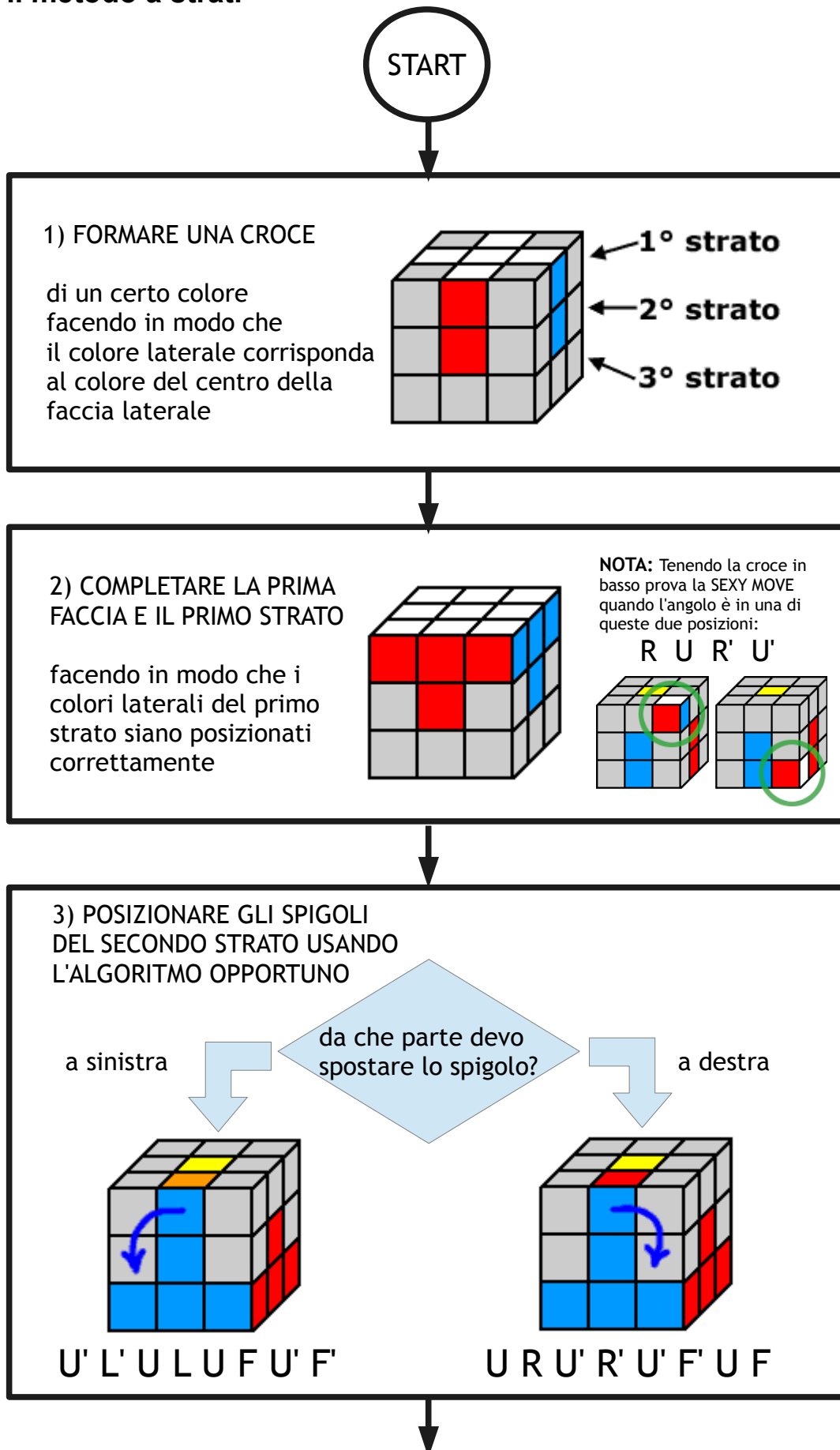


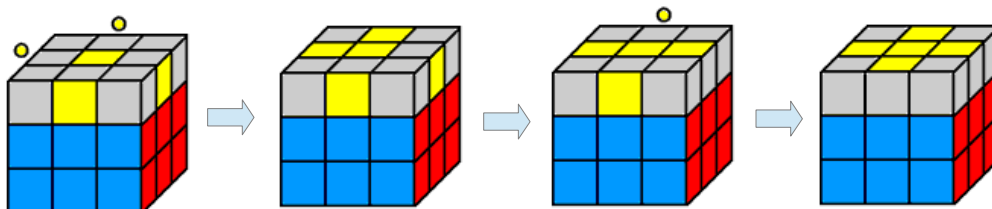
# Soluzione del cubo di Rubik 3x3

## Con il metodo a strati



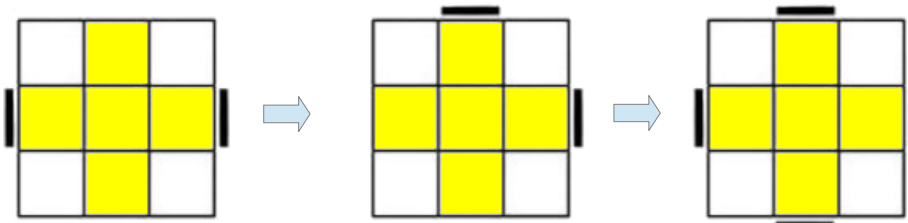
4) RIPETERE IL SEGUENTE ALGORITMO  
PER COMPLETARE LA CROCE SUL TERZO STRATO

$F R U R' U' F'$



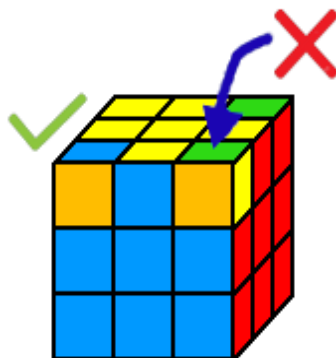
5) POSIZIONARE CORRETTAMENTE I COLORI LATERALI DELLA  
CROCE USANDO IL SEGUENTE ALGORITMO

$R U R' U R U R'$



6) POSIZIONARE GLI ANGOLI IN MODO CHE I TRE COLORI  
SIANO GLI STESSI DELLE TRE FACCE CHE TOCCANO SENZA  
PREOCCUPARSI DI COME SONO GIRATI USANDO IL SEGUENTE  
ALGORITMO TENENDO GLI EVENTUALI ANGOLI POSIZIONATI  
