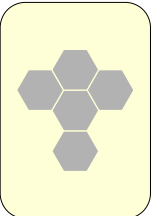
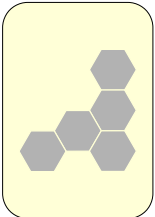
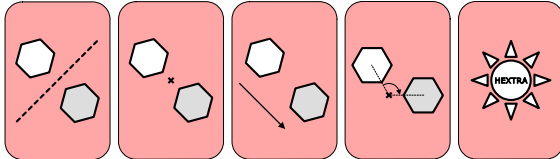
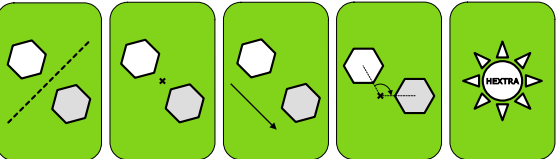


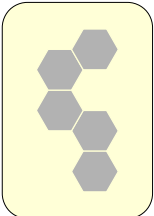
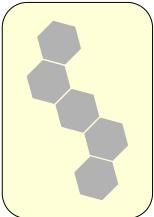
Orange



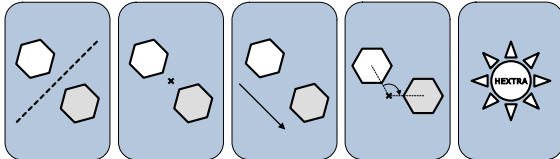
Vert



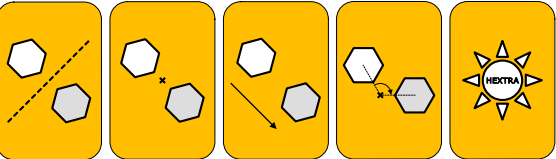
Rose



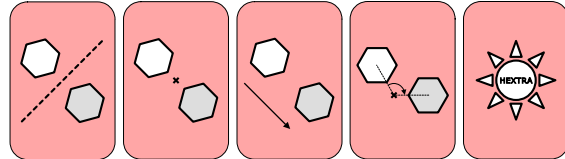
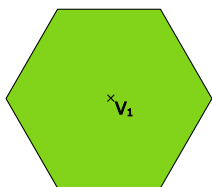
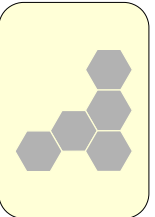
Bleu



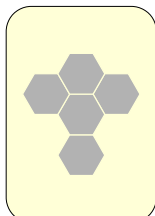
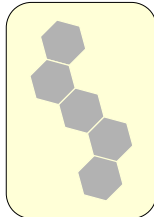
But du jeu de l'HEXTRA : être le premier à réaliser son MOTIF.



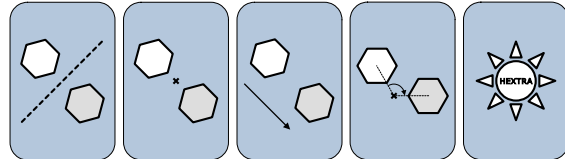
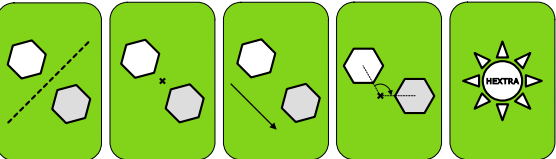
Orange



Rose

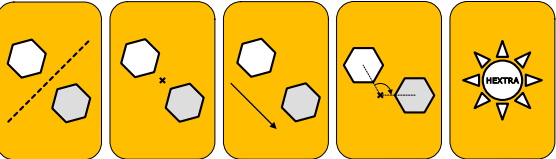


Vert

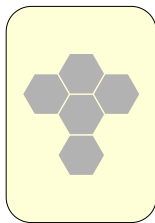
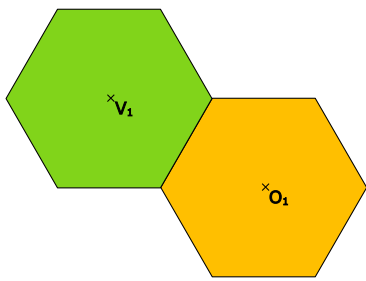
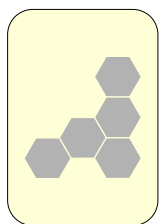


Bleu

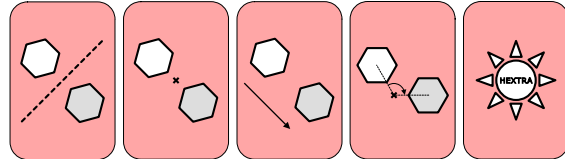
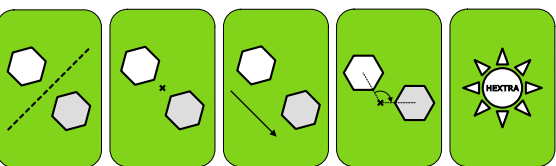
Vert est le plus jeune : il commence et positionne sa première TUILE (de centre) V_1 .



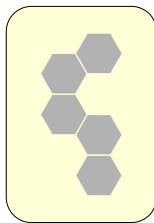
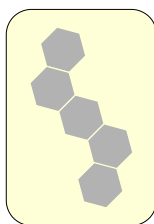
Orange



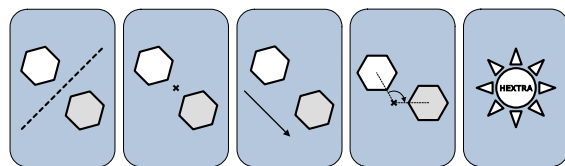
Vert



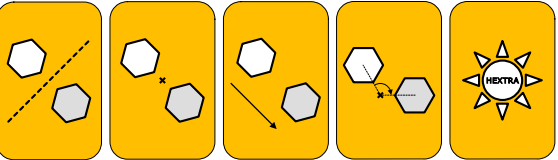
Rose



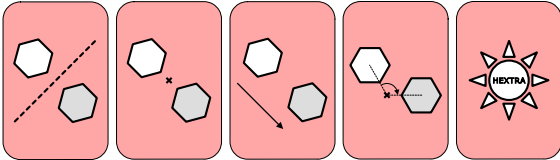
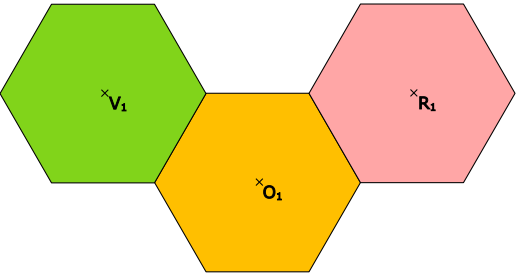
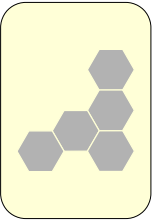
Bleu



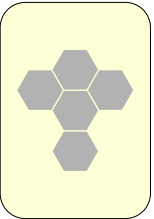
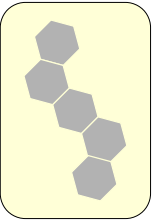
Puis Orange pose sa première TUILE (de centre) O_1 de façon contiguë à celle de Vert.



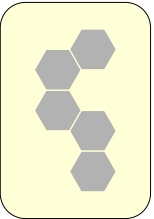
Orange



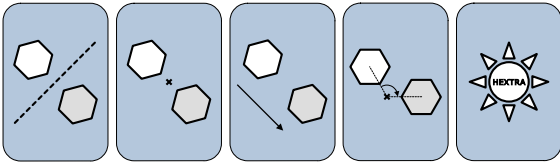
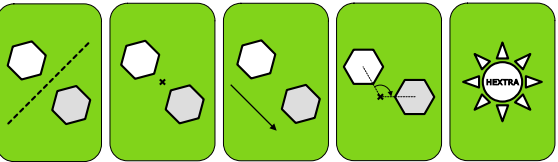
Rose



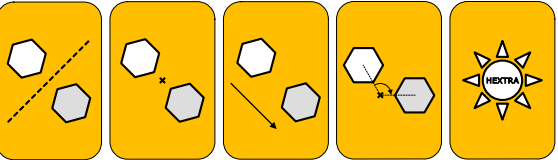
Vert



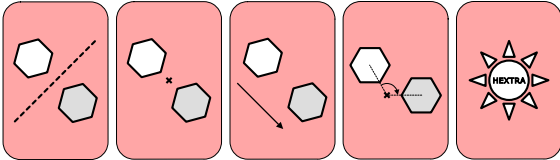
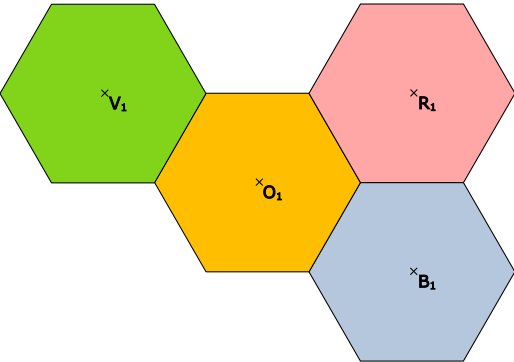
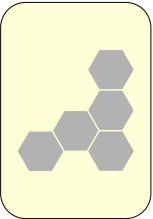
Bleu



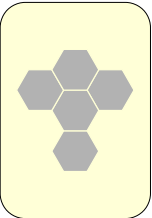
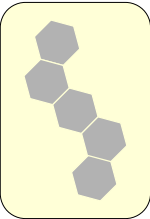
Rose pose ensuite sa première TUILE (de centre) R_1 de façon contiguë.



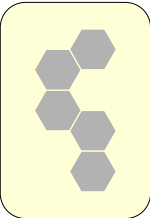
Orange



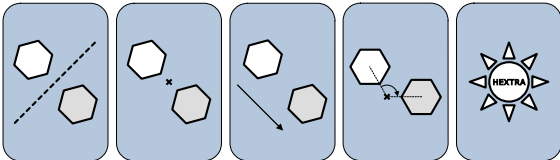
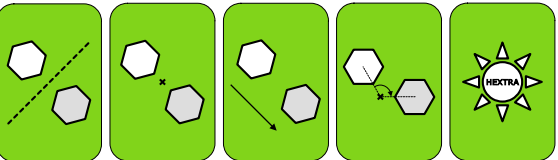
Rose



Vert



Bleu



Bleu pose pour finir sa TUILE (de centre) B₁ toujours de la même façon.

HEXTRA

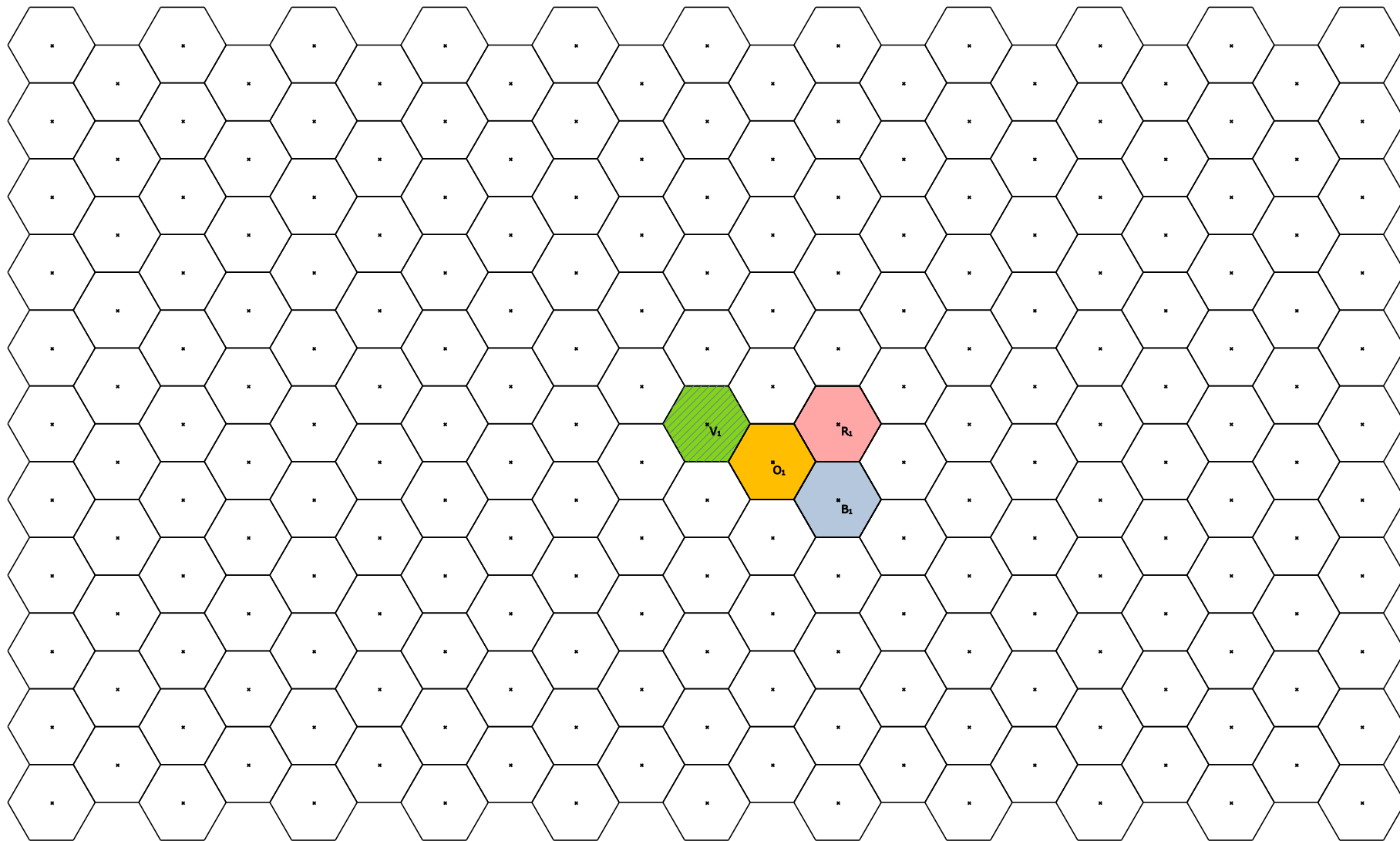
Feuille de marques TUILES

Joueur VERT :

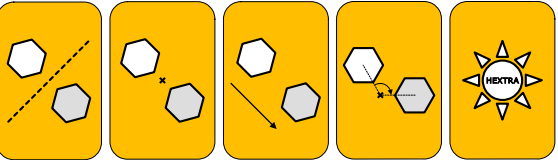
Joueur ORANGE :

Joueur ROSE :

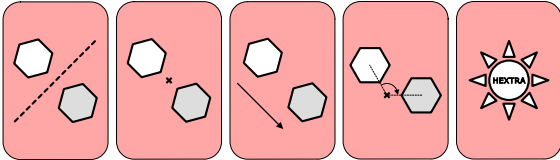
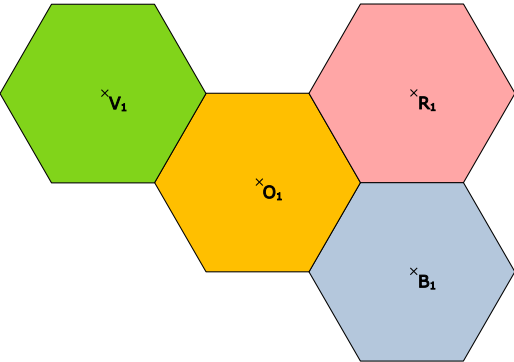
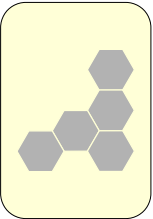
Joueur BLEU :



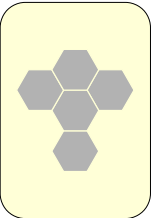
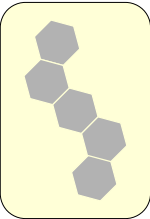
Les 4 joueurs colorient la feuille de marque TUILES et recopient les noms des centres.



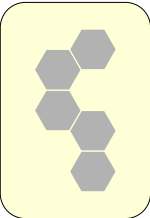
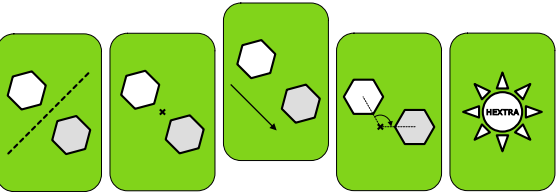
Orange



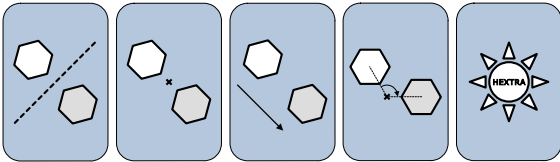
Rose



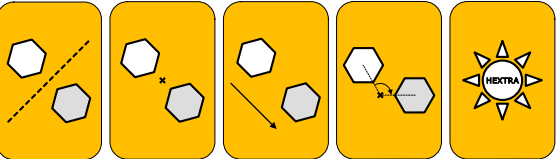
Vert



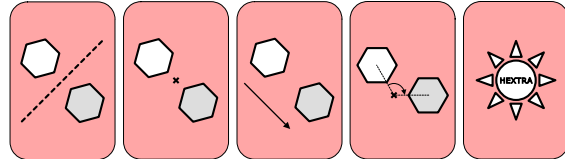
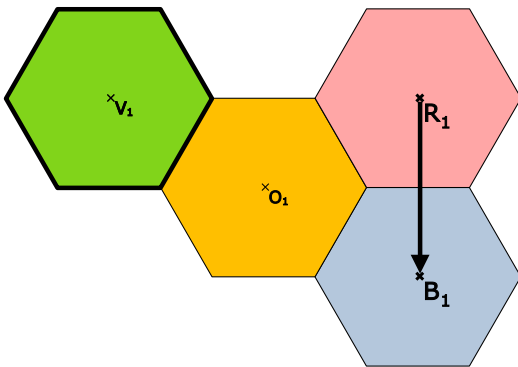
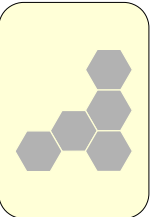
Bleu



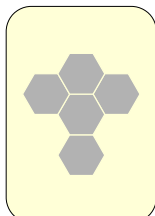
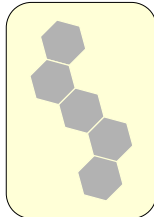
C'est le tour de **Vert** qui avance sa carte TRANSLATION et annonce :



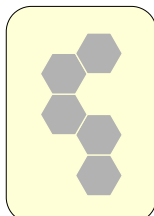
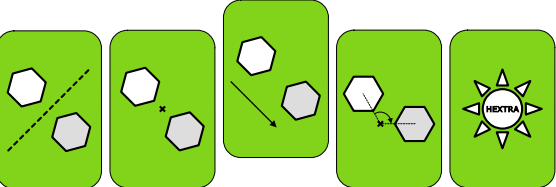
Orange



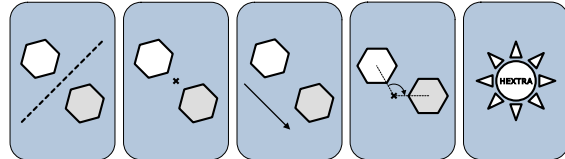
Rose



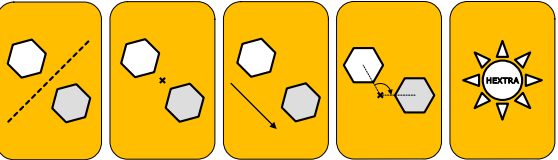
Vert



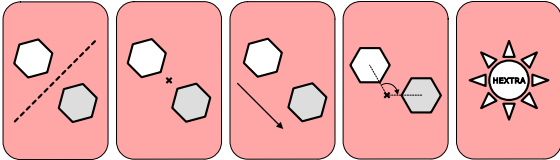
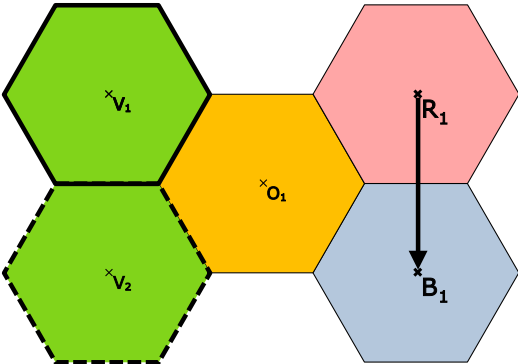
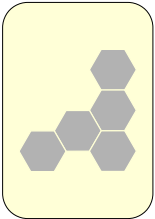
Bleu



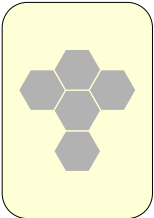
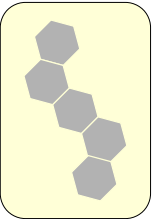
« Je joue une TRANSLATION depuis la TUILE V_1 avec le vecteur $\overrightarrow{R_1B_1}$. »



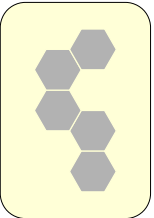
Orange



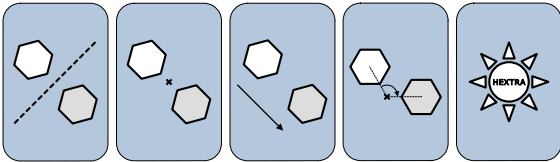
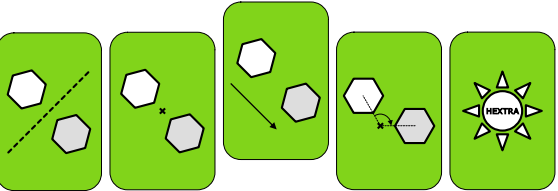
Rose



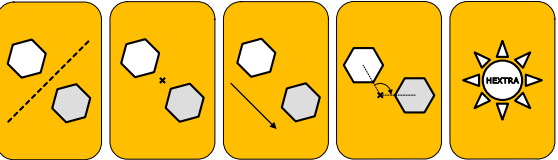
Vert



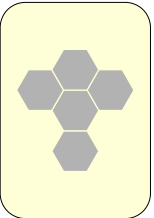
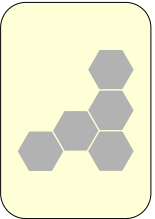
Bleu



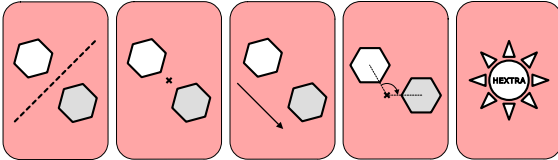
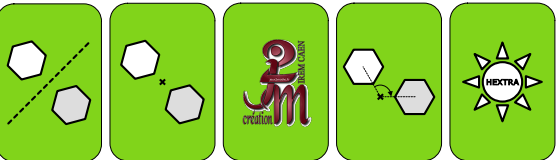
Vert pose sa TUILE V_2 en appliquant la transformation choisie.



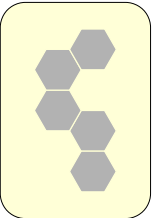
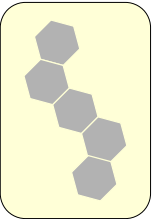
Orange



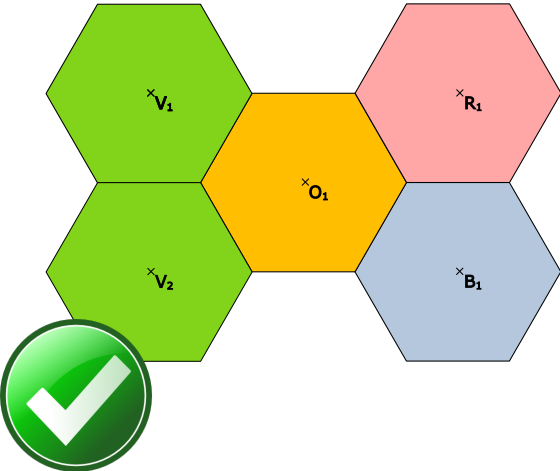
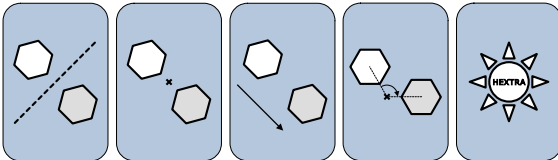
Vert



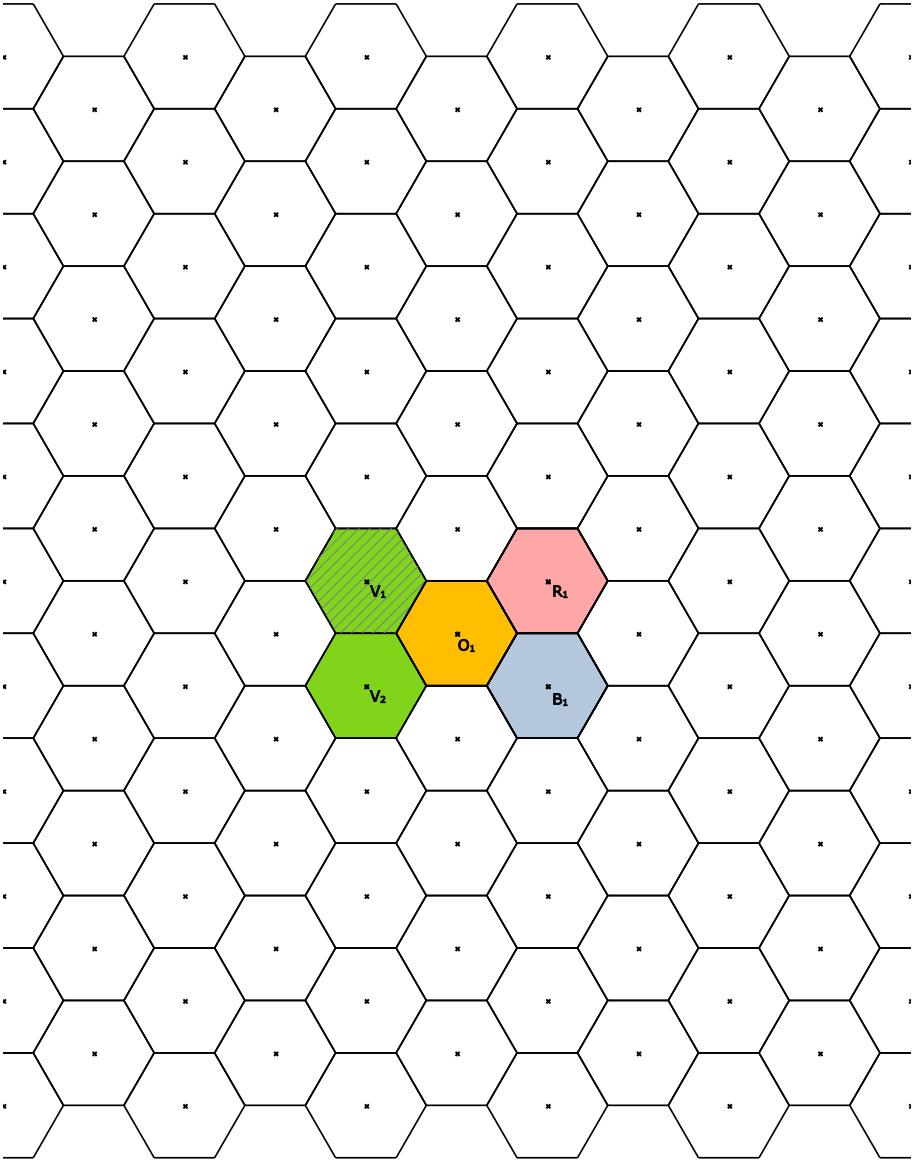
Rose



Bleu



Le coup est validé par les autres joueurs : Vert retourne sa carte TRANSLATION...



