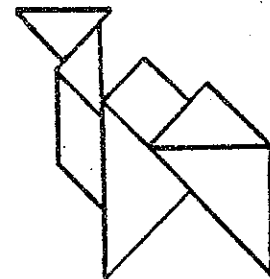
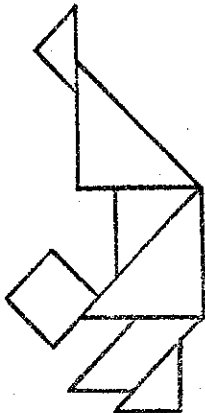
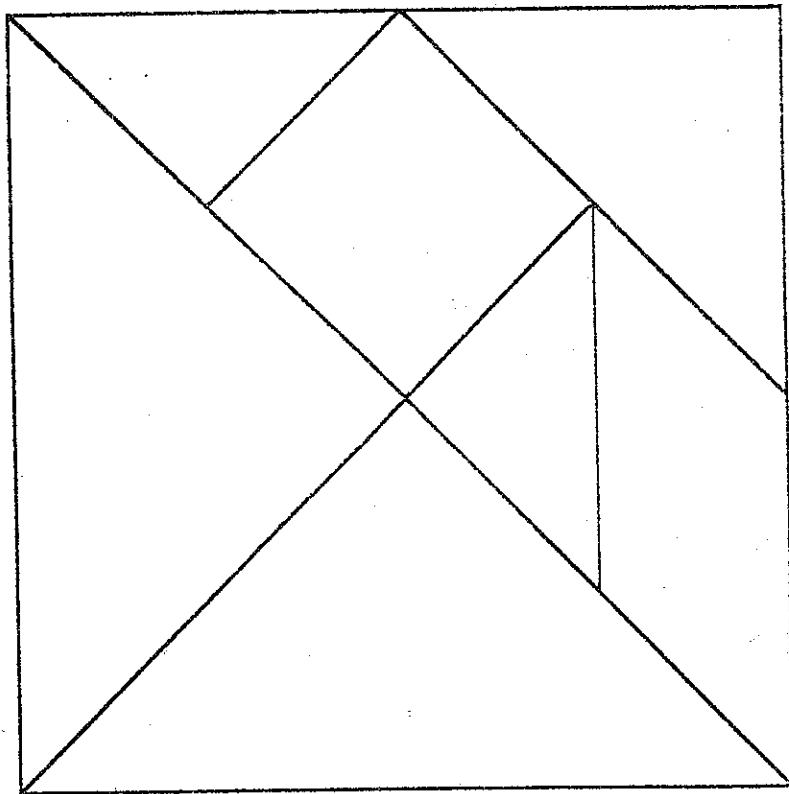
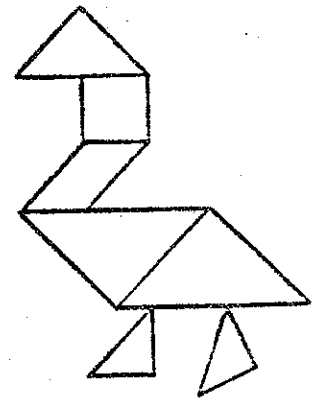
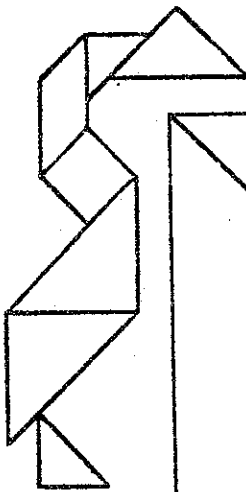


# Tangram Puzzles



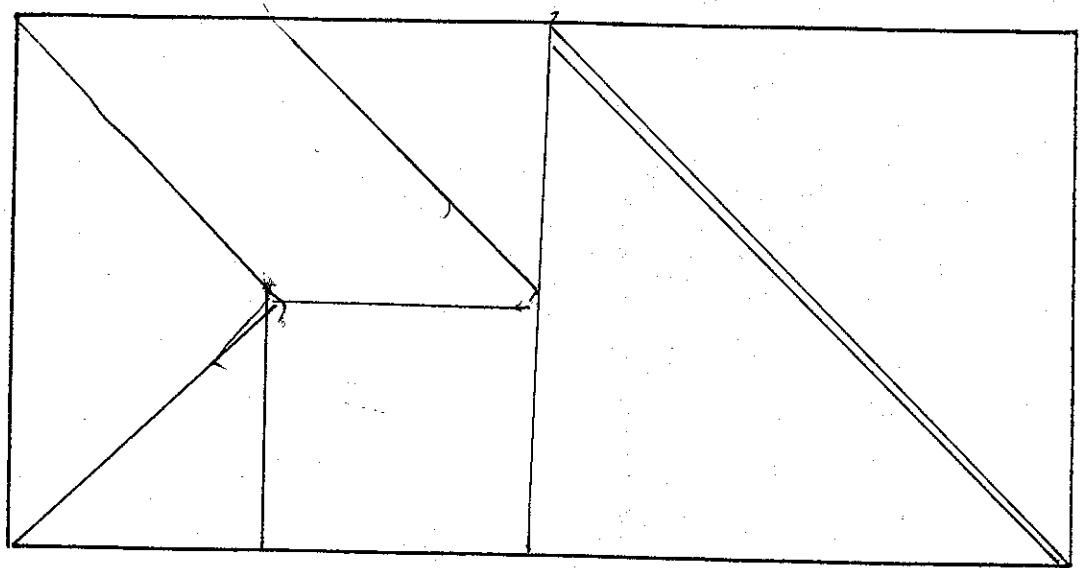
Mrs. Albiston

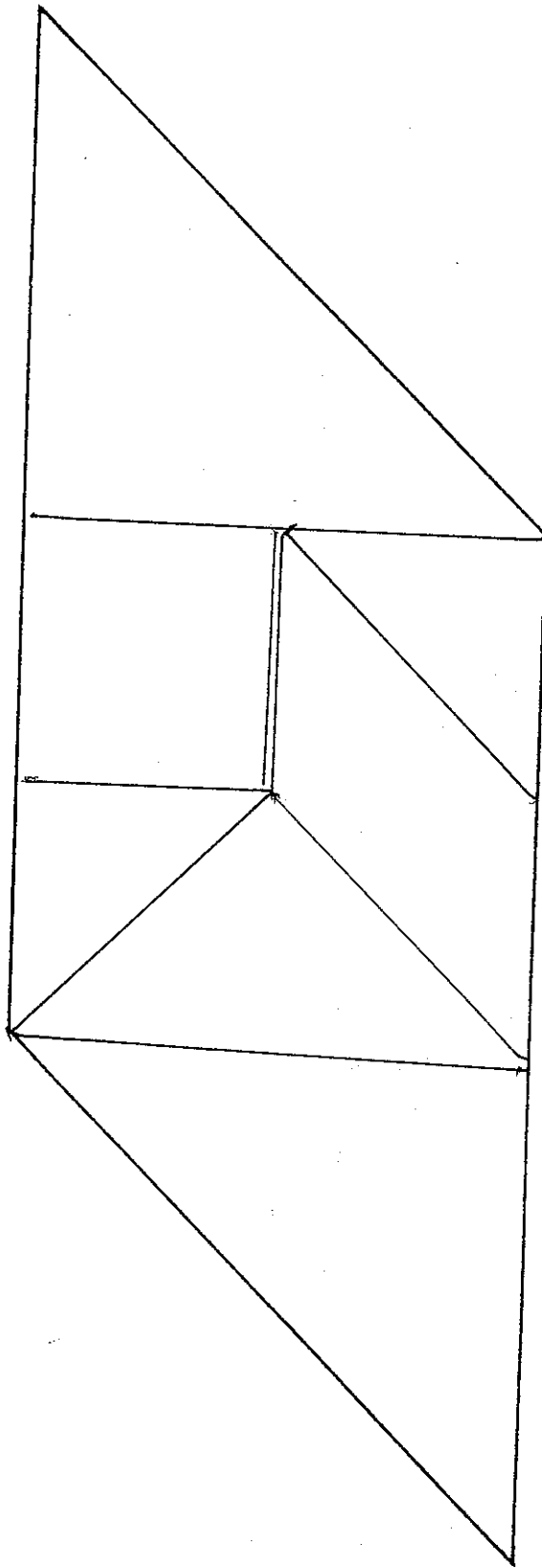
# Preface

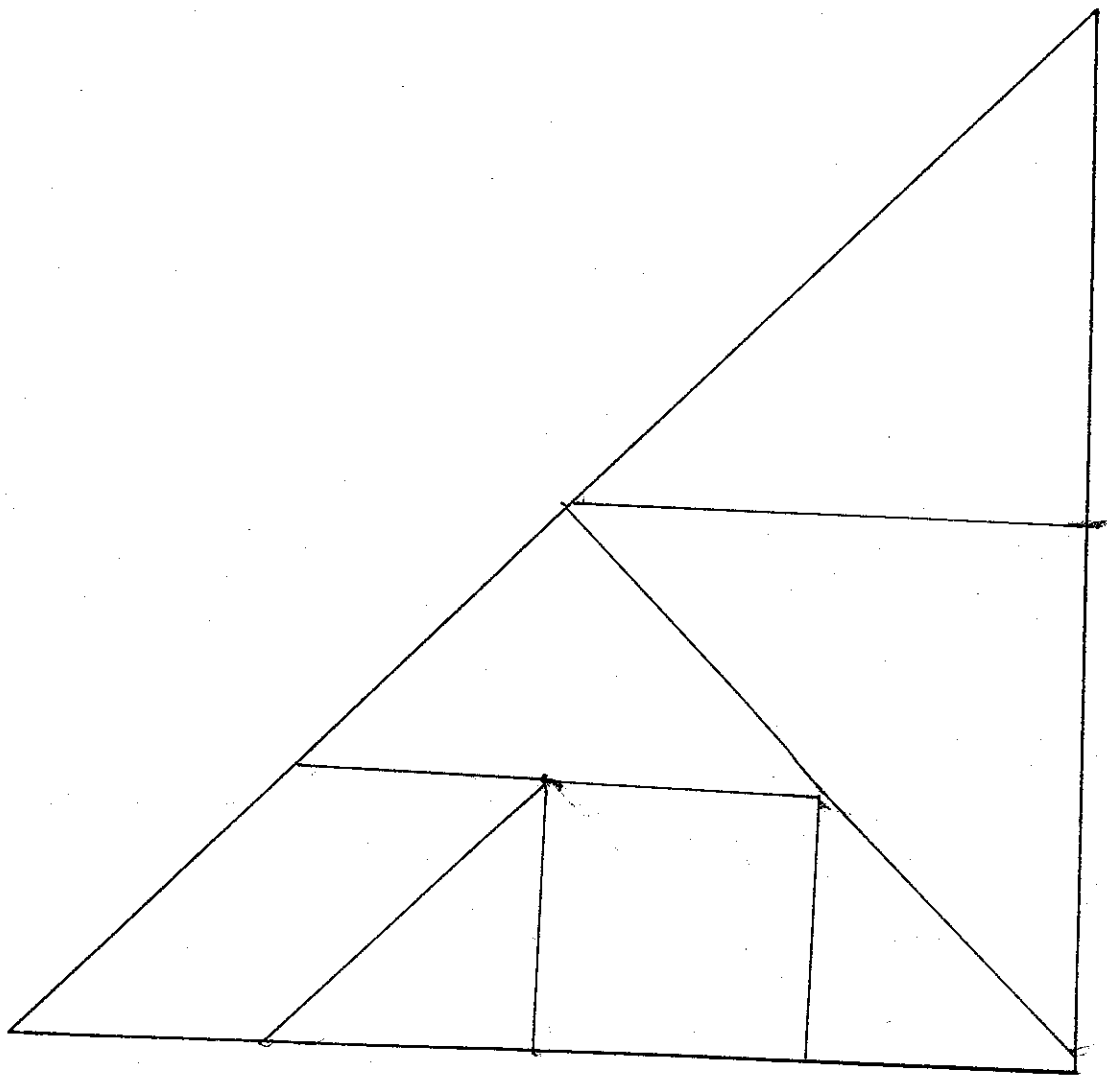
Tangram is a puzzle game consisting of seven polygon pieces called "tans". Solving the puzzles requires patience and imagination. There are at least 1600 design possibilities that can be constructed with one seven-piece set. The rules require that each design must contain no more and no less than seven pieces.

