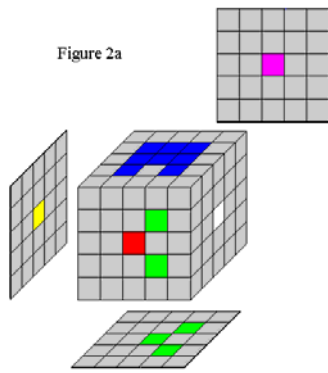
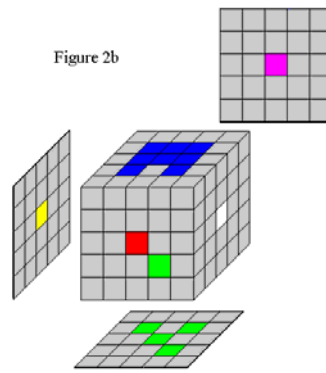


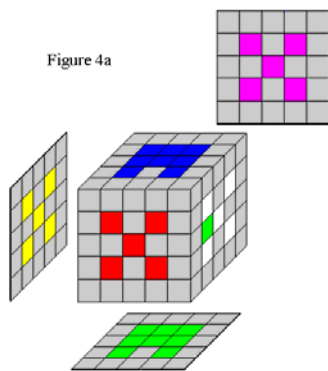
SOLUSI KUBUS RUBIK 5X5:



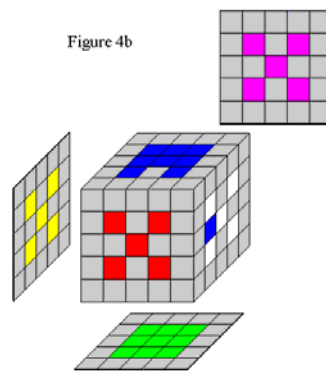
Move 2a:
R'r' D2 Rr



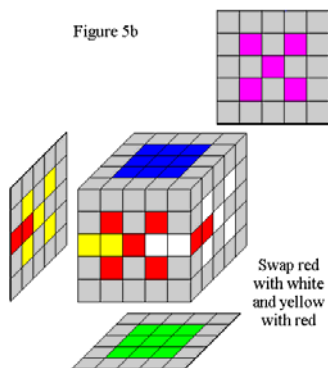
Move 2b:
R'r' D Rr



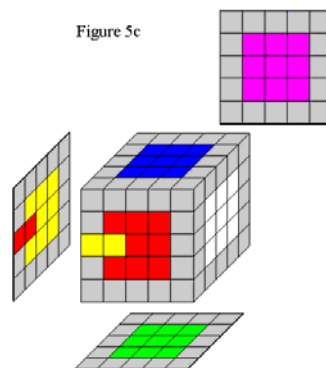
Move 4a:
H' F'f' H Ff



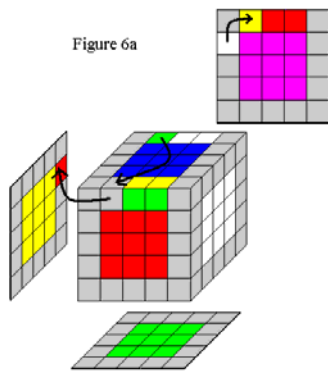
Move 4b:
Ff H' F'f' H'
Ff H F'f' H



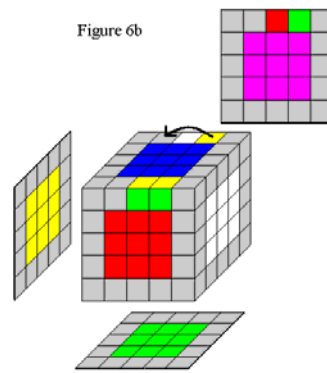
Move 5b:
H L2l2 H' L1 H' L1
H' L2l2 H L1 H L1



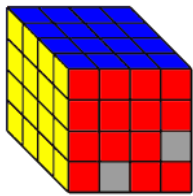
Move 5c:
U'u' R' then Move 5b
then R Uu



Move 6a:
 $L1 F' L F L'1' F$

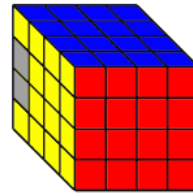


Move 6b:
 $B L' D' B2$



Tukar tempat

Special Move 1A:
 $R U' 1'U2 1'U2 1'U2 1'U2$
 $1' U R' U 1 U' R U$
 $1 U' R' U 12 U'$



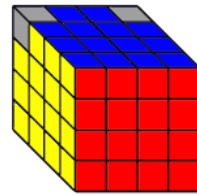
Tukar tempat sambil orientasi

Special Move 3:
 $L2 dR2 dR2 d'L2$
 $u'B2 u2B2 u'B2$
 $R2Br'B' R2BrB$



Tukar tempat

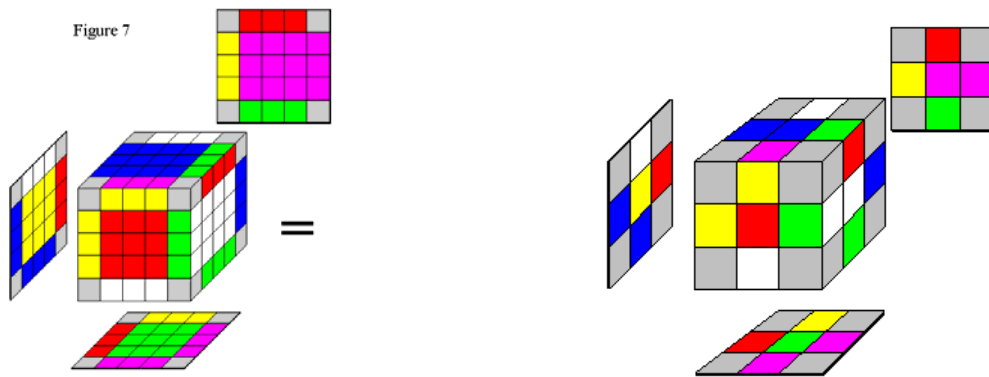
Special Move 1B:
 $L'U rU2 rU2 rU2 rU2$
 $r U' L U' r' U L' U'$
 $r'U L U' r2 U$