Joueur VERT :

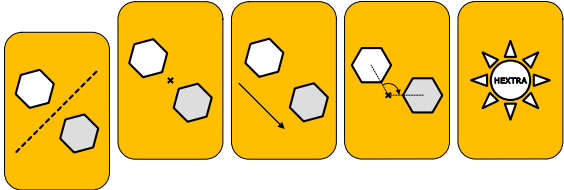
Joueur ROSE :

Joueur ORANGE :

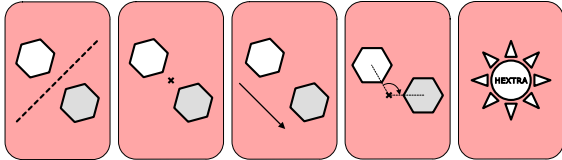
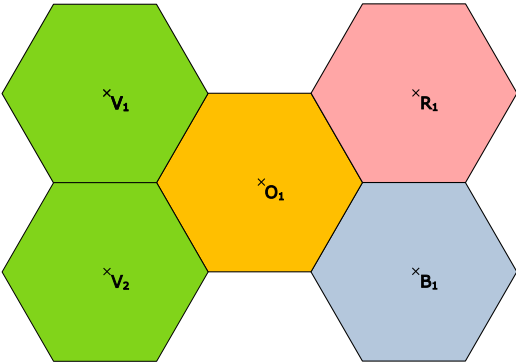
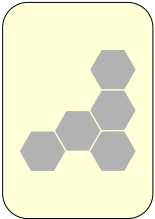
Joueur BLEU :

Couleur	ANTÉCÉDENT → IMAGE	Complète avec la TRANSFORMATION choisie et ses CARACTÉRISTIQUES.	Validation ? ☒ ☐
	$V_1 \rightarrow V_2$	Translation de vecteur $R_i \vec{B}_i$	☒
	→		☐
	→		☐
	→		☐
	→		☐
	→		☐
	→		☐
	→		☐
	→		☐
	→		☐
	→		☐
	→		☐
	→		☐
	→		☐
	→		☐
	→		☐
	→		☐
	→		☐
	→		☐
	→		☐
	→		☐

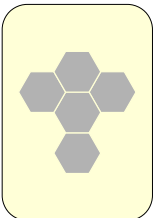
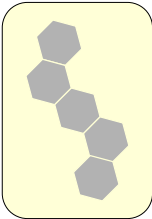
et complète les DEUX feuilles de marques.



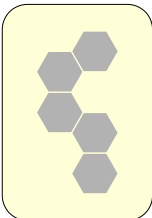
Orange



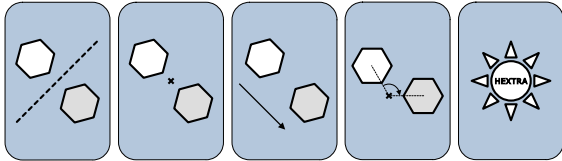
Rose



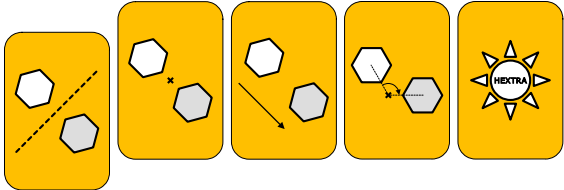
Vert



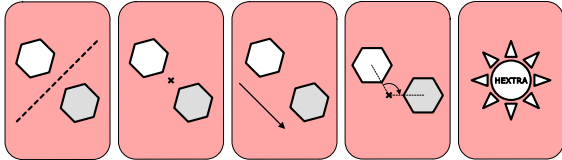
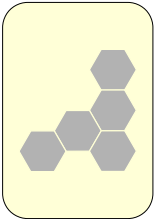
Bleu



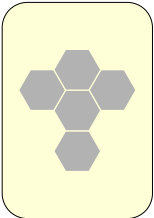
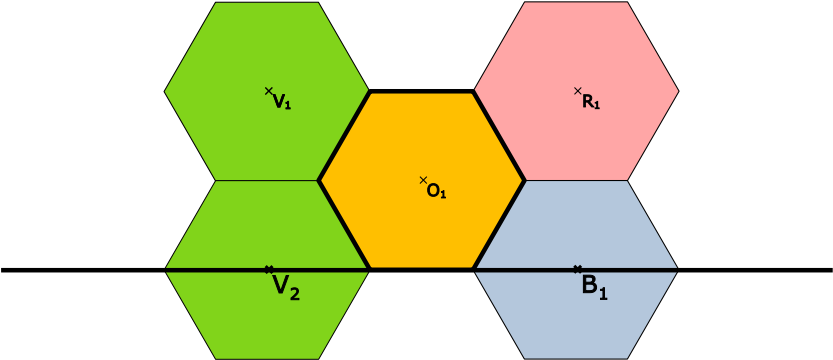
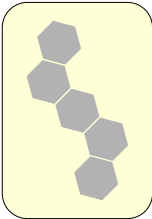
C'est le tour de Orange qui avance sa carte SYMÉTRIE AXIALE et annonce :



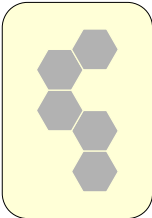
Orange



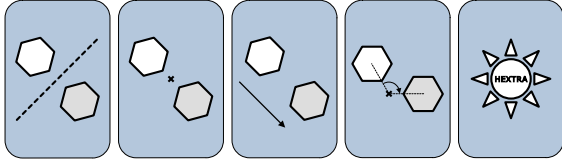
Rose



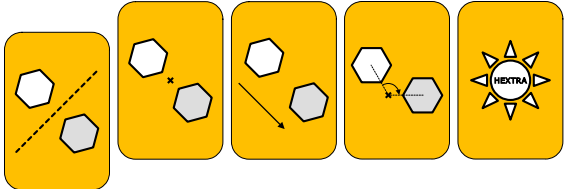
Vert



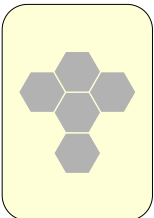
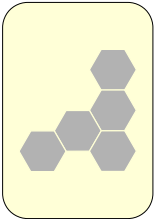
Bleu



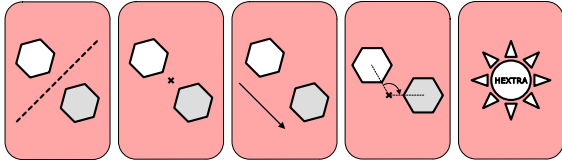
« Je joue une SYMÉTRIE AXIALE depuis la TUILE O_1 avec l'axe (V_2B_1) . »



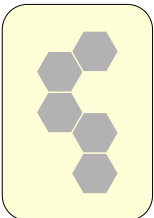
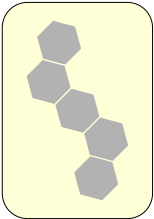
Orange



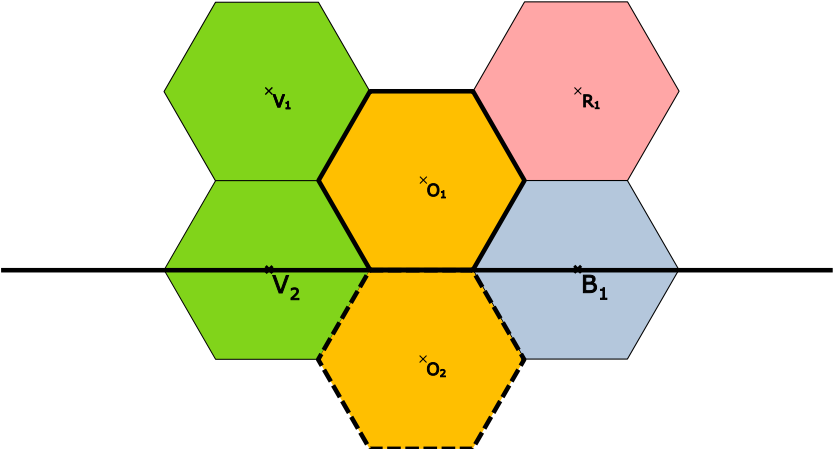
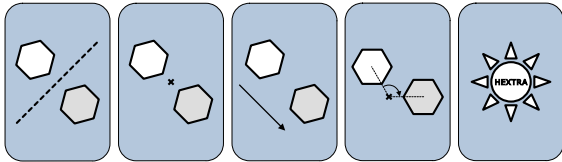
Vert



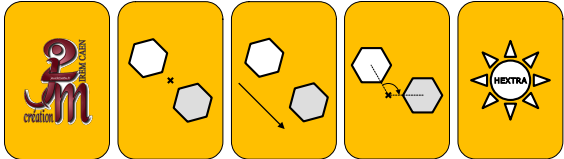
Rose



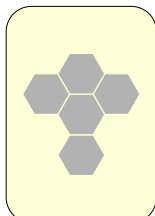
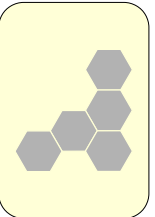
Bleu



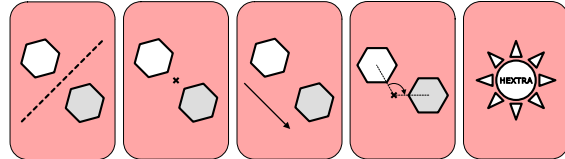
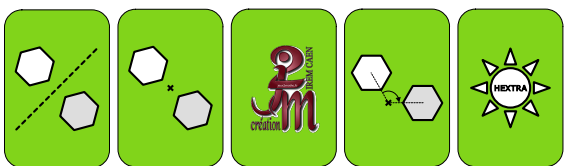
Orange pose sa TUILE O₂ en appliquant la transformation choisie.



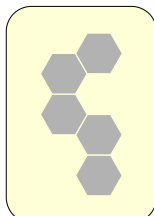
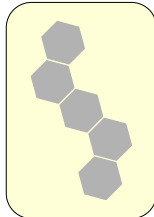
Orange



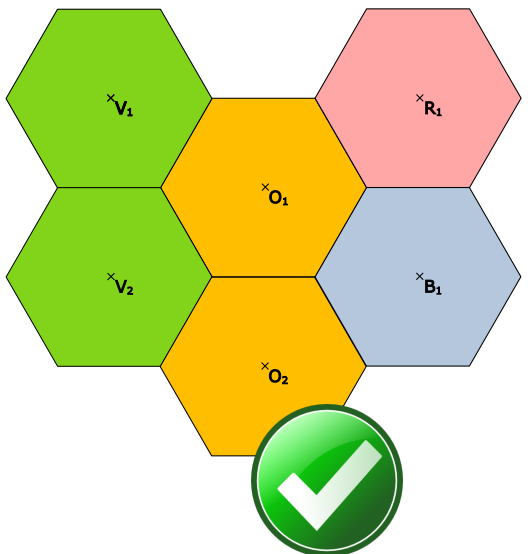
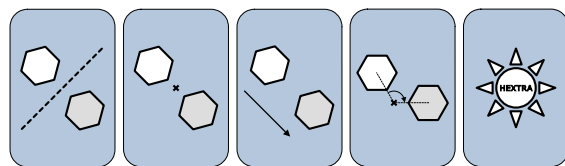
Vert



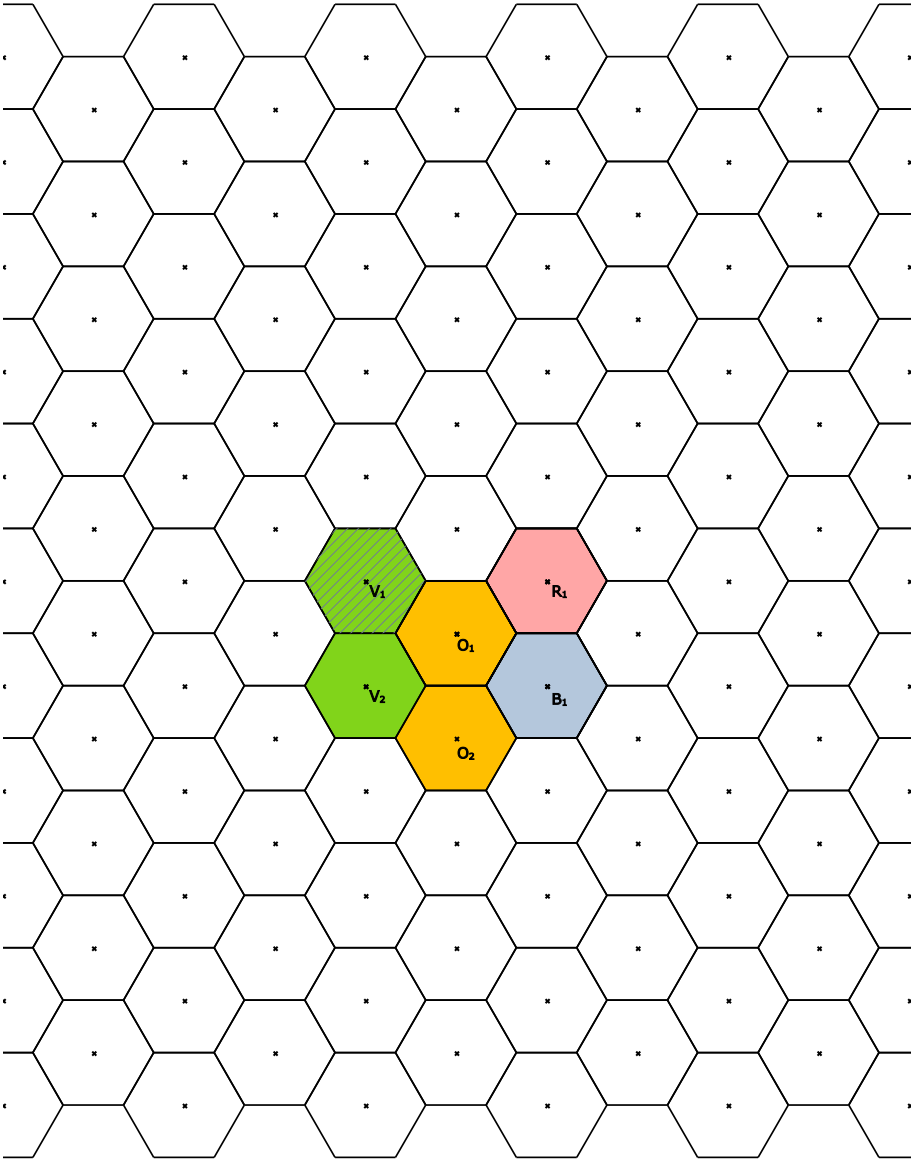
Rose



Bleu



Le coup est validé par les autres joueurs : Orange retourne sa carte SYMÉTRIE AXIALE...



Joueur VERT :

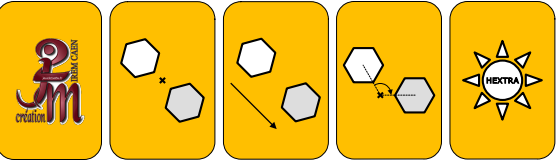
Joueur ROSE :

Joueur ORANGE :

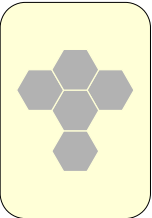
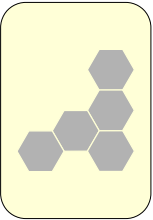
Joueur BLEU :

Couleur	ANTÉCÉDENT → IMAGE	Complète avec la TRANSFORMATION choisie et ses CARACTÉRISTIQUES.	Validation ? ☒ ☐
	$V_1 \rightarrow V_2$	Translation de vecteur $\overrightarrow{R_1B_1}$	☒
	$O_1 \rightarrow O_2$	Symétrie axiale d'axe (V_2B_1)	☒
	→		☐
	→		☐
	→		☐
	→		☐
	→		☐
	→		☐
	→		☐
	→		☐
	→		☐
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	→		☐
	→		☐
	→		☐
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	→		☐
	→		☐
	→		☐
	→		☐

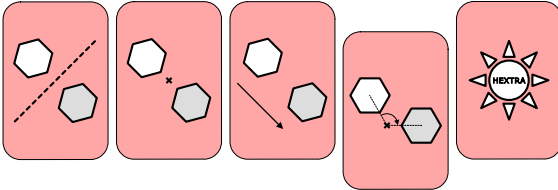
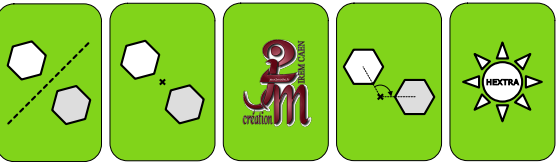
et complète les DEUX feuilles de marques.



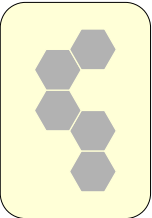
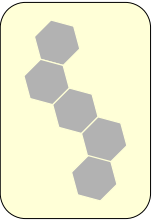
Orange



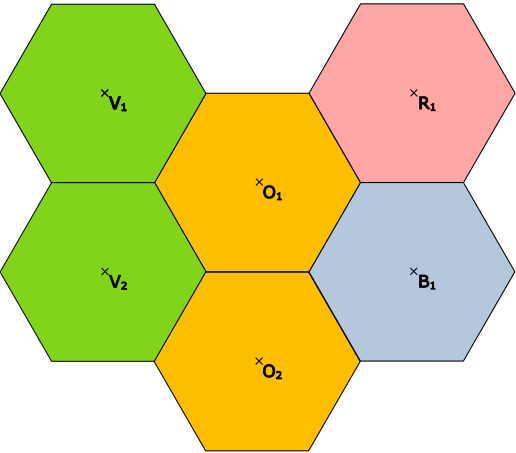
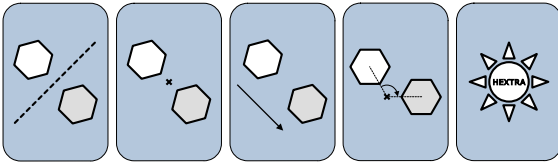
Vert



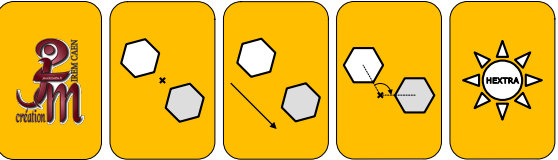
Rose



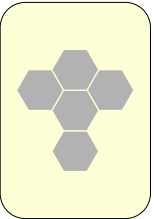
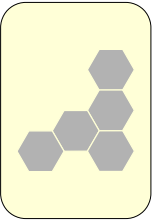
Bleu



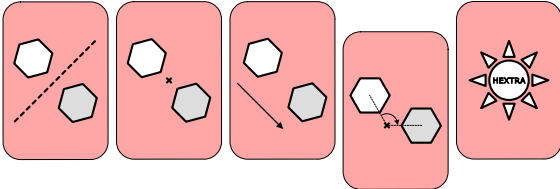
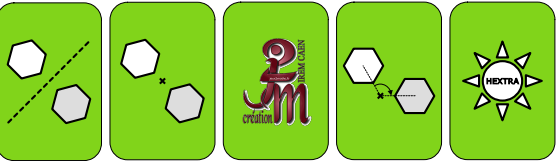
C'est le tour de **Rose** qui avance sa carte ROTATION et annonce :



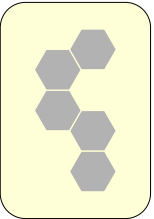
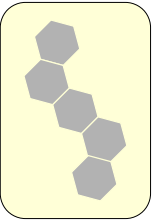
Orange



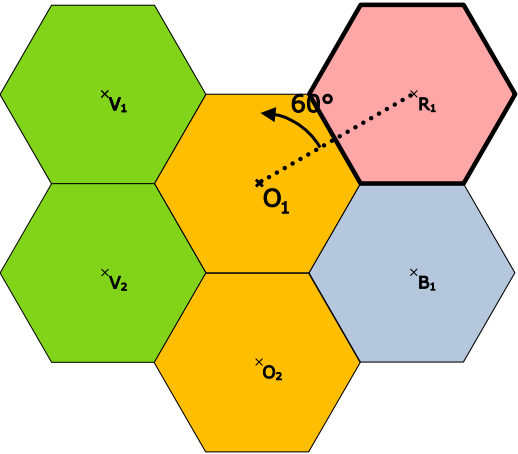
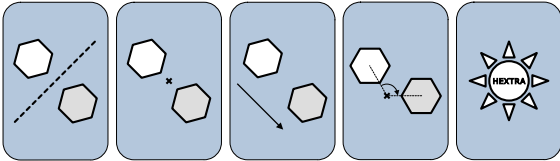
Vert



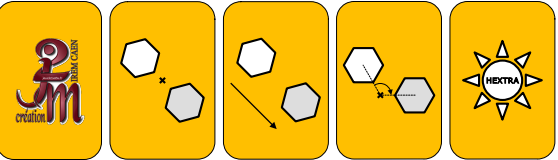
Rose



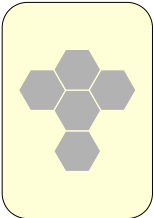
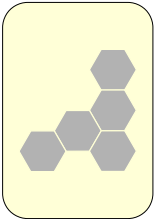
Bleu



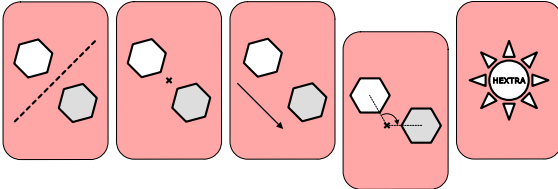
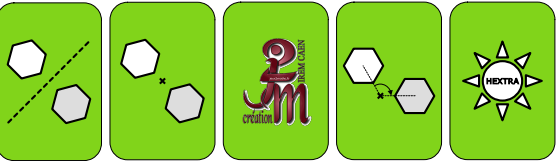
« Je joue une ROTATION depuis la TUILE R_1 avec le centre O_1 , l'angle 60° , et le sens antihoraire. »



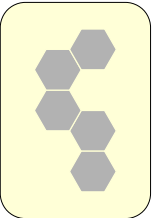
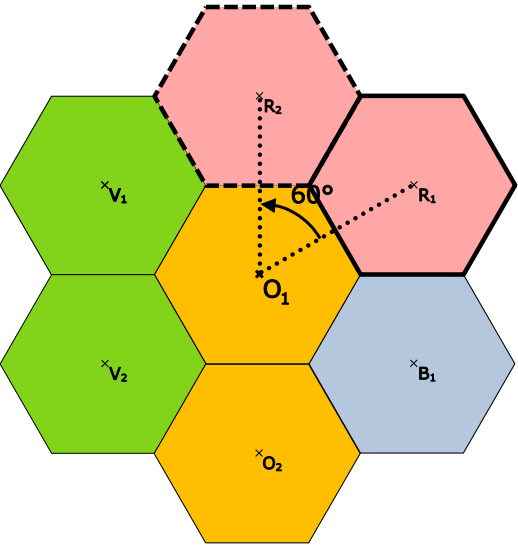
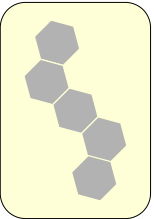
Orange



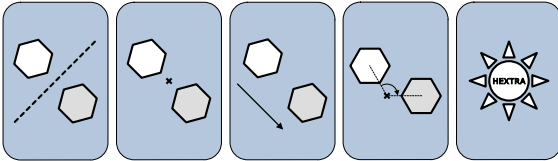
Vert



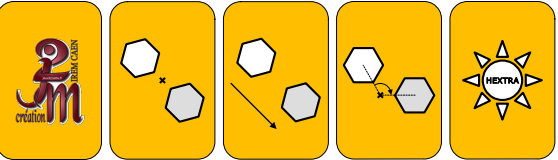
Rose



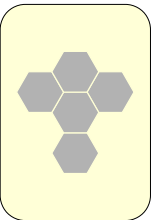
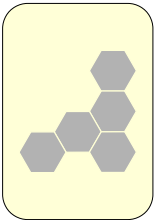
Bleu



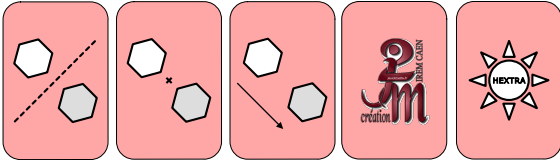
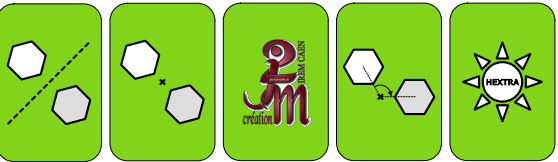
Rose pose sa TUILE R_2 en appliquant la transformation choisie.



