

CARTES REFERENCES

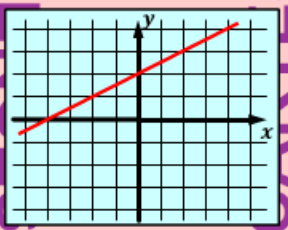
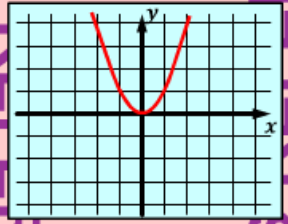
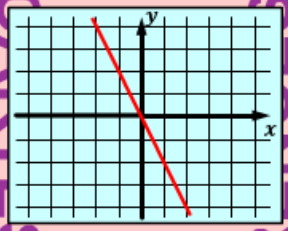
CARTES REFERENCES

Jeu d'Alice

Jeu de William



But du jeu du TRIFONC : marquer le plus possible de points.

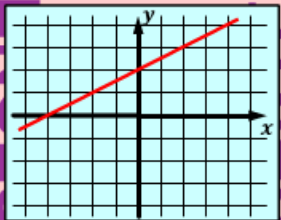
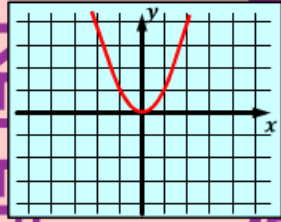
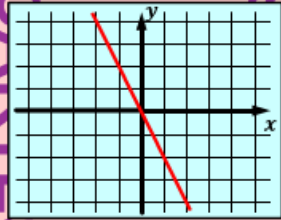


**Jeu d'Alice**

**Jeu de William**



3 cartes références sont tirées parmi les 9 représentations graphiques...

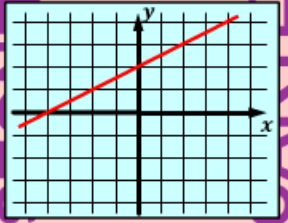
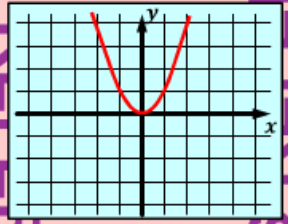
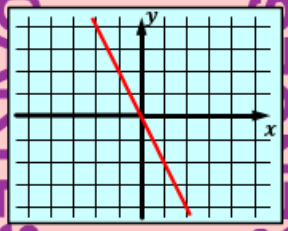


**Jeu d'Alice**

**Jeu de William**



et placées au centre du tapis de jeu.

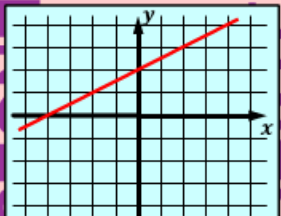
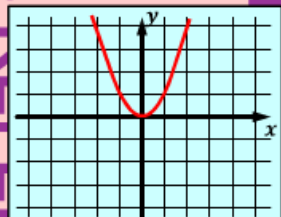
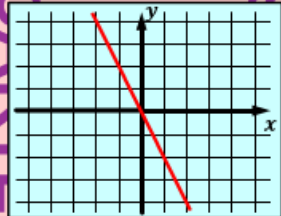


**Jeu d'Alice**

**Jeu de William**



La première manche commence.



### Jeu d'Alice

3  
est l'image  
de -3

x	-2	-1	1
f(x)	4	2	-2

$$f(x) = x^2$$

$$f(x) = -2x + 2$$



### Jeu de William

x	-2	0	2
f(x)	1	2	3

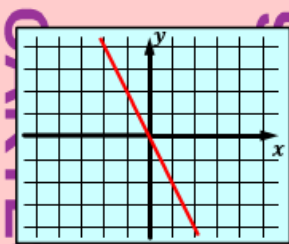
$$C(-1, 1)$$

$$f(0) = -3$$

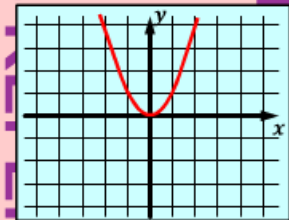
$$J(2, -2)$$

Chaque joueur tire 4 cartes dans la pioche.

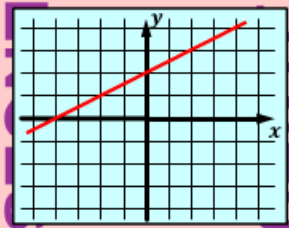
$x$	-2	-1	1
$f(x)$	4	2	-2



$$f(x) = x^2$$



$$f(x) = x^2$$



### Jeu d'Alice

3  
est l'image  
de -3

$$f(x) = -2x + 2$$



### Jeu de William

$x$	-2	0	2
$f(x)$	1	2	3

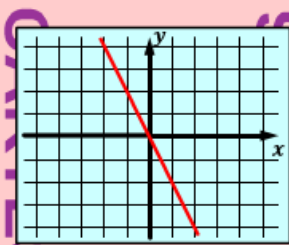
$$f(0) = -3$$

$$C(-1, 1)$$

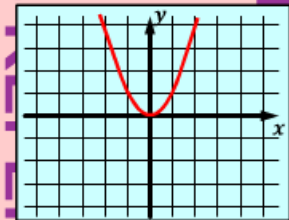
$$J(2, -2)$$

Alice associe deux cartes aux cartes références et les place dans sa zone de jeu.

