

SOLUSI KUBUS RUBIK 7X7:

STEP 1: MENYELESAIKAN BIJ2 CENTER.

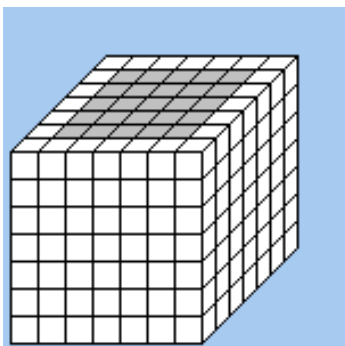
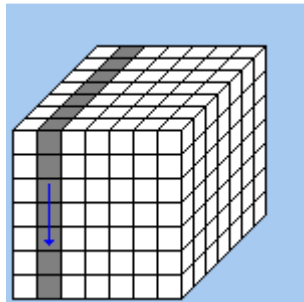
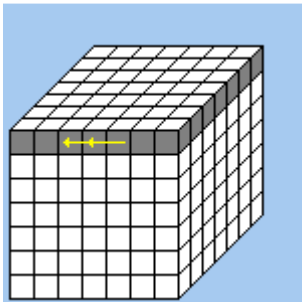
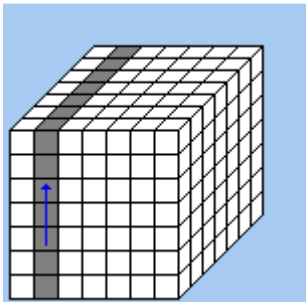
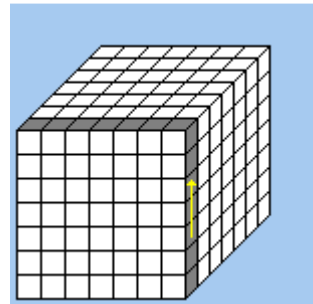
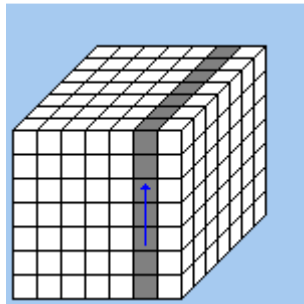
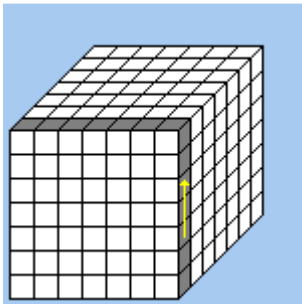
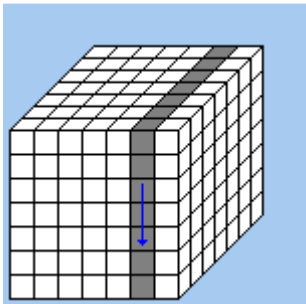
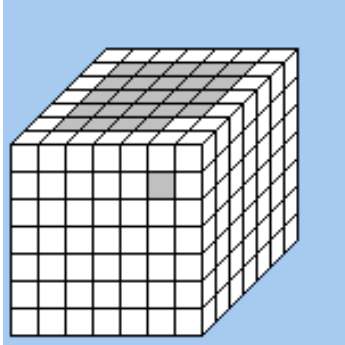
STEP 2: MENYELESAIKAN BIJ2 TEPI.

STEP 3: MENYELESAIKAN PARITY (JIKA ADA).

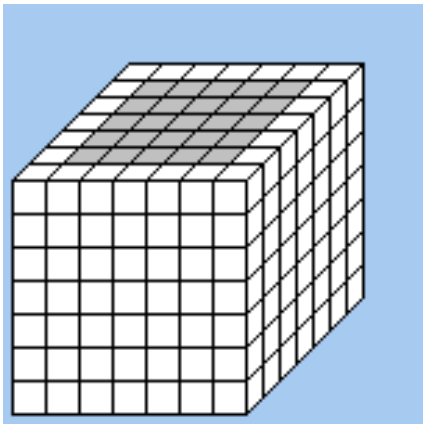
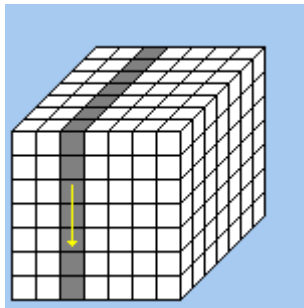
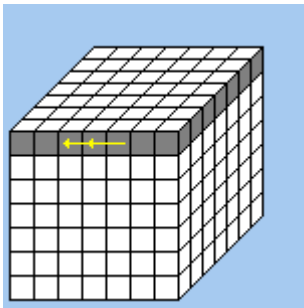
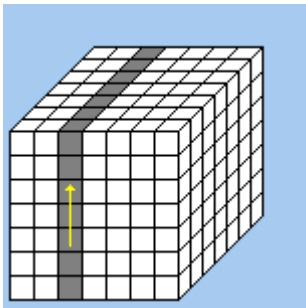
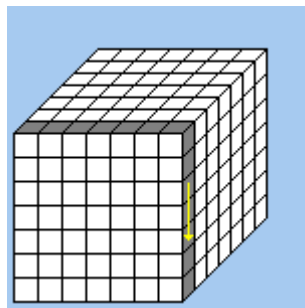
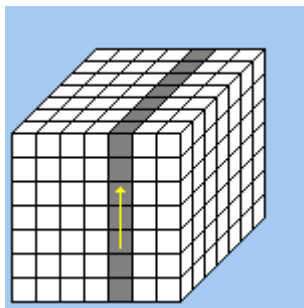
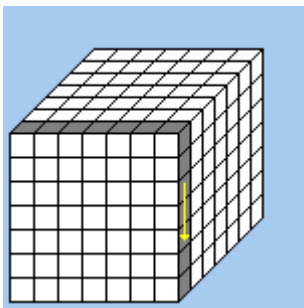
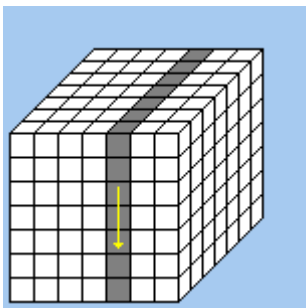
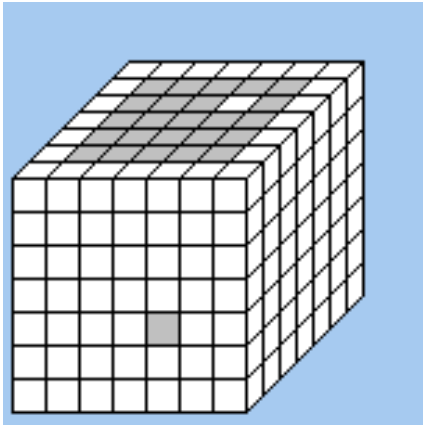
STEP 4: MENYELESAIKAN SECARA RUBIK 3X3.

STEP 1: MENYELESAIKAN BIJ2 CENTER.

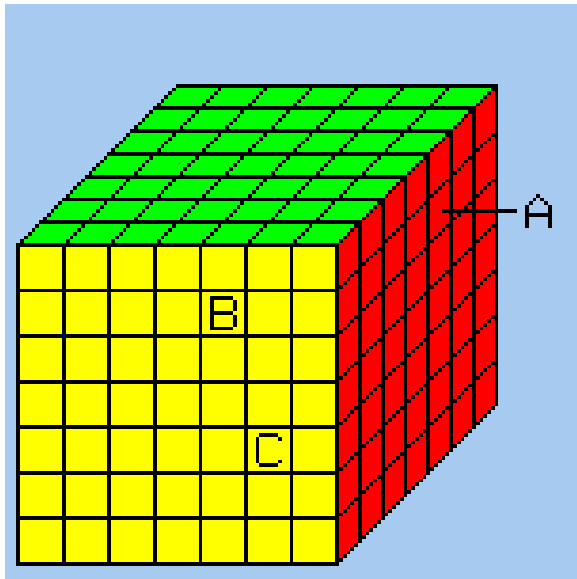
ALGORITMA MEMBERESKAN BIJI CENTER.



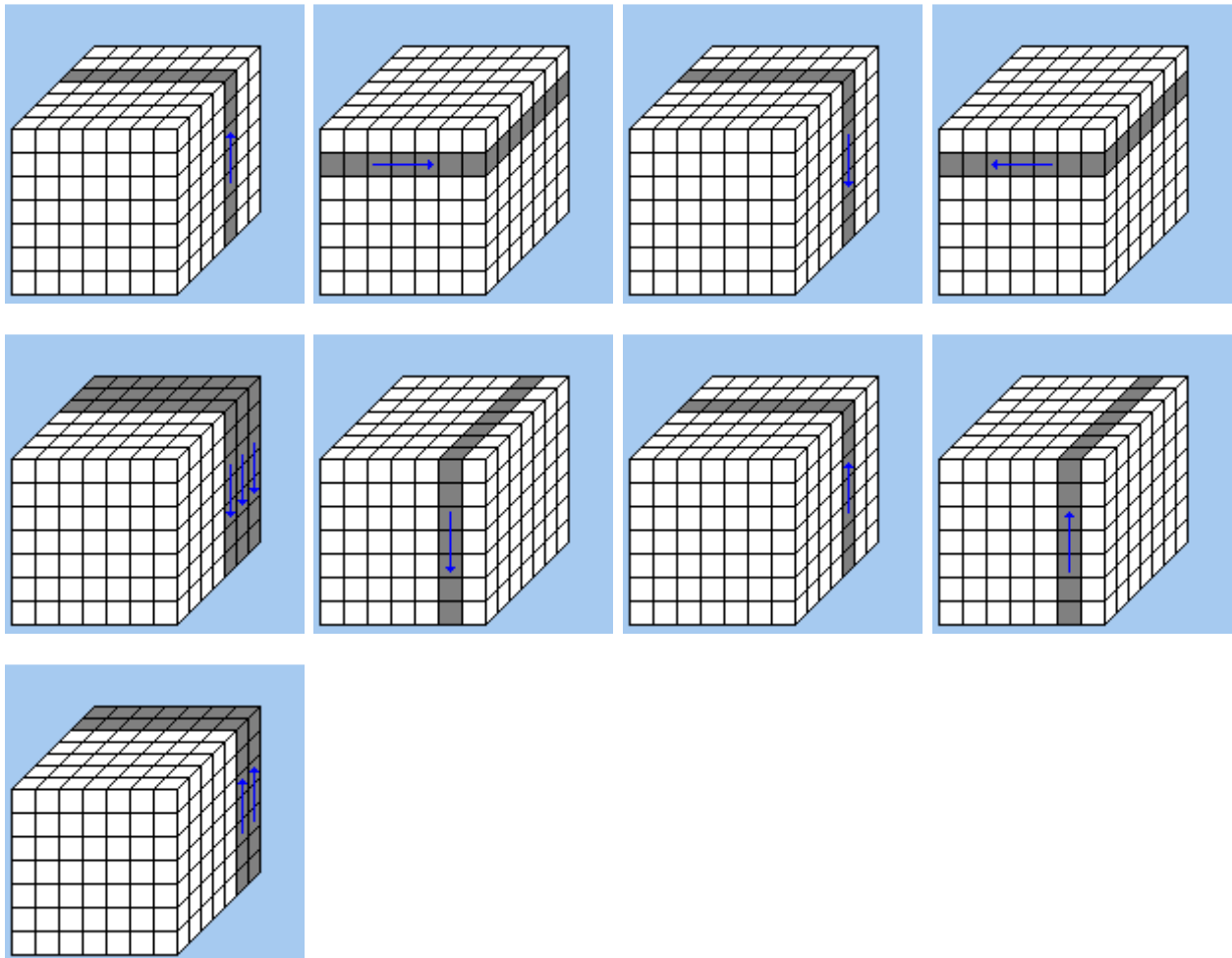
ALGORITMA MEMBERESKAN BIJI CENTER.



