∛▦ CubeR oot

4x4 PPLL Algorithms (Parity PLL)

Cube Master YouTube http://bit.ly/35ZsCR6
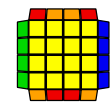
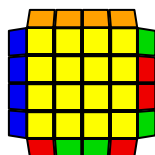PLL, <u>start thumb from back</u>, any angle*.

EPLL [5]
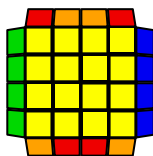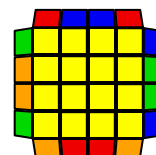
Opp 1/72

(P) = r2 R2' U2 (2R2 u2)2 [U2]
(P3) = r2' F2 U2' R2 r2' U2' F2 r2 *(big)*
(P2) = u2 <u>r2</u> U2 r2 R2' U2 <u>r2</u> u2
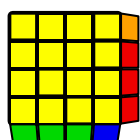
Adj
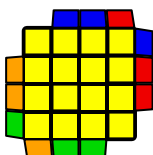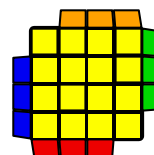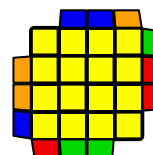1/36
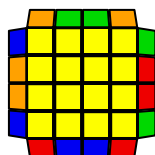
O+
1/144
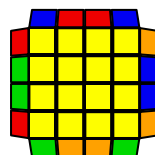
O-
1/144

W
1/36

R U R' U' (P) U' R U' R'

(P) (M2' U M2' U M' U2 M2' U2 M') = **(P) (Z)** *

(P) (M' U M2' U M2' U M' U2 M2') [U] = **(P) (Z)** *

(R' U R' U' R3' U' R' U R U) r2' U2 (2R2 u2)2 [U2] = **(U+) (P)**

Diag Swap [5]
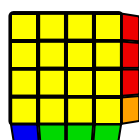
Sa
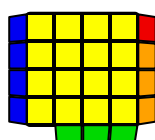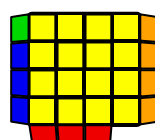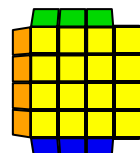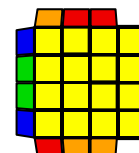1/36

Sb
1/36

X
1/144

pN
1/72

Q
1/144

(Y) (P)

(Y) U' (P)

(R' U' R' D' R U' R' D R U R' D' R U R' D) r2 U2 (2R2 u2)2 = **(E) (P)** *

(F R U' R' U' R U R' F') U' (P) U' (R U R' U' R' F R F')

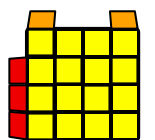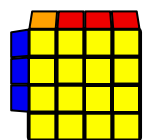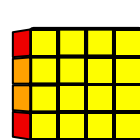**(F R U' R' U' R U R' F') r2 R2' U2 2R2 u2 2R2 (R U R' U' R' F R F') u2** *
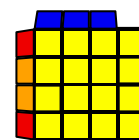
Adj Swap [12]

Pa
1/36

Pb
1/36

pJ
1/36

M
1/36

(J) U (P)

(P) (J)

(T) U' (P)

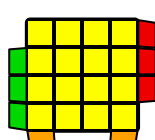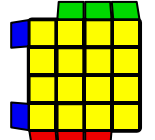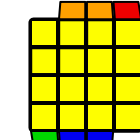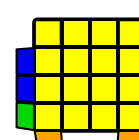**(T) (P)** / y2 **(P) (T)**

Ka
1/36

Kb
1/36

Da
1/36

Db
1/36

(x R' U R' D2 R U' R' D2 x') r2 U2 (2R2 u2)2 = **(A+) (P)**

(x' R U' R D2 R' U R D2 x) r2 U2 (2R2 u2)2 = **(A-) (P)**

(F R U' R' U') (P) (R U R2' F' R U R U' R')

(R U R' F' R U R' U' R' F R2 U' R3') r2 R2' U2 (2R2 u2)2 = **(J) (P)**

Ba
1/36

Bb
1/36

Ca
1/36

Cb
1/36

(P) U' (J) / y2 **(P) U (J)**

(R U R' U' R' F R2 U' R3') r2 U2 (2R2 u2)2 (U R U R' F')

(R2' F2 R U2 R U2' R' F R U R' U' R' F) r2 U2 (2R2 u2)2 = **(Gc) (P)**

(R' U2' R U2' R' F R U R' U' R' F') r2 U2 (2R2 u2)2 = **(Rb) (P)**