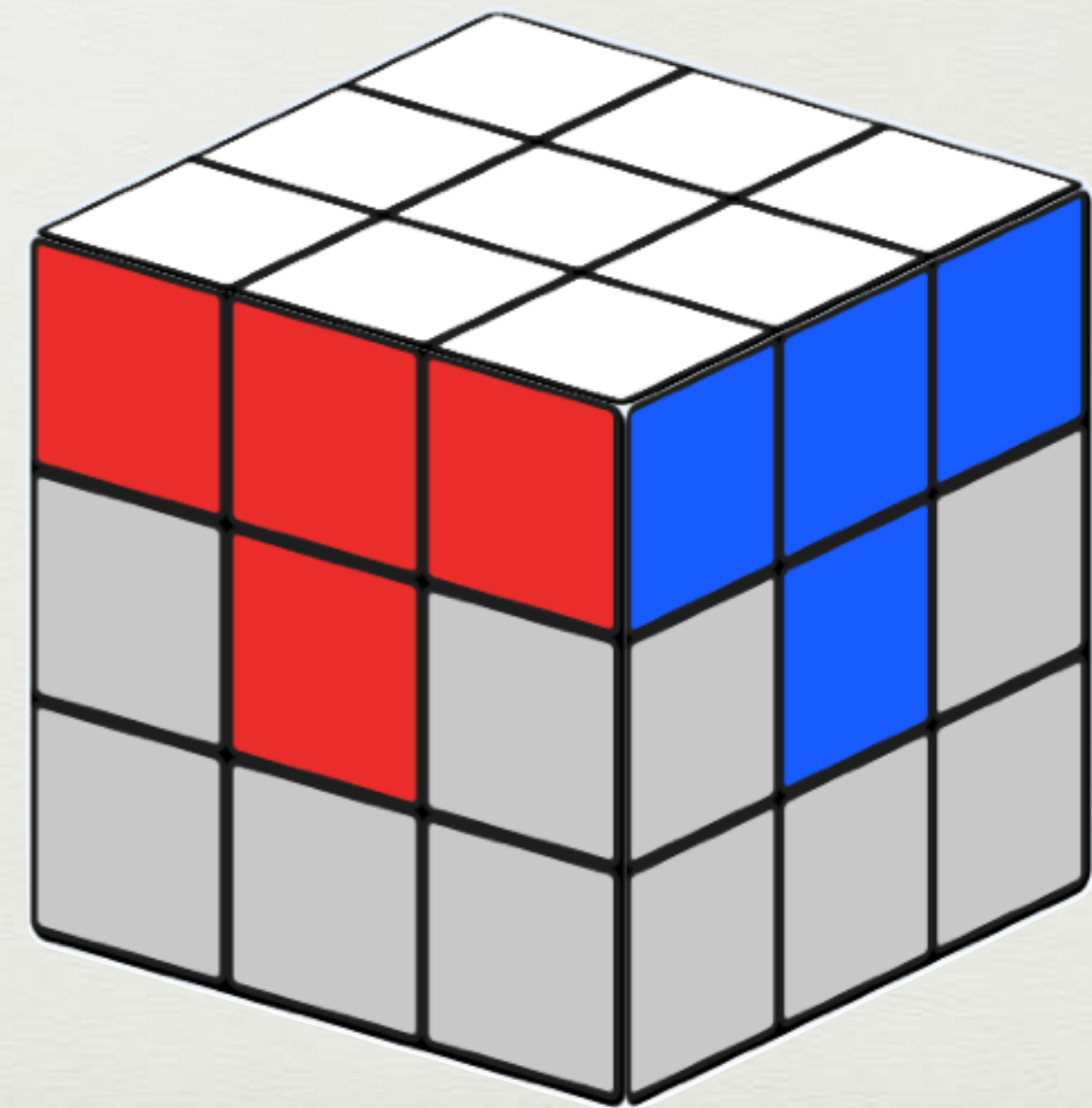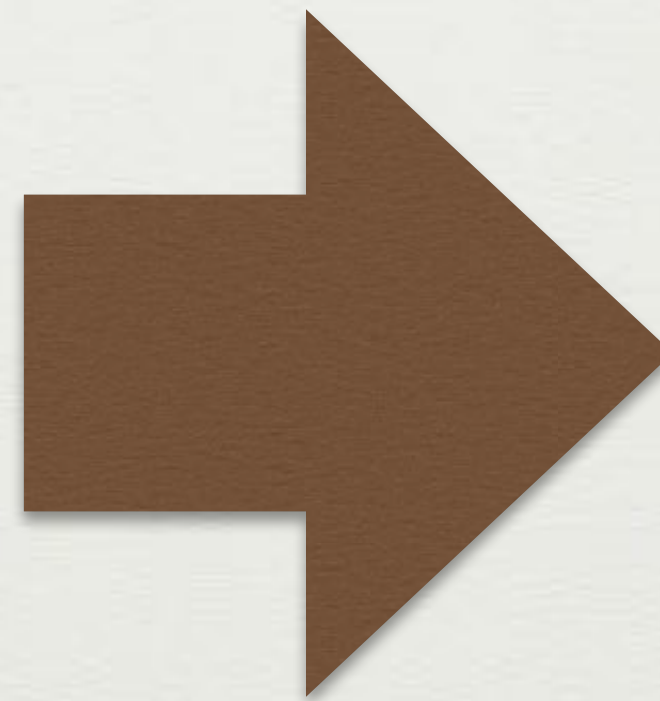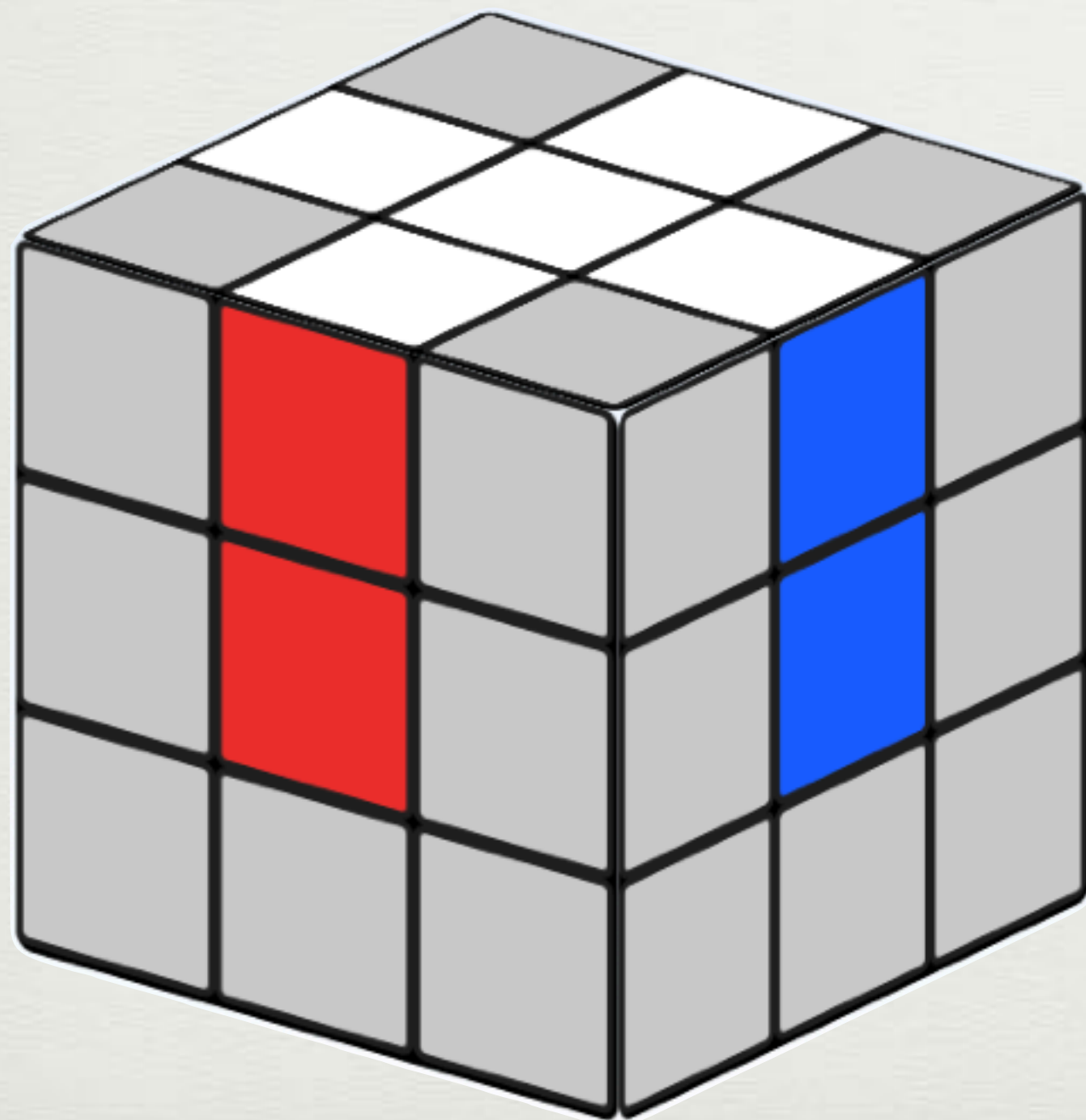# Step 3 - Solve the First Layer

- Complete the first layer (white)

  - Solve the 4 corner pieces

Step 3 - Solve the First Layer

- Figure out which corner <u>piece</u> needs to go into a particular corner <u>position</u>

- Use **U** to move the <u>correct piece</u> to be directly above the <u>correct position</u>

- If the white face of the <u>correct piece</u> faces the side, use the Swing Down algorithm to swing it to the <u>correct position</u> below

Front