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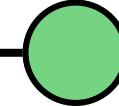
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H

X

Z

X



H

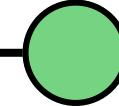
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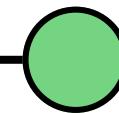
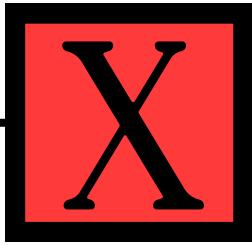
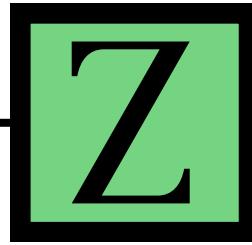
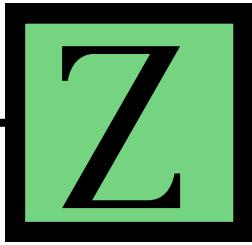
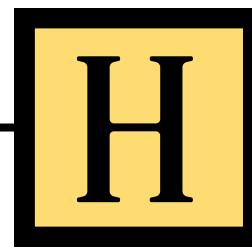
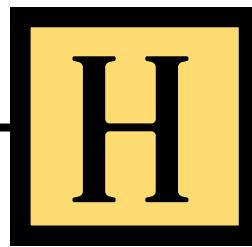
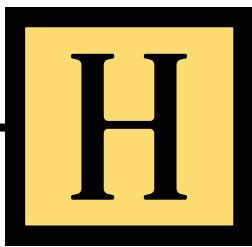
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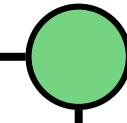
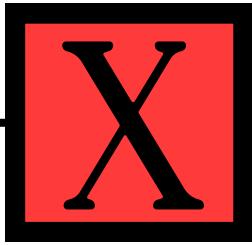
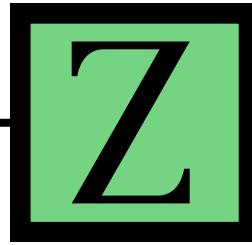
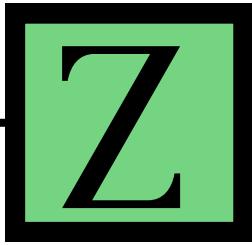
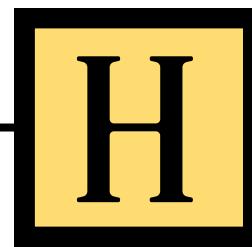
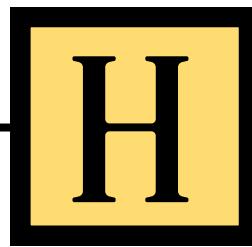
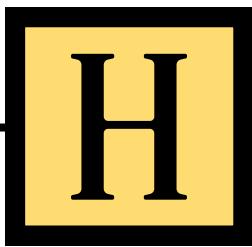
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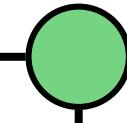
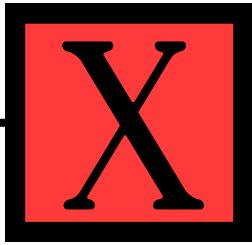
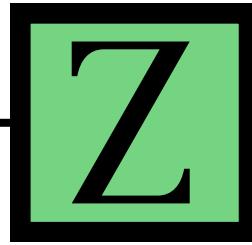
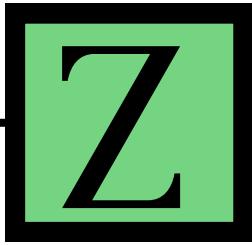
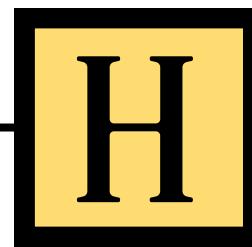
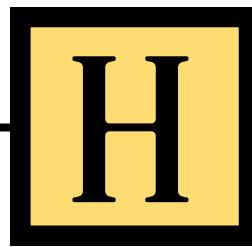
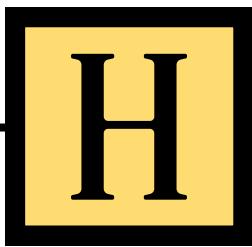
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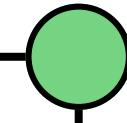
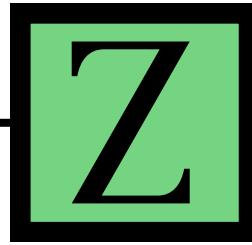
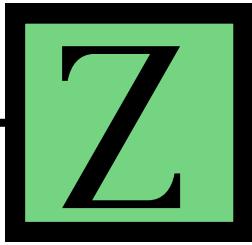
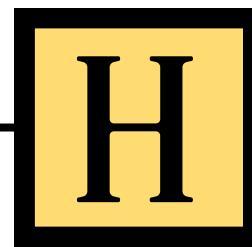
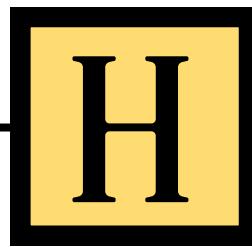
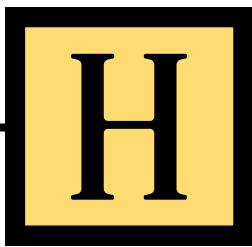
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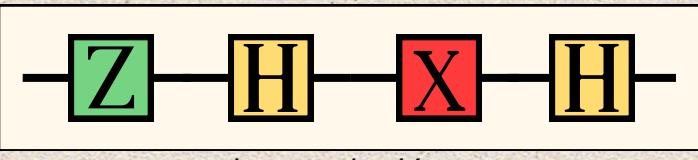








