



Logik-Puzzle | Logic Puzzle |
Puzzle logique | Logické puzzle |
Gra logiczna (puzzle) | Logické
puzzle | Logikai kirakós játék |
Mantik bulmacası

(de) Produktinformation

(en) Product information

(fr) Fiche produit

(cs) Informace o výrobku

(pl) Informacje o produkcie

(sk) Informácia o výrobku

(hu) Termékismertető

(tr) Ürün bilgisi

IQ puzzle

de Dieses Logik-Puzzle ist ein abstraktes Rätselspiel mit 180 Aufgaben in 3 Schwierigkeitsstufen. Richtig gelegt ergeben die 12 Spielsteine in unterschiedlichen Farben und Formen eine Pyramide. Jede Aufgabe gibt je nach Schwierigkeitsstufe eine Anzahl von Spielsteinen vor.

Die schwarzen Felder sind zunächst frei und müssen dann mit den übrigen Spielsteinen komplettiert werden.

Beachten Sie: Aus produktionstechnischen Gründen können die Einzelteile farblich vom gezeigten Spiel abweichen.

Alle **Lösungen** finden Sie im Internet unter www.tchibo.de/anleitungen; suchen Sie nach der Artikelnummer 328 950.

en This logic puzzle is an abstract puzzle game with 180 tasks in 3 difficulty levels. Depending on how they are arranged, the 12 playing pieces in different shapes and colours form a pyramid. Each task presents you with a certain number of playing pieces depending on the level of difficulty. The black areas are open and must then be filled in using the remaining playing pieces.

Please note: Due to manufacturing reasons, the colours of the individual pieces may differ from those in the game shown.

All **solutions** can be found online at www.tchibo.de/instructions; enter the product number 328 950 in the box labelled "Bedienungsanleitungssuche" and click on "Suchen".

fr Ce jeu de réflexion logique est composé de 180 problèmes classés en trois niveaux de difficulté. Quand elles sont correctement placées, les douze pièces de couleurs et de formes différentes constituent une pyramide. En fonction du niveau de difficulté, chaque problème indique un certain nombre de pièces déjà placées, laissant vides des cases noires qu'il faut alors remplir avec les pièces restantes.

Attention: pour des raisons liées à la production, les couleurs des éléments composant le jeu peuvent différer de celles figurant sur les illustrations.

Toutes les **solutions** sont disponibles sur www.fr.tchibo.ch/notices; cherchez la référence 328 950.

cs Jde o abstraktní hlavolam se 180 úlohami rozdělenými do 3 stupňů obtížnosti. Správně sestavených 12 hracích dílků rozličných barev a tvarů tvoří dohromady pyramidu. V každé úloze je v závislosti na stupni obtížnosti určitý počet hracích dílků s předem stanovenou pozicí. Černá pole zůstávají na začátku prázdná a je potřeba je vyplnit zbylými hracími dílky.

Mějte na paměti: Z výrobně-technických důvodů se mohou barvy jednotlivých hracích dílků lišit od vyobrazení. Všechna **řešení** můžete nalézt na našich internetových stránkách www.tchibo.cz/navody. Výrobek vyhledáte zadáním čísla výrobku 328 950.

IQ Puzzle

IQ Puzzle

pl Ta gra logiczna (puzzle) obejmuje 180 abstrakcyjnych łamigłówek na 3 poziomach trudności. Dwanaście klocków - o różnych kolorach i kształtach - odpowiednio ułożonych, tworzy piramidę. W każdej łamigłówce znane jest ułożenie określonej liczby klocków dopasowanej do poziomu trudności. Czarne pola, które początkowo są puste, należy wypełnić pozostałymi klockami. Uwaga: Ze względów techniczno-produkcyjnych klocki mogą odbiegać kolorem od klocków w łamigłówkach przedstawionych w instrukcji. Wszystkie **rozwiązania** można znaleźć na stronie www.tchibo.pl/instrukcje; należy wyszukać numer artykułu 328 950.

