

W tym kursie znajdują się 57 algorytmy, które zostały przedstawione obrazkowo oraz pisemnie. Cały zbiór orientacji ostatniej warstwy został podzielony na 15 grup (zachowana kompatybilność z Wiki Speedsolving):



1. Wszystkie krawędzie zorientowane ¹(7)
2. Kropki (7)
3. Kształty „P” (4)
4. Kształty „W” (2)
5. Kształty „L” (6)
6. Kształty „C” (2)
7. Kształty „T” (2)
8. Kształty „I” (4)
9. Kwadraty (2)
10. Piorun (2)
11. Eska z tetrisa (4)
12. Ryby (4)
13. Duże L (4)
14. Dziwne – Eska z kropką (4)
15. Wszystkie narożniki zorientowane (3)

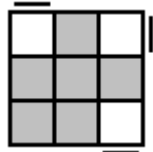


Opracował: Thenio

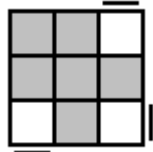
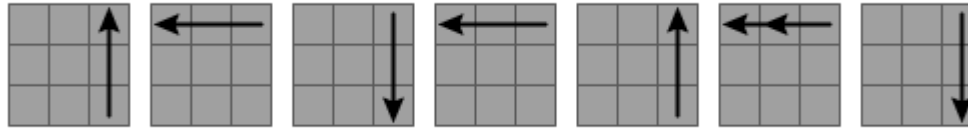
v. 1.0

¹ W nawiasie podana ilość algorytmów w danej grupie

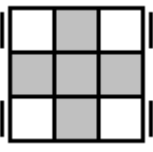
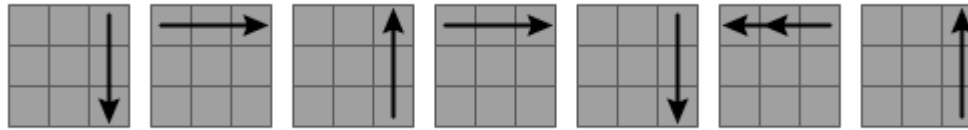
GRUPA 1: WSZYSTKIE KRAWĘDZIE OBRÓCONE TZW. FRIDRICH UPROSZCZONY DLA ORIENTACJI KRAWĘDZI



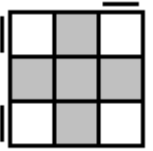
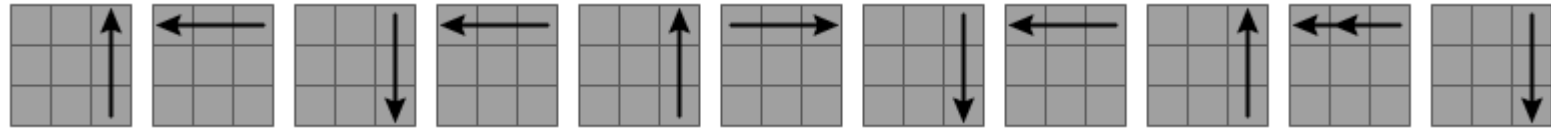
$R U R' U R U2 R'$



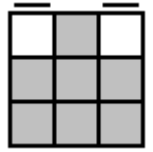
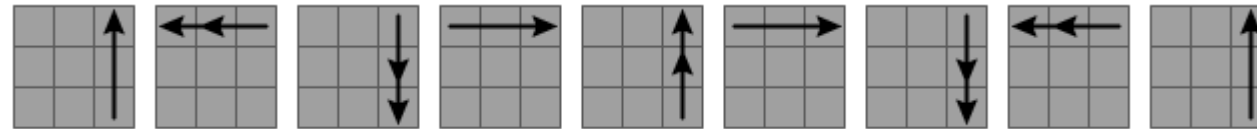
$R' U' R U' R' U2 R$



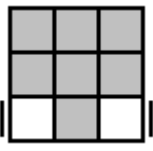
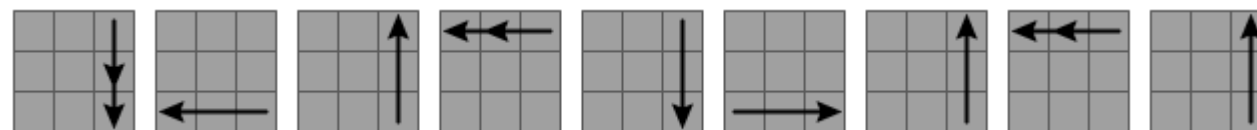
$R U R' U R U' R' U R U2 R'$



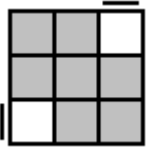
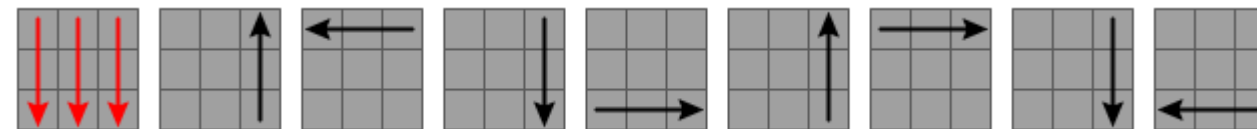
$R U2 R2' U' R2 U' R2' U2 R$