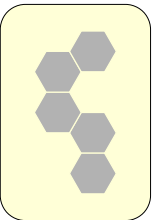
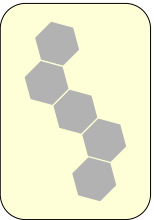
Orange



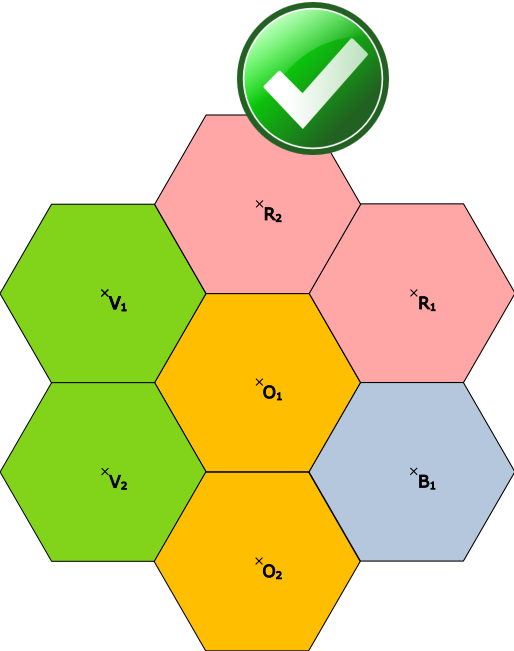
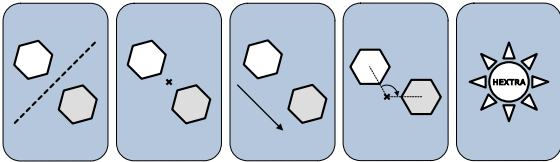
Vert



Rose

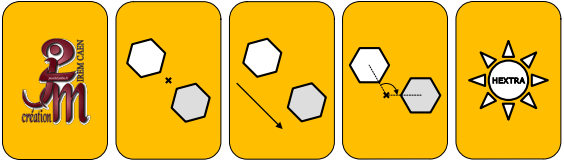


Bleu

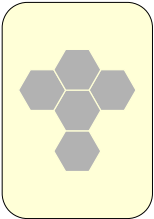
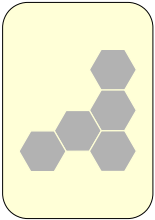


Le coup est validé par les autres joueurs : **Rose** retourne sa carte ROTATION...

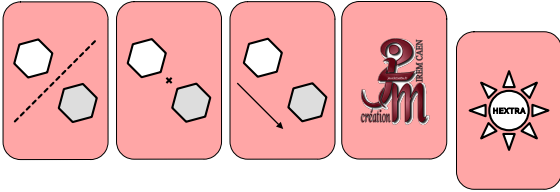
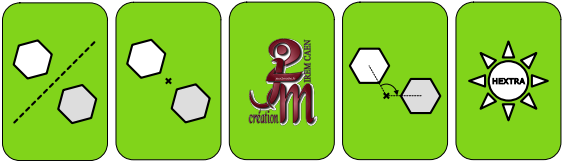
et complète les DEUX feuilles de marques.



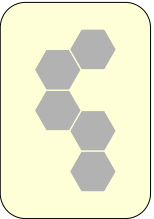
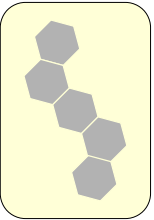
Orange



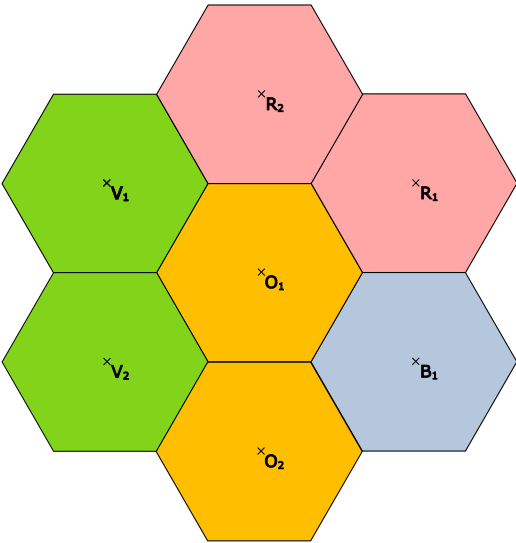
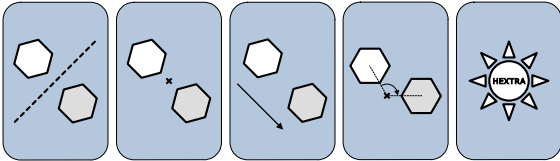
Vert



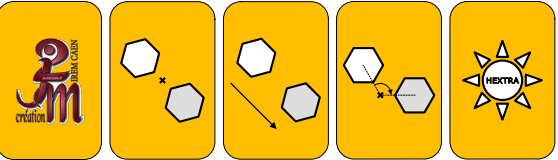
Rose



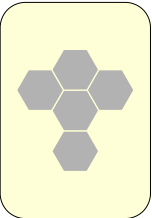
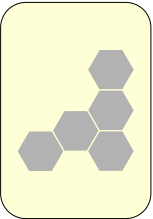
Bleu



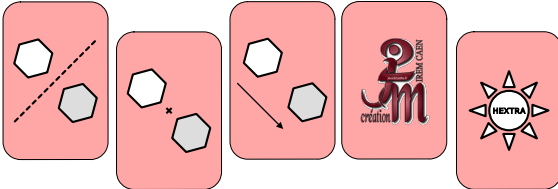
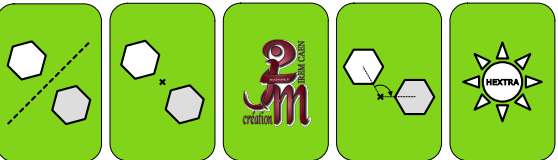
Rose décide de jouer sa carte HEXTRA.



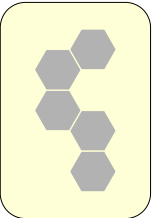
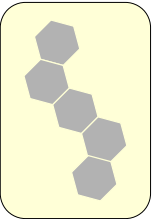
Orange



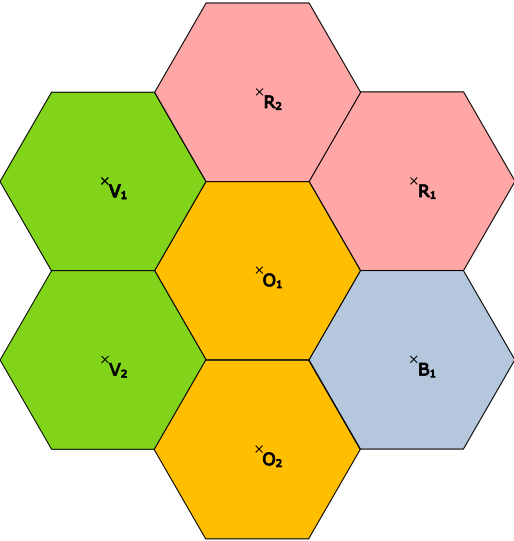
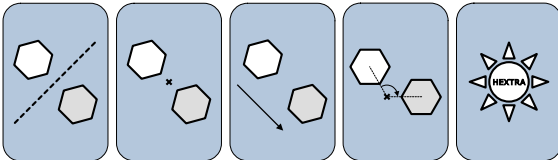
Vert



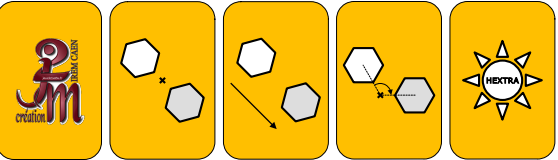
Rose



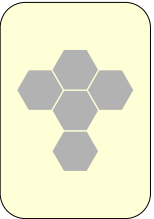
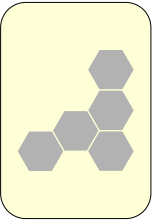
Bleu



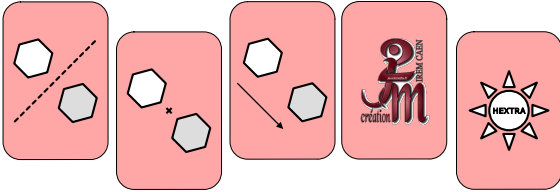
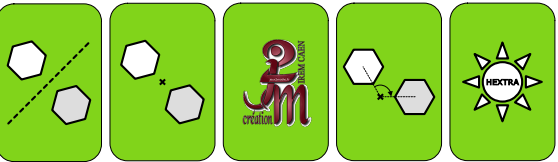
Rose rejoue en avançant sa carte SYMÉTRIE CENTRALE et annonce :



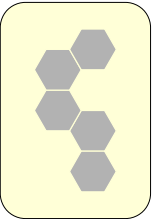
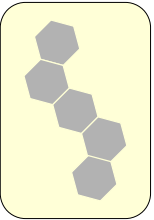
Orange



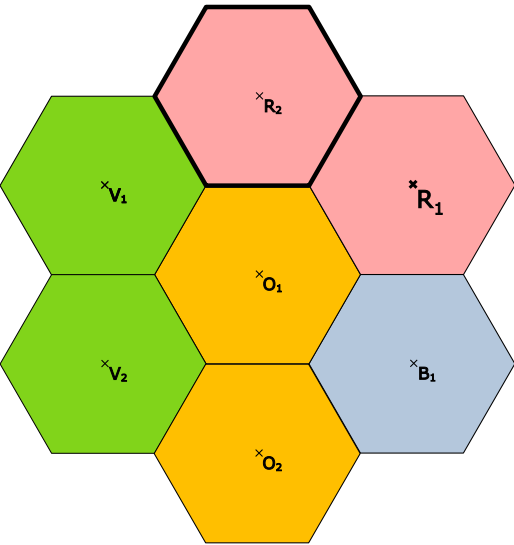
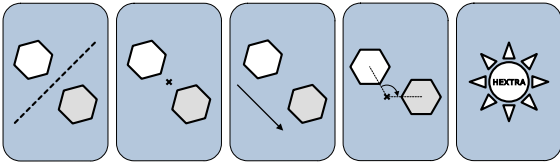
Vert



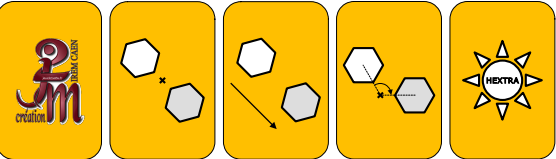
Rose



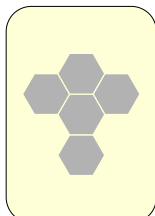
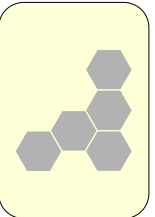
Bleu



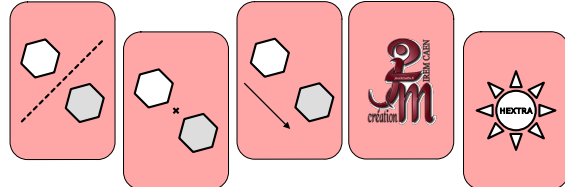
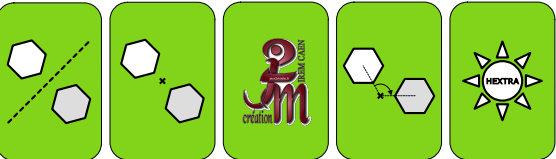
« Je joue une SYMÉTRIE CENTRALE depuis la TUILE R₂ avec le centre R₁. »



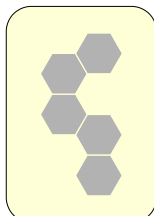
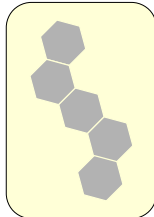
Orange



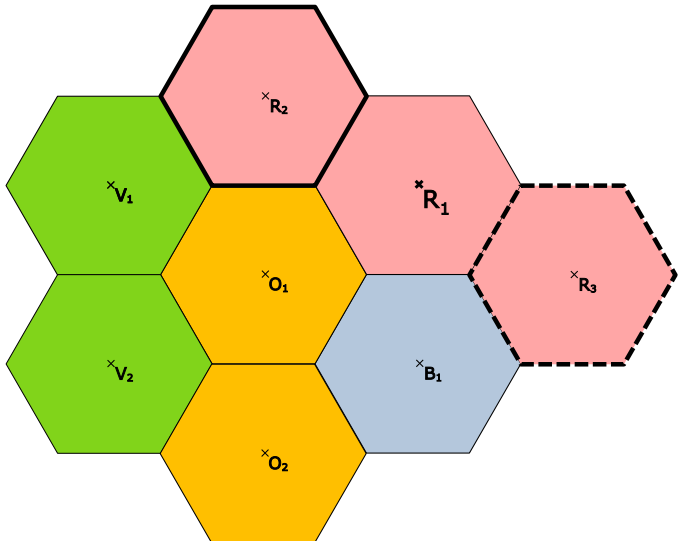
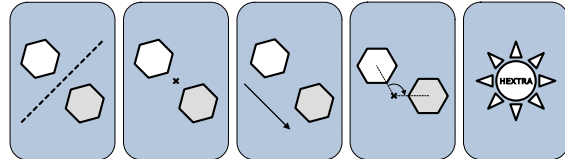
Vert



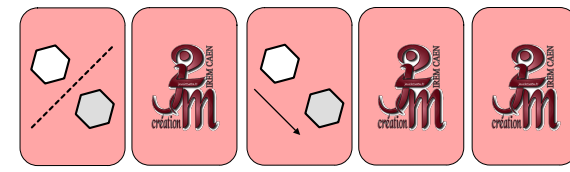
Rose



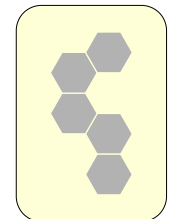
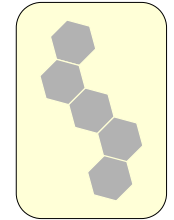
Bleu



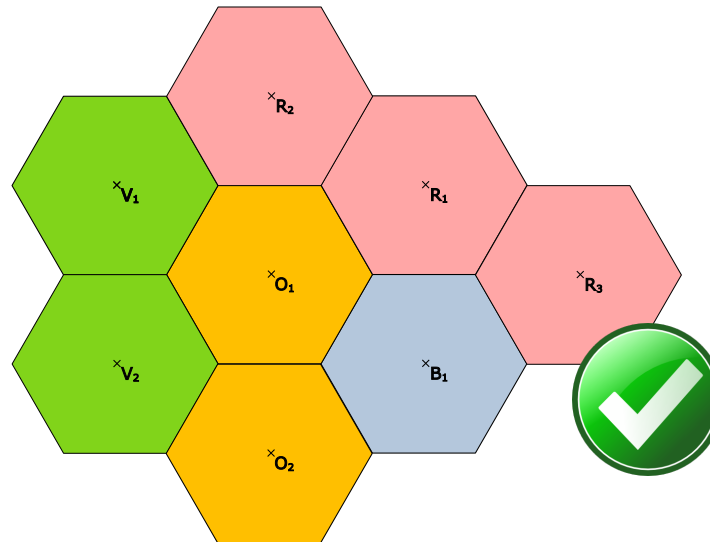
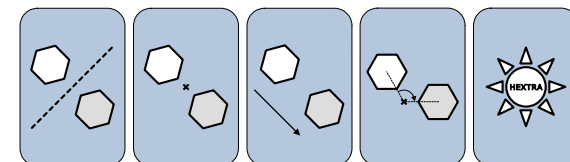
Rose pose sa TUILE R₃ en appliquant la transformation choisie.



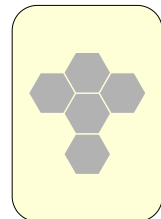
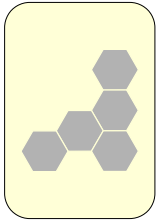
Rose



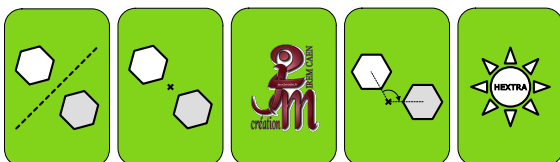
Bleu



Orange



Vert

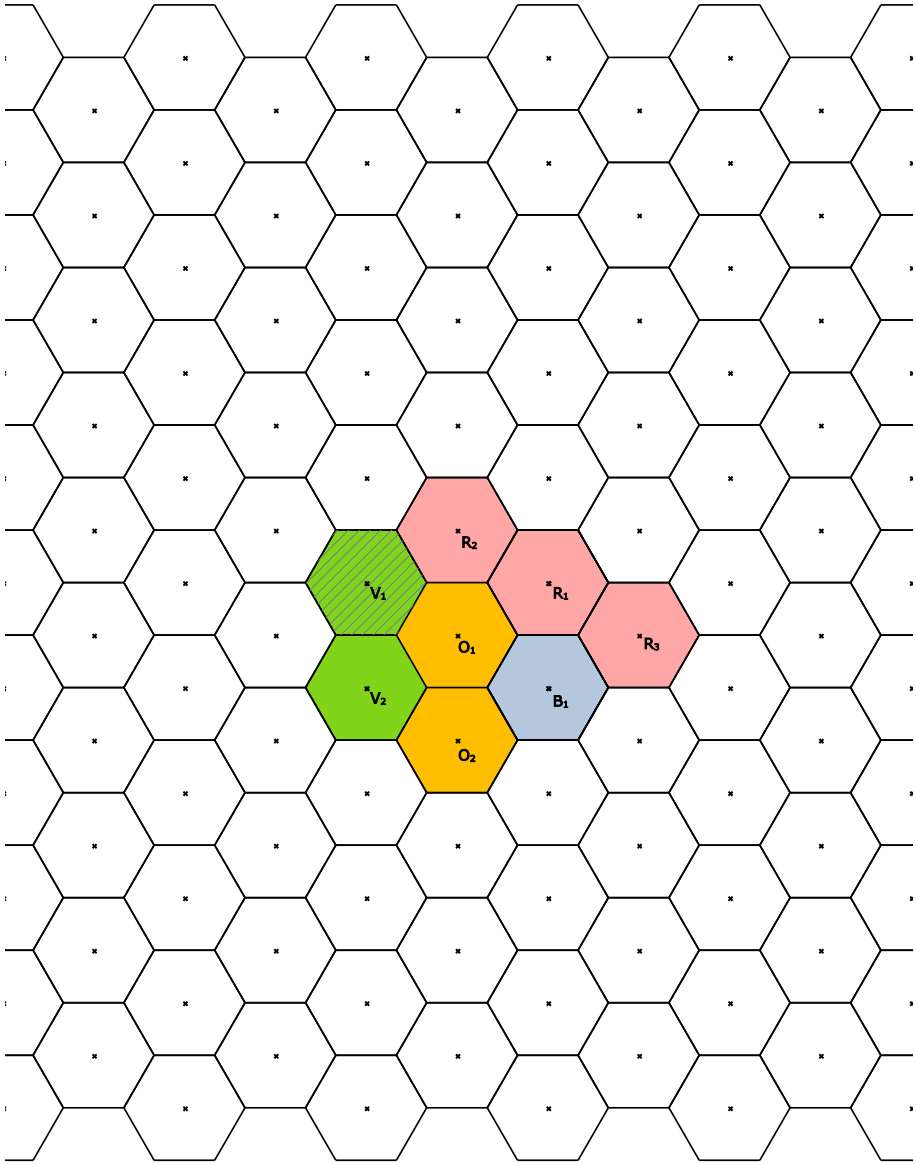


Le coup est validé par les autres joueurs : Rose retourne ses cartes SYMÉTRIE CENTRALE et HEXTRA...



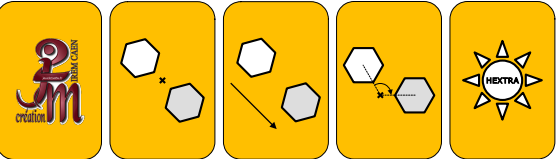
Joueur VERT :
Joueur ORANGE :

Joueur ROSE :
Joueur BLEU :

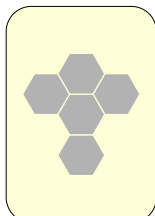
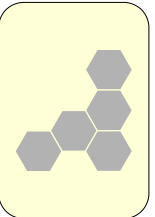


Couleur	ANTÉCÉDENT → IMAGE	Complète avec la TRANSFORMATION choisie et ses CARACTÉRISTIQUES.	Validation ? ☒ ☐
	$V_1 \rightarrow V_2$	Translation de vecteur $\overrightarrow{R_1B_1}$	☒
	$O_1 \rightarrow O_2$	Symétrie axiale d'axe (V_2B_1)	☒
	$R_1 \rightarrow R_2$	Rotation de centre O_1 , d'angle 60° , de sens antihoraire	☒
	$R_2 \rightarrow R_3$	Symétrie centrale de centre R_1	☒
	$\rightarrow$		☐
	$\rightarrow$		☐
	$\rightarrow$		☐
	$\rightarrow$		☐
	$\rightarrow$		☐
	$\rightarrow$		☐
	$\rightarrow$		☐
	$\rightarrow$		☐
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	$\rightarrow$		☐
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	$\rightarrow$		☐
	$\rightarrow$		☐
	$\rightarrow$		☐
	$\rightarrow$		☐

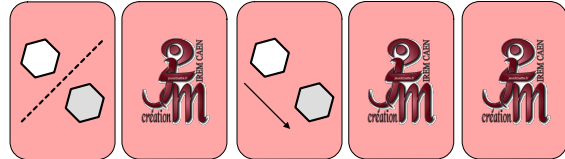
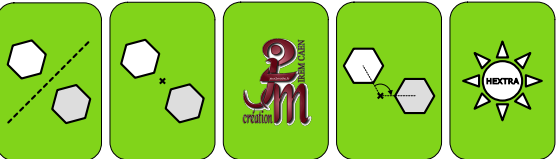
et complète les DEUX feuilles de marques.



