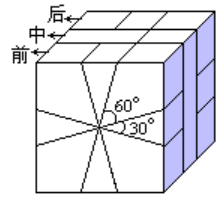


异形魔方复原法

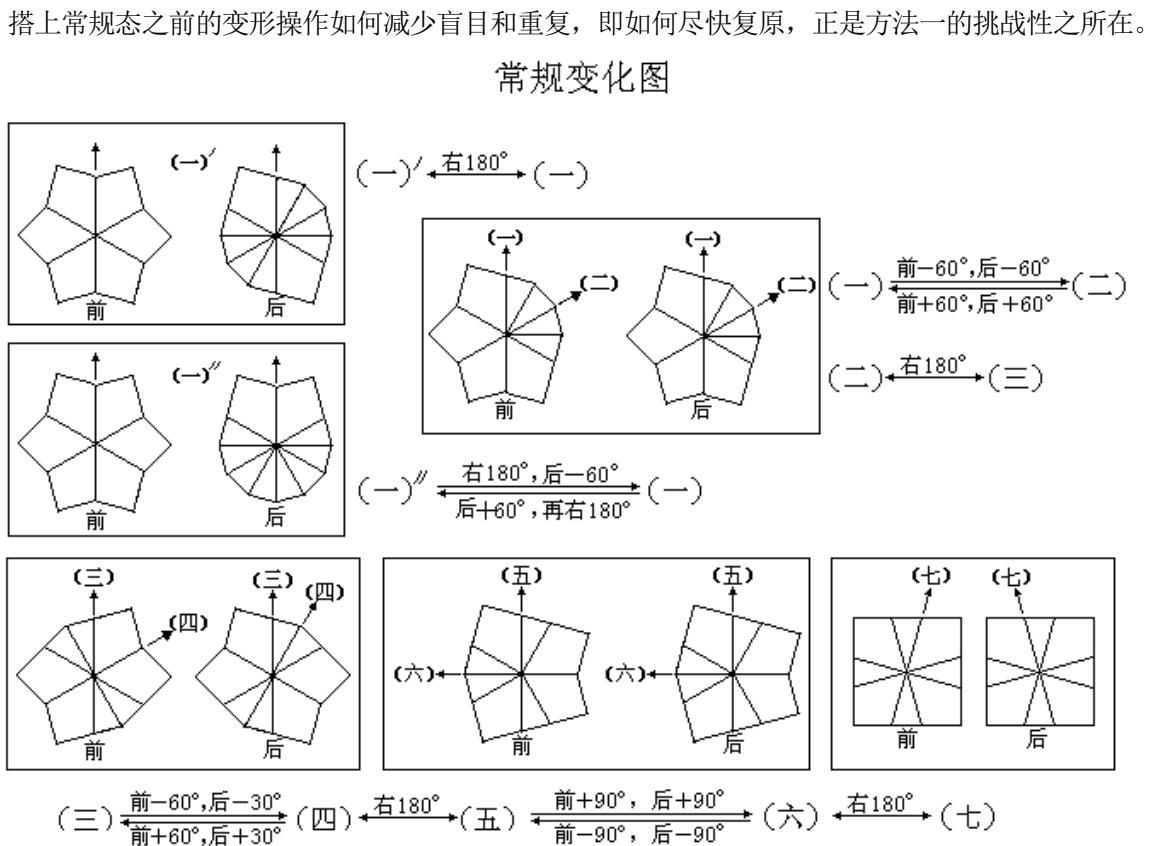


一、形状复原 该魔方打乱后，不仅颜色混乱，形状也多种多样、奇奇怪状。先不管颜色，也不管中片形状及正反，但始终保持中片之缝垂直，用下面两种方法之一把前、后片复原为正方形。再根据需要独立地调整中片，整个魔方形状就复原为立方体。

方法一：

适当旋转前、后片（改变方位），使它们各自有一条“直径缝”（即在一根直线上的两根“半径缝”）与中片缝对齐，再做“右180°”（即右半个魔方转180°），前、后片改变形状。看前、后片形状时，不必过多注意轮廓，主要看小块（30°）大块（60°）的排列情形，尤其是小块的情形，而把大块当作一种“背景”。多次改变一对“中心角花样”及其方位，直到出现下述一’、一”、一（或二）、三（或四）、五（或六）共五对“常规”形状之一，即可把前、后片很快复原为正方形。下面的常规变化图最好熟记。