Dans ce jeu, **un seul objectif** :
Se débarrasser de toutes ses tuiles



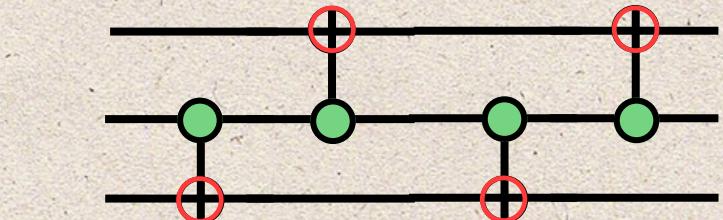
Plateau de départ



Plateau d'arrivée

La grille de départ est appelée une “mission” et représente un circuit quantique

Pour se débarrasser de ses tuiles, on le fait colonne par colonne, en suivant **exclusivement** les règles décrites sur la page suivante.



Exemple de “mission”

Lorsqu'une mission est complétée, il est possible de l'utiliser comme si c'était une règle du jeu de base.

Les **règles avancées** ne sont utiles que pour les **missions avancées**.



Notes de science :

Les boîtes que l'on utilise sont appelées des “**portes**” et correspondent à une opération mathématique bien précise.

En informatique, on travaille avec des 0 et des 1, mais dans sa version quantique c'est plutôt des **paires** où le premier élément décrit la probabilité d'être 0 quand on observera, et le deuxième élément la probabilité d'être 1.

On dit que le “0” quantique c'est la paire $(1, 0)$ et “1” c'est la paire $(0, 1)$.

Chaque porte agit sur les deux éléments de la paire :

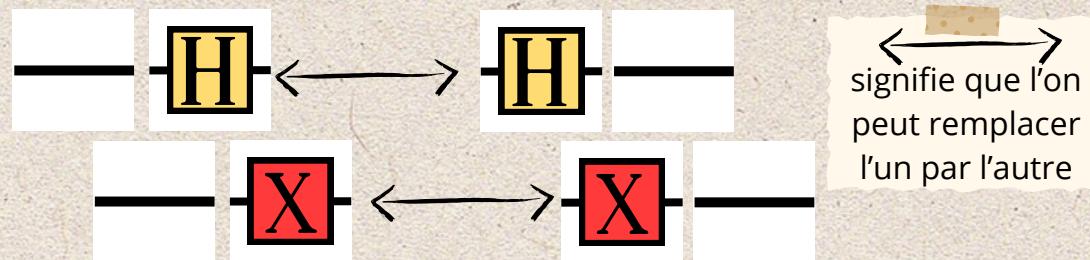
Par exemple, H transforme “0” en un mélange parfait de “0” et de “1” et crée ainsi ce qu'on appelle la **superposition** et c'est là que réside la quantique, X échange les deux éléments de la paire, à nous après de composer les portes pour avoir la paire que l'on veut...