CORRETTAMENTE SULLA SINISTRA

$R U' L' U R' U' L U$



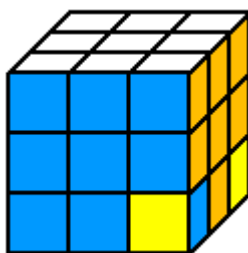


7) GIRARE IL CUBO IN MODO CHE GLI ANGOLI SBAGLIATI SIANO IN BASSO A DESTRA ED ESEGUIRE

$R\ U\ R'\ U'$

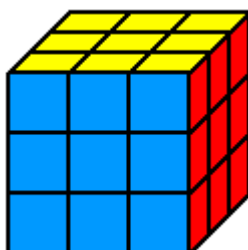
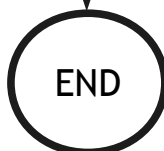
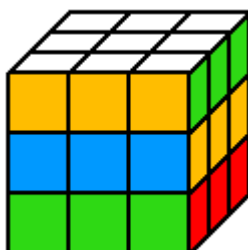
QUANDO L'ANGOLO E' GIRATO BENE METTERE IN BASSO A DESTRA UN ALTRO ANGOLO SBAGLIATO CON

$D'$



8) AGGIUSTARE LE FACCE LATERALI USANDO

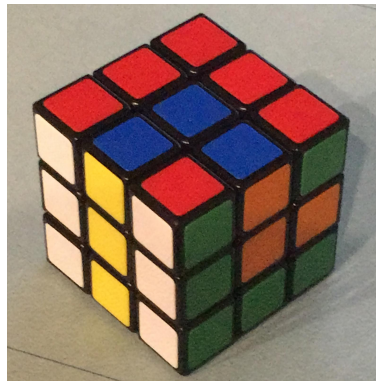
$U\ e\ D$



## ALGORITMI EXTRA

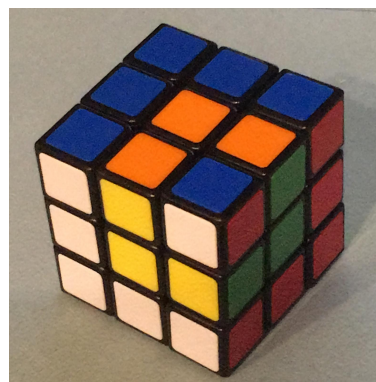
### 1) SNAKE

B L' R D' R R D  
L R' B' R R U B  
B D U' R R D'



