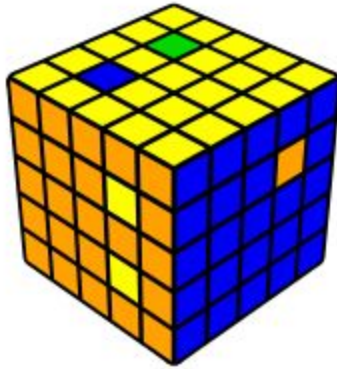


## 5-style x-centers



### Motivation

I had a Conversation with Oliver Frost way back in the year 2015 about how to do more than 2 pieces at once. He said there was one algorithm which would have a cool application with some setup moves. For example,  $[r U r', d] \times 2$

For big cube centers, you don't have two adjacent targets on the same face and if you do the targets on each face in alphabetical order it would also reduce the cases by a lot

An upper limit estimate and if you assume no U layer targets to be shot to then the number of cases would be  $20 \times 16 \times 15 \times 15 = 72,000$  or even lesser

5-style centers might actually be easy to introduce into actual BLD solves because of highly reduced cases and super easy setups.

### Beginner method using one-alg that cycles 5 sides: Does it work?

You could learn like 1 alg for every order of faces and do face turns for really easy setup moves. The setup moves can involve a lot of grips so it will not be desirable to solve  $>2$  pieces at once in this way.

SS thread with relevant discussion to this topic:

<https://www.speedsolving.com/forum/threads/5cycles.61725/>

Thread to discuss how to prune out the algorithms:

<http://cubesolvingprograms.freeforums.net/thread/103/5-style-center-algs-generation>