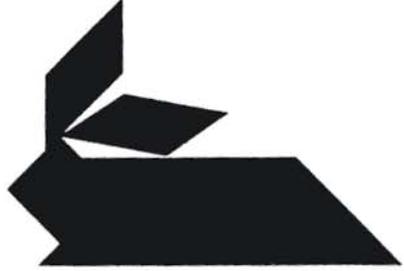
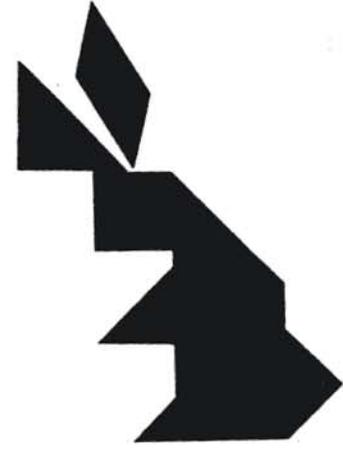
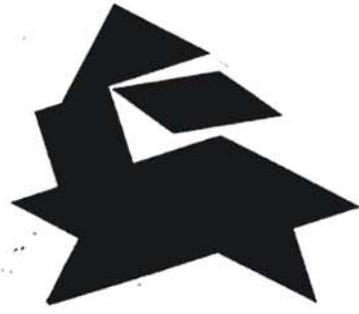


