



2x2:
Get white side. To get 2nd layer, put matching to back:

R` DRL` D` LR` DR
RUR` URU₂ R`

When yellow full, lineup matches, then place at back.

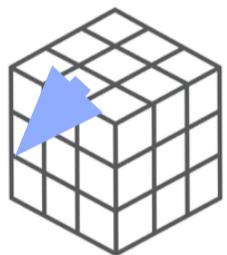
R` FR` B₂ RF` RB`₂ R₂ B`₂

3x3 Get white side:

2nd Layer

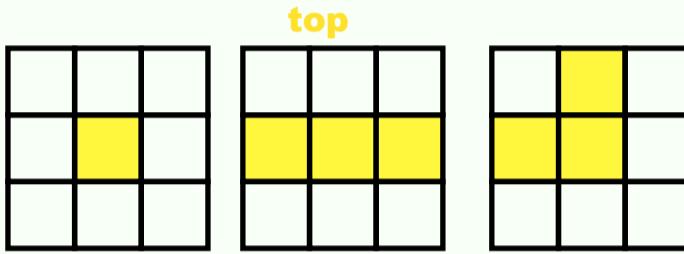


URU` R` U` F` UF



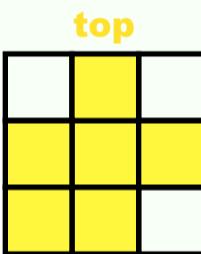
U` L` ULUFU` F`

To get yellow cross, hold like this:

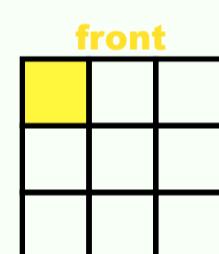


FURU` R` F`

Once yellow cross,
to get all yellow up,
hold like this:



If different, hold so
top left is yellow
on the front face:



RUR` URU₂ R`

To get corners, put any good
ones at back:

R` FR` B₂ RF` R` B₂ R₂

To move top edge pieces:

F₂ UR` LF₂ RL` UF₂

4x4

Get all centers. Pair edges. On last 2 edges, If:

DIAGONAL:

R U R` U` F` UF

SAME LAYER:

Dd R F` U R` F Dd`

EDGE PARITY (TOWARD US):

r` U2 l F2 l` F2 r2 U2

r U2 r` U2 F2 r2 F2

5x5

Midge swap:

Rr` F` LI` Rr URr U` LI Rr`

Edge corner swap:

Rr URr` URr U₂ Rr`

Last edges:

Uu₂ Rr₂ U₂ r₂ U₂ Rr₂ Uu₂

orFull side to back:

Counter: R U` RURURU` R` U` R₂

Clock: R₂ URUR` U` R` U` R` UR`

Hold the cube so that the two edges to solve are at Front and Back of the **Up layer**.

x = rotate cube like R

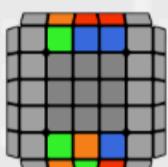
y = rotate cube like U

z = rotate cube like F

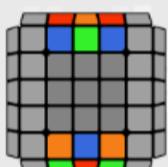
m = layer between L & R

e = layer between U & D

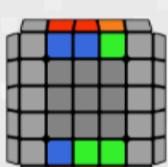
s = layer between F & B



Lw' U' R' U R' F R F' Lw'



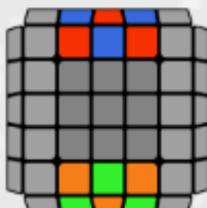
Rw U2 Rw U2 Rw' U2 Rw U2
Lw' U2 Lw F2 Rw' F2 Rw' U2
Rw'



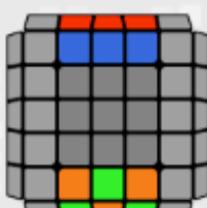
Lw2 F2 U2 Lw' U2 Lw2 F2 Lw'
U2 Lw2 U2 F2 Lw'



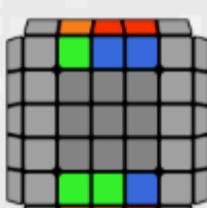
Rw U2 Rw2 U2 Rw' U2 Rw U2
Rw' U2 Rw2 U2 Rw



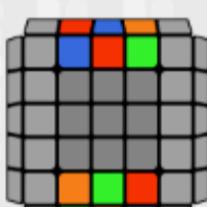
x' M' U' R' U R' F R F' M



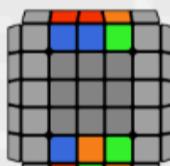
Rw U2 Rw U2 Rw' U2 Rw U2
Lw' U2 Rw U2 Rw' U2 x' Rw' U2
Rw' U2 M'



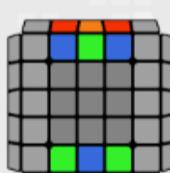
Rw2 F2 U2 Lw' U2 Lw2 F2 Lw'
U2 Rw2 U2 F2 Rw



Rw' U2 Rw' U2 B2 Rw' B2 Rw'
F2 Lw2 F2 Rw U2 Rw2



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



Rw U2 Rw U2 Rw' U2 Rw U2
Lw' U2 Lw F2 Rw' F2 Rw' U2
Rw'



Lw' U2 Lw' U2 F2 Lw' F2 Rw U2
Rw' U2 Lw2



Rw' U2 Rw2 U2 Rw U2 Rw' U2
Rw U2 Rw2 U2 Rw'