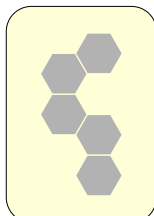
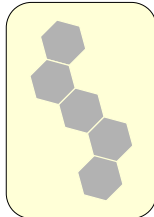
Orange



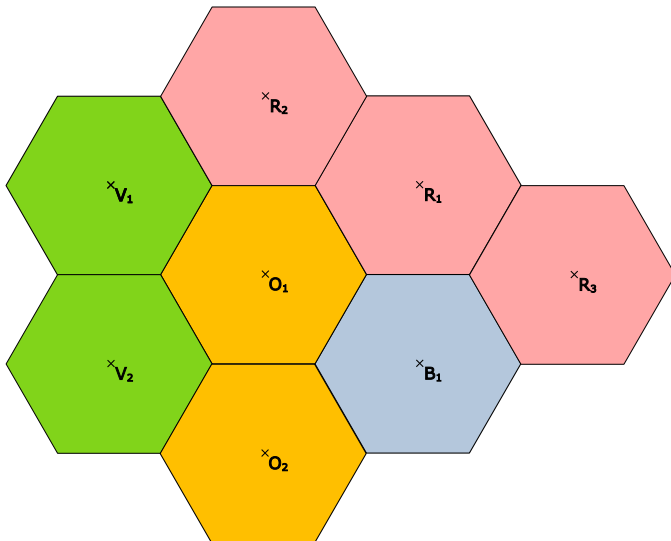
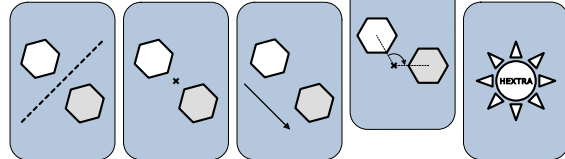
Vert



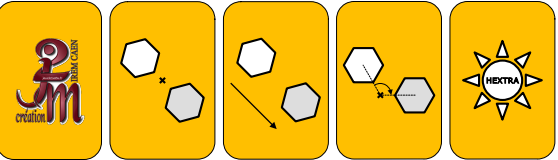
Rose



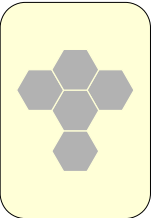
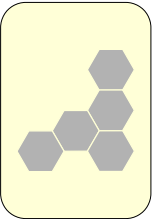
Bleu



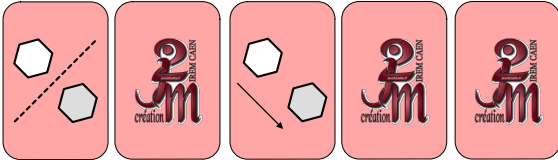
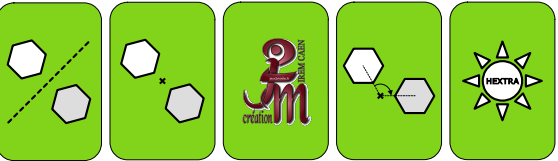
C'est le tour de Bleu qui avance sa carte ROTATION et annonce :



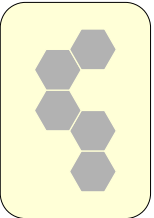
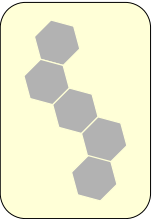
Orange



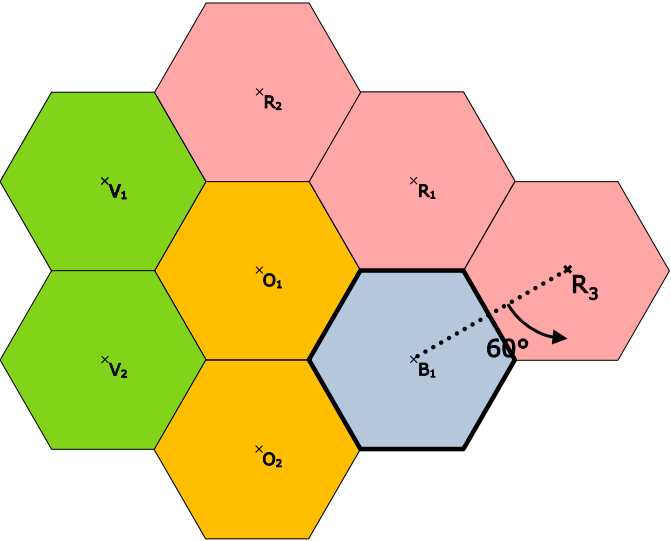
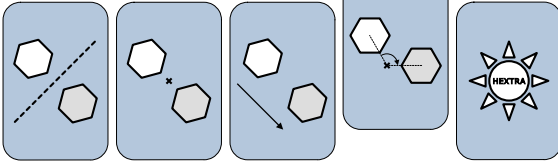
Vert



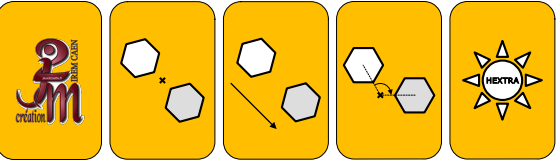
Rose



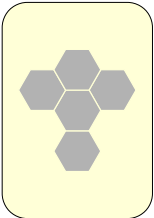
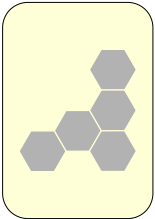
Bleu



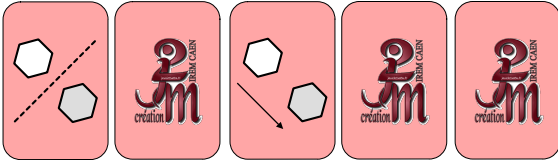
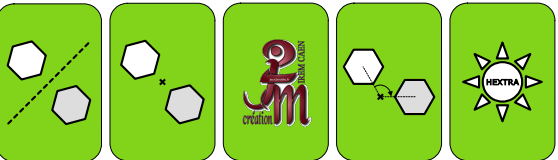
« Je joue une ROTATION depuis la TUILE B_1 avec le centre R_3 , l'angle 60° , et le sens antihoraire. »



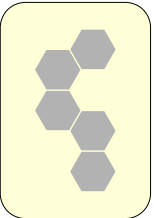
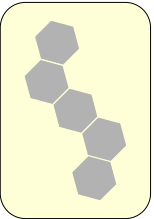
Orange



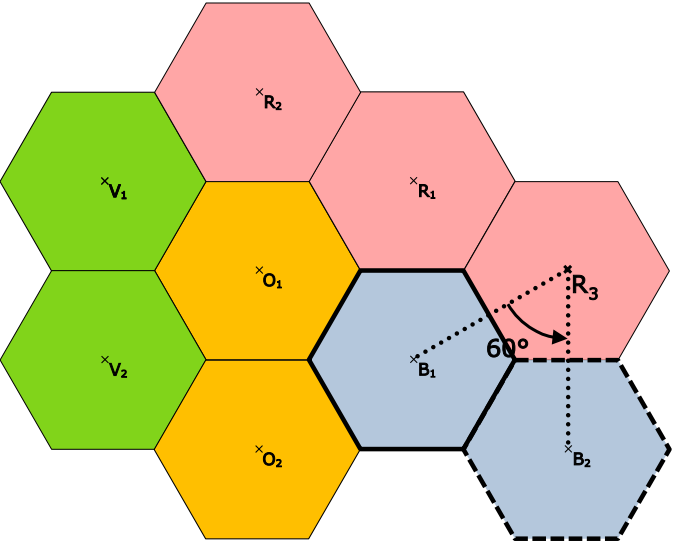
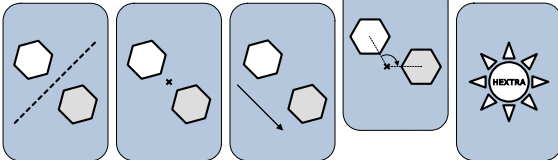
Vert



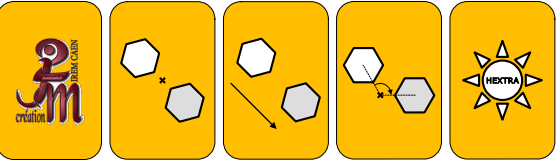
Rose



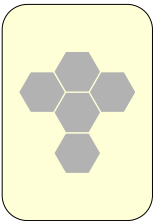
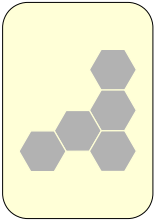
Bleu



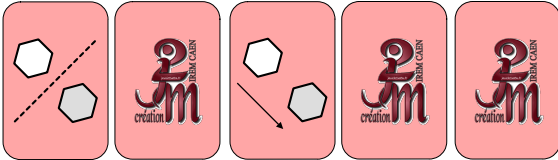
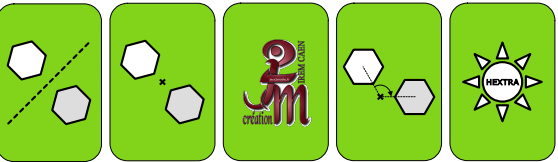
Bleu pose sa TUILE B₂ en appliquant la transformation choisie.



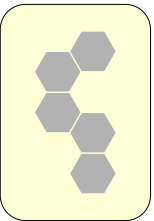
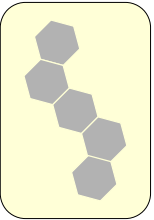
Orange



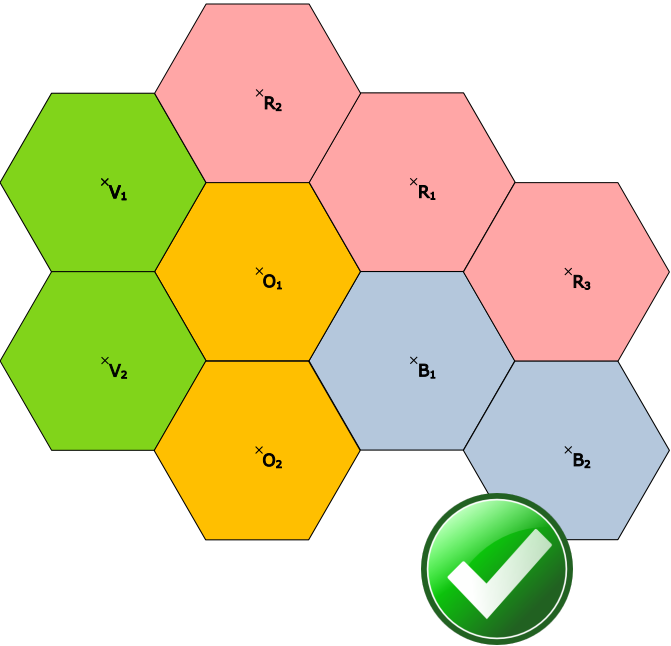
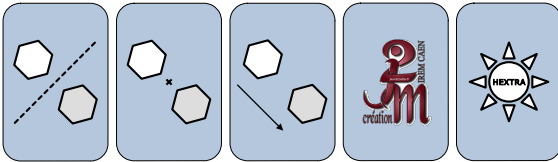
Vert



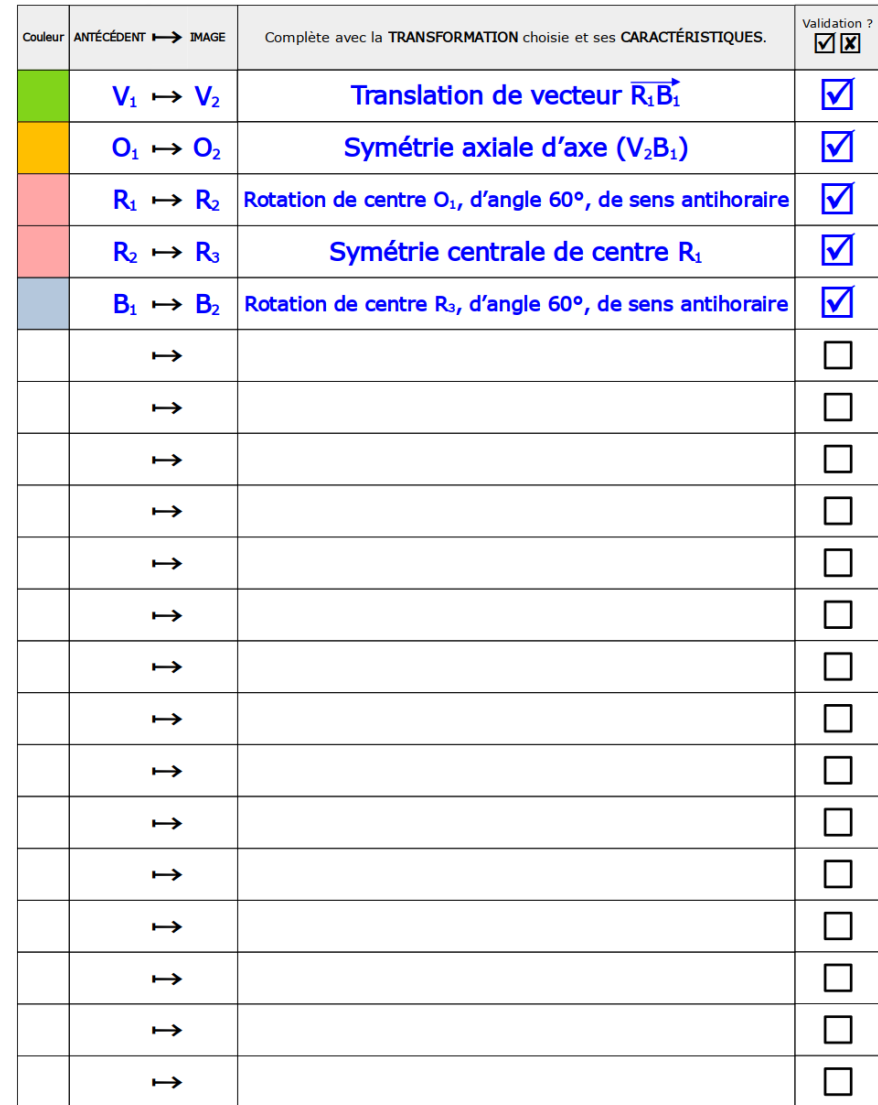
Rose



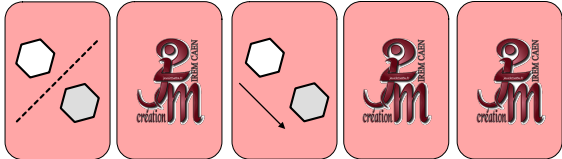
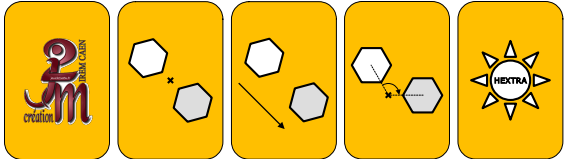
Bleu



Le coup est validé par les autres joueurs : Bleu retourne sa carte ROTATION...

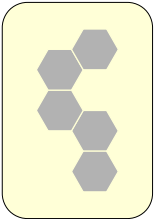
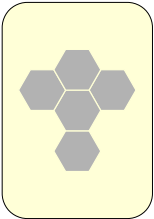
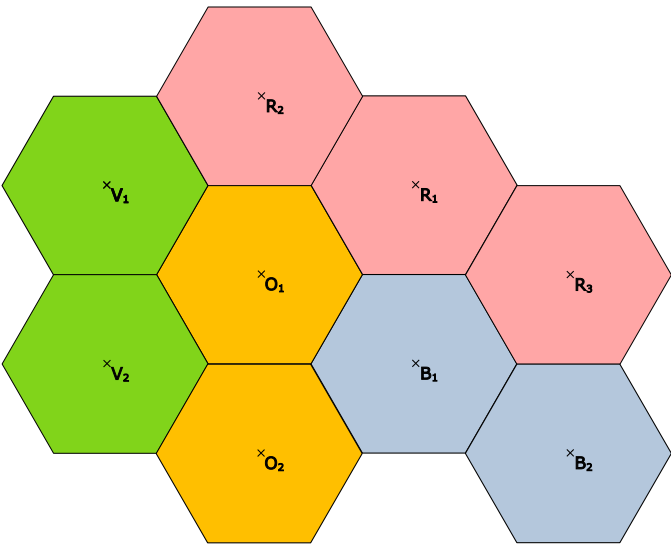
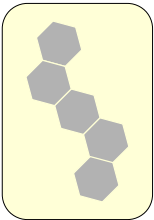
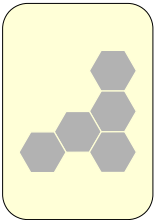


et complète les DEUX feuilles de marques.



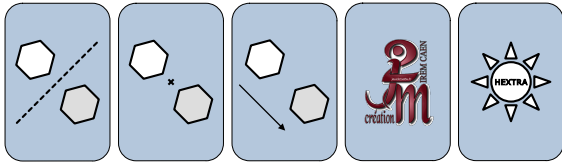
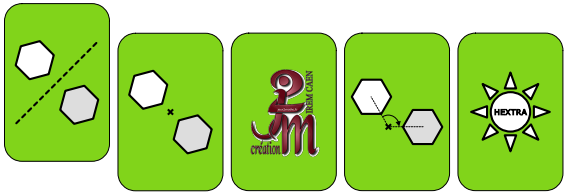
Orange

Rose

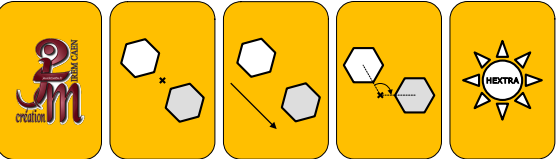


Vert

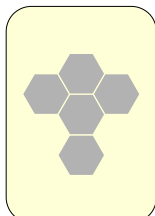
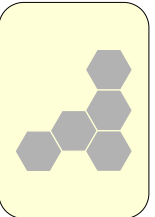
Bleu



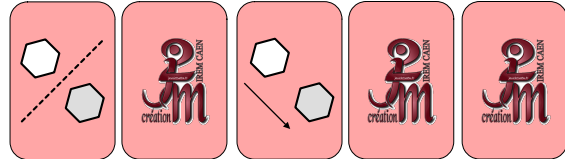
C'est le tour de **Vert** qui avance sa carte SYMÉTRIE AXIALE et annonce :



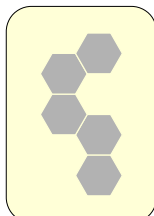
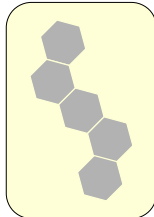
Orange



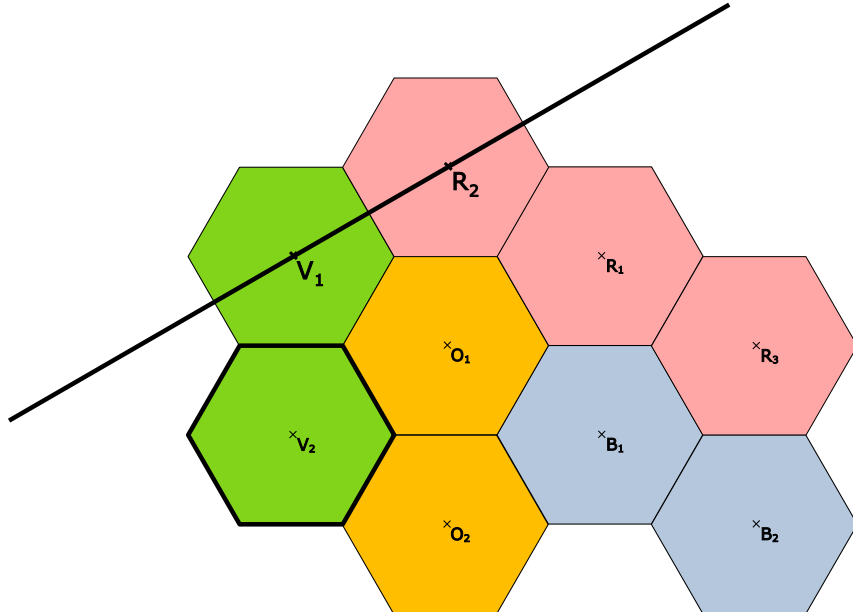
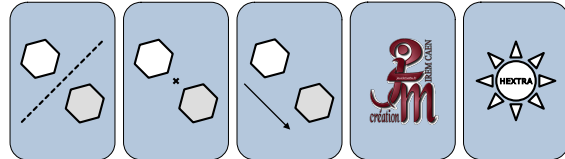
Vert



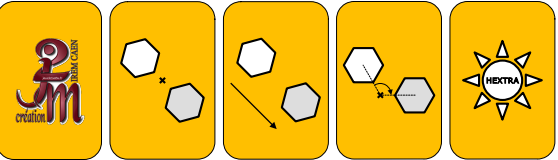
Rose



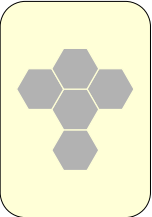
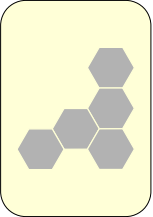
Bleu



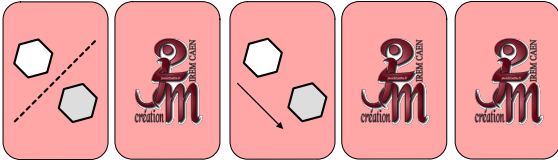
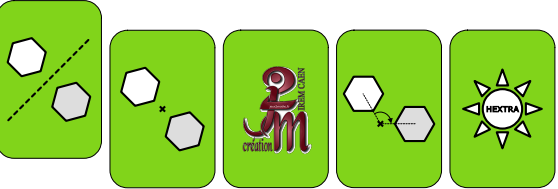
« Je joue une SYMÉTRIE AXIALE depuis la TUILE V_2 avec l'axe (V_1R_2) . »



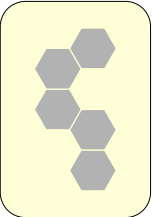
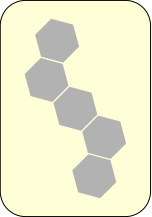
Orange



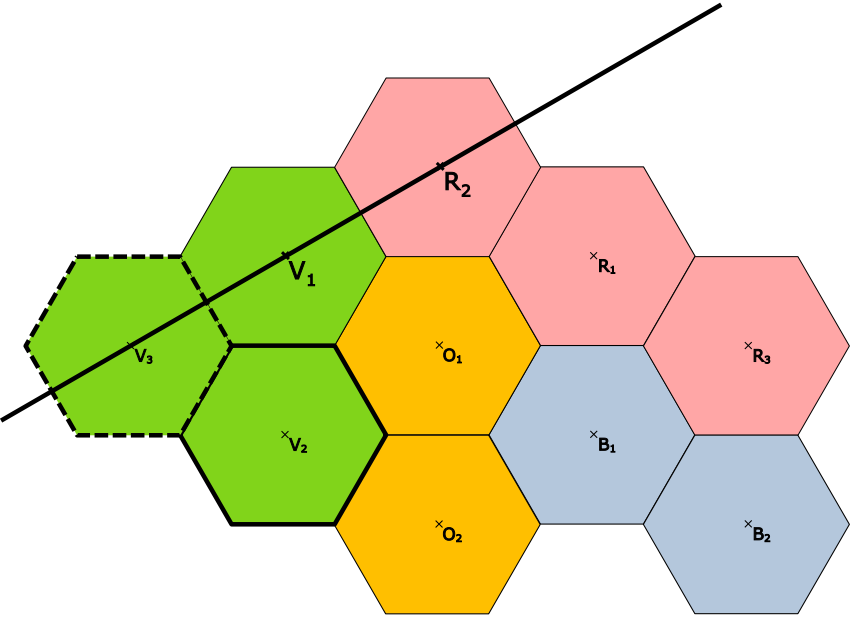
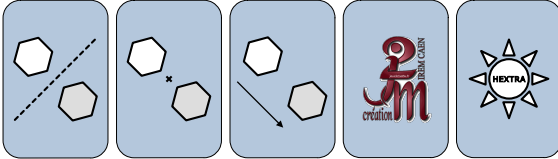
Vert



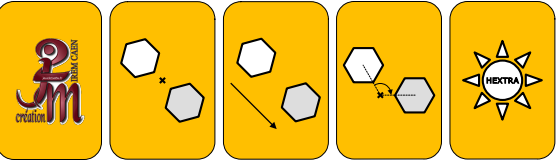
Rose



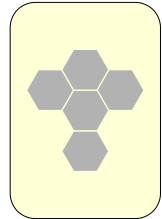
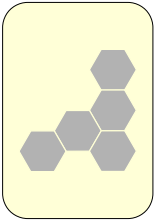
Bleu



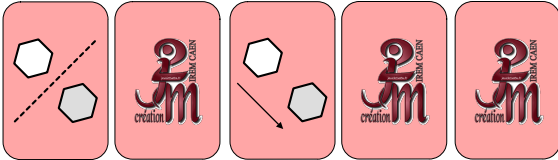
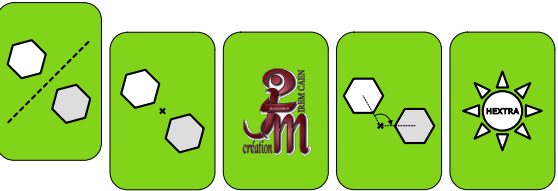
Vert pose sa TUILE V_3 en appliquant la transformation choisie.



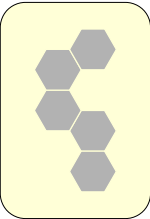
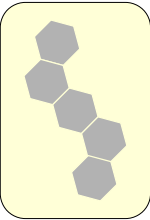
Orange



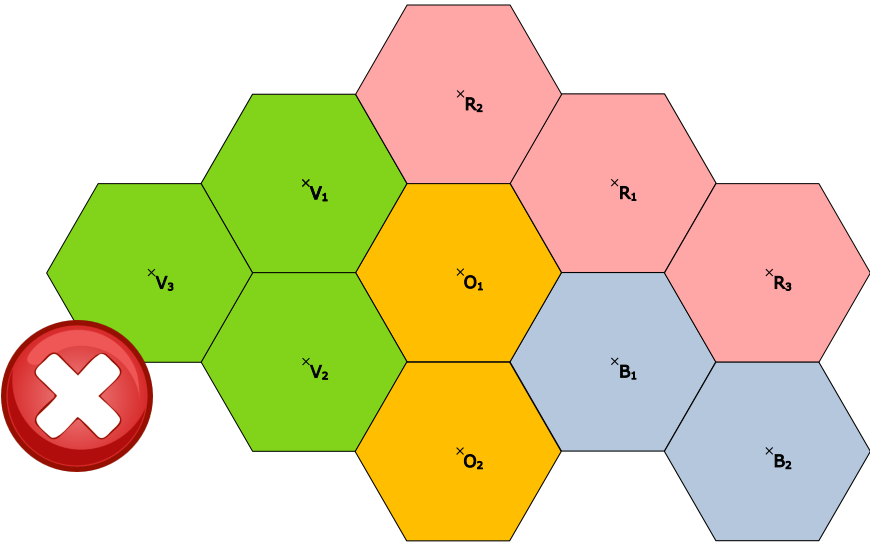
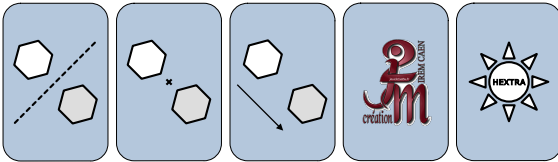
Vert



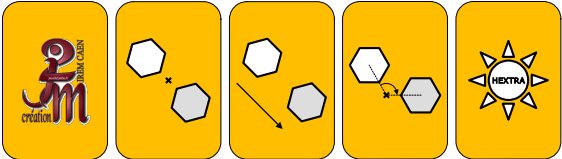
Rose



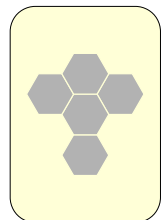
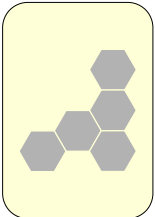
Bleu



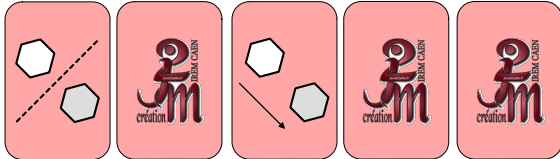
Mais le coup **N'est PAS** validé par les autres joueurs !



