

Print at 100% / Actual size — do NOT fit to page. Two-sided, flip on the LONG edge. The numeral on both faces is your check: cut ONE card first. This bar must measure exactly 80 mm: 

FIRST SOLVE
New here? Do the walkthrough 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.
= counter-clockwise, 2 = half turn. Lowercase r f = 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.
**RUR'U'**
**L'U'LU**
**RUR'U'** 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.
**U RUR'U' y L'U'LU**
**U' L'U'LU y' RUR'U'**
Edge stuck in the wrong slot? Run either one to kick it out, then place it.



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

 **RUR'U'** sexy move

 **RUR'U** Sune

 **R'FRF'** sledgehammer

gap = change grip

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TWO-LOOK
OLL CROSS - yellow edges
**FRUR'U'F'**
**fRUR'U'f'**
OLL CORNERS - yellow face
**Sune**  **RUR'U RU2R'**
**Anti-Sune**  **RU2R' U'RUR'**
**Pi**  **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

OLL CORNERS - continued
**Headlights**  **R2DR'U2 RD'R'U2R'**
**2x Headlights**  **fRUR'U'f' URU2R'**
**Chameleon**  **rUR'U'r' FRF'**
**Bowtie**  **F'fUR'U'r' FR**
FALLBACK
The badge on each row is your fallback: that many Sunes, with a U turn between, also finishes the case. Machine-checked; three is the worst.
Top not all yellow and nothing matches? Run Sune and read again.



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ONE-LOOK PLL
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'U'L
**Ab L headlights: pairs B-right R-back**
x' L2D2 LUL' D2 LU'L
**F L 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.

 **RUR'U'** sexy move

 **RUR'U** Sune

 **R'FRF'** sledgehammer

gap = change grip

ADJACENT CORNER SWAP - continued
**Ra L headlights: pairs F-left**
RUR'U' RUR DR'URD' 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 B-back**
R'UR' UD' R2UR'URU' RU'R2D
**Ge L headlights: pairs B-right**
R2U'R'URU' RU'R2 UD' RU'R'D
**Gd L headlights: pairs R-front**
RUR' U'D R2U'R'UR' 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.



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R2UR'UR'U' RU'R2 U'D R'URD'
**Gb L headlights: pairs B-back**
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ANNEX — BIG CUBES AND THE MAP
BIG CUBES - 4x4 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.
last 2 edges
4x4 PLL parity
4x4 OLL parity - 1 edge pair flipped - half the time
Rw U2 x Rw U2 Rw U2 Rw' U2 Lw U2 Rw' U2 Rw U2 Rw' U2 Rw'
Rw U2 x Rw U2 Rw U2 3Rw' U2 Lw U2 Rw' U2 Rw U2 Rw' U2 Rw'
Fix parity during the last layer, before OLL and PLL — both parity algorithms move corners.
NOTATION
Each letter turns that face clockwise, seen from outside the cube — so from your seat L, 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 turn. Lowercase r f = that face plus the layer behind it, turning together.
WORDS
algorithm = a fixed sequence of turns - trigger = a short algorithm your hands run as one unit - sexy move = the R U F' U' trigger - sledgehammer = the R' F R' F' trigger - parity = a case a 3x3 cannot have - edge pair = two edges glued into one, on a 4x4 or 5x5
 **RUR'U'** sexy move

 **RUR'U** Sune

 **R'FRF'** sledgehammer

gap = change grip

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



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Rw U2 x Rw U2 Rw U2 3Rw' U2 Lw U2 Rw' U2 Rw U2 Rw' U2 Rw'
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4TH LAYER SOLVE

4 YELLOW CROSS yellow edges only – ignore the corners

 Dot no yellow edge at all
FRUR'U'F'

 Hook set at a right angle: hold them BACK and LEFT
FRUR'U'F'

 Line hold the far left-to-right
FRUR'U'F'

One layer, up to three times; dot hold to line to cross.

