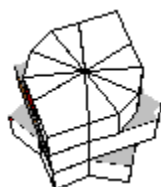


Square-1 快速还原法

第一步:还原方形



$/2, 4/-2, -1/3, 3/$ (基础公式)



$/2, 2/-2, -1/3, 3/$



$/2, 4/4, -1/-3, 0/-1, 1$

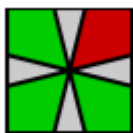


$/2, 2/1, 0/2, 2/1, 0/-1, 0/0, -3/$

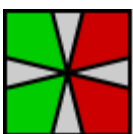
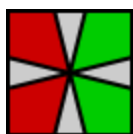


$/0, 2/1, 0/2, 2/1, 0/-1, 0/0, -3/$ (基础公式)

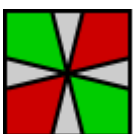
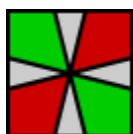
Square-1 还原步骤二



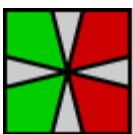
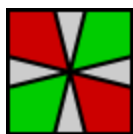
$1, 0/3, 0/-1, 0$ (基础公式)



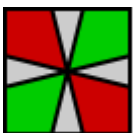
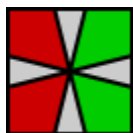
$1, 0/-1, 0$ (基础公式)



$1, 0/3, 3/-1, 0$

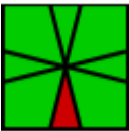


$1, 0/3, 0/3, 0/-1, 0$

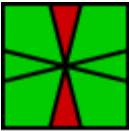


$1, 0/0, 3/0, 3/-1, 0$

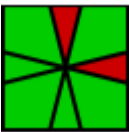
Square-1 还原步骤三



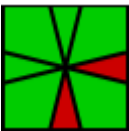
$$0, -1/-3, 0/4, 1/-4, -1/3, 0/0, 1 \qquad \text{(基础公式)}$$



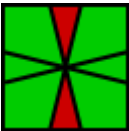
$$1, 0/-1, -1/0, 1 \qquad \text{(基础公式)}$$



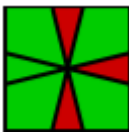
$$1, 0/-3, 0/-1, -1/4, 1/-1, 0$$



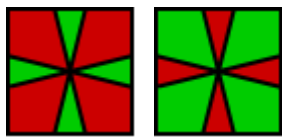
$$0, -1/3, 0/-3, 0/4, 1/-3, 0/-1, 0$$



$$1, 0/0, -3/0, 3/2, -1/-3, 0/0, 1$$



$$0, -1/1, 4/-1, -4/-3, 0/4, 1/-1, 0$$



1, 0/-1, -1/-2, -2/-1, -1/0, 1

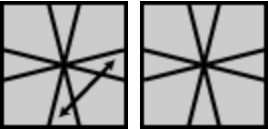
Square-1 还原步骤四

把各角块调到正确的位置

 / (3,-3) / (3,0) / (-3,0) / / (0,3) / (-3,0) /	 / (3,3) / (3,0) / (3,3) / / (3,0) / (3,3) /	 / (3,-3) / (0,3) / (-3,0) / (3,0) / (-3,0) /	 / (3,3) / (0,3) / (3,3) / (0,3) / (3,3) /
 / (-3,0) / (3,3) / (0,-3) / /	 / (0,3) / (0,-3) / (0,3) / (0,-3) /	 / (3,0) / (-3,0) / (3,0) / / (-3,0) /	 / (3,-3) / (3,-3) /

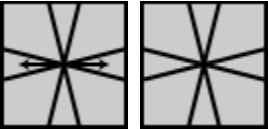
Square-1 还原步骤五

开始细调各小刀的位置直到位置完全正确,即边成为一片色



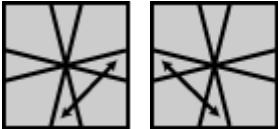
(UR UF)

$/ (-3,0) / (0,3) / (0,-3) / (0,3) / (2,0) / (0,2) / (-2,0) /$
 $(4,0) / (0,-2) / (0,2) / (-1,4) / (0,-3) / (0,3)$

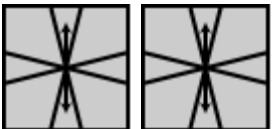


(UR UL)

$/ (3,3) / (-1,0) / (2,-4) / (4,-2) / (0,-2) / (-4,2) / (1,-5) /$
 $(3,0) / (3,3) / (3,0)$



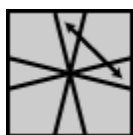
$1,0/0,3/-1,-1/1,-2/-1,0$ (基础公式)



$1,0/5,-1/-5,1/-1,0$ (基础公式)



1,0/0,-1/0,-3/5,0/-5,0/0,3/0,1/-1,0



0,-1/1.0/3.0/0,-5/0.5/-3.0/-1.0/0.1



1.0/5.-1/-3.0/1.1/-3.0/-1.0



1.0/3.0/-1.-1/3.0/-5.1/-1.0



本状态的最短步数解法即是上面第一与第二个公式

的叠加，无需学习

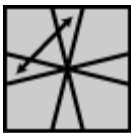


本状态的最短步数解法即是上面第一与第二个公式

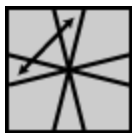
的叠加，无需学习



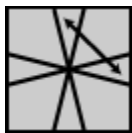
/3,3/1,0/-2,0/-4,0/0,-4/0,-4/0,-2/0,5/3,3/0,-3



/-3,-3/0,-5/0,2/0,4/0,4/4,0/2,0/-1,0/-3,-3/0,3

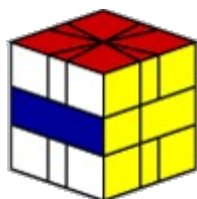


/3.3/5.0/-2.0/-4.0/-4.0/0,-4/0,-2/0.1/3.3/

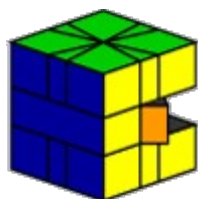


/3. 3/-1. 0/-2. 0/-4. 0/-4. 0/0. -4/0. -2/0. -5/3. 3/

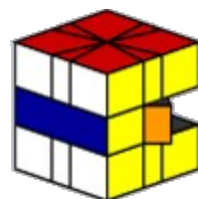
Square-1 还原最后一步了



$(1,0) / (6,6) / (-1,0)$



$/ (6,0) / (6,0) / (6,0)$



$/ (6,0) / (0,6) / (-1,-5)$