## This algorithm set is **BIG**

Intuitive F2L is recommended to be learned before these.

**Tutorial:** https://www.youtube.com/watch?v=Ar Zit1VLG0



Learn F2L in 6 minutes (Full Intuitive F2L Tutorial)

298,366 views









# Section 1: Basic F2L

41 basic cases. Most are solved intuitively.

How to read the moves: https://ruwix.com/the-rubiks-cube/notation/

## **Section 1A**

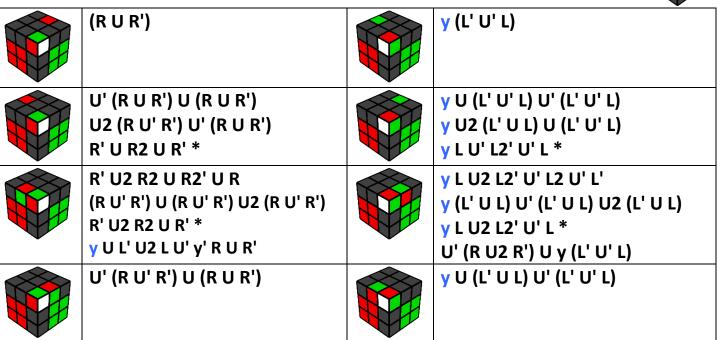
Both pieces on top.

### White Sticker Faces Up

U2 (R U R') U (R U' R')	y U2 (L' U' L) U' (L' U L)
U (R U2 R') U (R U' R')	y U' (L' U2 L) U' (L' U L)
U (R U' R') U' (R U' R' U R U' R')	y U' (L' U L) U (L' U L U' L' U L) F (U R U' R') F' (R U' R') U' R U (R2' F R F') (R U' R')
(R U2 R') U' (R U R')	y (L' U2 L) U (L' U' L)

### White Sticker Faces Side/Front

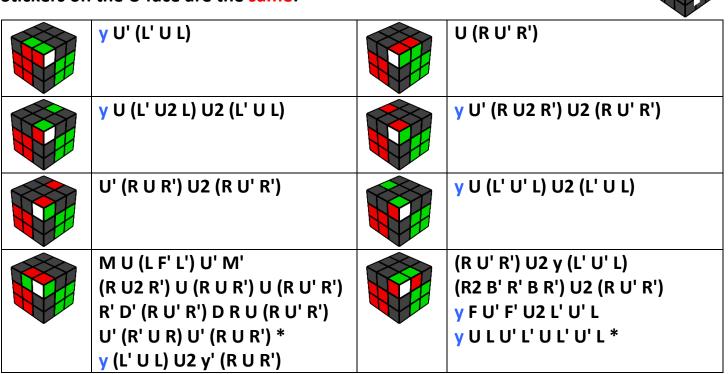
#### Stickers on the U face are different:



<sup>\*</sup> This algorithm affects another F2L slot, so it can only sometimes be used.

### White Sticker Faces Side/Front

#### Stickers on the U face are the same:



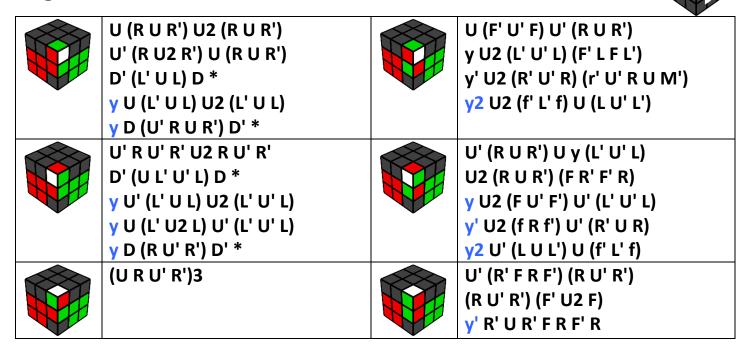
<sup>\*</sup> This algorithm affects another F2L slot, so it can only sometimes be used.



## **Section 1B**

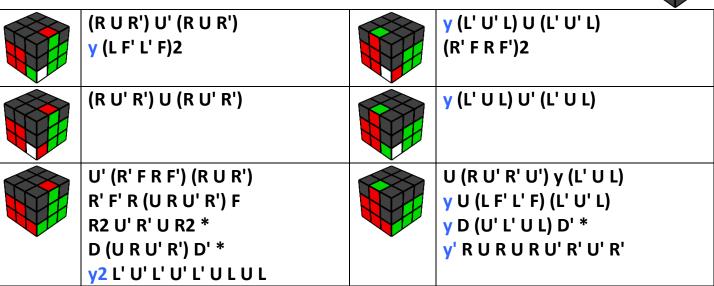
### 1 piece in the correct slot.

### Edge in the slot



<sup>\*</sup> This algorithm affects another F2L slot, so it can only sometimes be used.

### **Corner in the slot**



<sup>\*</sup> This algorithm affects another F2L slot, so it can only sometimes be used.



## **Section 1C**

Both pieces in the correct slot.

(R U' R') U (R U2 R') U (R U' R')	(R U' R') (r U' r') U2 (r U r') (R U' R') U2 y (L' U' L) U' (L' U L) (R U R') y' (R U' R') U (R' U' R) *
(R U' R') U' (R U R') U2 (R U' R')	(r U' r') U2 (r U r') (R U R') R U' R2' U' R y (L' U' L) *
(R' F R F') R' U2 R2 U R2' U R D (R U R') (F R' F' R) D' *	

<sup>\*</sup> This algorithm affects another F2L slot, so it can only sometimes be used.