Règles Générales

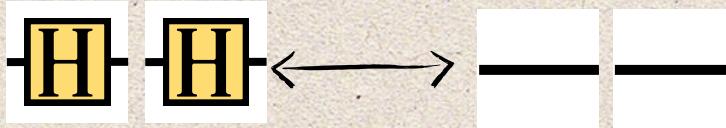
Règle Principale

Si dans une colonne je n'ai que des — alors je peux enlever la colonne, je peux aussi en ajouter

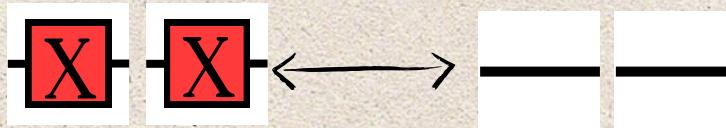
Règle 2 "Identité en ligne"



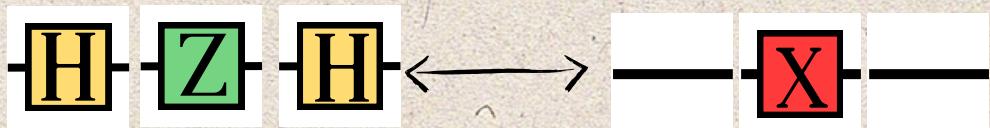
Règle 3 "Quantique"



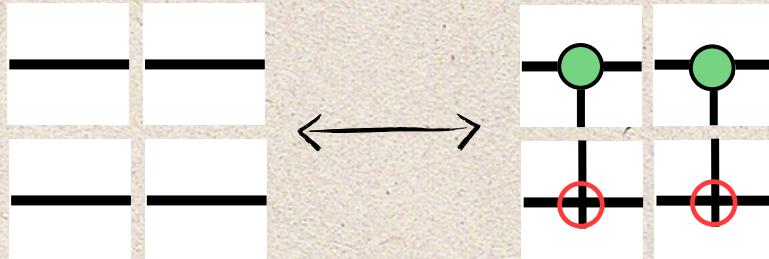
Règle 4 "Bit-flip"



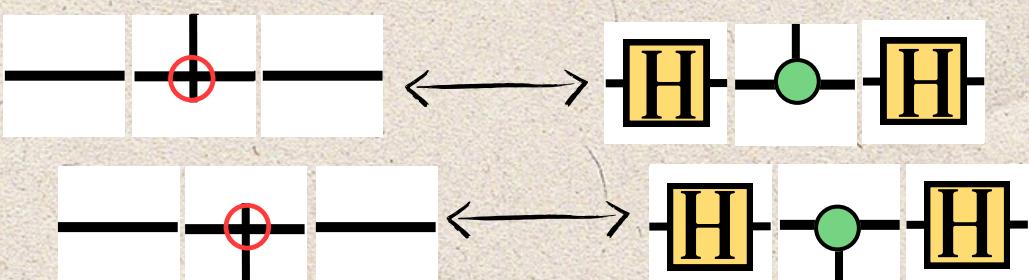
Règle 5 "Changement de base"



Règle 6 "Intrication"



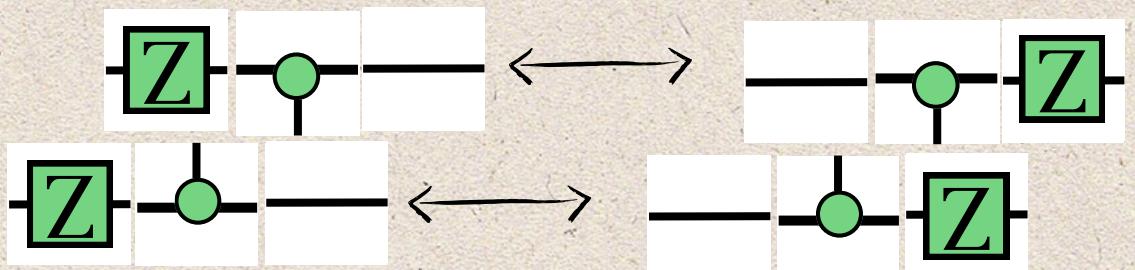
Règle 7 "Changement de contrôle"



Règles avancées

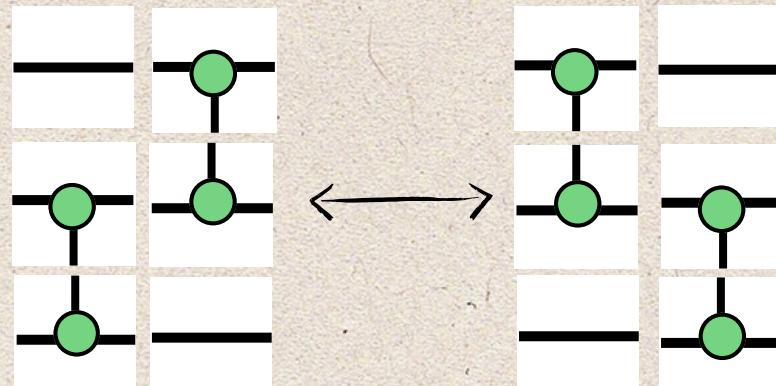
Règle 8

"Phases"



