

MÉTODO COLL

CUBO MÁGICO 3x3x3 AVANÇADO

COLL é um método para orientar a última camada e ao mesmo tempo permutar as quinas em casos onde a cruz já está orientada.


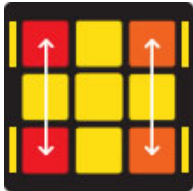
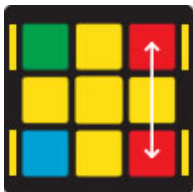
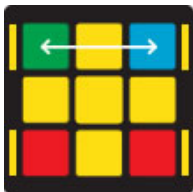
É totalmente indicado que você aprenda também o Método VHLS, que garante a orientação da cruz junto ao F2L.

Existem 7 casos de OLL onde a cruz já está orientada. Para o caso H, temos quatro possibilidades; para os casos Pi, T, U e L, temos 6 possibilidades para cada um; e para os casos Sune e Anti-Sune, existem também 6, porém como são algoritmos extremamente rápidos por si só, é indicado que se aprenda apenas 2 possibilidades para cada um.

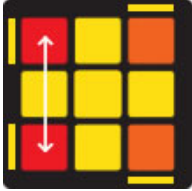
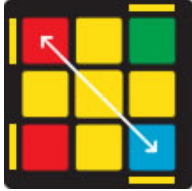
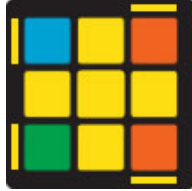
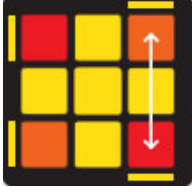
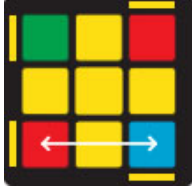
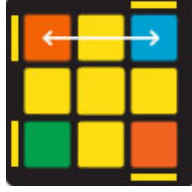
Este método também aumenta as chances de um PLL Skip de 1/72 para apenas 1/12 (1,38% para 8,3%), ou mais especificamente um EPLL Skip, pois só usaremos os casos de permutação dos meios (casos U horário e anti-horário, caso H e caso Z).



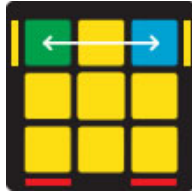
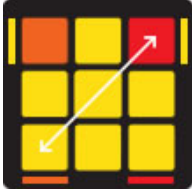
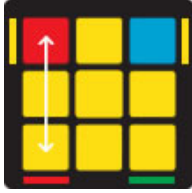
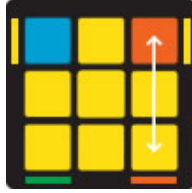
Dica: As setas brancas indicam o sentido de permutação das quinas, mas devem ser, de certa forma, ignoradas. Elas servem apenas como uma informação adicional para um estudo mais aprofundado do método.

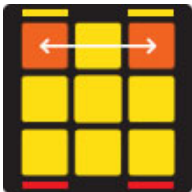



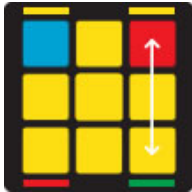
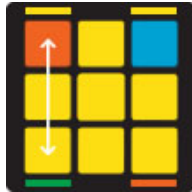
Para deixar seu cubo como um dos casos, execute a fórmula ao contrário. Por exemplo, para deixar seu cubo como o primeiro caso, mantenha o amarelo no topo (com o cubo já resolvido) e execute: $R U^2 R' U' R U R' U' R U' R'$ (que é o inverso de $R U R' U R U' R' U R U^2 R'$).

| | |
|--|--|
|  <p>$R U R' U R U' R' U R U^2 R'$</p> |  <p>$y F (R U R' U')^3 F'$</p> |
|  <p>$R U R' U R U L' U R' U' L$</p> |  <p>$F R U' R' U R U^2 R' U' R U R' U' F'$</p> |

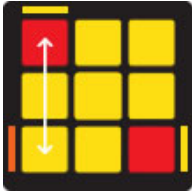
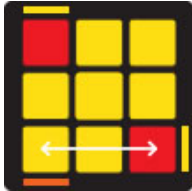

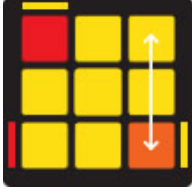
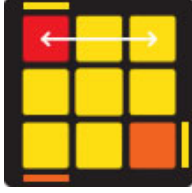




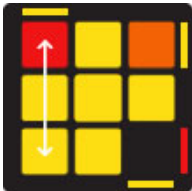
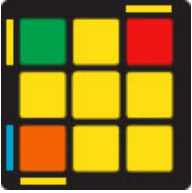
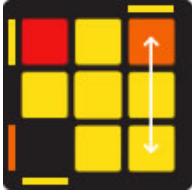
| | | |
|---|--|---|
|  <p>R U' L' U R' U L U L' U L</p> |  <p>R U D' R U R' D R2 U' R' U' R2' U2' R</p> |  <p>R U2' R2' U' R2 U' R2' U2' R</p> |
|  <p>y F R2 U' R2 U R2 U F' y R U2 R'</p> |  <p>y' R' U2 R U R' U R2 U' L' U R' U' L</p> |  <p>y R U2 R' U' R U' R2 U L U' R U L'</p> |

| | | |
|---|--|--|
|  <p>R U2 R' U' R U' R2 U2 R U R' U R</p> |  <p>y2 F R U R' U' R U' R' U' R U R' F'</p> |  <p>R' U R U2 L' R' U R U' L</p> |
|  <p>R' U R2 D R w' U2 R w D' R2 U' R</p> |  <p>y' R w U R' U' L' U L w F'</p> |  <p>y L w' U' L U R U' R w' F</p> |

| | | |
|---|--|---|
|  <p>y' R' U' R F R2 D' R U R' D R2 U' F'</p> |  <p>R' U2 R F U' R' U' R U F'</p> |  <p>R' U' R U' R' U2 R2 U R' U R U2 R'</p> |
|  <p>F R U' R' U R U R' U R U' R' F'</p> |  <p>y2 R2 D R' U2 R D' R' U2 R'</p> |  <p>R2 D' R U2 R' D R U2 R</p> |



| | | |
|--|--|---|
|  <p>y R U2 R D R' U2 R D' R2'</p> |  <p>R' U2 R' D' R U2 R' D R2</p> |  <p>R' U' R U' R' U2 R U' R U' R' U R U2' R'</p> |
|  <p>Rw U R U' Rw' F R' F'</p> |  <p>x' R U' R' D R U' R' D' x</p> |  <p>y' R' U' R U' R' F' R U' R' U' R' F R2</p> |

| | |
|---|---|
|  <p>R U' R' U R U2 R'</p> |  <p>R U' L' U R' U' L</p> |
|  <p>L' U' L U' L' U2 L</p> |  <p>L' U R U' L U R'</p> |

Movimentos padrões para auxiliar na memorização:

R U' R' U'

R U' R'

R U R'