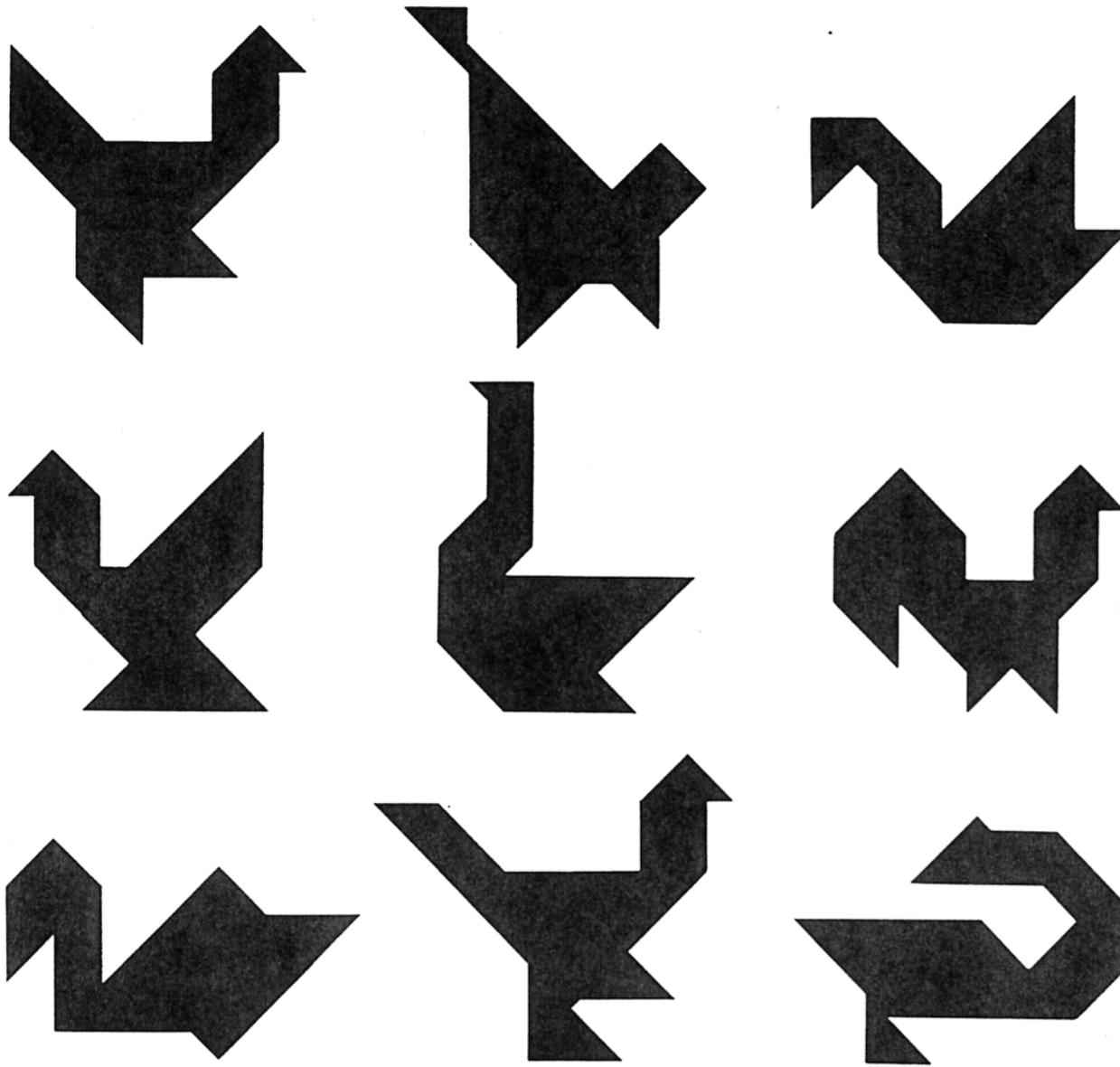


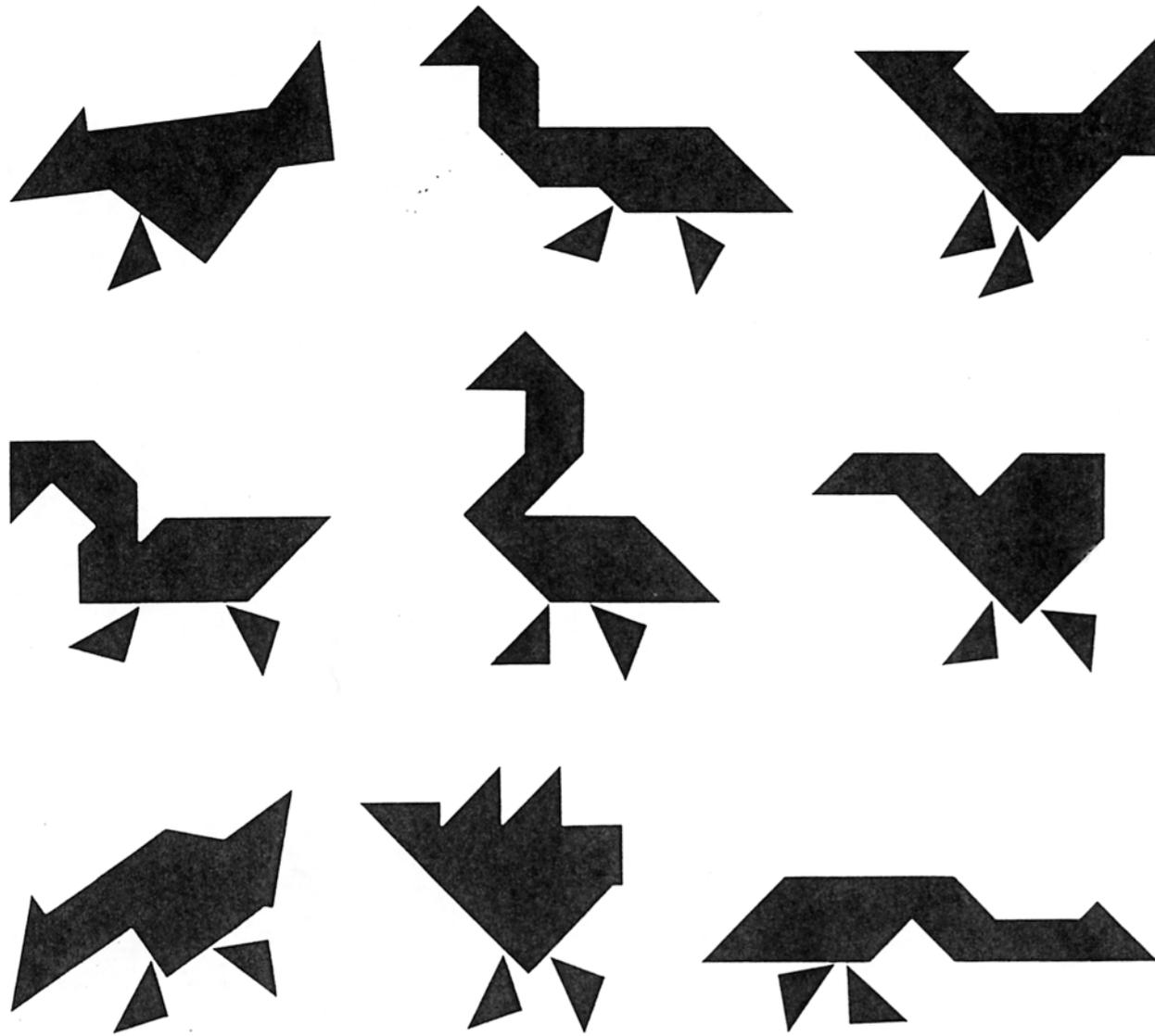


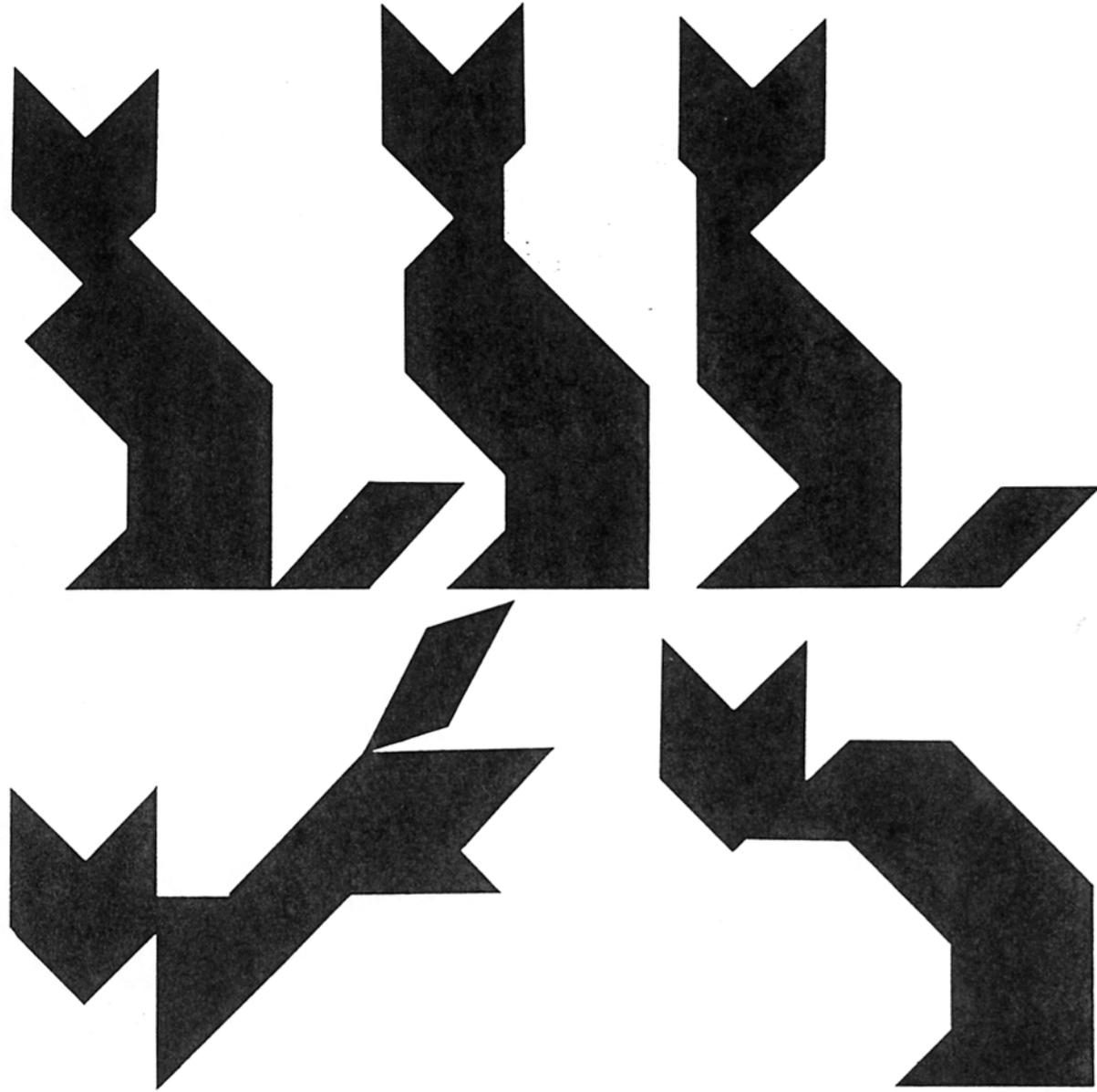


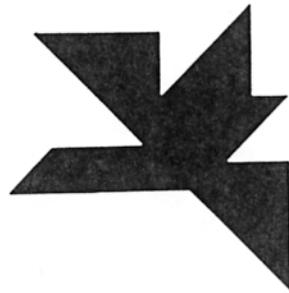
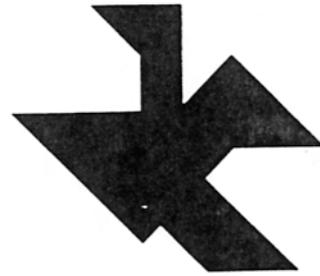
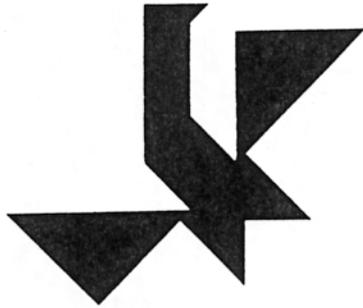
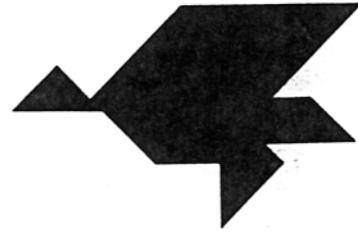
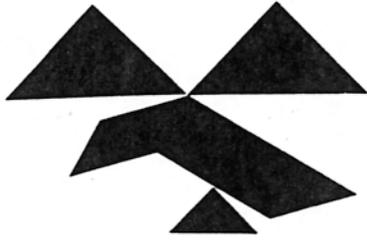
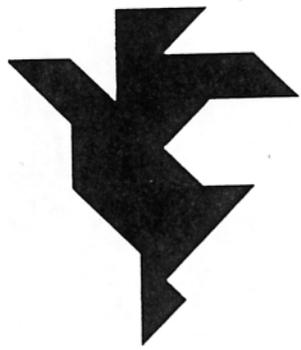


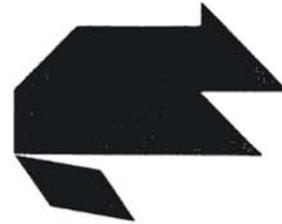
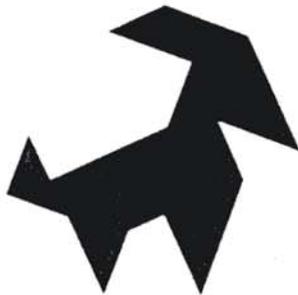
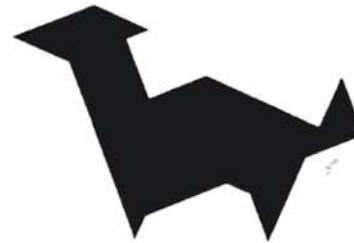
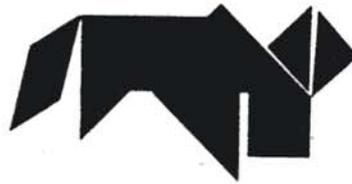
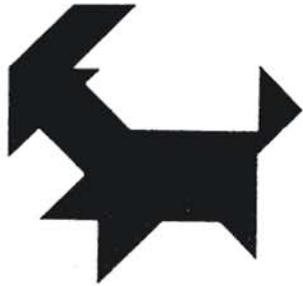
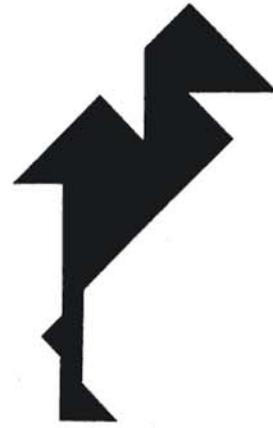
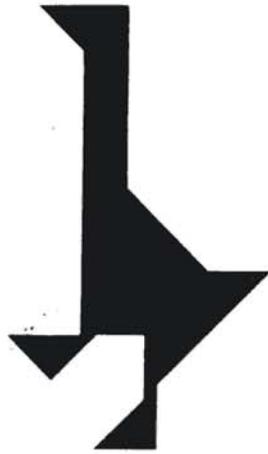
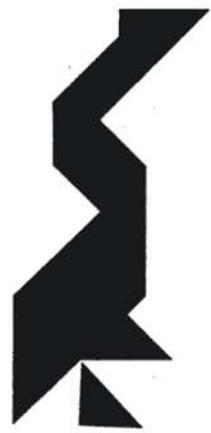


