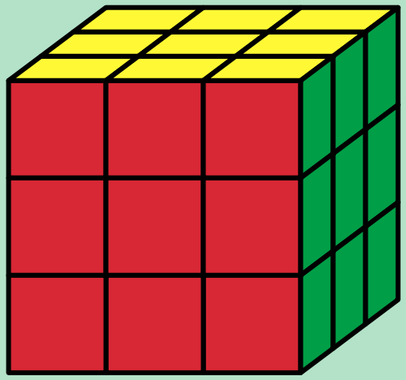
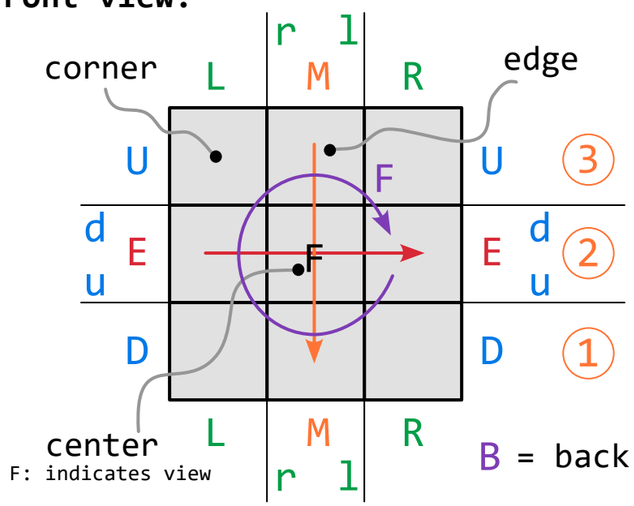
3X3 BASICS



front view:

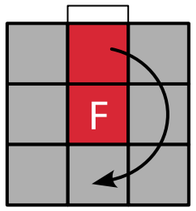


R: 90°CW R': 90°CCW R^2: 180°

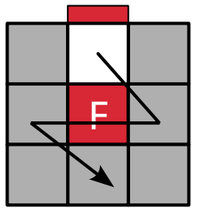
turn cube:

x: like turning R
y: like turning U
z: like turning F

1) place white edges layer 1

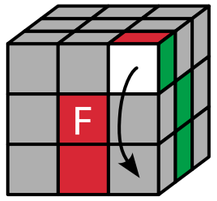


F^2

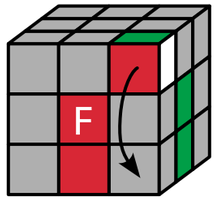


F'E'F

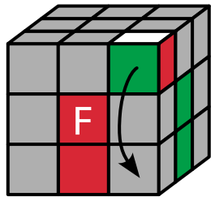
2) place white corners layer 1



URU'R'

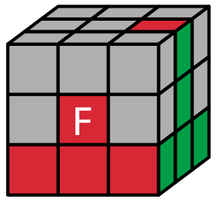


U'F'UF

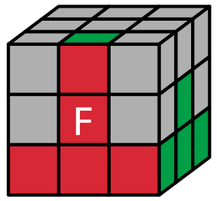


$R^2UR^2U'R^2$

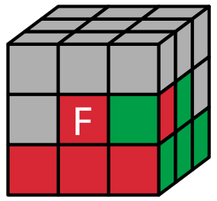
3) place edges layer 2



U'F'UF
URU'R'

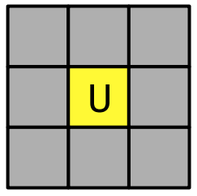


URU'R'
U'F'UF

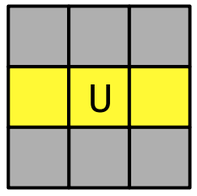


$RU^2R'U$
$RU^2R'U$
F'U'F

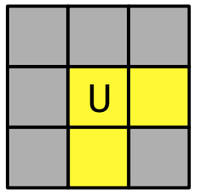
4) orient yellow edges layer 3



F(RUR'U')F'
f(RUR'U')f'



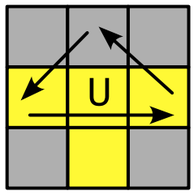
F(RUR'U')F'



f(RUR'U')f'

5) permutate yellow edges layer 3

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

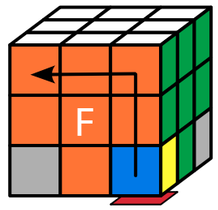


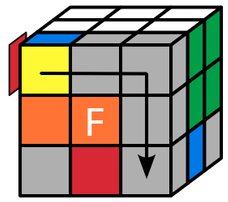
RUR'URU2R'

do algorithm once or twice

6) permutate yellow corners layer 3

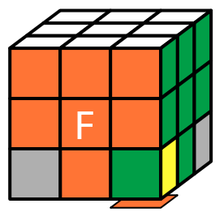
turn cube x^2 that white is on top
look at corner front-right-bottom
* put in temporary place: RUR'
* turn D until target position is in front-right-bottom position
* put corner back: R'UR
* choose another *yellow* cornor and turn D until it is in front-right-bottom spot
* repeat steps until correct permutation



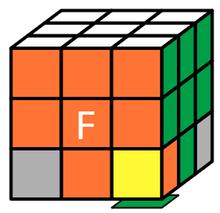


7) orient yellow corners layer 3

turn cube x^2 that white is on top
* put misorientated corner in front-right-bottom
* after doing algoritm, turn D for next corner
* repeat steps until correct orientation



(RUR'U') 2x



(URU'R') 2x

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