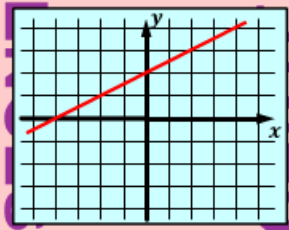
$x$	-2	-1	1
$f(x)$	4	2	-2



$$f(x) = x^2$$



$$f(x) = x^2$$



**Jeu d'Alice** 2 points

3  
est l'image  
de -3

$$f(x) = -2x + 2$$



**Jeu de William**

$x$	-2	0	2
$f(x)$	1	2	3

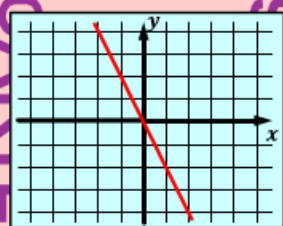
$$f(0) = -3$$

C(-1, 1)

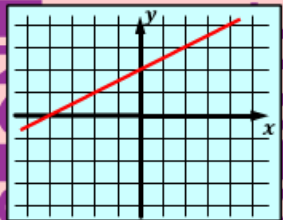
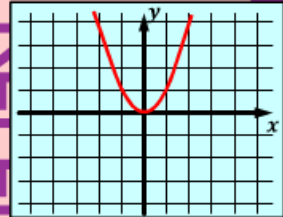
J(2, -2)

Elle marque 2 points...

$x$	-2	-1	1
$f(x)$	4	2	-2



$$f(x) = x^2$$



**Jeu d'Alice** 2 points



**Jeu de William**

$x$	-2	0	2
$f(x)$	1	2	3

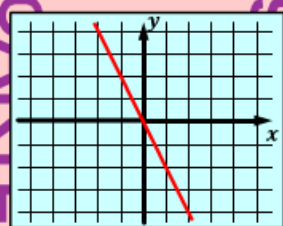
$f(0) = -3$

$C(-1, 1)$

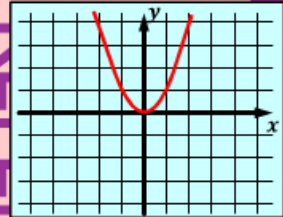
$J(2, -2)$

puis se défausse des cartes inutilisées.

$x$	-2	-1	1
$f(x)$	4	2	-2

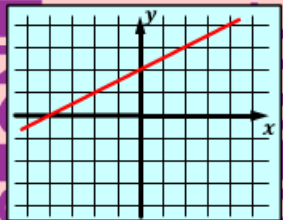


$$f(x) = x^2$$



$$C(-1, 1)$$

$$f(x) = x^2$$



$x$	-2	0	2
$f(x)$	1	2	3

**Jeu d'Alice**

2 points



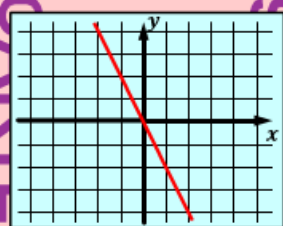
**Jeu de William**

$$f(0) = -3$$

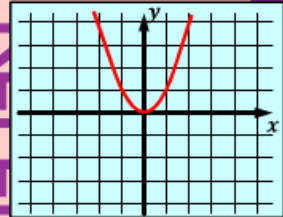
$$J(2, -2)$$

William associe deux cartes aux cartes références et les place dans sa zone de jeu.

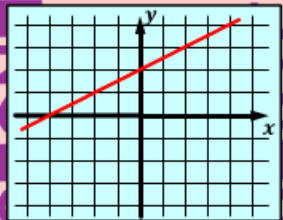
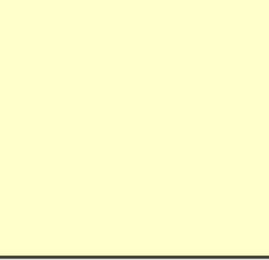
$x$	-2	-1	1
$f(x)$	4	2	-2



$$f(x) = x^2$$



$$C(-1, 1)$$



$x$	-2	0	2
$f(x)$	1	2	3

**Jeu d'Alice** 2 points



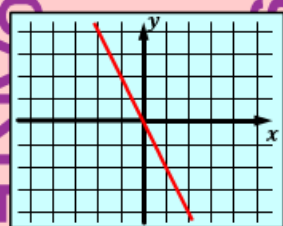
**Jeu de William** 2 points

$$f(0) = -3$$

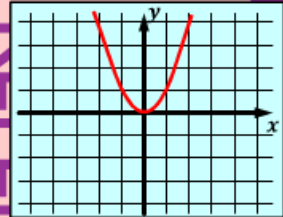
$$J(2, -2)$$

Il marque 2 points...

