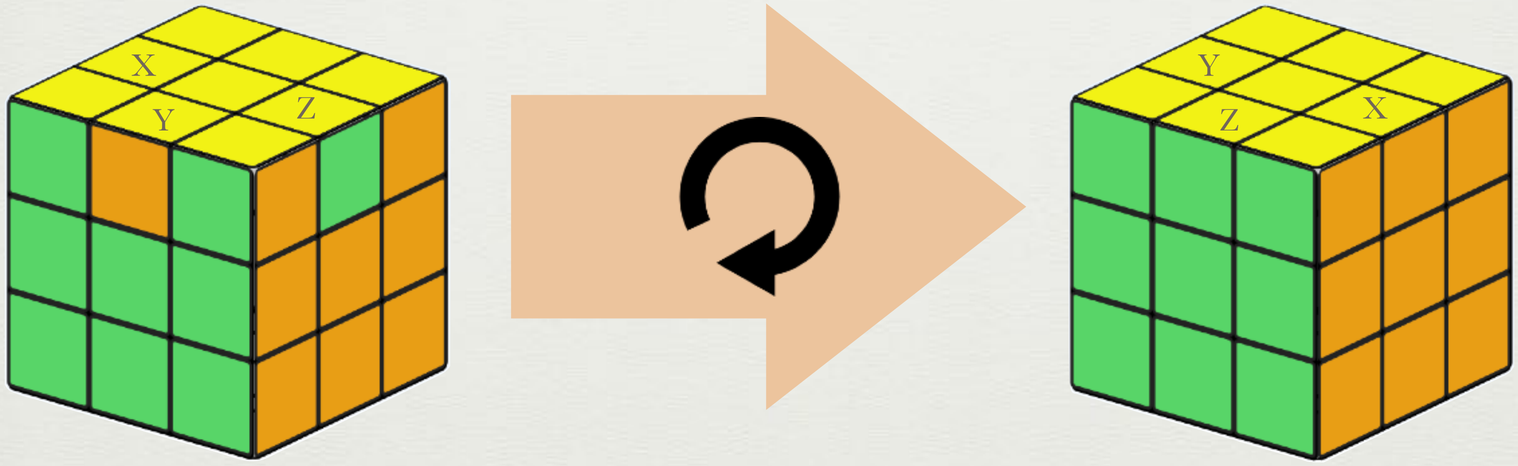
Step 8 - Solve the edge pieces on top

- Rotate X, Y, Z using these algorithms:

  `F2U R’LF2L’RU F2 (clockwise rotation)`
  `F2U’R’LF2L’RU’F2 (counter-clockwise rotation)`



- If you rotate these 3 edge pieces enough, eventually you would completely solve the cube