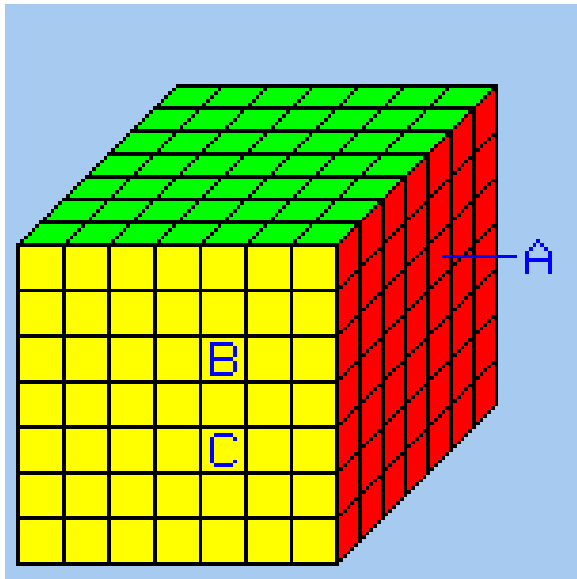
ALGORITMA UNTUK MENYELESAIKAN BIJI CENTER.



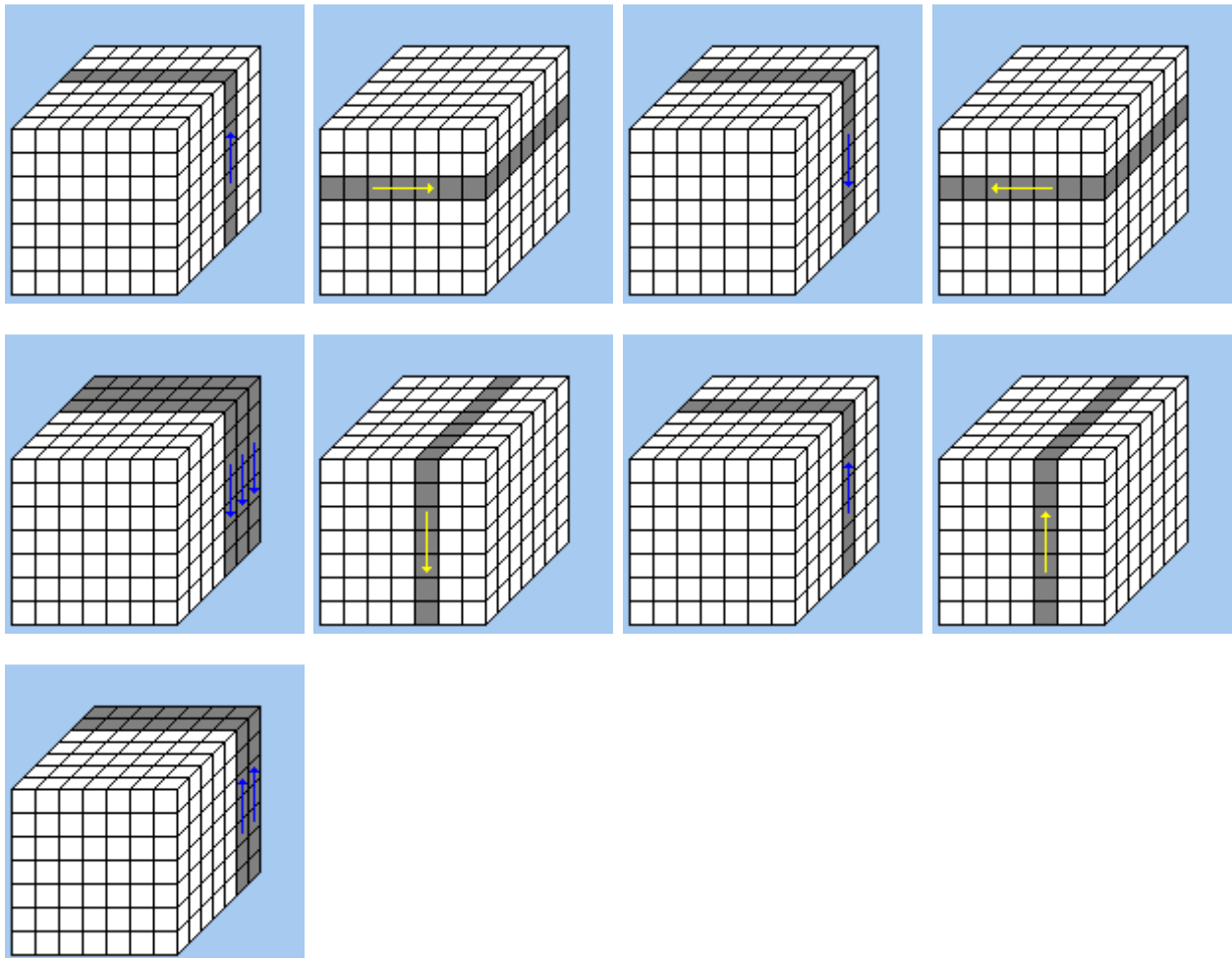
A ke B, B ke C, C ke A



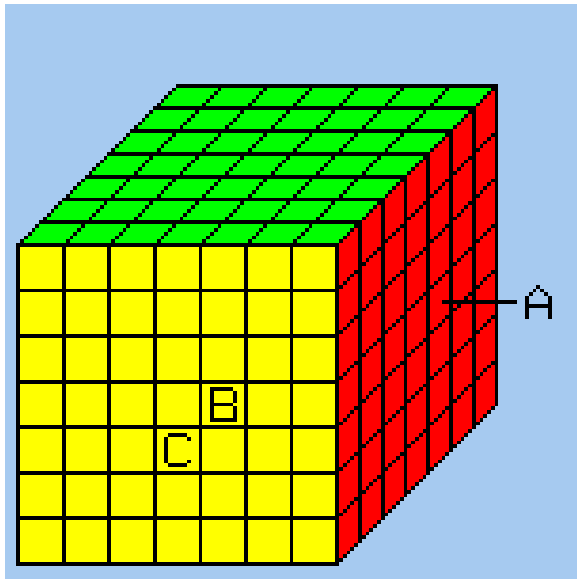
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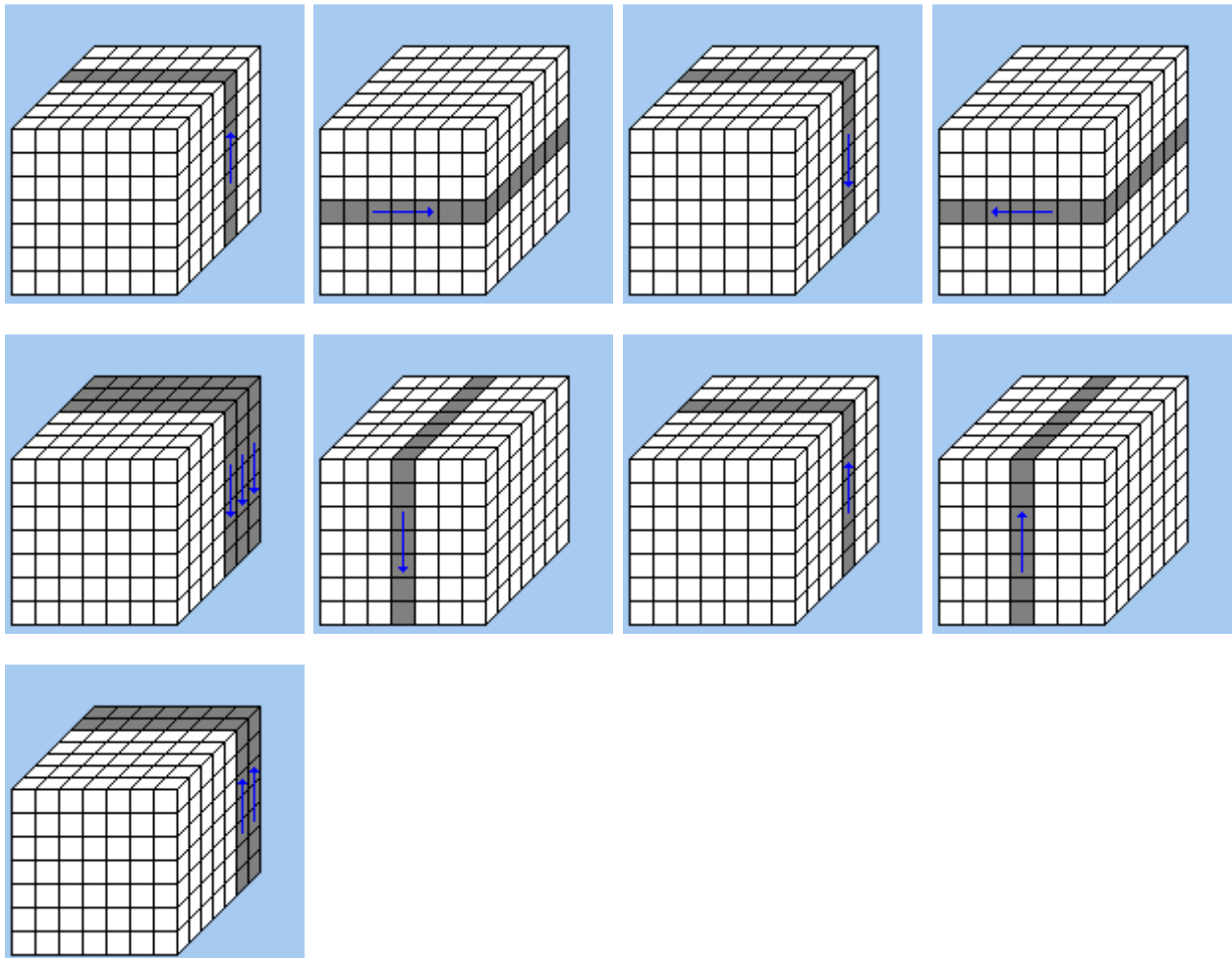
A ke B, B ke C, C ke A