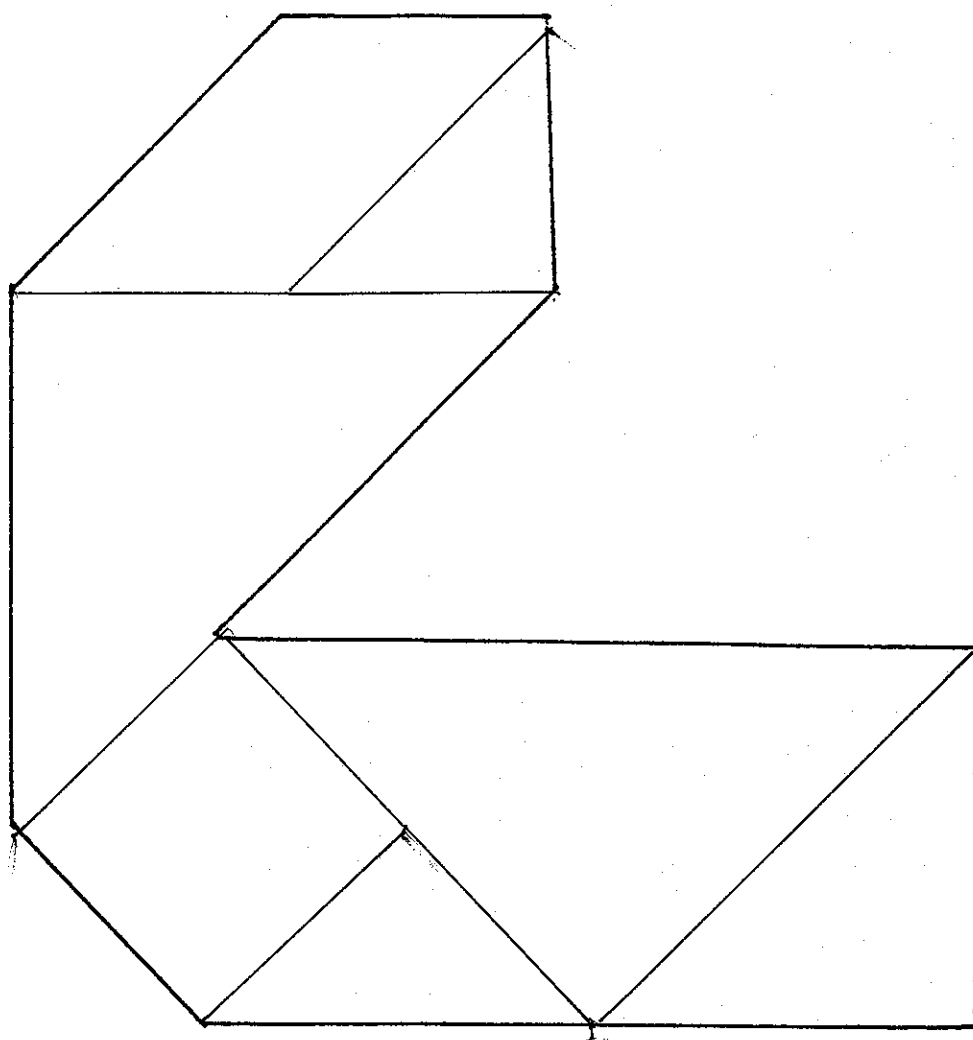
No one knows for sure when this game was first developed. The earliest known reference to it is contained in a Chinese book published in 1803. Historians assume that the game began in China around 1800 and spread westward.

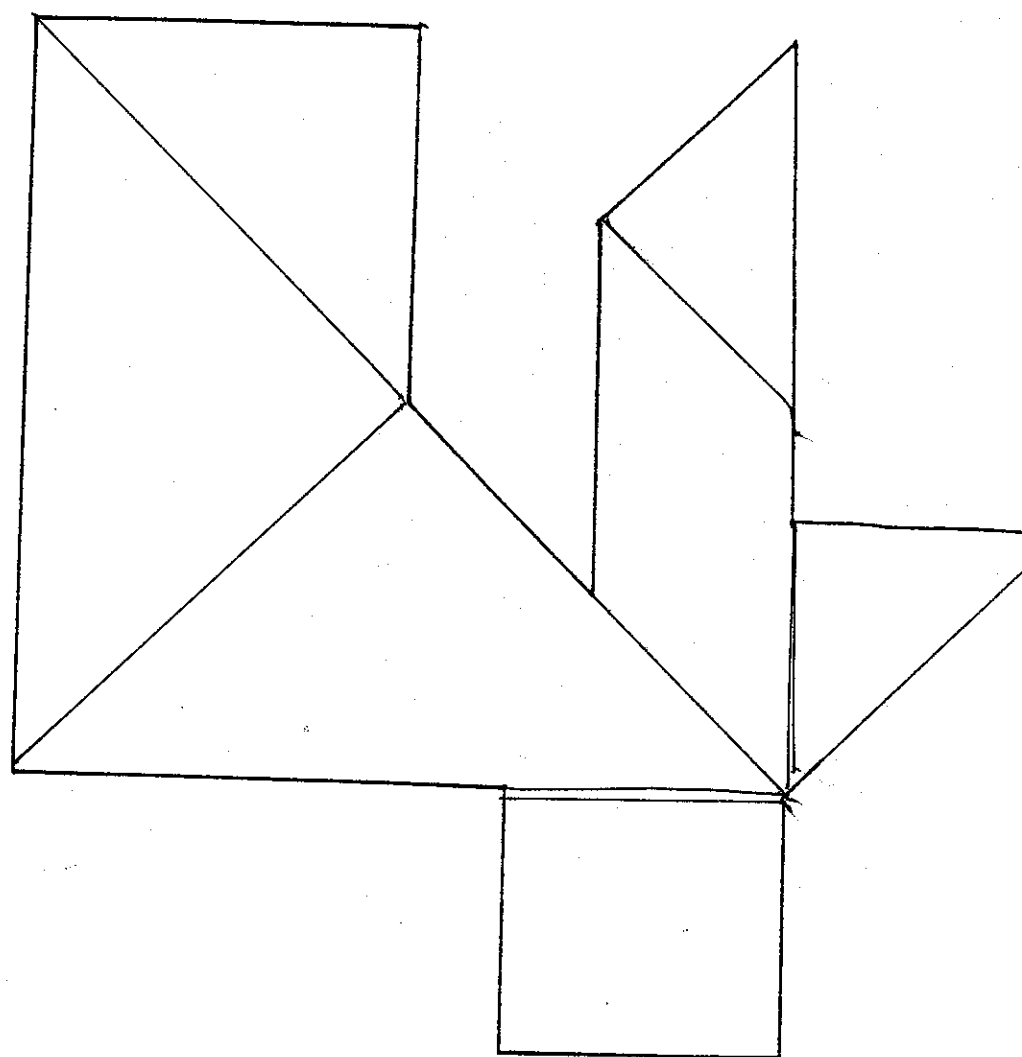
This booklet contains 40 outlines of the more challenging Tangram puzzles. To solve a puzzle, all seven tans must be placed within the outline with no pieces overlapping.