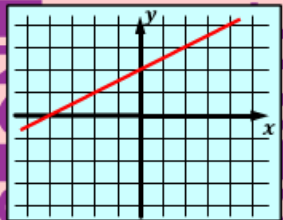
$x$	-2	-1	1
$f(x)$	4	2	-2



$$f(x) = x^2$$



$C(-1, 1)$



$x$	-2	0	2
$f(x)$	1	2	3

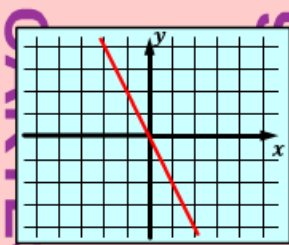
**Jeu d'Alice** 2 points



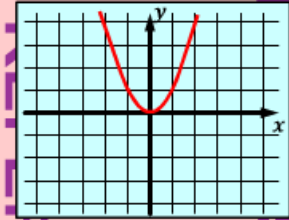
**Jeu de William** 2 points

puis se défausse des cartes inutilisées.

$x$	-2	-1	1
$f(x)$	4	2	-2

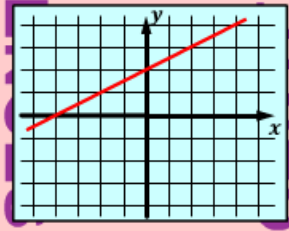


$$f(x) = x^2$$



$$C(-1, 1)$$

$$f(x) = x + 3$$



$x$	-2	0	2
$f(x)$	1	2	3

### Jeu d'Alice

2 points

L'image de 2 est 4

$$f(x) = x + 3$$



$$E(2, 3)$$

$$F(-2, 1)$$

### Jeu de William

2 points

$$f(x) = -x$$

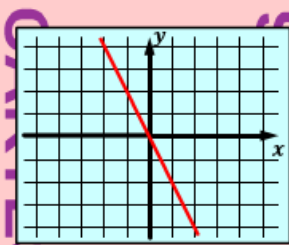
L'image de -1 est 2

$$D(3, -1)$$

$x$	-4	-1	3
$f(x)$	-1	-1	-1

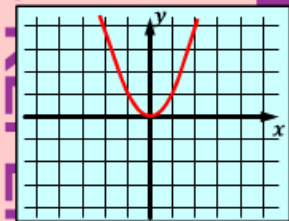
Chaque joueur pioche 4 cartes.

$x$	-2	-1	1
$f(x)$	4	2	-2



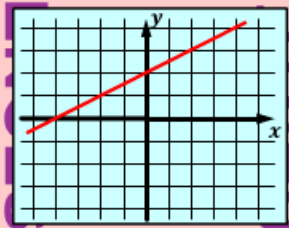
L'image de 2 est 4

$f(x) = x^2$



C (-1, 1)

F (-2, 1)



$x$	-2	0	2
$f(x)$	1	2	3

**Jeu d'Alice**

2 points

$f(x) = x + 3$



E (2, 3)

**Jeu de William**

2 points

$f(x) = -x$

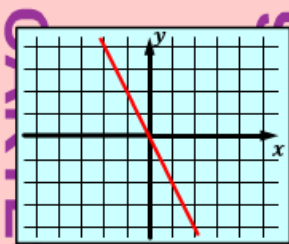
L'image de -1 est 2

D (3, -1)

$x$	-4	-1	3
$f(x)$	-1	-1	-1

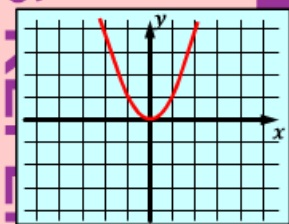
Alice associe deux cartes aux cartes références et les place dans sa zone de jeu.

$x$	-2	-1	1
$f(x)$	4	2	-2



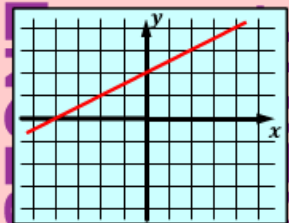
L'image de 2 est 4

$$f(x) = x^2$$



C (-1, 1)

F (-2, 1)



$x$	-2	0	2
$f(x)$	1	2	3

**Jeu d'Alice**

4 points

$$f(x) = x + 3$$



E (2, 3)

**Jeu de William**

2 points

$$f(x) = -x$$

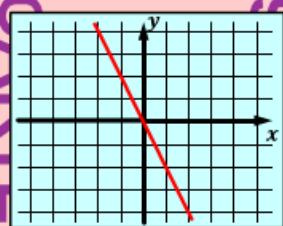
L'image de -1 est 2

D (3, -1)

$x$	-4	-1	3
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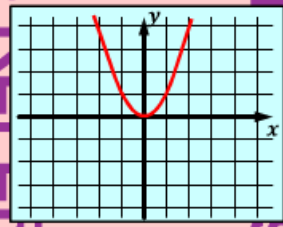
Elle marque 2 points...