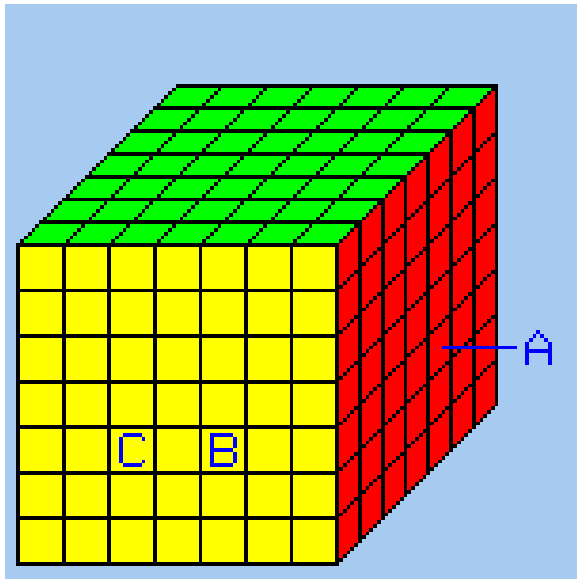
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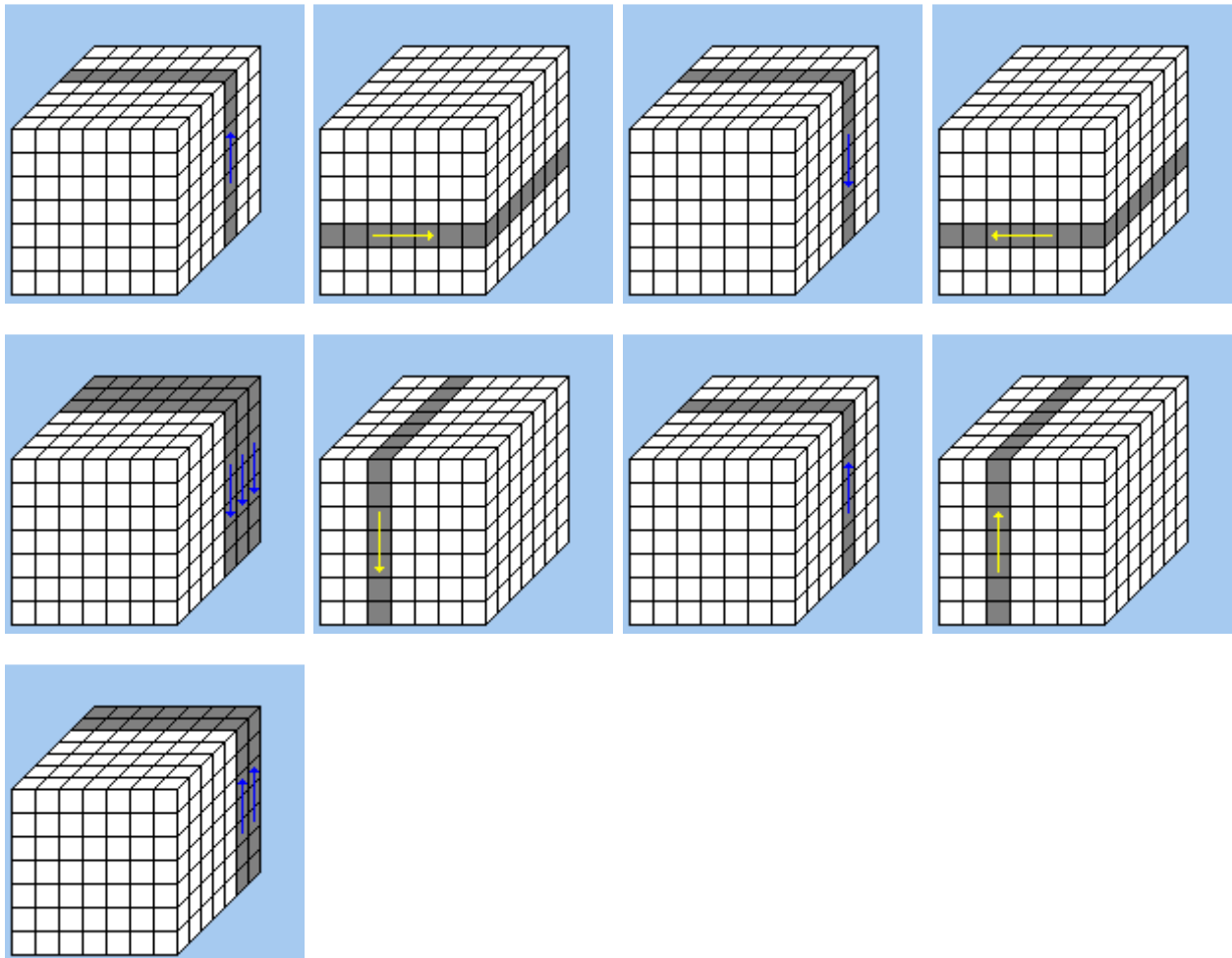
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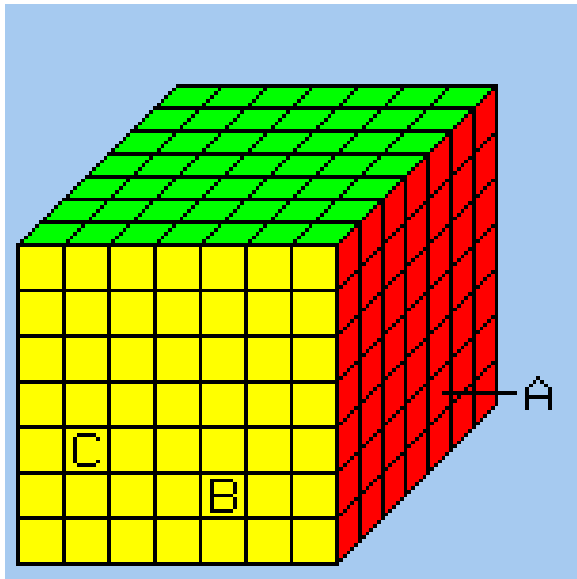
