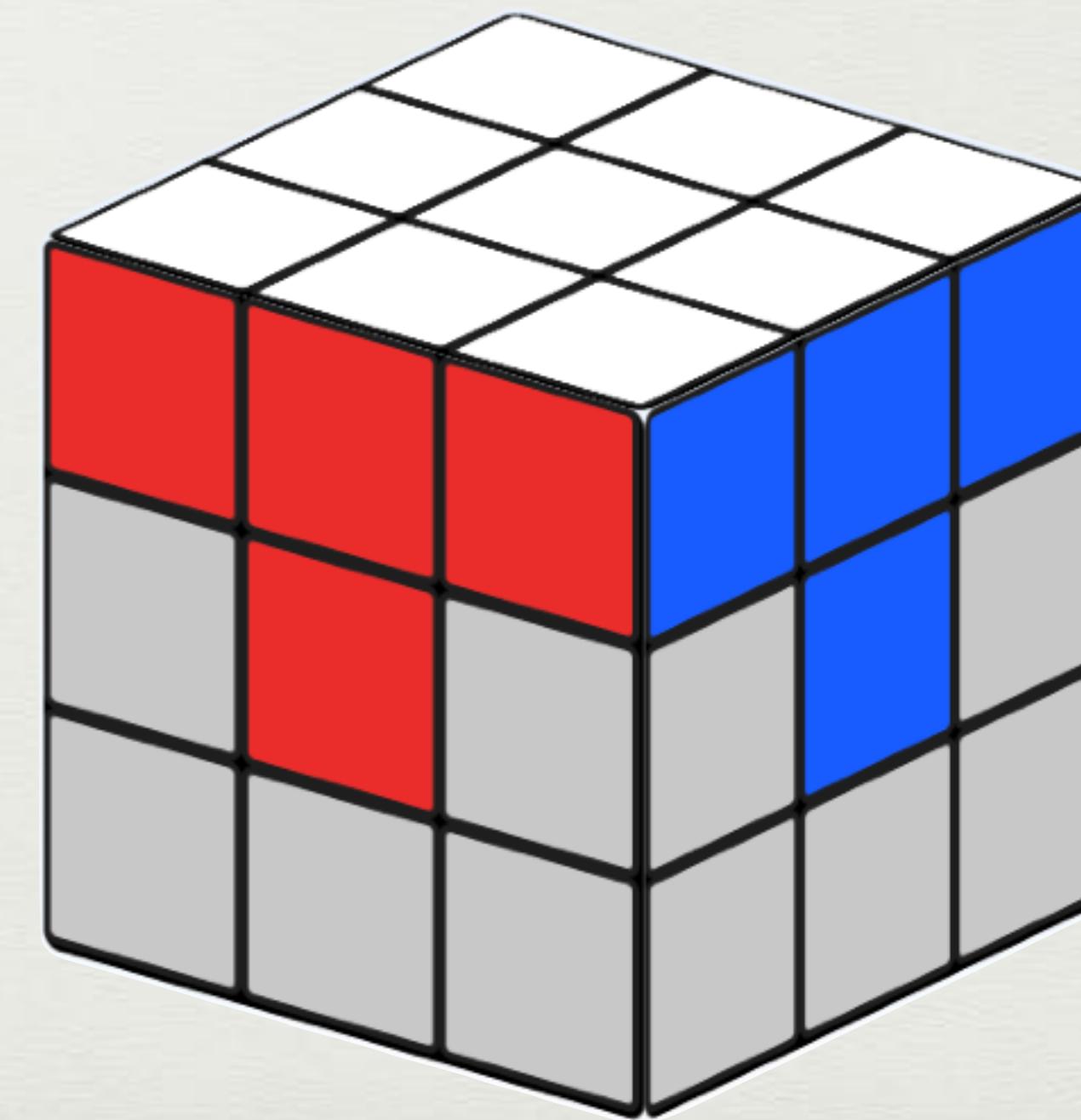
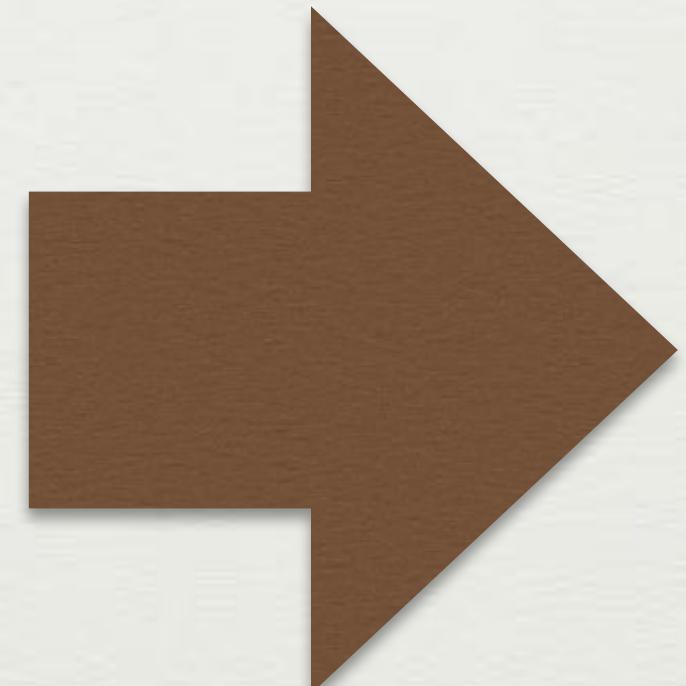
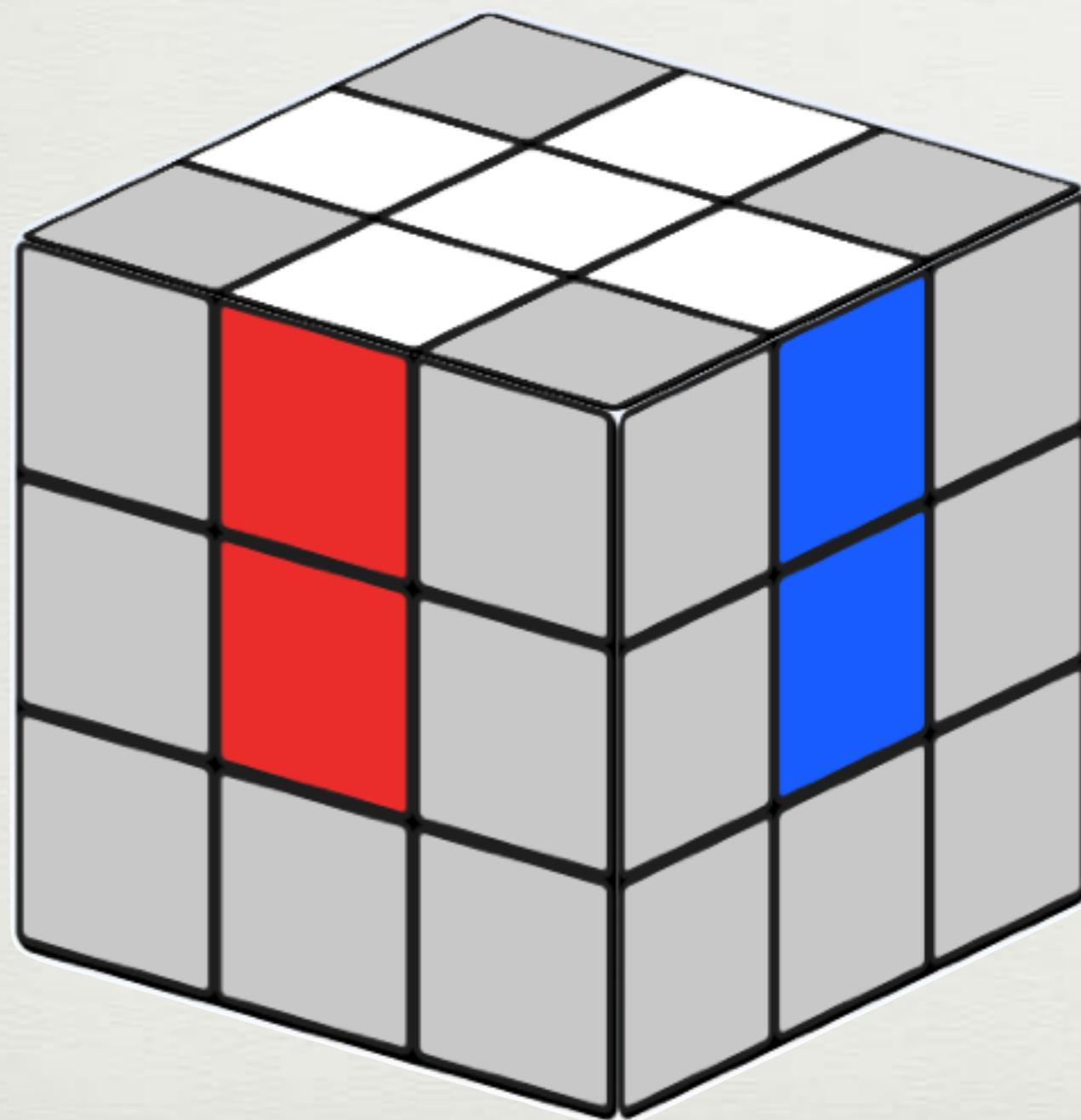


# Step 3 - Solve the First Layer

- Complete the first layer (white)
  - Solve the 4 corner pieces



# Step 3 - Solve the First Layer

- Figure out which corner piece needs to go into a particular corner position
- Use U to move the correct piece to be directly above the correct position
- If the white face of the correct piece faces the side, use the Swing Down algorithm to swing it to the correct position below

