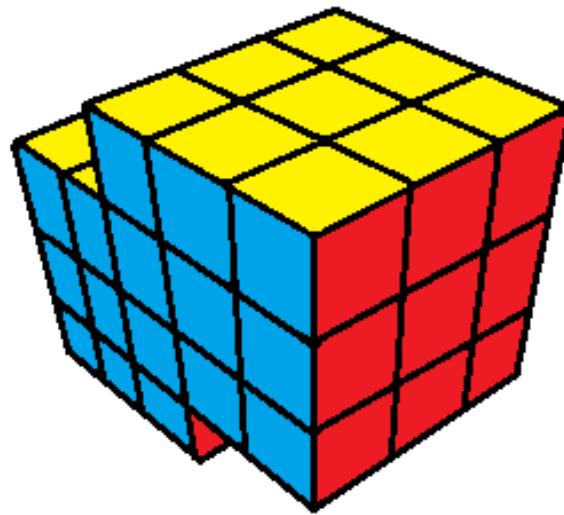
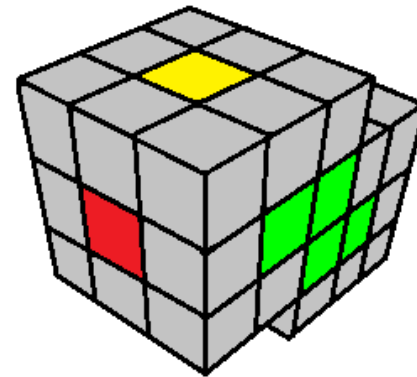
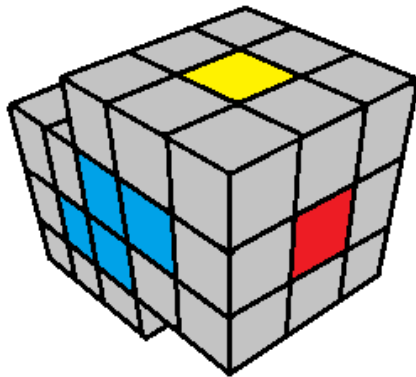


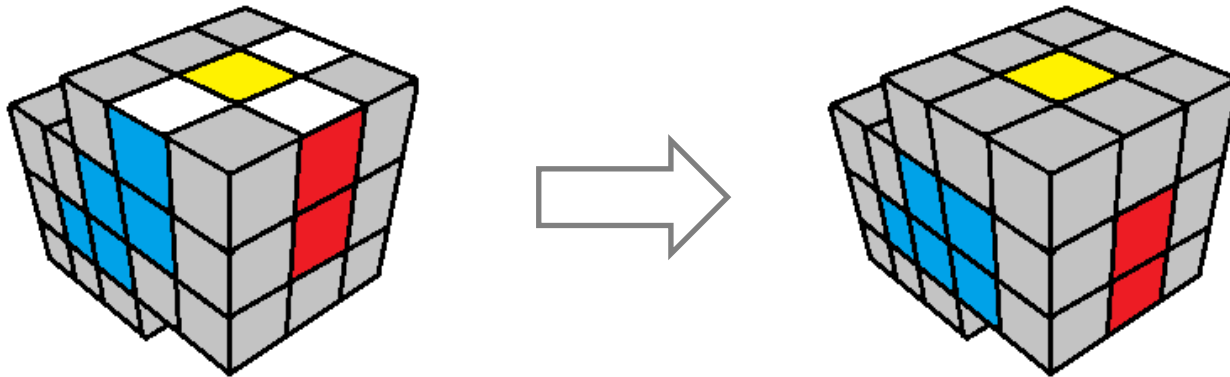
SIAMÊS 3X3 / TIPO II - MÉTODO DE CAMADAS



