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
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 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 0

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

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