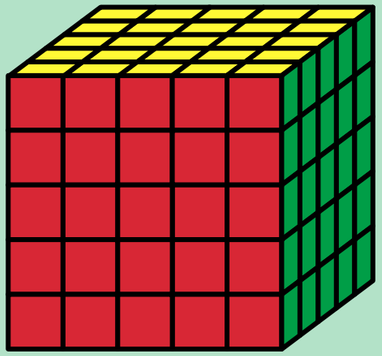
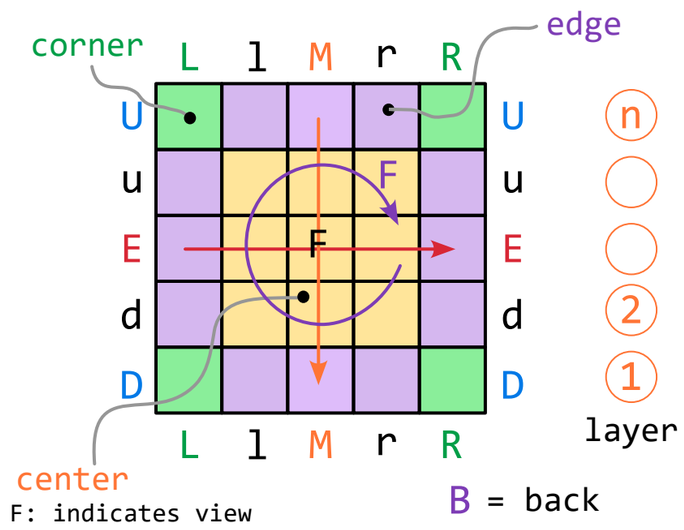
BIG CUBES



front view:



R: 90°CW R': 90°CCW R^2: 180°

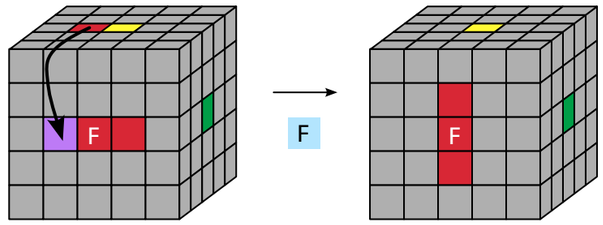
turn cube:

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

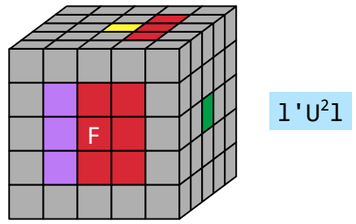
1) solve centers

* first solve white center on bottom (layer 1)
* then solve centers in middle layers, clockwise y':
  red --> blue --> orange --> green
* if n (number of layers) is odd, the middle face of center will determine the color of the center
* when solving middle layer centers, use top layer as temporary container
* finally last (yellow) layer is automatically solved

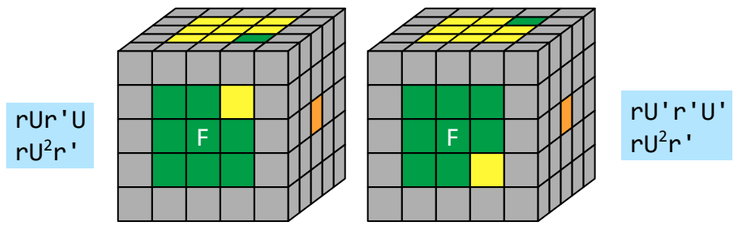
[1] create horizontal middle line in front face and turn it vertical



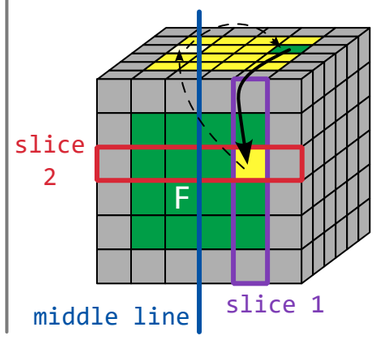
[2] create full lines on top and insert them in front



* tip for last (green) center on 5x5



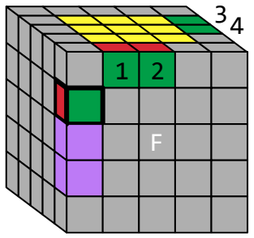
* tip for last (green) center on cubes n >= 5



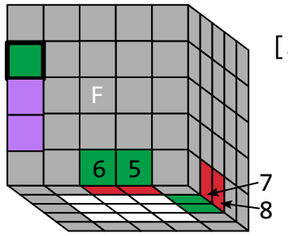
[1] slice 1 down -> r'
[2] turn F or F' so yellow face on other side of the middle line -> F'
[3] slice 2 down -> l
[4] turn front back (F or F') -> F
[5] slice 1 (back) up -> r
[6] turn front again as step 2 -> F'
[7] slice 2 (back) up -> l'
[8] restore front -> F

2) pair edges

* white on bottom, yellow on top
* use u, E, d layers to pair vertical edges
  the middle layer centers can be (temporary) broken
  but the center pieces have to remain in the same horizontal layer
* look at the top piece of front-left edge, and find other two edge pieces

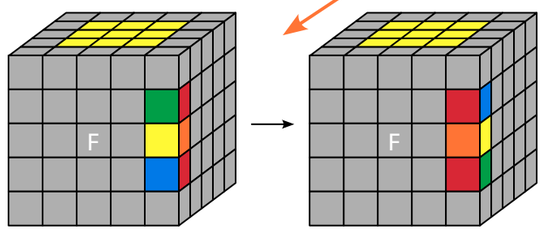


[1] when edge piece in upper layer
  * if green in front (not top) in position 1 or 2
    RU'R' d' or E'
  * if green on top (not front) in position 3 or 4
    F'UF d' or E'

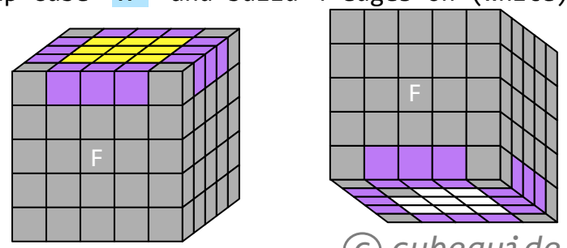


[2] when edge piece in bottom layer
  * if green in front (not bottom) in position 5 or 6
    R'DR d' or E'
  * if green in bottom (not front) in position 7 or 8
    F'D'F d' or E'

[3] when edge piece in middle layer (2,3 or 4)
  * if it is in in correct layer E or d
  * if it is in wrong layer (or mirrored) then use *edge flipping algorithm* and then E or d RUR'F R'F'R



* when an edge is correct, first put it in top layer in one of the 4 available slots on (yellow) top
* then flip cube x^2 and build 4 edges on (white) top



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