# badmephisto's Speedcubing Guide

Arranged by Andy Klise of kungfoomanchu.com

# First 2 Layers

You must solve the cross first. It can be done in 6 moves or less  $\sim 82\%$  of the time and  $\leq 7$  moves 99.95% of the time These are just optimal example solves; F2L should be solved intuitively.

#### Easy Cases (1-4)



U (R U' R') Use (R' F R F') if no U face edges are oriented properly on final slot



y' (**R'** U' R) Note – this image is blue and red because a cube rotation is required v' U' (R' U R)

Use (F R' F' R) if no U face edges are oriented properly on final slot



(**R** U R')

Note – this image is green and red because no cube rotation is required



# **Edge in Place, Corner in U face** (31-36)

 $(U' R U' R') U^2 (R U' R')$ 

y U' (L U'  $\mathbf{L'}$ )  $U^2$  (L U' L)

**Corner in Place, Edge in U Face** (25-30)

d' (L' U **L**) d (R U' R')

y U' (L' U' **L**) U (F U F')

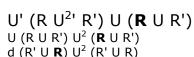
(R U' R' U)(R U' R')

y' (R' U' R U)(R' U' R)

Ú' (F' U **F**) U (R U' R')



(R U' R') d (R' U R) (R U' R' U)(F' U F)



(R U R' U')(R U R' U')(**R** U R')

U (R U' **R'**) d' (L' U L)

y' (R' **U** R U')(R' U R)

U (R U' **R'**) U' (F' U F)

 $(\mathbf{R} \ U' \ R') \ U^2 \ (F' \ U \ F)$ 

(R U R' U')(**R** U R')



 $d(R'UR)U^2(R'UR)$ d (R' U' R) d' (**R** U R')

 $y U^2 (L' U L) U (\mathbf{F} U F')$ 



#### Reposition Edge (5-8)



 $(U' R U R') U^2 (R U' R')$ 

 $U'(R U^{2'} R') U^{2}(R U' R')$ 

Reposition Edge and Flip Corner (9-14)

 $d(R'U^2R)U^{2'}(R'UR)$  $y' U (R' U^2 \mathbf{R}) U^2 (R' U R)$ 

 $d(R'U'R)U^{2'}(R'UR)$ 

y' (U R' U'  $\mathbf{R}$ ) U<sup>2</sup> (R' U R)



# **Edge and Corner in Place** (37-42)



Solved Pair

 $(R U' R') d (R' U^2 R) U^2' (R' U R)$  $(R U R') U^2 (R U^2 R') d (R' U' R)$ 





 $U'(R U^{2'} R') d(R' U' R)$ 

d (R' U' R U')(**R'** U' R)

y<sup>2</sup> U' (L U') d' (**L'** U' L)

 $d(R'U^2R)d'(RUR')$ 

U'(RUR'U)(RUR')



 $(R U' R') U' (R U R') U^2 (R U' R')$ v (L' U' L)  $U^2$  (L' U L U')(L' U' L)



 $(R U' R' U)(R U^{2'} R') U (R U' R')$  $(R U R') U^2 (R U' R' U) (R U R')$ 

 $(R U' R') d^2 y (R' U' R U')(R' U R)$ 





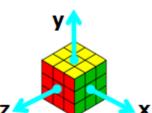
d (R' U R U')(R' U' R) y' U (R' U R U')(**R'** U' R)

U' (R U' R' U)(**R** U R')



 $\hat{y}$  (L' U' L U)(L' U L) U<sup>2</sup> (**F** Û F')

 $(R U R' U')(R U' R') U^2 (F' U' F)$ 



### **Split Pair by Going Over** (15-18)



y' (R' U R U') d' (**R** U R') y (L' U L) U<sup>2</sup> y (**R** U R')

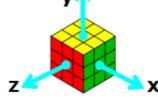
 $(R U^2 R') U' (\mathbf{R} U R')$ 

 $(R U' R') U^2 (F' U' F)$  $y' (R' U^2 R) U (R' U' R)$ 

(R U' R' U) d (**R'** U' R)