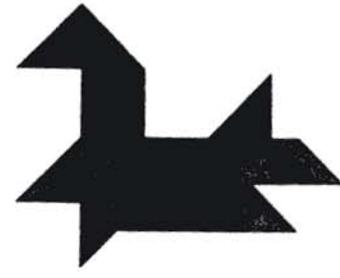
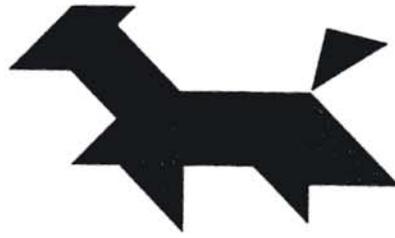
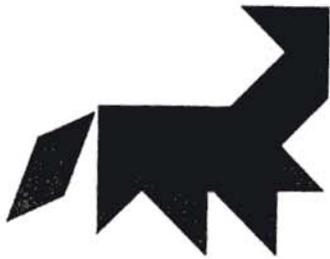
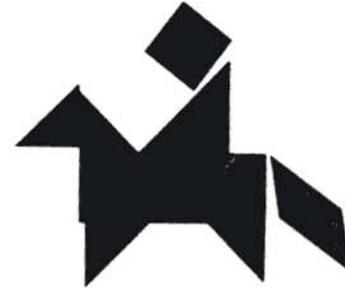
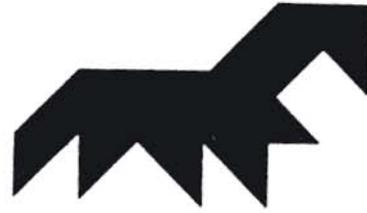
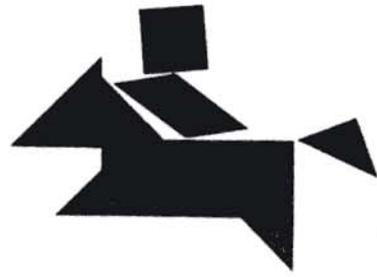
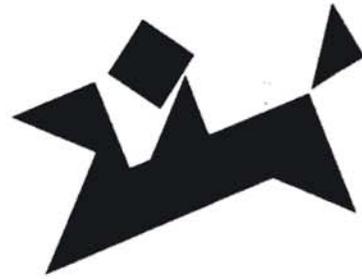
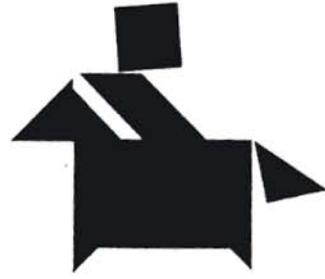


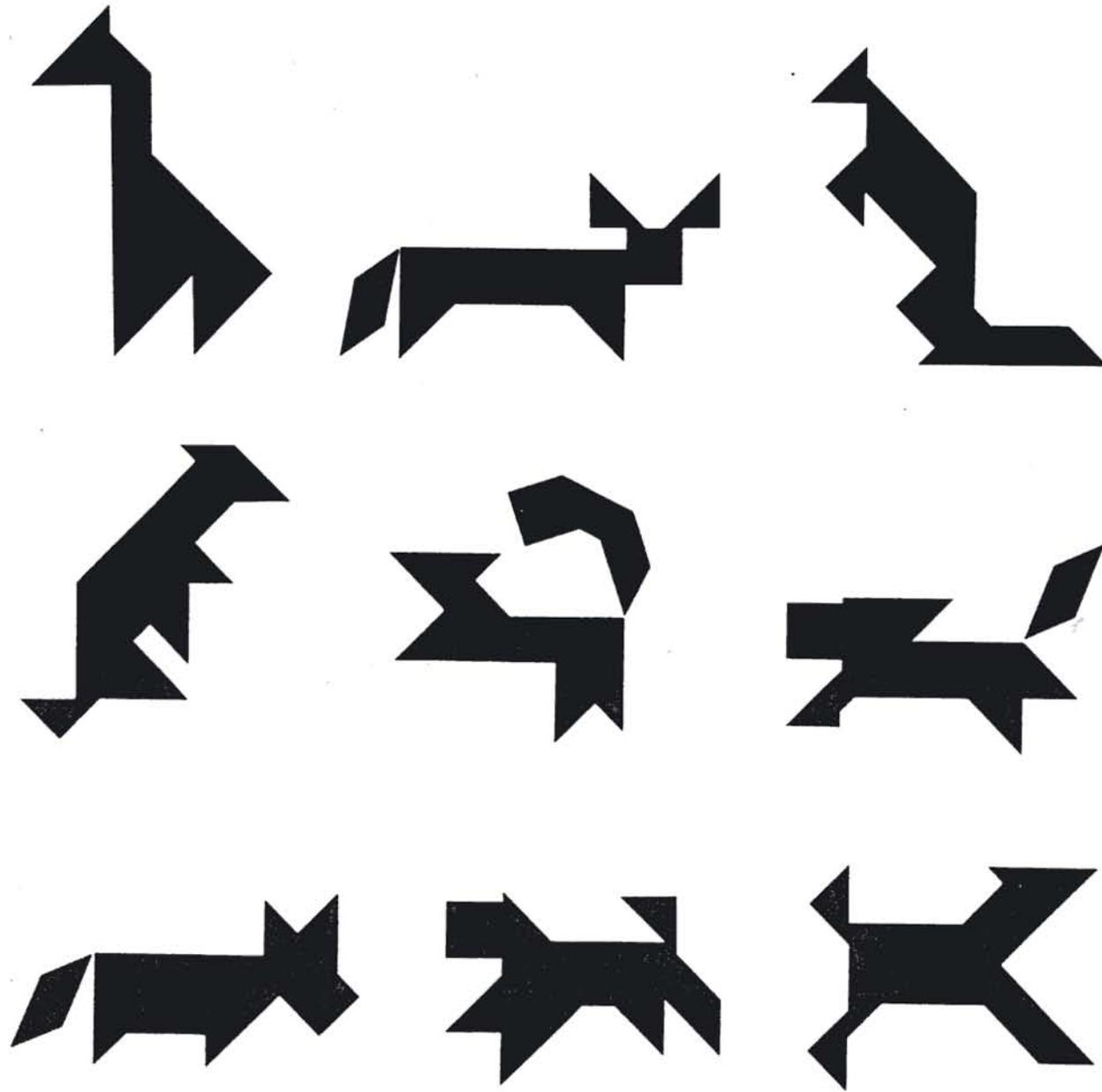


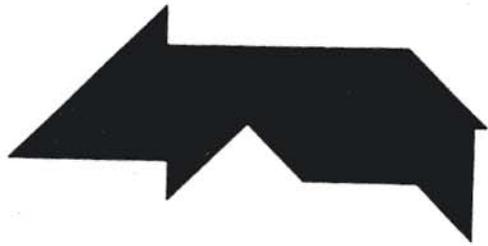
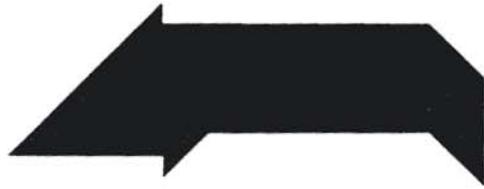
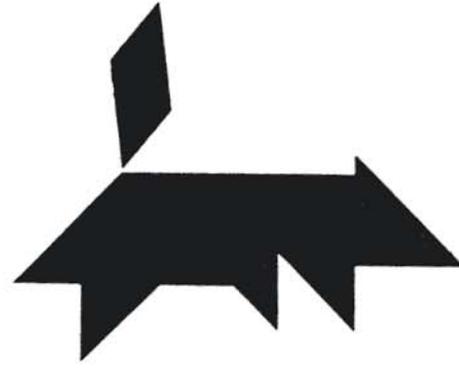