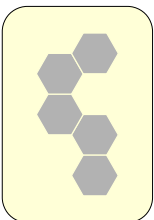
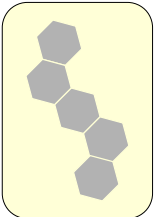
Orange



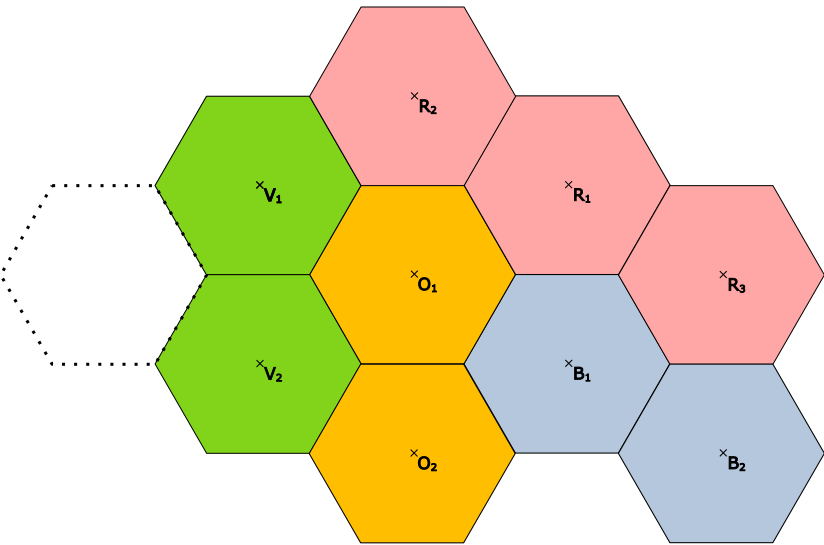
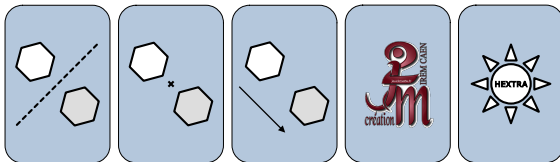
Vert



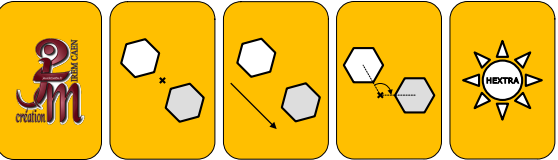
Rose



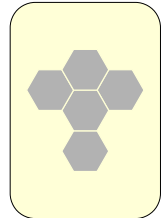
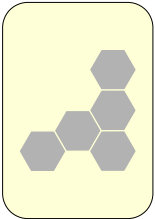
Bleu



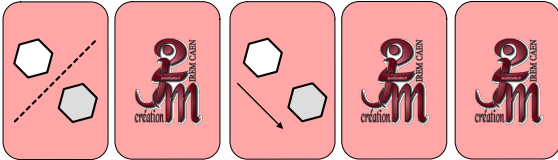
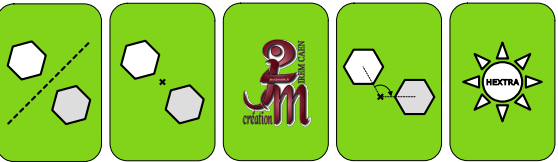
La TUILE V_3 de Vert est définitivement retirée du jeu.



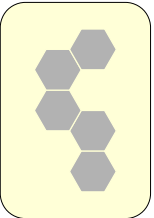
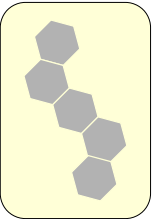
Orange



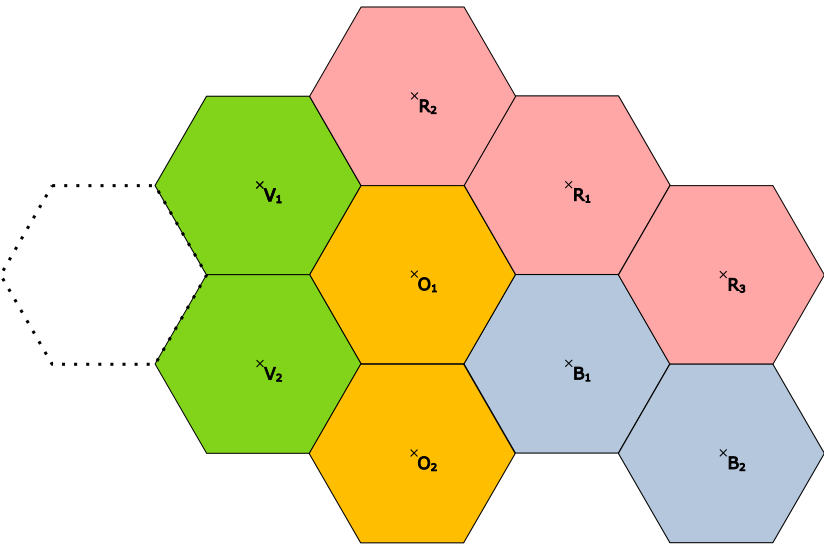
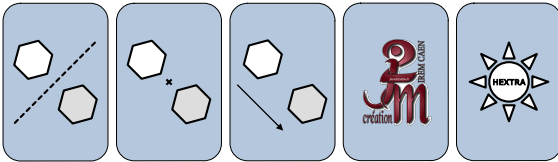
Vert



Rose



Bleu



Vert replace sa carte SYMÉTRIE AXIALE sans la retourner...



Joueur VERT :

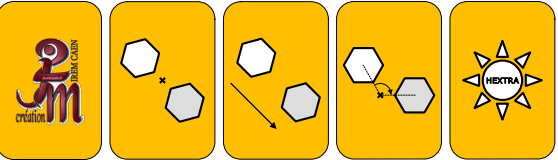
Joueur ROSE :

Joueur ORANGE :

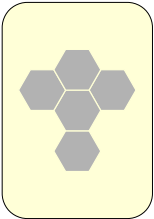
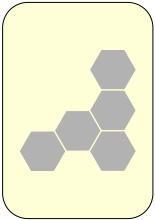
Joueur BLEU :

Couleur	ANTÉCÉDENT $\mapsto$ IMAGE	Complète avec la TRANSFORMATION choisie et ses CARACTÉRISTIQUES.	Validation ? ☒ ☐
	$V_1 \mapsto V_2$	Translation de vecteur $\overrightarrow{R_1B_1}$	☒
	$O_1 \mapsto O_2$	Symétrie axiale d'axe (V_2B_1)	☒
	$R_1 \mapsto R_2$	Rotation de centre O_1 , d'angle 60° , de sens antihoraire	☒
	$R_2 \mapsto R_3$	Symétrie centrale de centre R_1	☒
	$B_1 \mapsto B_2$	Rotation de centre R_3 , d'angle 60° , de sens antihoraire	☒
	$V_2 \mapsto V_3$	Symétrie axiale d'axe (V_1R_2)	☒
	$\mapsto$		☐
	$\mapsto$		☐

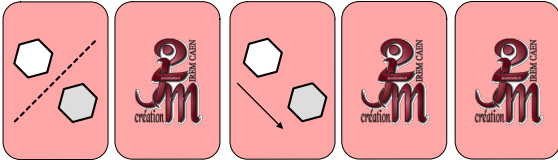
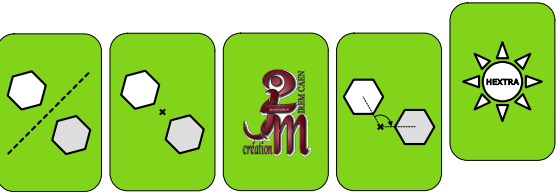
et complète UNIQUEMENT la feuille de marques TRANSFORMATIONS.



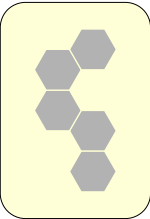
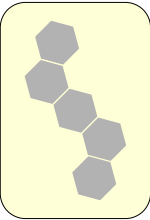
Orange



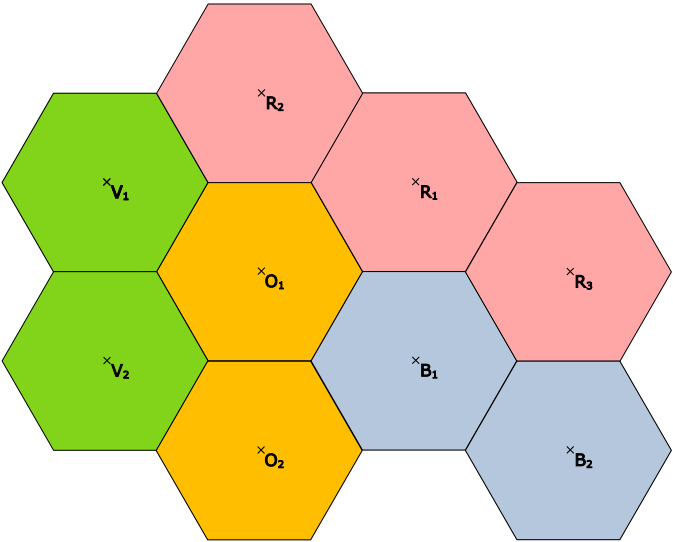
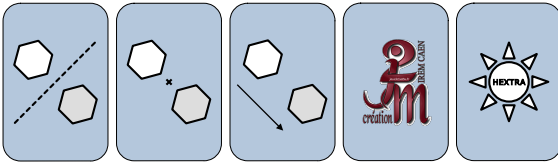
Vert



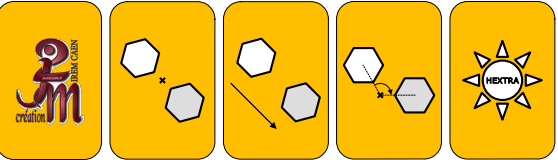
Rose



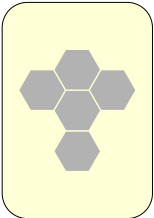
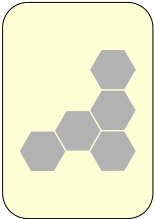
Bleu



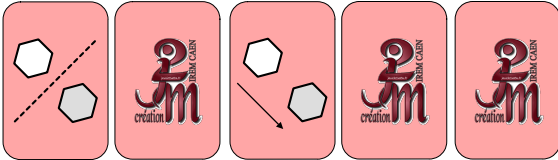
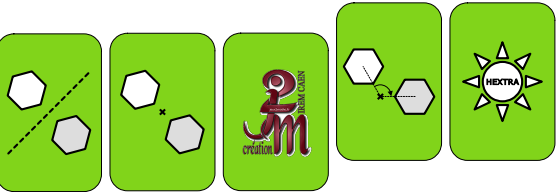
Vert décide de jouer sa carte HEXTRA.



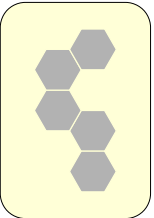
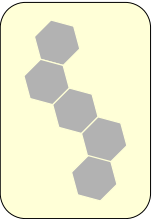
Orange



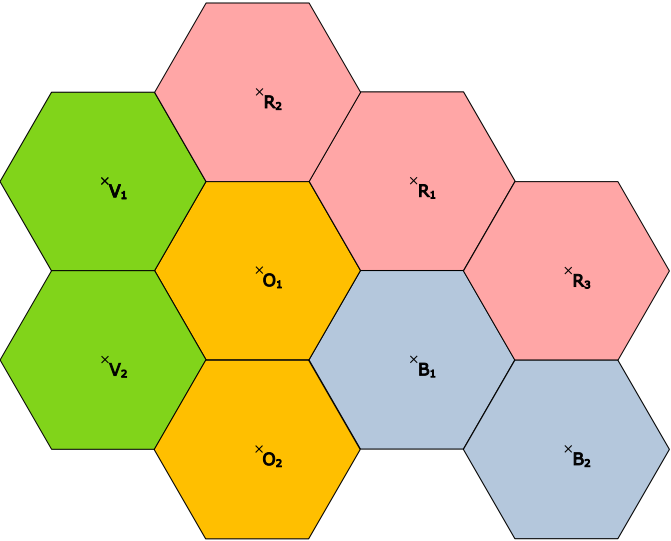
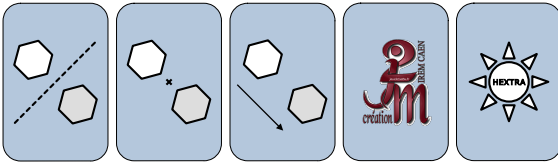
Vert



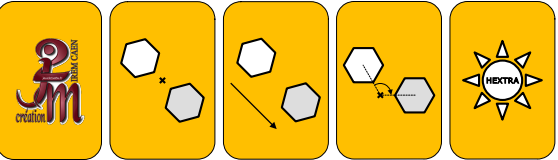
Rose



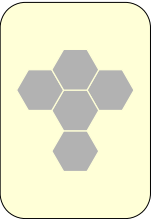
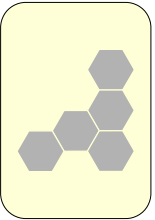
Bleu



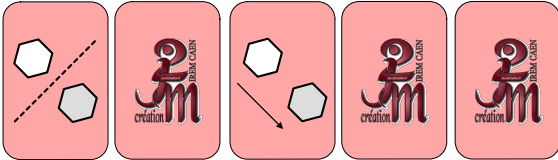
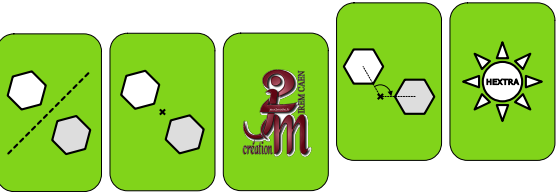
Vert rejoue en avançant sa carte ROTATION et annonce :



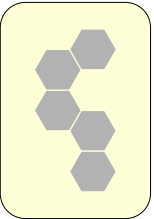
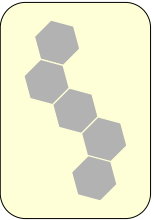
Orange



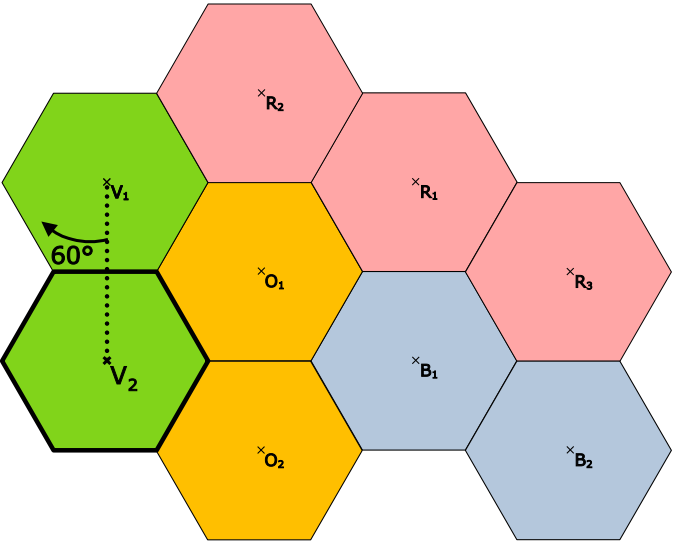
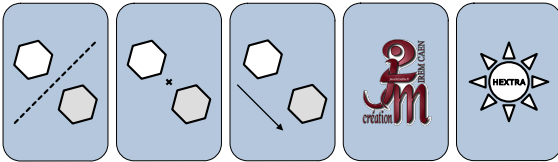
Vert



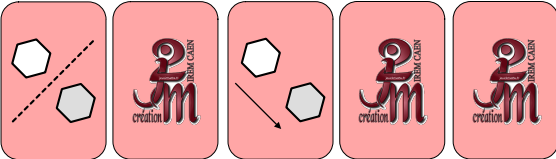
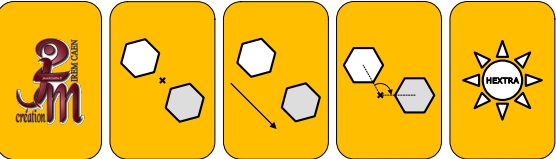
Rose



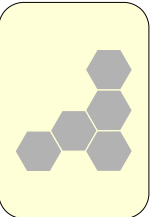
Bleu



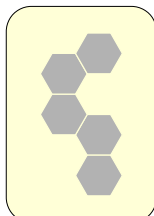
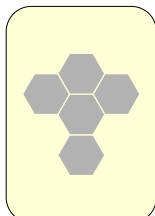
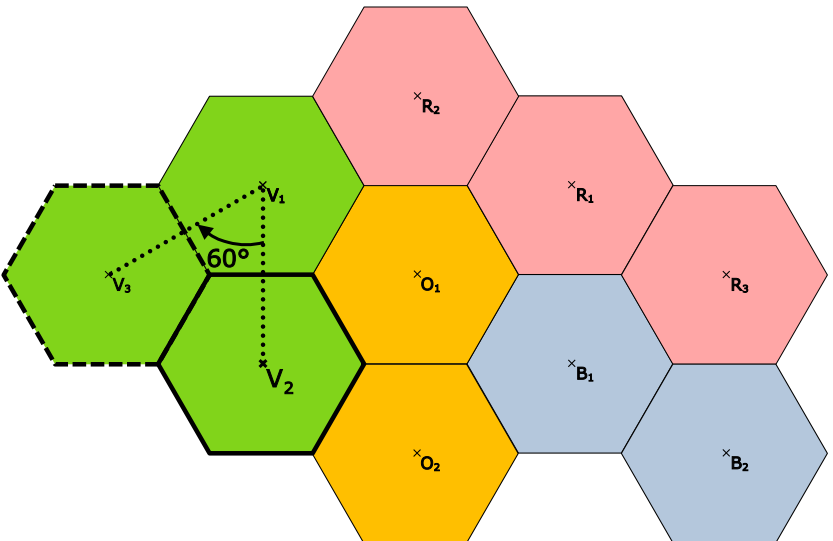
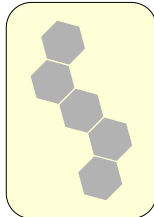
« Je joue une ROTATION depuis la TUILE V_2 avec le centre V_1 , l'angle 60° , et le sens horaire. »



Orange

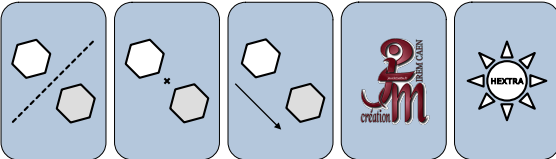
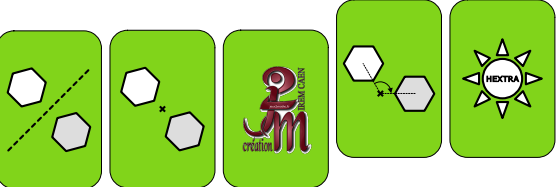


Rose

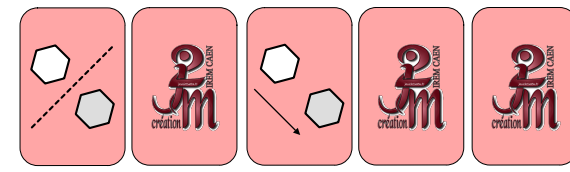


Vert

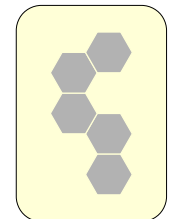
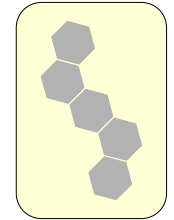
Bleu



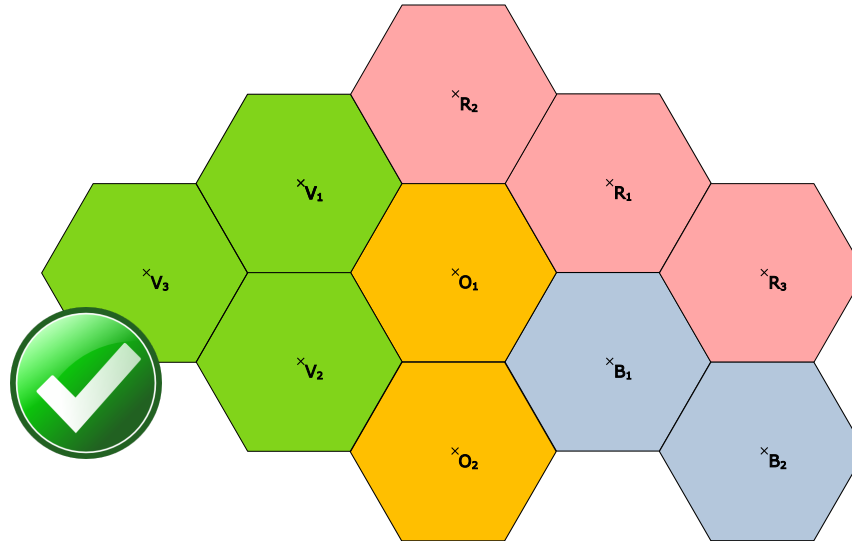
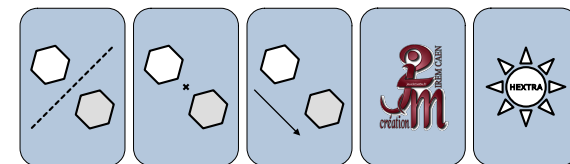
Vert pose sa TUILE V_3 en appliquant la transformation choisie.



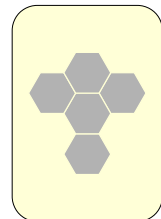
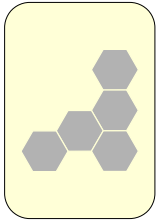
Rose



Bleu



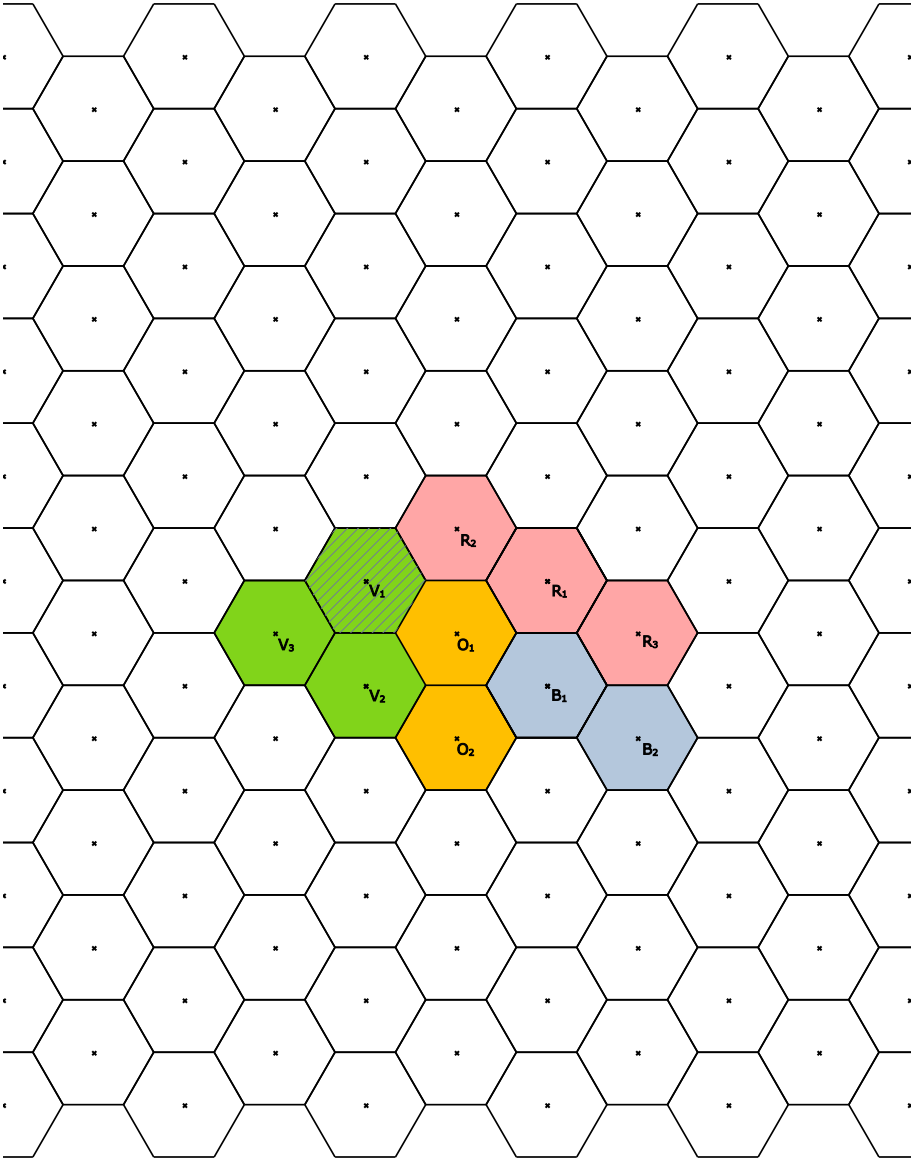
Orange



Vert



Le coup est validé par les autres joueurs : **Vert** retourne ses cartes ROTATION et HEXTRA...