**Color Coding** Red = R U R' U' Family Green = R U R' U Family Blue = R F' R' F Family



#### Pair Made on Side (19-22)

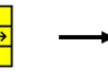


 $U(R U^2 R') U(R U' R')$ 

y' U' (R' **U**<sup>2</sup> R) U' (R' U R)









# $U^{2} (R \cup R' \cup U)(R \cup R')$





# Credits

badmephisto - http://www.badmephisto.com Andy Klise - http://www.kungfoomanchu.com Josef Jelinek - http://software.rubikscube.info/icube/ And everyone else

For great speedsolving video tutorials, visit http://www.youtube.com/user/badmephisto

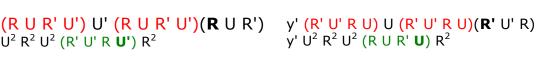
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### Weird (23-24)



 $U^2 R^2 U^2 (R' U' R U') R^2$ 





### **Orient Last Layer (Two Look)** Step 1

# f (R U R' U') f' Probability = 1/2

#### **Bonus**







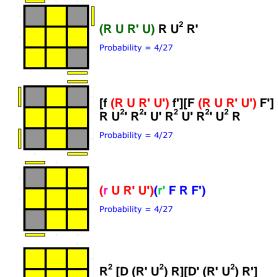


Move to Second Look Probability = 1/8



## **Orient Last Layer (Two Look)** Step 2

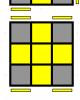
#### **All Edges Oriented Correctly**



Probability = 4/27



Probability = 4/27



F (R U R' U')(R U R' U')(R U R' U') F' y (R' U' R) U' (R' U R) U' (R' U<sup>2</sup> R)

Probability = 2/27



#### F' (r U R' U')(r' F R )

Probability = 4/27



#### Solved

Probability = 1/27

# **Notation**





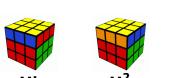
































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## **Permute Last Layer**

#### **Permutations of Edges or Corners Only**



R<sup>2</sup> U (R U R' U')(R' U')(R' U R')

**Ub** - Probability = 1/18

(R U')(R U)(R U)(R U') R' U' R<sup>2</sup> **Ua** - Probability = 1/18



 $M^{2} U M^{2} U M' U^{2} M^{2} U^{2} M' U^{2}$  $U^{2}$  (R U R' U)(R' U' R' U)(R U' R' U')  $R^{2}$  U R

**Z** - Probability = 1/36

 $M^2 U M^2 U^2 M^2 U M^2$  $\mathbf{H}$  - Probability = 1/72

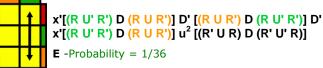


 $x [(R' U R') D^2][(R U' R') D^2] R^2$ 

Aa - Probability = 1/18

 $x' [(R U' R) D^{2}][(R' U R) D^{2}] R^{2}$ **Ab** - Probability = 1/18





Solved

Probability = 1/72

#### **Swap One Set of Adjacent Corners**

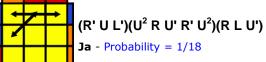


 $(L U^{2}, L' U^{2})(L F')(L' U' L U)(L F) L^{2} U$ 

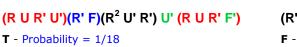
Ra - Probability = 1/18

 $(R' U^2 R U^2)(R' F)(R U R' U')(R' F') R^2 U'$ 

**Rb** - Probability = 1/18







 $(R' U^2 R' d')(R' F')(R^2 U' R' U)(R' F R U' F)$ 

**F** - Probability = 1/18

#### **Swap One Set of Corners Diagonally**



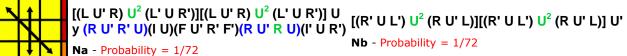
 $(R' U R' d')(R' F')(R^2 U' R' U)(R' F R F)$ 

**V** - Probability = 1/18

F R U' R' U' (R U R' F')[(R U R' U')(R' F R F')]

