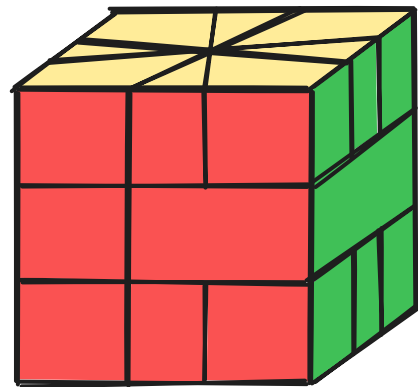
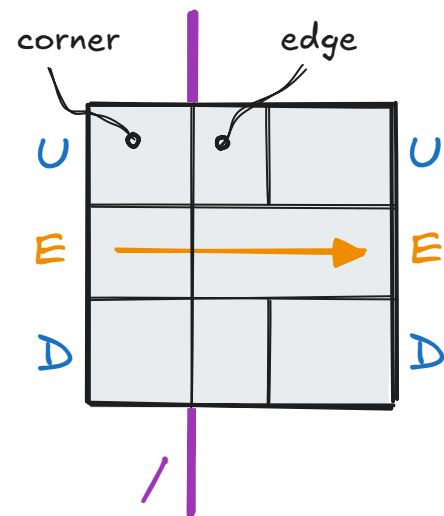


SQUARE 1



Front view:



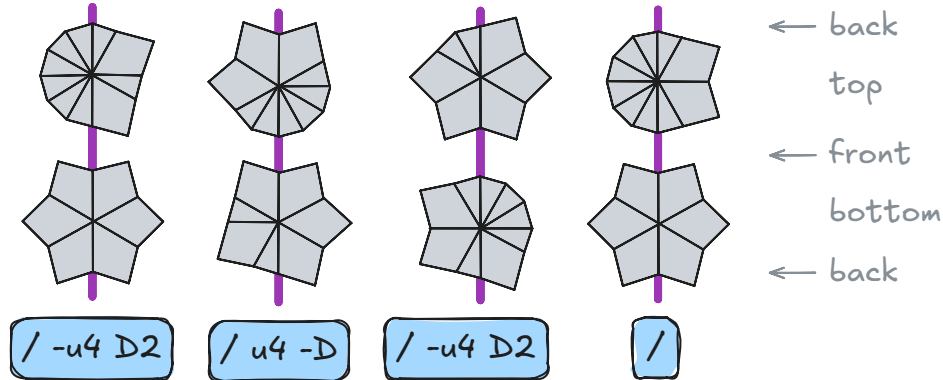
U: 90° CW
-U: 90° CCW
U2: 180°

u: 30° CW → edge part
-u: 30° CCW
u2: 60° → corner part
u3: 90° → edge + corner part = U

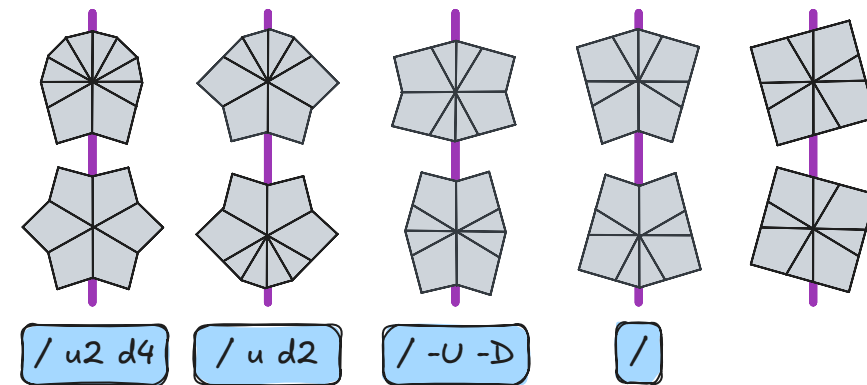
1) Create shape of cube

* put all 8 edge part next to each other in top layer

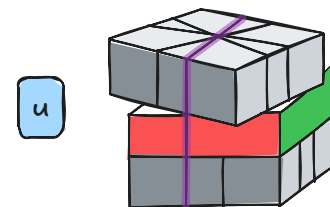
if 7 pieces are together, but 1 is separate:



* create shape of cube, by using following steps



* put cube in default position

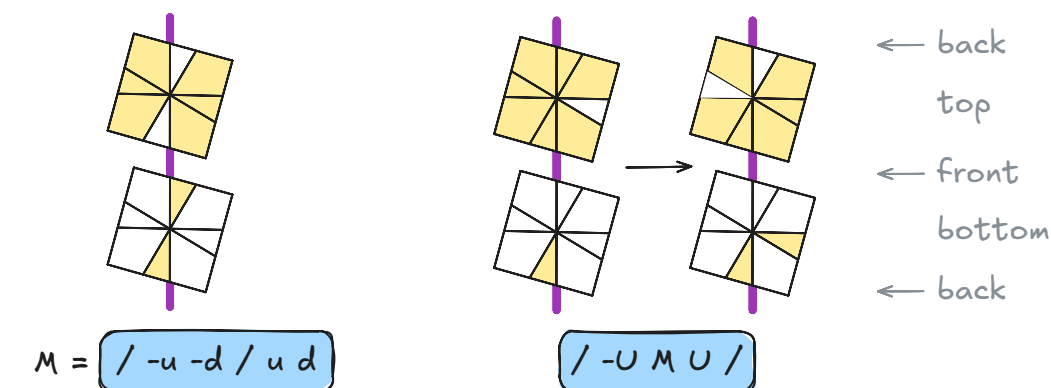


looking at front middle layer, the small part on the left will result in yellow on top face and white on the bottom face