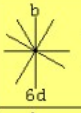
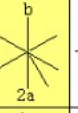
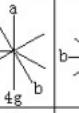
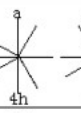
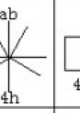
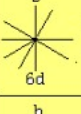
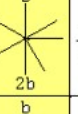
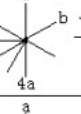
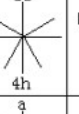
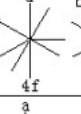
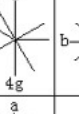
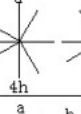
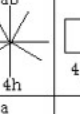
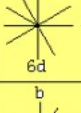
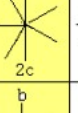
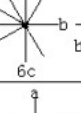
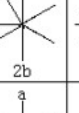
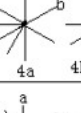
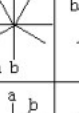
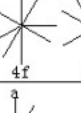
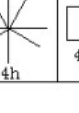
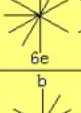
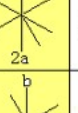
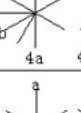
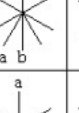
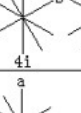
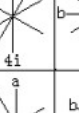
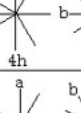
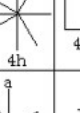
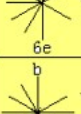
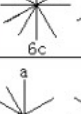
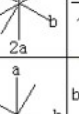
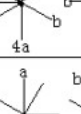
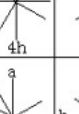
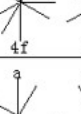
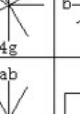
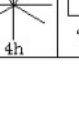
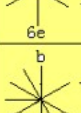
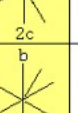
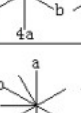
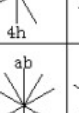
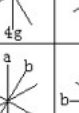
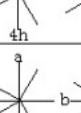
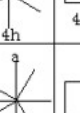
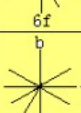
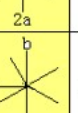
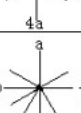
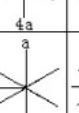
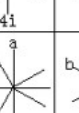
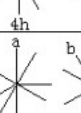
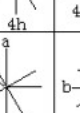
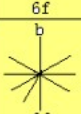
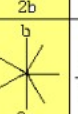
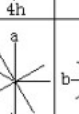
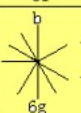
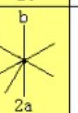
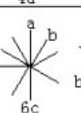
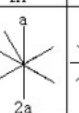
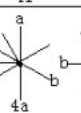
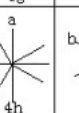
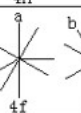
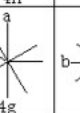
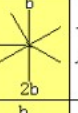
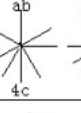
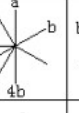
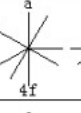
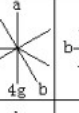
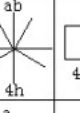
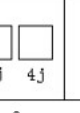
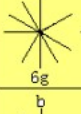
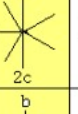
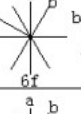
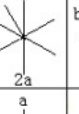
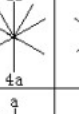
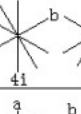
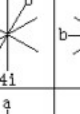
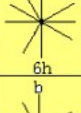
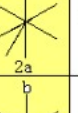
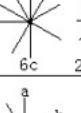
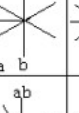
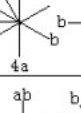
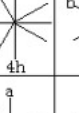
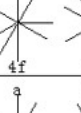
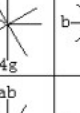
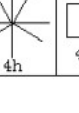
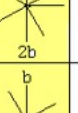
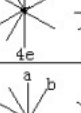
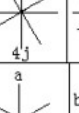
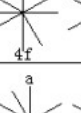
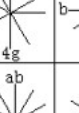
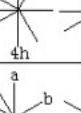
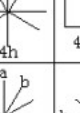
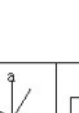
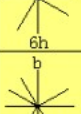
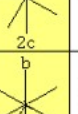
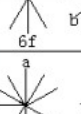
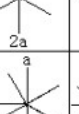
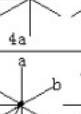
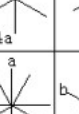
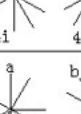
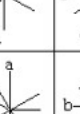
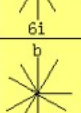
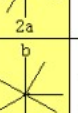
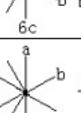
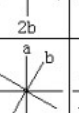
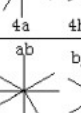
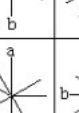
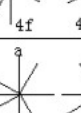
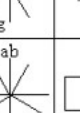
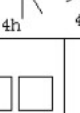
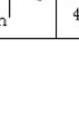
图中短箭头表示该态区分左右两半所用的直径缝及中片缝的所在处。其中箭头一、三、五或七表明了前一态经“右180°”所得花样的方位；而适当旋转前、后片，使箭头一’、一”、二、四或六指向上方，再做“右180°”，即得后一态。后片图是在魔方后面从外看入之状。后片的顺时针转（+XX°）或逆时针转（-XX°）也是从后面看入时的操作！如果一对花样与一’或一”正好前后相反，可以前后整转魔方，与图相符后操作。