$x$	-2	-1	1
$f(x)$	4	2	-2



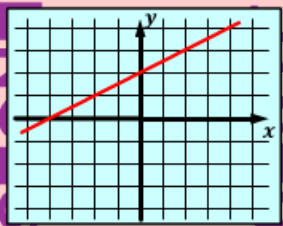
L'image de 2 est 4

$f(x) = x^2$



C (-1, 1)

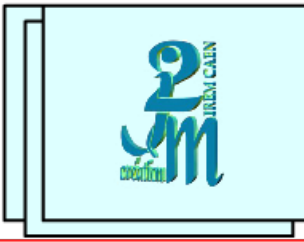
F (-2, 1)



$x$	-2	0	2
$f(x)$	1	2	3

**Jeu d'Alice**

4 points



**Jeu de William**

2 points

$f(x) = -x$

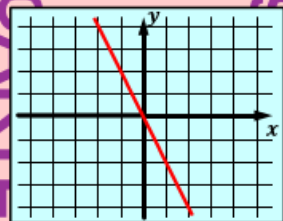
L'image de -1 est 2

D (3, -1)

$x$	-4	-1	3
$f(x)$	-1	-1	-1

puis se défausse des cartes inutilisées.

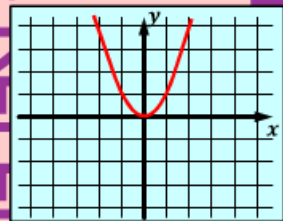
$x$	-2	-1	1
$f(x)$	4	2	-2



L'image de  
-1 est 2

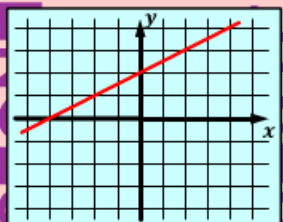
L'image de  
2 est 4

$$f(x) = x^2$$



C (-1, 1)

F (-2, 1)



$x$	-2	0	2
$f(x)$	1	2	3

**Jeu d'Alice**

4 points



**Jeu de William**

2 points

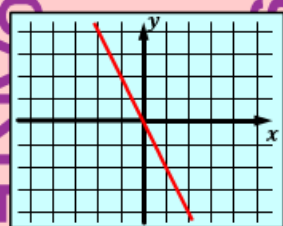
$$f(x) = -x$$

D (3, -1)

$x$	-4	-1	3
$f(x)$	-1	-1	-1

William associe une carte à une carte référence et la place dans sa zone de jeu.

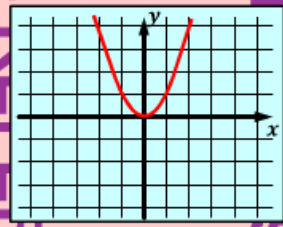
$x$	-2	-1	1
$f(x)$	4	2	-2



L'image de  
-1 est 2

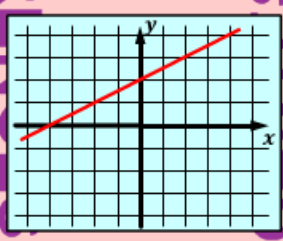
L'image de  
2 est 4

$f(x) = x^2$



C (-1 , 1)

F (-2 , 1)



$x$	-2	0	2
$f(x)$	1	2	3

**Jeu d'Alice**

4 points



**Jeu de William**

3 points

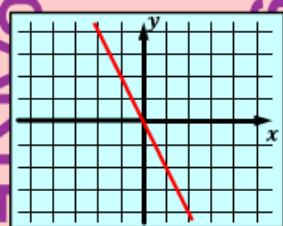
$f(x) = -x$

D (3 , -1)

$x$	-4	-1	3
$f(x)$	-1	-1	-1

Il marque 1 point...

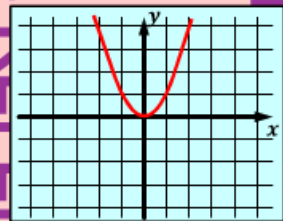
$x$	-2	-1	1
$f(x)$	4	2	-2



L'image de  
-1 est 2

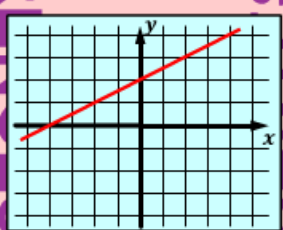
L'image de  
2 est 4

$f(x) = x^2$



C (-1 , 1)

F (-2 , 1)



$x$	-2	0	2
$f(x)$	1	2	3

**Jeu d'Alice**

4 points

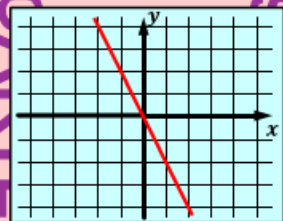
**Jeu de William**

3 points



puis se défausse des cartes inutilisées.

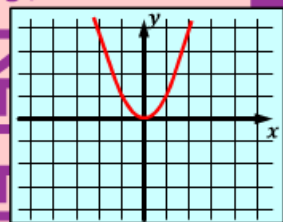
$x$	-2	-1	1
$f(x)$	4	2	-2



L'image de  
-1 est 2

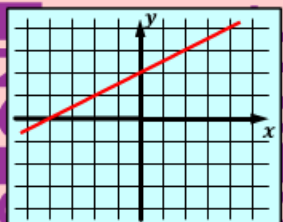
L'image de  
2 est 4

$$f(x) = x^2$$



$C(-1, 1)$

$F(-2, 1)$



$x$	-2	0	2
$f(x)$	1	2	3

### Jeu d'Alice 4 points

$$f(x) = 3x - 3$$

$x$	-2	-1	2
$f(x)$	4	1	4

$A(-4, -1)$

L'image de  
-1 est -1



### Jeu de William 3 points

$B(-2, 4)$

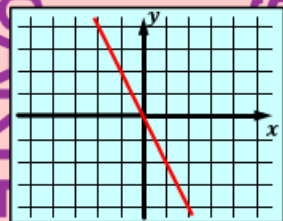
$$f(x) = -1$$

$x$	-3	1	3
$f(x)$	-4	-2	-1

$$f(0) = 2$$

Chaque joueur tire 4 cartes dans la pioche.

