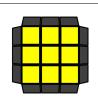
OLL RedCyclone05

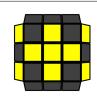
Group



Case Name

Main Algorithm Alternative Algorithm Alternative Algorithm 2 Set Up Algorithm

Oriented Cross



OLL1

(R U R') (U R U' R') U (R U2 R') y (R U2 R' U') (R U R' U') (R U' R')



OLL2

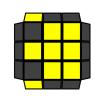
R U2 R2 U' R2 U' R2 U2 R R' U2 R2 U R2 U R2 U2 R' R' U2 R2 U R2 U R2 U2 R'

(R U2 R' U') (R U R' U') (R U' R')



OLL3

R2 D (R' U2 R) D' R' U2 R' y2 R2 D' (R U2 R') D R U2 R R U2 R D (R' U2 R) D' R2



OLL4

(r U R' U') (r' F R F') y' x' (R U R') D (R U' R') D' x FR'F'rURU'r'



OLL5

y F' (r U R' U') r' F R F R' F' r U R U' r' R' F' r U R U' r' F y'



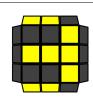
OLL6 Anti Sune y R U2 (R' U' R U') R' (R' U' R U') (R' U2 R) y2 (L' U' L U') (L' U2 L)

(R U R' U) (R U2 R') y'

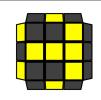


OLL7 Sune (R U R' U) (R U2 R') y' R' U2 (R U R' U) R R U2 (R' U' R U') R'

T Shapes



OLL8 (R U R' U') (R' F R F') y2 (L' U' L U) (L F' L' F) (F R' F' R) (U R U' R')



OLL9 F (R U R' U') F' y R' (F' U' F) U R F (U R U' R') F'

Square Shapes



OLL10 r' U2 (R U R' U) r y2 l' U2 (L U L' U) l r' (U' R U' R') U2 r



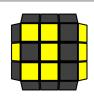
OLL11 r U2 (R' U' R U') r' F U' R2 D (R' U' R) D' R2 U F' r (U R' U R) U2 r'

C Shapes



OLL12 y (f R f') U' (r' U' R U M') y2 R U R2 U' R' F (R U R U') F'

M U' R' U r U (f R' f') y'



OLL13 R' U' (R' F R F') U R R' (F' U' F) R U' (R' U2 R) R' U' (F R' F' R) U R

W Shapes

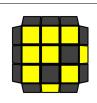


OLL14 (F' L F L') U' (L' U' L U) (L' U L) y2 y2 (L' U' L) (U' L' U L) U (L F' L' F) y R U R2 (F' U' F) U R2 U2 R'



OLL15 (F R' F' R) U (R U R' U') (R U' R')
(R U R') (U R U' R') U' (R' F R F')
y F (R U' R') S (U' R U R') f'

All Corners Oriented



OLL16 (r U R' U') M (U R U' R') R' F R S R' F' R S' (R U R' U') M' U R U' r'



OLL17 (R U R' U') M' U R U' r' y (R U' R') S' (R U R') S (r U R' U') M (U R U' R')

P Shapes



OLL18 R' U' F (U R U' R') F' R y2 S' (L' U' L U) L F' L' f

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

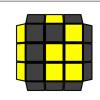


OLL19
S (R U R' U') R' F R f'
y2 L U F' (U' L' U L) F L'
R U B' U' (R' U R) B R'

f R' F' R (U R U' R') S'



OLL20 y R' U' F' U F R y2 F' (U' L' U L) F R' (F' U' F) U R y'



OLL21 y2 F (U R U' R') F' f (R U R' U') f' F (R U R' U') F' y2

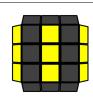
Line Shapes



OLL22 y2 F (U R U' R') (U R U' R') F' f (R U R' U') (R U R' U') f' F (R U R' U') (R U R' U') F' y2

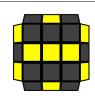


OLL23 y2 R' (F' U' F) U' (R U R' U) R (R U R' U) R U' B U' B' R' R' U' (R U' R' U) F' U F R y2



OLL24 (R' U R U') R2 F (R2 U R' U') F' R y'

y R' F U R U' R2 F' R2 (U R' U' R) R U2 R2 (U' R U' R') U2 F R F'



OLL25

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

(r U r') (U R U' R') (U R U' R') (r U' r') (r U r') (U R U' R') M' U R U2 r'

Fish Shapes



OLL26

F U R U' R2 F' R (U R U' R') y'

y (R U R' U') R' F (R2 U R' U') F' (R U2 R' U') S' (R U' R') S



OLL27

(R U2 R') (F R' F' R) (U' R U' R')

(R U R' U) (R' F R F') (R U2 R') y (F U F') R' F (R U' R') F' R



OLL28

(R U2 R') F R' F' R2 U2 R'

R U2 R2 F R F' (R U2 R') f (R U R' U') f' (R U R' U) (R U2 R')



OLL29

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

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

Knight Move Shapes



OLL30

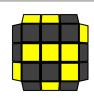
F (R U' R' U) (R U2 R' U') F'