5 MATCH THE YELLOW EDGES

First turn U so at least two top edge matches the center under them. The first solved moves are a *line*, used on every card after this one; here Sune gets one U on the end.

 two matched, side by side hold them BACK and RIGHT
RU'R'U' RU'R' U

 two matched, opposite run it once from any hold, then hook again
RU'R'U' RU'R' U

5 PUT THE YELLOW CORNERS HOME

 one corner home hold it FRONT-LEFT
RU'L'U' RU'L'

 no corner home run it once from any hold, then look
RU'L'U' RU'L'

This cycles the other three corners into place. It also twists the yellow face you just built – expected, the next step rebuilds it.

7 TWIST THE YELLOW CORNERS

 yellow faces RIGHT
R'D'R'D x2

 yellow faces FRONT
D'R'D'R' x2

Between corners turn ONLY the top face, to bring the next unsolved corner to front-right. Never turn the whole cube. The cube will look destroyed while you do this. Keep going – the last top turn brings it back.

LAST-LAYER ORDER ON THIS CARD: yellow cross, match faces, place corners, twist corners. Card 2 replaces this order permanently – it is the only thing on this card that gets reset.

UNLOCK CARD 2 – five scribbles in a row with this card, face down. □ MASTER: those five under 3:00. My target: _____ NEXT: 2/3-TWO-LOOK

4 FIRST SOLVE

1 YELLOW CROSS yellow edges only – ignore the corners



Dot no yellow edge at all
FRUR'U'F'



Hook two at a right angle: hold them **BACK** and **LEFT**
FRUR'U'F'



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

One algorithm, up to three times: dot to hook to line to cross.

5 MATCH THE YELLOW EDGES

First turn U on at least two top edges match the center under them. The first seven moves are always used on every card after this one; here Sune gets one U on the end.



two matched, side by side hold them **BACK** and **RIGHT**
RUR'U RU2R' U



two matched, opposite run it once from any hold, then **hook** again
RUR'U RU2R' U

6 PUT THE YELLOW CORNERS HOME



one corner home hold it **FRONT-LEFT**
RU'L'U RU'L



no corner home run it once from any hold, then look for a corner home
RU'L'U RU'L

This cycles the other three corners into place. It also twists the yellow face you just built – expected, the next step rebuilds it.

7 TWIST THE YELLOW CORNERS



yellow faces RIGHT
R'DR'D R'X2



yellow faces FRONT
R'DR'DR x2

Between corners run **ONLY** the top face, to bring the next unsolved corner to front-right. Never turn the whole cube. The cube will look destroyed while you do this. Keep going – the last top turn brings it back.

LAST-LAYER ORDER ON THIS CARD: yellow, match faces, place corners, twist corners. Card 2 replaces this order permanently – it is the only thing on this card that gets rebuilt.

UNLOCK CARD 2 – five scramble in a row with this card, face down. > MASTER: those five under 3:00. My target: _____. > NEXT: 2/3 TWO-LAYER

TWO LOCKS

PLL CORNERS

headlights = two matching corners on one face



T headlights on ONE face – hold that face **LEFT**
FRUR'U' R'F R2UR'UR' R'F'R'



Yno headlights – the two swapping corners are diagonal
FRUR'U' R'UR'F R'UR'U' R'FR'

PLL EDGES

corners home, top still not solved

Ub the front edge travels **LEFT**
R2U R'UR'U' R'U' R'UR'

Ua the front edge travels **RIGHT**
M2U MU2 MU'M2

H both pairs swap straight across
M2U'M2U U2 M2U'M2U

Z each pair swaps with its neighbour
M'U' M2U'M2U' MU2 M2U

START HERE

Two new algorithms finish any last layer Yellow Cross **FURUR'U'** if until the cross appears – at most 3.
 Yellow face: Sun, read again, repeat – at most 3 (see the badges).
 Corners: T-Perm, No headlights to hold left! Run it twice.
 Edges: UB, No solved edge to put at the back! Run it twice.
 Each case on the front repeats one repeat with one run. Three a week you can solve the whole time.

HVS Z

Both show headlights on all four faces. The edge between them decides, it belongs to the opposite face – H to a neighbour – Z **STUCK?**

Corners home but nothing solves? Turn the top face once and read again – that is often the whole fix.
 Can you beat them five times? Park it, use its fallback above, come back next week.
 A single piece looks twisted and no algorithm touches it? The cube was reassembled wrong. Pop it out and reset it.