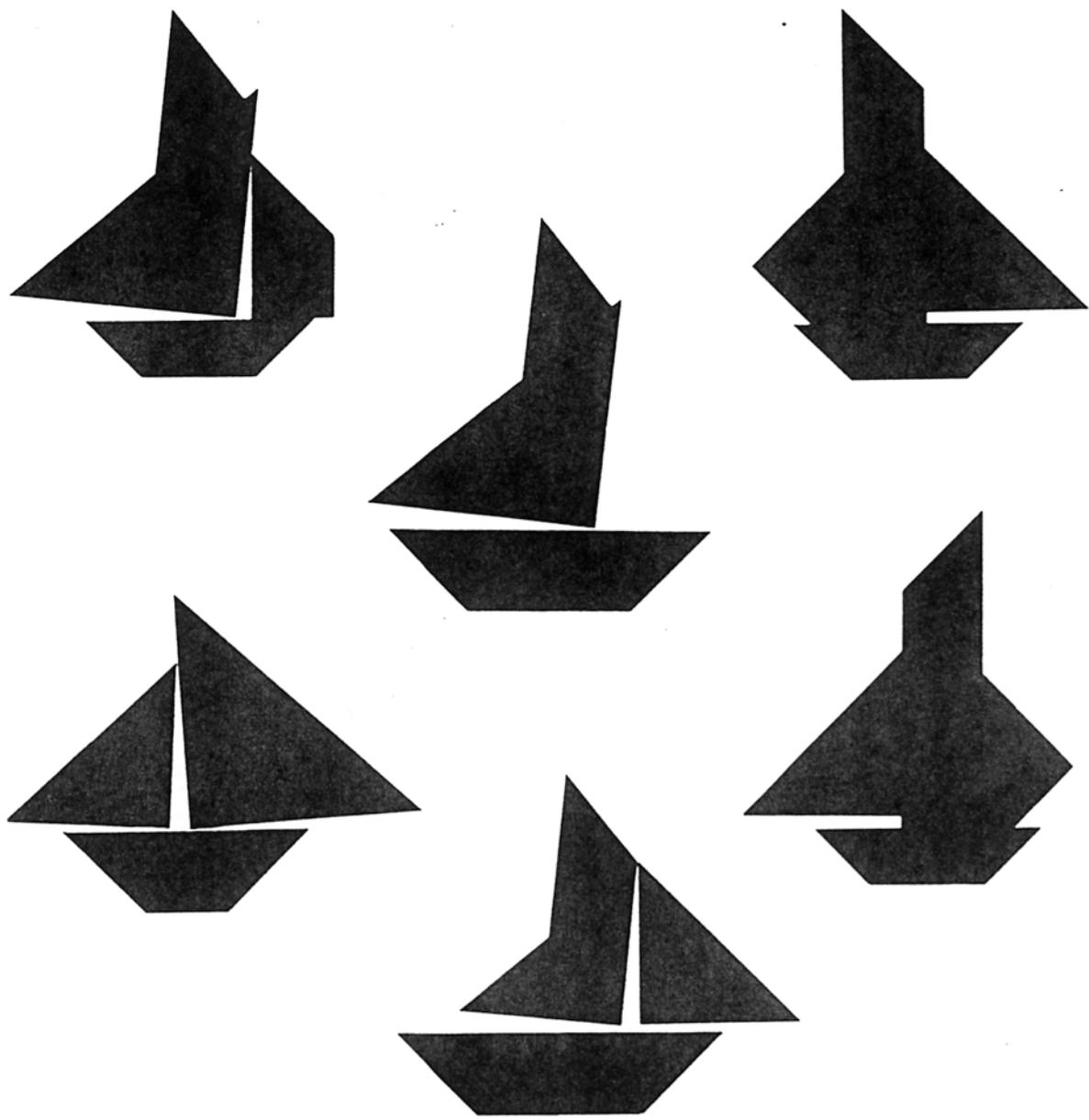


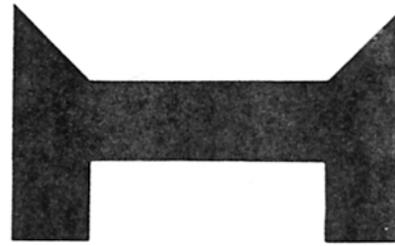
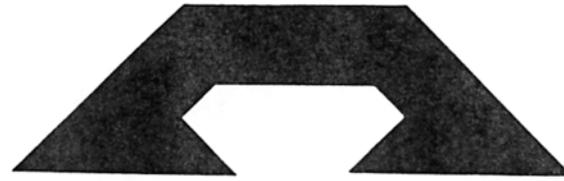
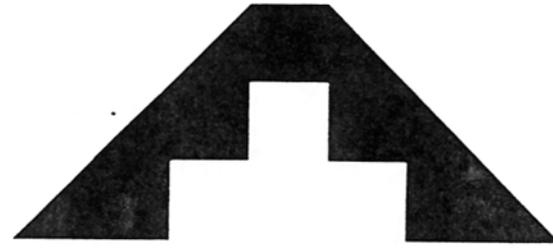
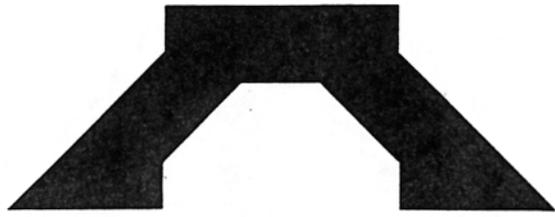


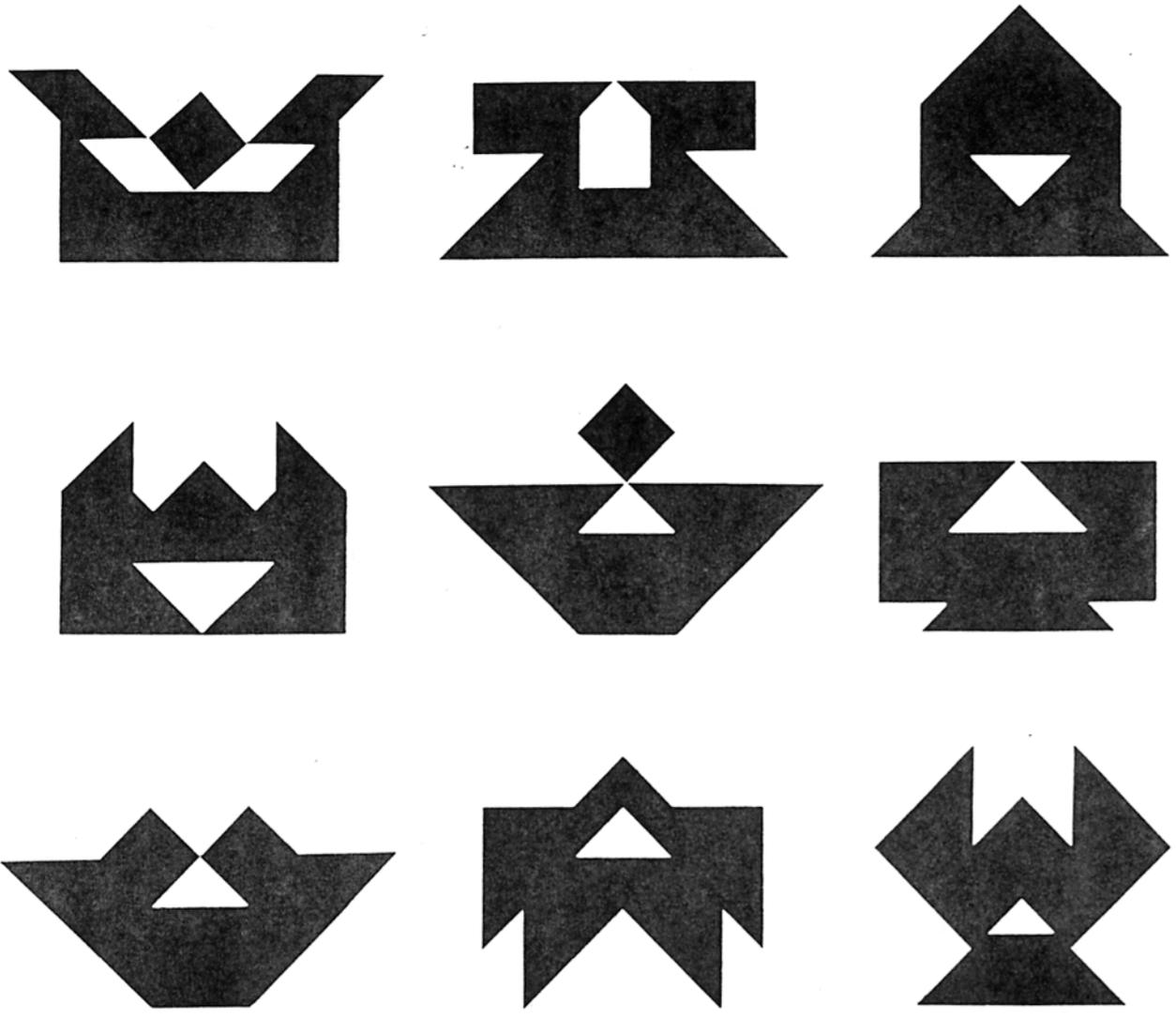


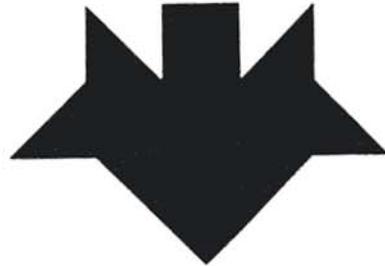
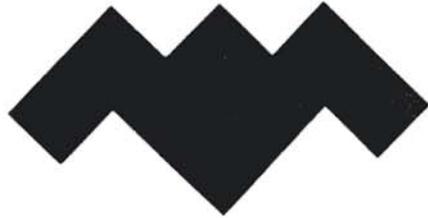
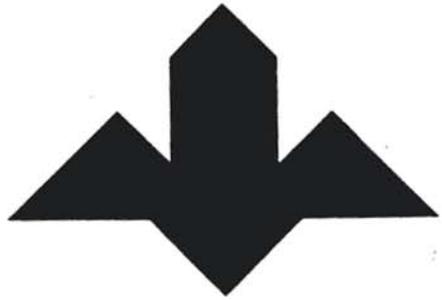