F U (R U2 R') (U' R U R') F' F U R U' R2 F' R (U R U' R') (r U' r') U' (r U r') F' U F



OLL31 R' F (R U R' F') R F U' F' (r U R' U') r' F (R2 U R' U') F'

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



OLL32 r' U' r (R' U' R) U r' U r y2 (l' U' l) (L' U' L U) (l' U l) y2 R' F' R (L' U' L U) R' F R r' U' r U' (R' U R) r' U r



OLL33 (r U r') (R U R' U') (r U' r') r U M U R' U' (r U' r') (r U r') (U R U' R') (r U' r')

Awkward Shapes

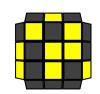


OLL34

r' U r U r2 D' (r U' r') D r2

r2 D' (r U r') D r2 U' r' U' r

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



OLL35 y' r' D' (r U' r') D r2 U' r' U (r U r') y2 F U (R U2 R' U') (R U2 R' U') F'



OLL36 F (U R U' R') F' R U2 (R' U' R U') R' y2
y2 (R U R' U) (R U2 R') F (R U R' U') F'
y2 F U R2 D (R' U' R) D' R2 F'



OLL37 F (U R U' R') F' R' U2 (R U R' U) R (R' U' R U') (R' U2 R) F (R U R' U') F' y F S' (R U R' U') F' U S

L Shapes



Lightning Shapes

OLL43

r U R' (U R U' R') U R U2 r' y' r U2 R' U' (R U R' U') R U' r'



OLL44 r (U R' U R) U2 r' y2 l (U L' U L) U2 l' r U2 (R' U' R U') r'



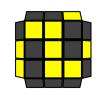
OLL45 y2 r' (U' R U' R') U2 r l' (U' L U' L') U2 l r' U2 (R U R' U) r y2



OLL46 r' R2 (U R' U R) U2 R' U M' y2 r U R' U (R' F R F') R U2 r' M U' R U2 (R' U' R U') R2 r



OLL47 y' M' (R' U' R U') (R' U2 R) U' M F (R U R' U') F' U F (R U R' U') F' M'UR'U2(RUR'U)RMy

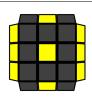


OLL48 y' f' (r U r') U' r' F r S y L F' (L' U' L U) F U' L' S' r' F' r U (r U' r') f y

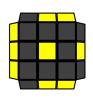


OLL49 y R' F (R U R' U') F' U R y' f R' F' R (U R U' R') S' R'U'F(URU'R')F'Ry'

Dot Case



OLL50 R U2 R2 F R F' U2 (R' F R F') y R U' R2 D' (r U' r') D R2 U R' (F R' F' R) U2 F R' F' R2 U2 R'



OLL51

R U' R2 D' (r U' r') D R2 U R' y

y' R U' R2 D' (r U r') D R2 U R' F (R U R' U') S (R U R' U') f' F (R U R' U') F' f (R U R' U') f'



OLL52

R' F2 R2 U2 R' F' R U2 R2 F2 R y'

y R' F2 R2 U2 R' F R U2 R2 F2 R y' f (R U R' U') f' U' F (R U R' U') F' r' R2 U R' U r U2 r' U M'



OLL53

R' F2 R2 U2 R' F R U2 R2 F2 R y

y' R' F2 R2 U2 R' F' R U2 R2 F2 R y' f (R U R' U') f' U F (R U R' U') F'



OLL54

S' (R U R') S U' (R' F R F') y2

y2 (F R' F' R) U S' (R U' R') S (R U R' U) (R' F R F') U2 (R' F R F')



OLL55

 $(r \cup R' \cup ') M \cup 2 F R' F' R2 \cup 2 R' y'$

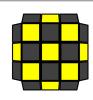
y R U2 R2 F R F' U2 M' U R U' r' r (U R' U R) U2 r2 (U' R U' R') U2 r



OLL56

(F R' F' R) U S' (R U' R') S y'

y S' (R U R') S U' (R' F R F') M U (R U R' U') M' (R' F R F') r' R U (R U R' U') r R2 F R F'



OLL57

M U (R U R' U') M2 U R U' r'

(r U R' U') M2 (U R U' R') U' M' S' (R U R') S U' M' U R U' r' S (R' U' R) U R (U R U' R') S' My suggestion is to learn the first algorithm for each case. If you don't like it, use the second one, and if you don't like the second one, use the third. I recommend that you learn one per day following the order presented in this PDF. Learn it with the triggers, which are those small movements in parentheses, and practice it many times until you master it.

Referencias

- · VisualCube: Generate custom Rubik's cube visualisations from your browser address bar: https://cube.rider.biz/visualcube.php
- · VisualCube: Cube image in each algorithm: https://cube.rider.biz/visualcube.php?fmt=png&size;=500&stage;=oll&view;=plan&bg;=t&case;=D
- · SpeedCubeDB: OLL Algorithms: https://speedcubedb.com/a/3x3/OLL
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- CubeHead: How to Learn Full OLL in ONE MONTH (easy)
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- · GitHub: Repository with which the images and this document were created: https://github.com/RedCyclone05/OLL