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

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

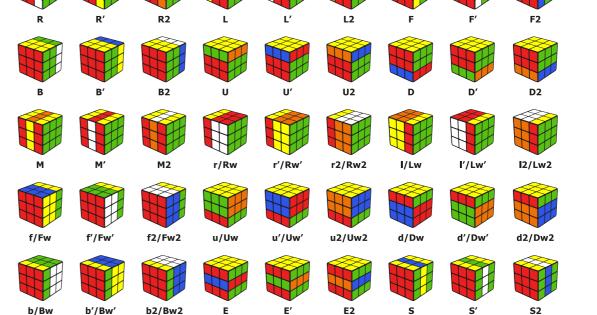






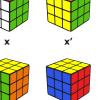


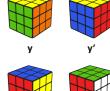
45



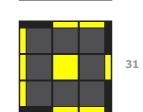








F (R U R' U') F'



2-Look PLL Corner Permutation



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



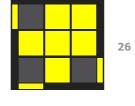
x (R' U R') D2 (R U' R') D2 R2



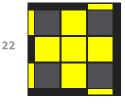


27

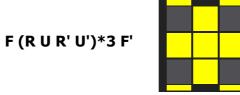
(R U R' U) R U2 R' R U2 R' (U' R U' R')





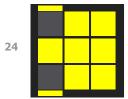


R U2 (R2 U') (R2 U') R2 U2 R



21

2-Look PLL Edge Permutation



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

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



Ub



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

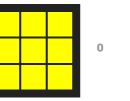
(R U')(R U)(R U)(R U') R' U' R2

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



(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