sk Toto logické puzzle je abstraktným rébusom so 180 úlohami v 3 stupňoch obťažnosti. 12 hracích kameňov rôznych farieb a foriem vytvára po správnom uložení tvar pyramídy. Pri každej úlohe je v závislosti od stupňa obťažnosti určitý počet hracích kameňov vopred daný. Čierne políčka sú spočiatku voľné a musia byť následne vyplnené zostávajúcimi hracími kameňmi. Majte na pamäti: Z výrobných dôvodov sa môžu jednotlivé diely farebne líšiť od vyobrazenej hry. Všetky **riešenia** nájdete na internete na stránke www.tchibo.sk/navody; hľadajte podľa čísla výrobku 328 950.

hu Ez a logikai kirakó egy absztrakt kitalálós játék 180 feladattal 3 nehézségi fokozatban. Helyesen kirakva a 12 különböző színű és formájú játékelem egy piramist képez. Minden feladathoz nehézségi fokozattól függően különböző mennyiségű elemre van szükség. A fekete mezők először szabadon állnak és a maradék elemekkel kell őket kiegészíteni.

Vegye figyelembe: Terméktechnikai okokból az egyes elemek színe eltérhet a bemutatott játéktól.

A **megoldások** megtalálják az interneten a www.tchibo.hu/utmutatok weboldalon; írja be a 328 950-es cikkszámot.

tr Bu mantık bulmacası, 3 zorluk seviyesi olan 180 görevli abstre bir bulmaca oyunudur. Doğru yerleştirildiğinde çeşitli renklerdeki ve biçimlerdeki 12 oyun taşı bir piramit oluşturur. Her görev zorluk seviyesine bağlı olarak oyun taşlarından bir miktar belirler.

Siyah alanlar ilk olarak boş olmalı ve sonradan arta kalan oyun taşları ile tamamlanmalıdır.

Aşağıdakileri dikkate alın: Üretim teknolojisi nedenlerinden dolayı, bireysel parçaların rengi gösterilen oyundan farklı olabilir.

Tüm **çözümleri** internette www.tchibo.com.tr/kilavuzlar adresinde bulabilirsiniz; 328 950 ürün numarasını aramaya girin.

IQ Puzzle

Schwierigkeit • Difficulty • Niveau de difficulté • Obtížnost • Poziom trudności • Obťažnosť • Nehézségi fok • Zorluk	Nr. No. Č. Nr Szám	Anzahl der vorgegebenen Spielsteine • Number of pieces shown • Nombre de pièces déjà placées • Počet předdefinovaných hracích dílků • Liczba podanych kloceków • Počet vopred daných hracích kameňov • A megadott elemek száma • Önceden belirlenen oyun taşlarının miktarı
Elementary (einfach • elementary • facile • nízka obtížnost • łatwy • nízka • egyszerű • kolay)	1-2	~10
	3-10	~9
	11-26	~8
	27-42	~7
Intermediate (mittel • intermediate • moyen • střední obtížnost • średni • sredná • közepes • orta)	43-68	~6
	69-92	~5
	93-114	~4
Advanced (fortgeschritten • advanced • avancé • vysoká obtížnost • trudny • pokročilá • haladó • ileri)	115-150	~3
	151-180	~2



de ACHTUNG! Nicht für Kinder unter 36 Monaten geeignet. Kleine Teile. Erstickungsgefahr.

en WARNING! Not suitable for children under 36 months. Small parts. Choking hazard.

fr ATTENTION! Ne convient pas aux enfants de moins de 36 mois. Petits éléments. Risque d'étouffement.

cs POZOR! Nevhodné pro děti mladší 36 měsíců. Obsahuje malé části. Nebezpečí udušení.

pl OSTRZEŻENIE! Nie nadaje się dla dzieci w wieku poniżej 36 miesięcy. Drobne elementy. Niebezpieczeństwo udławienia.

sk UPOZORNENIE! Nevhodné pre deti do 36 mesiacov. Malé časti. Nebezpečenstvo udusenía.

hu FIGYELEM! Nem alkalmas 36 hónapos kor alatti gyermekek számára. Apró részek. Fulladásveszély.

