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

2-Look OLL Orientation of Edges Edge orientation (EOLL) f (R U R' U') f' 44 r'/Rw' I2/Lw2 F (R U R' U') F' 45 b'/Bw' b2/Bw2 F (R U R' U') F' f (R U R' U') f' **2-Look PLL** Corner Permutation 31 2-Look OLL Orientation of Corners Corner orientation (OCLL) x (R' U R') D2 (R U' R') D2 R2 x' (R U' R) D2 (R' U R) D2 R2 Aa (R U R' U) R U2 R' R U2 R' (U' R U' R') 27 26 x' R U' R' D R U R' D' R U R' D R U' R' D' x **Solved** R U2 (R2 U') (R2 U') R2 U2 R F (R U R' U')*3 F' 21 **2-Look PLL** Edge Permutation F' (r U R' U') r' F R (r U R' U') r' F R F' 25 Ub R2 U (R U R' U')(R' U')(R' U R') (R U')(R U)(R U)(R U') R' U' R2 (R2 D R') U2 (R D' R') U2 R' Solved Н **M2 U M2 U2 M2 U M2** M2 U M2 U M' U2 M2 U2 M' U2