Joueur VERT :

Joueur ROSE :

Joueur ORANGE :

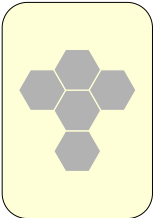
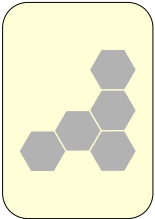
Joueur BLEU :

Couleur	ANTÉCÉDENT → IMAGE	Complète avec la TRANSFORMATION choisie et ses CARACTÉRISTIQUES.	Validation ? ☐ ☐
	$V_1 \mapsto V_2$	Translation de vecteur $\overrightarrow{R_1B_1}$	☒
	$O_1 \mapsto O_2$	Symétrie axiale d'axe (V_2B_1)	☒
	$R_1 \mapsto R_2$	Rotation de centre O_1 , d'angle 60° , de sens antihoraire	☒
	$R_2 \mapsto R_3$	Symétrie centrale de centre R_1	☒
	$B_1 \mapsto B_2$	Rotation de centre R_3 , d'angle 60° , de sens antihoraire	☒
	$V_2 \mapsto V_3$	Symétrie axiale d'axe (V_1R_2)	☒
	$V_2 \mapsto V_3$	Rotation de centre V_1 , d'angle 60° , de sens horaire	☒
	$\mapsto$		☐
	$\mapsto$		☐
	$\mapsto$		☐
	$\mapsto$		☐
	$\mapsto$		☐
	$\mapsto$		☐
	$\mapsto$		☐
	$\mapsto$		☐
	$\mapsto$		☐
	$\mapsto$		☐
	$\mapsto$		☐
	$\mapsto$		☐
	$\mapsto$		☐
	$\mapsto$		☐

et complète les DEUX feuilles de marques.



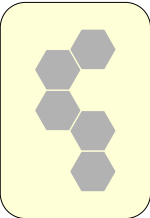
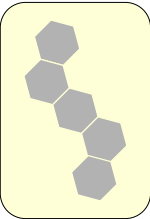
Orange



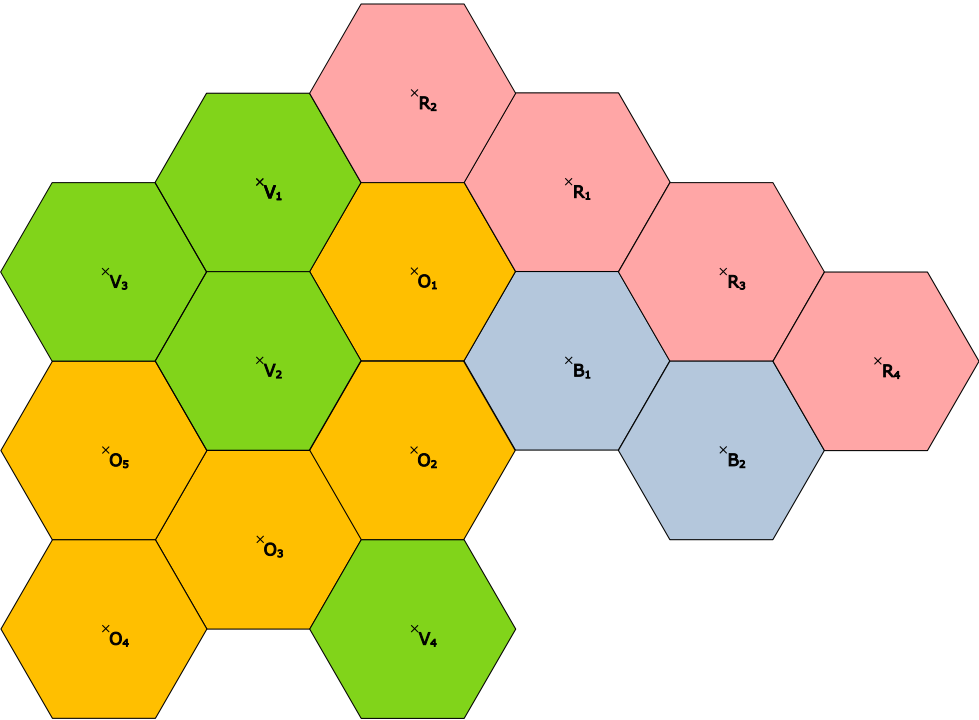
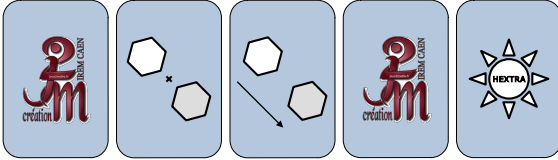
Vert



Rose



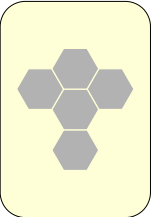
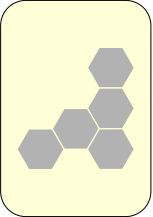
Bleu



PLUS TARD dans la partie...



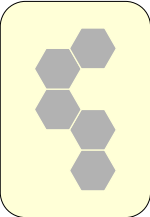
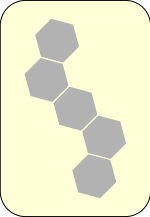
Orange



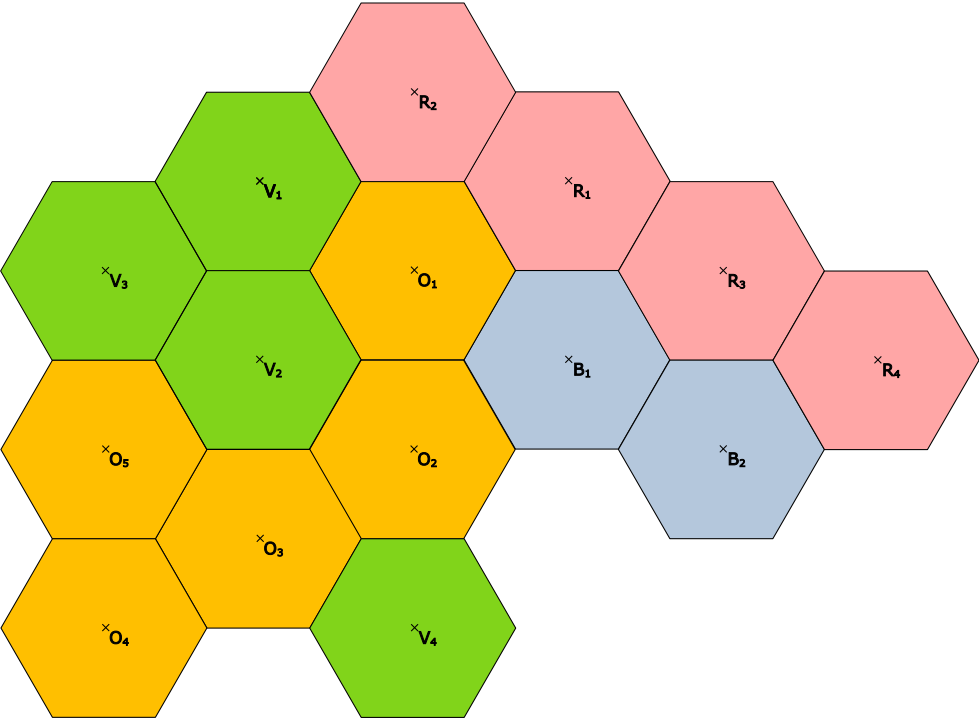
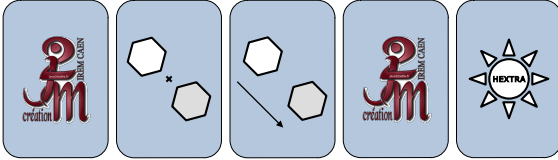
Vert



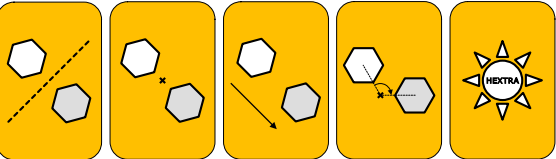
Rose



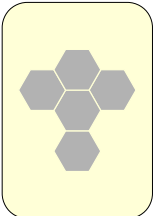
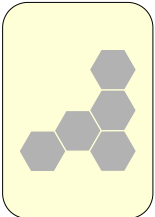
Bleu



Orange a terminé un CYCLE : toutes ses cartes sont faces cachées.



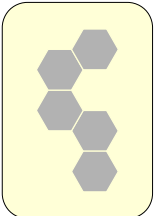
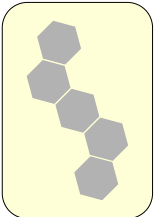
Orange



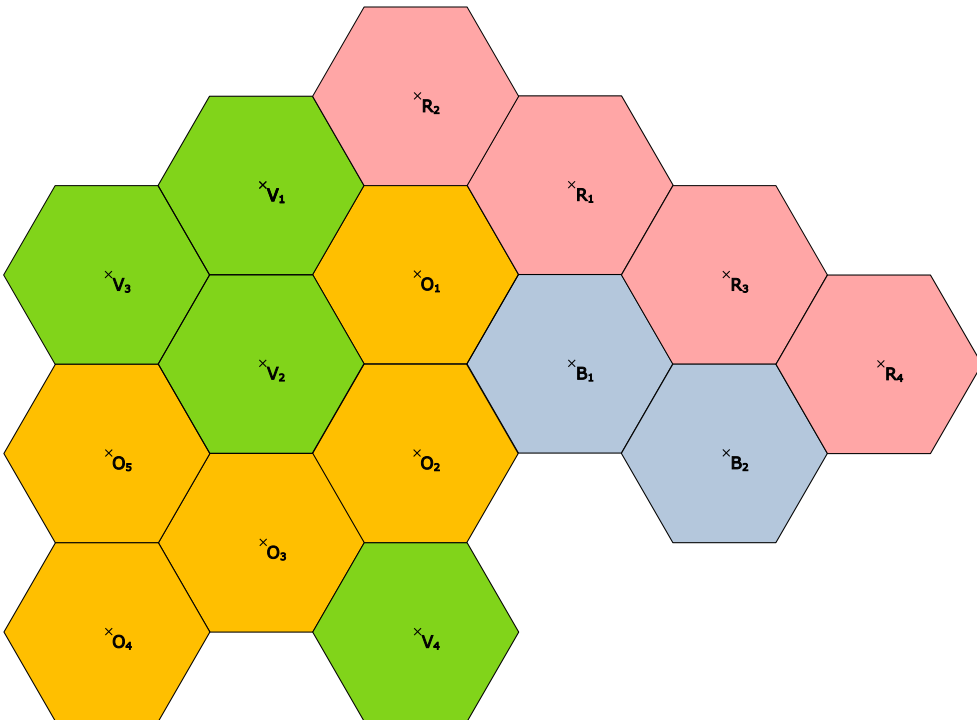
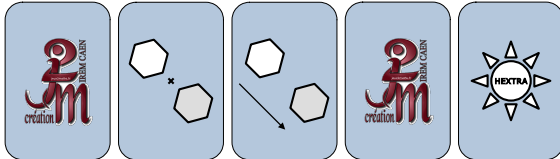
Vert



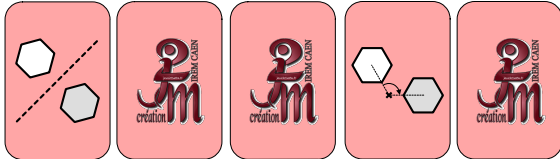
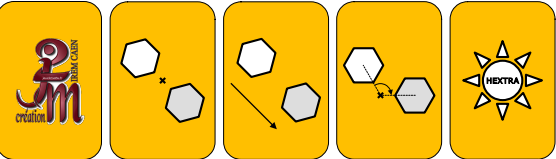
Rose



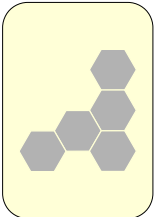
Bleu



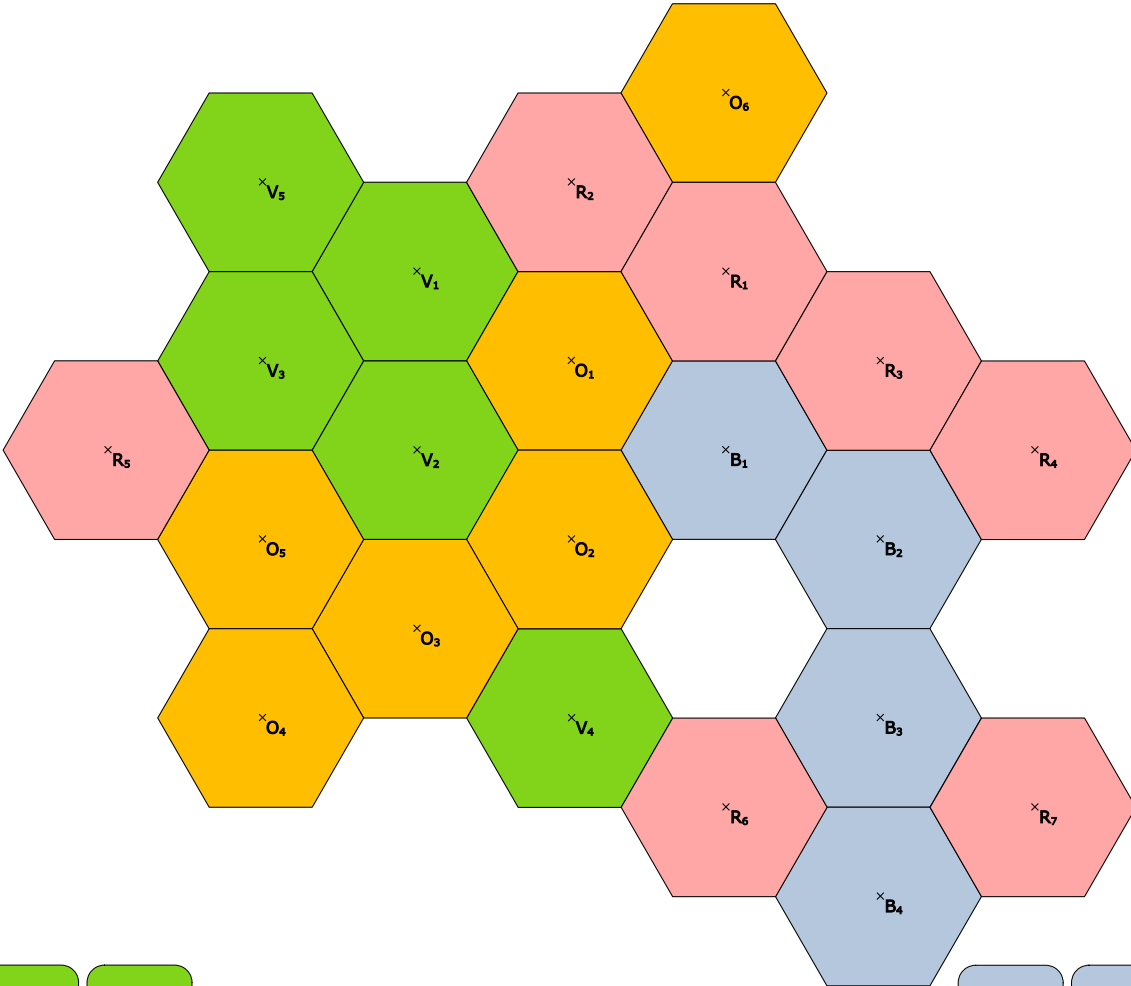
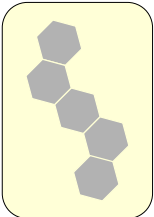
Orange peut retourner ses cartes, faces visibles, pour commencer un nouveau CYCLE.



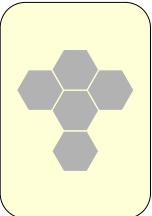
Orange



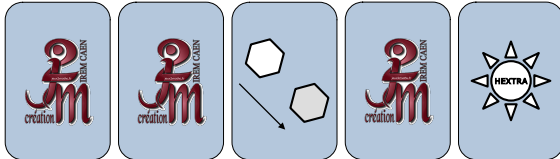
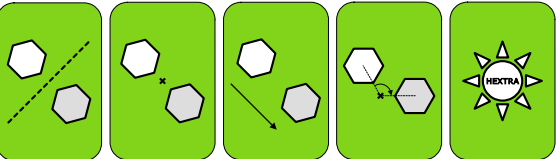
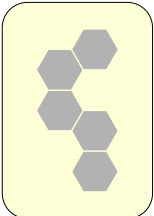
Rose



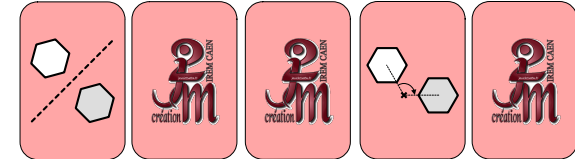
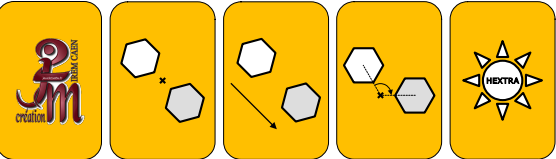
Vert



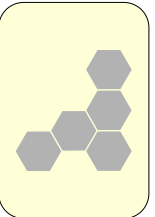
Bleu



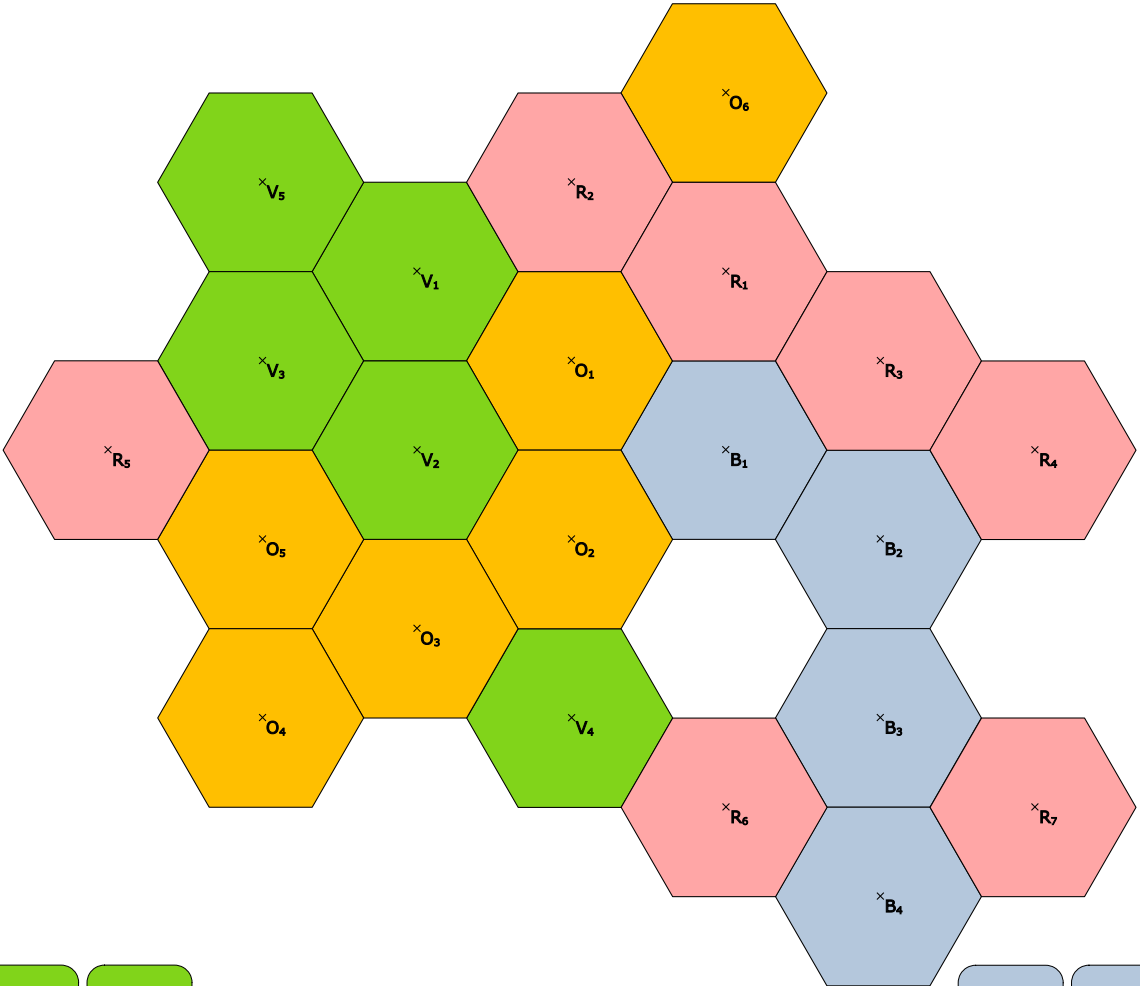
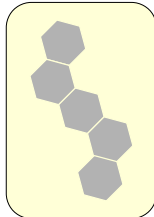
ENCORE PLUS TARD dans la partie...



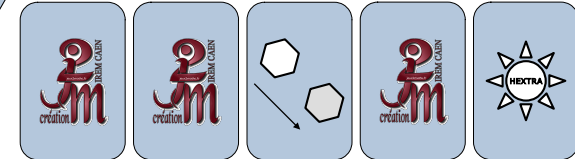
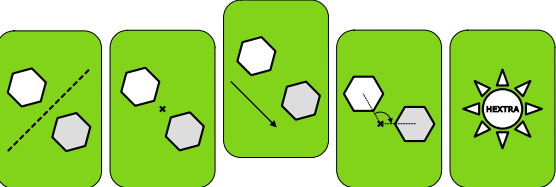
Orange



Rose

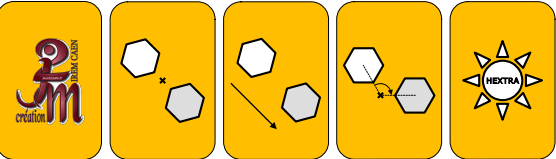


Vert

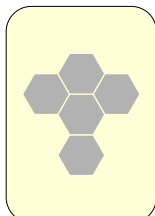
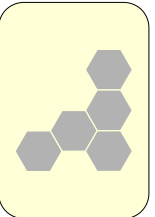


Bleu

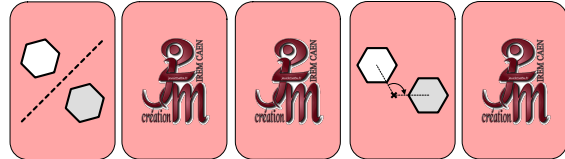
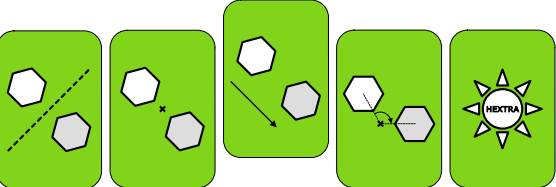
C'est le tour de Vert qui avance sa carte TRANSLATION et annonce :



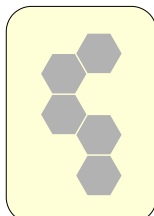
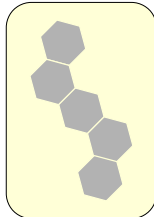
Orange