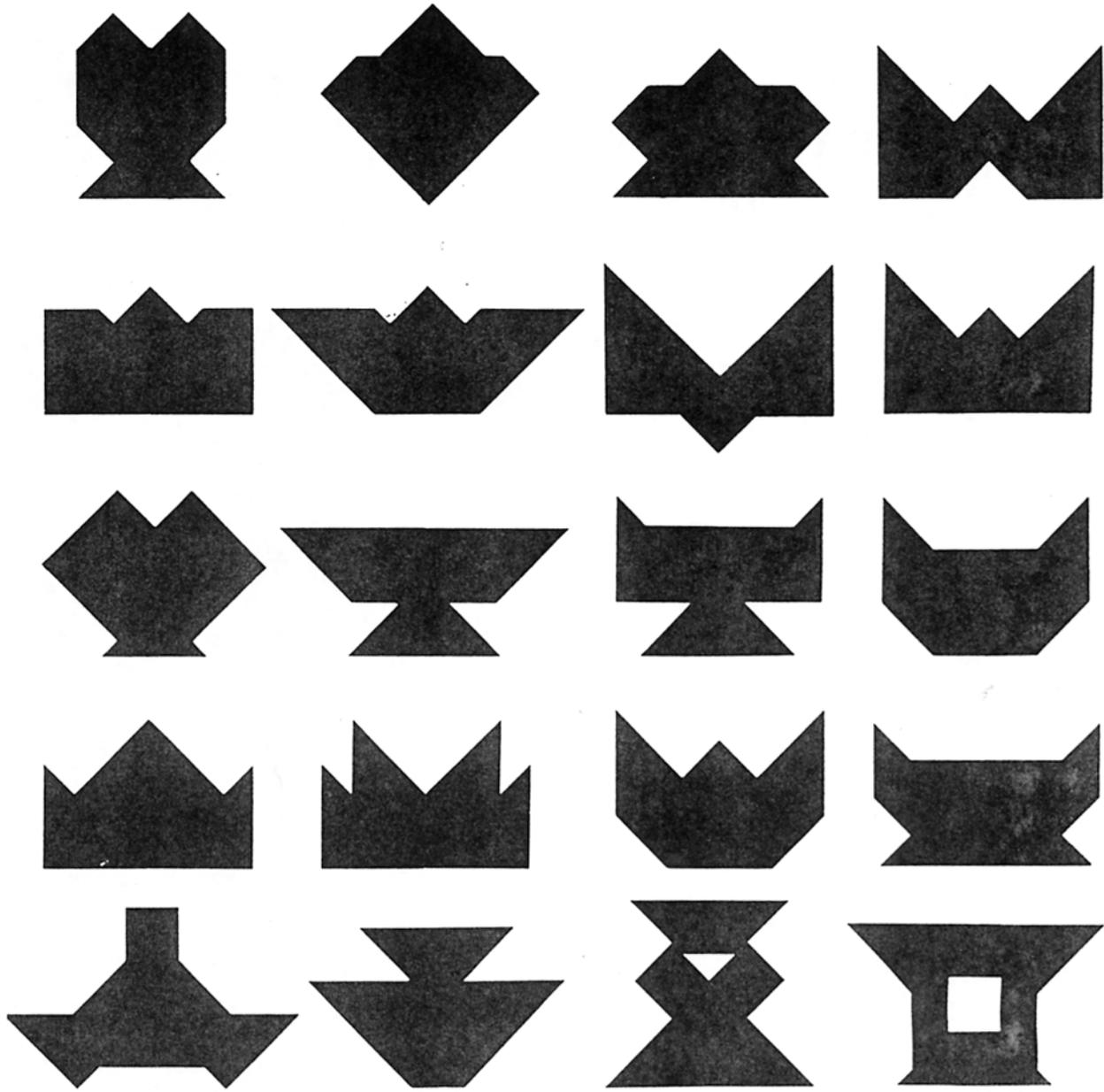


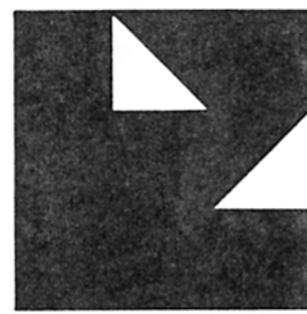
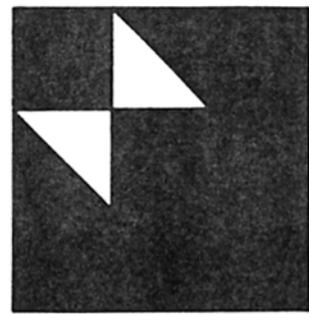
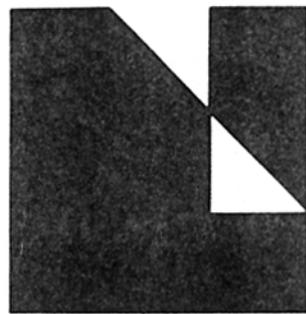
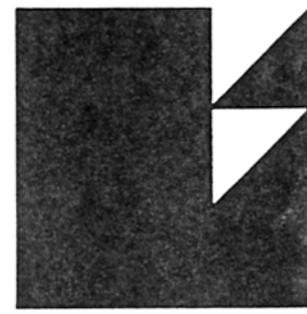
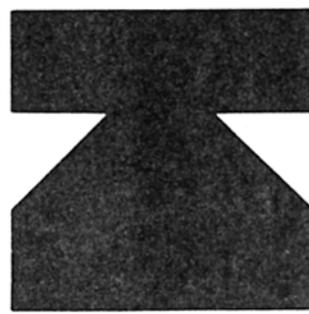
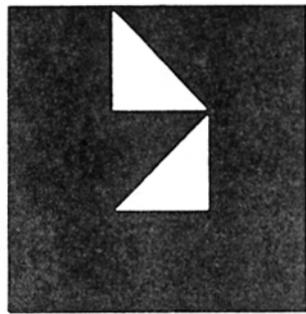
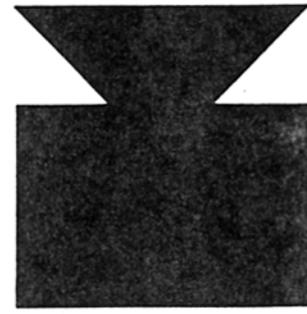
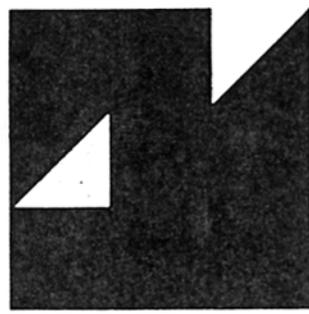
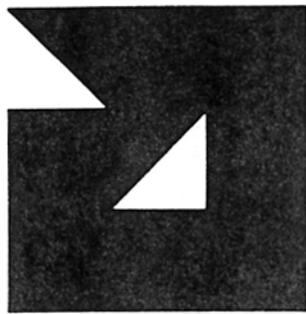