# Section 2: Advanced F2L

36 advanced cases 1 piece is in the wrong slot.

## **Section 2A**

Edge is in the wrong slot.

### White Sticker Faces Up

U' R' U R2 U' R'		U (R' U R U' R' U' R) y (L' U L)
y U' (R U' R') U2 (L' U L)		U2 (R' U R U' R' U R) y (L' U L)
		y R' F R2 U' R' U2 F'
		y2 U2 (L F' L' F) (L U L')
U (L' U L) U2 (R U' R')		L F' L2 U L U2 F
y U L U' L2 U L		y' U2 (R' F R F') (R' U' R)
		y U' L U' L' U L U L' y' R U' R'
		y U2 L U' L' U L U' L' y' R U' R'
U2 L2 u L2 u' L2		LF'UFL'
(U R U' R')2 (L U2 L')		y R' F U' F' R
y U2 R2 u' R2 u R2		
y (U' L' U L)2 (R' U2 R)		
	y U' (R U' R') U2 (L' U L)  U (L' U L) U2 (R U' R') y U L U' L2 U L  U2 L2 u L2 u' L2 (U R U' R')2 (L U2 L') y U2 R2 u' R2 u R2	y U' (R U' R') U2 (L' U L)  U (L' U L) U2 (R U' R') y U L U' L2 U L  U2 L2 u L2 u' L2 (U R U' R')2 (L U2 L') y U2 R2 u' R2 u R2

### White Sticker Faces Side/Front



R' U' R2 U R' y R' F2 R F2	(R' U R) U' y (L' U L) y L u L u' L' y R U R' U' y L U L' y2 L' U L I U L' U' M'
U' (L' U' L) (R U' R') y' U2 R' U' R2 U R2' U' R	(F U2 F') (R U R') U2 (L' U L) y (L' U2 L) y (L U2 L') y (L U L') y2 U2 (R' U R) y' (L' U2 L)
U (R U R') (L U L') U' (R U2 R') U' (L U L') y U (L' U L) (R' U R)	U2 (R' F R F') (L U L') y U2 L' B U B' L

### White Sticker Faces Side/Front



U2 R U R2' U' R2 U R' y U (R U R') (L' U L)	R' U2 R F' U' F y F' U2 F L' U' L y' U2 L' U L y R U2 R'
L F2 L' F2 y L U L2' U' L	R' u' R' u R (L' U' L) U y (L' U' L) y (L U' L') U y' (R U' R') y' (R U' R') (r' U' R U M')
U' R U' R' L U' L' y U' (L' U' L) (R' U' R) y U (L' U2 L) U (R' U' R)	U2 R B' U' B R' y U2 (L F' L' F) (R' U' R)

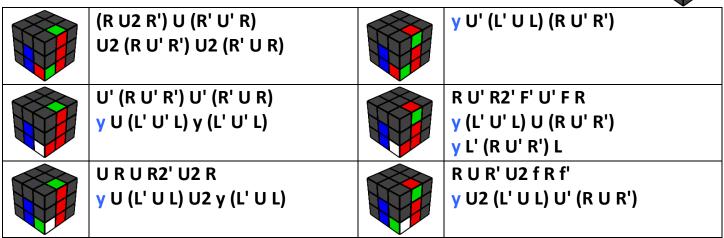
## **Section 2B**

Corner is in the wrong slot.

### **Corner In The Right Slot**

	•
U (R U' R') (L' U L)	y (L' U2 L) U' (L U L') y U2 (L' U L) U2 (L U' L')
U2 (R U' R') U (L' U' L) y (L' U' L) U2 (f' L' f)	U' (R U' R') U2 y' (R U' R') y U' L' U' L2 U2 L'
(R U R') U' (L' U L) R (L' U L) R' y L' U L2 F U F' L'	U (R U R') y' (R U R') y U (L' U L) U (L U L')

### **Corner In The Left Slot**



### **Corner In The Back Slot**

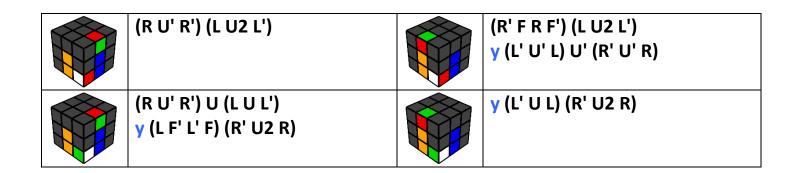


U' (R' F R F') U2 (L U L')
y U' (L' U L) y' (L U2 L')



U (R U' R') y (R' U2 R) y U (L F' L' F) U2 (R' U' R)





# Section 3: Advanced F2L

Other easy cases to recognize and solve.

#### **Corner Is Solved**



R2 U' R2' U R2	y R' u' R u R
y L2' U L2 U' L2'	L u L' u' L'

### **Pair In The Wrong Slot**



R' F R2 U' R2' F' R	y (R' F R F') (L' U L	)
(L F' L' F) (R U' R')	y L F' L2' U L2 F L'	
R (L U2 L') R' y L' (R' U2 R) L		