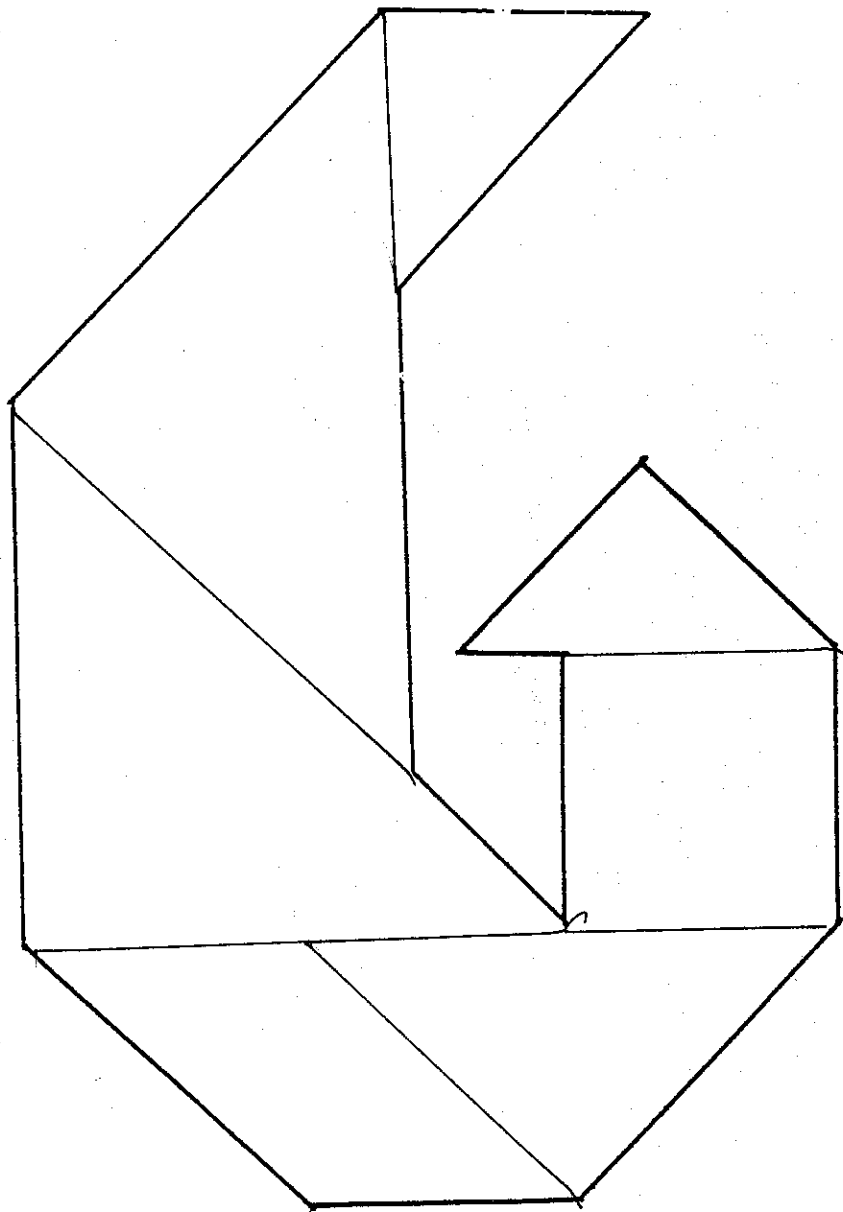




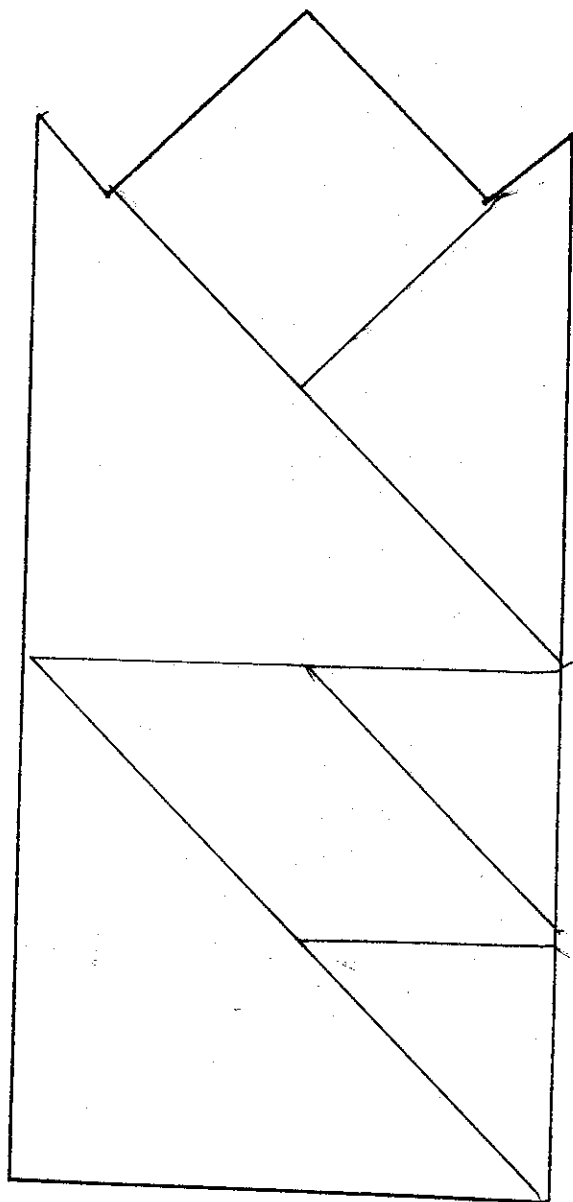


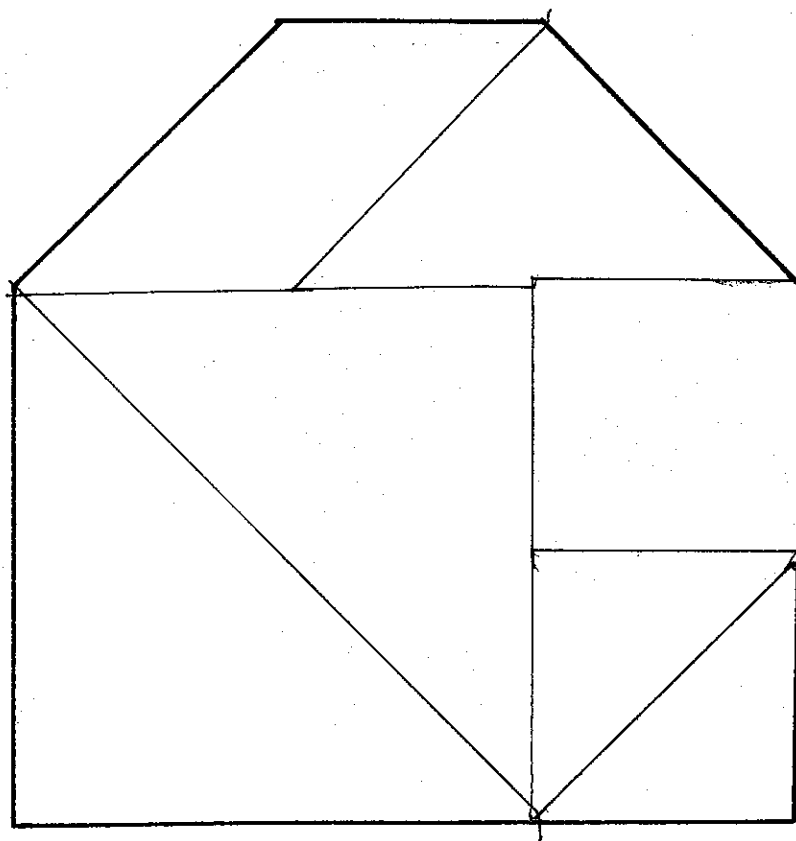


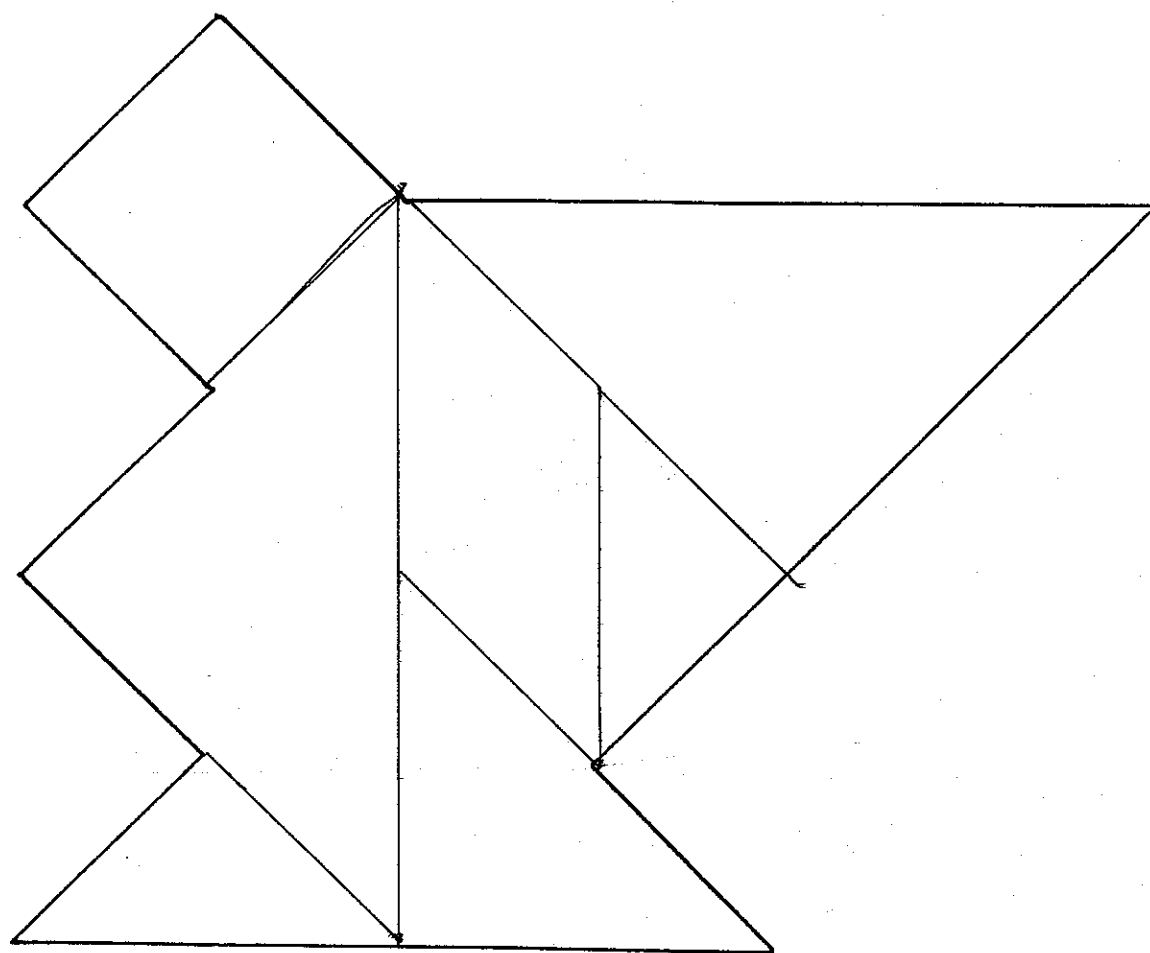