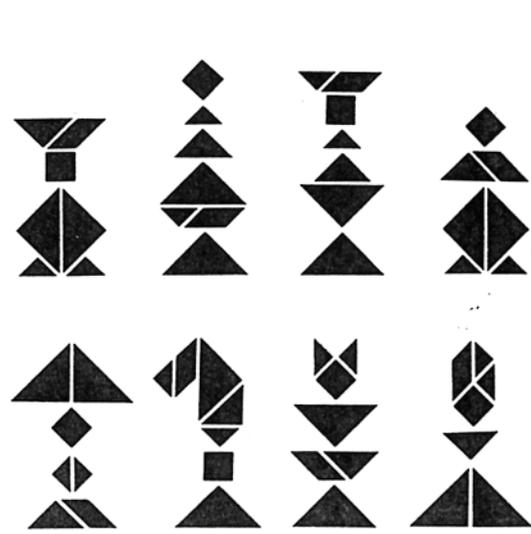




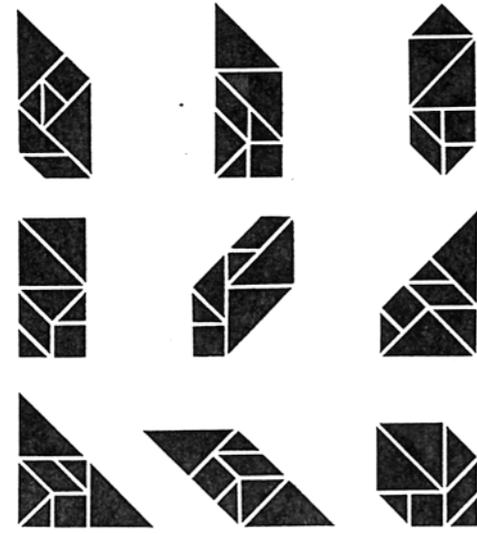




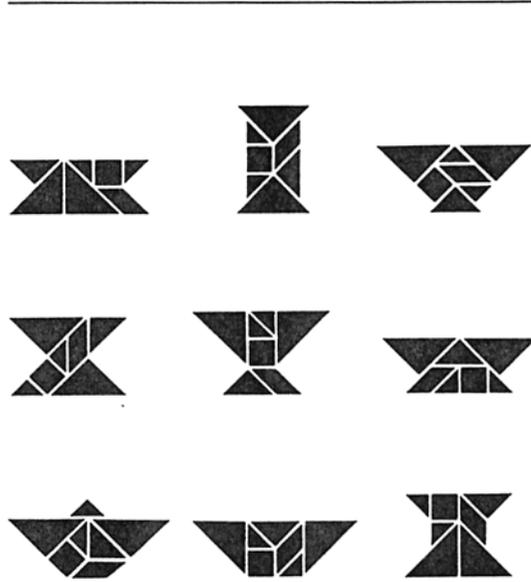
A B C D E F
G H J K
L M N O P Q
R S T U V W
X Y Z