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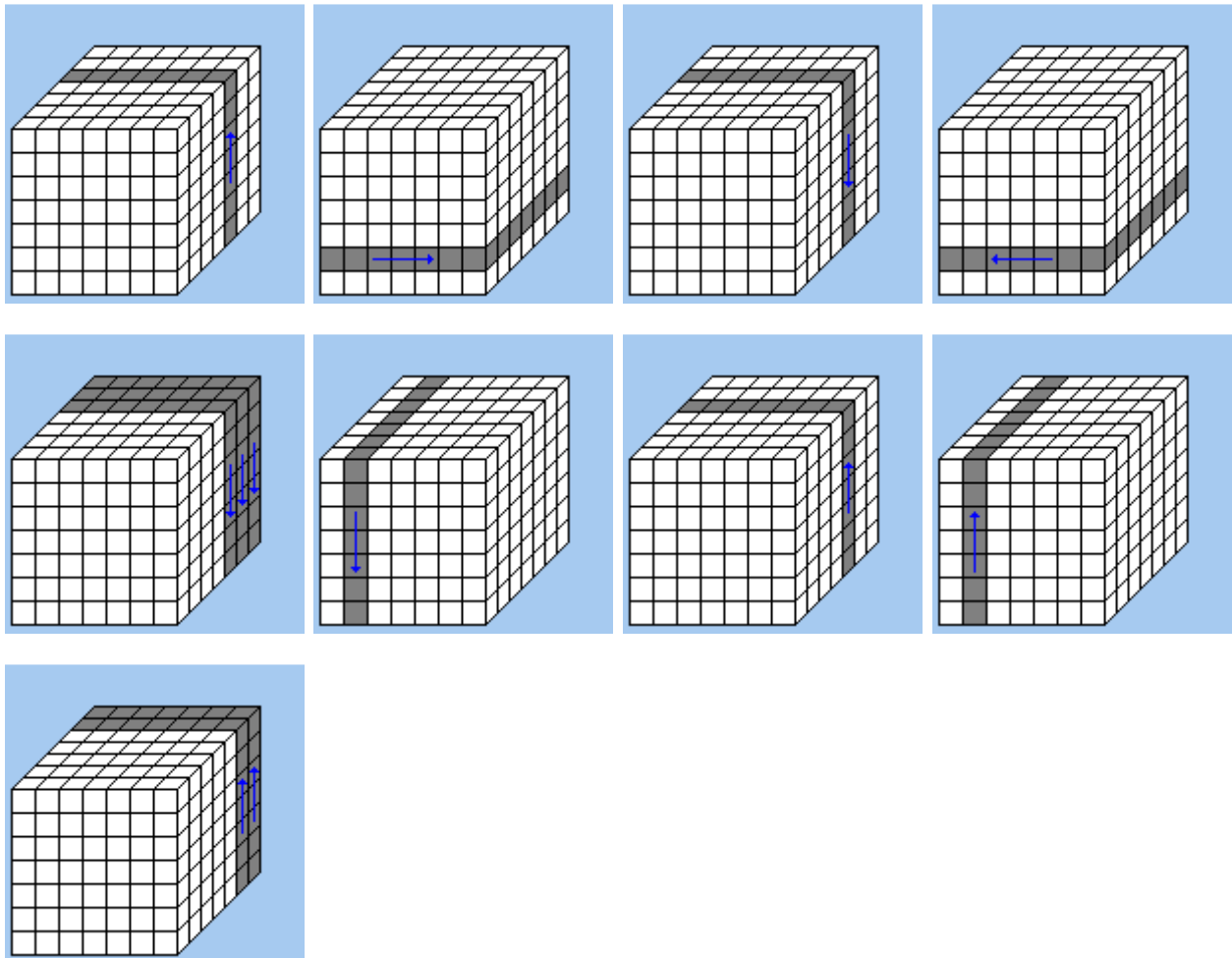
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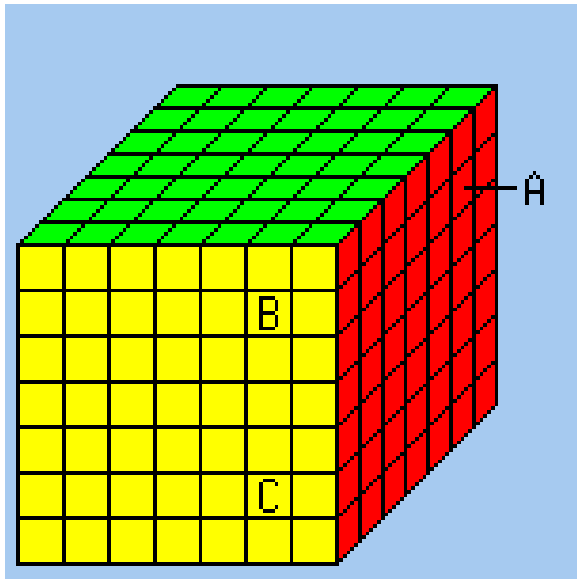
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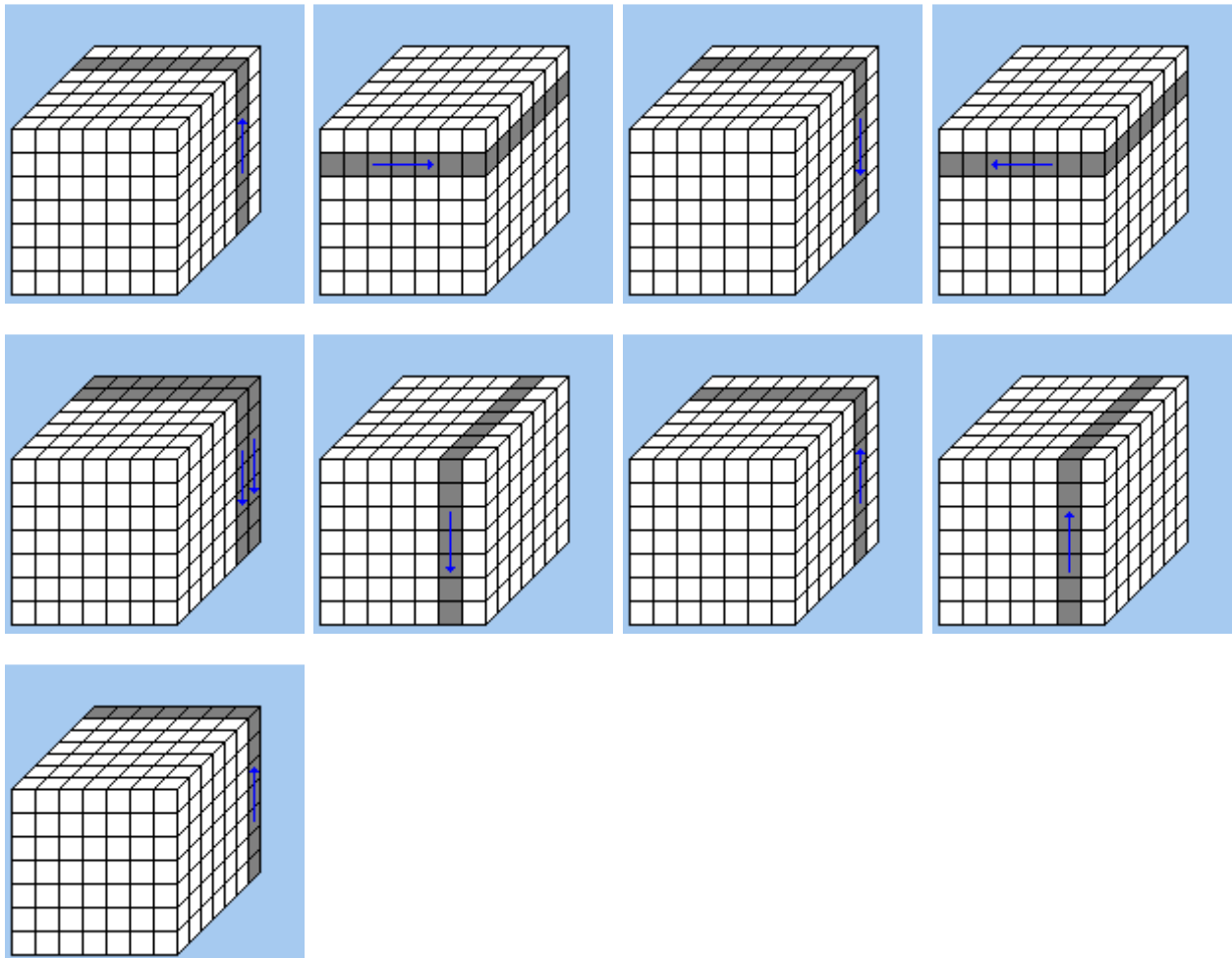
A ke B, B ke C, C ke A