2) Put all yellow corner pieces on top (OLL-C)

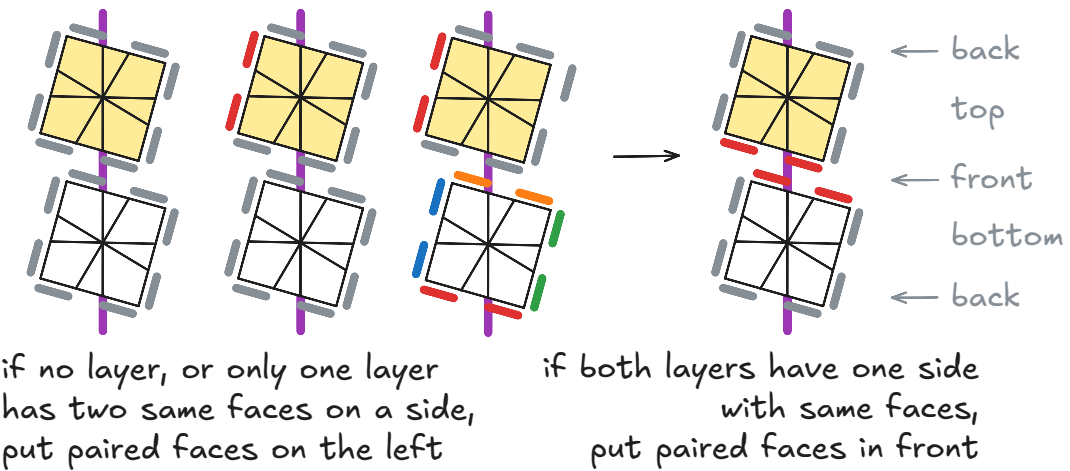
* use standard 3x3 first layer skills

3) Put all yellow edge pieces on top (OLL-E)



when three edges on each layer are incorrect, use this to decrease to one incorrect edge piece

4) Put all corner pieces in correct position (PLL-C)

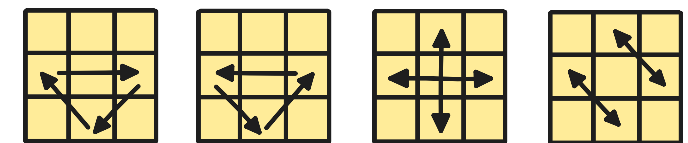


if no layer, or only one layer has two same faces on a side, put paired faces on the left

if both layers have one side with same faces, put paired faces in front

5) Check parity edges

3x3 standard last layer edge situations:

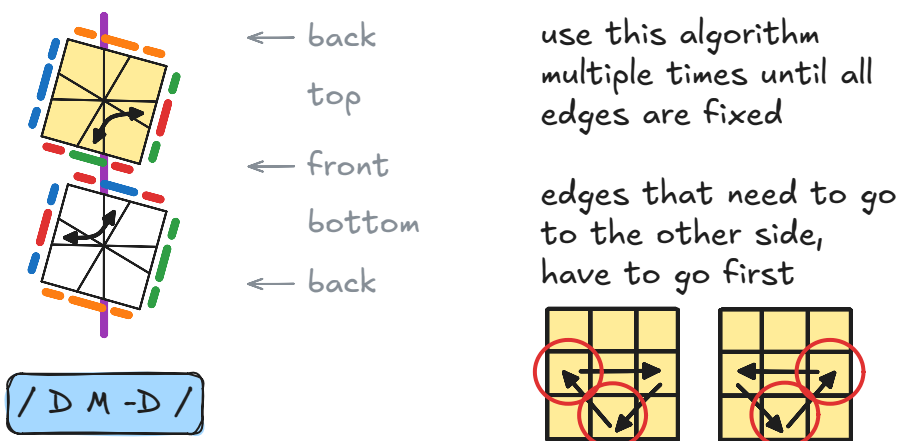


if: - top is NO standard and bottom is standard
- top is standard and bottom is NO standard
then use parity algorithm to fix cube

-u / -U -D / -u2 -d / u4 -d2 / -u4 d2 / u2 d / U D / u

create cube parity move restore default position
next go back to step 4

6) Put all edge pieces in correct position (PLL-E)



use this algorithm multiple times until all edges are fixed

edges that need to go to the other side, have to go first

7) Fix middle layer

when middle layer isn't a square: / U2 / U2 /

8) Go back to cube shape -u