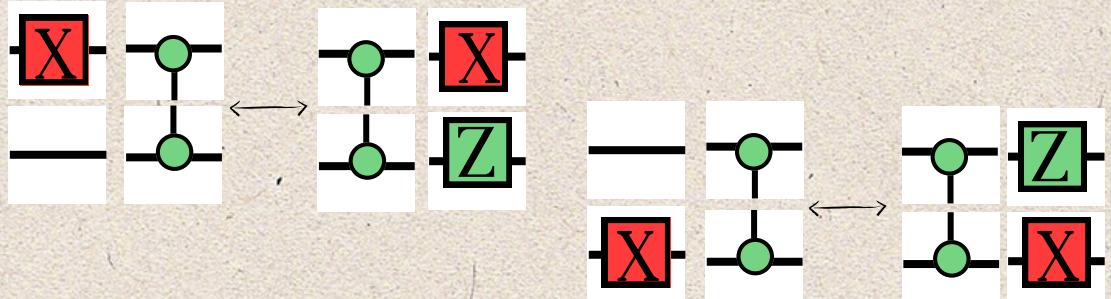
Règle 9

"L'ordre des contrôles"



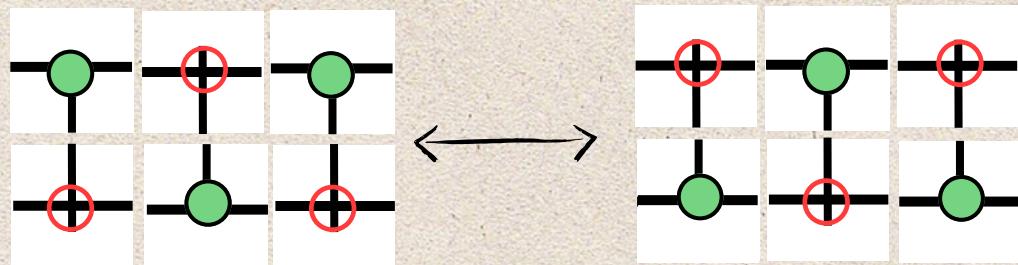
Règle 10

"Stabiliseurs"



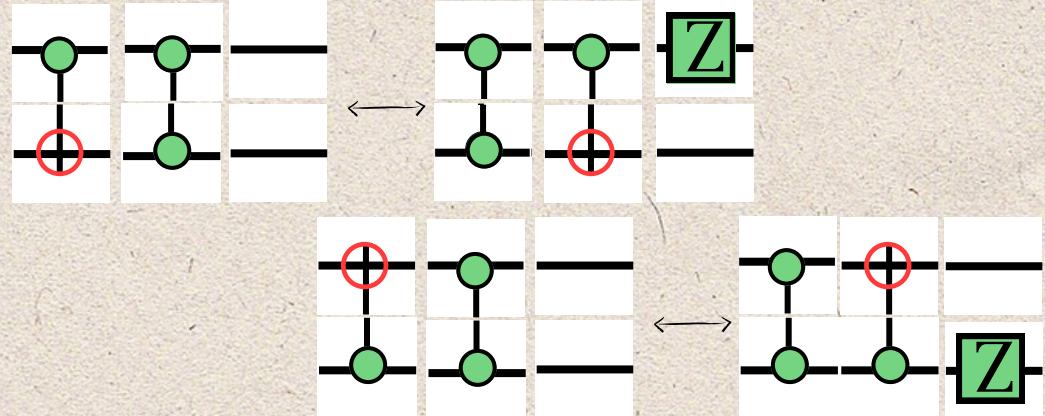
Règle 11

"Transfert"



Règle 12

"Changement de coin"



Missions

Mission 1



Mission 2



Mission 3

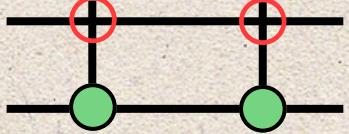


(Attention : La règle "Intrication" ne s'applique pas directement)