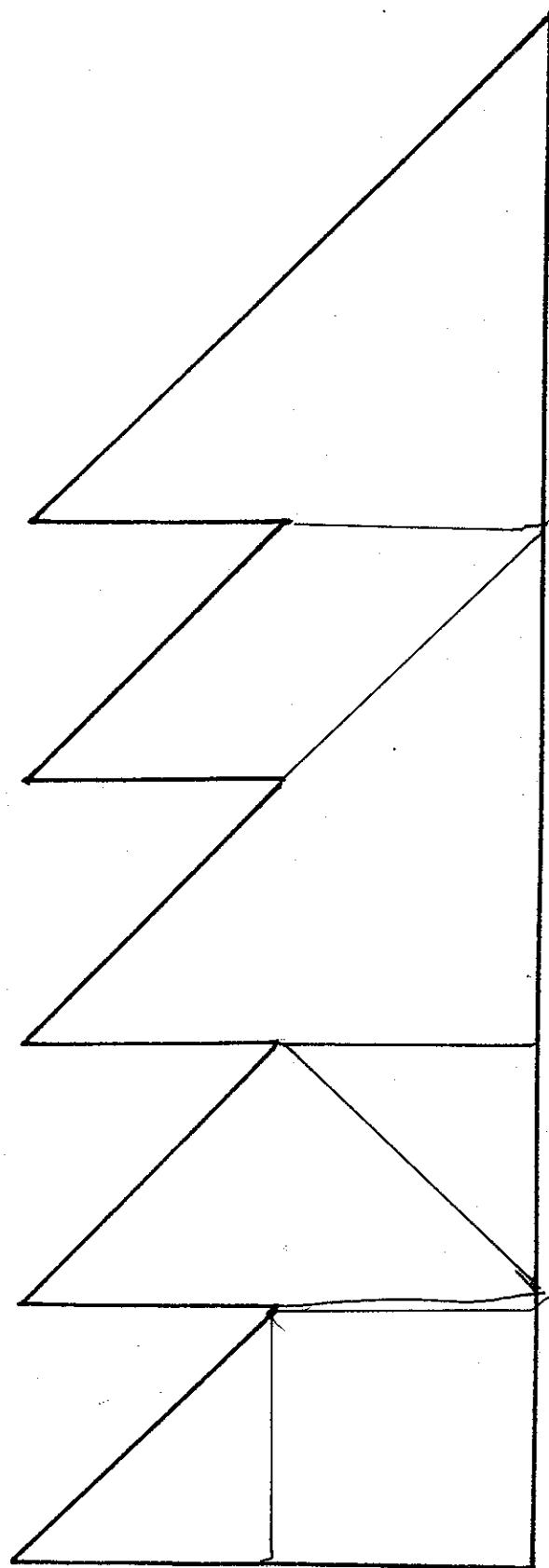




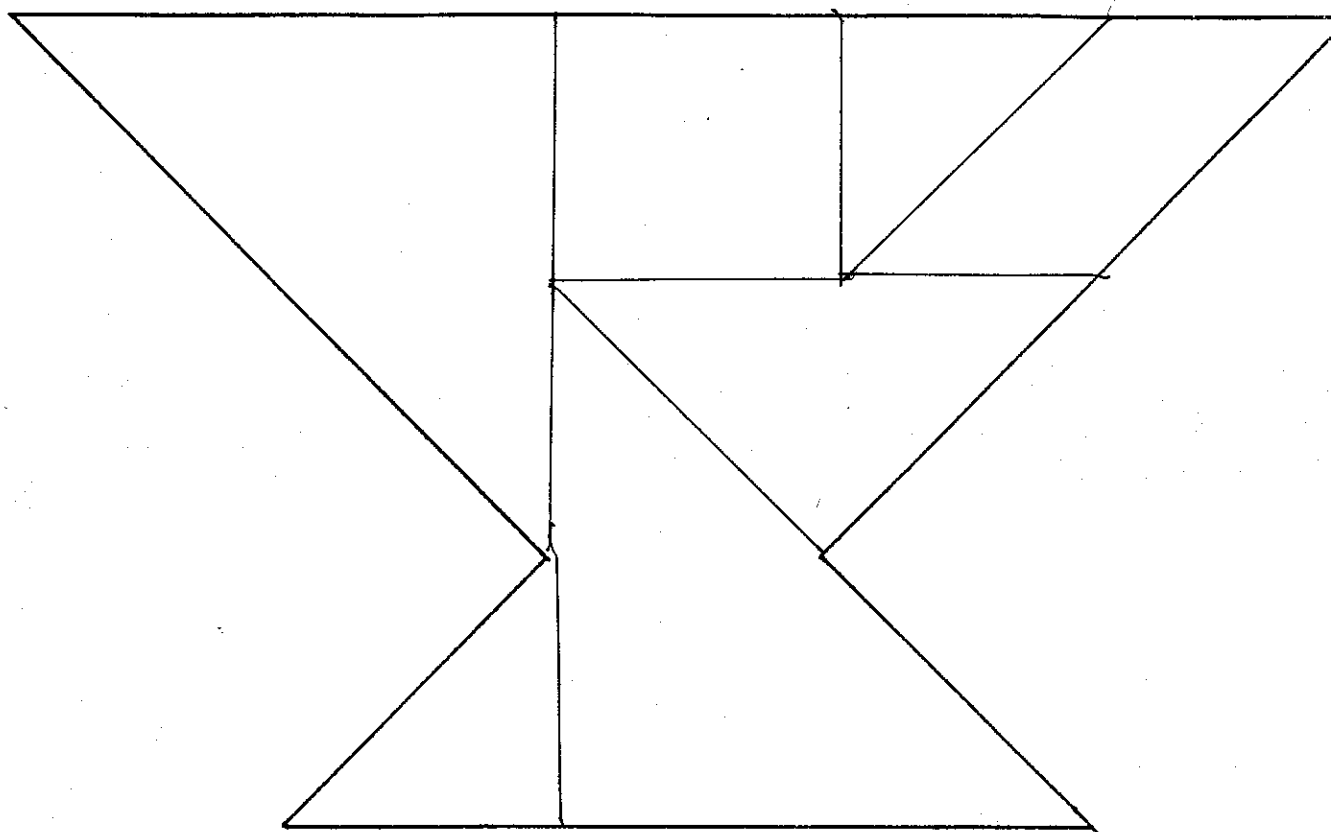


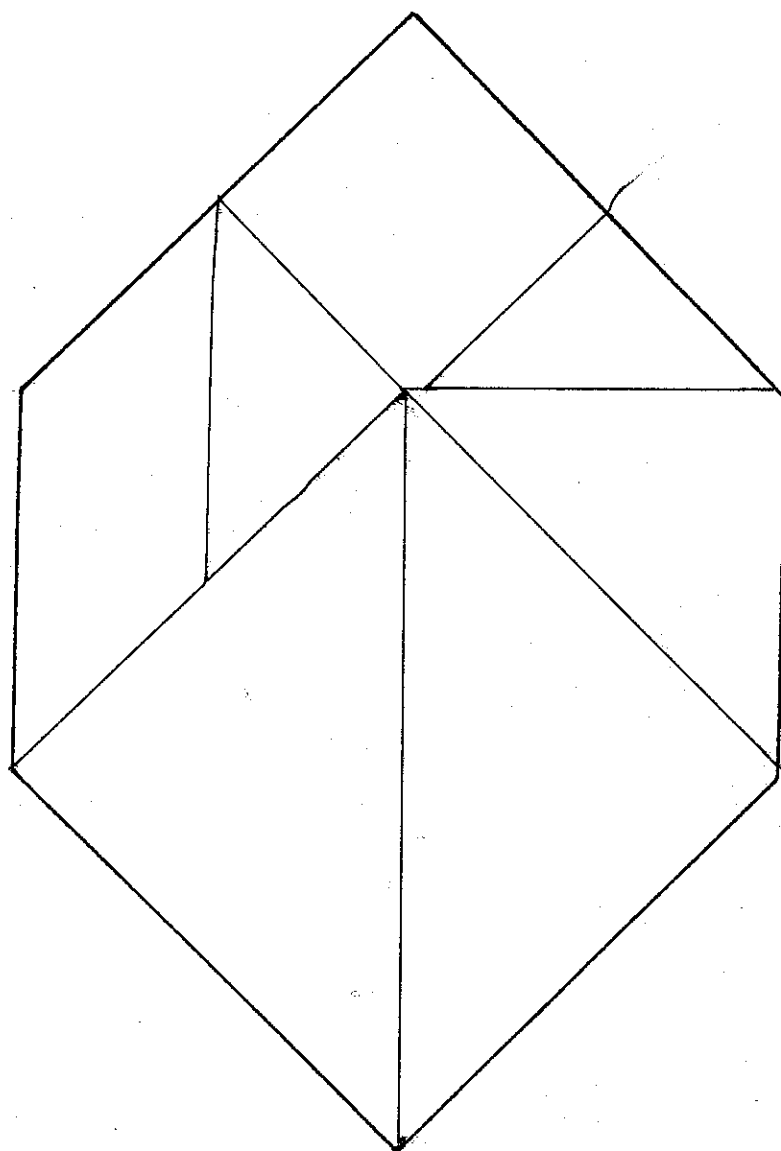


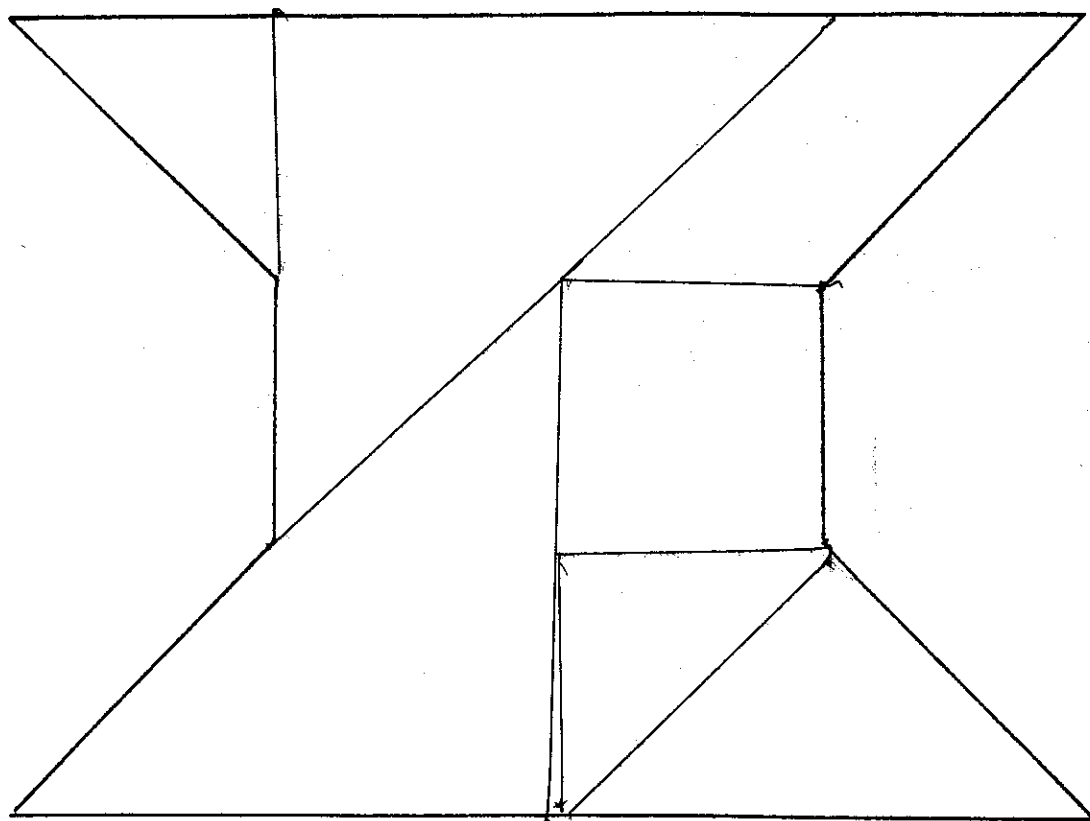




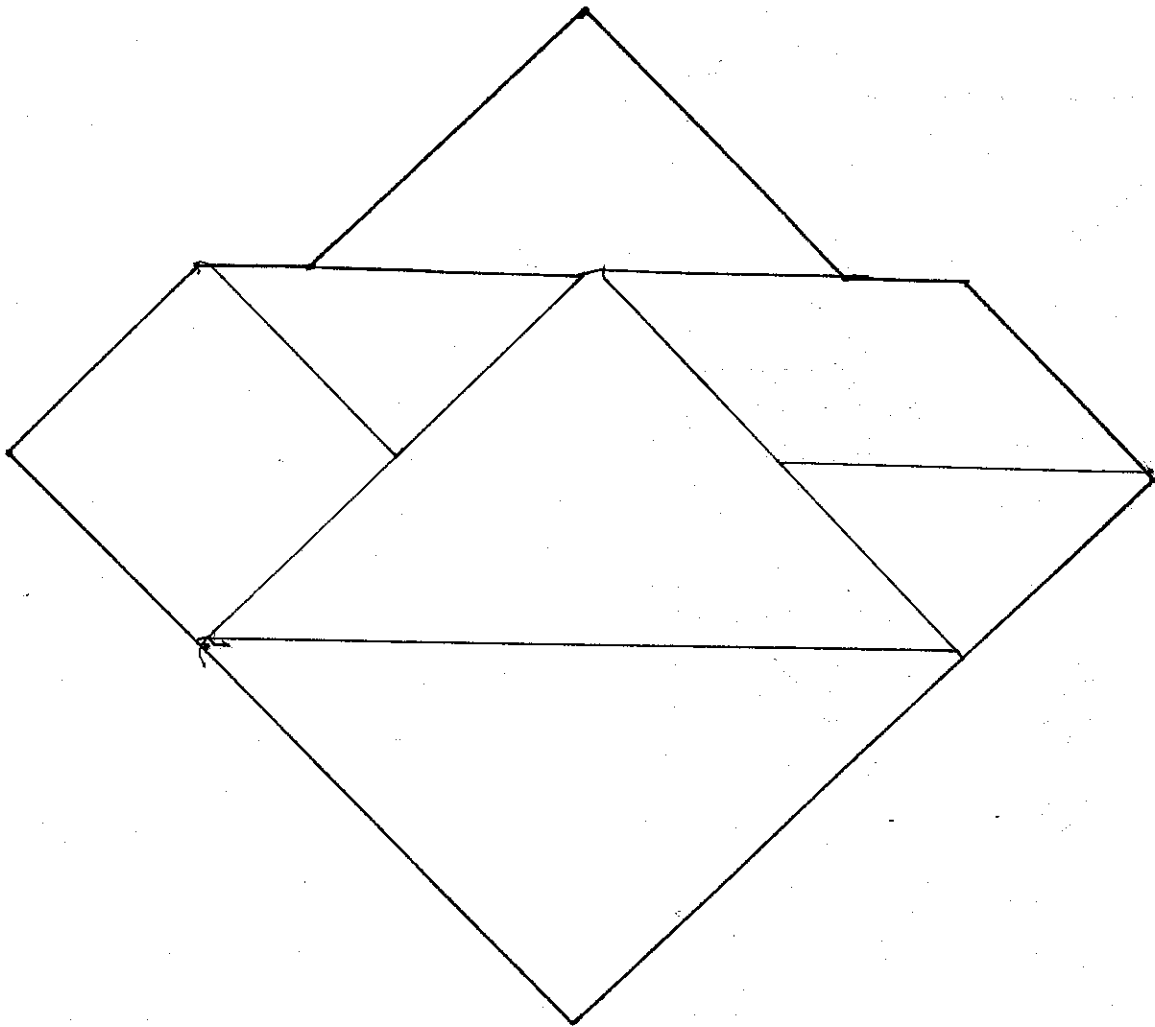


