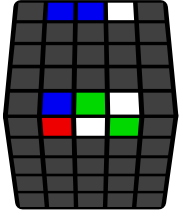


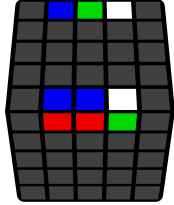
5x5 L2E Algorithms (Last Two Edges)

A: B = A B A'; [Flip 1] = U' R' U R' F R F'; [Flip 2] = (R U R' F) (R' F' R).
Learn all the no-Eparity cases and the first two Eparity cases first.

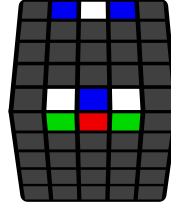
No Eparity



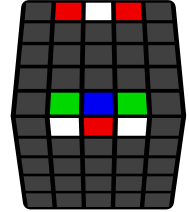
r': [Flip 1]
z' y' u': [Flip 2]



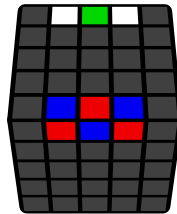
3l [Flip 1] r'
z' y' 3d [Flip 2] u'



(r2' F2 U2') (r2' U2' F2)
r2

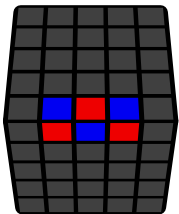


(U R U' B) (r2' F2 U2')
(r' U2' F2) r2

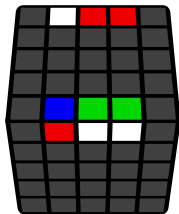


r' l: [Flip 1]
z' y' u' d: [Flip 2]

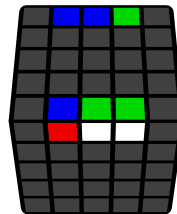
Eparity



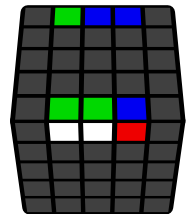
r U2 x r U2 (r U2' r'
U2) (l U2 3r' U2') (r U2
r' U2') r'



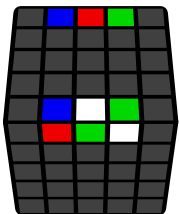
r U2 r U2' x U2 r U2'
3r' U2 l U2' r2



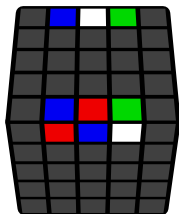
F2 (r U2 r U2') r' F2 (r'
U2 r' U2') (r U2 r' U2')
r2



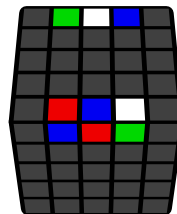
B2 (r' U2 r' U2') r B2 (r
U2 r U2') (r' U2 r U2')
r2'



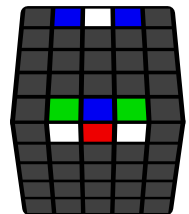
(r U2 r2 U2') (r' U2 r
U2') (r' U2 r2 U2') r



(r' U2' r2 U2') (r U2' r'
U2) (r U2' r2 U2') r'



(r' U2 r U2') 3l' U2 (r
U2 r U2') (r' U2 r U2')
r2'



r2 B2 r' U2 r' U2' x' U2
(r' U2' r U2) r' U2' r2