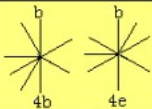
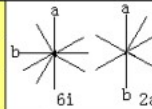
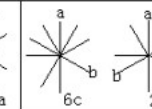
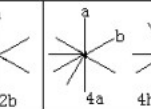
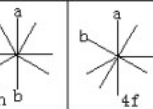
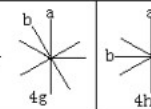
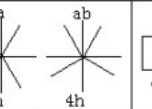
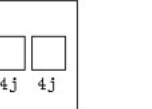
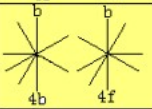
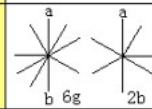
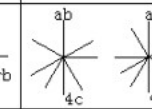
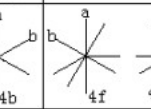
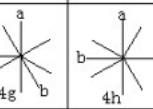
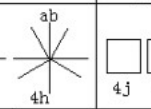
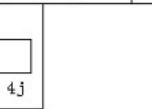
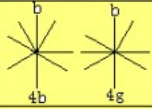
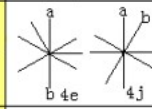
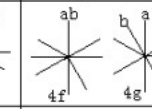
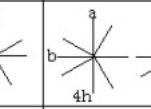
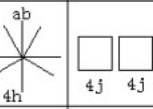
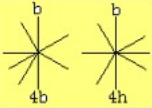
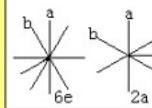
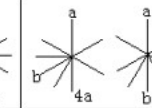
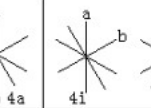
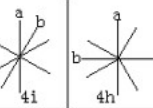
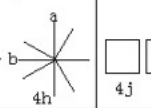
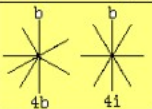
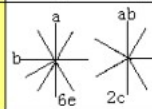
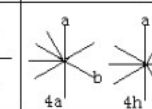
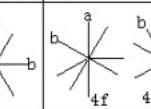
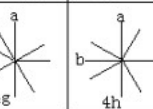
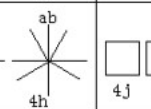
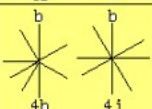
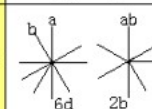
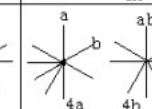
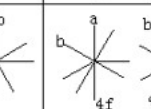
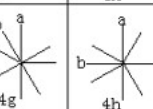
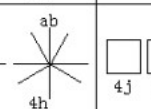
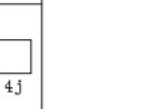
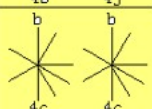
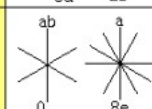
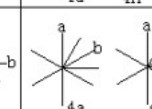
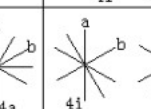
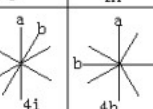
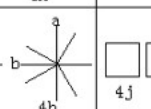
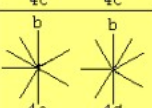
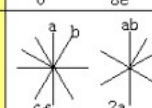
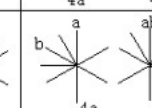
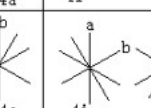
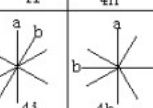
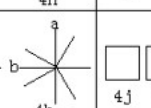
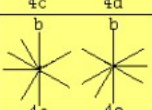
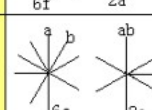
