

4-Look Last Layer Speedcubing Guide 2016 v1.0 by pr0ject1le

^ = more than one case number

2-Look OLL Orientation of Edges
Edge orientation (EOLL)

f (R U R' U') f'

44

F (R U R' U') F'

45

F (R U R' U') F' f (R U R' U') f'

31

2-Look OLL Orientation of Corners
Corner orientation (OCLL)

(R U R' U) R U2 R'

R U2 R' (U' R U' R')

27

R U2 (R2 U') (R2 U') R2 U2 R

F (R U R' U')*3 F'

22

(r U R' U') r' F R F'

F' (r U R' U') r' F R

24

(R2 D R') U2 (R D' R') U2 R'

Solved

23

R

R'

R2

L

L'

L2

F

F'

F2

B

B'

B2

U

U'

U2

D

D'

D2

M

M'

M2

r/Rw

r'/Rw'

r2/Rw2

l/Lw

l'/Lw'

l2/Lw2

f/Fw

f'/Fw'

f2/Fw2

u/Uw

u'/Uw'

u2/Uw2

d/Dw

d'/Dw'

d2/Dw2

b/Bw

b'/Bw'

b2/Bw2

E

E'

E2

S

S'

S2

x

x'

y

y'

z

z'

2-Look PLL Corner Permutation

Aa

x (R' U R') D2 (R U' R') D2 R2

x' (R U' R) D2 (R' U R) D2 R2

Ab

Solved

x' R U' R' D R U R' D' R U R' D R U' R' D' x

E

2-Look PLL Edge Permutation

Ub

R2 U (R U R' U')(R' U')(R' U R')

(R U')(R U)(R U)(R U') R' U' R2

Ua

H

M2 U M2 U2 M2 U M2

M2 U M2 U M' U2 M2 U2 M' U2

Z