

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]

NEW! SOLVE

Here's how. Do the walk-through once at cubepath-six.vercel.app/learn. This card is the memory jog.

NOTATION

R U F L D B = turn that face clockwise, looking at it from outside the cube.
r = counter-clockwise, 2 = half turn. Lowercase **r f t** = that face plus the layer behind it, turning together.
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'ULU



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 R'UR' y L'ULU



goes LEFT
U' R'ULU 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'RF** sledgehammer
gap = change grip

[illegible]

ONE-LOOK PLI

ADJACENT CORNER SWAP - exactly one face shows headlights



• **T, L headlights:** pairs B-left F-right
RUR'U' R'F R2UR'U' RUR'F'



Ja L solid: pairs B-right F-left F-front
x L2D2 FRF' RU2 r2UR' U2



Jb L solid: pairs B-left F-right B-back
RUR'F' RUR'U' R'F R2UR'



Aa L solid: pairs F-front F-back
x L2D2 L'UL' D2 L'UL'



Ab L solid: pairs B-right B-back
x L2D2 LUL' D2 LU'L



F L solid:
R'UF' RUR'U' R'F2UR'U' RUR'UR

ADJACENT CORNER SWAP - continued



Ra L headlights: pairs F-left
RUR'U' RUR DR'UR'D' R'U2R'



Rb L headlights: pairs B-right
R2F RURUR' F'R U2R'U2R



Ga L headlights: pairs F-right
R2UR'UR'U' R'UR2 U'D R'URD'



Gb L headlights: pairs B-back
R'UR' UD' R2UR'URU' R'UR2D



Ge L headlights: pairs B-right
R2UR'RU' R'UR2 UD' R'UR'D



Gd L headlights: pairs R-front
R'UR' UD' R2UR'URU' UR'UR2D'

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

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

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.

[illegible]

 OLL CROSS yellow edges		 OLL CORNERS - continued -			
					
Line has left-to-right fRUR'U'f'		Headlights ≥ 2 yellow; headlights at the back R2DR'U2 RD'R'U2R'			
					
Hook hook pointing front-right fRUR'U'f'		2x Headlights ≥ 0 yellow; headlights both sides RUR'U' RUR' URU2R'			
OLL CORNERS - yellow face					
					
Sune ≥ 1 yellow; rest clockwise RUR'U' RU2R'		Chameleon ≥ 2 yellow; next to each other fUR'U' FRF'			
					
Anti-Sune ≥ 1 yellow; rest counter-clockwise RU2R' U'RUR'		Bowtie ≥ 2 yellow diagonal F'RUR'U' FR			
		FALLBACK			
		The badge on each row is your fallback: that many Sunes, with a U turn before, also finishes the case. Machine-checked; there is the worst. Top not all yellow and nothing matches? Run Sun and read again.			
Pi ≥ 0 yellow; headlights left fRUR'U'f' FRUR'U'f'					
No yellow edge at all? Run the first one, then read again.					
 RUR'U'  sexy move  RUR'U'  Sune  R'FRF'  sledgehammer  gap  = change grip					

[illegible]

ANNOX – BIG CUBES AND THE MAP

BIG CUBES

4x4 and 5x5

Reduce: place the 6 centers → pair the 12 edges → solve it as a 3x3. Rw = 2 layers wide. 3Rw = 3 layers. 2Rd LAYER ONLY – never widen it.

last 2 edges

4x4 PLL parity

4x4 OLL parity

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

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

dice out, turn it, dice back – both cubes

2 edge pairs swapped - half the time

1 edge pair flipped - half the time

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

Twist a yellow corner the last layer, before OLL and PLL – both parity algorithms now correct

BEGINNER SHORTCUT – use it until you know SU

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

yellow faces RIGHT R'D'R'D x2

yellow faces FRONT R'D'R'D x2

Each letter turns that face clockwise, seen from outside the cube – so from your seat L and D look counter-clockwise – counter-clockwise: 2 = half turn.

M = middle slice, turning the way I turn, x y z = the whole cube, turning the way R, U and F turn. Lowercase f = 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 - slicehammer = the R' F' F' trigger, parity = a case a 3x3 cannot have - edge pair = two edges glued into one, on a 4x4 or 5x5

RURU sexy move
 RURUSU
 RFRF slicehammer
 gap = change grip