Tukar tempat sambil orientasi

Special Move 2:
 $R'F'UFR BU2F'UB'U'$
 $FfD'fdF'D'f' U2fDfD'f'Df2$
 $rfr'U2rf'r'f F'U'F2$
 $DRUR'D'U' F2U2FU$

N.B.: Dalam menggunakan Special Move diatas, kita harus menganggap Kubus Rubik 5x5 sebagai Kubus Rubik 4x4 dengan mengabaikan lapisan tengahnya.



Keterangan Notasi:

L : the Left hand side.

l : the 2nd layer in from the left hand side.

U : the Upper (top) side.

u : the 2nd layer from the upper side.

D : the Down (bottom) side

d : the 2nd layer from the down side

H : the Horizontal center slice (between u and d). N.B.: H termasuk lapisan atas, jadi H arah putarannya sama dengan u/U, H' arah putarannya sama dengan u'/U'.

R : the Right hand side.

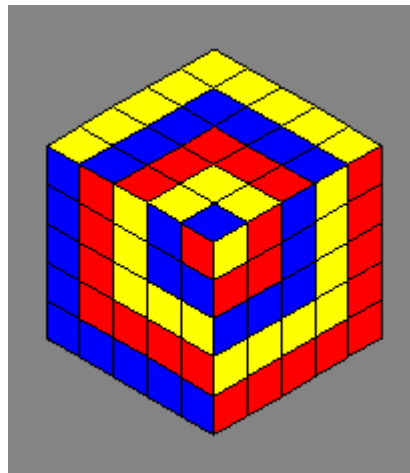
r : the 2nd layer in from the right hand side.

F : the Front side

f : the 2nd layer in from the front side.

B : the Back side.

CARA MEMBUAT PATTERN CUBE IN CUBE IN CUBE PADA KUBUS RUBIK:



CUBE IN CUBE IN CUBE IN CUBE IN CUBE

1. y L' U R' F' U L2 U2 L' U' L U2 D R' D' F2 R2 U'

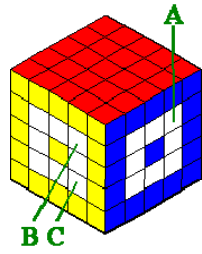
+

2. (Ll)' Uu (Rr)' (Ff)' Uu (Ll)2 (Uu)2 (Ll)' (Uu)' Ll (Uu)2 Dd (Rr)' (Dd)' (Ff)2 (Rr)2 (Uu)' y'

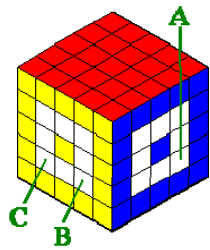
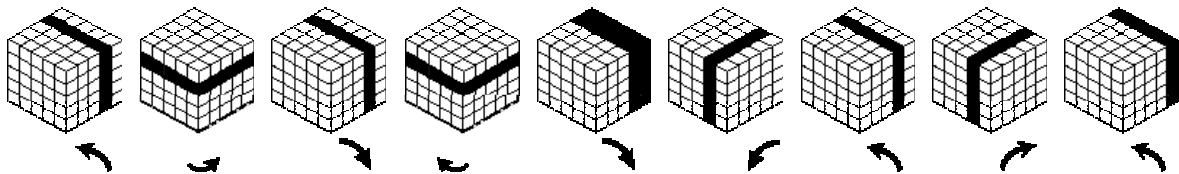
UNTUK KUBUS RUBIK 2X2 & 3x3, CUKUP GUNAKAN RUMUS 1.

UNTUK KUBUS RUBIK 4X4 & 5x5, GUNAKAN RUMUS 1 + 2

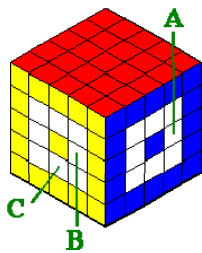
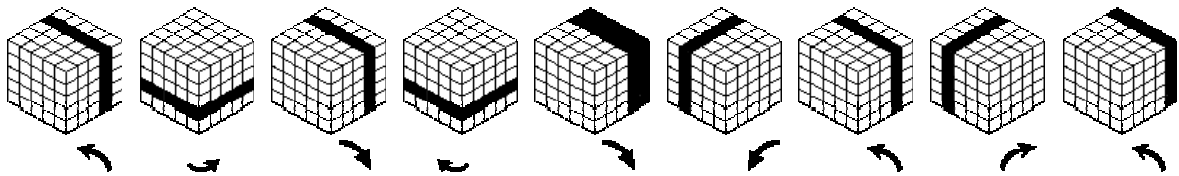
RUMUS ALTERNATIF MENYELESAIKAN BIJI CENTER:



A ke B, B ke C, C ke A



A ke B, B ke C, C ke A



A ke B, B ke C, C ke A