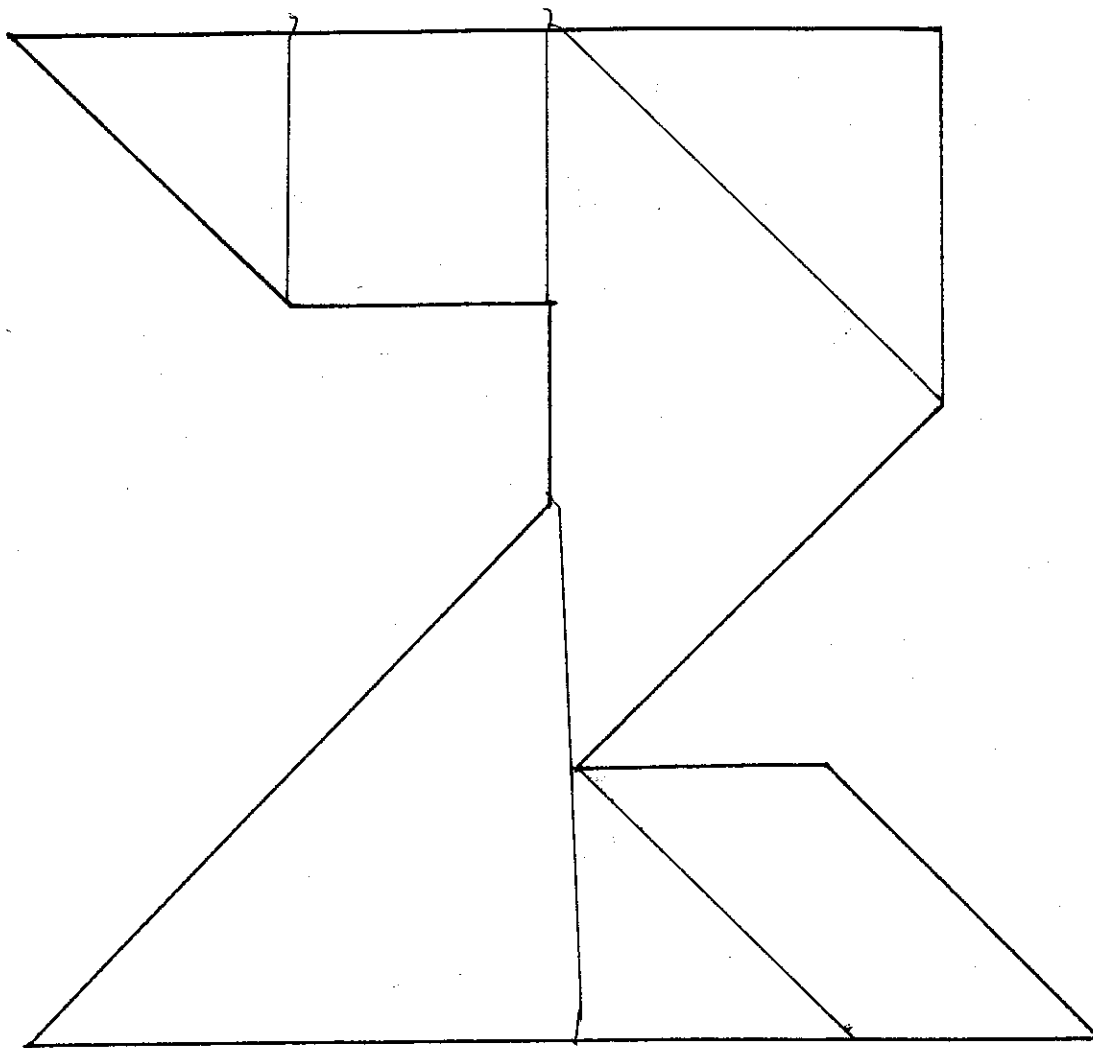


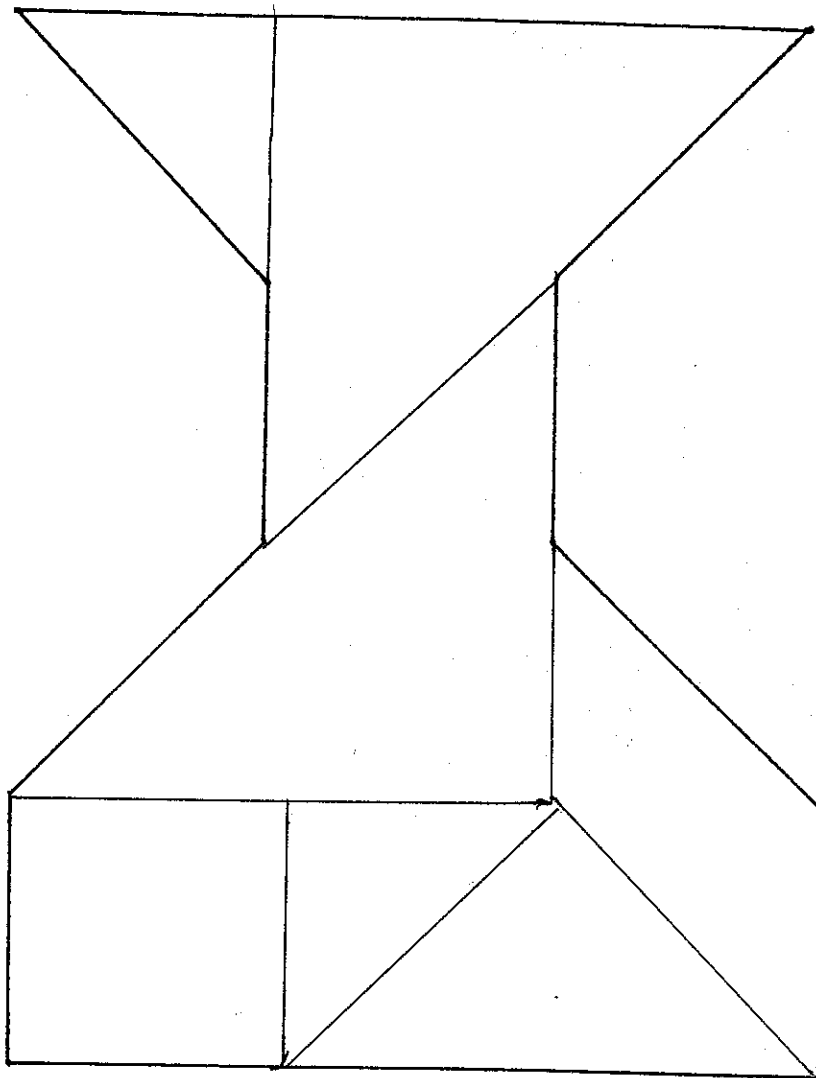


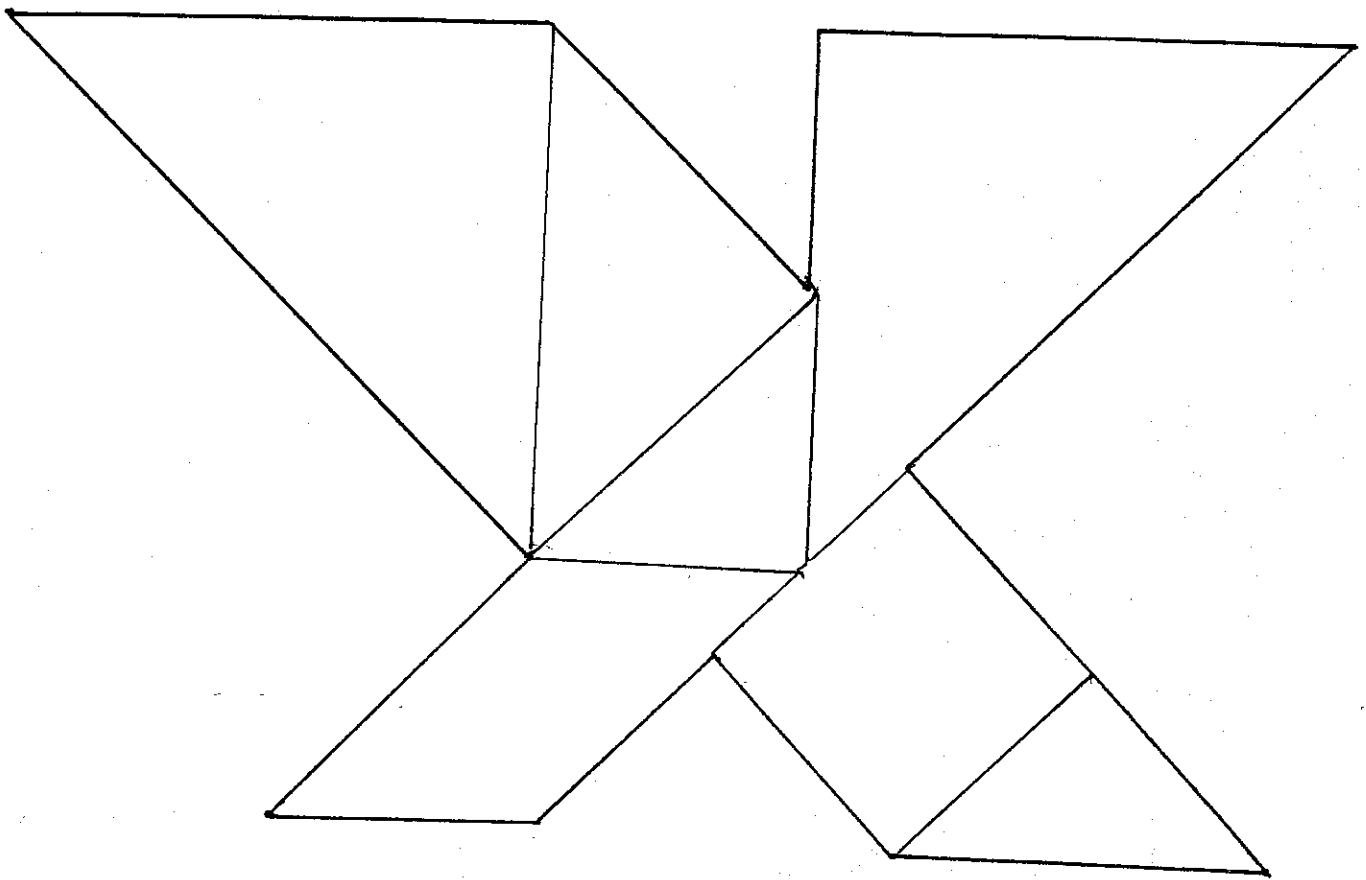


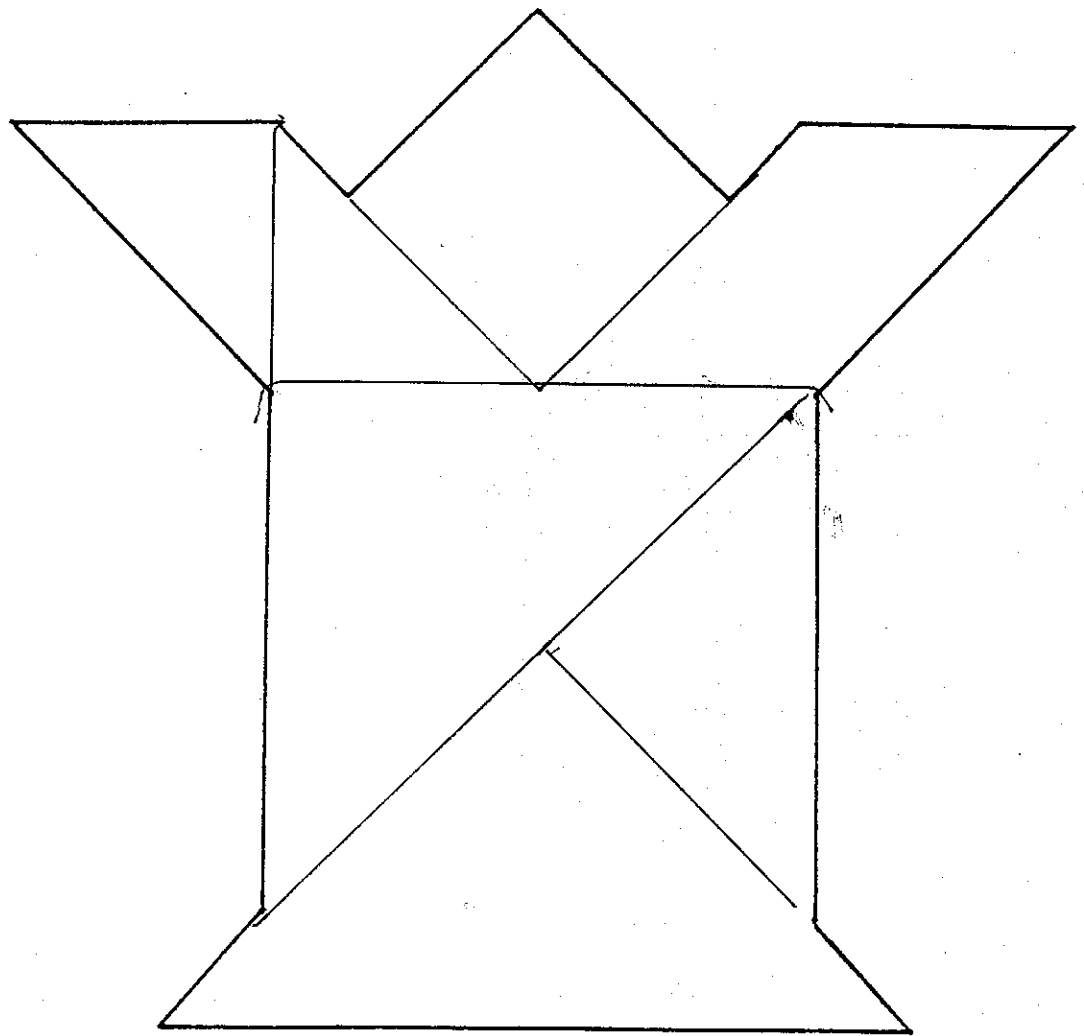