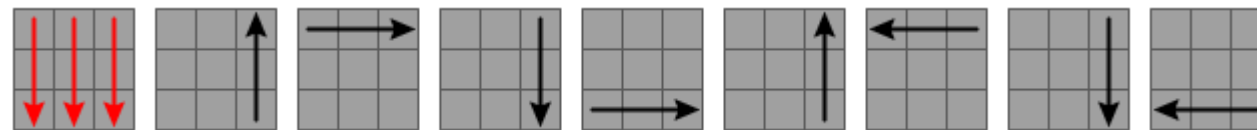
$R2' D' R U2 R' D R U2 R$



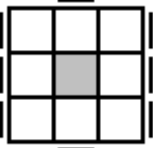
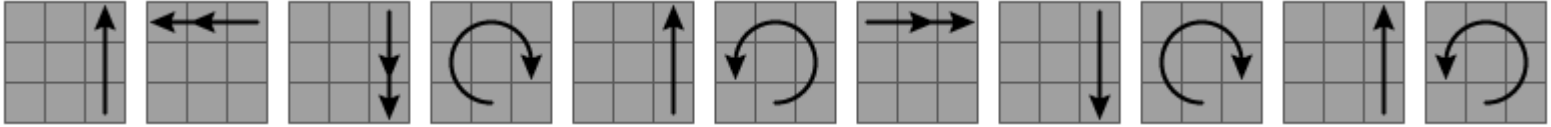
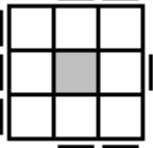
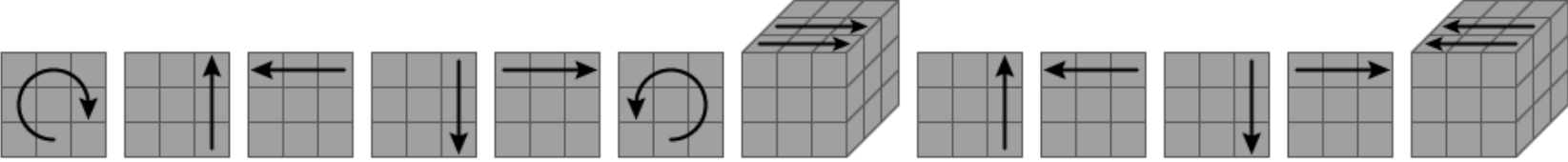
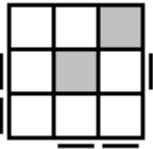
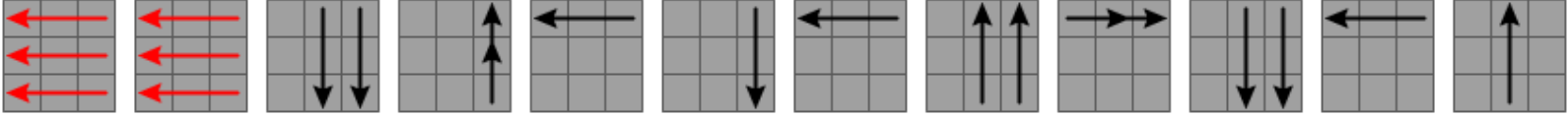
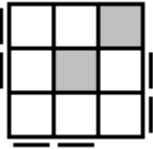
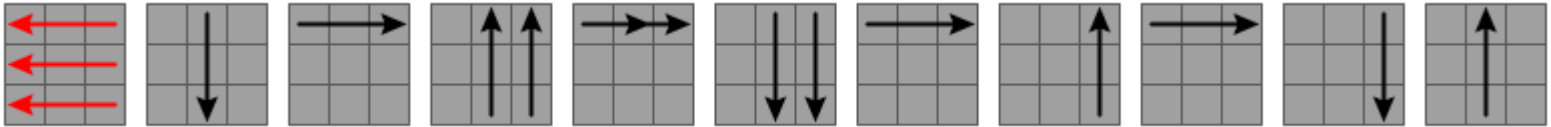
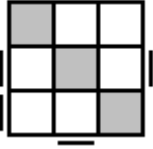
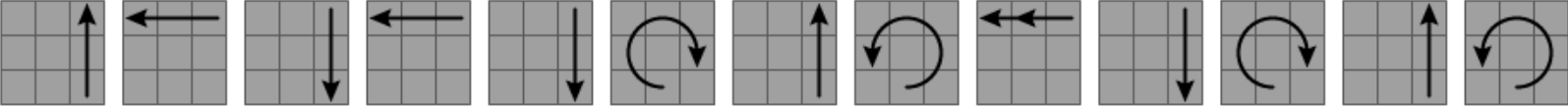
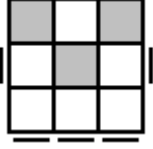
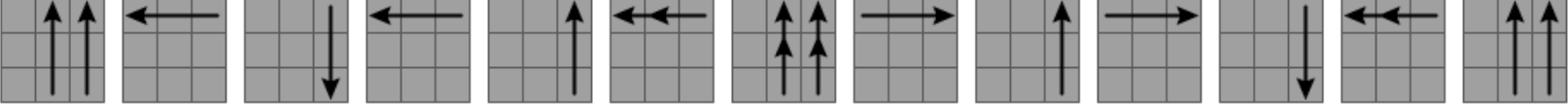
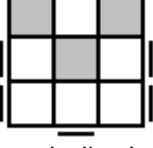
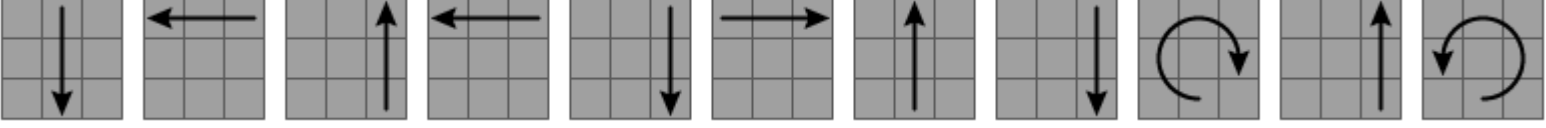
$x' R U R' D R U' R' D'$



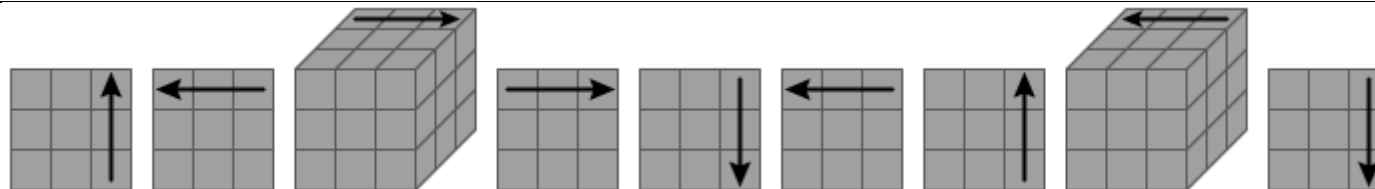
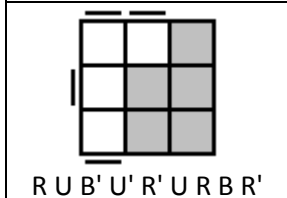
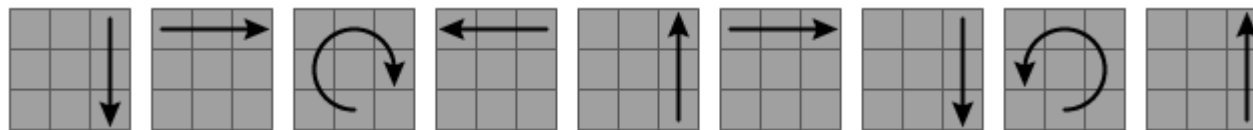
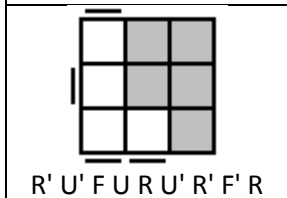
$x' R U' R' D R U R' D'$



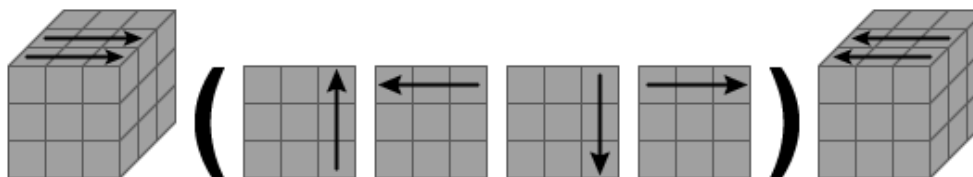
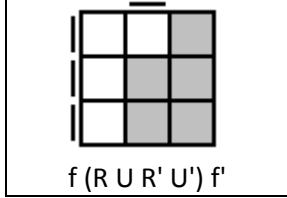
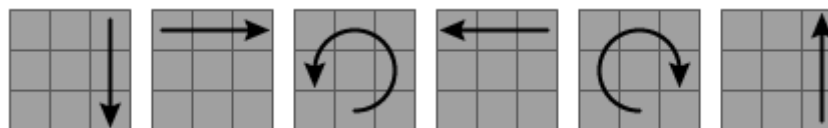
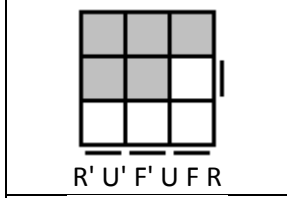
GRUPA 2: KROPKI

 <p>R U2 R2' F R F' U2' R' F R F'</p>	
 <p>F (R U R' U') F' f (R U R' U') f'</p>	
 <p>y2 r' R2 U R' U r U2' r' U M'</p>	 <p>Zauważ, że ruch U2 jest z apostrofem. Oczywiście nie ma do żadnego znaczenia, jednak chodzi o to żeby wykonywać ten ruch lewą ręką!</p>
 <p>(y) M U' r U2' r' U' R U' R' M'</p>	
 <p>R U R' U R' F R F' U2 R' F R F'</p>	 <p>Podobnie jak wyżej ruch U2 można wykonać na dwa sposoby (prawą lub lewą ręką). Optymalizacja tego algorytmu zależy od Ciebie.</p>
 <p>r U R' U R U2 r2 U' R U' R' U2 r</p>	 <p>Podobnie jak wyżej ruch U2 można wykonać na dwa sposoby (prawą lub lewą ręką). Optymalizacja tego algorytmu zależy od Ciebie.</p>
 <p>M U (R U R' U') M' R' F R F'</p>	

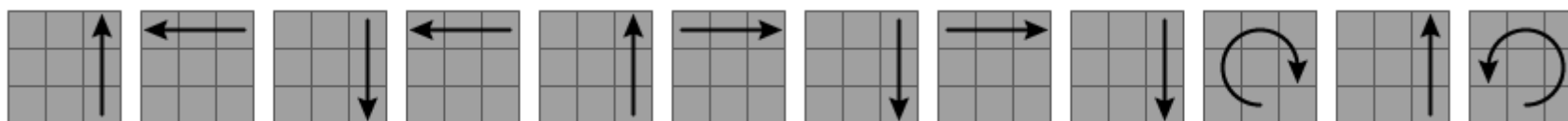
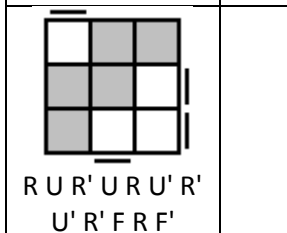
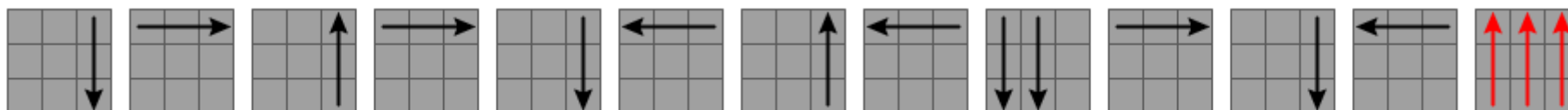
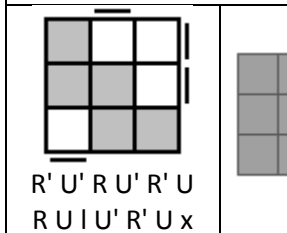
GRUPA 3: KSZTAŁY P



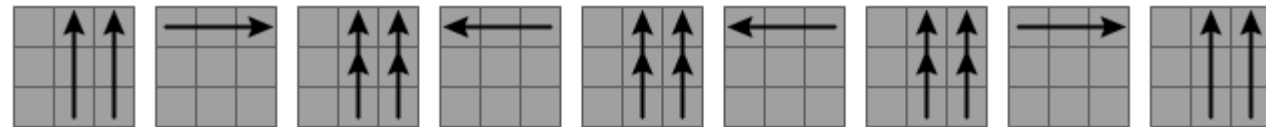
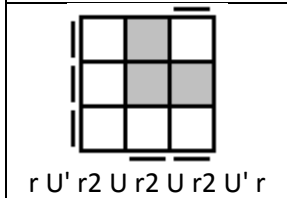
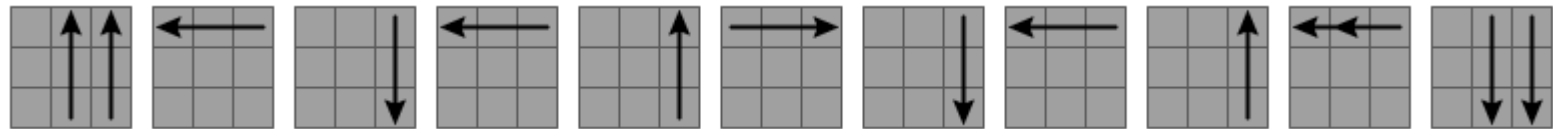
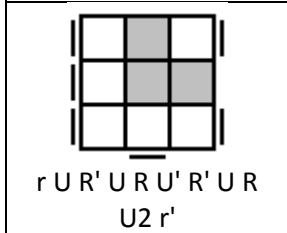
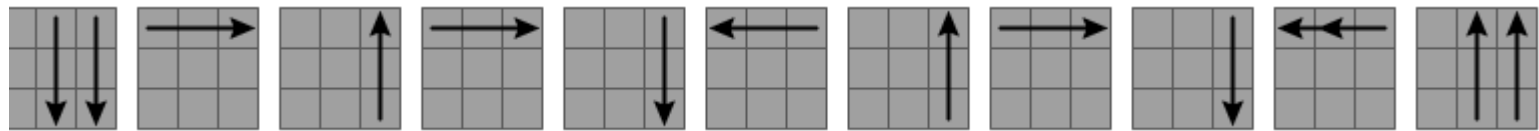
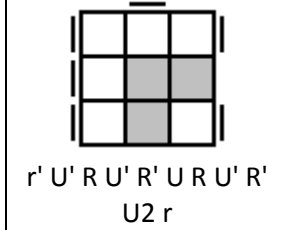
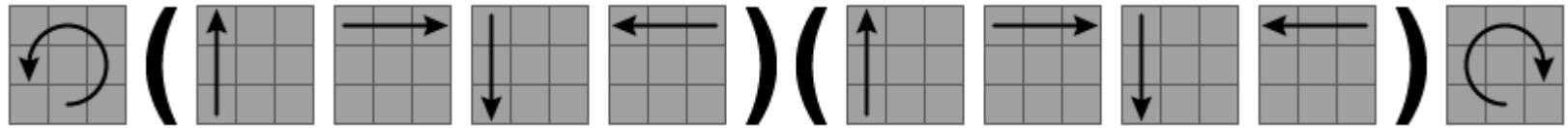
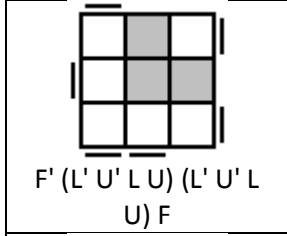
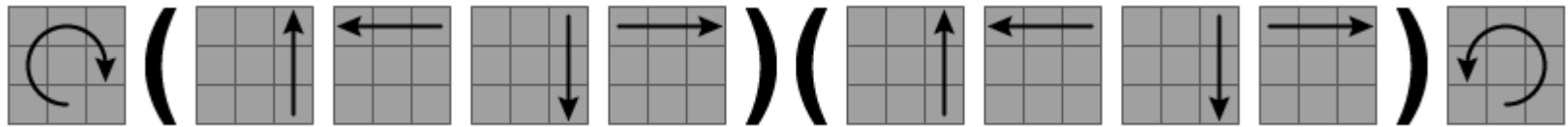
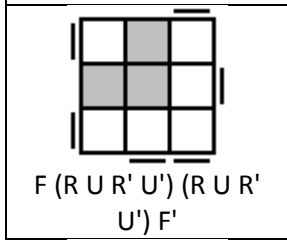
B' należy wykonać kciukiem!



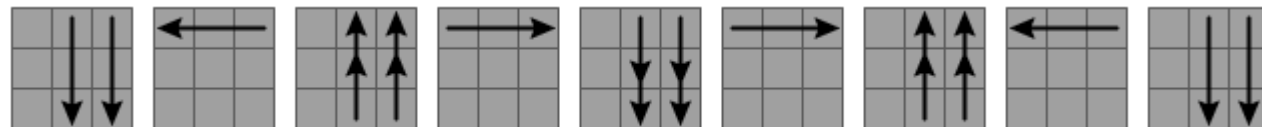
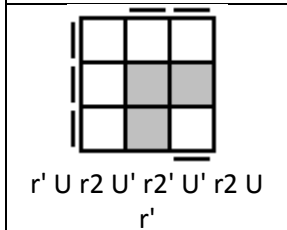
GRUPA 4: KSZTAŁY W



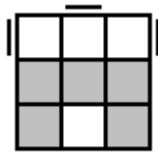
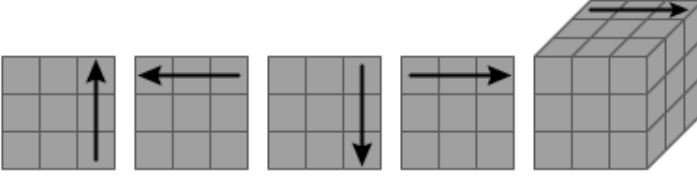
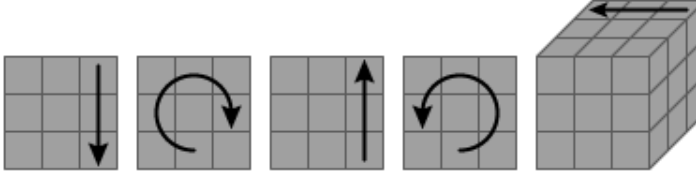

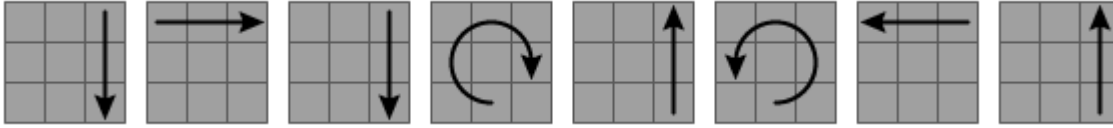
GRUPA 5: KSZTAŁTY L



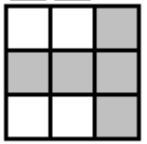
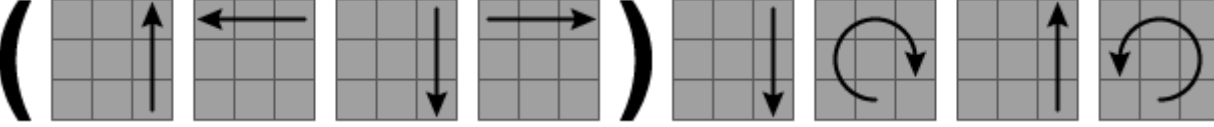
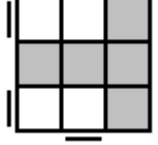
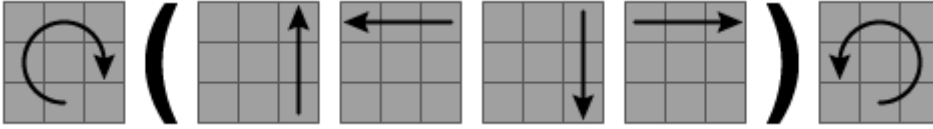
Podobnie jak z ruchami U2 można wykonać r2 na dwa sposoby(w dół lub górę). Optymalizacja tego algorytmu zależy od Ciebie.



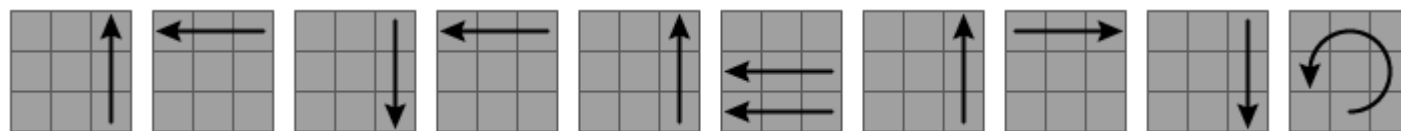
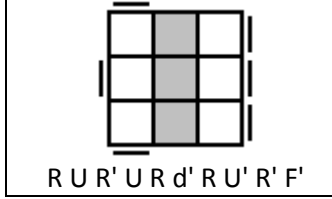
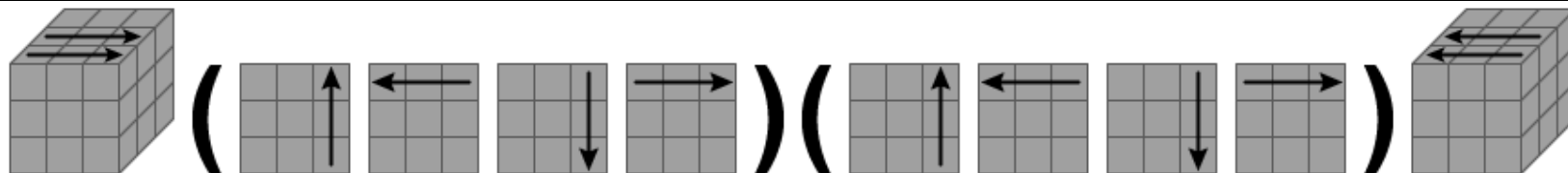
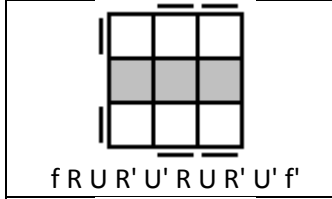
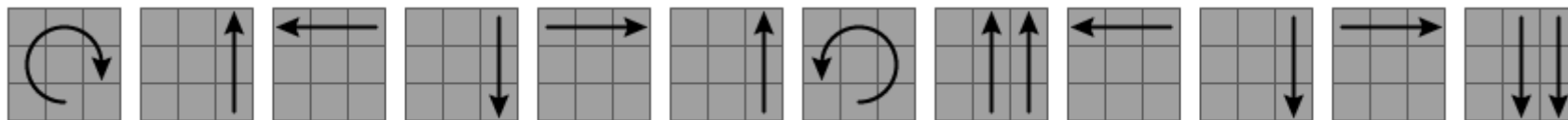
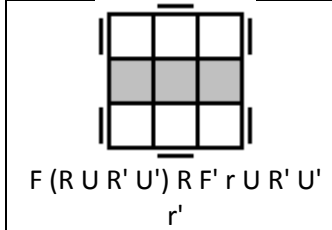
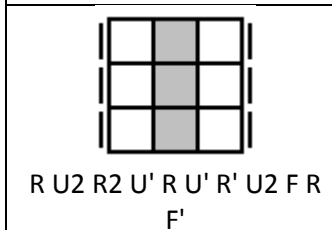
GRUPA 6: KSZTAŁTY C

 <p>$(R U R' U') B' R' F R F' B$</p>	  <p>B' palcem serdecznym!</p>
 <p>$R' U' R' F R F' U R$</p>	

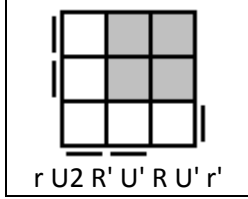
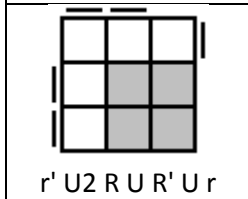
GRUPA 7: KSZTAŁTY T

 <p>$(R U R' U') R' F R F'$</p>	
 <p>$F (R U R' U') F'$</p>	

GRUPA 8: KSZTAŁTY I



GRUPA 9: KSZTAŁTY KWADRATY



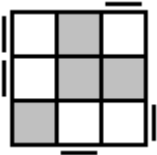
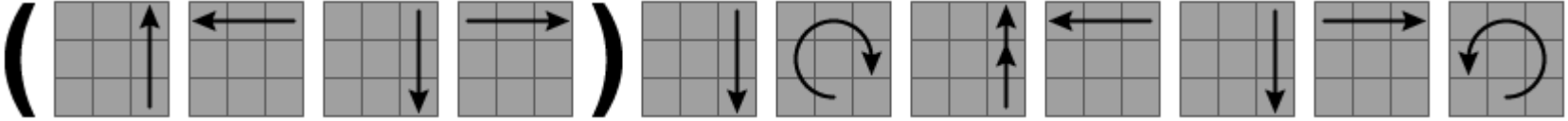
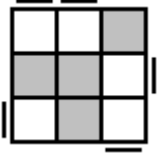
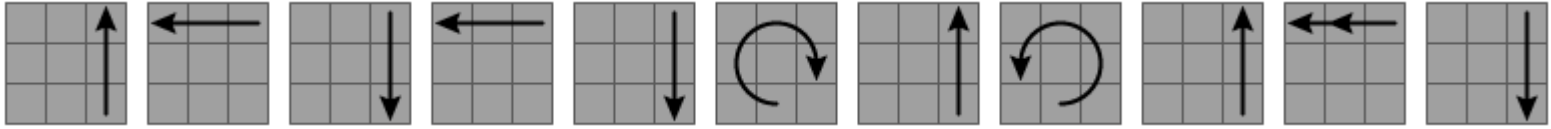
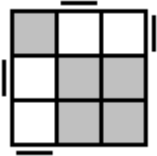
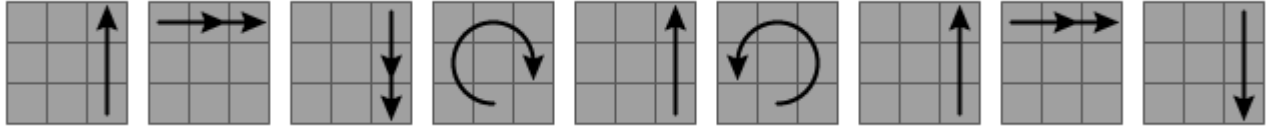
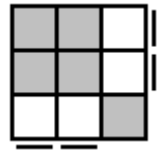
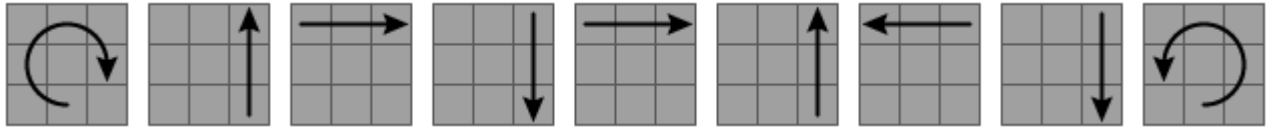
GRUPA 10: PIORUN

<p style="text-align: center;">$LF' (L' U' L U) F U' L'$</p>	
<p style="text-align: center;">$R' F (R U R' U') F' U R$</p>	

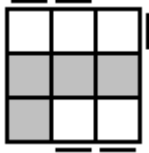
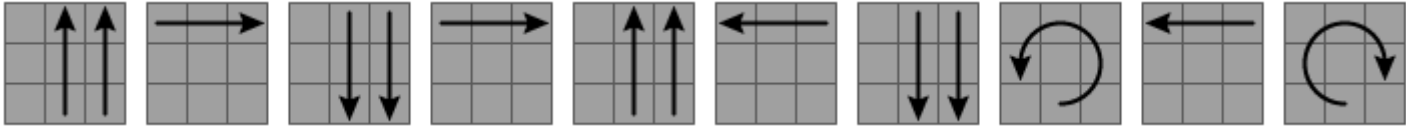
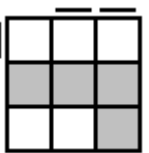
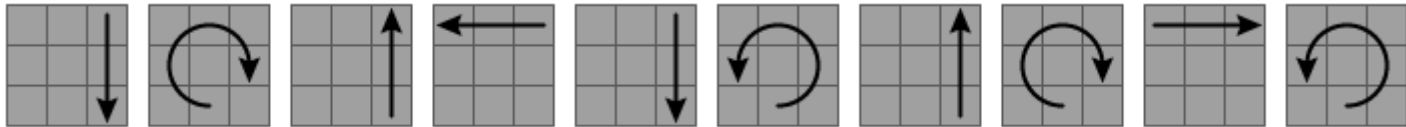
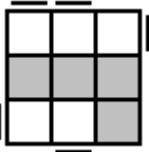
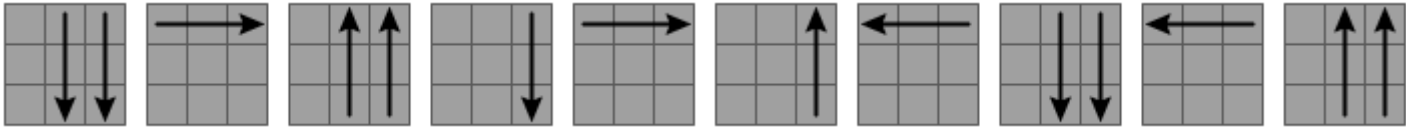
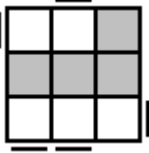
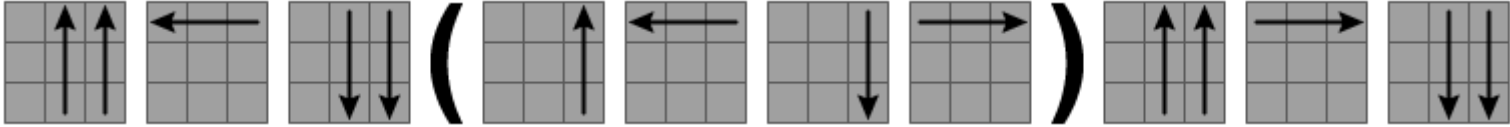
GRUPA 11: „Eska ” Z TETRISA

<p style="text-align: center;">$r U R' U R U2 r'$</p>	<p style="text-align: center;">Tzw. Gruby sune. Wykonujemy tak samo jak sune'a tylko, że pierwszy i ostatni ruch wykonujemy grubym R i R'.</p>
<p style="text-align: center;">$r' U' R U' R' U2 r$</p>	
<p style="text-align: center;">$M R U R' U R U2 R' U M'$</p>	
<p style="text-align: center;">$M' R' U' R U' R' U2 R U' M$</p>	

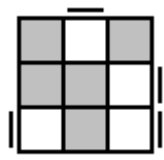
GRUPA 12: RYBY

 <p>(R U R' U') R' F R2 U R' U' F'</p>	
 <p>R U R' U R' F R F' R U2 R'</p>	
 <p>R U2' R2' F R F' R U2' R'</p>	
 <p>F (R U' R' U') R U R' F'</p>	

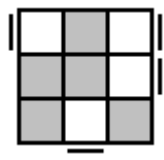
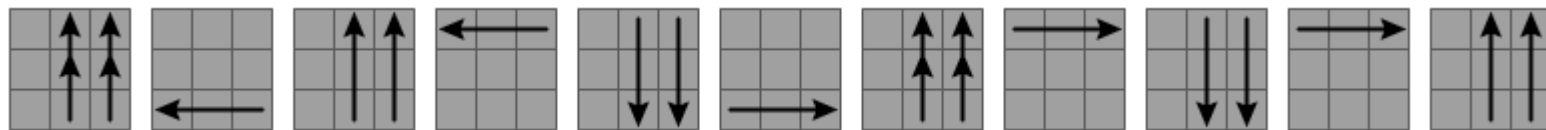
GRUPA 13: DUŽE L

 <p>$rU'r'U'rUr'F'UF$</p>	
 <p>$R'FRUR'F'RFU'F'$</p>	
 <p>$r'U'rR'U'RUR'Ur$</p>	
 <p>$rUr'(RUR'U')rU'r'$</p>	

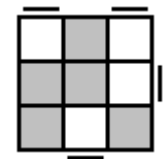
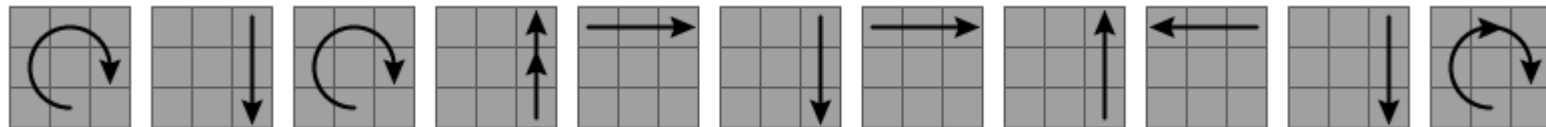
GRUPA 14: DZIWNIE (Eska z kropką)



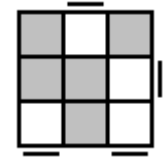
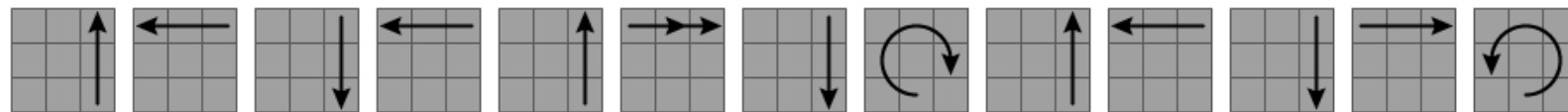
$r2 D' r U r' D r2 U' r' U' r$



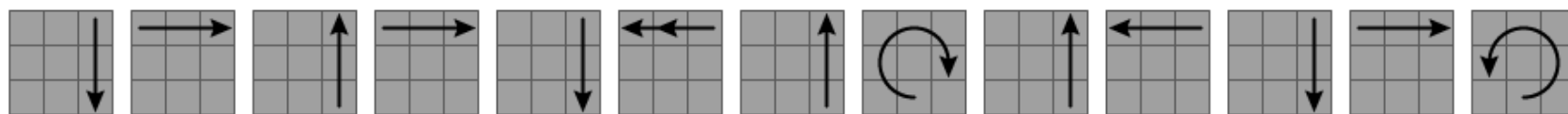
$F R' F R2 U' R' U' R U R' F2$



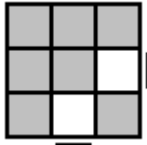
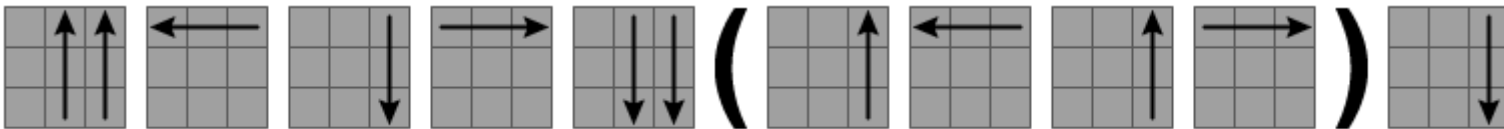
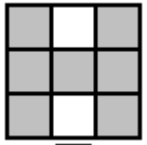
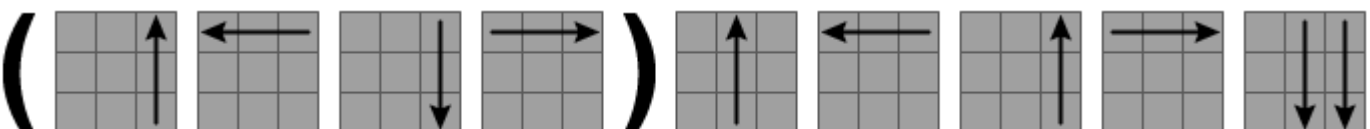
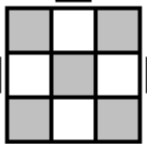
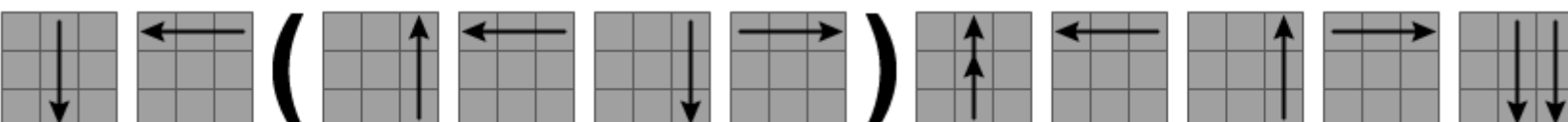
$R U R' U R U2' R' F R U R' U' F'$



$R' U' R U' R' U2 R F R U R' U' F'$



GRUPA 15: WSZYSTKIE KRAWĘDZIE ZORIENTOWANE

 <p>$rUR'U'r'(RURU'R'$</p>	
 <p>$(RUR'U')M'URU'r'$</p>	
 <p>$MURUR'U')M2'URU'r'$</p>	

Opracowanie: **THENIO**
 Bibliografia:
 -[Konwerter algorytmów](#)
 -[Algorytmy i rysunki podglądowe](#)
 -[Youtube.com](#)