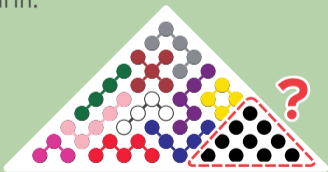
tr DİKKAT! 36 aydan küçük çocuklar için uygun değildir. Küçük parçalar nedeniyle boğulma tehlikesi.



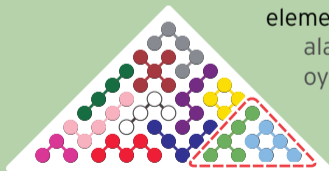
IQ Puzzle

Beispiel-Aufgabe und -Lösung • Example task and solution • Exemple de problème et de solution • Vzorová úloha a řešení • Przykładowa zagadka i rozwiązanie • Príkladová úloha a jej riešenie • Példafeladat és megoldás • Örnek görev ve çözümü

1. Vorgegebene Spielsteine einsetzen
Insert the pieces as shown. Mettre en place les pièces comme indiqué. Rozmístěte hrací dílky s předem stanovenou pozicí. Rozmiešćić wskazane klocki w odpowiednich miejscach. Poukladajte vopred určené hracie kamene. Helyezze be a megadott elemeket. Belirlenmiş olan oyun taşlarını yerleştirin.



2. Schwarze Felder mit den übrigen Spielsteinen auffüllen. Fill in the black areas with remaining pieces. Remplir les cases noires avec les pièces disponibles. Černá pole vyplňte zbylými hracími dílky. Czarne pola uzupełnić pozostałymi klockami. Zostávajúce čierne polia zaplňte zvyšnými hracími kameňmi. Töltse fel a fekete mezőket a maradék elemekkel. Siyah alanları arta kalan oyun taşları ile doldurun.



IQ Puzzle

Elementary | 1

1



2



3



4



5



6





Elementary | 3

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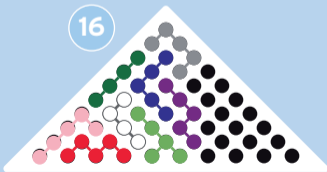
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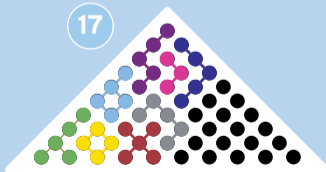
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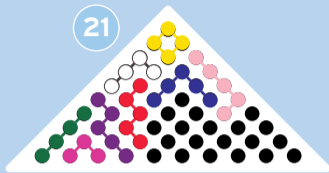
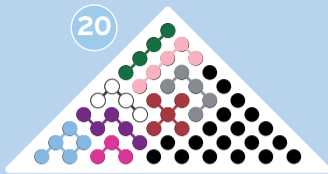


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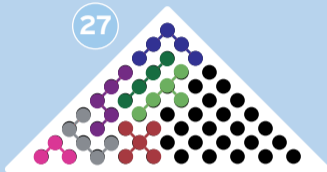




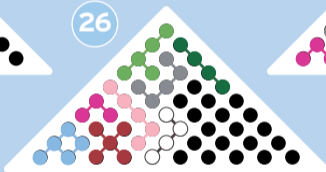
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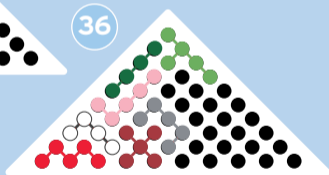
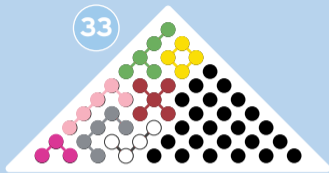
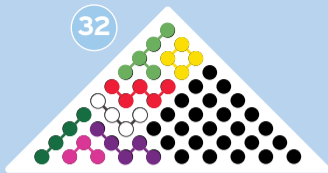
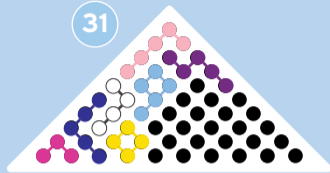


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Elementary | 7

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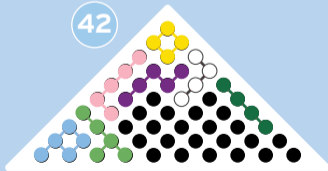
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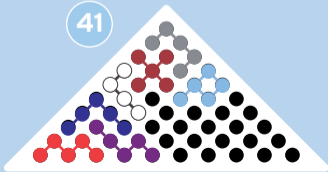
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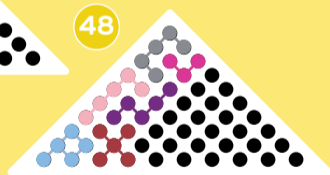
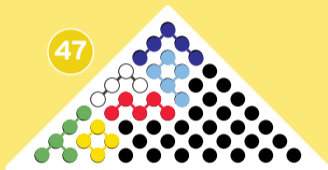
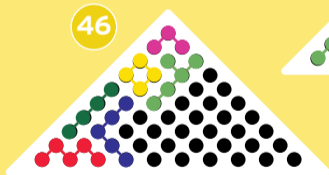
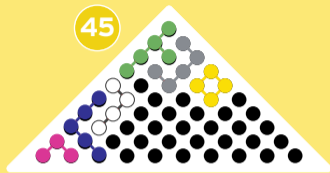
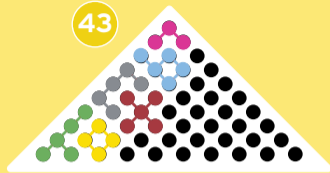


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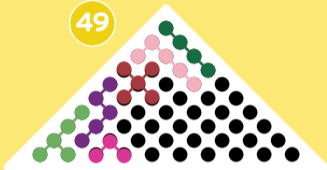




Intermediate | 1

Intermediate | 2

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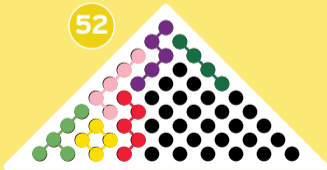
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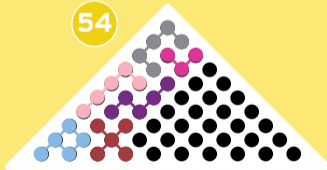
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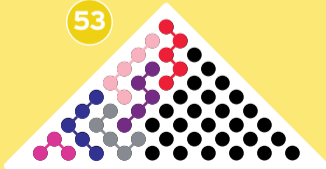
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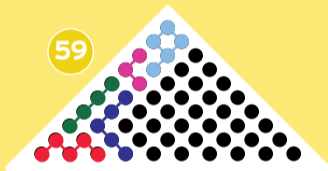
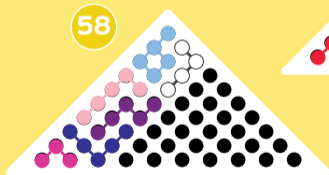
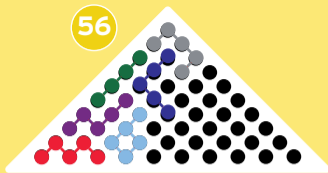
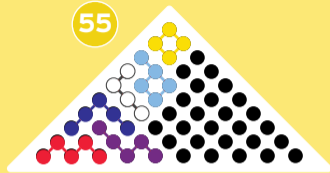


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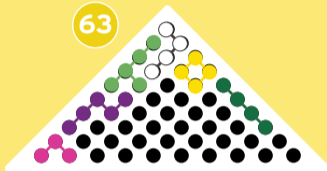