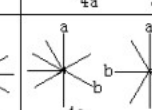
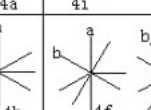
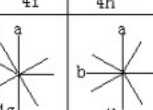
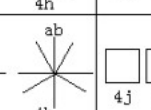
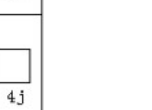
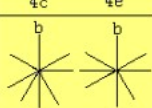
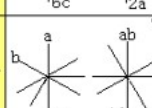
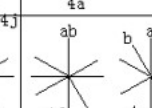
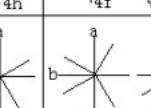
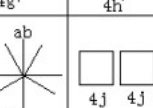
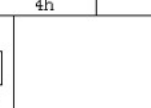
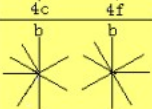
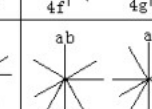
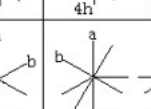
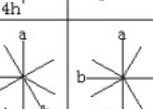
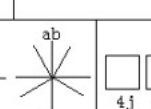
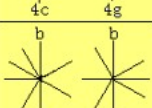
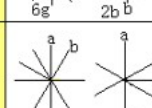
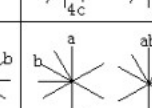
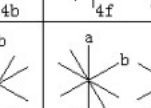
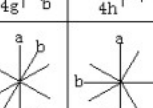
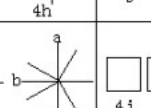
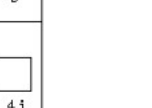
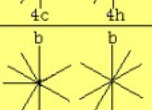
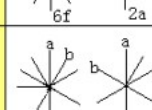
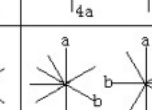
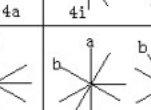
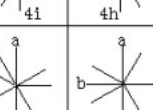
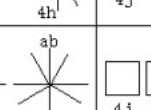
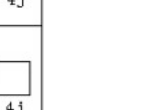
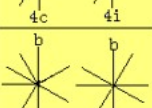
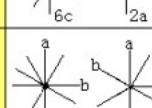
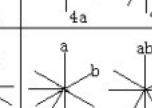
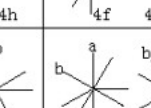
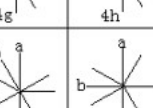
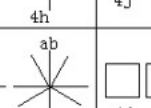
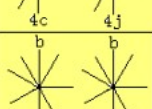
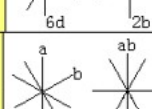
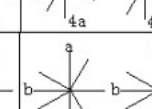
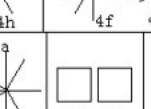
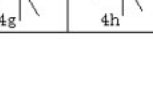
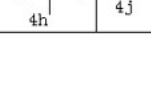
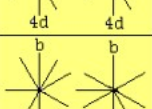
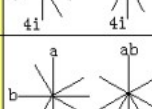
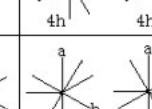
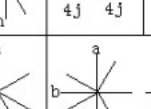
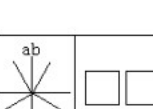
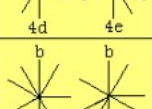
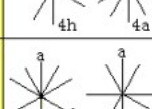
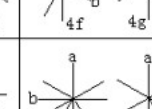
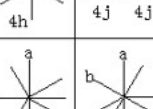
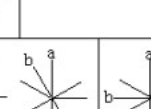
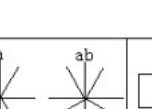
方法二：

