

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.

TWO-LOOK

OLL CROSS - yellow edges

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

Hook hook pointing front-right
FRUR'U'F'

OLL CORNERS - yellow face

Sune ≤ 1 yellow, rest clockwise
RU'U' RU2R'

Anti-Sune ≤ 1 yellow, rest counter-clockwise
RU2R' URUR'

Pi ≤ 1 yellow; headlights left
fRUR'U'f' FRUR'U'F'

TWO-LOOK

OLL CORNERS - continued

Headlights ≤ 2 yellow; headlights at the back
R2UR'U2 RD'R'UR'U2'

2x Headlights ≤ 2 yellow; headlights both sides
RU'U' RU'U' RU2R'U2'

Chameleon ≤ 2 yellow; next to each other
RU'U'U' FRF'

Bowie ≤ 2 yellow diagonal
FRUR'U'U' FR

FALLBACK

The badge on each row is your fallback: that many Sunes, with a U turn between, also finishes the case. Machine-checked, there's the worst.

Not up all yellow and nothing matches? Run Sune and read again.

■ **RUUR'** sexy move
 ■ **RU'U'Sune**
 ■ **FRFP'** sleightfinger
 gap = change grip

TWO-LOOK

OLL CROSS yellow edges



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



Hook hook pointing front-right
FRUR'U'F'

OLL CORNERS yellow face



Sune ≤ 1 yellow, rest clockwise
R'U'U' RU2R'



Anti-Sune ≤ 1 yellow, rest counter-clockwise
RU2R' URUR'



Pi ≤ 1 yellow; headlights left
FRUR'U'F' FRUR'U'F'

No yellow edge at all? Run the first one, then read again.

■ RURU' easy move ■ RURU'Sune ■ FRUF' slicehammer gap = change grip

OLL CORNERS - continued



Headlights ≤ 2 yellow; headlights at the back
R2UR'U2 RD'R'U2R'



2x Headlights ≤ 2 yellow; headlights both sides
RURU'U' RU'U' URU2R'



Chameleon ≤ 2 yellow' next to each other
RUR'U'F' FRF'



Bowie ≤ 2 yellow diagonal
FRUR'U'F' FR

FALLBACK

The badge on each row is your fallback: that many Surfs, with a U turn between, also finishes the case. Machine-checked, there's the worst.

Top not all yellow and nothing matches? Run Sune and read again.

Two-look

OLL CROSS - yellow edges

Line bar for right-to-left
FRUR'U'f'

Hook hook pointing front-right
fRUR'U'f'

OLL CORNERS - yellow face

Sune or R'U'U'U' 2R'U'

Anti-Sune or 1 yellow, rest counter-clockwise
RU2R' U'RUR'

Pi or 2 yellow, headlights left
fRUR'U'f' fRUR'U'f'

OLL CORNERS - continued

Headlights or 2 yellow, headlights at the back
R2DR'U'2 R'DR'U'2R'

2x Headlights or 0 yellow, headlights both sides
RUR'U' RUR' URUR'2R'

Chameleon or 2 yellow next to each other
RUR'U'r' FRF'

Bowie or 2 yellow diagonal
F'rUR'U'r' FR

Fullback

The badge on each row is your fullback: that many Sunes, with a U turn between, also finishes the case. Machine-checked, there is the worst.

Not all yellow and nothing matches? Run Sune and read again.

No yellow edge at the Run the first one, then read again.

■ **RUR'U'** sexy move
 ■ **RUR'U'** green
 ■ **R'FRF'** diagonal
 gap = change grip

OLL CROSS - yellow edges

Line bar top-left to right
FRUR'U'F'

Hook hook pointing front-right
F'URU'U'f'

OLL CORNERS - yellow face

Sune or U' yellow, rest clockwise
RUR'U' RU2R'

Anti-Sune or U' yellow, rest counter-clockwise
RU2R' U'RUR'

Pi or U' yellow, headlights left
F'URU'U'f' FRUR'U'F'

OLL CORNERS - continued

Headlights or U' 2 yellow, headlights at the back
2RDR'U2' RD'R'U2'

2x Headlights or U' 2 yellow, headlights both sides
RU'R'U' RU' URU2R'

Chameleon or U' 2 yellow next to each other
RUR'U'r' FRF'

Bowie or U' 2 yellow diagonal
F'rUR'U'r' FR

FOURBACK

The badge on each row is your fallback: that many Sunes, with a U turn added, also finishes the case. Machine-checked, there is the worst.

U' all yellow and nothing matches? Run-Sune and read again.

■ **RUR'U'** sexy move
 ■ **RUR'U'** Sun
 ■ **FRF'F'** four-back
 gap = change grip