Intermediate | 3

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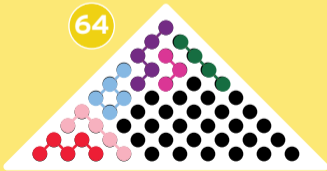
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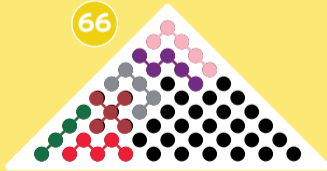
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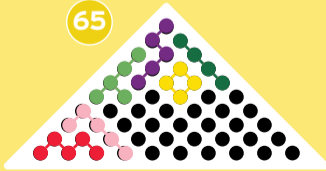
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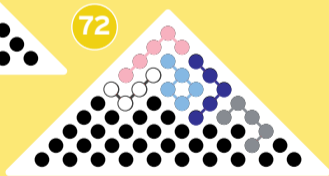
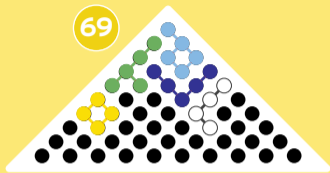
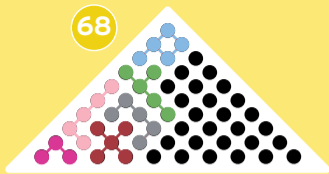
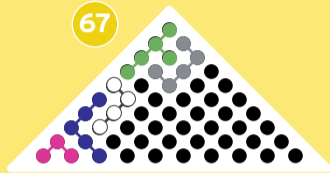


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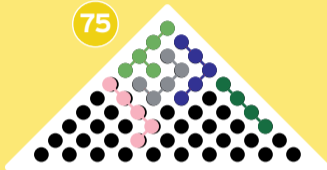
Intermediate | 5

Intermediate | 6

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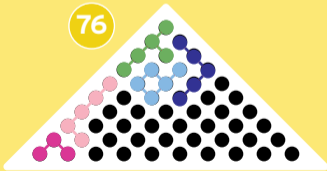
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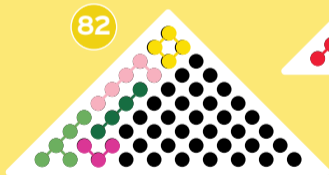
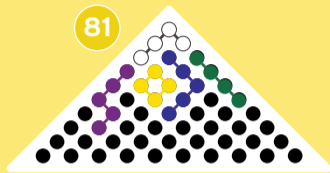
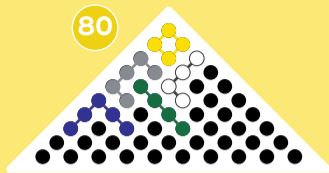
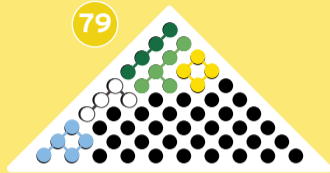


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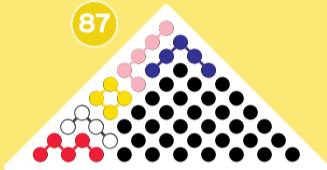
Intermediate | 7

Intermediate | 8

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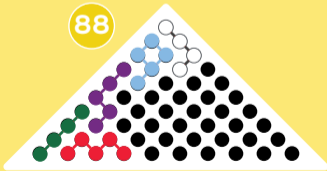
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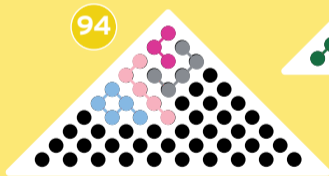
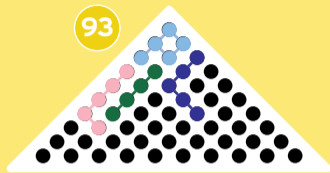
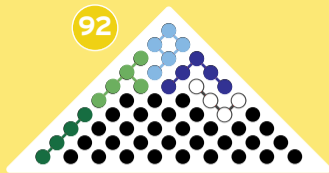
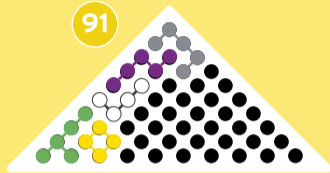


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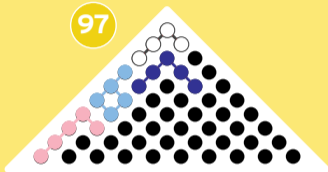
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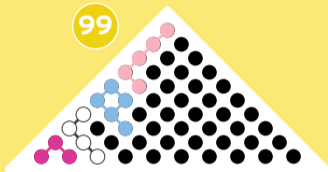