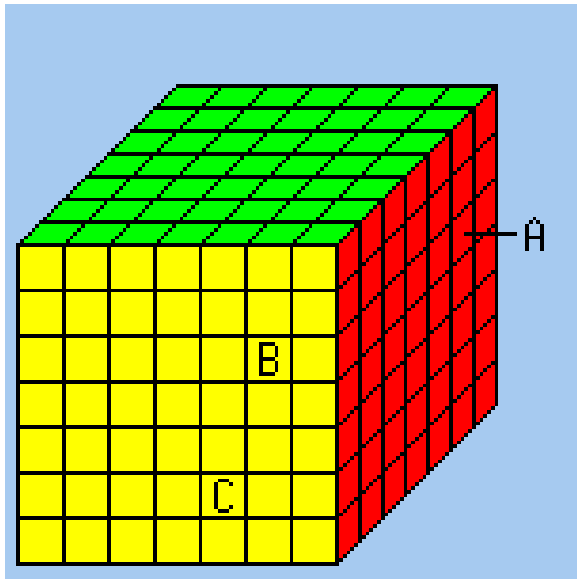
ALGORITMA UNTUK MENYELESAIKAN BIJI CENTER.



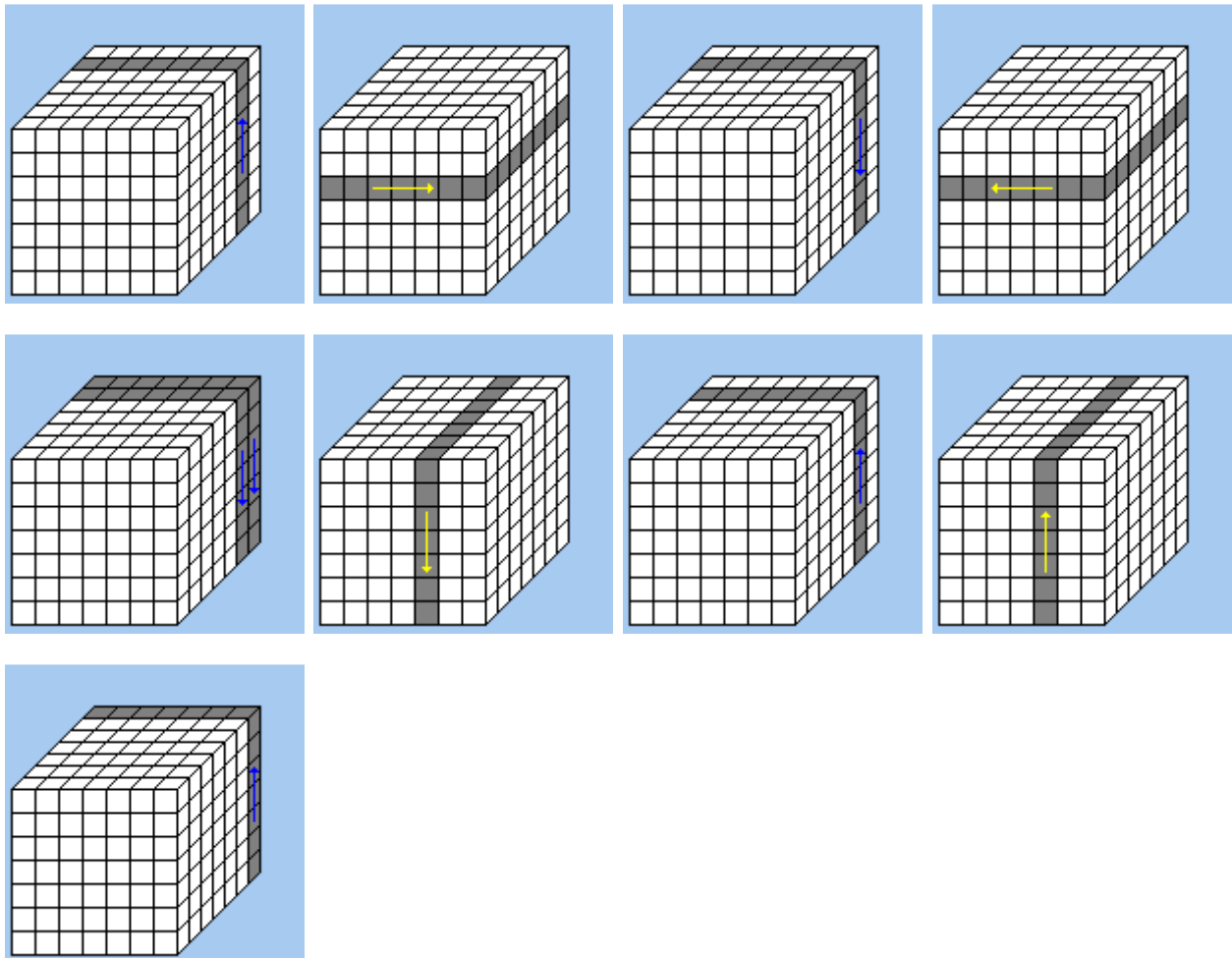
A ke B, B ke C, C ke A



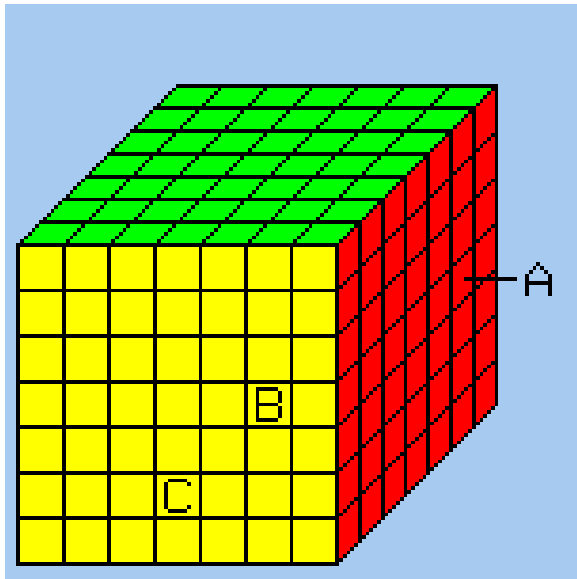
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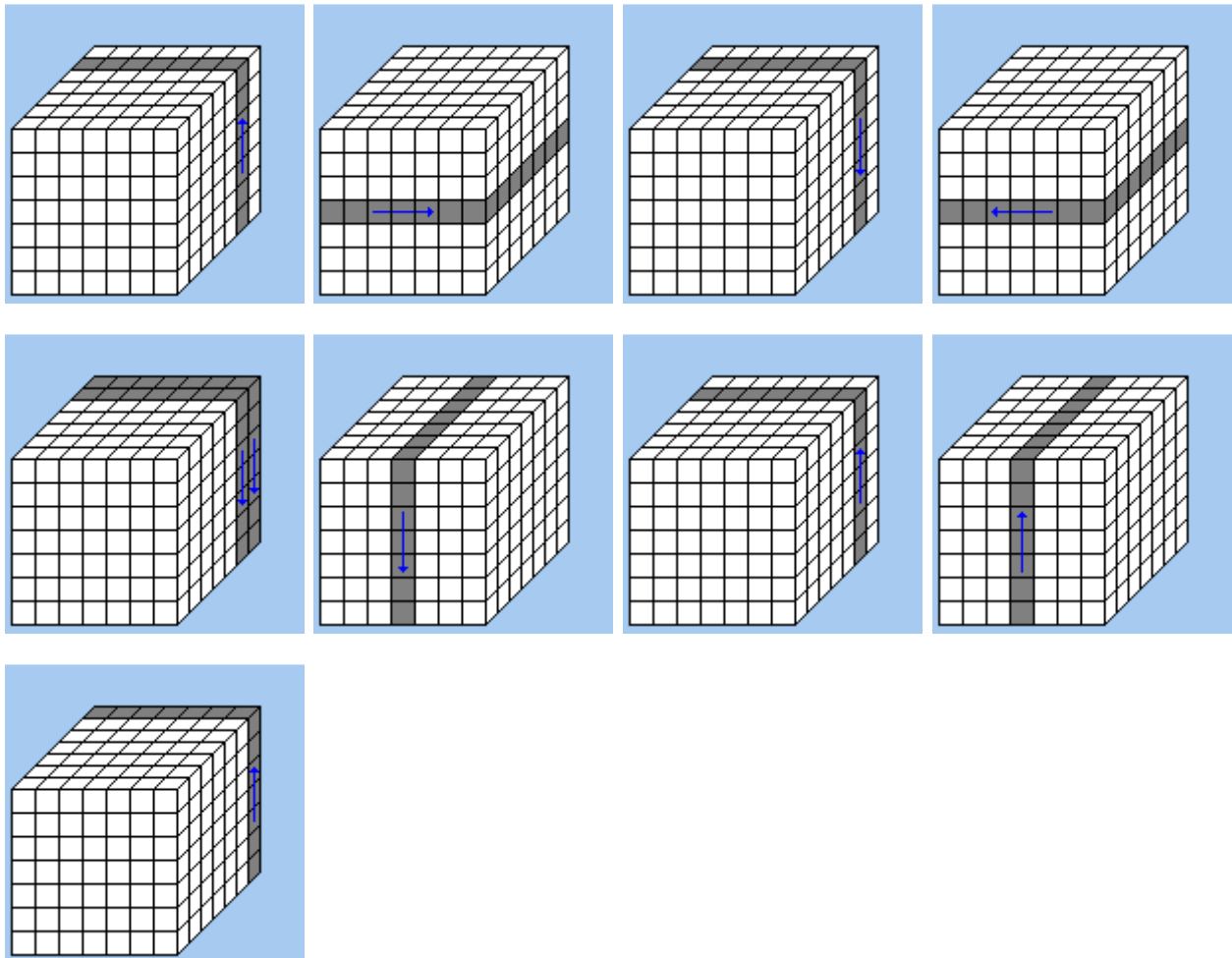
A ke B, B ke C, C ke A



ALGORITMA UNTUK MENYELESAIKAN BIJI CENTER.

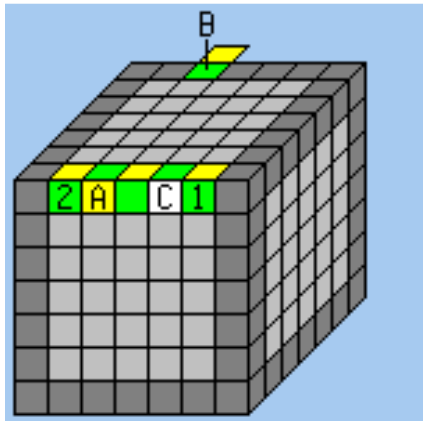


A ke B, B ke C, C ke A

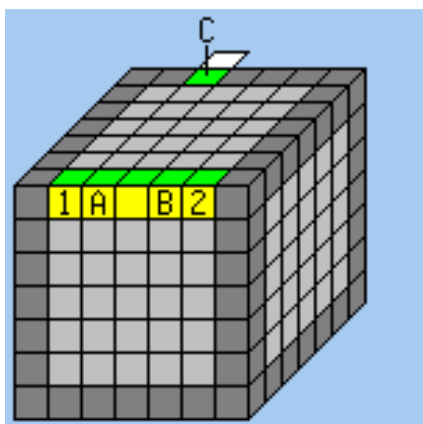
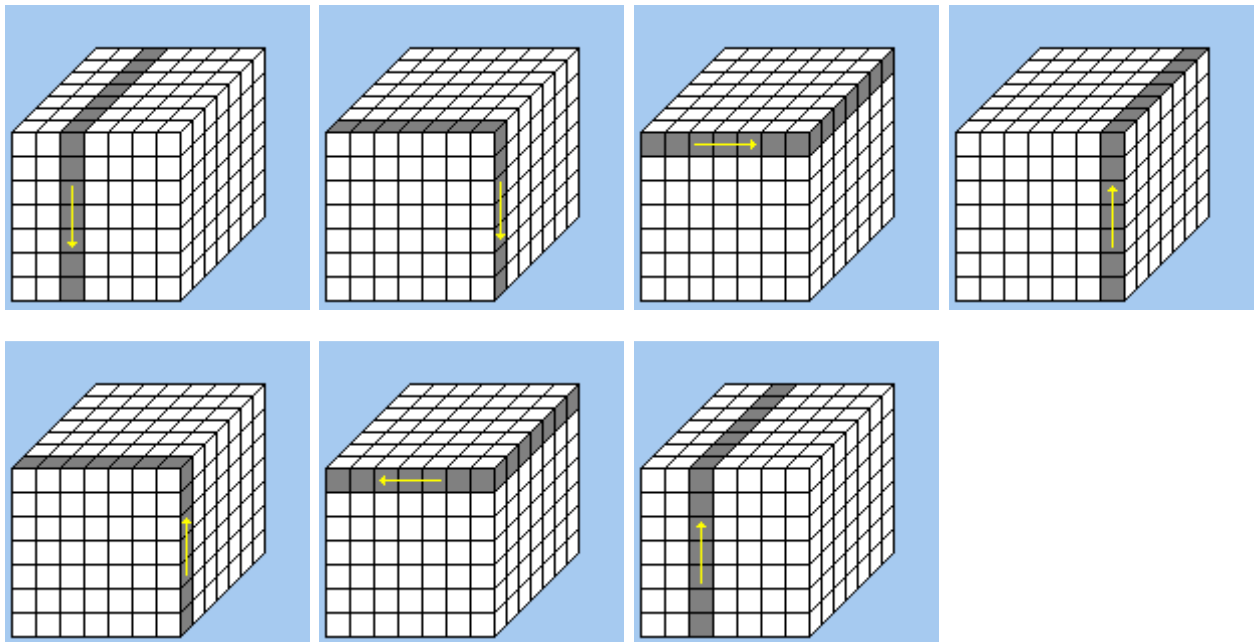


STEP 2: MENYELESAIKAN BIJ2 TEPI.