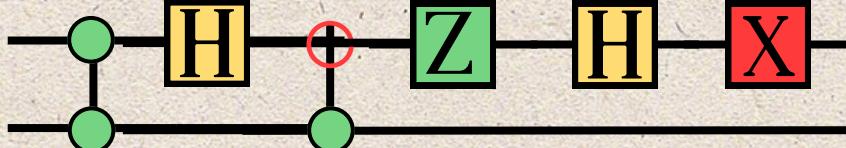
Mission 4



ou



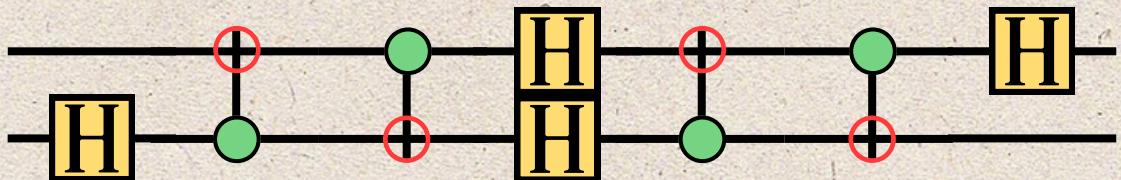
Mission 5



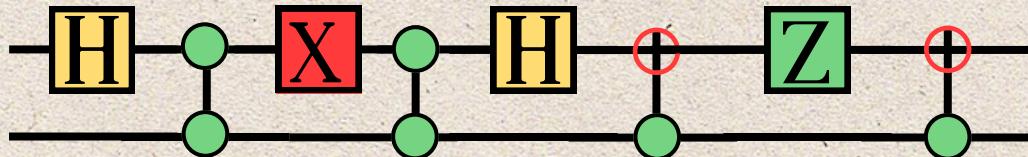
Mission 6



Mission 7

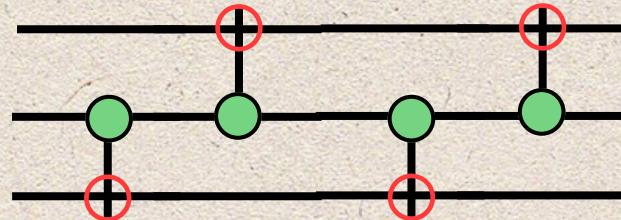


Mission 8

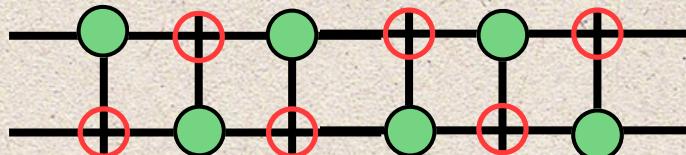


Missions avancées

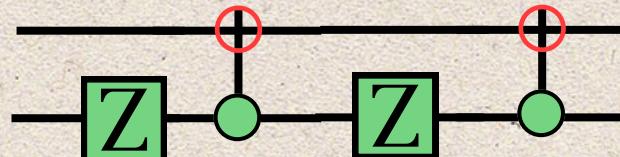
Mission 9



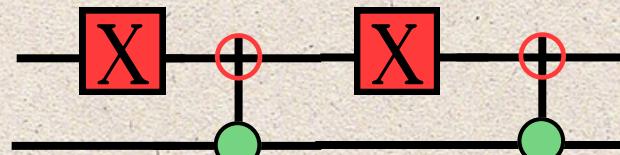
Mission 10



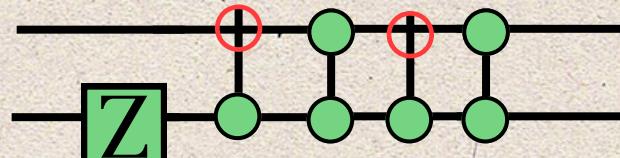
Mission 11



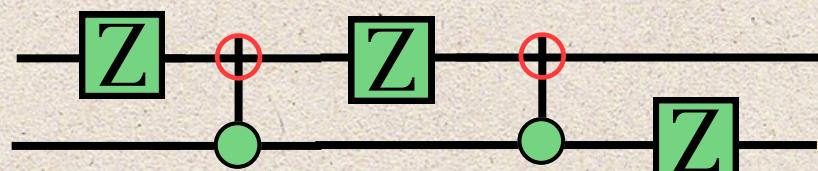
Mission 12



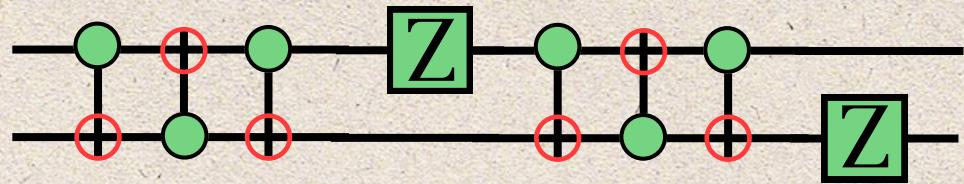
Mission 13



Mission 14



Mission 15



Mission 16