Intermediate | 10

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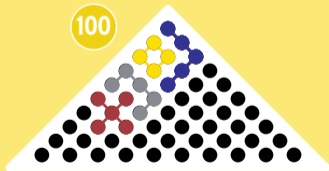
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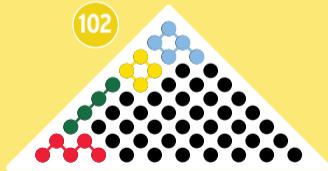
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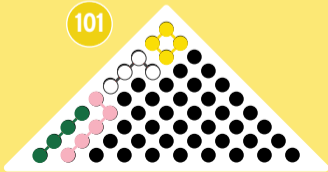
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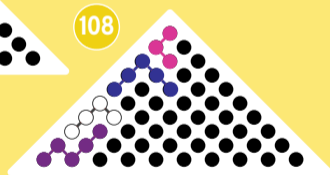
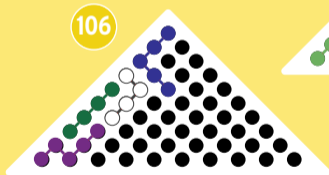
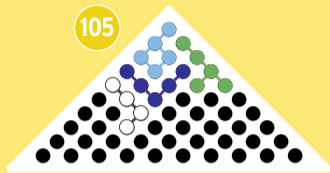
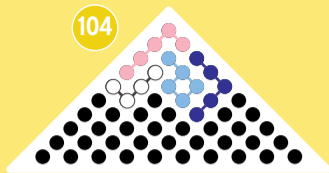
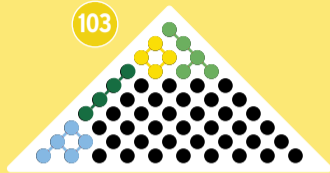


102



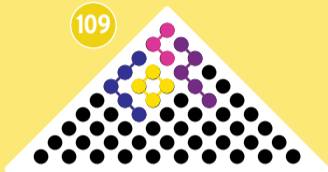
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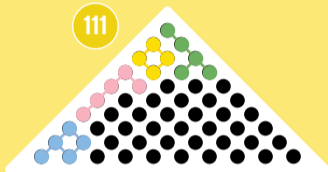


Intermediate | 12

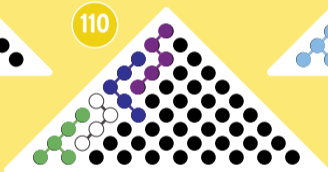
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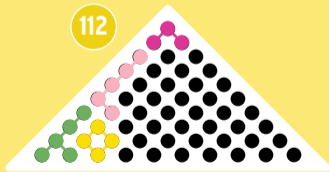
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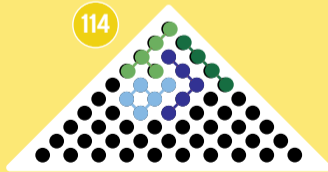
110



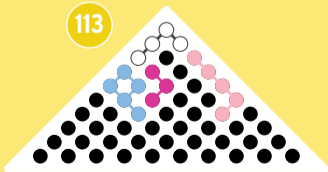
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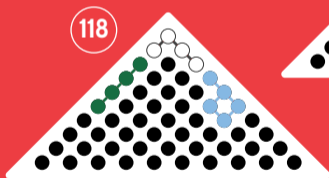
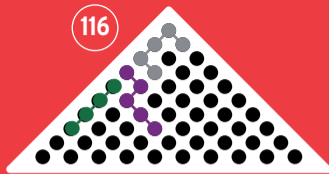
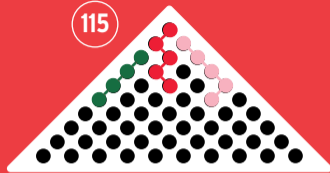


