

ADJACENT CORNER SWAP · exactly one face shows headlights



• T L headlights; pairs B-left F-left
RUR'U' R'F R2U'R'U' RUR'F'



Ja L solid; pairs B-right F-left R-front
x R2FRF' RU2 r'Ur U2



Jb L solid; pairs B-left F-right R-back
RUR'F' RUR'U' R'F R2U'R'



Aa L headlights; pairs F-right R-front
x L2D2 L'U'L D2 L'UL'



Ab L headlights; pairs B-right R-back
x' L2D2 LUL' D2 LU'L



FL solid
R'U'F' RUR'U' R'F R2U'R'U' RUR'UR

One face shows headlights: two corners of that face match. Hold as drawn, run, then turn the top to finish.

ADJACENT CORNER SWAP · continued



Ra L headlights; pairs F-left
RU'R'U' RUR DR'U'RD' R'U2R'



Rb L headlights; pairs B-left
R2F RURU'R' F'R U2R'U2R



Ga L headlights; pairs F-right
R2UR'UR'U' RU'R2 U'D R'URD'



Gb L headlights; pairs R-back
R'U'R UD' R2UR'URU' RU'R2D



Gc L headlights; pairs B-right
R2U'RU'RU R'UR2 UD' RU'R'D



Gd L headlights; pairs R-front
RUR' U'D R2U'RU'R' UR'UR2D'

Learn in the printed order, three a week, about six weeks. Ja and Jb on the same day — one is the mirror of the other.

EDGES ONLY · corners already home



- **Ua** B solid; F L R headlights; 3 edges counter-clockwise

M2U MU2 M'UM2



- **Ub** B solid; F L R headlights; 3 edges clockwise

R2U RUR'U' R'U' R'UR'



- **H** all 4 headlights; opposite edges swap

M2U'M2 U2 M2U'M2



- **Z** all 4 headlights; adjacent edges swap

M'U' M2U'M2U' M'U2 M2U

HOW TO LOOK

1. Count the headlight faces. One = front of this card. Four = this column. None = the column on the right.
2. Only then read the edges to pick the exact case.
3. Line the case up as drawn, run it, turn the top again to finish — that last free turn is the AUF.

• = already yours from Card 2.

WORDS

PLL = slide the top pieces home · headlights = two matching corners on one face · AUF = the free top turn that lines a case up · adjacent corner swap = the swapping corners share an edge · diagonal corner swap = the swapping corners sit opposite

DIAGONAL CORNER SWAP · no headlights anywhere



- **Y** pairs F-left R-back

FRU'R'U' RUR'F' RUR'U' R'FRF'



- **V** pairs F-left L-front

R'UR'U' y R'F' R2U'R'U R'FRF'



- **Na** pairs B-left F-right L-front R-back

RUR'U' RUR'F' RUR'U' R'F' R2U'R' U2RU'R'



- **Nb** pairs B-right F-left L-back R-front

R' URU'R' F'U'F RUR' FR'F' RU'R



- **E** nothing matches

x' L'ULD' L'U'LD L'U'LD' L'ULD

STUCK?

Case you have not learned? Two-look it from Card 2 — T-Perm then Ub still solves it. Nothing here can strand you. Beaten five times by one case? Park it, two-look it, come back next week.

Card 2 gives you 19/72 last layers in one look. This card gives 71/72.

Next: the other 57 top-face cases, and the first two layers solved as pairs — drilled with a cube in the app: cubepath-six.vercel.app/practice

DONE — all twenty-one named correctly, twenty-one in a row, no card in hand, on two separate days. □ MASTER: PLL under 3 s, solves under 0:30. My target: _____