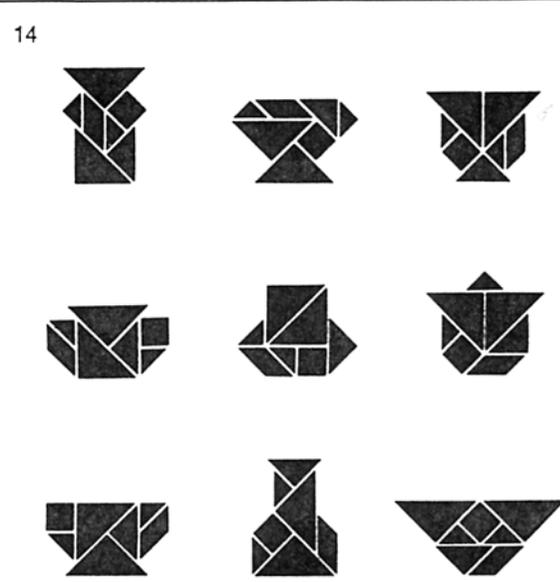
11



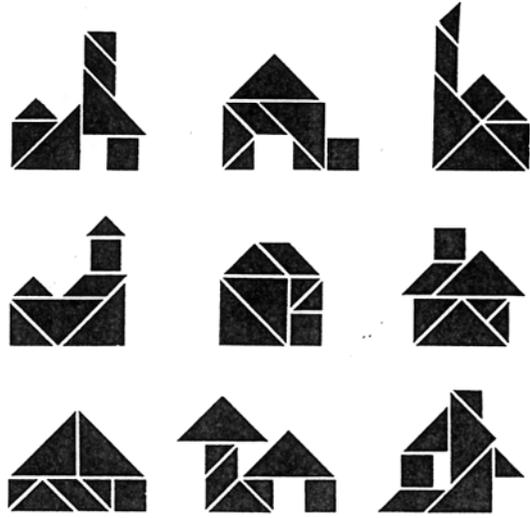
12



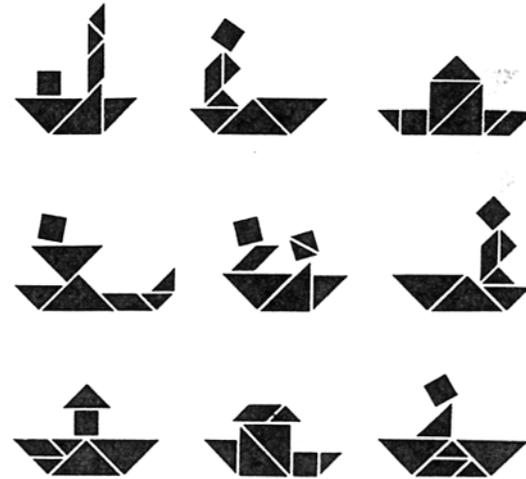
13



14



15



16

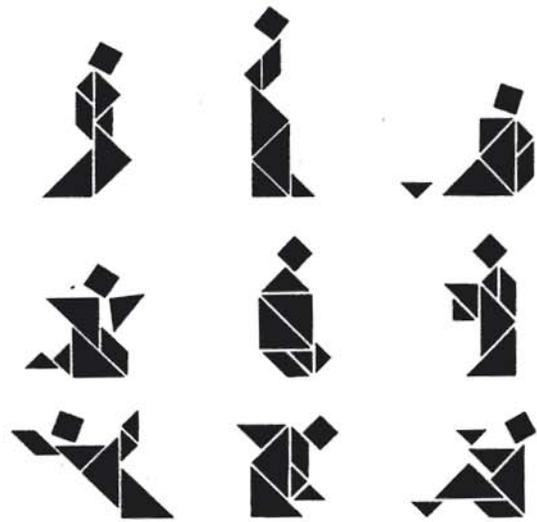


17

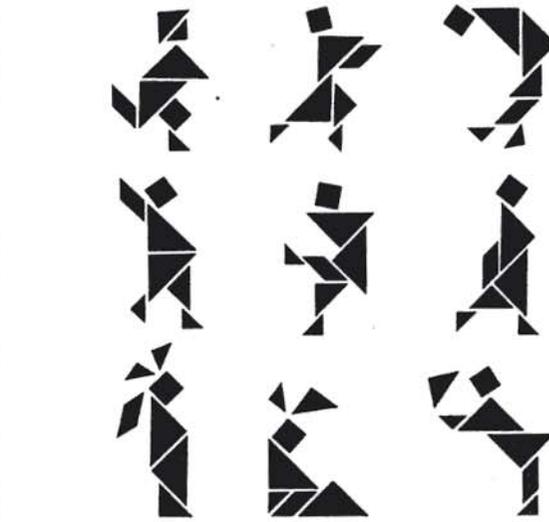


18

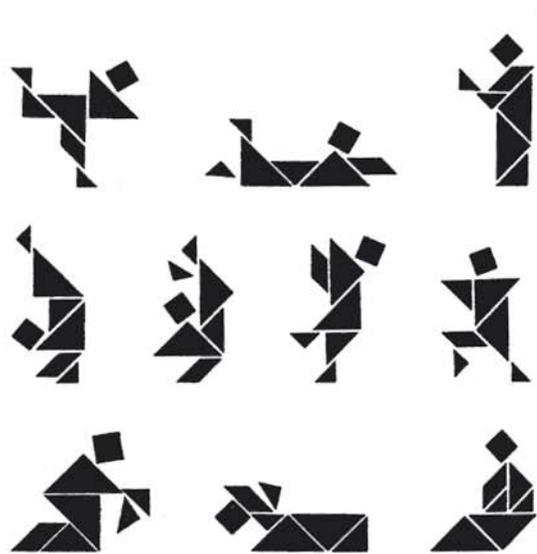




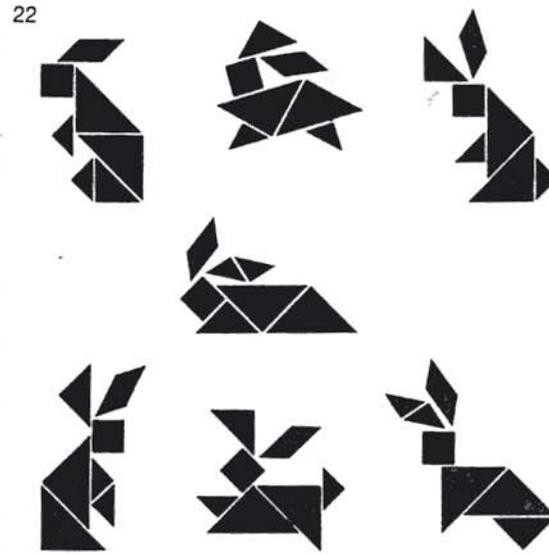
19



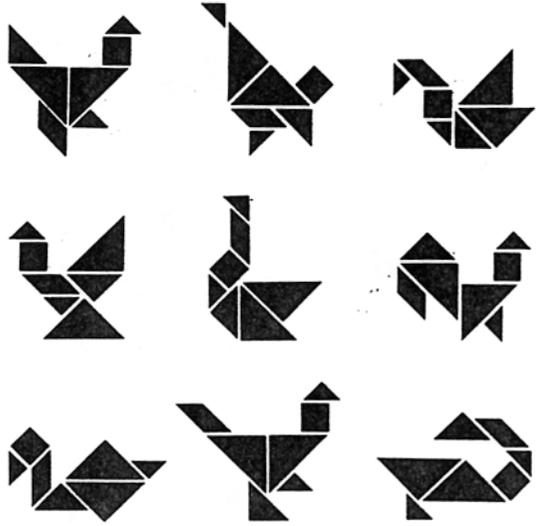
20



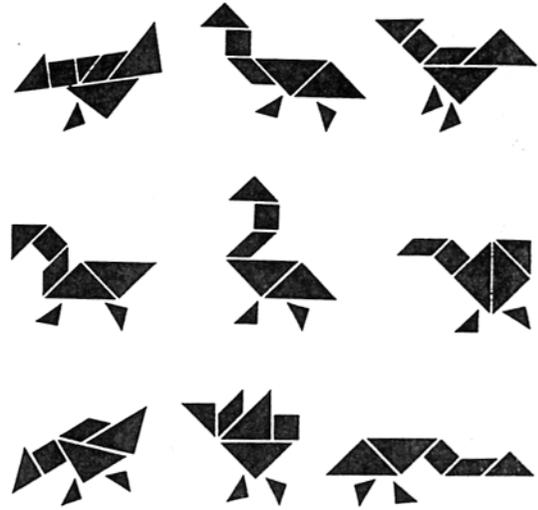
21



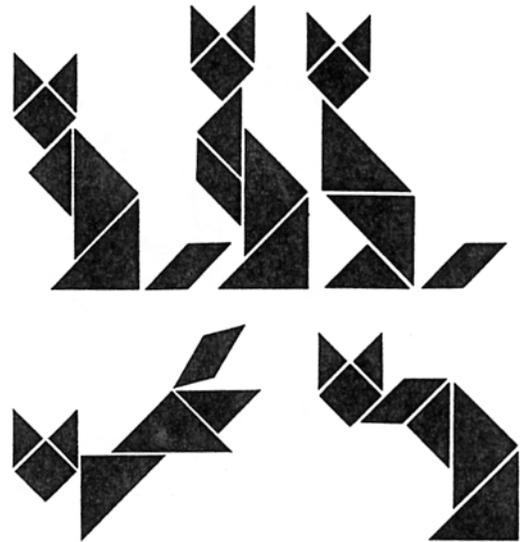
22



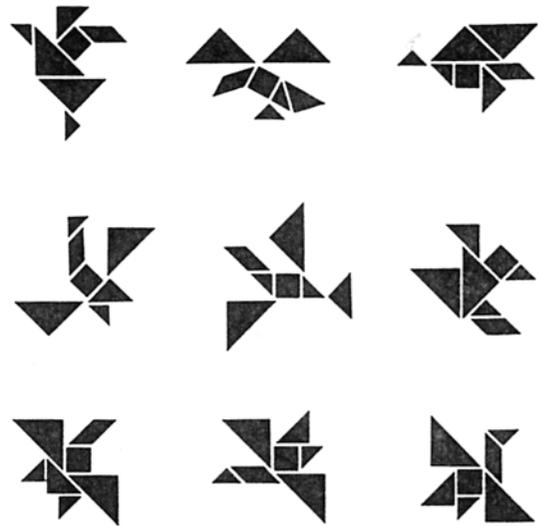
23



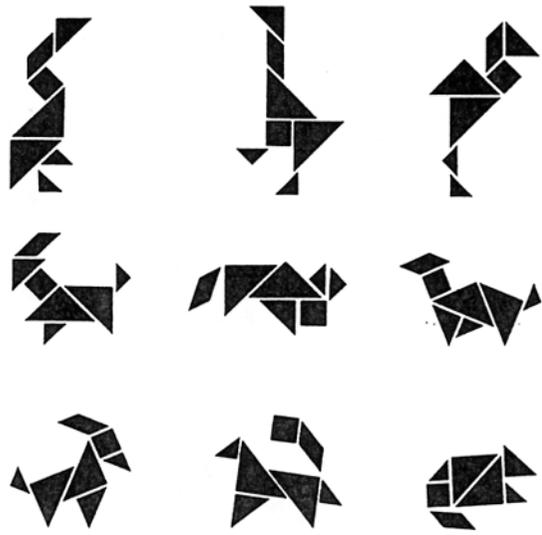
24



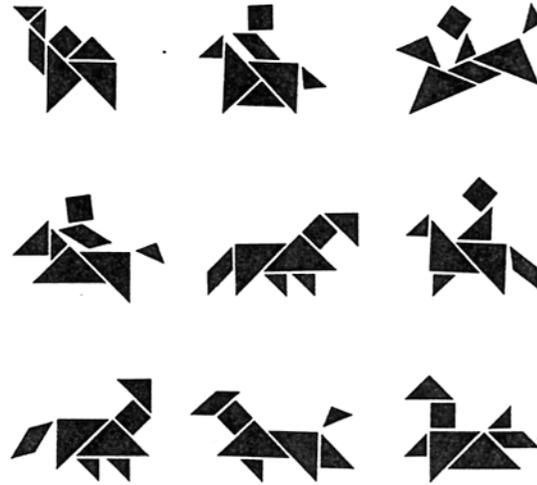