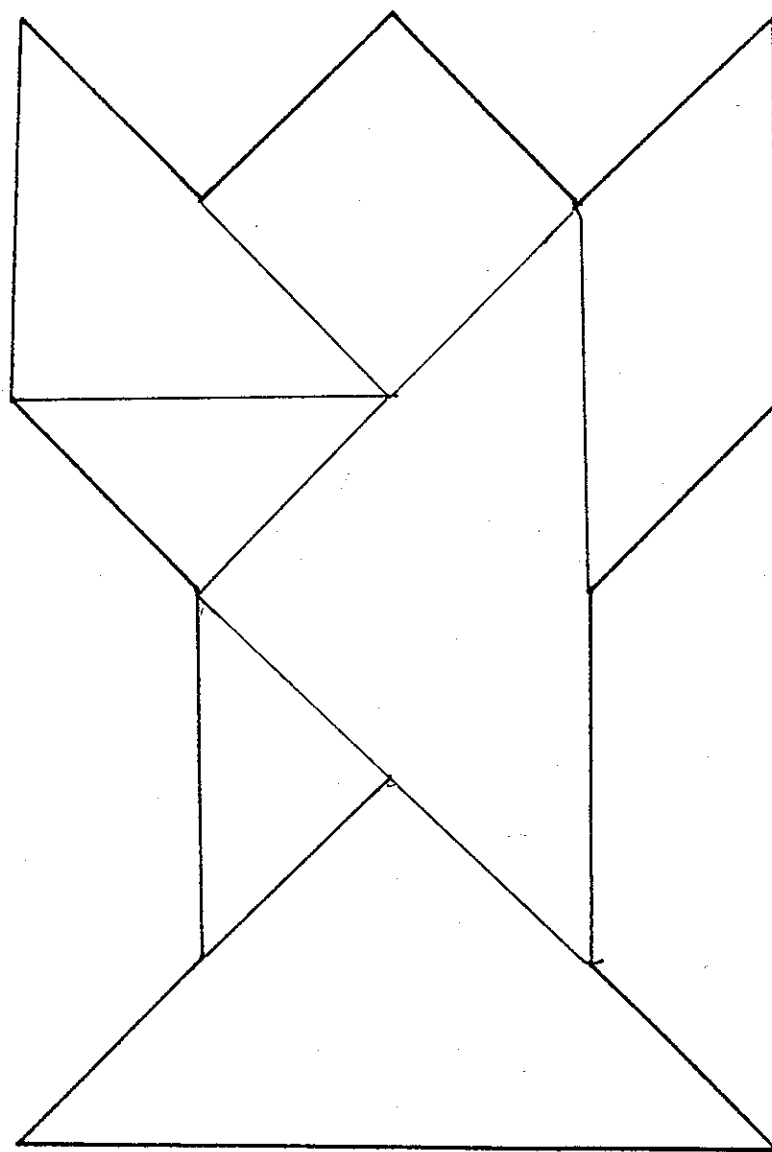


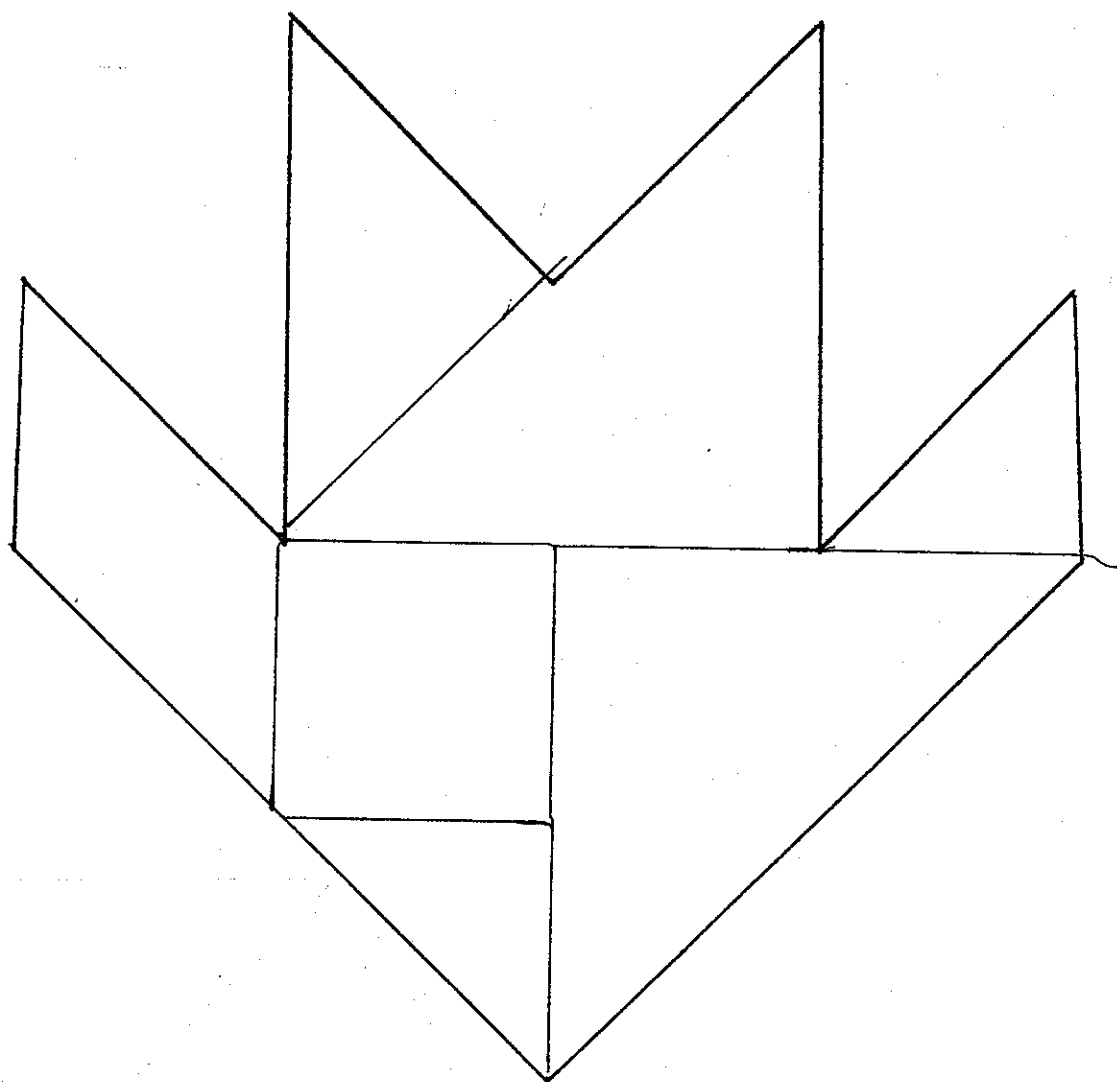


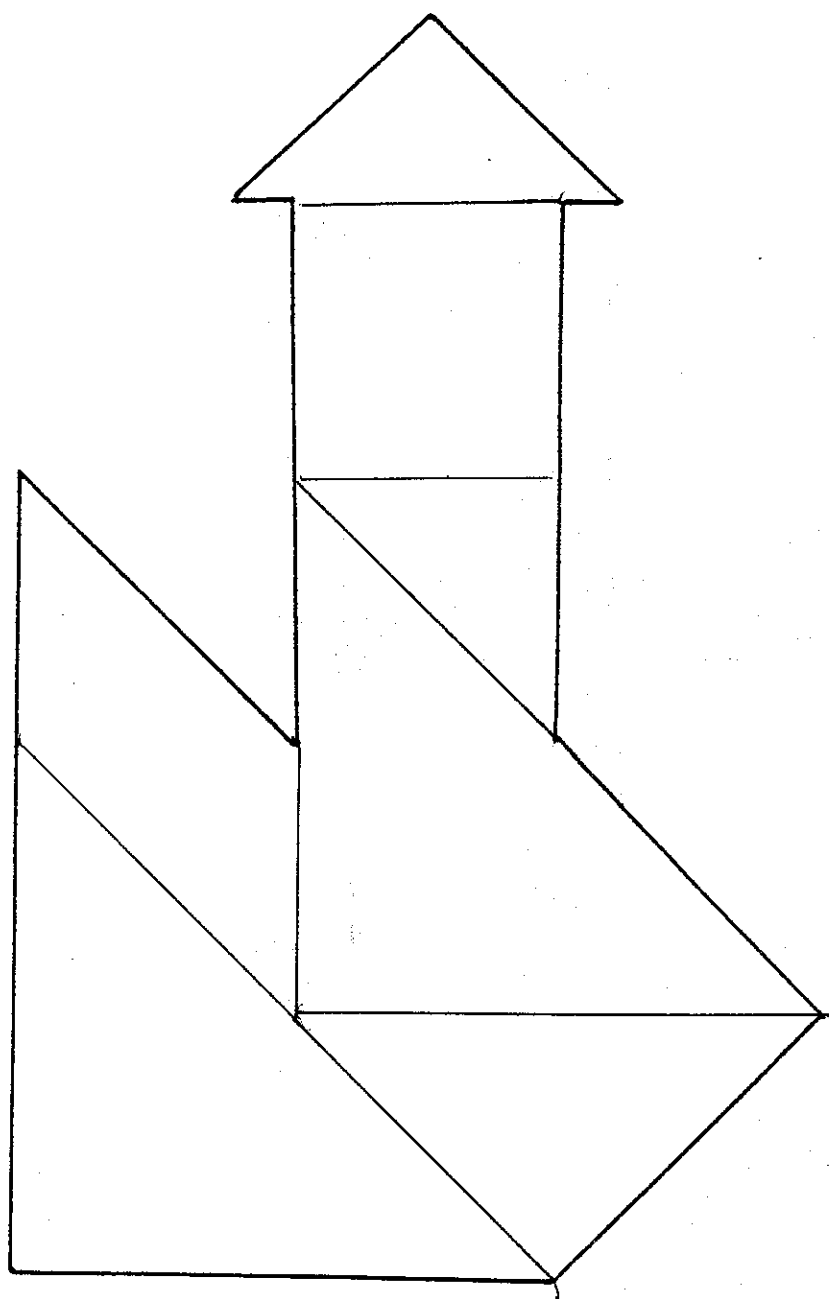




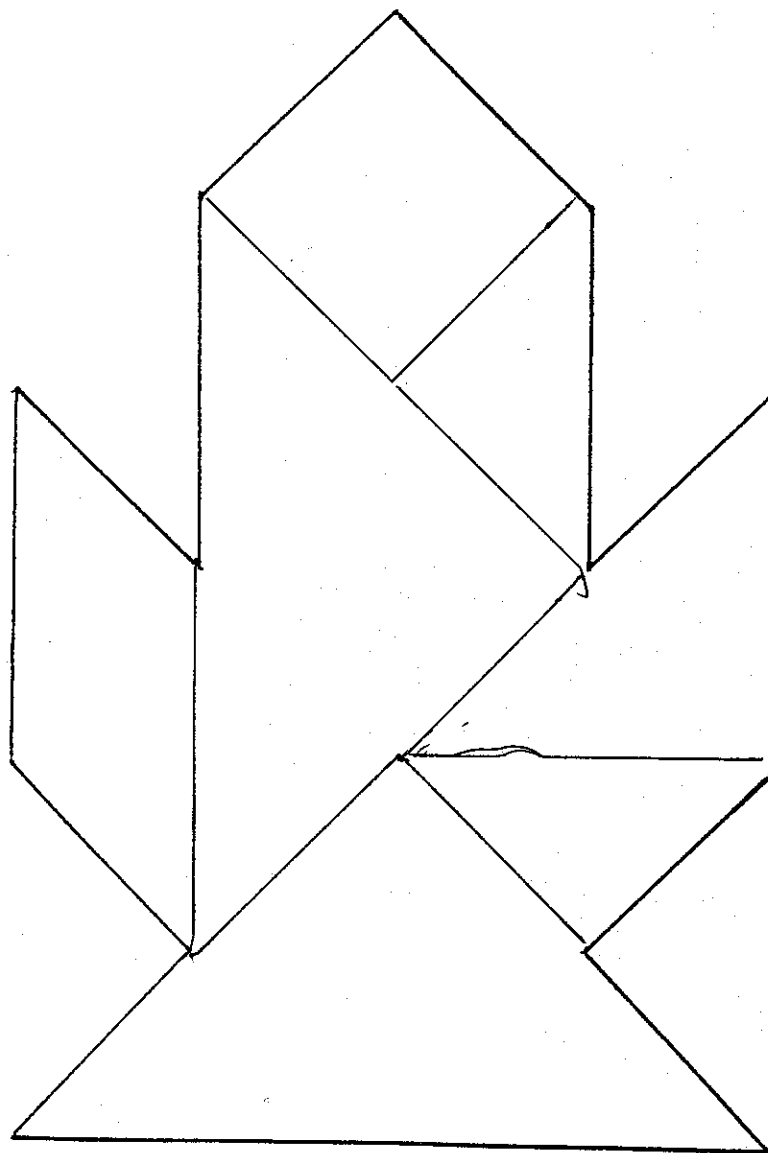