ALGORITMA MEMBERESKAN BIJI TEPI.

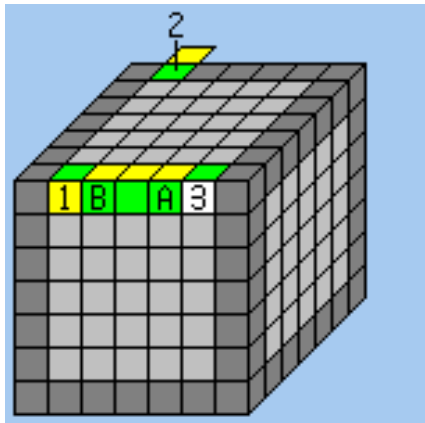


A tetap, B dan C tukar tempat

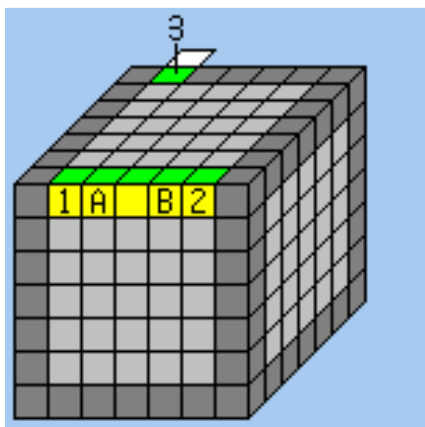
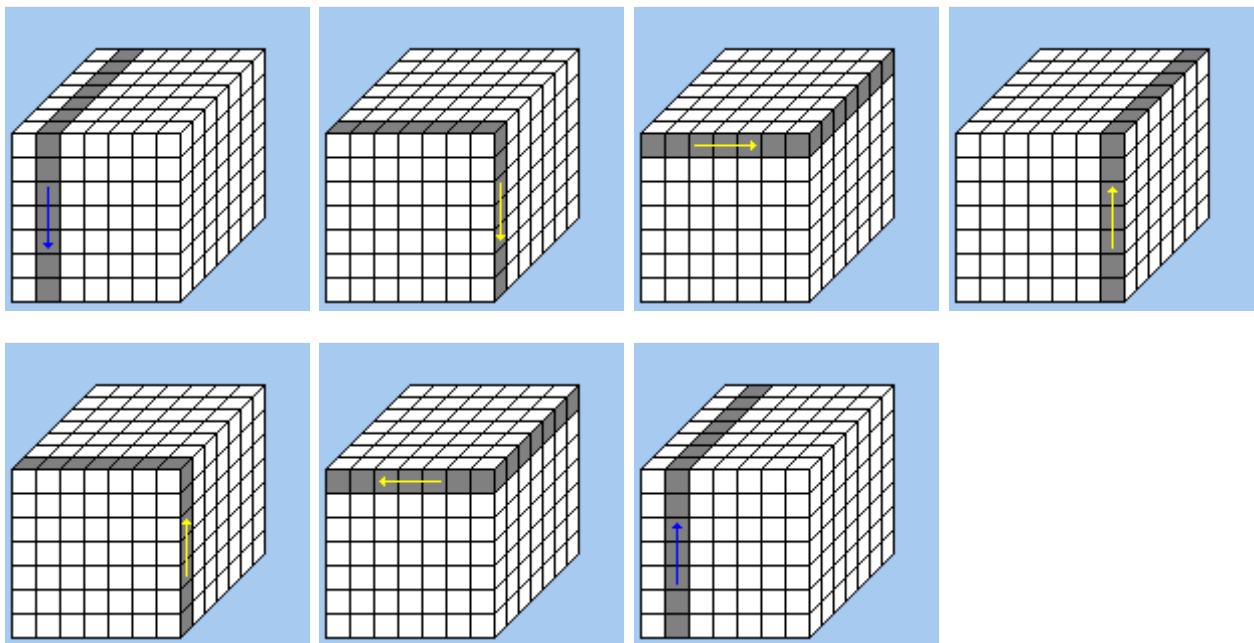


Hasilnya

ALGORITMA MEMBERESKAN BIJI TEPI.

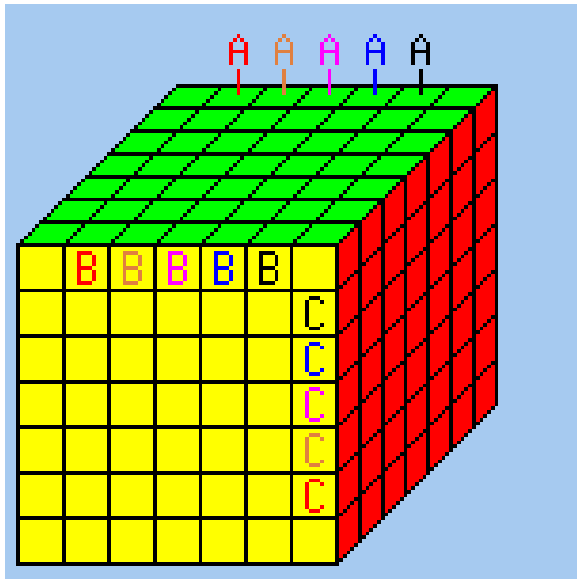


1 tetap, 2 dan 3 tukar tempat



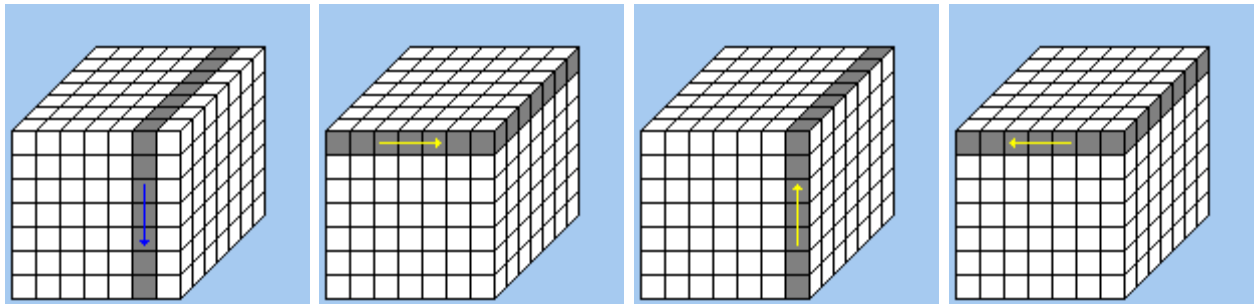
Hasilnya

ALGORITMA UNTUK MENYELESAIKAN BIJI TEPI.



A ke B, B ke C, C ke A (sesuai warna huruf)

Algo. ini untuk A ke B, B ke C, C ke A dengan huruf A,B,C warna hitam:

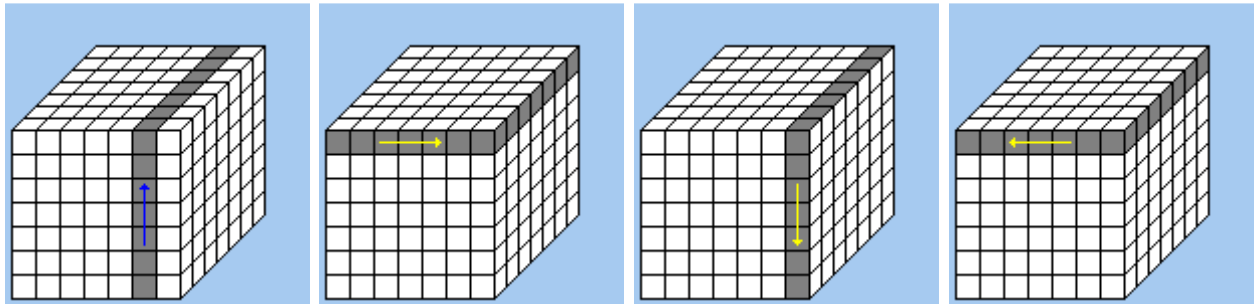


Jalur A

Jalur B

Jalur C

Jalur B



Jalur A

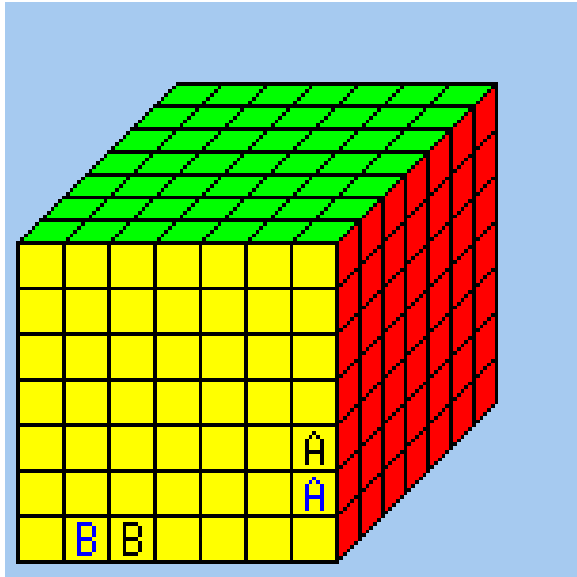
Jalur B

Jalur C

Jalur B

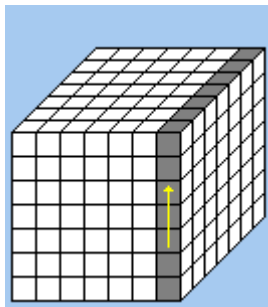
Algo. untuk A keB, B ke C, C ke A, dengan huruf A,B,C warna biru, pink, oranye, merah: tinggal sesuaikan saja jalur A nya, jalur B dan C sama.

ALGORITMA UNTUK MENYELESAIKAN BIJI TEPI.

