

COLL 手法 (Corners and Orientation Last Layer)

图形	置换	公式	图形	置换	公式
		$(R' U') U' R' U' (R U') (R2 U') U' R (U R' U) R$			$y' R' U' R F (R2 D') R (U R' D) (R2 U') F'$
		$(R' U) R2 D' r' U2 r D' (R2 U' R)$			$(R' U) U (R F') (R' F) U2 (F' R) F$
		$F U' (r' F) R2 F' r U R2 F'$			$R' U2 R F U' R' U' R U F'$
		$(R' U) (R U') U' r' (R' F) (R F') r$			$R' U' (R U') (R' U) U R2 (U R' U) (R U') U' R'$
		$y' r (U R') U' (r' F) (R F')$			$(R2 D') (R U') U' (R' D) (R U') U' R$
		$y' (F R F') r (U R') U' r'$			$y2 R2 D (R' U) U (R D') (R' U) (U R')$
		$y (R' U) (U R') D' (R U') U' (R' D) R2$			$y (R U') (r' F) (R' F) r U (r' F) r$
		$y2 (R U') U' R D (R' U) U (R D') R2$			$y2 F (R2 U') R2 U R2 U F' y (R U') U' R'$
		$R (U R' U) (R U') (R' U) (R U') (R' U) (R U') U' R'$			$y (R U') U' (R2 U') (R2 U') (R2 U') U' R$
		$y' F' r (U R') U' (r' F) R$			$y (R F') U' (R2 F) U' F' U R2 U (F R')$
		$R' F' (L' F) (R F') r U$			$(R' U) U R (U R' U) (R2 U') (r' F) R' (F' r)$

			(L' U) U (R U') (R' U) U L (R U') R'				y2 (R U') U' R' U' (R U') R2 U (L U') R (U L')
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			y R (U R' U) (r' F) (R F') r U2 R'				y' (R U') U' (r' F) R' (F' r) U' (R U') R'
			B' U' R (U R') B U (R U') U' R'				y' L R' U' R U L' U2 (R' U) U R
			y2 (F R') U2 (R F') (R' F) U2 (F' R)				y (R' F) U2 (F' R) (F R') U2 (R F')
			y' (R U') (r' F) R' (F' r)				y (r' F) (R F') r (U R')
			y' R (U R' U) (R U') U' R'				(R U') U' R' U' (R U') R'
			y (R' U) U R U F (R' U) (R U') F'				y (R U') U' (R' U) U (r' F) (R F') R' r
			R (U R' U) y' (R' U) (R U') (R2 F) (R F' R)				
			(R U') U' R' U' R (U R') U' (R U') R'				
			y R (U R' U) R U (r' F) R' (F' r)				
			(R B') (R' B) U2 R2 F' (r U') r' F2 R2				

This is a list of all 40 algorithms I use to solve the corners of the last layer without affecting the orientation of the edges. I tried to note down the moves in such a way so that you can see how I perform them. Moves that are between brackets are move sequences that are performed in one single movement.