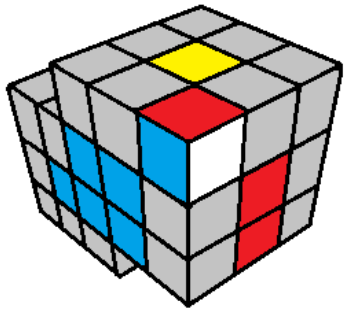
ORIENTAR CENTROS



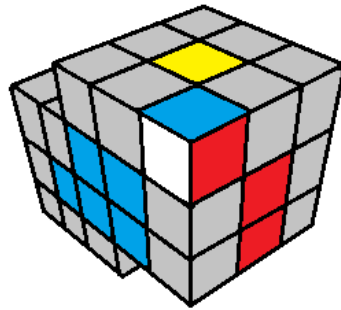
CRUZ - 1ª CAMADA



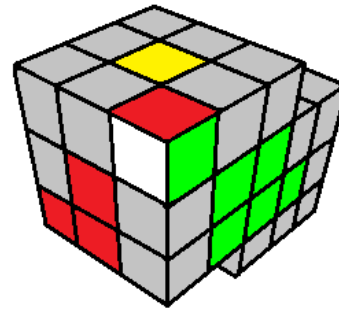
INSERÇÕES - 1ª CAMADA



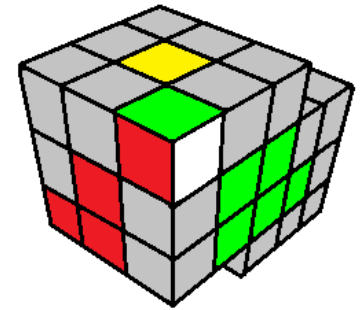
R U R'



U R U' R'

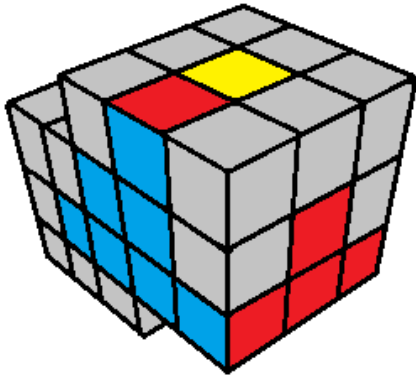


L' U' L

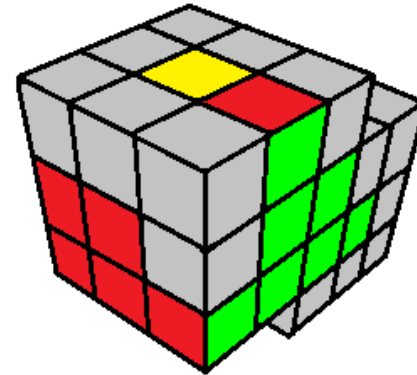


U' L' U L

MEIOS - 2ª CAMADA

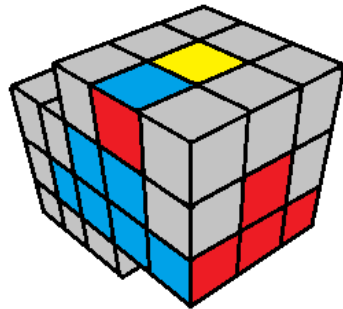


U R U' R' U' Rw U' Rw' U Rw U Rw'

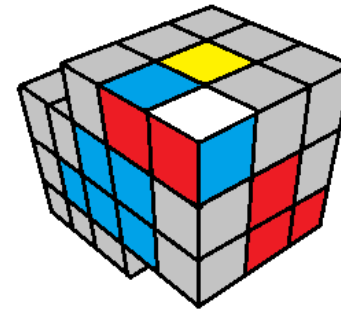
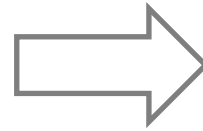


