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

|								
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	x	x'
f/Fw	f'/Fw'	f2/Fw2	u/Uw	u'/Uw'	u2/Uw2	d/Dw	d'/Dw'	d2/Dw2	y	y'
b/Bw	b'/Bw'	b2/Bw2	E	E'	E2	S	S'	S2	z	z'

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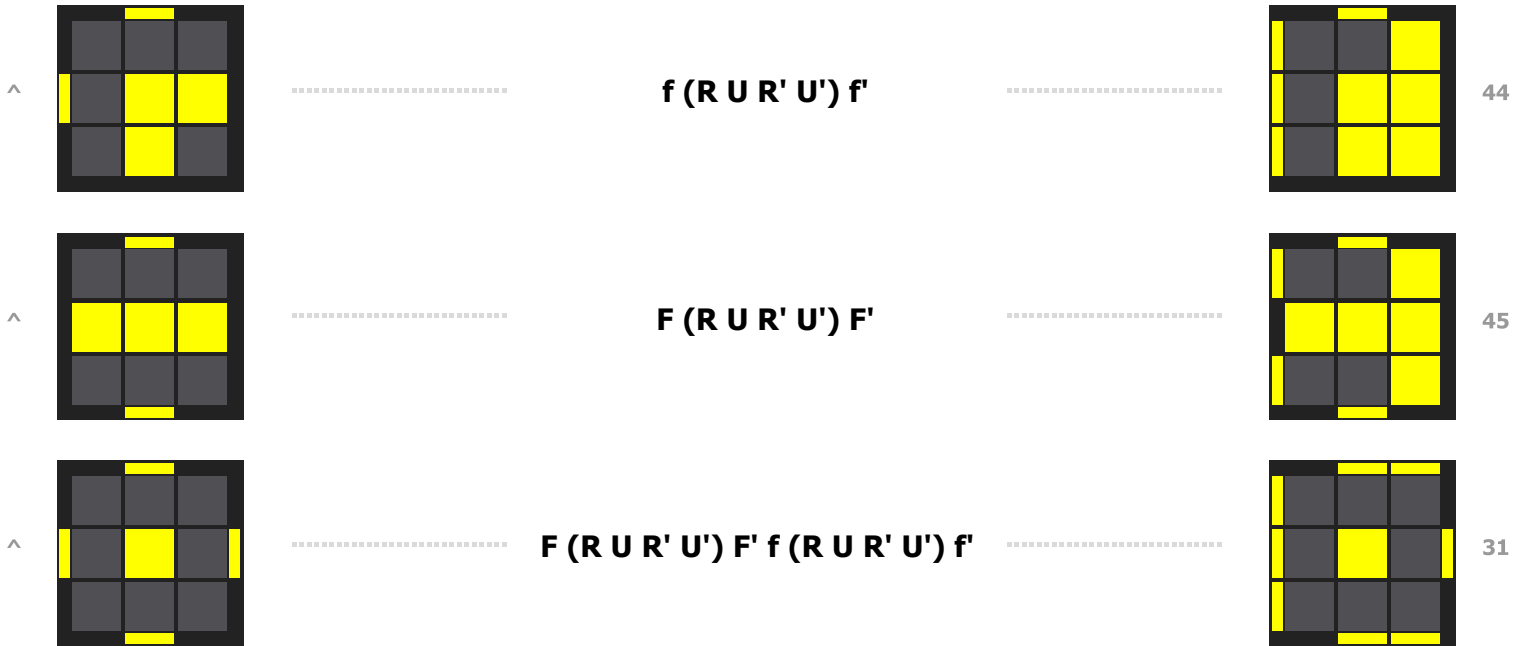
2-Look OLL — Orientation of Corners
Corner orientation (OCLL)