 $\mathbf{Y}$  - Probability = 1/18





**Nb** - Probability = 1/72

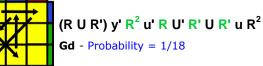


#### **Double Spins**



R<sup>2</sup> u R' U R' U' R u' R<sup>2</sup> (y' R' U R)

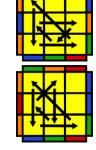
**Ga** - Probability = 1/18



R<sup>2</sup> u' R U' R U R' u R<sup>2</sup> (y R U' R')

Gc - Probability = 1/18





#### **Orient Last Layer**

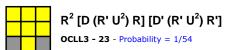
Red = R U R' U' Family, Green = R U R' U Family, Blue = R F' R' F Family Try to recognize each pattern by viewing the fewest number of faces

#### **All Edges Oriented Correctly** (OCLL1-OCLL8)

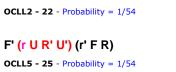
R U <sup>2</sup> R' U' R U' R'  OCLL6 - 26 - Probability = 1/54
F (R U R' U') (R U R' U') (R U R' U') I y (R' U' R) U' (R' U R) U' (R' U <sup>2</sup> R)

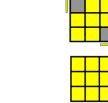






(R U R' U) R U $^2$ R'
<b>OCLL7 - 27</b> - Probability = 1/54
[f (R U R' U') f'] [F (R U R' U') F'] R U <sup>2</sup> ' R <sup>2</sup> ' U' R <sup>2</sup> U' R <sup>2</sup> ' U <sup>2</sup> R
R U-' R-' U' R-' U' R-' U- R







# Corners Correct, Edges Flipped (E1-E2)

	$M'UMU^2M'UM$
	<b>E1 - 28</b> - Probability = 1/54









W-Shapes (W1-W2)

Squares (S1-S2)

**P3 - 32** - Probability = 1/54

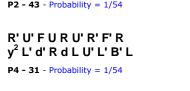
**W1 - 36** - Probability = 1/54

(L' U' L U') (L' U L U) (L F' L' F)

P-Shapes (P1-P4)













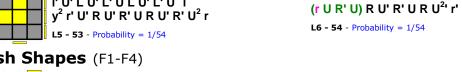


r' U<sup>2</sup> (R U R' U) r r U<sup>2</sup> R' U' R U' r' **S1 - 5** - Probability = 1/54 **S2 - 6** - Probability = 1/54



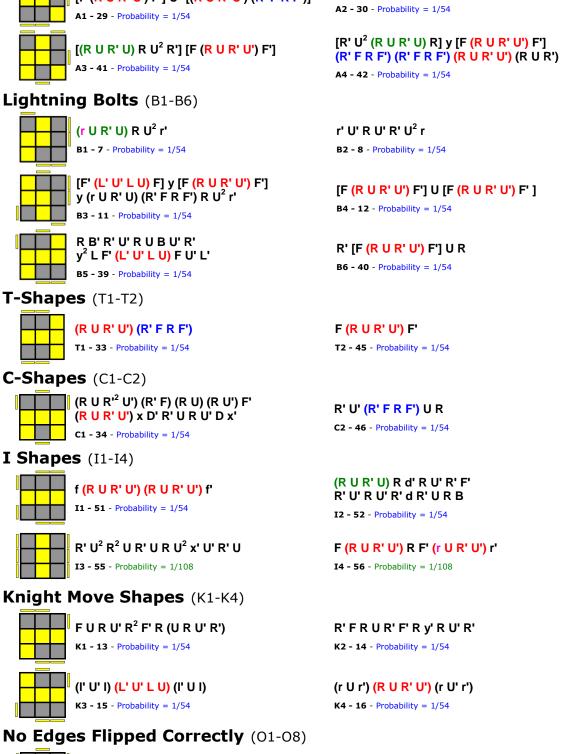
## L Shapes (L1-L6) F (R U R' U') (R U R' U') F' F' (L' U' L U) (L' U' L U) F