25



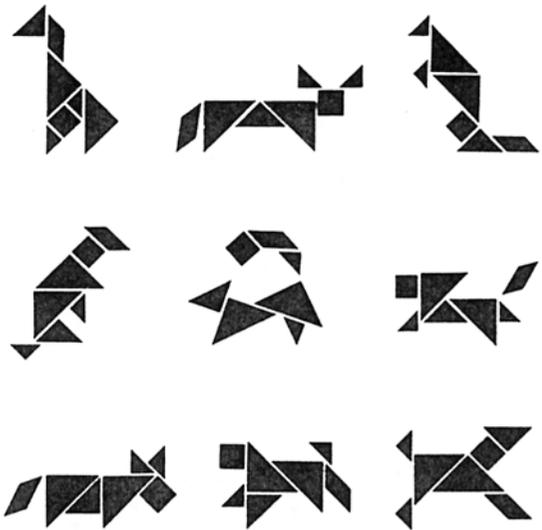
26



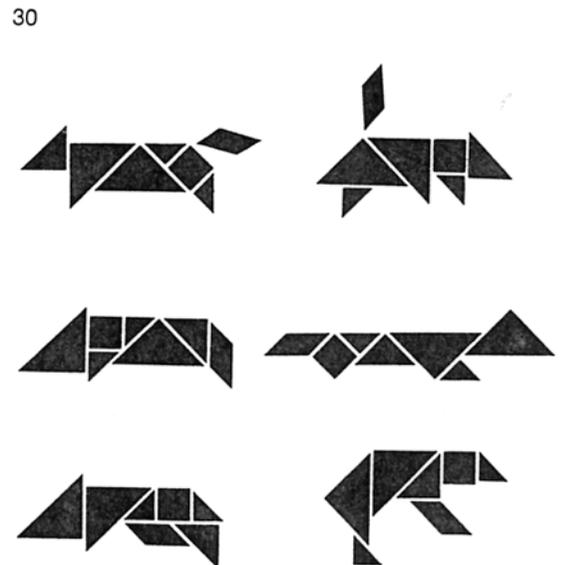
27



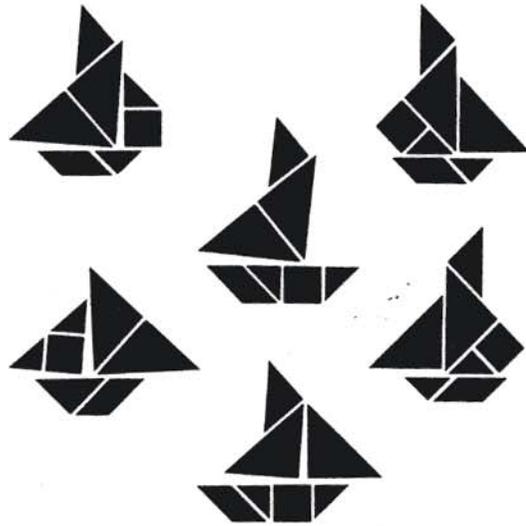
28



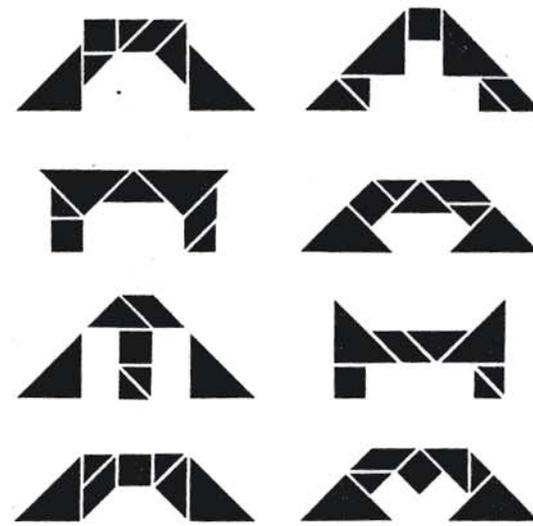
29



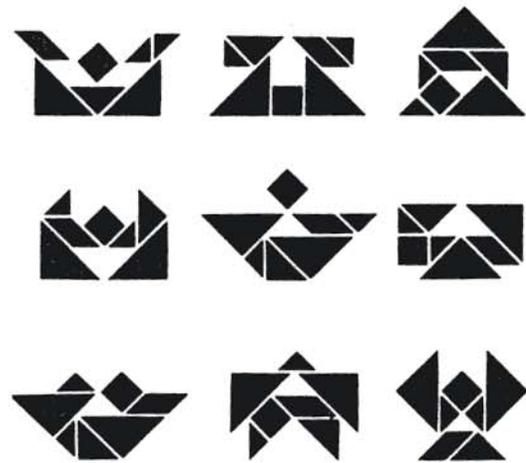
30



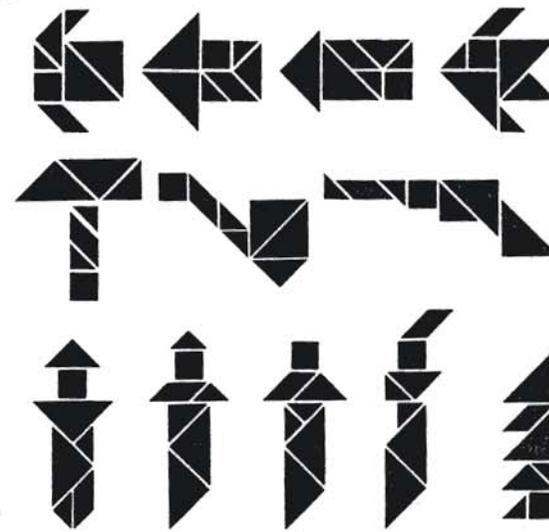
31



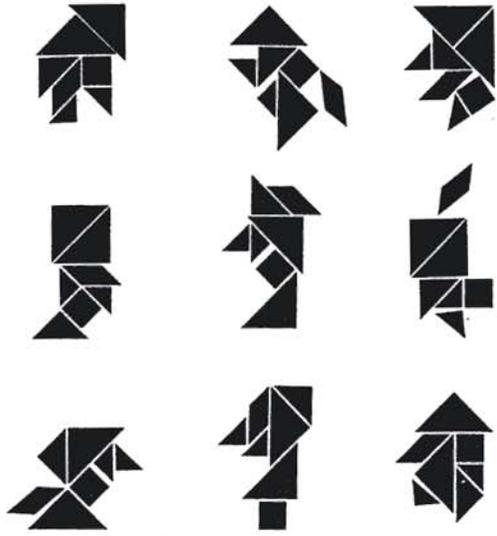
32



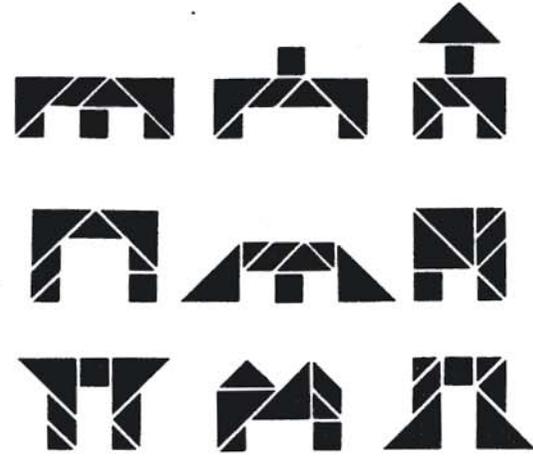
33



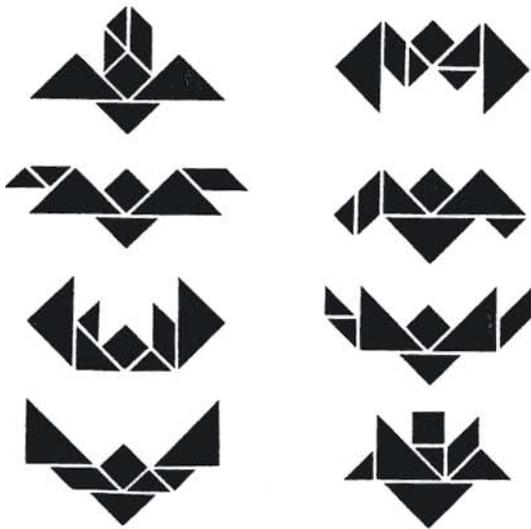
34



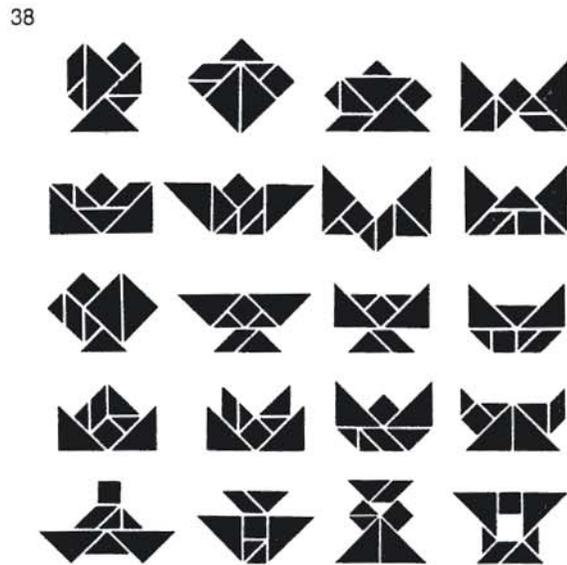
35



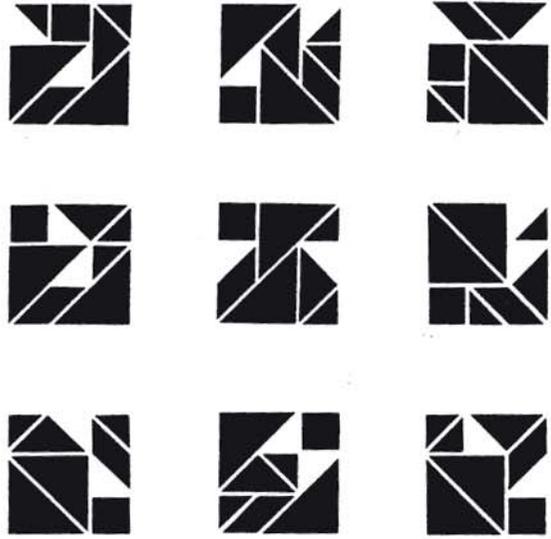
36



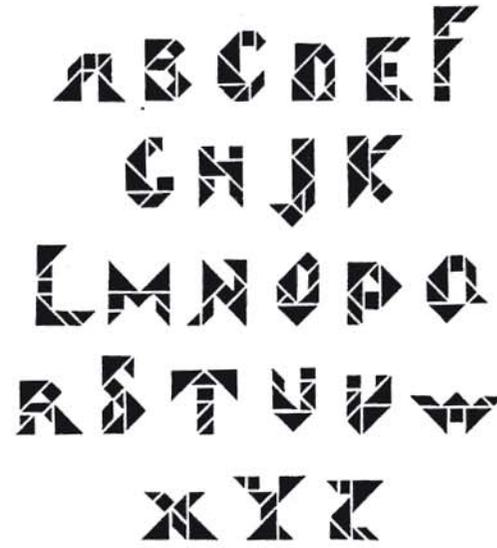
37



38



39



40