The ultimate book on tangrams is *The Tangram Book*, published in 2003 and edited by Jerry Slocum. One of the contributors of the book, Geert Bekkering, is a good friend of mine, and together with him and Rob van Linden, owner of the website HONGS (Historisch Overzicht Nederlandse Gezelschapsspellen), we are trying to locate as many volumes as possible of the Dutch publication "Kinder-Courant" (Childrens-Paper) and to learn more about these works.

N.B. Previous issues of the Quarterly, featured several of my articles from Kinder-Courant including examples from game collections and thereafter ‘working’ through the stored publications held at the “Koninklijke Bibliotheek” (Royal Library).

In the Kinder-Courant Volume 1893-1894 we find on page 152 the description (Onze Plaat) (Our Print) and the picture of the "figureenspel" (Bijvoegsel tot de Kindercourant No. 38), obviously a tangram, however not mentioned in *The Tangram Book*.
ONZE PLAAT.

"Just with the rainy period starting, we present this week a pastime for inside (the house F. H.), hoping, that, if we publish now in preparation (for which the first part will appear in 14 days) good weather forecasts will then permit to have much fun outside.

This game is a ‘figureospel,’ that for lots of hours will keep you busy and amused. Take a piece of cardboard the size of the big square presented on your print, paste the square at it, then cut with a sharp knife exactly at the lines 1-2, 3-4, 5-6, 7-8, 8-9 and 10-11, thus getting 7 pieces with which you can form all the figures, shown in black on the print.

It is more elegant to cover the 7 pieces with colored paper on both sides.

Strange thing is you need—for all of the figures (besides the ‘schilderij’ and the ‘brilslang’)—all 7 pieces, thus, how odd it seems that all of the figures have the identical surface size. Both ‘named’ figures are formed with 14 pieces, which is why you have to draw one more square, divided as shown on your print, and cut into pieces.

Try in your spare time to form all of the figures. Some will be hard to solve, but in a few weeks we will publish the solutions so you can convince yourself you did a good job, while the figures that were too hard to solve will give you no problems anymore.”

N.B. The above description is not in “modern Dutch.” Not being familiar with the language I have attempted to follow along and translate it as best as possible!

—F.H.
And on Print 31 the next set of puzzle assignments was published:

The heading is: CHINESE FIGUREN (Chinese Figures) and the shown "Tangram"—this name was not known then!—is completely different from what was published anywhere up to that point.

It seems the designer had a vague idea about the published "Chinese Puzzles," because he employed 7 pieces with 5 triangles, a square, and a parallelogram. However, there are only 4 different sizes represented by the pieces, so it is not the "Original Tangram."

No further explanation can be found, but this "CHINESE FIGUREN-game" from 1852 and the first described 'FIGURENSpiel-game' from 1893 will be (for sure) a nice addition to the Dutch chapter in Slocum's book.

But again, new information on TANGRAMS turned up!

"Das Verlegenheitspiel."

Apart from a story about China the following was said about the Game:

"Das Verlegenheitspiel! Werdet ihr auffinden, liebe Kinder, was ist das wohl für ein Spiel? Ihr sollt es gleich erfahren; es ist ein Spiel, welches vor mehreren Jahren durch die Engländer aus China gebracht wurde. China bringt es ja wohl schon recht gut, wie es ihnen auch in Nr. 7 dieser Blätter schon viel von diesen Sagen haben wir. Es ist wie das Verlegenheitspiel; die Engländer nennen es in ihrer Sprache The new chinese puzzle, wobei man es auch oft das Pergamentennamen hat. Von diesem Spiele erhalten wir für diesmal 3 Figuren; ihr seht ja die 3 verlängerten Wörter. In dem einen hat dir Abdruck, Ziffer, Ziffer, einen Thun u. a. u. viel gibt es von Schatzsuchen; auf dem zweiten erhält ihr einen Kriege, der mit einer Pause beginnt, eine Pause, eine Pause, auf dem dritten ist eine fließende, fließende hannoverische Tabelle zusammengesetzt, und auf dem vierten gewährt euch endlich dem Krug, den Kegel und den Unterschied zwischen zwei Lufthäupten, es könnt ihr sie an der Tafel herausfinden.

Es gesteht seit einer Zeit, die aber noch hart sei, dass die Abdrucke genauso auseinander wachsen. Man tut wohl recht aufs Korn, was man zu sagen, und schneidet nur nicht in den Tafel, sondern in den Tafeln herausreissen.

Die schneiden 2; jedes unter jedes andere sowie; es ist von der Tafel, die auf die Mitte eines 1893 figürlich Zeichnengabe von den Tafeln, partt auf die Mitte eines einen 1893 figürlich Zeichnengabe von den Tafeln, partt auf die Mitte eines, das in der Tafel, dass die Abdrucke genauso auseinander wachsen. Man tut wohl recht aufs Korn, was man zu sagen, und schneidet nur nicht in den Tafel, sondern in den Tafeln herausreissen.

Das Verlegenheitspiel was published:

This paper was published every other week and included two prints and some text pages, as explained in the Heading:

"This work is published at the same time in the French language by F. C. Heiss from Strasbourg; in the English language by A. Schloss from London, Strand 109; and in the Russian language by Georg Eggers from Reval. Every 14 days, two prints with explanation will be delivered. The subscription rate for a one-year German publication amounts to fl. 5. 36 fr. oder rth. 3. 8 gr. sachs. Colored fl. 11. — oder rthl. 6. 8. gr.

Separate prints, without text, each cost 6 fr. ober 1 1/2 gr. Colored: 12 fr. ober 3. gr. sachs.

All book and art dealers will always take orders for this (publication F.H.)."

Here is explained where the puzzle originated: China. Also stated, that English people brought the game several years ago to the West. That is why they (the English people) call this "Verlegenheitspiel" (Embarrassment game) in their language 'The new Chinese Puzzle,' or sometimes using the word 'puzzlegame.'
N.B. For Geert this was a welcome addition to his research on puzzles because in the publication the term "puzzle" is used, for the first time, in a German text.

The puzzler has to cut out the following pictures, resulting in 3 puzzles: 1) 'some Buildings'; 2) 'a praying Nun'; and 3) 'a Chicken'.

So here again we have a nice addition to Slocum's *The Tangram Book*, but this time for the German chapter, where the name is mentioned but no pictures, because they hadn't been found yet, were published!

N.B., but only to complete:
The second Print was "a Mathematical Quadrat," the well-known puzzle: 'How to form a large square with 5 small squares with each square cut identical into 2 pieces.'

Many thanks to Geert Bekkering, Rob van Linden, and the "Koninklijke Bibliotheek" for their much needed, appreciated, and valuable contributions and advice. F.H. [ADD]