## Move Notation

An internal pivot mechanism enables each face in the cube to turn independently, thus mixing up the colors. Twist Cube enthusiasts use a notation developed by David Singmaster to denote moves. A move is a 1/4 turn rotation of a face, either clockwise or counterclockwise. The faces are named as follows:

F (Front)   – the side currently facing the solver
B (Back)   – the side opposite the front
U (Up)   – the side above or on top of the front side
D (Down)   – the side opposite the top
L (Left)   – the side directly to the left of the front
R (Right)   – the side directly to the right of the front
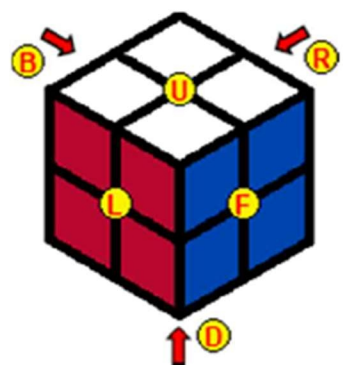
A letter by itself indicates a clockwise move while a letter with a plus sign (+) after it indicates a counterclockwise move. These directions are as one is looking at the specified face directly. A letter followed by the digit two (2) denotes two moves (direction is irrelevant in this case since a 1/2 turn can be correctly made in either direction). For example, starting with a solved cube, after applying the move "L+", the cube would look as follows:


```
        +------+
       / W  W /|
      / B  B /B|
     +------+Y |
     | R  R | B|
     |      |Y +
     | R  R | /
     +------+
```

Applying the move "F" immediately after, we end up with the following:


```
        +------+
       / W  R /|
      / B  R /Y|
     +------+Y |
     | R  G | B|
     |      |B +
     | R  Y | /
     +------+
```