

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.

[illegible]

BIBES – BIG CUBES AND THE MAP

BIG CUBES

4x4 and 5x5

Reduce: build the 6 centers → pair the 12 edges → solve it as 3x3. Row = 2 layers wide. 3Row = 2nd LAYER ONLY – never widen it.

last 2 edges

4x4 PLL parity

4x4 OLL parity – 1 edge pair flipped – half the time

5x5 edge parity

5x5 edge parity – 1 edge pair flipped – half the time – one move differs, 5x5 has no PLL parity

Fix parity during the last layer before OLL and PLL

NOTATION



Each letter tells a face clockwise, seen from outside the cube – so you turn your seat left, D and B look counter-clockwise – counter-clockwise = 2 half turn.

M = middle slice, turning the way L turns. x y z = the whole cube, turning the way R, U and F. Lowercase i = 1/2 that face plus the layer behind it, turning together.

slice out, run it, slice back – both cubes

2 edge pairs swapped – half the time

2 edge pairs swapped – half the time

BEGINNER SHORTCUT – use it until you know Sune

Twist a yellow corner four turns at a time, turning ONLY the top face between corners.

yellow faces RIGHT **R'D'RD x2**

yellow faces FRONT **D'RD'RD x2**

WORDS

algorithm = a fixed sequence of turns - trigger - a short algorithm your hands run as one unit - sexy move = the R U R' U' trigger - the R U R' U' trigger - parity = a case a 3x3 cannot have: edge pair = two edges glued into one, on a 4x4 or 5x5

RU'R'U' sexy move **RURU** Sune **R'FRF'** sledgehammer gap = change grip

[illegible]

ANNEX – BIG CUBES AND THE MAP

BIG CUBES 4x4 and 5x5
Reduce; build 6 centers → pair the 12 edges → solve it as 3x3. Rw = 2 layers wide. 3Rw = 2Rnd LAYER ONLY – never widen it.

Last 2 edges
4x4 PLL parity

R U R' F' R' F' U' slice out, turn it, slice back – both cubes
2R2 U2 2R2 Uw2 2R2 Uw2 2 edge pairs swapped · half the time

4x4 OLL parity – 1 edge pair flipped · half the time

Rw U2 x Rw U2 U2 Rw' U2 U2 Rw' U2 U2 Rw' U2 Rw' U2 Rw'
5x5 edge parity – 1 edge pair flipped · half the time · one U2 differs, 5x5 has no PLL parity

Rw U2 x Rw U2 U2 Rw' U2 U2 Rw' U2 U2 Rw' U2 Rw' U2 Rw'

Flurry during the last layer before OLL and PLL – both parity algorithms move corners

NOTATION

Each letter turns a face clockwise,
seen from outside the cube – so then your set L and B look counter-clockwise → counter-clockwise, = a half turn.
M – middle slice, turning the way L turns.
turns x y z = the whole cube, turning the way R & U turn. Lowercase f f = that face plus the layer behind it, turning together.

BEGINNER SHORTCUT – use it until you know Sune
Twist a yellow corner four turns at a time, turning ONLY the top face between corners.

yellow faces RIGHT D'R'DR x2
yellow faces FRONT D'R'DR x2

WORDS

sledgehammer = a fixed sequence of turns · trigger = a short algorithm your hands run as one unit · sexy move = one, the R U R' U' trigger · the R' F R' U' trigger · parity = a case a 3x3 cannot have · edge pair = two edges glued into one, on a 4x4 or 5x5

RURU sexy move **RURU** Sune **R'RFf** sledgehammer gap = change grip

1/FIRST SOLVE
 2/LADDER
 3/3VOT-LOOK-10+ - algorithms - unlock five spaces and lose
 4/3VOT-LOOK-10+ - unlock three half layers in exactly two
 5/3VOT-LOOK-10+ - 515 - don't all 21 moved cubes on separate
 After half full TLL 222. solving plain look-ahead - in the pop.
WHY THERE ARE ONLY THREE
 A cube is good at a given set of cases you don't want by which it
 is in a never full of a million ways and look-ahead is still
 with an odd pop full. Full TLL 55 cases, 22 by which it differ
 where the medium steps
 NO STEP
 Every 4-color cube and cases is expanded from machine-generated data and checked against a cube simulator at build time. If one were
 to take an unlock, no other, it's left within you & it
 10 min

WORDS
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ANNEX – BIG CUBES AND THE MAP

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BIG CUBES #464 and 5x5

Reduce; build the 6 centers → pair the 12 edges → solve it as a 3x3. Rw = 2 layers wide. 3Rw = 3 layers. 2R = 2nd LAYER ONLY → never widen it.

4x4 Stage 2

R	U	R'	F	R' U	L	slice out r' - slice back - both cubes
2R2	U2	2R2	Uw2	2R2	Uw2	2 edge pairs swapped · half the time

4x4 PLL parity

4x4 PLL parity = 1 edge pair flipped · half the time
5x5 edge parity = 1 edge pair flipped · half the time · one move differs; 5x5 has no PLL parity

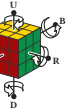
5x5 edge parity

Rw	U2	x	Rw	U2	Rw'	U2	Rw'	U2	Rw'	U2	Rw'	U2	Rw'
Rw	U2	x	Rw	U2	Rw'	U2	3Rw	U2	Lw	U2	Rw'	U2	Rw'

(Note: The last layer is doing the last layer algorithm, so both algorithms move corners.)

NOTATION

Each letter turns that face clockwise,
seen from outside the cube – so from your seat!
D and **B** look counter-clockwise – counter-clockwise = ½ turn.
M = middle slice, turning the way I turn.
x y z = the whole cube, turning the way R, U and F turn. Lowercase i f t = that face plus the layer behind it, turning together.



WORDS

algorithm = a fixed sequence of turns · trigger = a short algorithm you hands run as one unit · sexy move = the R U R' U' trigger – edgescanner = the F R F' trigger. **RUW** = a case 3x5 cannot have edge pair = two edges glued into one, on a 4x4 or 5x5

RUURU' sexy move RUURU sexy move FRFRF' edgescanner game + gripie

[illegible]