异形魔方打乱后，其单片（前片或后片）的形状（以“中心角花样”代替）共有29种：0，8a~8e，6a~6j，4a~4j和2a~2c。代号中数字为花样中30°块的数目；字母为不同的花样。（29种是否有遗漏，请读者补正。）故前、后片的配对数目共有90种：8a~0，8b~0……6a~2a，6a~2b……4a~4a……4i~4j，4j~4j。其中89种为混乱的“初态”，要复原为两个正方形（4j~4j）。注，下文不同方位的同一花样，代号相同，例如下图中第6、7、8条头一个花样都是6a。但正反花样，代号

不同，例如 4f 和 4g。

15	 	 	 	 	☐ ☐ 4j 4j	
16	 	 	 	 	☐ ☐ 4j 4j	
17	 	 	 	 	 	☐ ☐ 4j 4j
18	 	 	 	 	☐ ☐ 4j 4j	
19	 	 	 	 	 	☐ ☐ 4j 4j
20	 	 	 	 	☐ ☐ 4j 4j	
21	 	 	 	 	☐ ☐ 4j 4j	
22	 	 	 	 	 	☐ ☐ 4j 4j
23	 	 	 	 	☐ ☐ 4j 4j	
24	 	 	 	 	 	☐ ☐ 4j 4j
25	 	 	 	 	☐ ☐ 4j 4j	
26	 	 	 	 	 	☐ ☐ 4j 4j
27	 	 	 	 	 	☐ ☐ 4j 4j
28	 	 	 	 	☐ ☐ 4j 4j	
29	 	 	 	 	 	☐ ☐ 4j 4j
30	 	 	 	 	 	☐ ☐ 4j 4j
31					☐ ☐ 4j 4j	

32	 	 	 	 	 	4j4j
33	 	 	 	 	4j4j	
34	 	 	 	 	 	  4j4j
35	 	 	 	 	 	  4j4j
36	 	 	 	4j4j		
37	 	 	 	 	 	4j4j
38	 	 	 	 	 	4j4j
39	 	 	 	 	 	4j4j
40	 	 	 	 	 	4j4j
41	 	 	 	 	 	4j4j
42	 	 	 	 	 	4j4j
43	 	 	 	4j4j		
44	 	 	 	 	4j4j	
45	 	 	 	 	 	4j4j
46	 	 	 	 	 	4j4j
47	 	 	 	4j4j		
48	 	 	 	 	 	4j4j

49	 	 	 	 			 4j 4j
50	 	 	 	 		 4j 4j	
51	 	 	 	 	 4j 4j		
52	 	 	 	 		 4j 4j	
53	 	 	 	 		 4j 4j	
54	 	 	 	 		 4j 4j	
55	 	 	 	 		 4j 4j	
56	 	 	 	 		 4j 4j	
57	 	 	 	 		 4j 4j	
58	 	 	 	 	 4j 4j		
59	 	 	 	 		 4j 4j	
60	 	 	 	 		 4j 4j	
61	 	 	 	 		 4j 4j	
62	 	 	 	 		 4j 4j	
63	 	 	 	 4j 4j			
64	 	 	 	 	 4j 4j		
65	 	 	 	 			 4j 4j

66							 4j 4j
67							 4j 4j
68							 4j 4j
69				 4j 4j			
70				 4j 4j			
71						 4j 4j	
72						 4j 4j	
73						 4j 4j	
74						 4j 4j	
75				 4j 4j			
76							 4j 4j
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83																
84																
85																
86																
87																
88																
89																

做以上某一条复原操作时，如半途出错且又回去不成（即逆操作也错），不妨“将错就错”。例如，第 87 条做好第二对（a 向上态）后，应再做〈前+90°，后+30°，右 180°〉得第三对；如操作



失误，且返回 87 之 2 的操作也不对，来回几次也不知怎么得到了：

没关系，对照上图，这“误得”的一对乃是“4i—4e”对子，经“前后整转”得“4e—4i”对子。再适当转动前后片，它们的方位就与 74 之 1（4e—4i）一致。按第 74 条路线走，前后片即复原为正方形。

总之，不管如何得来的，任何一对前、后片形态（包括任一条路线内的任一对中间态（无中间态的第 85 条除外）），除了一对正方形（4j—4j）以外，都在以上 89 条路线之首（屏幕上为黄底色图）所组成的范围内，故都能找到一条相应的复原路线。

方法一的“常规变化图”，相当于方法二的第 1 条和第 5 条之综合。

前后片形状复原后，需要用下面程序〈1〉和（或）〈2〉处理一下中片，魔方形状即复原为立方体。

〈1〉中片翻面：〔右 180°，前 180°，后 180°，右 180°〕。各片分别保持原形状和原颜色花样不变。

〈2〉中片变形：〔（右 180°，前 180°）×3 遍〕。中片形状六边形↔正方形，前、后片保持原形状和原颜色花样不变。

做“前 180°”和“后 180°”时，要认准那条分割左右的、对齐中片缝的直径缝，这条缝不要转不足 180°，也不要转过头。（除非前后片变动暂无所谓时。）

二、颜色复原 前、后片都复原为正方形后，颜色复原请

看 <http://bbs.mf8.com.cn/viewthread.php?tid=3326&extra=page%3D1> 的有关部分。

