Print at 100% / Actual size, SINGLE-sided. Crease along the grey line, fold so both printed faces are outward, glue, then cut. This bar must measure exactly 80 mm:

FIRST SOLVE

A · 1/3 · B

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NOTATION

R U F L D B = turn that face clockwise, looking at it from outside the cube.
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y = spin the whole cube left, white staying down. A whole-cube turn solves nothing.

WORDS

algorithm = a fixed sequence of turns · trigger = a short algorithm your hands run as one unit

1 WHITE CROSS

White center DOWN. Bring the four white edges to it. Each edge's side color must match the center it touches. No algorithm — work it out.
Can't see it? Build the four white edges on the YELLOW face first, each above its matching center, then turn each one down 180 degrees.

2 WHITE CORNERS

Find a white corner on top, turn U until it sits above the empty slot it belongs in, then match a picture below and repeat until it drops in.

white sticker RIGHT
RUR'U'

white sticker FRONT
L'U'LU

white sticker UP run the first one once to knock it out, then look again
RUR'U'

3 MIDDLE EDGES

Top edge with NO yellow: turn U until its front color matches the center under it. The arrow shows which slot it goes to.

goes RIGHT
U RUR'U' y L'U'LU

goes LEFT
U' L'U'LU y' RUR'U'

Edge stuck in the wrong slot? Run either one to kick it out, then place it.

■ **RUR'U'** sexy move ■ **RUR'U** Sune ■ **R'FRF'** sledgehammer gap = change grip

4 YELLOW CROSS · yellow edges only — ignore the corners

Dot no yellow edge at all
FRUR'U'F'

Hook two at a right angle: hold them BACK and LEFT
FRUR'U'F'

Line hold the bar left-to-right
FRUR'U'F'

One algorithm, up to three times: dot to hook to line to cross.

5 MATCH THE YELLOW EDGES

First turn U so at least two top edges match the center under them. The first seven moves are Sune, used on every card after this one; here Sune gets one U on the end.

two matched, side by side hold them BACK and RIGHT
RUR'U RU2R' U

two matched, opposite run it once from any hold, then look again
RUR'U RU2R' U

Between corners turn ONLY the top face, to bring the next unsolved corner to front-right. Never turn the whole cube. The cube will look destroyed while you do this. Keep going — the last top turn brings it back.

6 PUT THE YELLOW CORNERS HOME

one corner home hold it FRONT-LEFT
RU'L'U RU'L

no corner home run it once from any hold, then look again
RU'L'U RU'L

This cycles the other three corners into place. It also twists the yellow face you just built — expected, the next step rebuilds it.

7 TWIST THE YELLOW CORNERS

yellow faces RIGHT
R'D'RD x2

yellow faces FRONT
D'R'DR x2

Between corners turn ONLY the top face, to bring the next unsolved corner to front-right. Never turn the whole cube. The cube will look destroyed while you do this. Keep going — the last top turn brings it back.

LAST-LAYER ORDER ON THIS CARD: yellow cross, match edges, place corners, twist corners. Card 2 replaces this order permanently — it is the only thing on this card that gets retired.
UNLOCK CARD 2 — five scrambles in a row with this card face down. □ MASTER: those five under 3:00. My target: _____ . NEXT: 2/3 TWO-LOOK

20 mm

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