U' L' U L U Lw' U Lw U' Lw' U' Lw

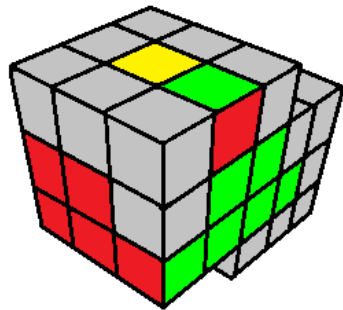
MEIOS - 2ª CAMADA



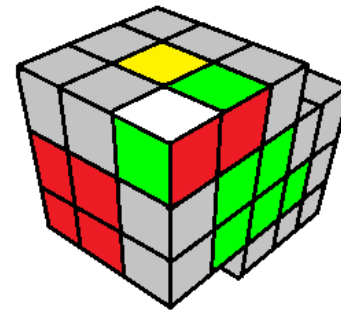
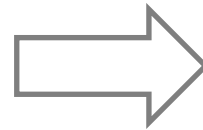
$\frac{RUR'U'}{URU'R'} (3x)$



$U2R2U2R'U'R U'R2$



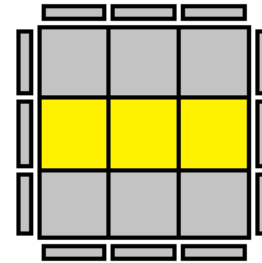
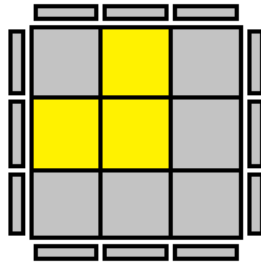
$\frac{L'U'LU}{U'L'UL} (3x)$



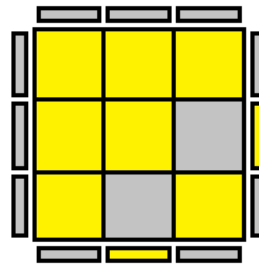
$U2L2U2LU L'UL2$

OLL

ALINHAMENTOS CORRETOS

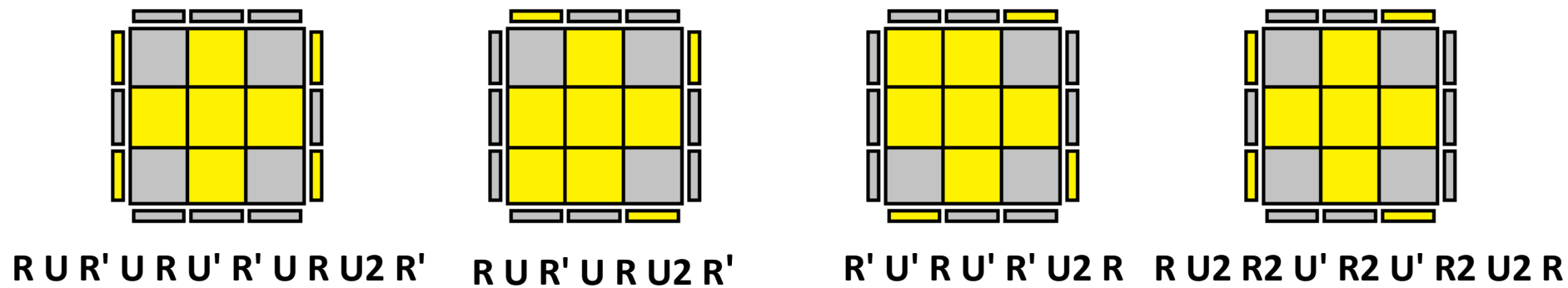
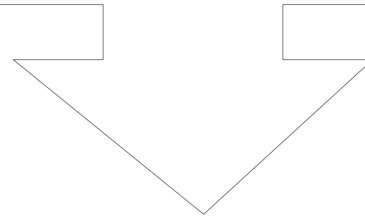
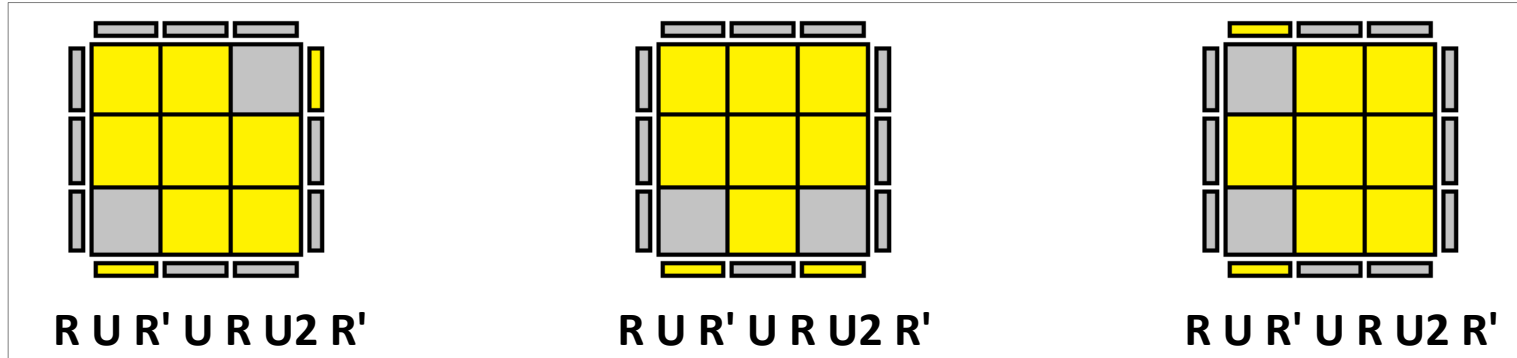