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Advanced | 1

Advanced | 2

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123



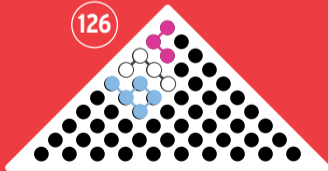
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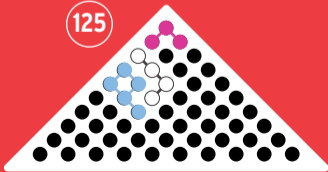
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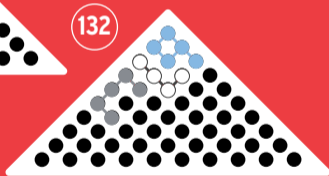
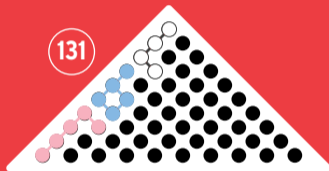
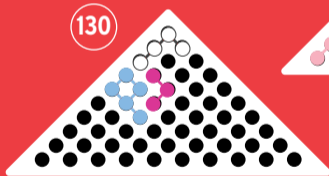
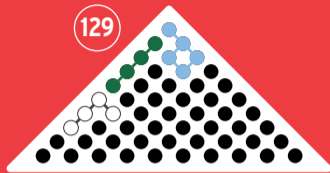
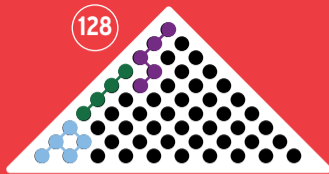
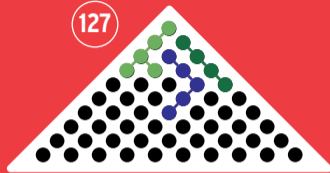


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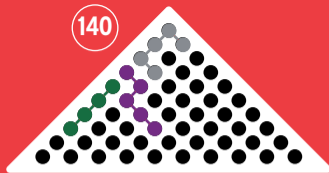
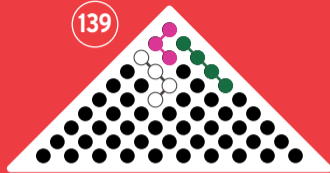


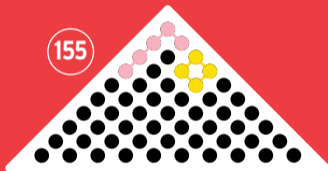
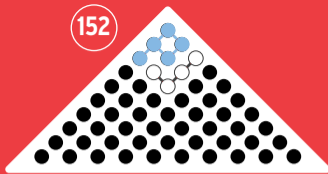
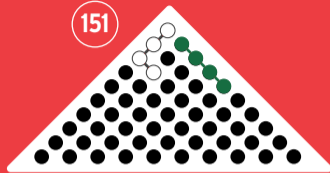
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Advanced | 8

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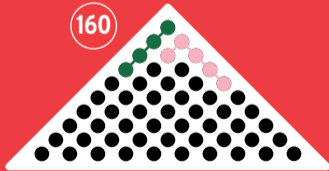
159



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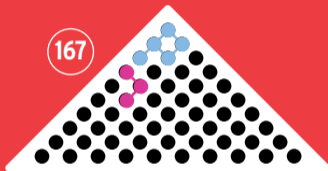
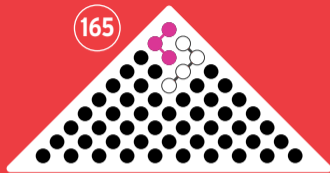
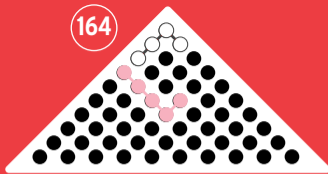
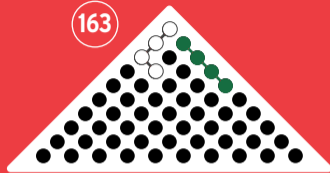