27	(R U R' U) R U2 R'	R U2 R' (U' R U' R')	26
22	R U2 (R2 U') (R2 U') R2 U2 R	F (R U R' U')*3 F'	21
24	(r U R' U') r' F R F'	F' (r U R' U') r' F R	25
23	(R2 D R') U2 (R D' R') U2 R'	Solved	
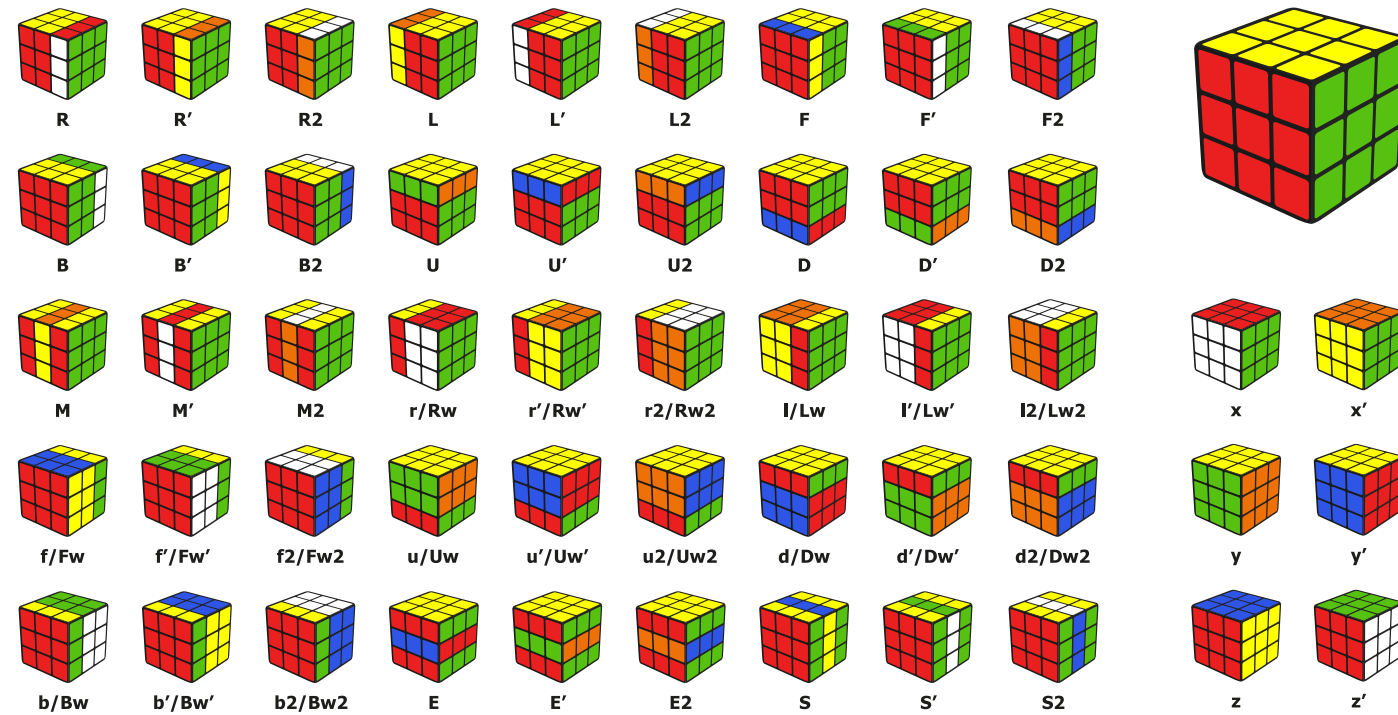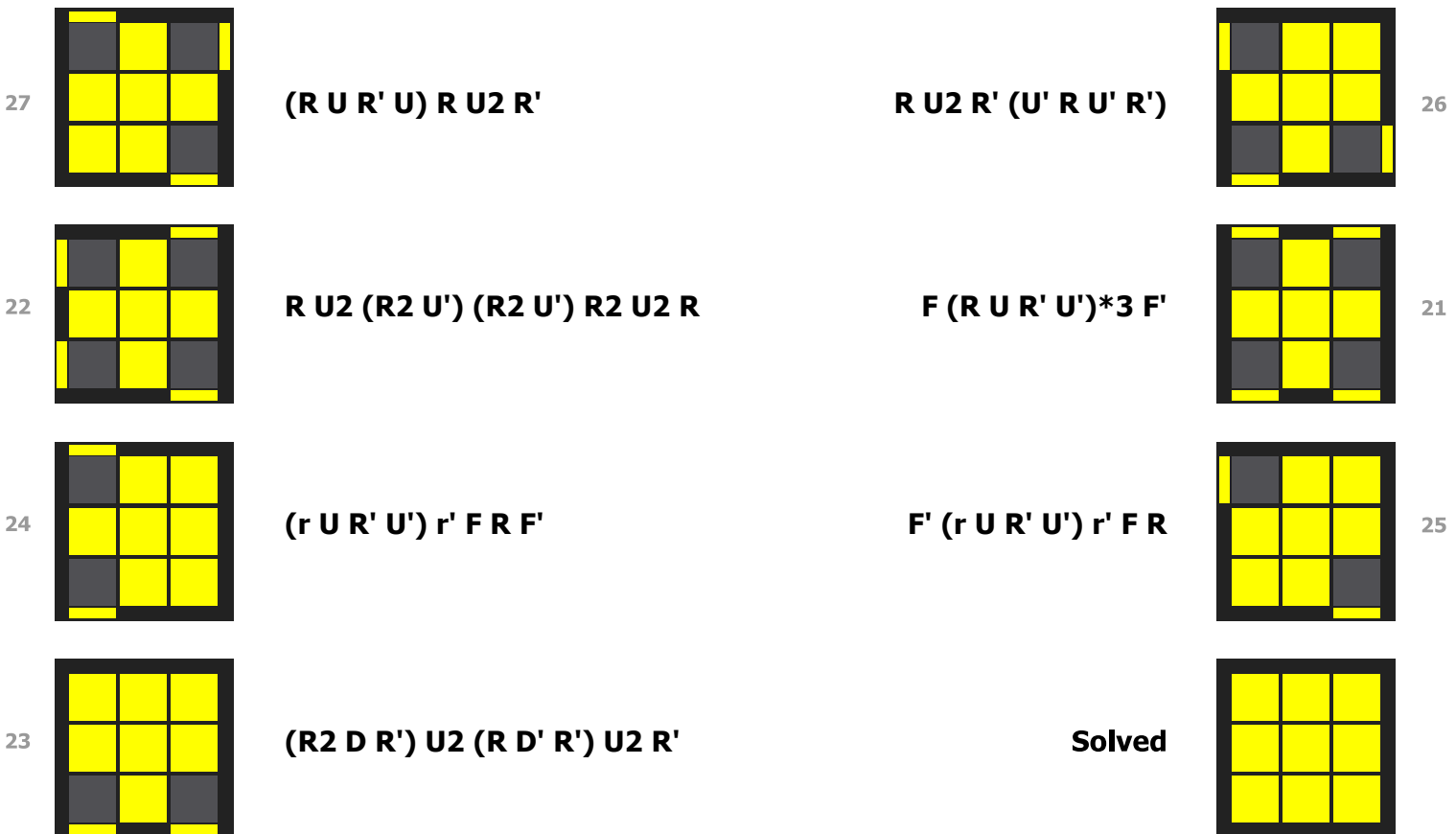
2-Look PLL — Corner Permutation