$x$	-2	-1	1
$f(x)$	4	2	-2

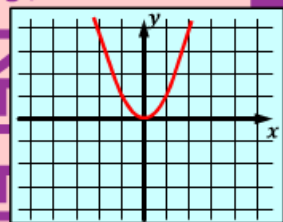


L'image de  
-1 est 2

$x$	-2	-1	2
$f(x)$	4	1	4

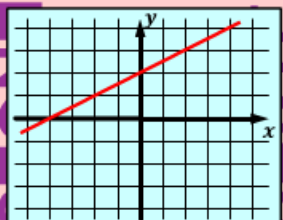
L'image de  
2 est 4

$$f(x) = x^2$$



$C(-1, 1)$

$F(-2, 1)$



$x$	-2	0	2
$f(x)$	1	2	3

### Jeu d'Alice 4 points

$$f(x) = 3x - 3$$

$A(-4, -1)$

L'image de  
-1 est -1



### Jeu de William 3 points

$B(-2, 4)$

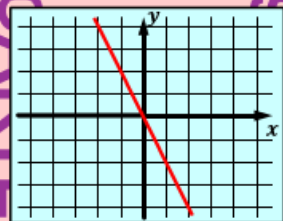
$$f(x) = -1$$

$x$	-3	1	3
$f(x)$	-4	-2	-1

$$f(0) = 2$$

Alice associe une carte à une carte référence et la place dans sa zone de jeu.

$x$	-2	-1	1
$f(x)$	4	2	-2

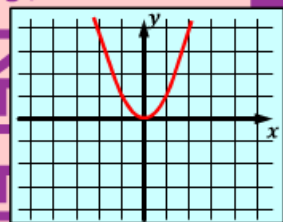


L'image de  
-1 est 2

$x$	-2	-1	2
$f(x)$	4	1	4

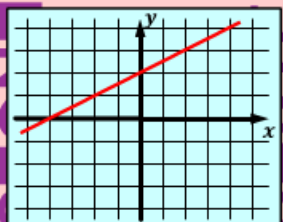
L'image de  
2 est 4

$$f(x) = x^2$$



$C(-1, 1)$

$F(-2, 1)$



$x$	-2	0	2
$f(x)$	1	2	3

### Jeu d'Alice 5 points

$$f(x) = 3x - 3$$

$A(-4, -1)$

L'image de  
-1 est -1



### Jeu de William 3 points

$B(-2, 4)$

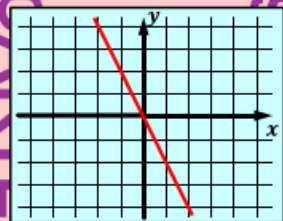
$$f(x) = -1$$

$x$	-3	1	3
$f(x)$	-4	-2	-1

$$f(0) = 2$$

Elle marque 1 point....

$x$	-2	-1	1
$f(x)$	4	2	-2

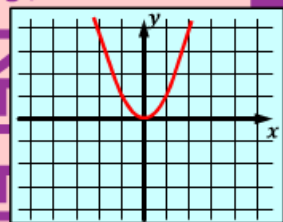


L'image de  
-1 est 2

$x$	-2	-1	2
$f(x)$	4	1	4

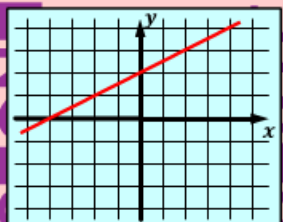
L'image de  
2 est 4

$$f(x) = x^2$$



$C(-1, 1)$

$F(-2, 1)$



$x$	-2	0	2
$f(x)$	1	2	3

**Jeu d'Alice**

5 points



**Jeu de William**

3 points

$B(-2, 4)$

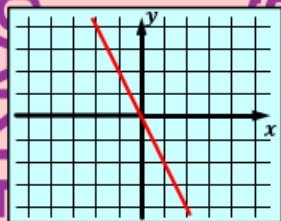
$$f(x) = -1$$

$x$	-3	1	3
$f(x)$	-4	-2	-1

$$f(0) = 2$$

puis se défausse de ses cartes inutilisées.