<b>L2 - 48</b> - Probability = 1/54	<b>L1 - 47</b> - Probability = 1/54
(R' F R' F') R <sup>2</sup> U <sup>2</sup> y (R' F R F') L3 - 49 - Probability = 1/54	R' F R <sup>2</sup> B' R <sup>2</sup> ' F' R <sup>2</sup> B R' L4 - 50 - Probability = $1/54$
l' U' L U' L' U L U' L' U <sup>2</sup> l y <sup>2</sup> r' U' R U' R' U R U' R' U <sup>2</sup> r	(r U R' U) R U' R' U R U <sup>2</sup> ' r'

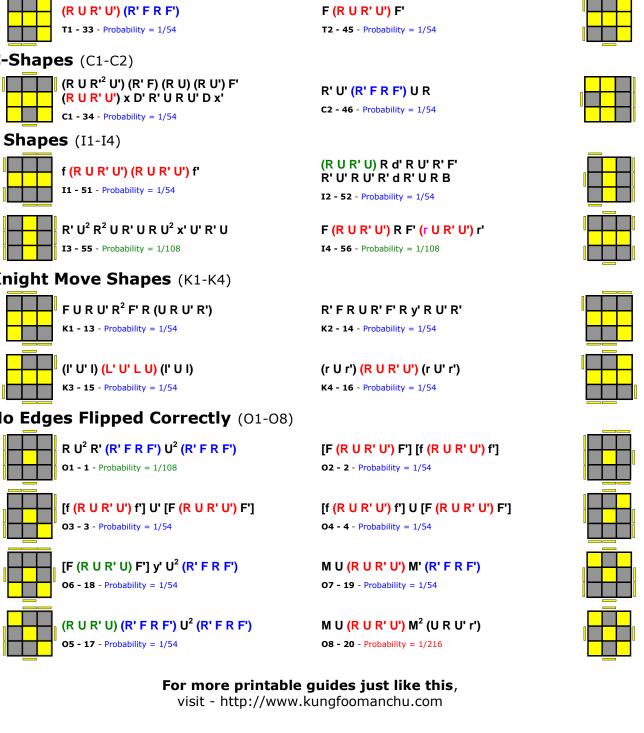


<b>L5 - 53</b> - Probability = 1/54	, ,
Fish Shapes (F1-F4)	
(R' U' R) y' x' (R U') (R' F) (R U R') (R U R' U') R' F R <sup>2</sup> U R' U' F'	R U R' y R' F R U' R' F' R (R U R' U) (R' F R F') R U <sup>2</sup> R'
<b>F1 - 9</b> - Probability = 1/54	<b>F2 - 10</b> - Probability = 1/54
(R U <sup>2</sup> R') (R' F R F') (R U <sup>2</sup> R')	F R U' R' U' R U R' F'
<b>F3 - 35</b> - Probability = 1/54	<b>F4 - 37</b> - Probability = 1/54
_	

# **Awkward Shapes** (A1-A4) (R U R' U') R U' R' F' U' F R U R' [ [F (R U R' U') F'] U<sup>2</sup> [(R U R' U') (R' F R F')] **A1 - 29** - Probability = 1/54 **A3 - 41** - Probability = 1/54 Lightning Bolts (B1-B6) (r U R' U) R U2 r' **B1 - 7** - Probability = 1/54 y (r U R' U) (R' F R F') R U<sup>2</sup> r' **B3 - 11** - Probability = 1/54 RB'R'U'RUBU'R' y² L F' (L' U' L U) F U' L' **B5 - 39** - Probability = 1/54 T-Shapes (T1-T2) (R U R' U') (R' F R F') **T1 - 33** - Probability = 1/54 C-Shapes (C1-C2) (R U R' U') x D' R' U R U' D x' **C1 - 34** - Probability = 1/54 I Shapes (I1-I4) f (R U R' U') (R U R' U') f'



R<sup>2</sup> U R' B' R U' R<sup>2</sup> U R B R'



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