ALGORITMO BASE

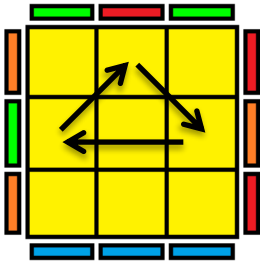


$Rw U R' U' M U R U' R'$

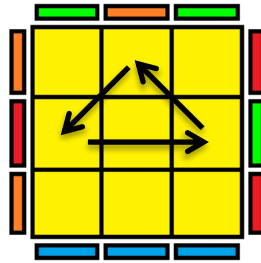
OLL



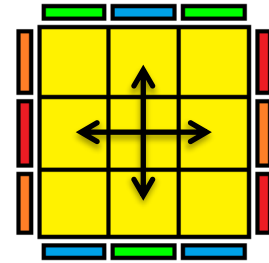
PLL



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

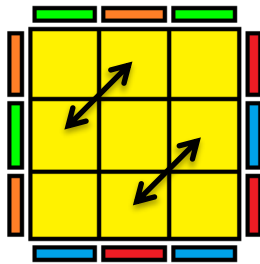


$R^2 U' R' U' R U R U R U' R$

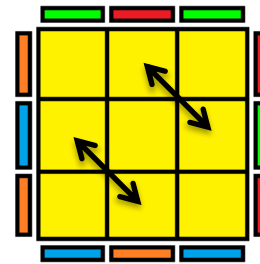


$M^2 U' M^2 U^2 M^2 U' M^2$
 $M^2 U M^2 U^2 M^2 U M^2$

PLL



M2 U2 M' U' M2 U' M2 U' M' U
R U R' U R' U' R' U R U' R' U' R2 U R U2



M2 U' M2 U' M' U2 M2 U2 M' U2
R' U' R U' R U R U' R' U R U R2 U' R' U2

CONSIDERAÇÕES FINAIS

- [Orientar os centros](#) e formar a [cruz](#) são etapas que, ocasionalmente, deverão ser feitas de maneira intuitiva, com o auxílio de noção espacial básica a respeito do [Twist Puzzle Siamês 3x3 - Tipo II](#).
- OLL - O [algoritmo base](#) deve ser utilizado em ocorrência de qualquer OLL, até que alguma OLL, dentre as listadas nessa apostila, alinhe-se da maneira correta para que seja possível orientar a última camada.
- PLL - Quando necessário a troca de 3 meios, sentido [horário](#) ou [anti-horário](#), a cor que já se encontra permutada deverá ficar na camada F (front/frente).