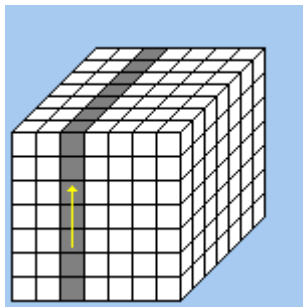
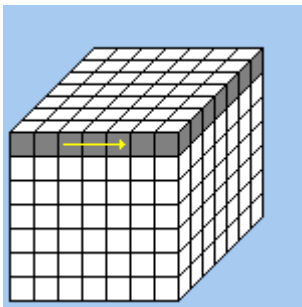


A dan B tukar tempat (sesuai warna huruf)

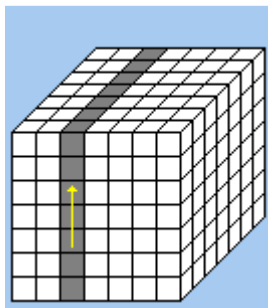
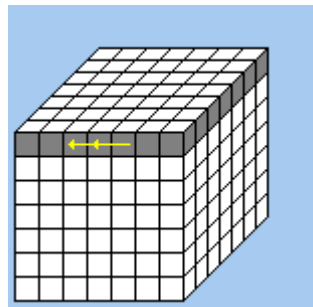
Algo. ini untuk A dan B tukar tempat dengan huruf A,B warna hitam:



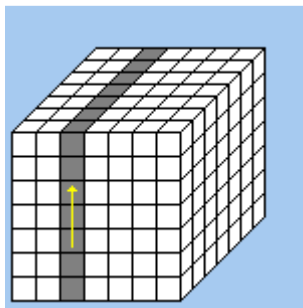
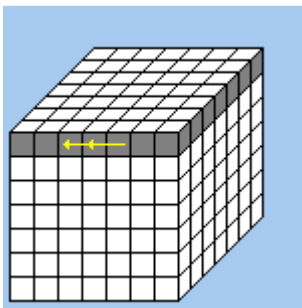
Jalur A



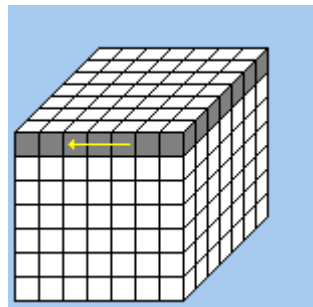
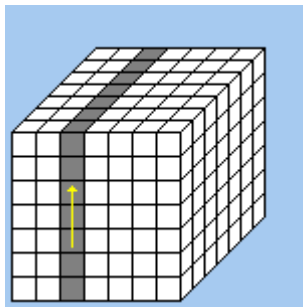
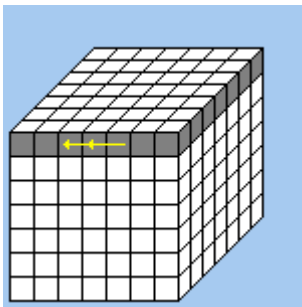
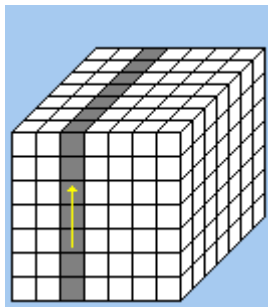
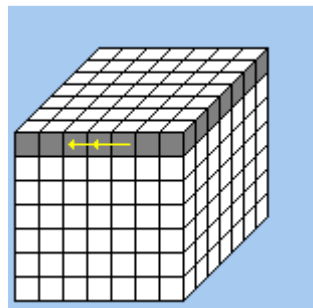
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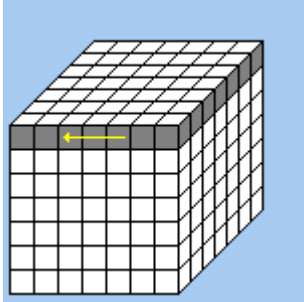
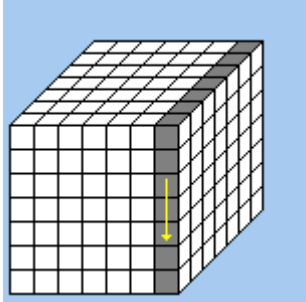
Jalur B



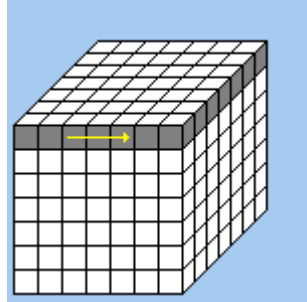
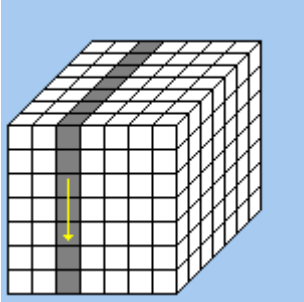
Jalur B



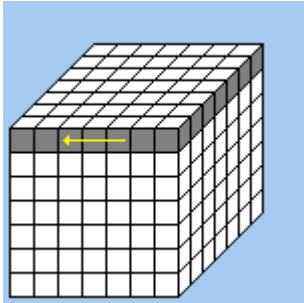
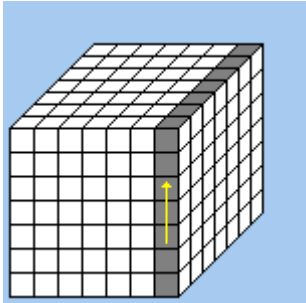
Jalur B



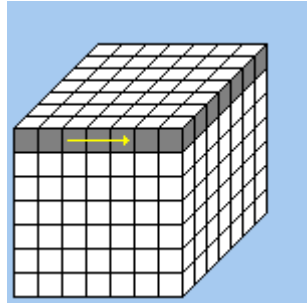
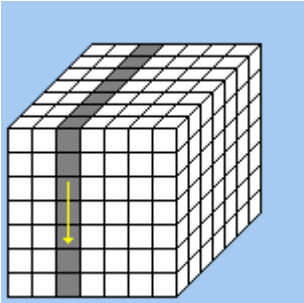
Jalur B



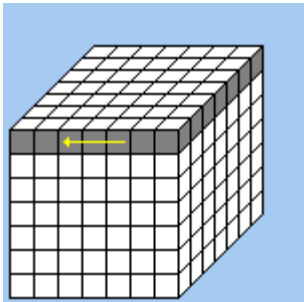
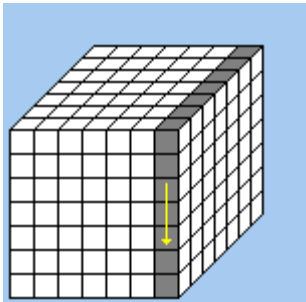
Jalur A



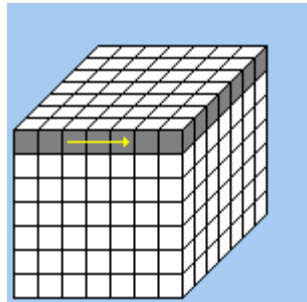
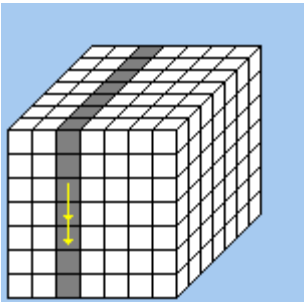
Jalur B



Jalur A



Jalur B



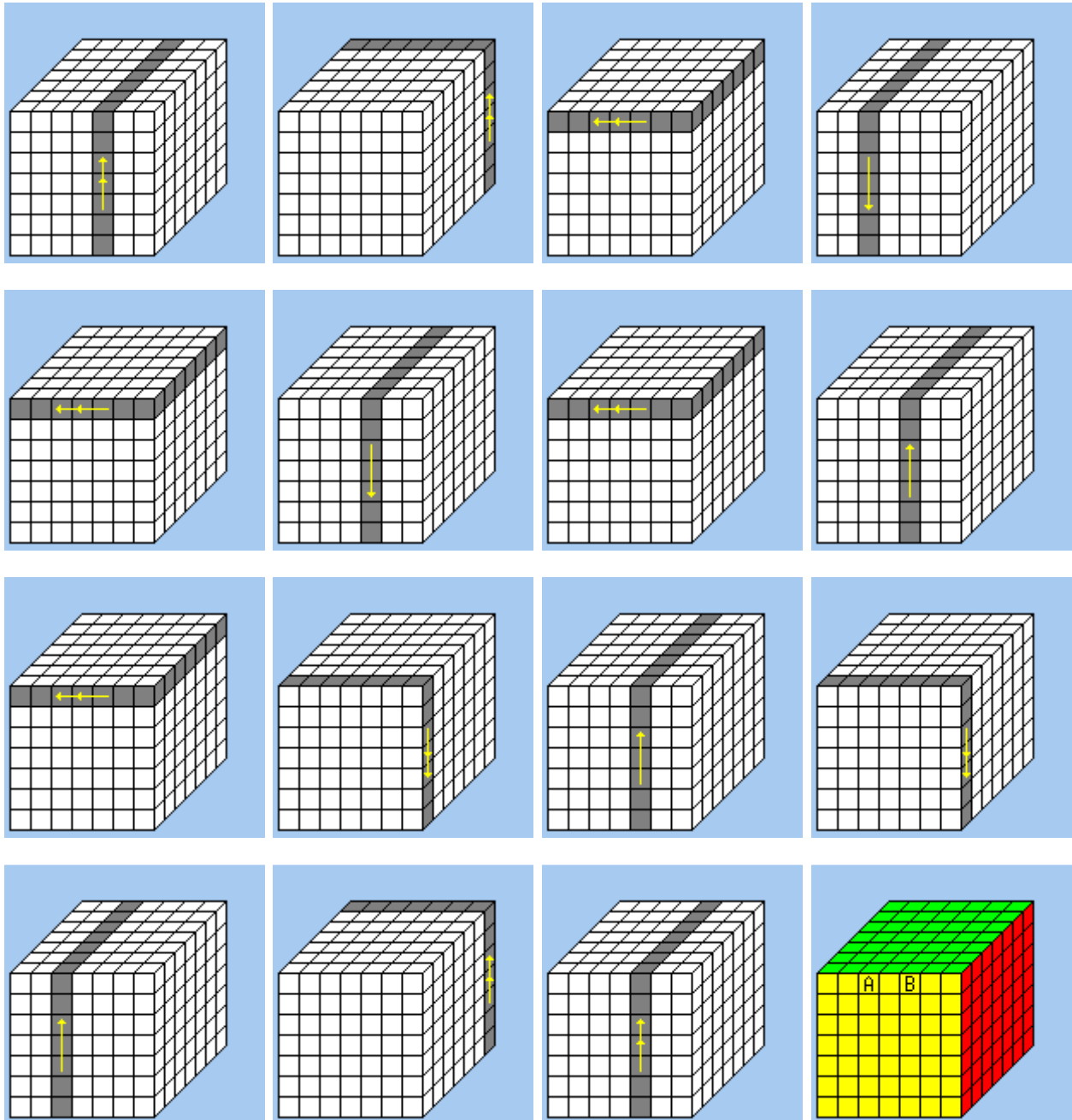
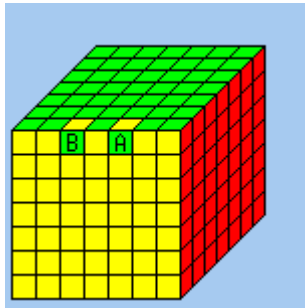
Jalur A