WORDS

OLE = make the whole top face yellow: **PLL** = slide the top pieces home - headlights = two matching corners on one face - **AUF** = the free top turn that lines a case up

THE NEW ORDER: yellow face, corners home, edges home. This never changes again. Card V is order is retired, and so is Niklas; it moves corners but wrecks the yellow face, and here the yellow face is finished first.

UNLOCK Card 3 – fifteen last layers in a row, each finished in exactly two algorithms, case named out loud first. A repeat does not count. **MASTER**: solves averaging under 1:00. My target: **3:00** – NEXT: 3's ONE-LOCK PLL.

TWO LOCK
2x2x3

PILL CORNERS – headlight = two matching corners on one face



T headlights on ONE face – hold that face LEFT
R' U R' R' F R' Z U R' U R' F'



Y no headlights – the two swapping corners sit diagonally
F R U R' U' R' U' R' F' U' R' F' R' F' R'

PILL EDGES -corners home, top still not solved



Uz front edge travels LEFT
R' B U R' U' R' L' R' U' R'



Ua front edge travels RIGHT
M' Z U M' Z U M' Z U



H both pairs swap straight across
M' Z U M' Z U M' Z U M' Z U



Z each pair swaps with its neighbour
M' U' M' Z U M' Z U' M' U' M' Z U

START HERE Two new algorithms finish any last layer Yellow cross: F R U R' U' until the cross appears – at most 3 Yellow face turns, read again, repeat – at most 3 (see the badges). Corners: T-Ferm. No headlights to hold left? Run it twice. Edges: Ub. No solved edge to put at the back? Run it twice. Each case can on the front replace one repeat with one run. Three are worth you: you solved the whole time.

HVSZ
 Should now headlights on all four faces. The edge between them decides if belong to the opposite face + H, to a neighbour + S.
STUCK?
 Corners home but nothing solves? Turn the top face once and read again – that is often the whole fix. If your case has beaten you five times? Park it, use its fallback above, come back next time.
 A single piece looks twisted and no algorithm touches it? The cube was scrambled wrong. Pop it out and reset it!

WORDS
GLZ – make the whole top face yellow: PLL + slide the top pieces home - headlights = two matching corners on one face - ALIF = the free top turn that lines a case up

ONE-LOOK PLL

EDGES ONLY – corners already home



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

M2U M2U M'U M2U



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

R2U R'UR' 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 M'U'M2U'M2' MU2 M2U

DIAGONAL CORNER SWAP

no headlights anywhere



• **Y pairs:** F-left R-back

FR'UR'U R'UR'F R'UR'U R'FR'F



• **Y pairs:** F-left L-front

R'UR'U y R'F R'ZUR'U R'FRF



• **Na pairs:** B-left F-right L-back R-back

R'UR'U R'UR'F R'UR'U R'F R'ZUR'U U2R'UR'



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

R'UR'UR' F'UF' R'UR' FR'F R'UR'

HOW TO LOOK

- Count the headlights faces. One = front of this card. Four = this column. None = the column on the right.
- Only then read the edges to pick the exact case.
- Line the case up as drawn, run it, turn the top again to finish – that's the last free turn is the ALF.

• already yours from Card 2

WORDS

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

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

Next: the target 7-top face cases, and the twenty two layers solved as pairs – drilled with an app; cubeshift3's vercelapp/practice

DONE – all twenty-one named corner, twenty-one in a row, no card in hand, on two separate days, via CUBESTER, PLL under 3 s, practice under 6.30, My target:

ONE-LOOK PLL

EDGES ONLY corners already home



• **Ua B solid, F.R.R headlights; 3 edges counter-clockwise**

M2U M'U2 M'U'M2



• **Ua B solid, F.R.R headlights; 3 edges clockwise**

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



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

M2U'M2 U2 M'U2'M2



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

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

DIAGONAL CORNER SWAP

no headlights anywhere



• **Y pairs F-left B-back**

F'UR'U' R'UR'F' UR'U' R'FR'



F'UR'U' y R'F' R2UR'U R'FRF



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

R2UR' R'UR'F' UR'U' R'F



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

R' UR'U' F'UF' UR'U' FR'F' R'UR

HOW TO LOOK

- Count the **headlights**. One = front of this card. Four = this column. None = the column on the right.
- Only then read the edges to pick the case.
- 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

STUCK?