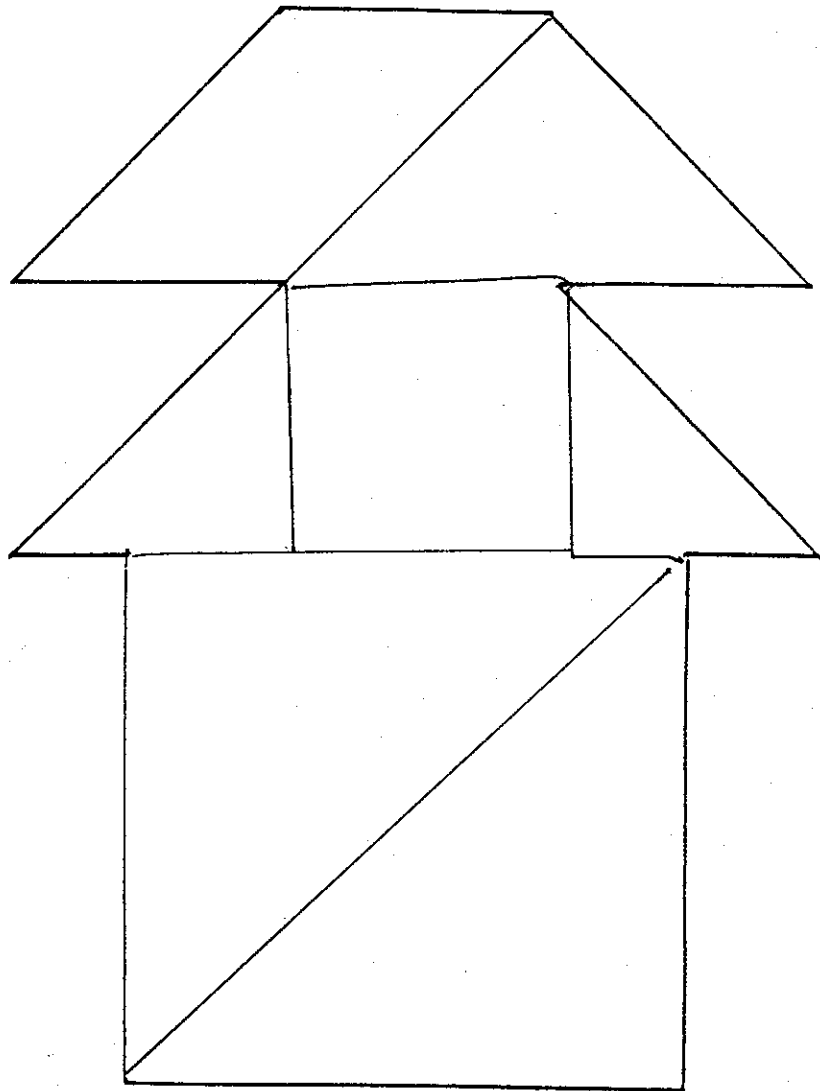


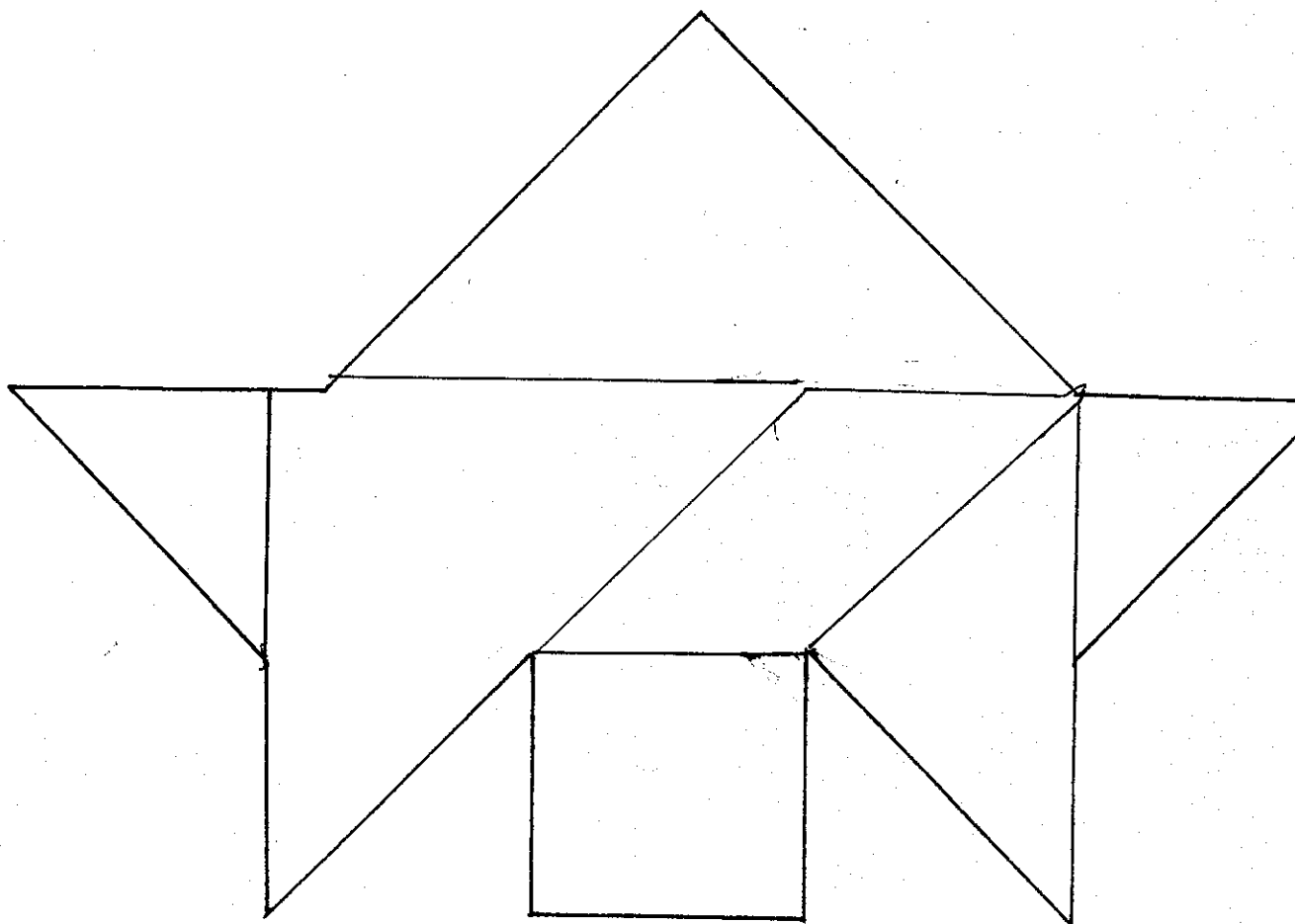


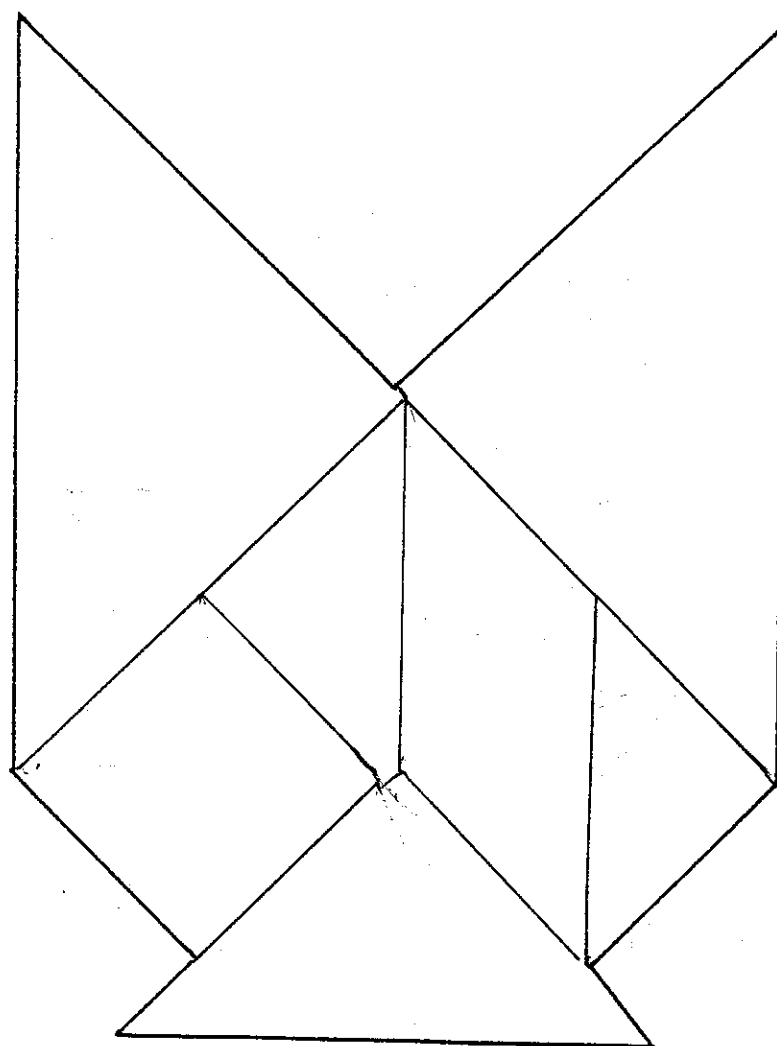


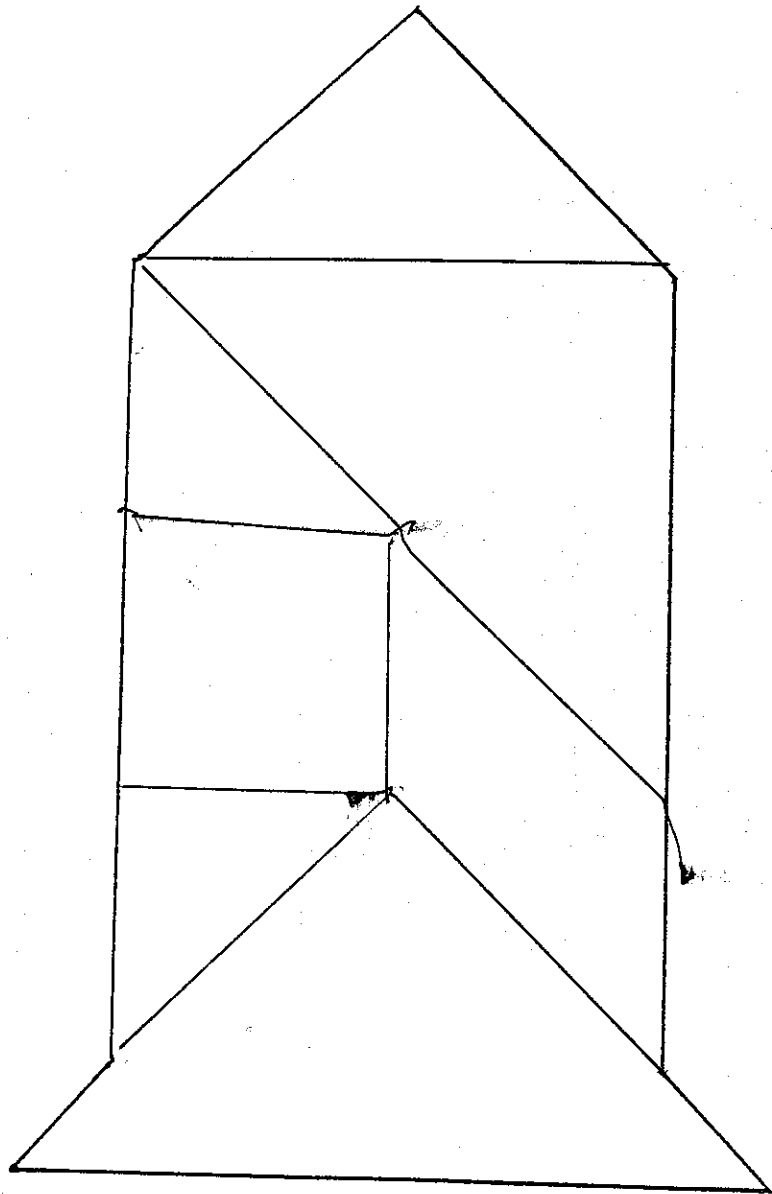


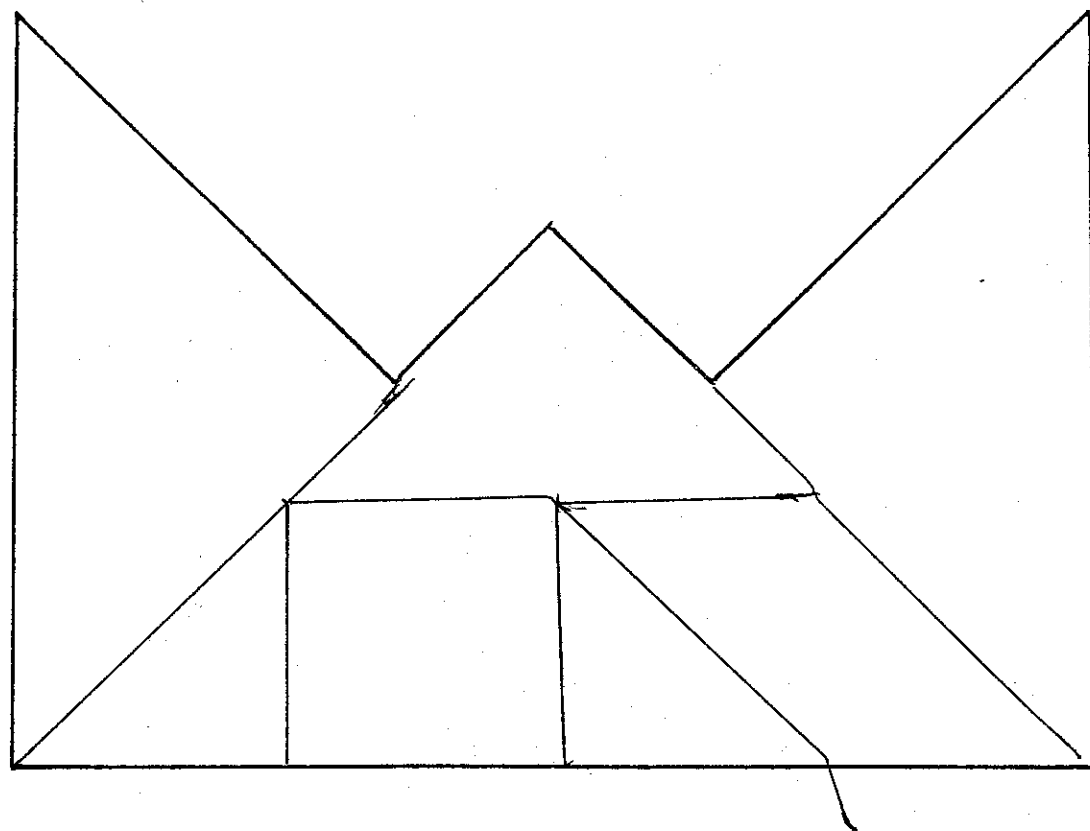


