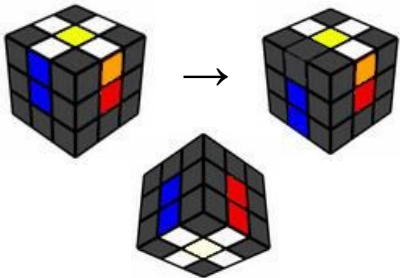


Daisy to White Cross

Daisy: Orient the 4 white edges around the yellow center (regardless of position)

For Each Edge: Rotate U to align an edge with its matching center, then turn that face 180° placing that piece next to the white center on the D layer.



After all 4 edges are in place, keep the White Cross on the D layer until solved

Sledge Hammer / Easy Move - First 2 Layers (SHEM F2L)

Sledge Hammer (SH): $R' F R F'$ **Easy Move (EM):** $R U R' U'$

white on front: **SH**



white on right: **EM**



white on top: do **SH** or **EM** 3 times



Solve 4 D-Layer Corners: (slot shown in light gray)
Find a D-layer corner in the Upper layer
(if no D-layer corner is in U, do **SH** or **EM** on it to bring it up)
Rotate the Cube to put its slot on Front Right of cube
Do U turns to put the corner on top of its slot
To put it in correct position & orientation in the D layer with...

Solve 4 E-Layer Edges:

Put an E-layer edge on the Front face in the Upper layer
(if no E-layer edge is in the U layer, do **SHEM** on it to bring it up)

If edge's side matches the front color:



do **SHEM SHEM**

or



do **U2**

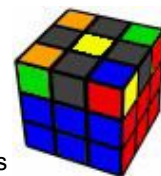


then **SHEM**

If not, turn U to put that edge on the Back face:

Permute Corners Last Layer (PCLL)

Turn U to find 2 adjacent corners in correct position, ignoring their orientation

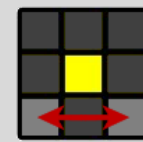


(e.g. these 2 right face corners are good, swap the other two)

Swap Front Corners:

(**EM SH**)

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



If 2 diagonal corners are correctly positioned, do the **EM** between F setup and F' restore:

F R U R' U' F'

Orientation of Last Layer (OLL) 1-5 Reverse Anti-Sunes

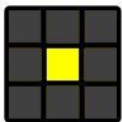
R' U' R U' R' U2 R - Reverse Anti-Sune ("Rev. AS") (rotates 3 corners in place counterclockwise and swaps 3 edges)

r' U' R U' R' U2 r - Reverse Fat Anti-Sune (same as above but also flips 2 edges) **r** = right and middle together

Orient Edges (To get a yellow Cross)

1.

Dot:



Reverse Fat Anti-Sune

or

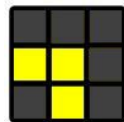
Dash:



Reverse Anti-Sune

2.

Seven:

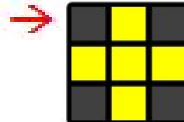


Reverse Fat Anti-Sune

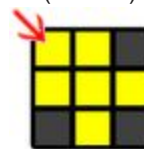
Orient Corners

3. Count the number of corners already oriented **0**, **1** or **2** then turn U looking at the **UBL** cubie:

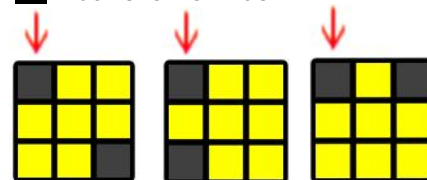
0 Put Yellow on Left:



1 Put Yellow on Top: (the fish)



2 Put Yellow on Back:



4. Do a **Reverse Anti-Sune**

5. Repeat steps **3** and **4** until all four corners are oriented correctly

Edge Permutation Last Layer (EPLL) 2 or 4 Reverse Anti-Sunes

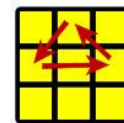
L U L' U L U2 L' - Reverse Left Anti-Sune (like Rev. AS, but uses left hand and corners are rotated clockwise)

Put the solved edge* on the Front then **Reverse Anti-Sune U' Reverse Left Anti-Sune** (or Rev. LAS U Rev. AS)

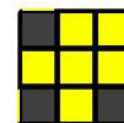
Start with the side (right or left) that has the edge that matches the back center.

Do the first anti-sune, then do **U** or **U'** to point the fish head toward the back, then do the second anti-sune.

(*if there is no solved edge (all 4 are out of place), do either 2-algorithm cycle shown above to solve one edge first)



Rev. AS U' Rev. LAS



or



Rev. LAS U Rev. AS