Case you have not learned? Two-look from Card 2 – T-Perm then U still solves it. Nothing here can strand you.

Beaten five times by one case? Fark it, it took two, it came back next week.

WORDS

PLL = slide the top pieces home • headlights = two matching corners on 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

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 other two layers solved as pairs – drilled with a cube in the app: cubeshift+5s vered-app/practice

DONE = all twenty-one completed, twenty-one in a row, no card in hand, on two separate days: i.e. MASTERED. PLL under 3.5, solves under 0:30. My target: 0:20

APP

3/3

ANNEX - BIG CUBES AND THE MAP

THE LADDER

1/3 FIRST-LOOK +9 algorithms – usually five solves; card face down.

2/3 TWO-LOOK -+13 – usually: fifteen last layers in exactly two steps.

3/3 ONE-LOOK -+15 – done all at 21 named, twice on separate days.

After that: full FLL, cross planning, look-ahead – in the app, not on cards set.

WHY THERE ARE ONLY THREE

Not a card slot as closed as set they tell apart by sight. It is impossible to have three different FLL cards that are identical with no finite case list. Full FLL is 57 cases, 22 of which offer in a silver if shift of a millimetre wide at size, all differ in the app, with a real cube and randomised setup. This set stops where the medium starts.

PRINT AND VERSION

EVERY ALGORITHM ON THESE CARDS IS EXPANDED FROM MACHINE-VERTIFIED DATA AND CHECKED AGAINST A CUBE SIMULATOR AT BUILD TIME; IF ONE WERE TOGROW THE BUILD WORLD FAR RATHER THAN STOP. RECOGNITION WARNING IS GENERATED FROM THE SAME PERMUTATION DIAGRAM IS DRAWN FROM.
Set 0 or 1 – reprint any site, stored app/print – print 0/15 Actual size, never FTL to page.

Not a tier, no lock, no order. Use it when you buy a 4x4.