$x$	-2	-1	1
$f(x)$	4	2	-2

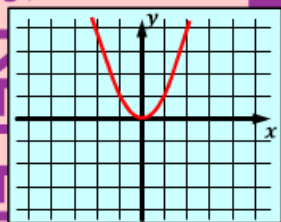


L'image de  
-1 est 2

$x$	-2	-1	2
$f(x)$	4	1	4

L'image de  
2 est 4

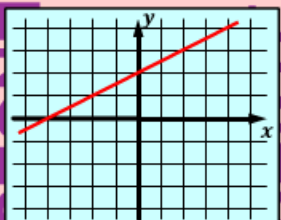
$$f(x) = x^2$$



C (-1, 1)

B (-2, 4)

F (-2, 1)



$x$	-2	0	2
$f(x)$	1	2	3

$$f(0) = 2$$

**Jeu d'Alice**

5 points



**Jeu de William**

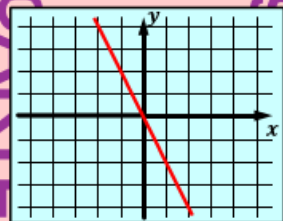
3 points

$$f(x) = -1$$

$x$	-3	1	3
$f(x)$	-4	-2	-1

William associe 2 cartes aux cartes références et les place dans sa zone de jeu.

$x$	-2	-1	1
$f(x)$	4	2	-2

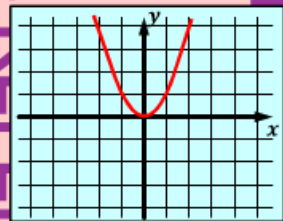


L'image de  
-1 est 2

$x$	-2	-1	2
$f(x)$	4	1	4

L'image de  
2 est 4

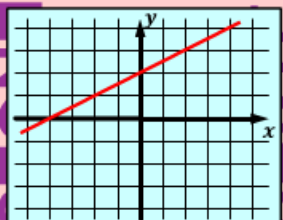
$$f(x) = x^2$$



C (-1, 1)

B (-2, 4)

F (-2, 1)



$x$	-2	0	2
$f(x)$	1	2	3

$$f(0) = 2$$

**Jeu d'Alice**

5 points



**Jeu de William**

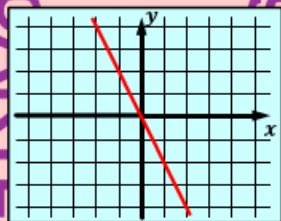
5 points

$$f(x) = -1$$

$x$	-3	1	3
$f(x)$	-4	-2	-1

Il marque 2 points...

$x$	-2	-1	1
$f(x)$	4	2	-2

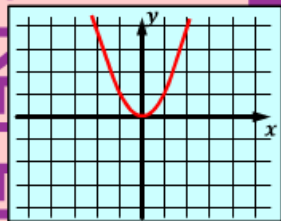


L'image de  
-1 est 2

$x$	-2	-1	2
$f(x)$	4	1	4

L'image de  
2 est 4

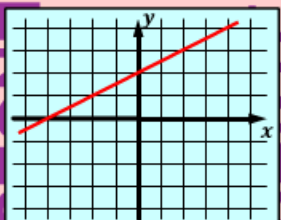
$$f(x) = x^2$$



C (-1, 1)

B (-2, 4)

F (-2, 1)



$x$	-2	0	2
$f(x)$	1	2	3

$$f(0) = 2$$

**Jeu d'Alice**

5 points

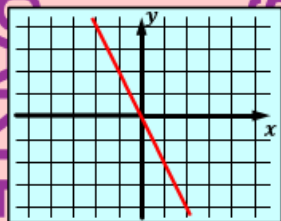


**Jeu de William**

5 points

puis se défausse des cartes inutilisées.

$x$	-2	-1	1
$f(x)$	4	2	-2

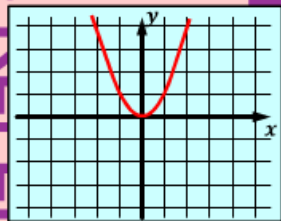


L'image de  
-1 est 2

$x$	-2	-1	2
$f(x)$	4	1	4

L'image de  
2 est 4

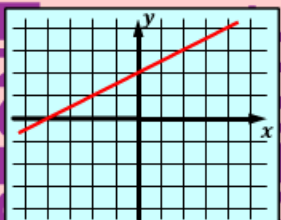
$$f(x) = x^2$$



C (-1, 1)

B (-2, 4)

F (-2, 1)



$x$	-2	0	2
$f(x)$	1	2	3

$$f(0) = 2$$

**Jeu d'Alice**

5 points

G (1, 0)

$x$	-1	1	2
$f(x)$	4	0	-2

$$f(x) = \frac{1}{2}x - \frac{5}{2}$$

$x$	-3	-1	2
$f(x)$	3	1	-2



**Jeu de William**

5 points

$$f(x) = -2x$$

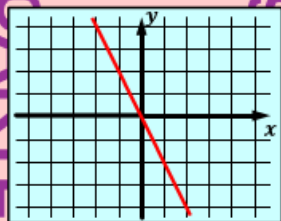
$$f(x) = 0,5x + 2$$

$$f(-1) = 4$$

H (1, -2)

Chaque joueur tire 4 cartes dans la pioche.

