

Spielanleitung

STOCS[©]

Techniken und Ideen zum Knoten und Bauen

Schwierigkeiten

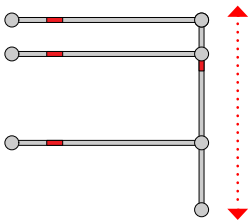
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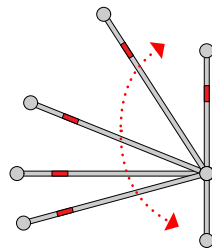
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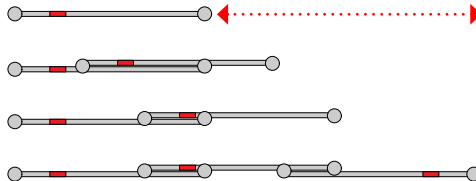
Konstruktionssystem



STOCS kann man überall befestigen



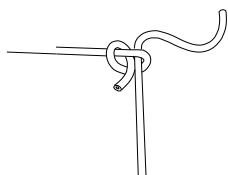
Jeder Winkel ist möglich



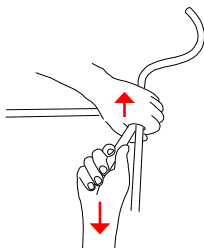
Durch das Zusammenbinden der STOCS kannst du Länge einfach verdoppeln oder verdreifachen

Wie machst du die Knoten?

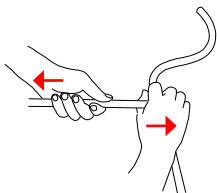
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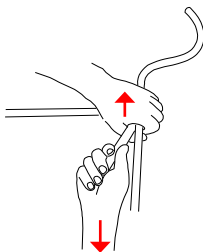
1



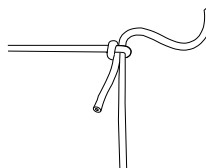
2



3



4



5

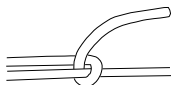
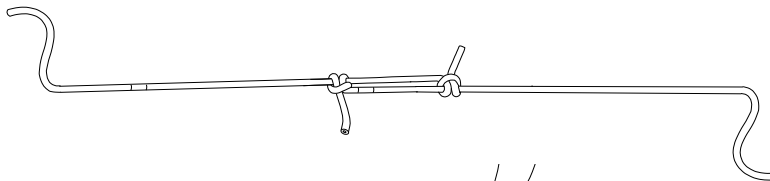
Die halben "Stekknoten" ermöglichen dir zu bauen wie und was du willst.

Verbinde die flexiblen Enden an die festen Teile der STOCS

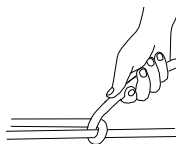
Jetzt kräftig festziehen.

Wie werden meine STOCS extra lang?

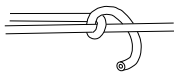
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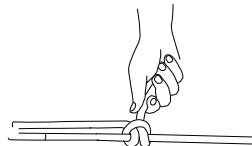
1



2



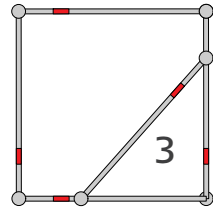
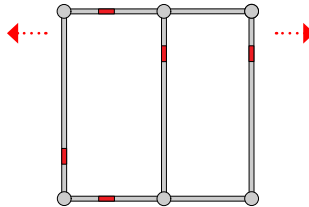
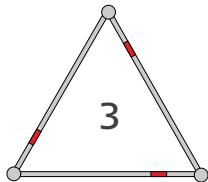
3



4

Wenn du längere
STOCS brauchst
dann kannst du sie
einfach clever ver-
längern. Du kannst
alle Größen die du
möchtest kreieren.

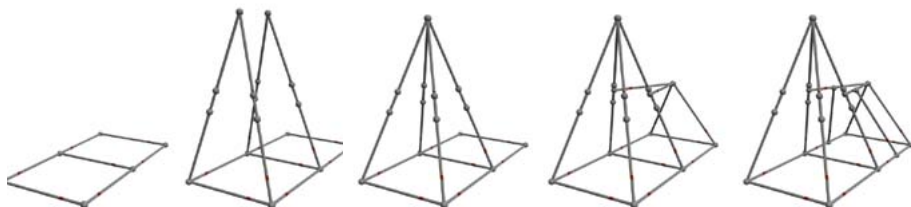
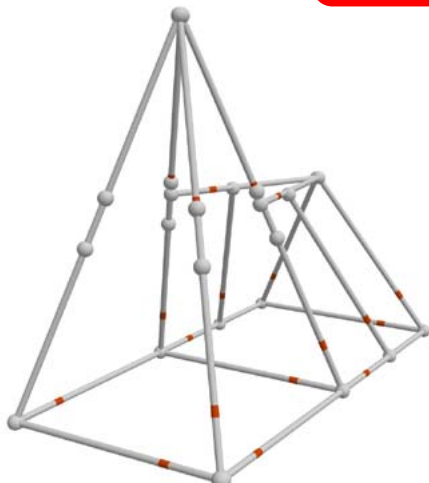
Stabilität



Vierecke sind nicht stabil. Dreiecke hingegen sind sehr stabil und behalten besser ihre Form.

Turm und Anbau

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1

2

3

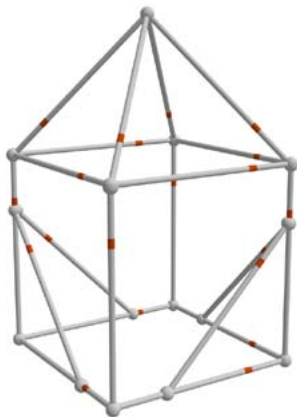
4

5

Spielhaus



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20 stocs



1



2



3



4

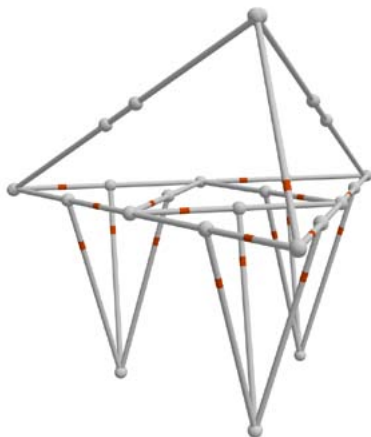


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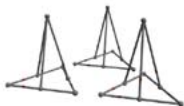
Moonwalker



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23 stocs



1



2



3

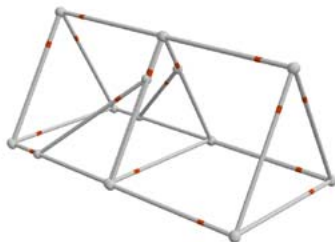


4

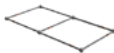
Zelt



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18 stocs



1



2



3



4

Fusbal Tor



10 stocs



1

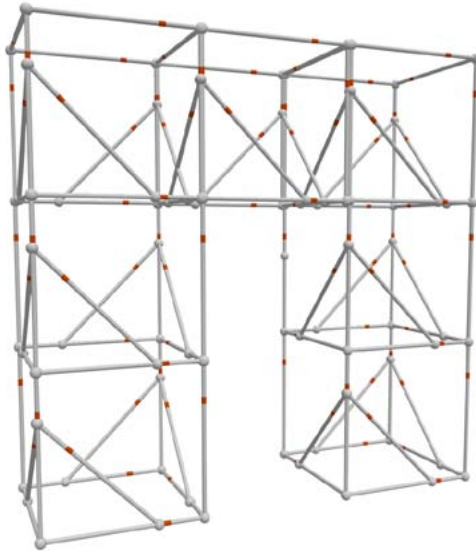


2



3

arc de triomph

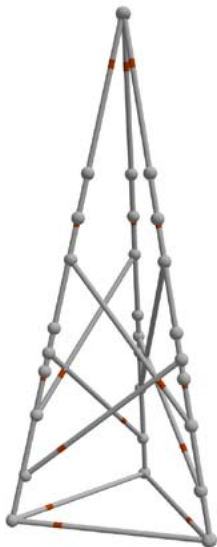


96 stocs

tipi



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18 stocs



1



2



3



4

Wolkenkratzer



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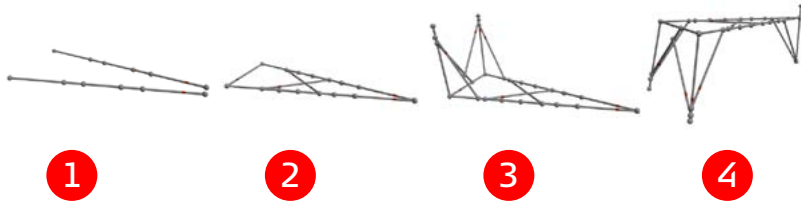


44 stocs

Pferd



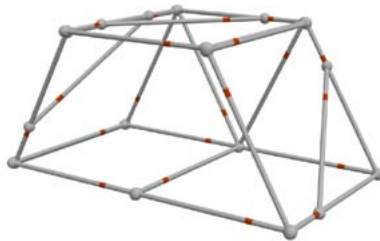
23 stocs



Zelt



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19 stocs