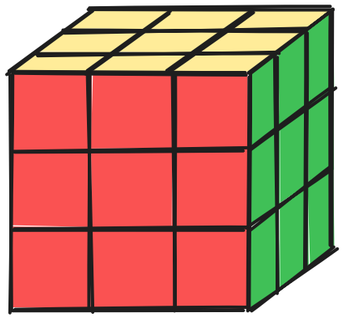
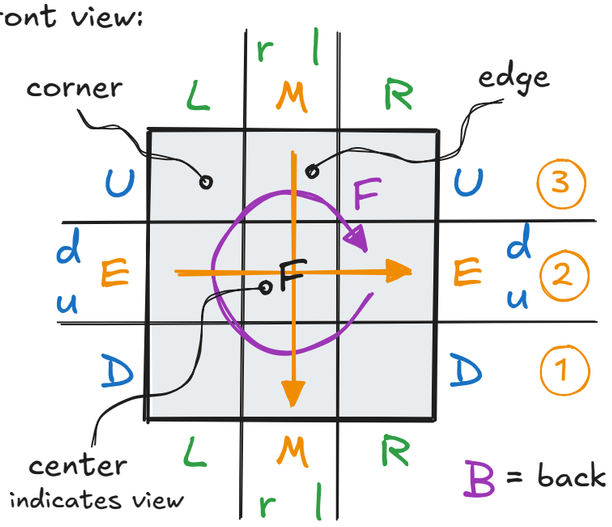
3x3 BASICS



Front view:



R: 90°CW R': 90°CCW R2: 180°

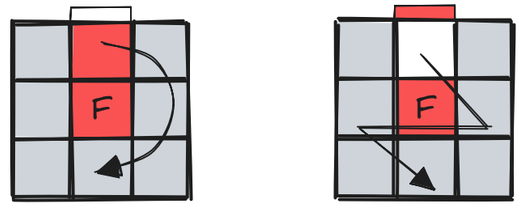
Turn cube:

X: like turning R

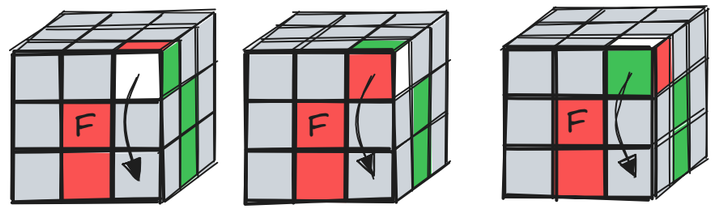
Y: like turning U

Z: like turning F

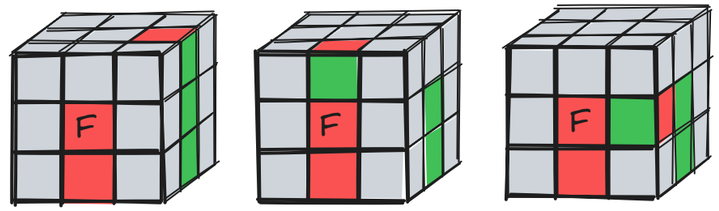
1) Place white edges layer 1



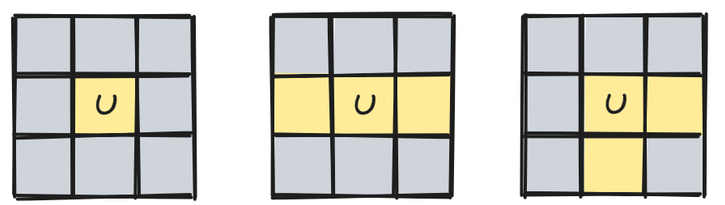
2) Place white corners layer 1



3) Place edges layer 2

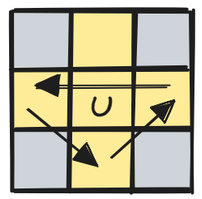


4) Orient yellow edges layer 3



5) Permutate yellow edges layer 3

turn U that one edge is in right spot (not two)
put it in back

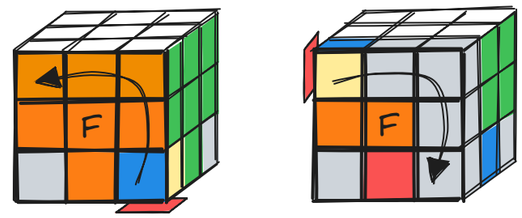


R'U2RUR'UR

do algorithm once or twice

6) Permutate yellow corners layer 3

turn cube X2 that white is on top
look at corner front-right-bottom
* put in temporary place: RUR'
* turn D until target position is in front-right-bottom position
* put corner back: R'UR
* choose another yellow cornor and turn D until it is in front-right-bottom
* repeat stemps until correct permutation



7) Orient yellow corners layer 3

turn cube X2 that white is on top
* put misorientated corner in front-right-bottom
* after doing algorithm, turn D for next corner
* repeat steps until correct orientation