$x$	-2	-1	1
$f(x)$	4	2	-2

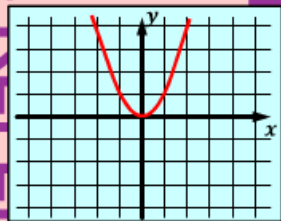


L'image de  
-1 est 2

$x$	-2	-1	2
$f(x)$	4	1	4

L'image de  
2 est 4

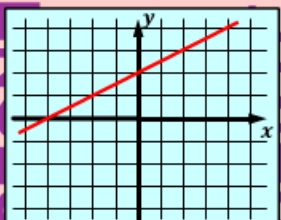
$$f(x) = x^2$$



C (-1, 1)

B (-2, 4)

F (-2, 1)



$x$	-2	0	2
$f(x)$	1	2	3

$$f(0) = 2$$

**Jeu d'Alice**

5 points

G (1, 0)

$x$	-1	1	2
$f(x)$	4	0	-2

$$f(x) = \frac{1}{2}x - \frac{5}{2}$$

$x$	-3	-1	2
$f(x)$	3	1	-2



**Jeu de William**

5 points

$$f(x) = -2x$$

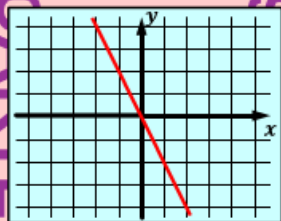
$$f(x) = 0,5x + 2$$

$$f(-1) = 4$$

H (1, -2)

Alice ne peut pas jouer...

$x$	-2	-1	1
$f(x)$	4	2	-2

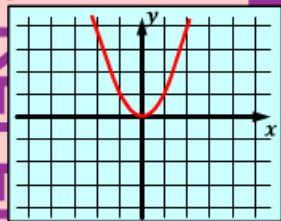


L'image de  
-1 est 2

$x$	-2	-1	2
$f(x)$	4	1	4

L'image de  
2 est 4

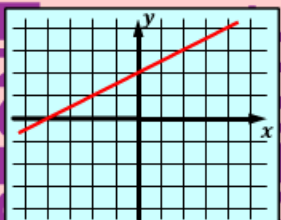
$$f(x) = x^2$$



C (-1, 1)

B (-2, 4)

F (-2, 1)



$x$	-2	0	2
$f(x)$	1	2	3

$$f(0) = 2$$

**Jeu d'Alice**

5 points

**Jeu de William**

5 points



$$f(x) = -2x$$

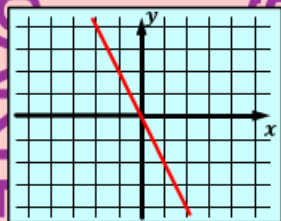
$$f(x) = 0,5x + 2$$

$$f(-1) = 4$$

H (1, -2)

Elle se défasse de ses cartes.

x	-2	-1	1
f(x)	4	2	-2



L'image de  
-1 est 2

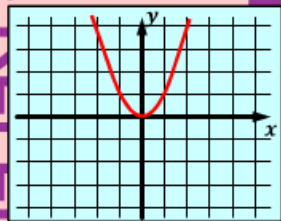
$$f(x) = -2x$$

H(1, -2)

x	-2	-1	2
f(x)	4	1	4

L'image de  
2 est 4

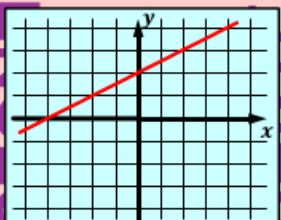
$$f(x) = x^2$$



C(-1, 1)

B(-2, 4)

F(-2, 1)



x	-2	0	2
f(x)	1	2	3

$$f(0) = 2$$

$$f(x) = 0,5x + 2$$

**Jeu d'Alice**

5 points

**Jeu de William**

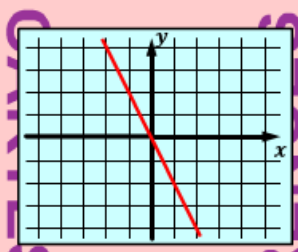
5 points



$$f(-1) = 4$$

William associe 3 cartes aux cartes références.

x	-2	-1	1
f(x)	4	2	-2



L'image de -1 est 2

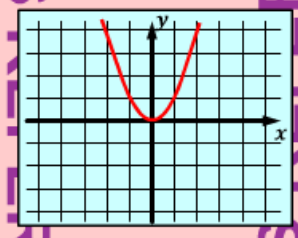
$f(x) = -2x$

H(1, -2)

x	-2	-1	2
f(x)	4	1	4

L'image de 2 est 4

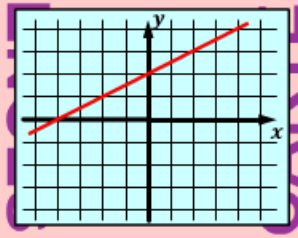
$f(x) = x^2$



C(-1, 1)

B(-2, 4)

F(-2, 1)



x	-2	0	2
f(x)	1	2	3

$f(0) = 2$

$f(x) = 0,5x + 2$

**Jeu d'Alice** 5 points

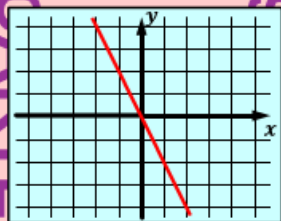


**Jeu de William** 8 points

$f(-1) = 4$

Il marque 3 points...