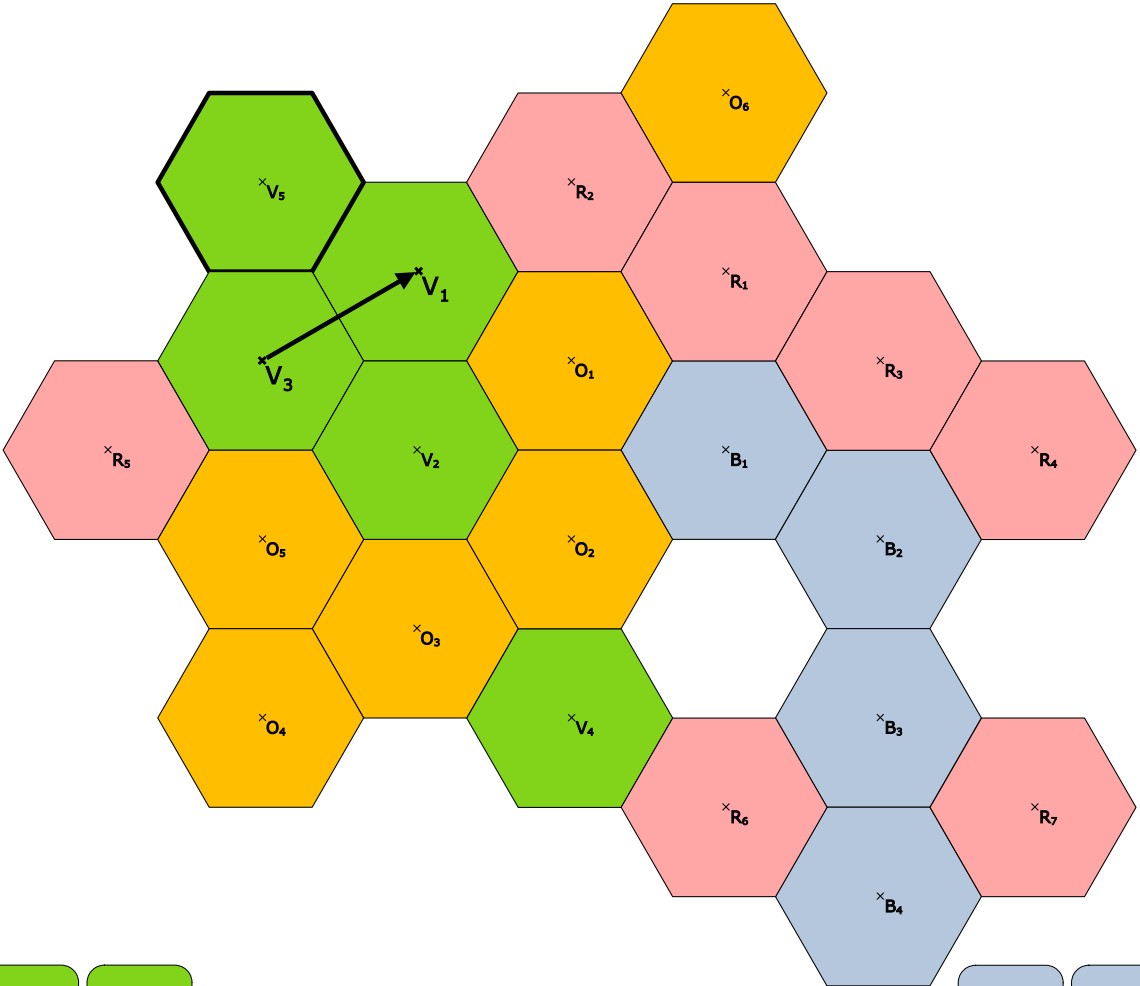
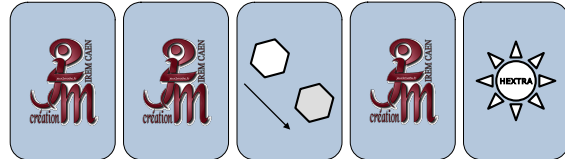
Vert



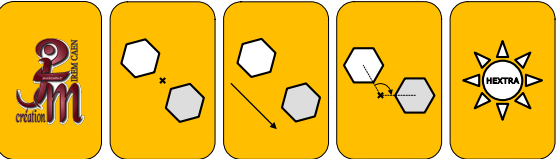
Rose



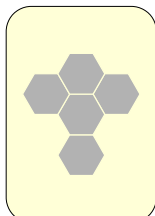
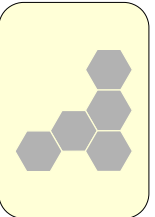
Bleu



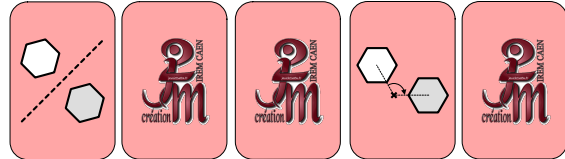
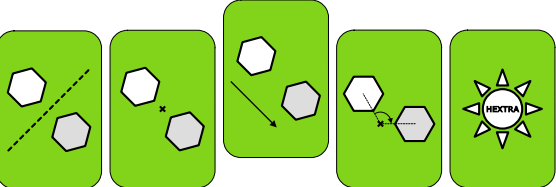
« Je joue une TRANSLATION depuis la TUILE V_5 avec le vecteur $\overrightarrow{V_3V_1}$. »



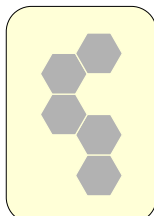
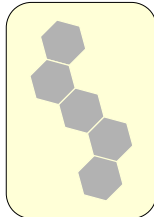
Orange



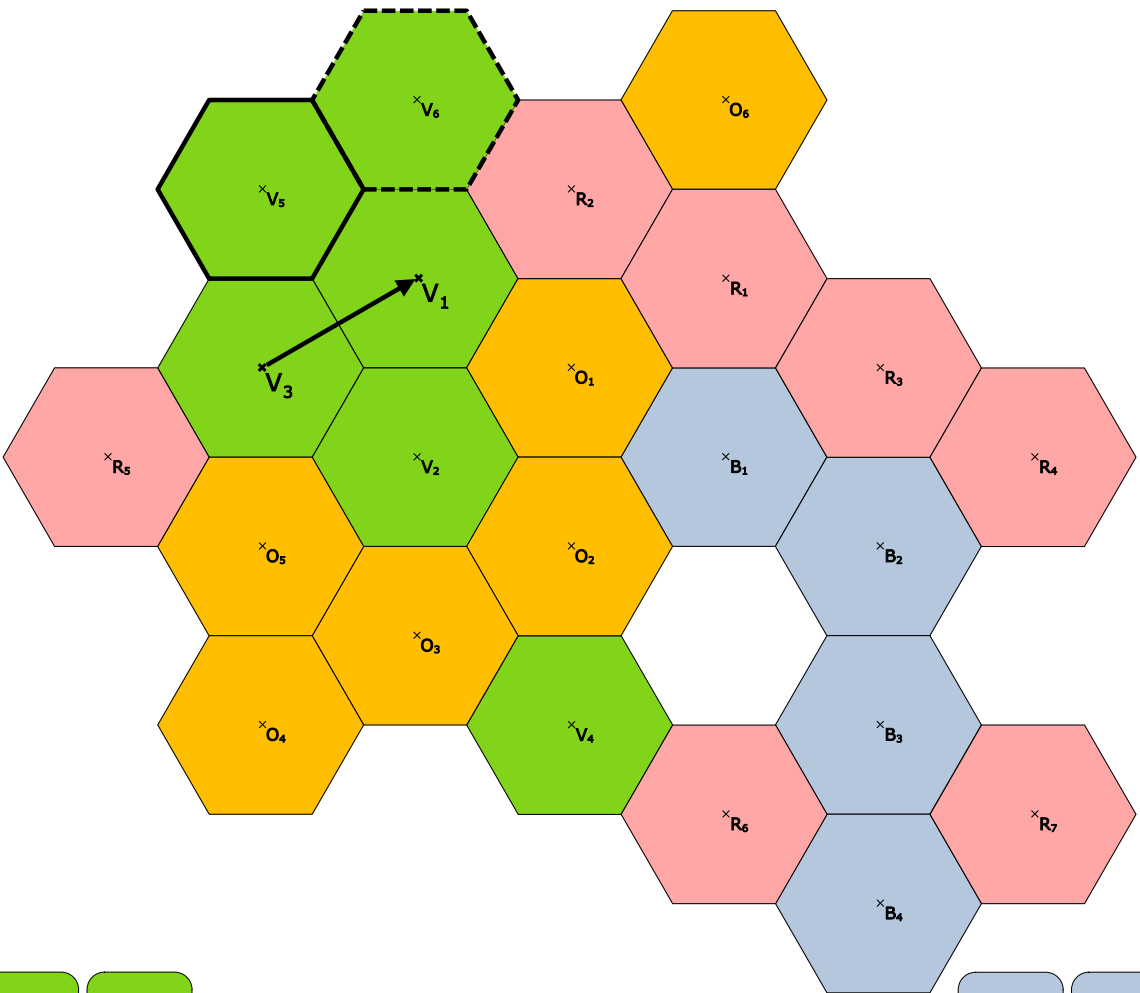
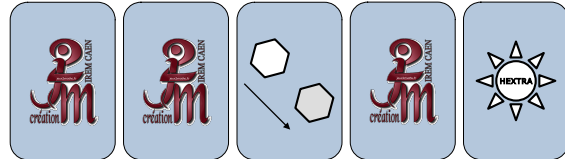
Vert



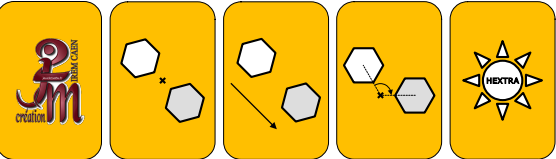
Rose



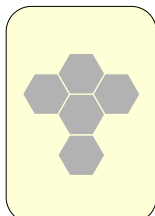
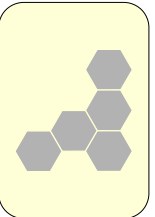
Bleu



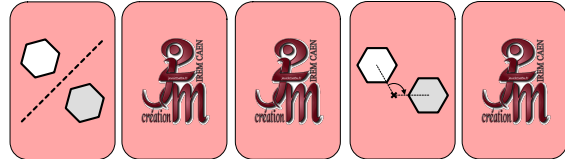
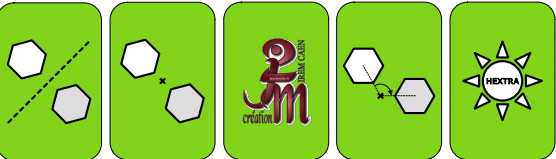
Vert pose sa TUILE V₆ en appliquant la transformation choisie.



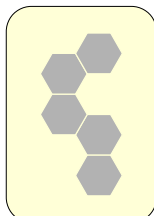
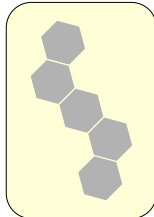
Orange



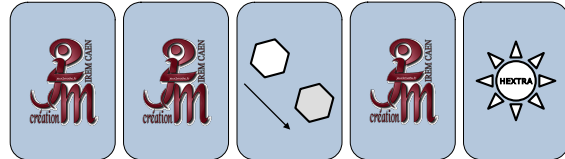
Vert



Rose



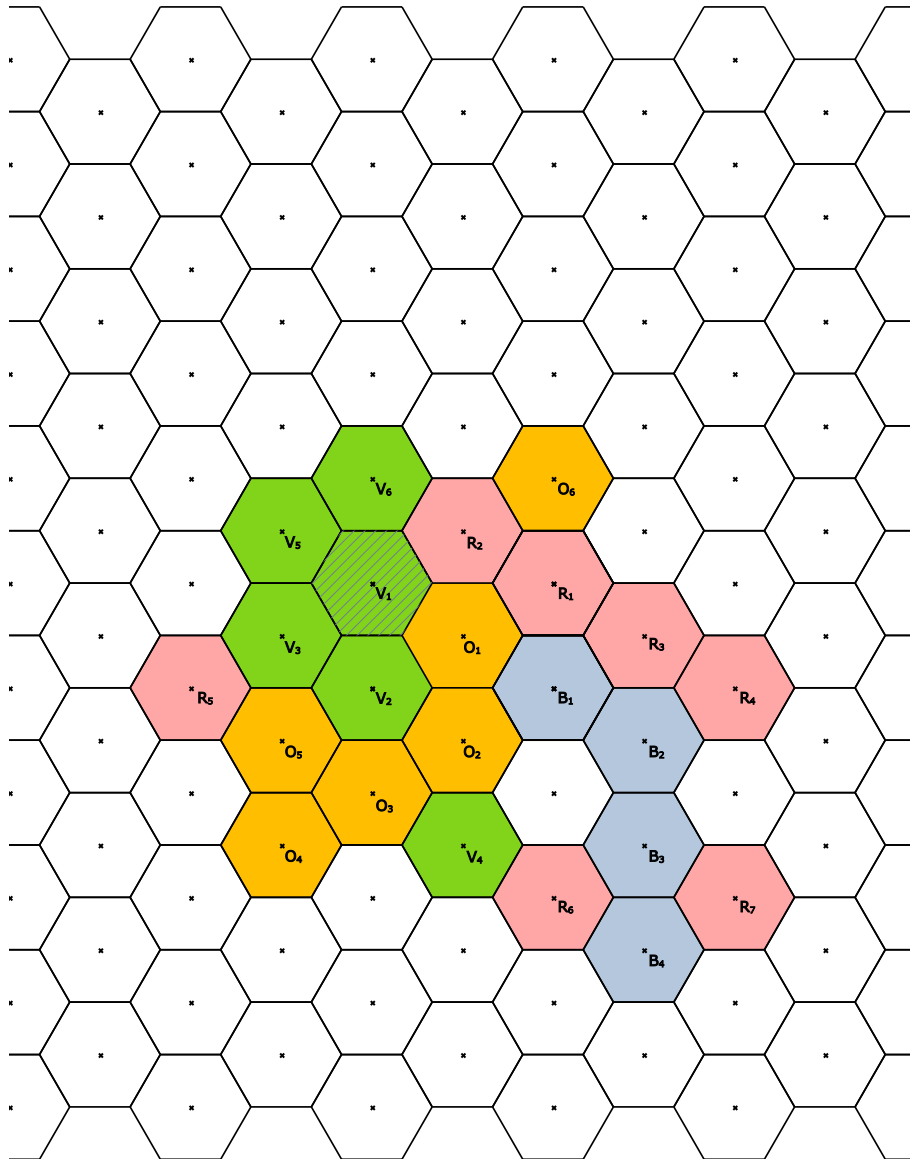
Bleu



Le coup est validé par les autres joueurs : Vert retourne sa carte TRANSLATION...

HEXTRA

Feuille de marques TUILES



HEXTRA

Feuille de marques TRANSFORMATIONS



Joueur VERT :

Joueur ROSE :

Joueur ORANGE :

Joueur BLEU :

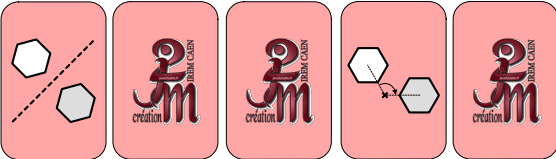
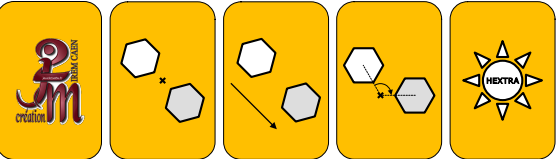
Couleur	ANTÉCÉDENT → IMAGE	Complète avec la TRANSFORMATION choisie et ses CARACTÉRISTIQUES.	Validation ? ☒ ☒
VERT	$V_1 \rightarrow V_2$	Translation de vecteur $\overrightarrow{R_1B_1}$	☒
ORANGE	$O_1 \rightarrow O_2$	Symétrie axiale d'axe (V_2B_1)	☒
ROSE	$R_1 \rightarrow R_2$	Rotation de centre O_1 , d'angle 60° , de sens antihoraire	☒
ROSE	$R_2 \rightarrow R_3$	Symétrie centrale de centre R_1	☒
BLEU	$B_1 \rightarrow B_2$	Rotation de centre R_3 , d'angle 60° , de sens antihoraire	☒
VERT	$V_2 \rightarrow V_3$	Symétrie axiale d'axe (V_1R_2)	☒
VERT	$V_2 \rightarrow V_3$	Rotation de centre V_1 , d'angle 60° , de sens horaire	☒

PLUS TARD dans la partie...

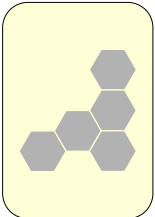
ENCORE PLUS TARD dans la partie...

VERT	$V_5 \rightarrow V_6$	Translation de vecteur $\overrightarrow{V_3V_1}$	☒
	$\rightarrow$		☐
	$\rightarrow$		☐
	$\rightarrow$		☐
	$\rightarrow$		☐
	$\rightarrow$		☐
	$\rightarrow$		☐
	$\rightarrow$		☐
	$\rightarrow$		☐
	$\rightarrow$		☐

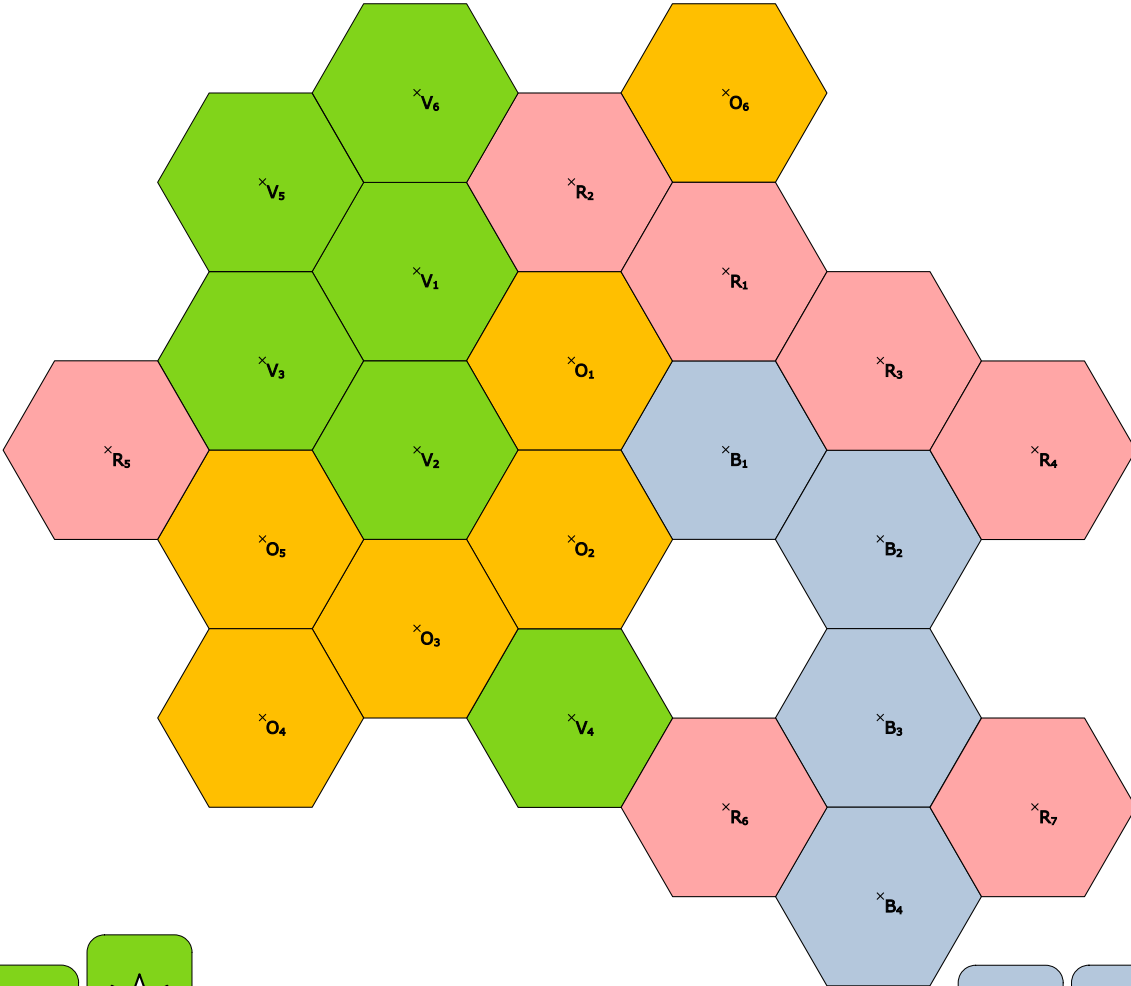
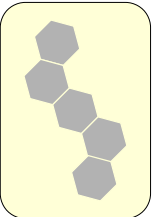
et complète les DEUX feuilles de marques.



Orange

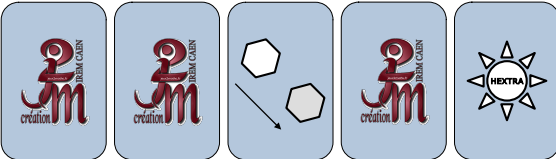


Rose

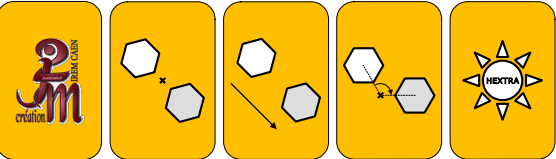


Vert

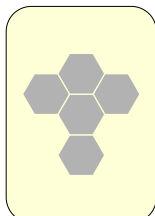
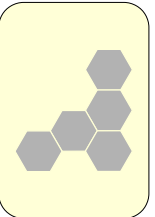
Bleu



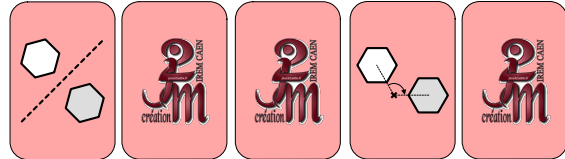
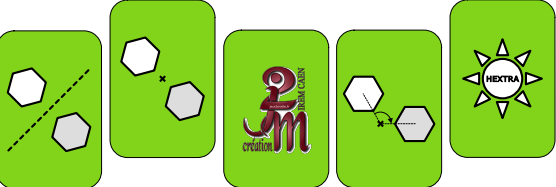
Vert décide de jouer sa carte HEXTRA.



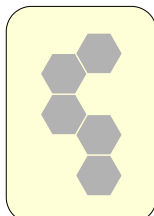
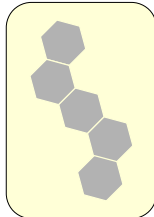
Orange



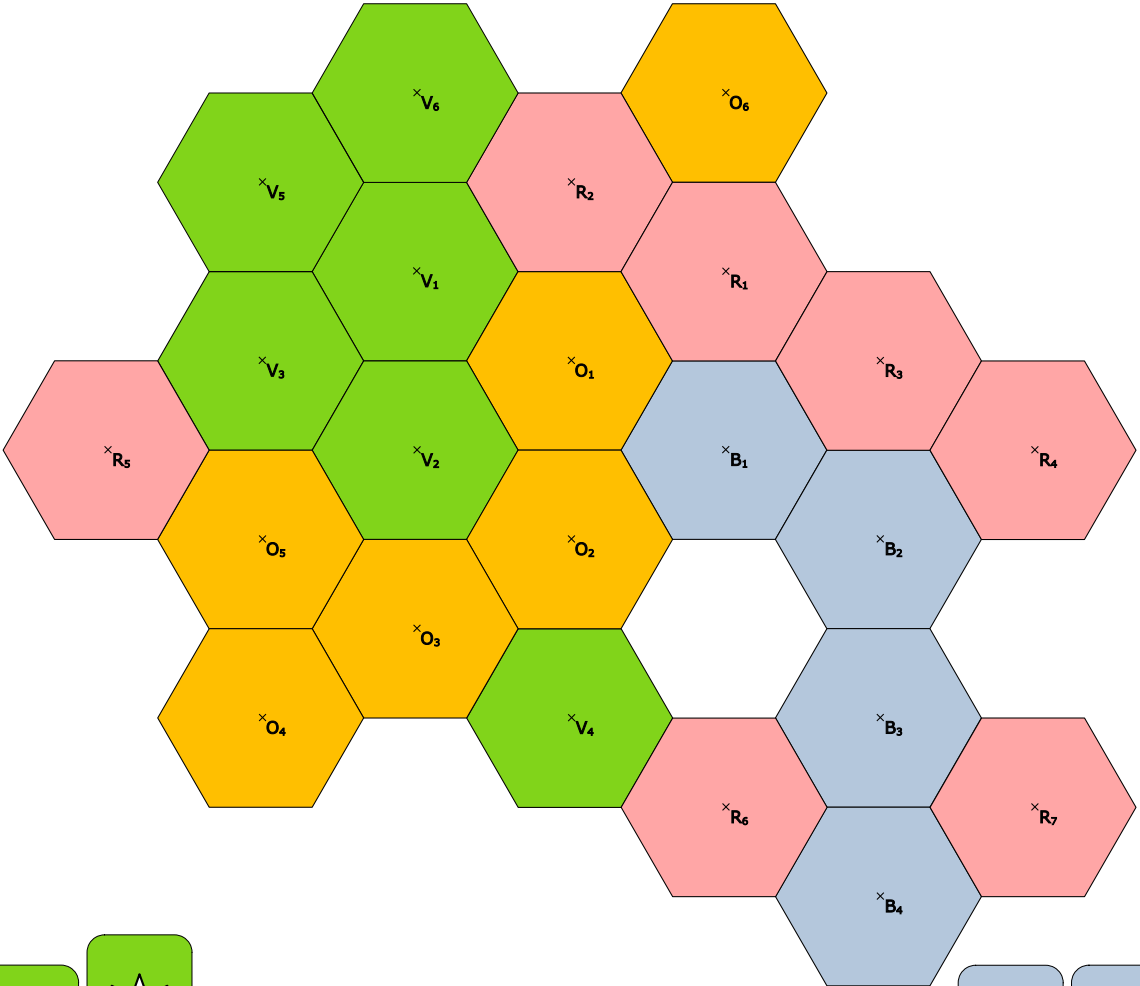
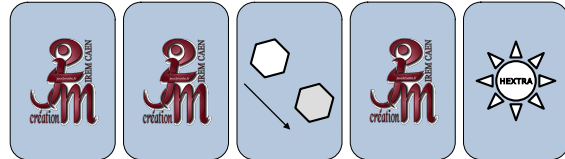
Vert



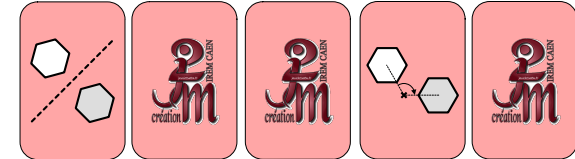
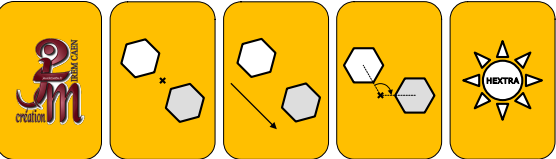
Rose



