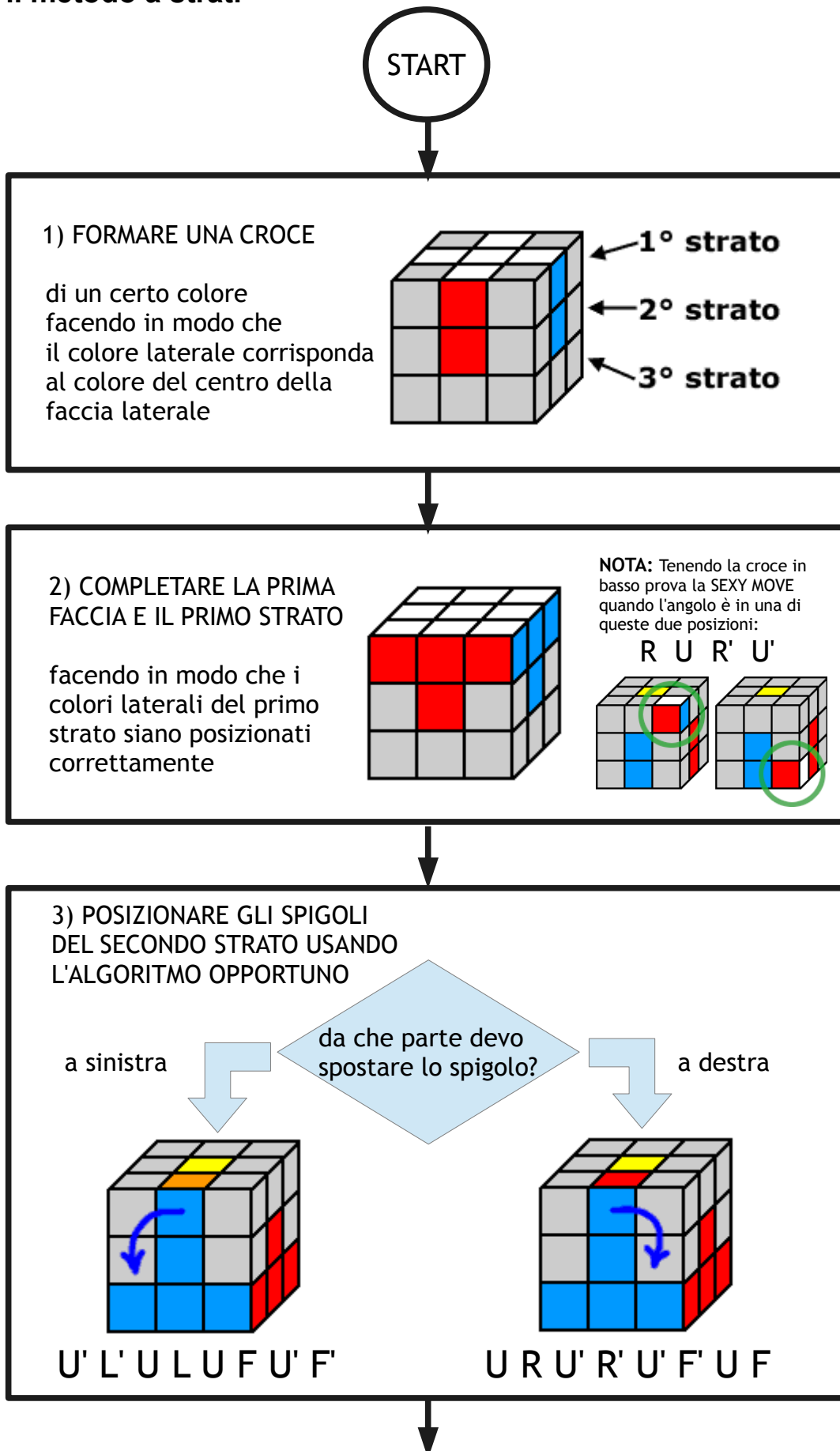


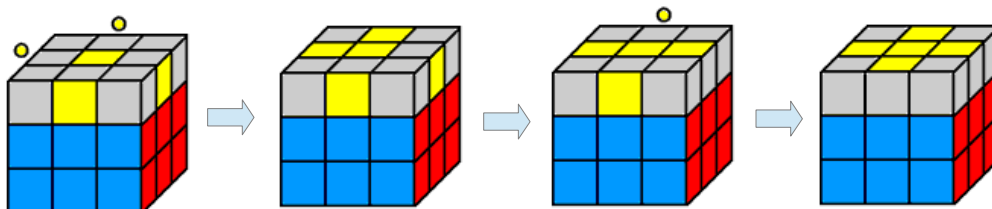
Soluzione del cubo di Rubik 3x3

Con il metodo a strati



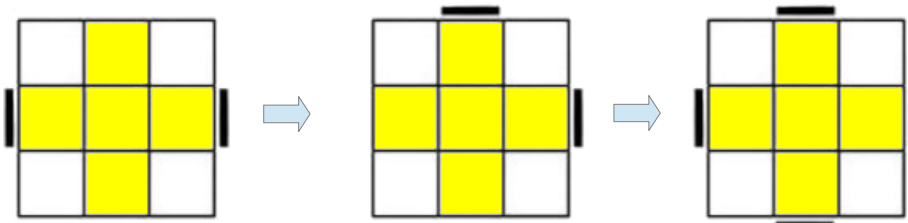
4) RIPETERE IL SEGUENTE ALGORITMO
PER COMPLETARE LA CROCE SUL TERZO STRATO

$F R U R' U' F'$



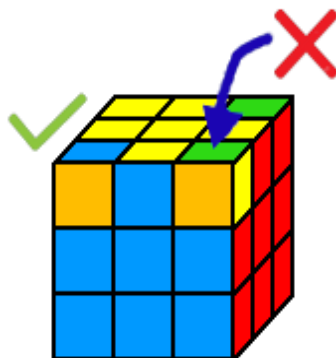
5) POSIZIONARE CORRETTAMENTE I COLORI LATERALI DELLA
CROCE USANDO IL SEGUENTE ALGORITMO

$R U R' U R U R'$



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

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



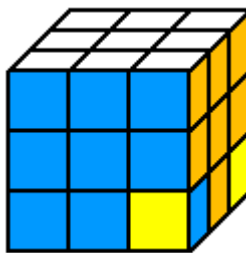


7) GIRARE IL CUBO IN MODO CHE GLI ANGOLI SBAGLIATI SIANO IN BASSO A DESTRA ED ESEGUIRE

$R\ U\ R'\ U'$

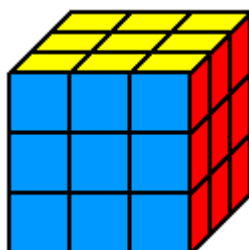
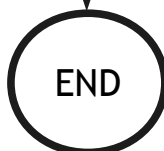
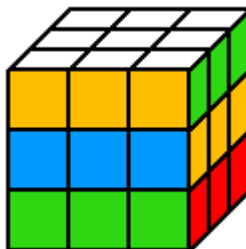
QUANDO L'ANGOLO E' GIRATO BENE METTERE IN BASSO A DESTRA UN ALTRO ANGOLO SBAGLIATO CON

D'