$x$	-2	-1	1
$f(x)$	4	2	-2



L'image de  
-1 est 2

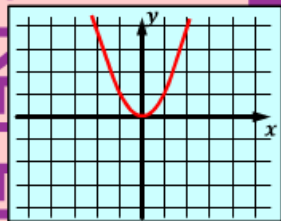
$$f(x) = -2x$$

H(1, -2)

$x$	-2	-1	2
$f(x)$	4	1	4

L'image de  
2 est 4

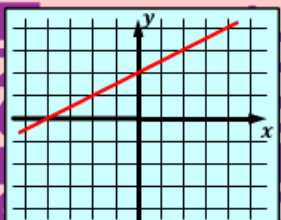
$$f(x) = x^2$$



C(-1, 1)

B(-2, 4)

F(-2, 1)



$x$	-2	0	2
$f(x)$	1	2	3

$$f(0) = 2$$

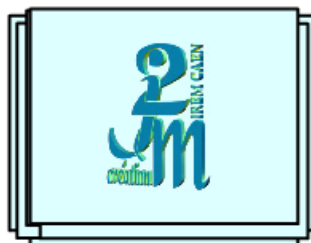
$$f(x) = 0,5x + 2$$

**Jeu d'Alice**

5 points

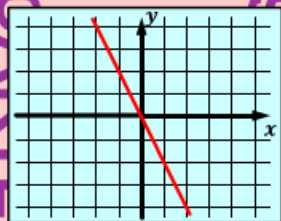
**Jeu de William**

8 points



et se défausse de sa dernière carte.

x	-2	-1	1
f(x)	4	2	-2



L'image de  
-1 est 2

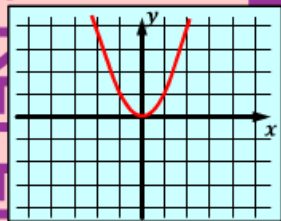
$$f(x) = -2x$$

H(1, -2)

x	-2	-1	2
f(x)	4	1	4

L'image de  
2 est 4

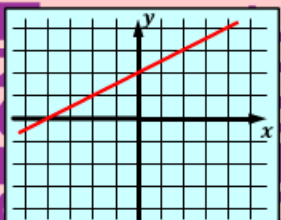
$$f(x) = x^2$$



C(-1, 1)

B(-2, 4)

F(-2, 1)



x	-2	0	2
f(x)	1	2	3

$$f(0) = 2$$

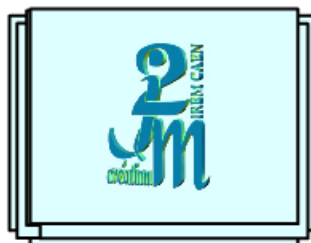
$$f(x) = 0,5x + 2$$

**Jeu d'Alice**

5 points

**Jeu de William**

8 points



La première manche est terminée.

CARTES REFERENCES

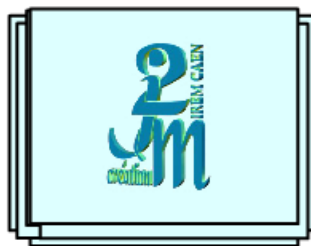
CARTES REFERENCES

**Jeu d'Alice**

5 points

**Jeu de William**

8 points



Toutes les cartes sont retirées du jeu.

CARTES REFERENCES

CARTES REFERENCES

**Jeu d'Alice**

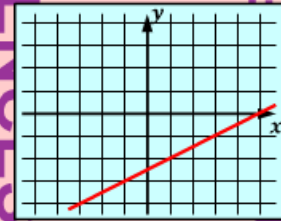
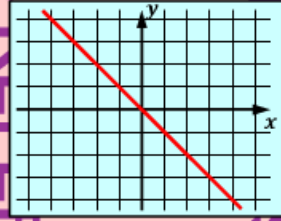
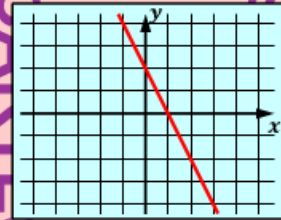
5 points



**Jeu de William**

8 points

La défausse est mélangée et remise comme pioche.

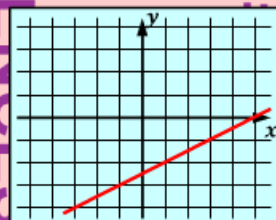
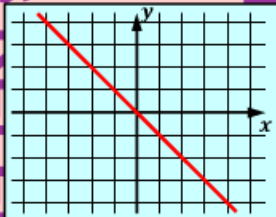
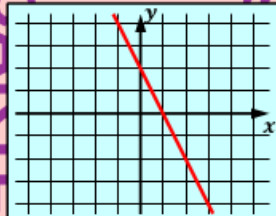


**Jeu d'Alice** 5 points

**Jeu de William** 8 points



3 nouvelles cartes références sont tirées.



**Jeu d'Alice**

**5 points**



**Jeu de William**

**8 points**

La deuxième manche commence.