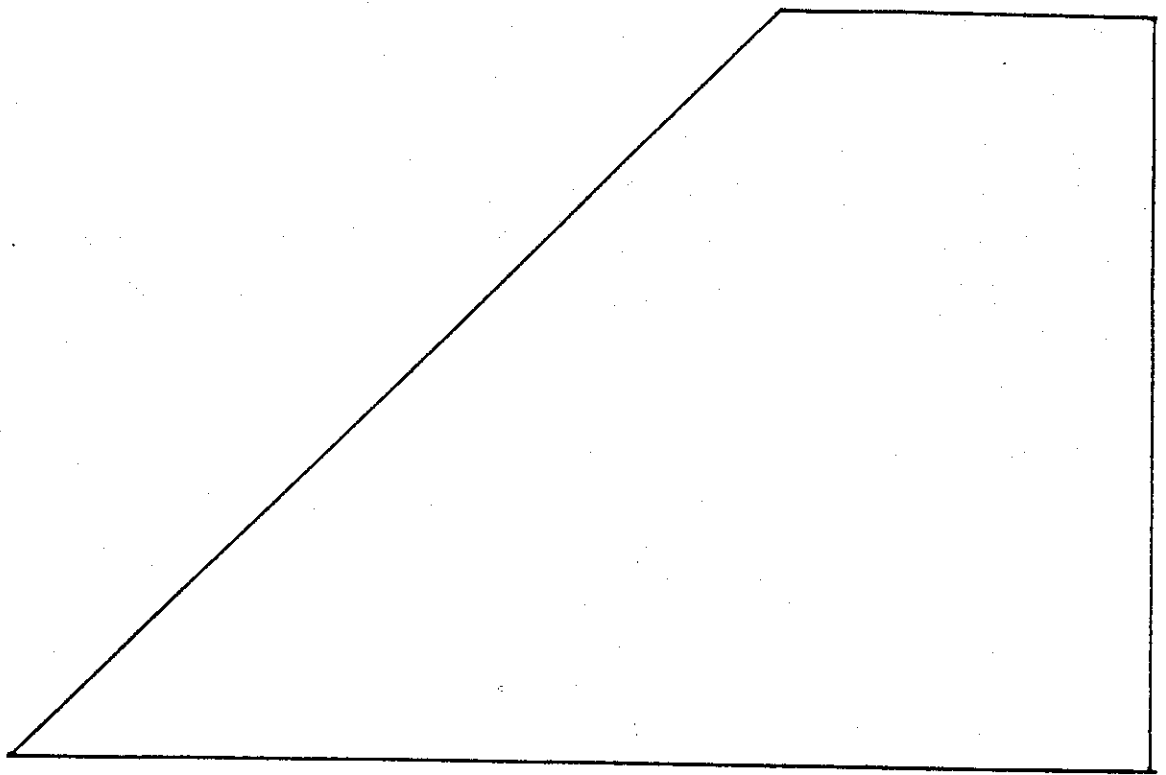


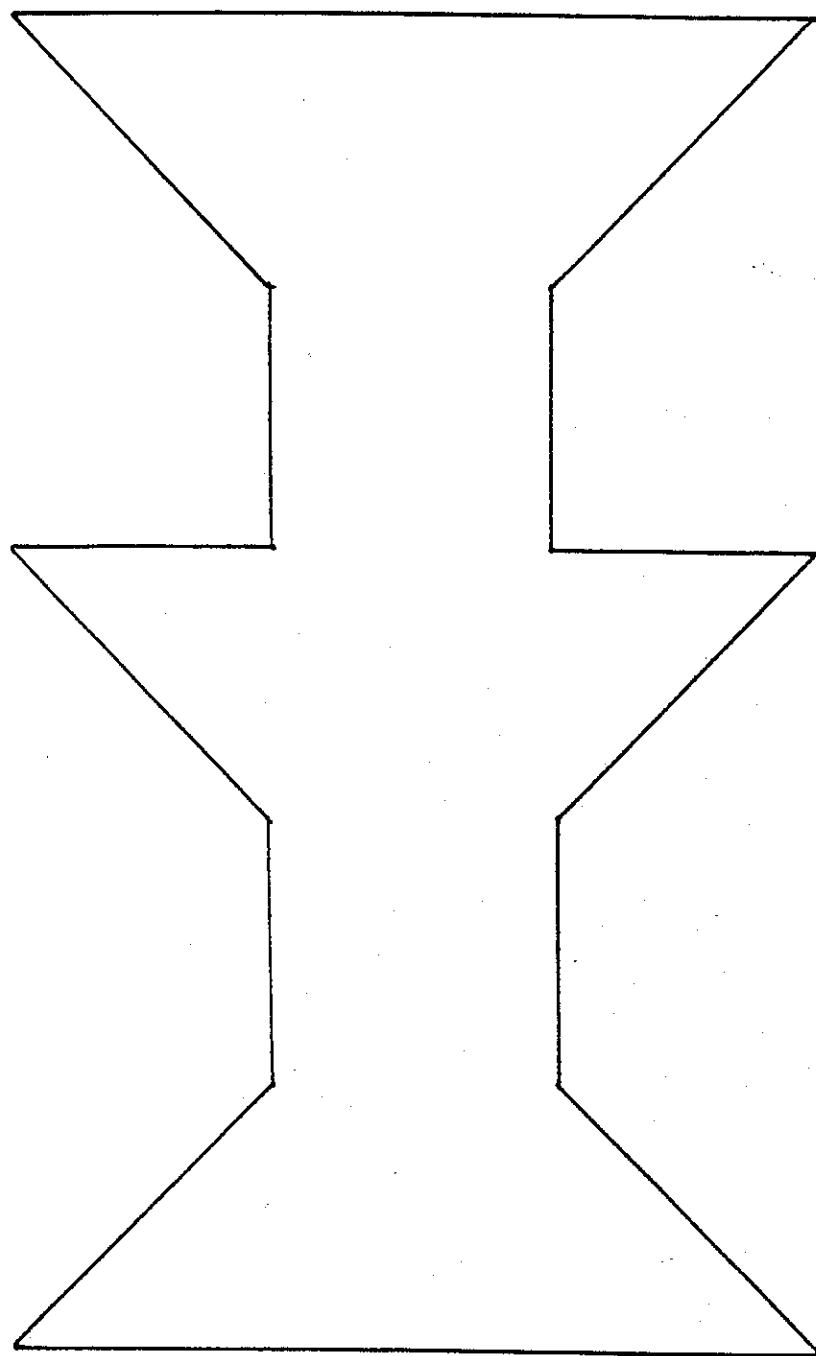




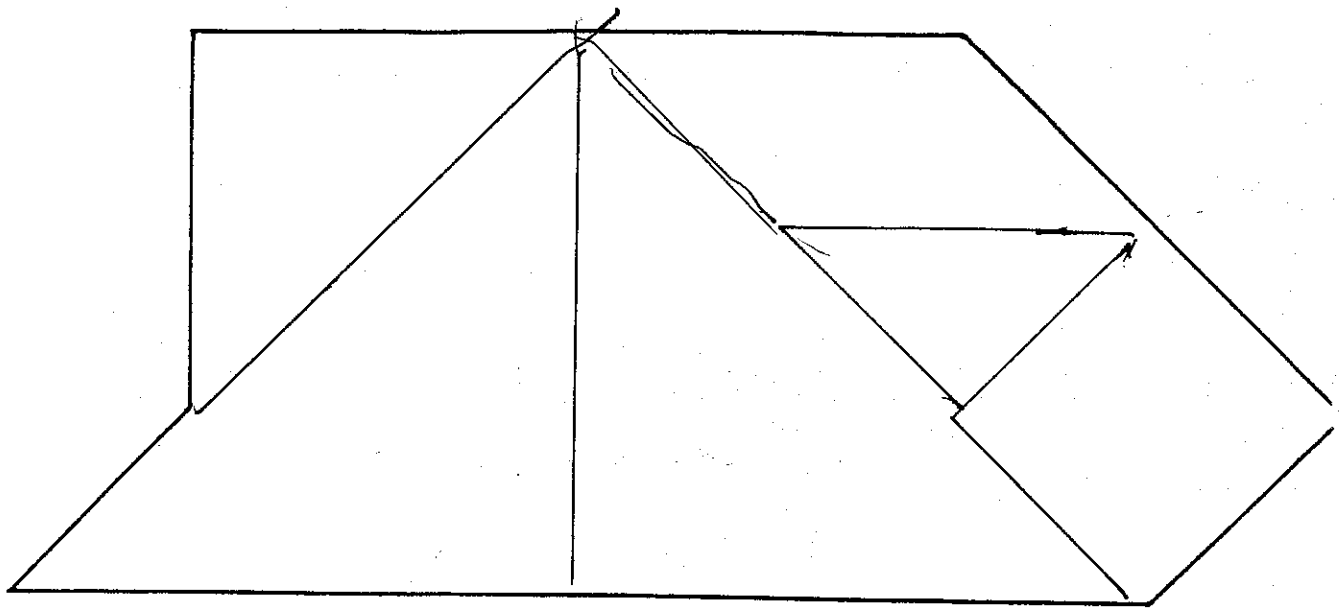












Doesn't use all of  
the pieces