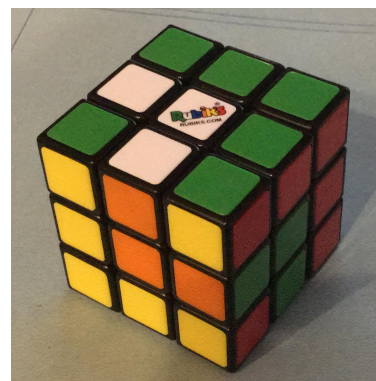
### 2) I DUE ANELLI

B L' R D' R R D  
L R' B' R R U B  
B D U' B B L R  
U U L' R' B B D'



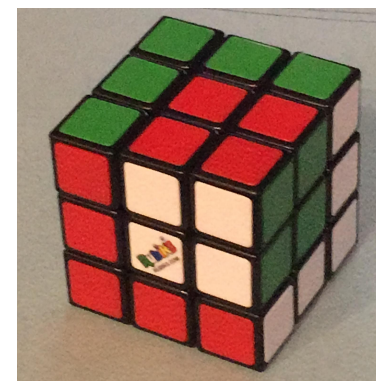
### 3) SPIRALE

R U F F D' L' R  
F B' D' F' R' F F  
R U U F R R F'  
R' U' F' U U F R



### 4) IL DOPPIO CUBO

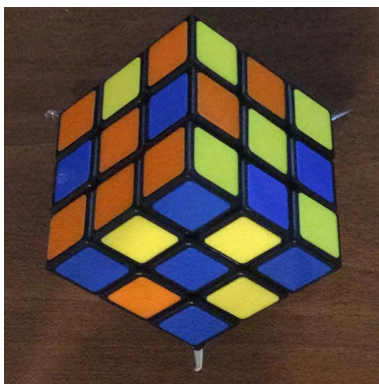
B L' D D L D F'  
D D F D' B' F' R  
U U R' U' B U U  
B' U F



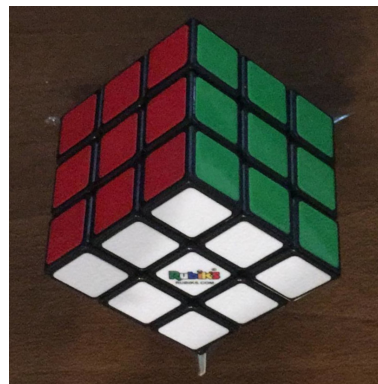
## 5) CUBO MEZZO RISOLTO MEZZO MESCOLATO PER MAGIE

U' D L2 U B2 D2  
 B2 D2 L F' U D'  
 R U' F2 L F' B'

Da un lato:

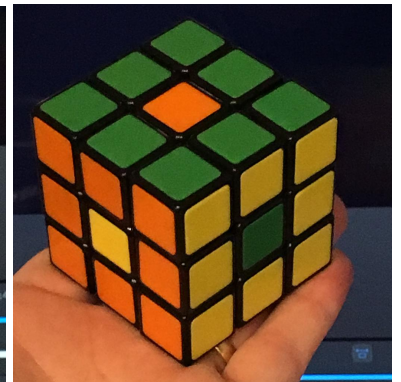
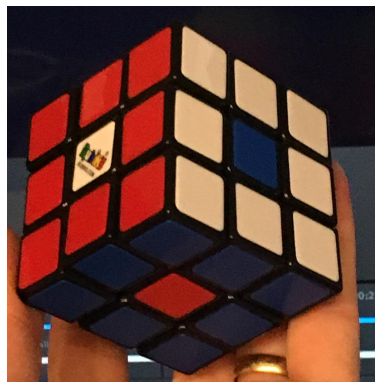


Dall'altro lato:



## 6) ROTAZIONE DEI CENTRI

U D' R' L U D' F' B  
 ( E S' E' S )



## 7) CHESS (SCACCHIERA)

F2 B2 R2 L2 U2 D2  
 ( S2 M2 E2 )

