

Game of reflection and patience



De 7 to 99 years



De 1 to 2 players



2 Tangrams each comprising 7 pieces, 250 double-sided cards: on each one there is 1 "figure to be created" side (side with orange edging) and 1 "solution" side.



Aim of the game: Create figures using the 7 shapes of the tangram.



How the game is played: Each player takes 7 pieces in the same colour and places them in front of him.

The cards are placed in a pile in the centre of the table, "solutions" side hidden.

NB: as there are a large number of cards, it is not necessary to take all the cards out of the box for each game.

The card on the top of the pile is the first card that the players will search for to create the figure.

Both players attempt at the same time to recreate this figure by using all 7 pieces of their tangram.

As soon as a player manages to recreate the figure, the game stops.

The card is then turned over on the "solution" side, in order to see how the figure should be formed.

- If the player has managed to correctly recreate this figure, he then wins the card.

- If the player has made a mistake and has not created the figure correctly, the card is then given to the other player.

Both players will now attempt to recreate the figure of the 2nd card and so on with the 3rd then 4th ...

NB: If someone is unable to create the figure, the players may jointly decide to look at the solution and pass on to the next card.

Who wins?

At the beginning of the game it is possible to decide on the duration of the game or on the number of cards to be won in order for the game to end.

The winner is the player who has won the most cards.

The child may also play alone.

In this case, he only takes a single tangram and tries to recreate the figure.

He first looks at the "figure to be recreated" side, then once he thinks he has recreated it, he checks the solution at the back of the card.

If he has not managed to create a figure, he looks at the correction and passes on to the next card