

FIRST SOLVE

New here? Do the walkthrough once at cubeopath's nice vercel.app/learn. This card is the memory jog.

NOTATION

R = turn that face clockwise, looking at it from outside the cube.
 Y = counter-clockwise, Z = half turn. Lowercase r = that face the layer behind it, turning together.
 y = spin the whole cube left, while 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 spot you sit. It belongs in, then match a picture below and repeat until it drops in.

 **white sticker RIGHT
RU'R'**

 **white sticker FRONT
L'U'L**

 **white sticker UP** run the first one once to knock it out, then look again
RU'R'

3 MIDDLE EDGES

Top edge with no yellow: Turn U until its frontal color matches the center under it. The arrow shows which slot it goes to.

goes RIGHT
y L'U'L

 **goes LEFT**
U' L'U'L y' RU'R'

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

■ RU'R' seay move
■ RU'R' Sune
■ R'FR' sheglammer
gap = change grip