ANXN – BIG CUBES AND THE MAP [1] [2] [3] [4] [5] [6] [7] [8] [9] [10] [11] [12] [13] [14] [15] [16] [17] [18] [19] [20] [21] [22] [23] [24] [25] [26] [27] [28] [29] [30] [31] [32] [33] [34] [35] [36] [37] [38] [39] [40] [41] [42] [43] [44] [45] [46] [47] [48] [49] [50] [51] [52] [53] [54] [55] [56] [57] [58] [59] [60] [61] [62] [63] [64] [65] [66] [67] [68] [69] [70] [71] [72] [73] [74] [75] [76] [77] [78] [79] [80] [81] [82] [83] [84] [85] [86] [87] [88] [89] [90] [91] [92] [93] [94] [95] [96] [97] [98] [99] [100] [101] [102] [103] [104] [105] [106] [107] [108] [109] [110] [111] [112] [113] [114] [115] [116] [117] [118] [119] [120] [121] [122] [123] [124] [125] [126] [127] [128] [129] [130] [131] [132] [133] [134] [135] [136] [137] [138] [139] [140] [141] [142] [143] [144] [145] [146] [147] [148] [149] [150] [151] [152] [153] [154] [155] [156] [157] [158] [159] [160] [161] [162] [163] [164] [165] [166] [167] [168] [169] [170] [171] [172] [173] [174] [175] [176] [177] [178] [179] [180] [181] [182] [183] [184] [185] [186] [187] [188] [189] [190] [191] [192] [193] [194] [195] [196] [197] [198] [199] [200] [201] [202] [203] [204] [205] [206] [207] [208] [209] [210] [211] [212] [213] [214] [215] [216] [217] [218] [219] [220] [221] [222] [223] [224] [225] [226] [227] [228] [229] [230] [231] [232] [233] [234] [235] [236] [237] [238] [239] [240] [241] [242] [243] [244] [245] [246] [247] [248] [249] [250] [251] [252] [253] [254] [255] [256] [257] [258] [259] [260] [261] [262] [263] [264] [265] [266] [267] [268] [269] [270] [271] [272] [273] [274] [275] [276] [277] [278] [279] [280] [281] [282] [283] [284] [285] [286] [287] [288] [289] [290] [291] [292] [293] [294] [295] [296] [297] [298] [299] [300] [301] [302] [303] [304] [305] [306] [307] [308] [309] [310] [311] [312] [313] [314] [315] [316] [317] [318] [319] [320] [321] [322] [323] [324] [325] [326] [327] [328] [329] [330] [331] [332] [333] [334] [335] [336] [337] [338] [339] [340] [341] [342] [343] [344] [345] [346] [347] [348] [349] [350] [351] [352] [353] [354] [355] [356] [357] [358] [359] [360] [361] [362] [363] [364] [365] [366] [367] [368] [369] [370] [371] [372] [373] [374] [375] [376] [377] [378] [379] [380] [381] [382] [383] [384] [385] [386] [387] [388] [389] [390] [391] [392] [393] [394] [395] [396] [397] [398] [399] [400] [401] [402] [403] [404] [405] [406] [407] [408] [409] [410] [411] [412] [413] [414] [415] [416] [417] [418] [419] [420] [421] [422] [423] [424] [425] [426] [427] [428] [429] [430] [431] [432] [433] [434] [435] [436] [437] [438] [439] [440] [441] [442] [443] [444] [445] [446] [447] [448] [449] [450] [451] [452] [453] [454] [455] [456] [457] [458] [459] [460] [461] [462] [463] [464] [465] [466] [467] [468] [469] [470] [471] [472] [473] [474] [475] [476] [477] [478] [479] [480] [481] [482] [483] [484] [485] [486] [487] [488] [489] [490] [491] [492] [493] [494] [495] [496] [497] [498] [499] [500] [501] [502] [503] [504] [505] [506] [507] [508] [509] [510] [511] [512] [513] [514] [515] [516] [517] [518] [519] [520] [521] [522] [523] [524] [525] [526] [527] [528] [529] [530] [531] [532] [533] [534] [535] [536] [537] [538] [539] [540] [541] [542] [543] [544] [545] [546] [547] [548] [549] [550] [551] [552] [553] [554] [555] [556] [557] [558] [559] [560] [561] [562] [563] [564] [565] [566] [567] [568] [569] [570] [571] [572] [573] [574] [575] [576] [577] [578] [579] [580] [581] [582] [583] [584] [585] [586] [587] [588] [589] [590] [591] [592] [593] [594] [595] [596] [597] [598] [599] [600] [601] [602] [603] [604] [605] [606] [607] [608] [609] [610] [611] [612] [613] [614] [615] [616] [617] [618] [619] [620] [621] [622] [623] [624] [625] [626] [627] [628] [629] [630] [631] [632] [633] [634] [635] [636] [637] [638] [639] [640] [641] [642] [643] [644] [645] [646] [647] [648] [649] [650] [651] [652] [653] [654] [655] [656] [657] [658] [659] [660] [661] [662] [663] [664] [665] [666] [667] [668] [669] [670] [671] [672] [673] [674] [675] [676] [677] [678] [679] [680] [681] [682] [683] [684] [685] [686] [687] [688] [689] [690] [691] [692] [693] [694] [695] [696] [697] [698] [699] [700] [701] [702] [703] [704] [705] [706] [707] [708] [709] [710] [711] [712] [713] [714] [715] [716] [717] [718] [719] [720] [721] [722] [723] [724] [725] [726] [727] [728] [729] [730] [731] [732] [733] [734] [735] [736] [737] [738] [739] [740] [741] [742] [743] [744] [745] [746] [747] [748] [749] [750] [751] [752] [753] [754] [755] [756] [757] [758] [759] [760] [761] [762] [763] [764] [765] [766] [767] [768] [769] [770] [771] [772] [773] [774] [775] [776] [777] [778] [779] [780] [781] [782] [783] [784] [785] [786] [787] [788] [789] [790] [791] [792] [793] [794] [795] [796] [797] [798] [799] [800] [801] [802] [803] [804] [805] [806] [807] [808] [809] [810] [811] [812] [813] [814] [815] [816] [817] [818] [819] [820] [821] [822] [823] [824] [825] [826] [827] [828] [829] [830] [

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