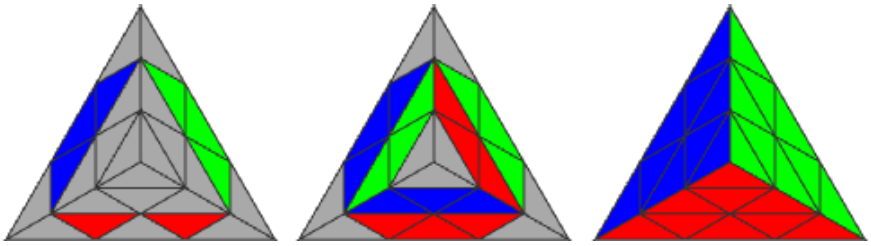
cubingpro.com
Pyraminx V first algorithms
V first / L4E (Last 4 Edges)

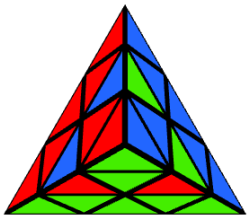
In V first method, we first solve one layer except for one edge, this is done intuitively.
Then we apply an algorithm to solve last 4 edges together. To reduce algorithm count, we allow the top layer to be misaligned with bottom layer.
Eventually, we do top layer AUF and tips.
This method is also known as L4E (last 4 edges).
We present all the L4E algorithms here.



L4E Algorithms

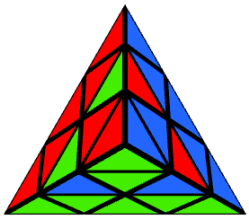
Tips: you may drag those pyraminx visualization in case the hidden sticker on the bottom is unclear at bird eye view.

DS2



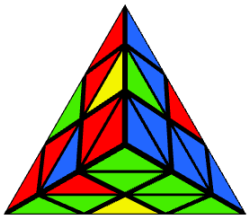
(R U' R') U' (R U' R')

DS3



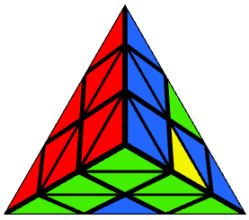
(L' U L) U (L' U L)

DS4



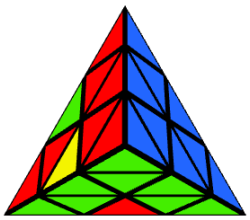
(R' L R L') U (L' U' L)

DS5



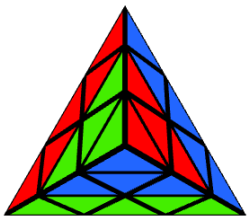
L (U R U' R') L'

DS6



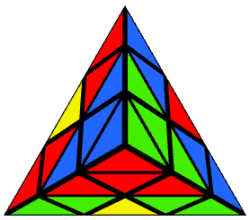
R' (U' L' U L) R

DF1



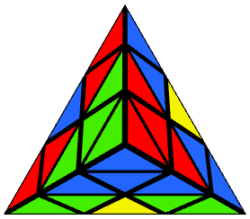
(R' L R L') U (R' L R L') U (R' L R L')

DF2



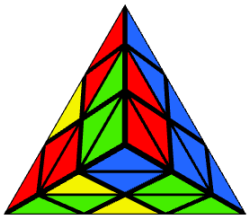
(L R' L' R) U (L R' L' R)

DF3



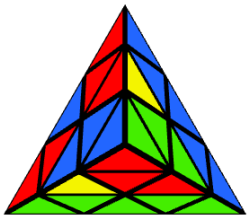
(R' L R L') U' (R' L R L')

DF4



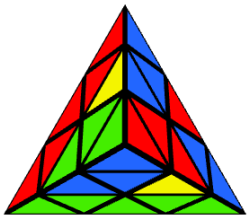
(R' L R L') (R U' R')

DF5



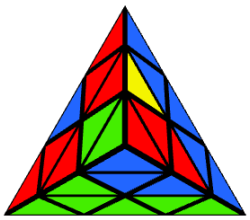
(R U' R') (L' U' L)

DF6



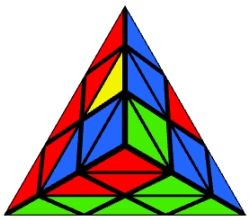
(L' U L) (R U R')

US1



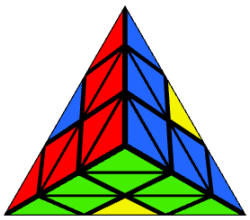
L' U' L

US2



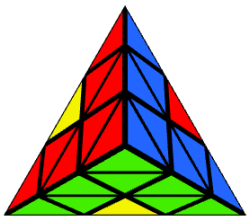
R U R'

