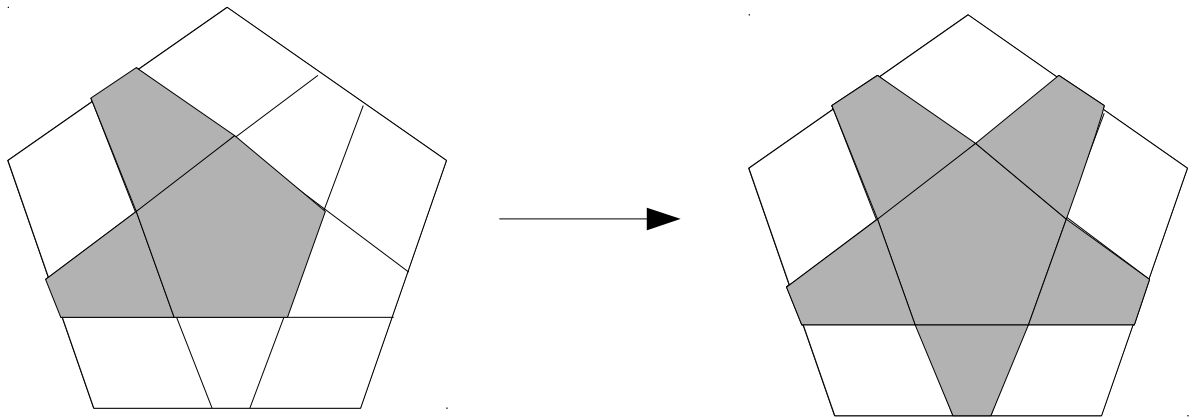
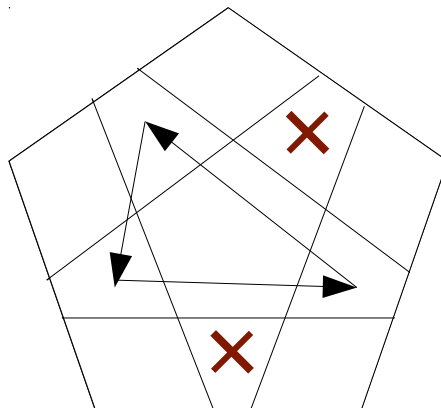


ALGORITMOS – MEGAMINX

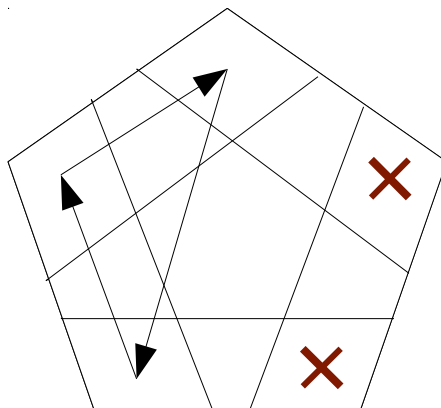
Voltear aristas: $R - U - B_R - U' - B_R' - R'$



Permutar aristas: $R' - U^2 - R - U - R' - U^2 - R$



Permutar esquinas: $L' - U^2 - R - U'^2 - L - U^2 - R' - U'^2$



El volteo de esquinas es análogo al del Rubik's 3x3x3