Aa	x (R' U R') D2 (R U' R') D2 R2	x' (R U' R) D2 (R' U R) D2 R2	Ab
0	Solved	x' R U' R' D R U R' D' R U R' D R U' R' D' x	E
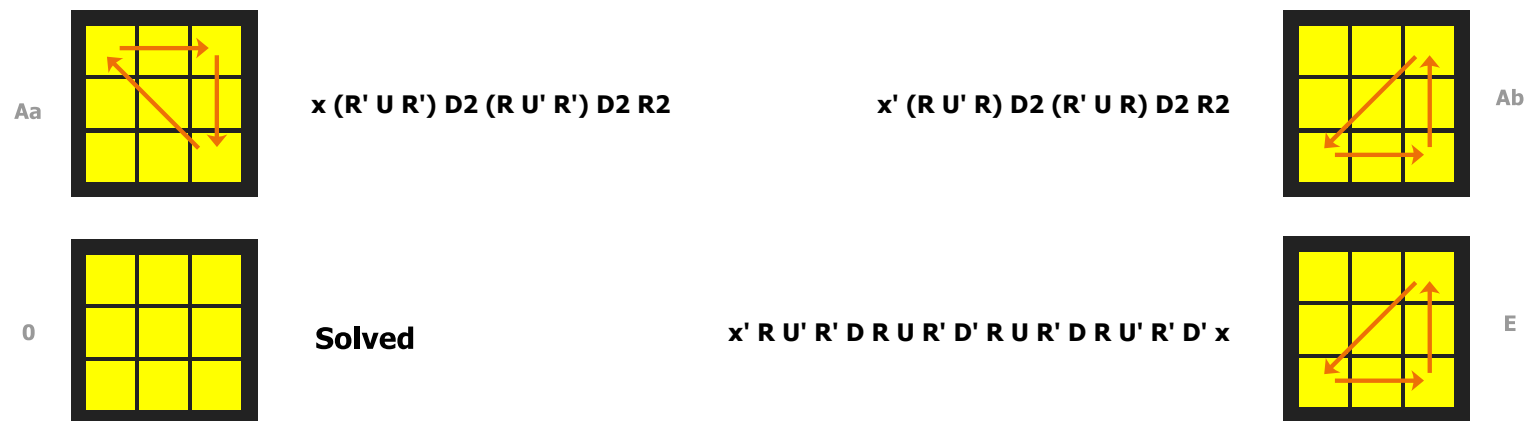
2-Look PLL — Edge Permutation

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