8) AGGIUSTARE LE FACCE LATERALI USANDO

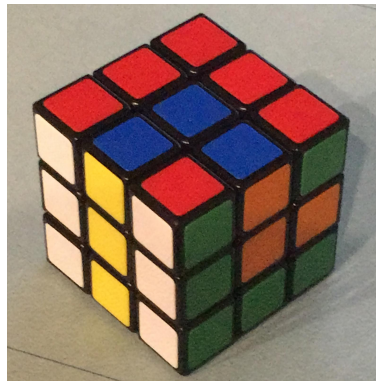
$U\ e\ D$



ALGORITMI EXTRA

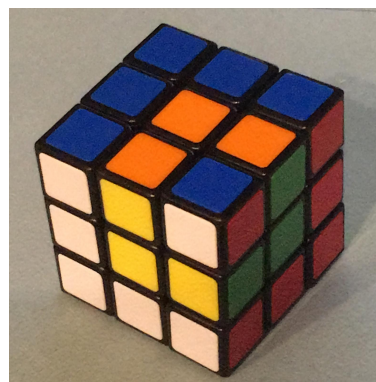
1) SNAKE

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



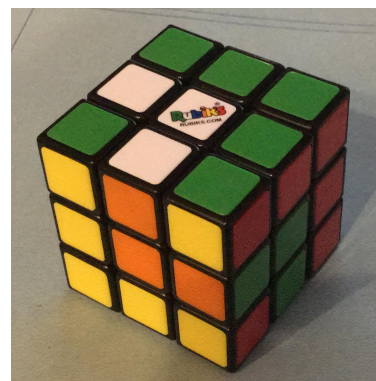
2) I DUE ANELLI

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'



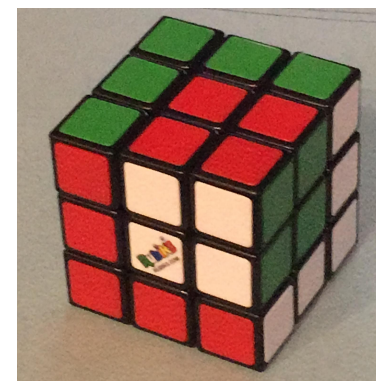
3) SPIRALE

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

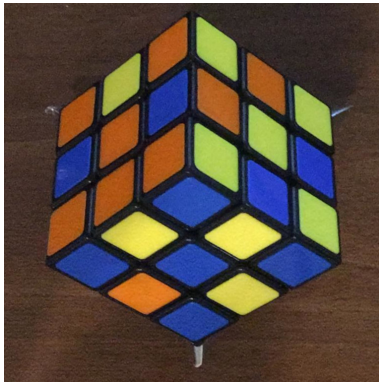
B L' D D L D F'
D D F D' B' F' R
U U R' U' B U U
B' U F



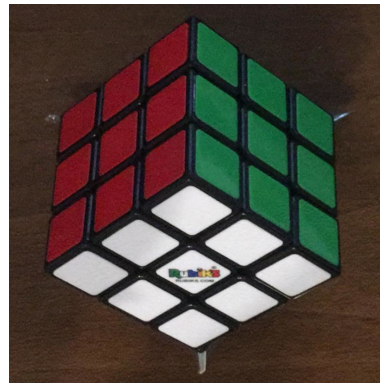
5) CUBO MEZZO RISOLTO MEZZO MESCOLATO PER MAGIE

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

Da un lato:

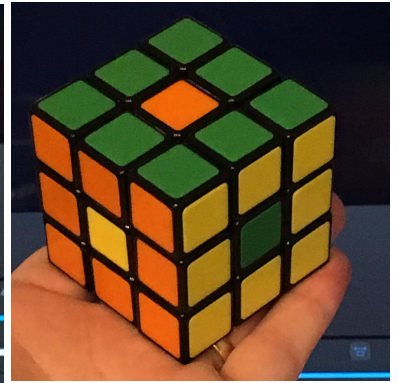
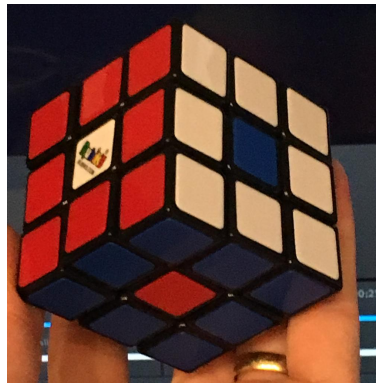


Dall'altro lato:



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)

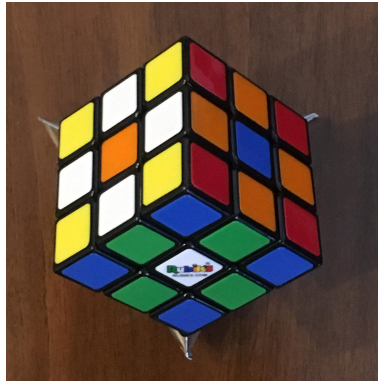


8) FLOWERS (FIORI)

U' D F' B R L'

U' D L2 R2

(E' S E' S M2)



Nomenclatura:

