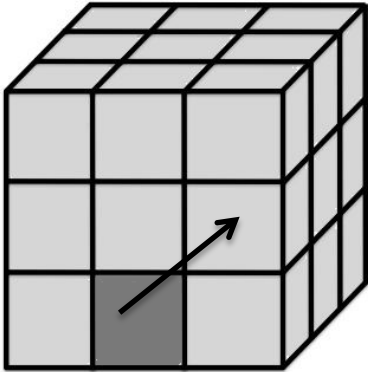
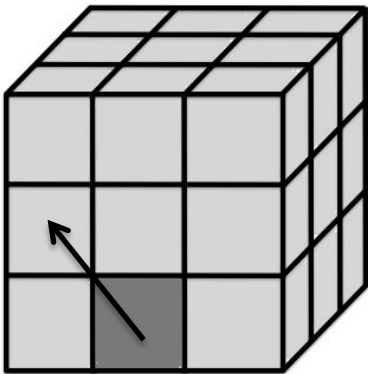


Die Lösungsalgorithmen des Rubiks Cube

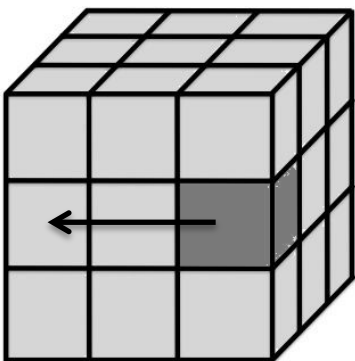
→ Die zweite Ebene/Schicht/Layer: Der Kantenalgorithmus!



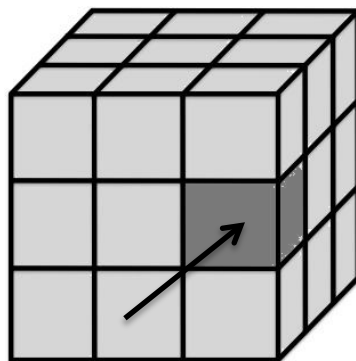
$D' R' D R D F D' F'$



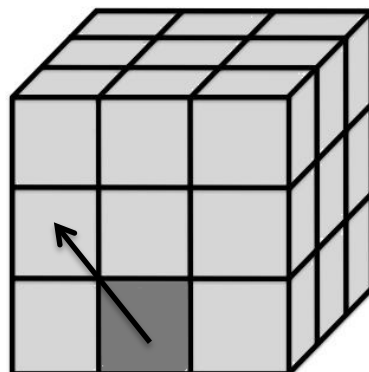
$D L D' L' D' F' D F$



=

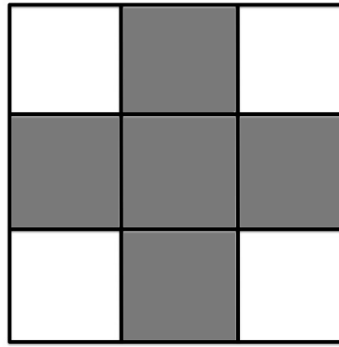


+

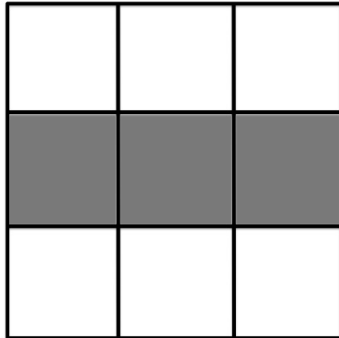


→ Das gelbe Kreuz

Ziel:

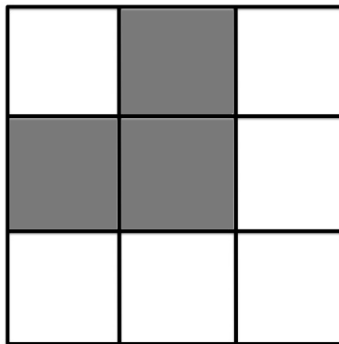


Fall 1:



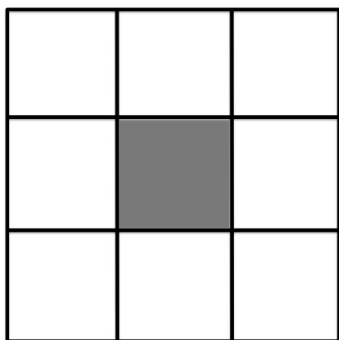
(1x) F R U R' U' F'

Fall 2:



(2x) F R U R' U' F'

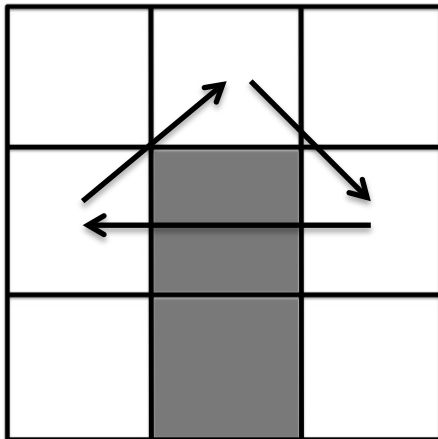
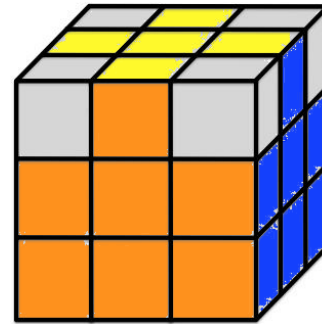
Fall 3:



(3x) F R U R' U' F'

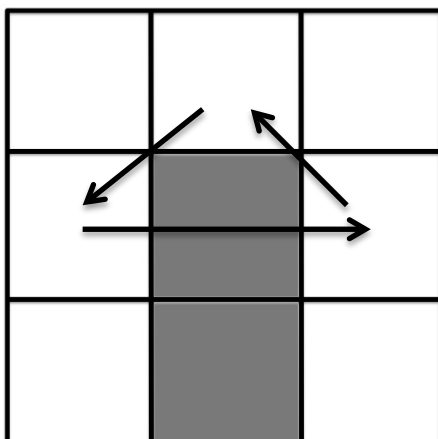
→ Die gelben Kanten richtig positionieren

Ziel:



Drei Kanten im Uhrzeigersinn tauschen:

$R U^2 R' U' R U' R'$

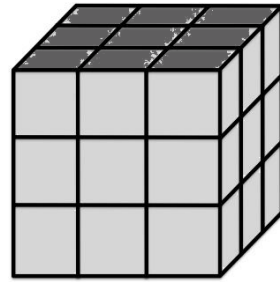


Drei Kanten gegen den Uhrzeigersinn tauschen:

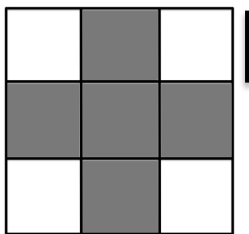
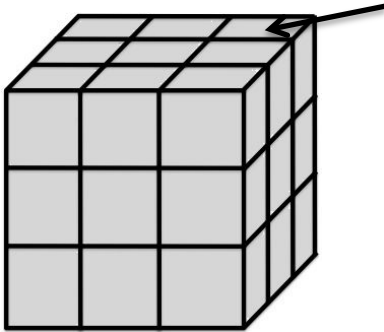
$R U R' U R U^2 R'$

→ Die gelbe Seite bauen / die Ecken kippen

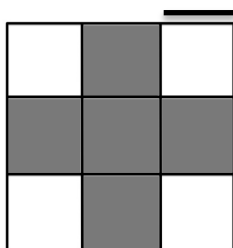
Ziel:



Gekippt wird immer hinten rechts!

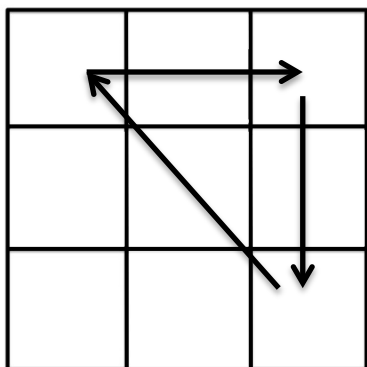


Gelb rechts:
 $2x (R D R' D')$



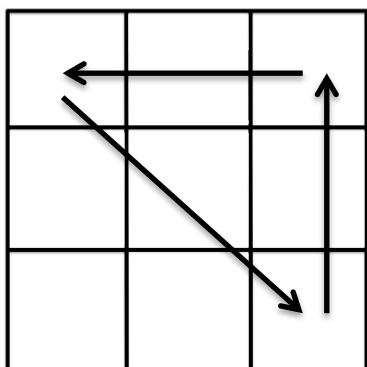
Gelb hinten:
 $2x (D R D' R')$

→ Die gelben Ecken vertauschen



↑
Blickrichtung

Drei Ecken im Uhrzeigersinn tauschen:

$$(R' D2 R) U2 (R' D2 R)$$
$$U' (R' D2 R) U' (R' D2 R)$$


↑
Blickrichtung

Drei Ecken gegen den Uhrzeigersinn tauschen:

$$(R' D2 R) U (R' D2 R)$$
$$U (R' D2 R) U2 (R' D2 R)$$

FERTIG!