Jalur B

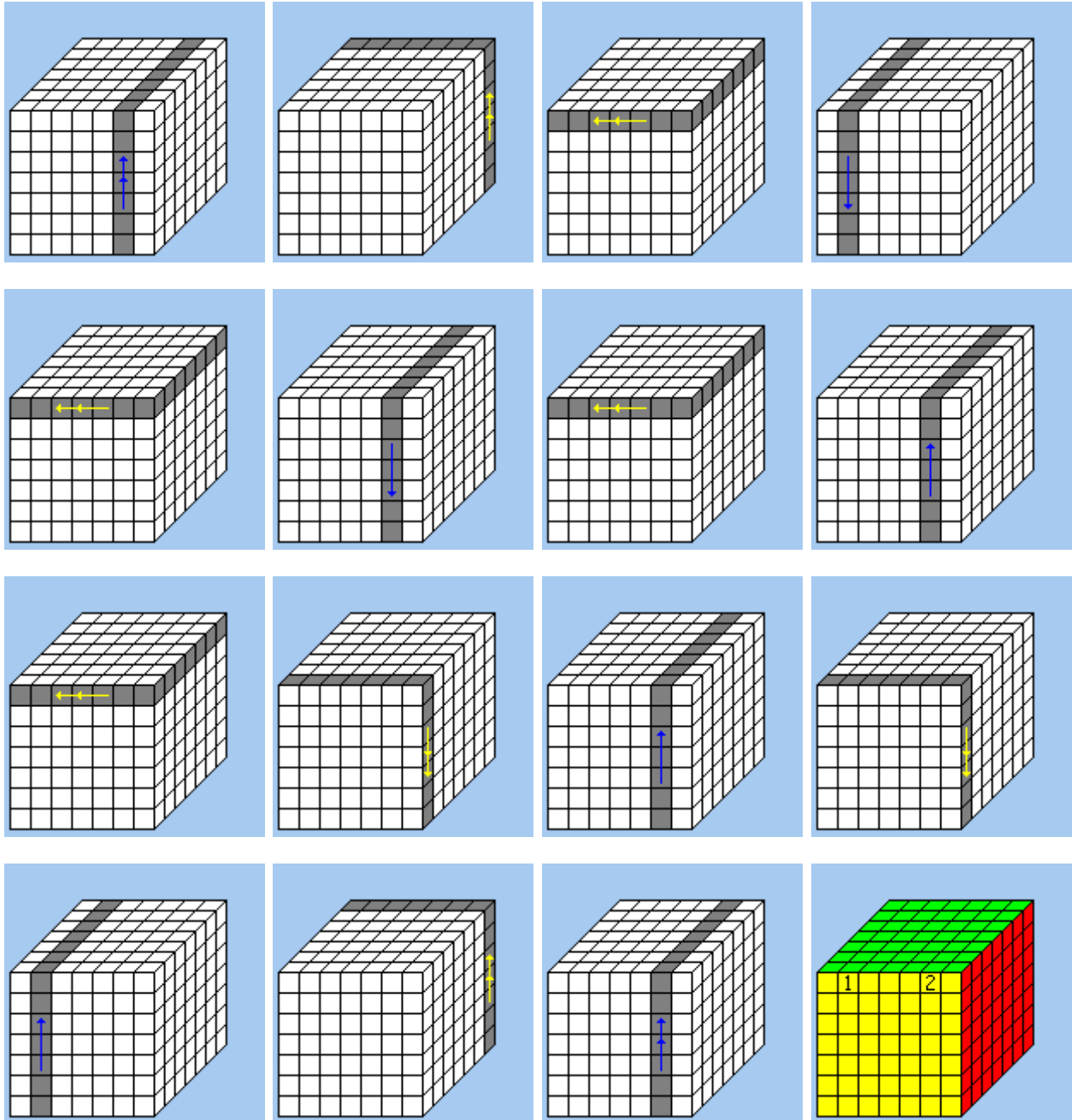
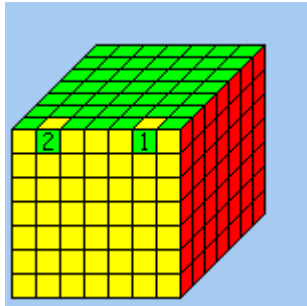
Algo. untuk A dan B tukar tempat dengan huruf A,B warna biru: tinggal sesuaikan saja jalur B nya, jalur A sama.

STEP 3: MENYELESAIKAN PARITY (JIKA ADA).

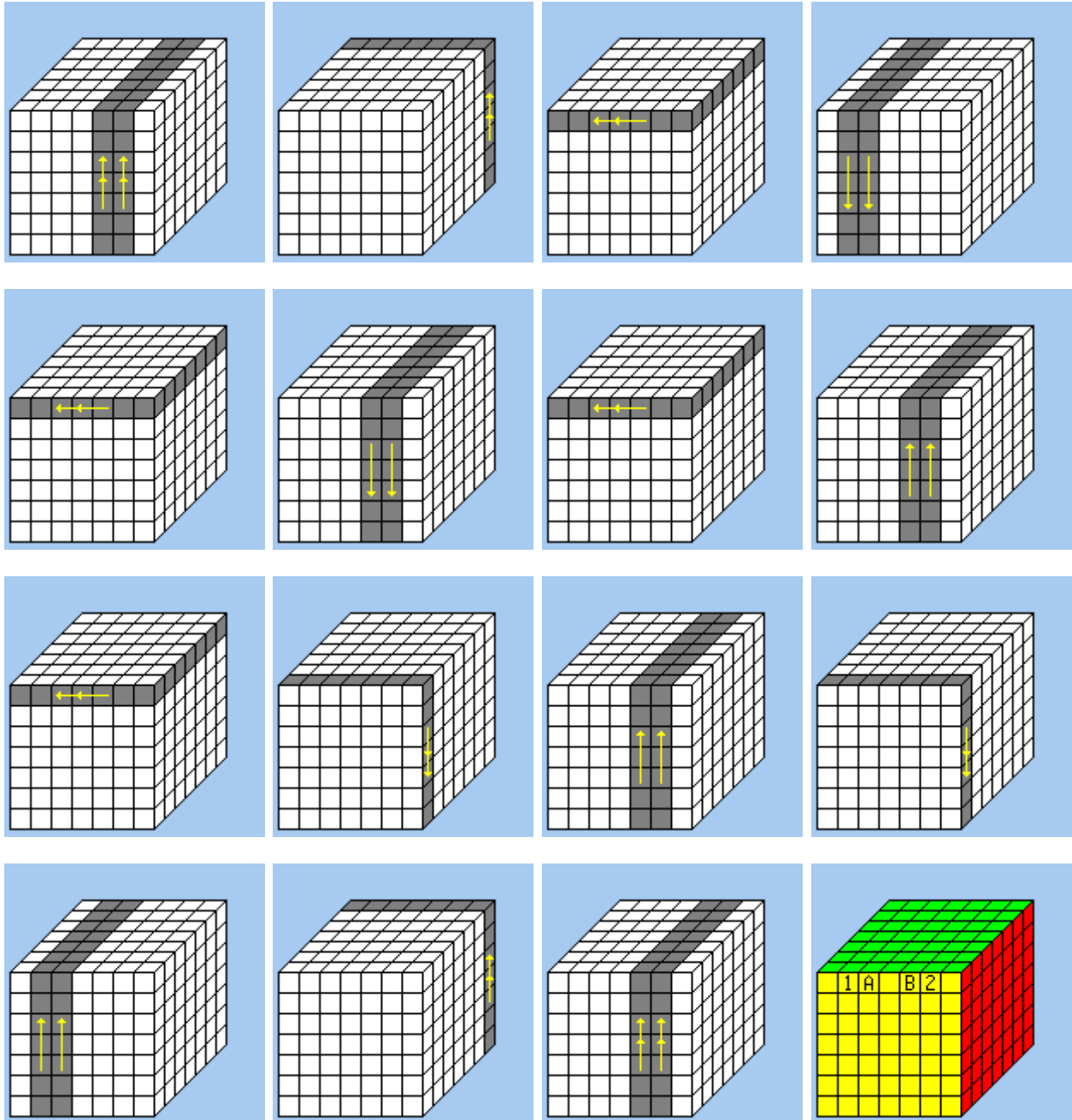
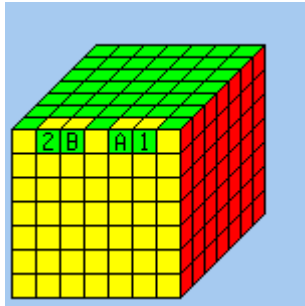
ALGORITMA UNTUK MENYELESAIKAN PARITY.



ALGORITMA UNTUK MENYELESAIKAN PARITY.



ALGORITMA UNTUK MENYELESAIKAN PARITY.



STEP 4: MENYELESAIKAN SECARA RUBIK 3X3.

TIDAK DIBAHAS DISINI, KARENA KAMI MENGANGGAP ANDA SUDAH BISA.

SELESAI

DISUSUN OLEH: TEGUH LESTARI

UNTUK : TL PUZZLE

PADA : MEI 2009.