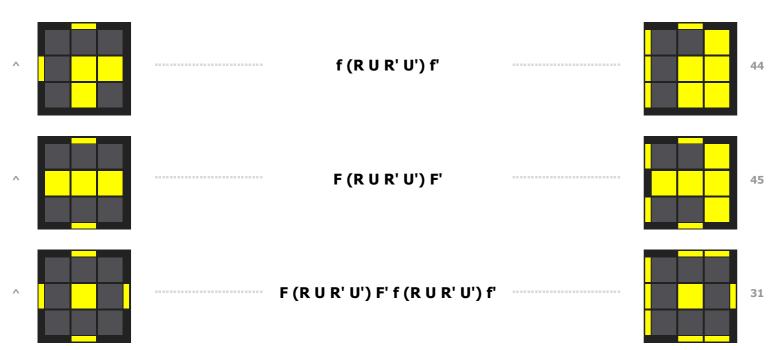
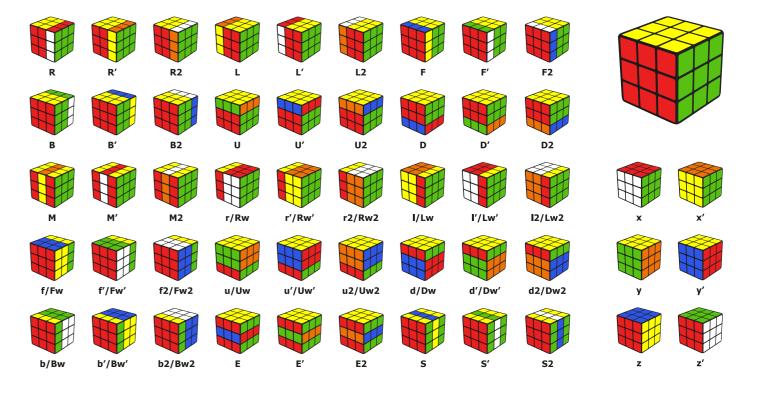
4-Look Last Layer Speedcubing Guide 2016 v1.0 by pr0ject1le

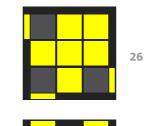
2-Look OLL Orientation of Edges Edge orientation (EOLL)

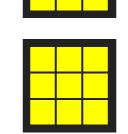




2-Look PLL Corner Permutation



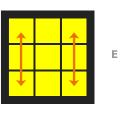


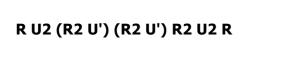


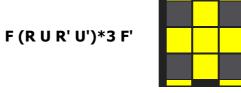
x (R' U R') D2 (R U' R') D2 R2 x'



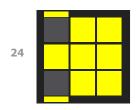
x' R U' R' D R U R' D' R U R' D R U' R' D' x



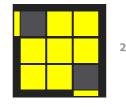




2-Look PLL Edge Permutation



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



25 Ub

21

Aa



 $R2\;U\;(R\;U\;R'\;U')(R'\;U')(R'\;U\;R')$



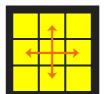


23

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



0 н



M2 U M2 U2 M2 U M2

Solved

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