US3



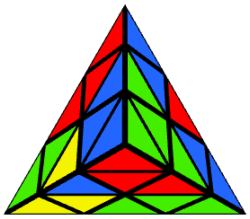
L R' L' R

US4



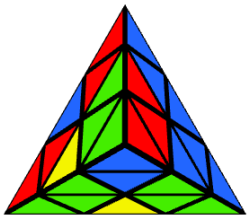
R' L R L'

US5



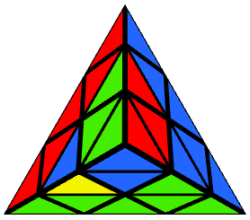
R' L R L2' U L

US6



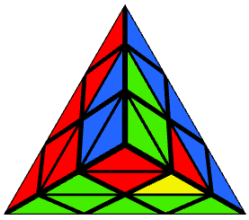
L R' L' R2 U' R'

US7



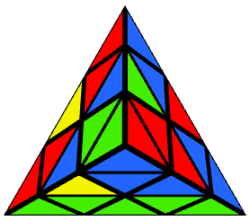
R U' R'

US8



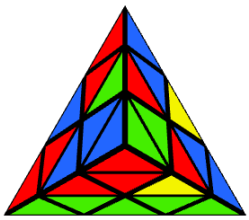
L' U L

UF1



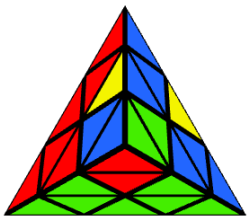
(R U R') U (R' L R L')

UF2



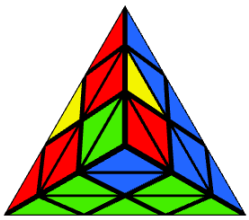
(L' U' L) U' (L R' L' R)

UF3



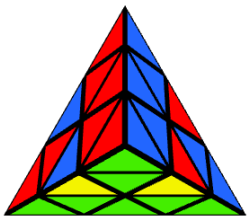
(L' U L) U' (R U R')

UF4



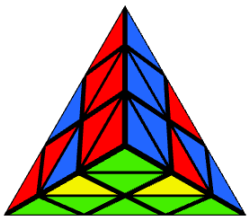
(R U' R') U (L' U' L)

UF5



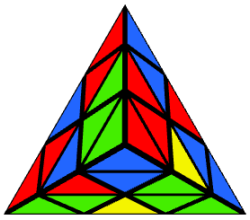
(R U R') U (L' U L)

UF6



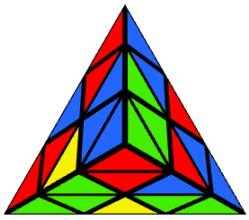
(L' U' L) U' (R U' R')

UF7



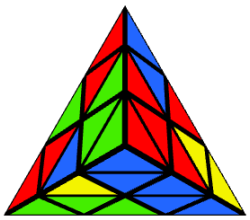
(R' L R L') U (L' U L)

UF8



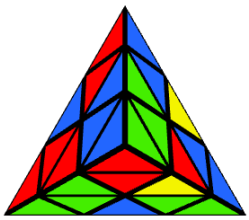
(L R' L' R) U' (R U' R')

NP1



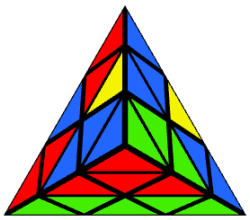
R U' R2' L R L'

NP2



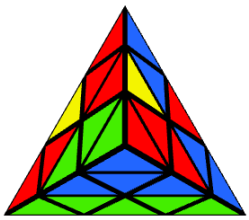
L' U L2 R' L' R

NP3



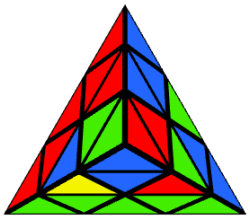
(L' U' L) U (R U R')

NP4



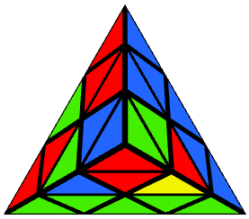
(R U R') U' (L' U' L)

NP5



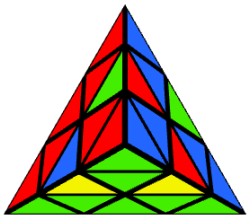
(R U' R') U' (R U R')

NP6



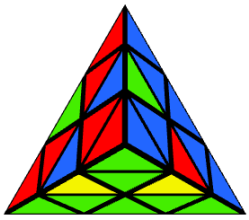
(L' U L) U (L' U' L)

NP7



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

NP8



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