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Advanced | 10

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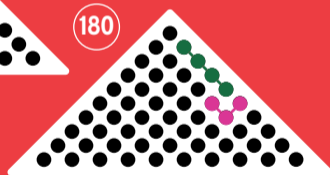
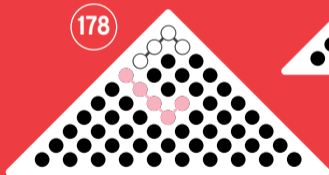
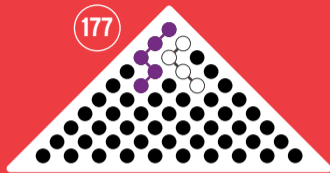
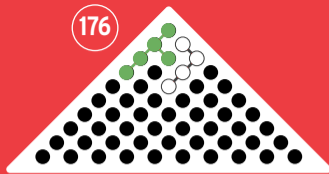
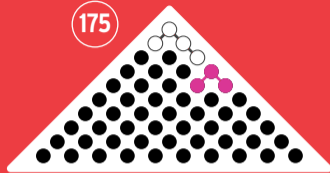


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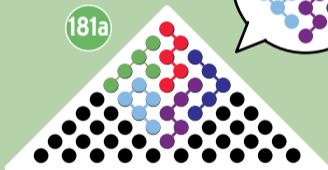




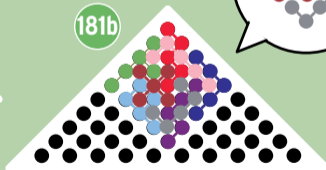
Special | 1

3D-Pyramide • 3D pyramid •
Pyramide en 3D • 3D pyramida •
Piramida 3D • 3D pyramída •
3D piramis • 3D piramidi

181a

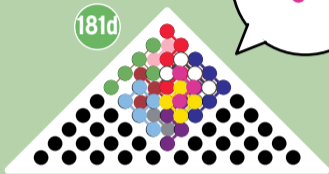


181b

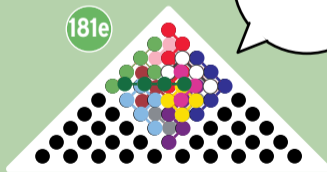


181c



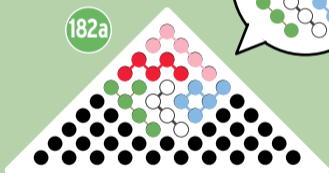


Den letzten Spielstein schräg in die verbliebene Lücke einsetzen. • Fill in the gaps diagonally with the remaining pieces. • Mettre la dernière pièce en position oblique dans l'espace restant • Poslední hrací dílek vložte zešikma na zbylé volné místo. • Ostatni klocek umieścić ukośnie w powstałej luce. • Posledný hrací kameň vložte do zostávajúcej medzery zošikma. • Helyezze az utolsó elemet ferdén a megmaradt résbe. • Son oyun taşını geriye kalan boşluğa eğik olarak yerleştirin.



3D-Pyramide • 3D pyramid •
Pyramide en 3D • 3D pyramida •
Piramida 3D • 3D pyramída •
3D piramis • 3D piramidi

182a

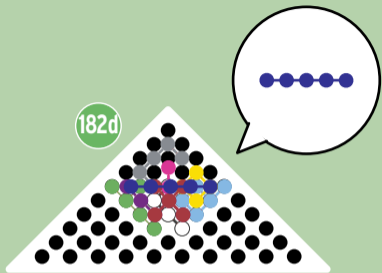


182b



182c





Den letzten Spielstein schräg in die verbliebene Lücke einsetzen. • Fill in the gaps diagonally with the remaining pieces. • Mettre la dernière pièce en position oblique dans l'espace restant. • Poslední hrací dílek vložte zešikma na zbylé volné místo. • Ostatni klocek umieścić ukośnie w powstałej luce • Posledný hrací kameň vložte do zostávajúcej medzery zošikma. • Helyezze az utolsó elemet ferdén a megmaradt résbe. • Son oyun taşını geriye kalan boşluğa eğik olarak yerleştirin.



Lösungen unter | Solutions at | Les solutions sont disponibles ici
Řešení naleznete na | Rozwiązania można znaleźć na | Riešenia
nájdete na | A megoldásokat megtalálja | Çözümleri şu adreste
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Artikelnummer | Product number | Référence | Číslo výrobku
Numer artykułu | Číslo výrobku | Cikkszám | Ürün numarası : 328 950