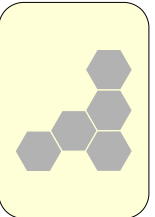
Bleu



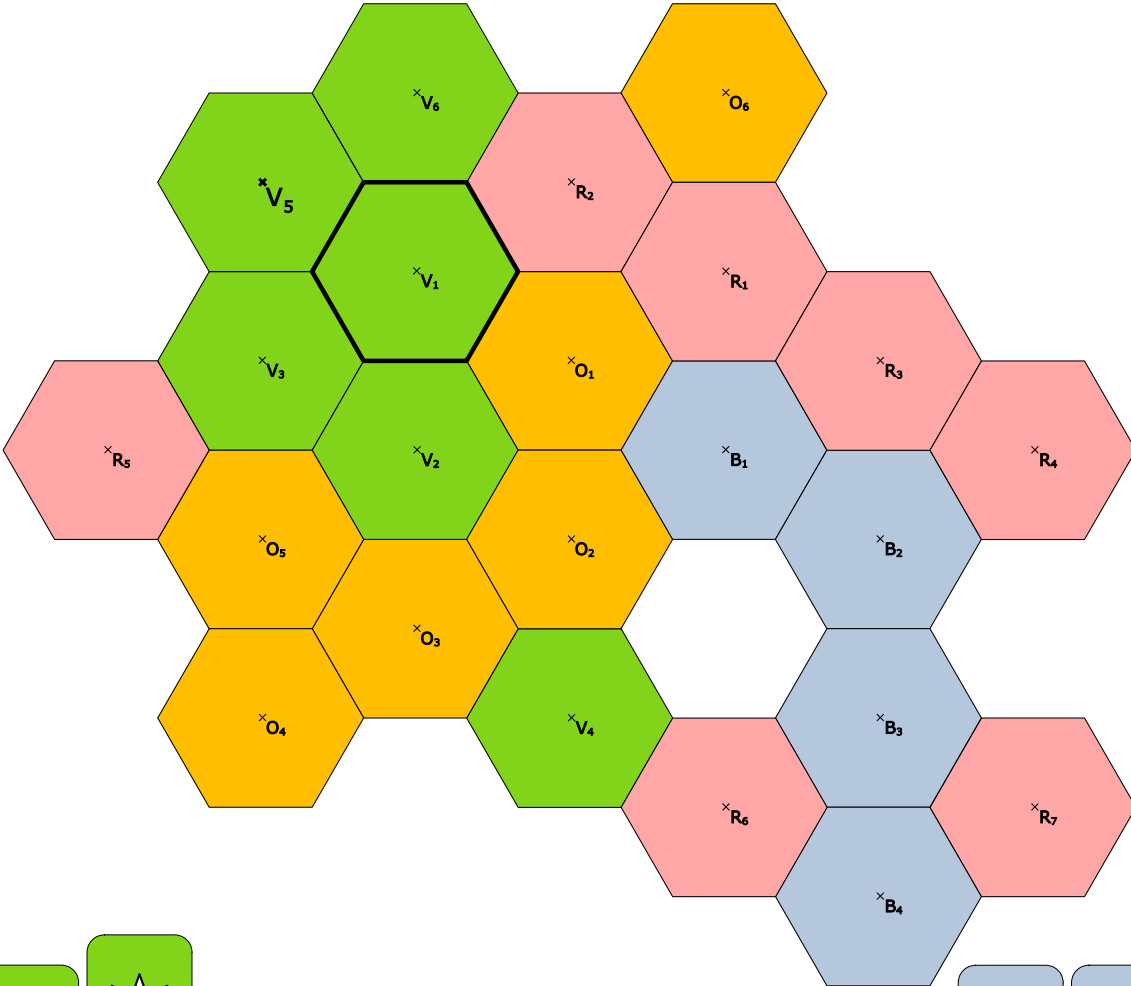
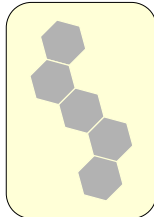
Vert rejoue en avançant sa carte SYMÉTRIE CENTRALE et annonce :



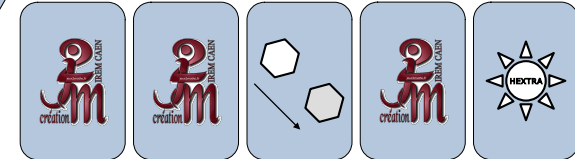
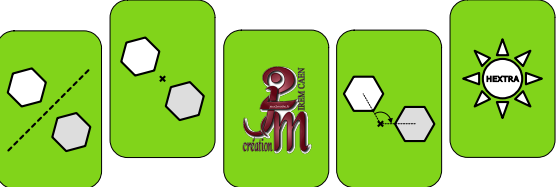
Orange



Rose

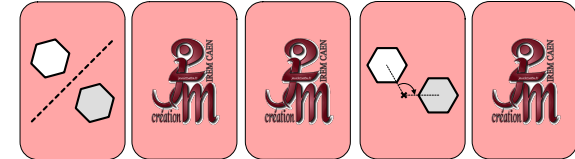
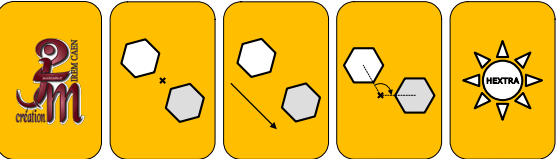


Vert

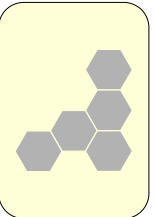


Bleu

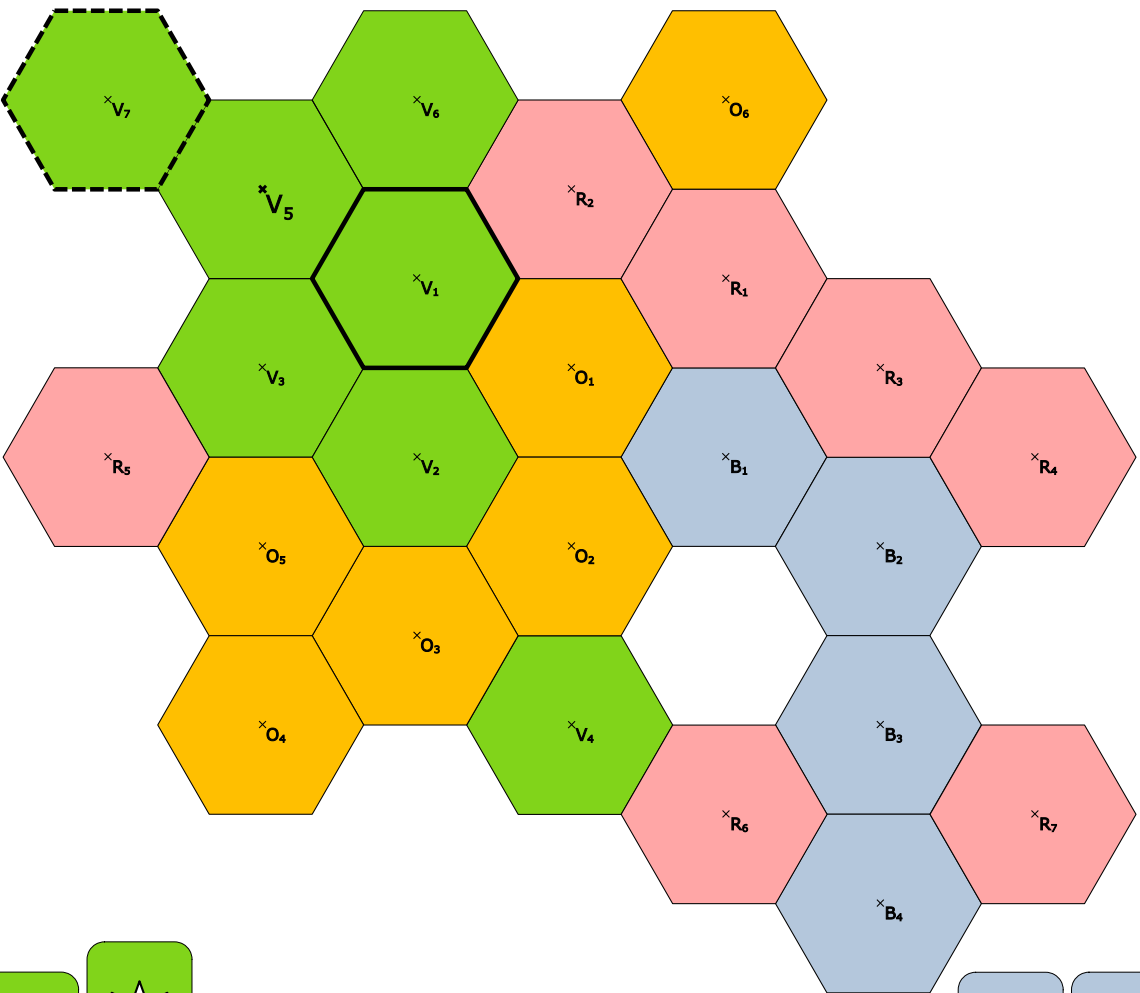
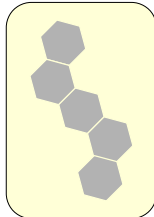
« Je joue une SYMÉTRIE CENTRALE depuis la TUILE V₁ avec le centre V₅. »



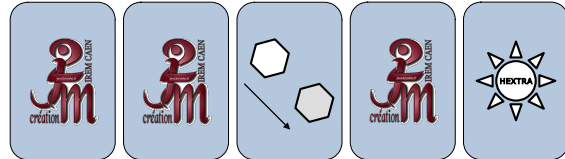
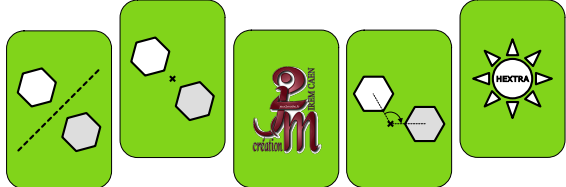
Orange



Rose

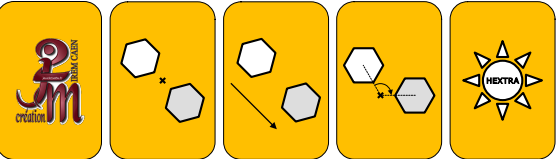


Vert

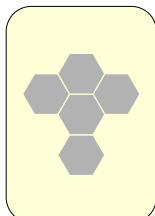
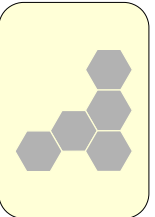


Bleu

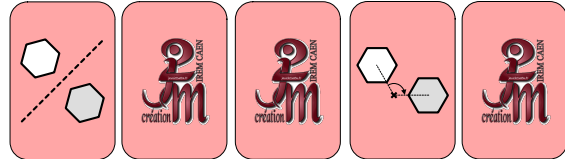
Vert pose sa TUILE V₇ en appliquant la transformation choisie.



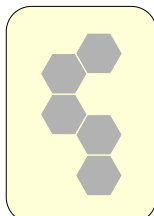
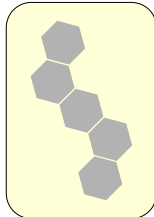
Orange



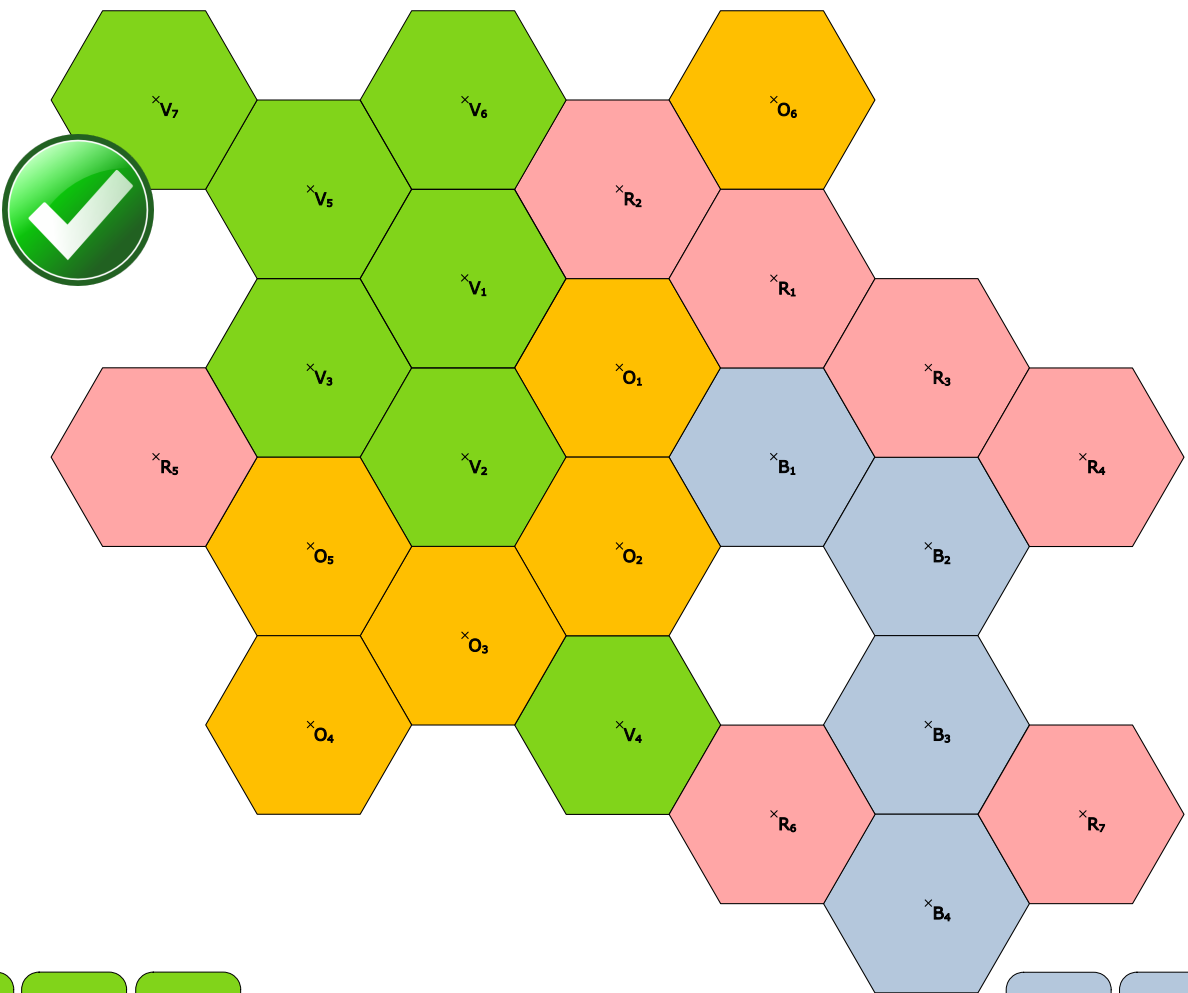
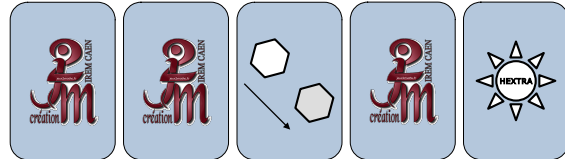
Vert



Rose



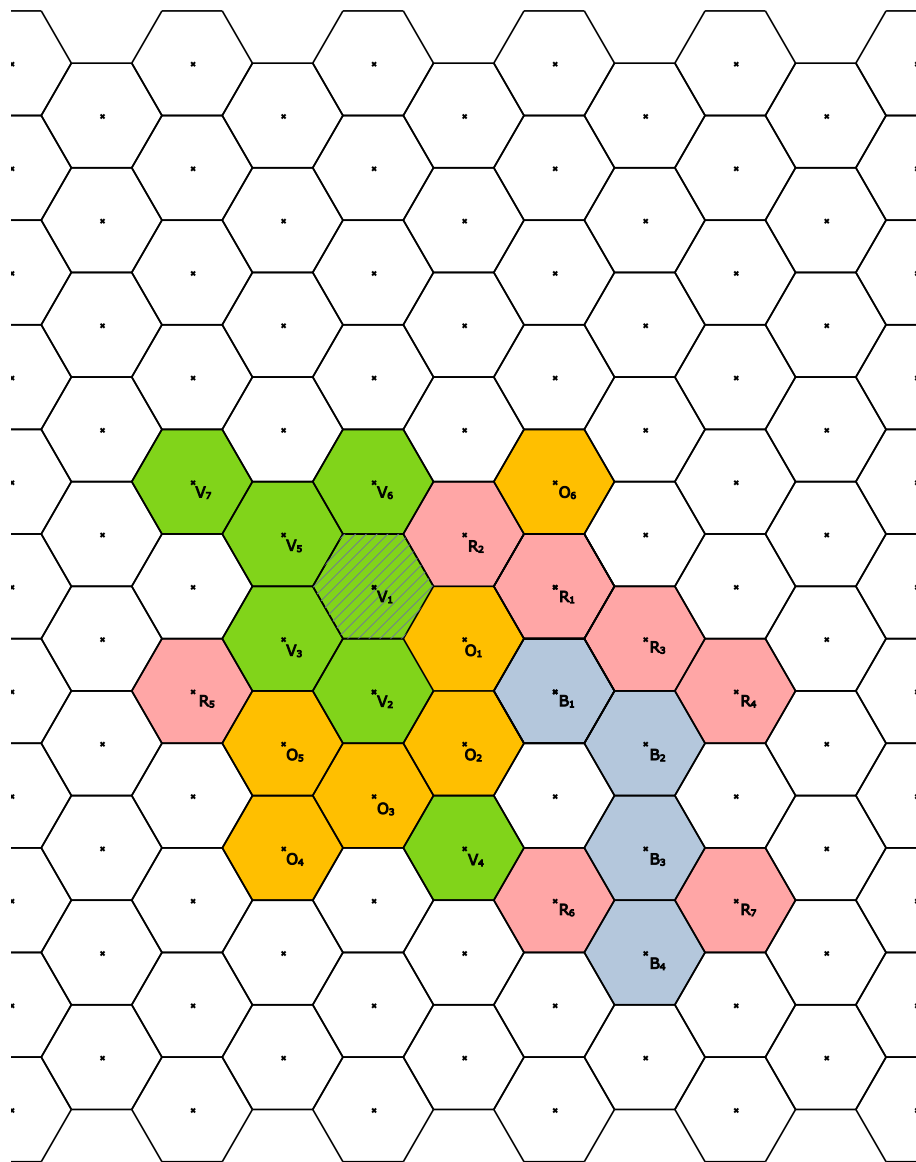
Bleu



Le coup est validé par les autres joueurs : Vert retourne ses cartes SYMÉTRIE CENTRALE et HEXTRA...

HEXTRA

Feuille de marques TUILES



HEXTRA

Feuille de marques TRANSFORMATIONS



Joueur VERT :

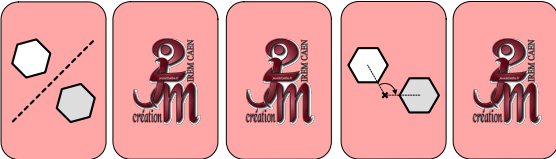
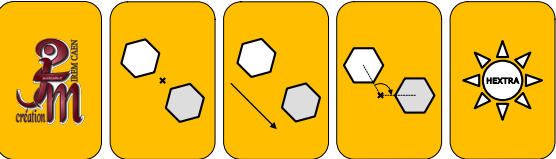
Joueur ROSE :

Joueur ORANGE :

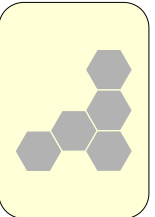
Joueur BLEU :

Couleur	ANTÉCÉDENT → IMAGE	Complète avec la TRANSFORMATION choisie et ses CARACTÉRISTIQUES.	Validation ? ☒ ☐
Vert	$V_1 \rightarrow V_2$	Translation de vecteur $\overrightarrow{R_1 B_1}$	☒
Jaune	$O_1 \rightarrow O_2$	Symétrie axiale d'axe $(V_2 B_1)$	☒
Rose	$R_1 \rightarrow R_2$	Rotation de centre O_1 , d'angle 60° , de sens antihoraire	☒
Rose	$R_2 \rightarrow R_3$	Symétrie centrale de centre R_1	☒
Bleu	$B_1 \rightarrow B_2$	Rotation de centre R_3 , d'angle 60° , de sens antihoraire	☒
Vert	$V_2 \rightarrow V_3$	Symétrie axiale d'axe $(V_1 R_2)$	☒
Vert	$V_2 \rightarrow V_3$	Rotation de centre V_1 , d'angle 60° , de sens horaire	☒
		PLUS TARD dans la partie...	
		ENCORE PLUS TARD dans la partie...	
Vert	$V_5 \rightarrow V_6$	Translation de vecteur $\overrightarrow{V_3 V_1}$	☒
Vert	$V_1 \rightarrow V_7$	Symétrie centrale de centre V_5	☒
	→		☐
	→		☐
	→		☐
	→		☐
	→		☐
	→		☐
	→		☐
	→		☐
	→		☐

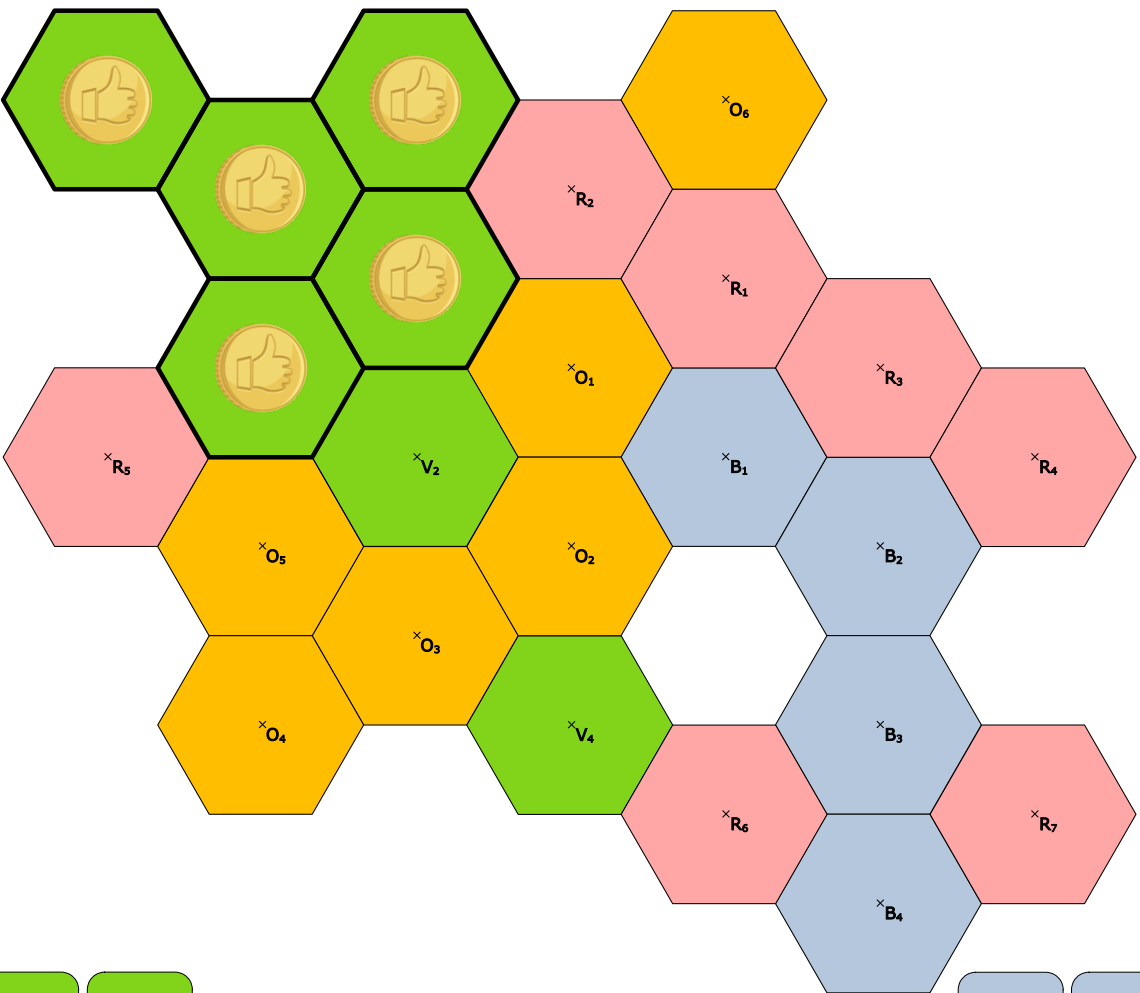
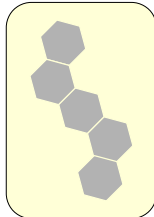
et complète les DEUX feuilles de marques.



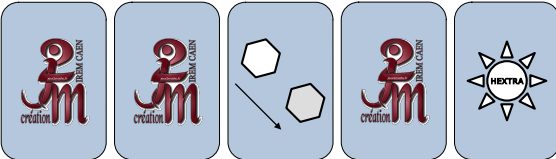
Orange



Rose



Vert



Bleu

Vert vient de réaliser son MOTIF : il gagne la partie !

