

Print at 100% / Actual size — do NOT fit to page. Two-sided, flip on the SHORT 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.
r = 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.
**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 RUR'U' y L'ULU
**goes LEFT**
U' L'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'FRF'** sledgehammer gap = change grip

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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** 3 1 yellow, rest clockwise
RUR'U RU2R'
**Anti-Sune** 3 1 yellow, rest counter-clockwise
RU2R' U'RUR'
**Pi** 3 0 yellow, headlights left
FRUR'U'F' FRUR'U'F'
No yellow edge at all? Run the first one, then read again.

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OLL CORNERS · continued
**Headlights** 3 2 yellow, headlights at the back
R2DR'U2 RD'R'U2R'
**2x Headlights** 3 0 yellow, headlights both sides
FRUR'U' RU'R' URU2R'
**Chameleon** 3 2 yellow next to each other
rUR'U'r' FRF'
**Bowtie** 3 2 yellow diagonal
F'FRUR'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'UL' D2 L'UL'
**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.

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ADJACENT CORNER SWAP · continued
**Ra L headlights; pairs F-left R-back**
RUR'U' RUR DR'URD' R'U2R'
**Rb L headlights; pairs B-left F-right**
R2F RURU'R' F'R U2R'U2R
**Ga L headlights; pairs F-right R-back**
R2UR'UR'U' RU'R2 U'D R'URD'
**Gb L headlights; pairs B-back R-front**
R'UR' UD' R2UR'URU' RU'R2D
**Ge L headlights; pairs B-right R-front**
R2UR'UR'U' RU'R2 UD' RU'R'D
**Gd L headlights; pairs R-front R-back**
RUR' U'D R2U'RUR' 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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R2F RURU'R' F'R U2R'U2R
**Ga L headlights; pairs F-right R-back**
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**Gb L headlights; pairs B-back R-front**
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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 R' 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
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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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FIRST SOLVE ■ □ □ $1/3 \cdot B$

one corner home hold in front-left

 no corner home run if once from any hold, then look again

This cycles the other three corners into place. It also twists the

First turn U so at least two top edges match the center under them. The first seven moves are Sine used on every card after this one.

Yellow faces RIGHT

thing on this card that gets retired.

PL CORNERS - headlamps = two matching corners on one face
START HERE - two new algorithms finish any last layer

Edges: Ub. No solved edge to put at the back? Run it twice.

Both show headlights on all four faces. The edge between them

Up the front edge travels LEFT

was reassembled wrong. Pop it out and reset it.

free top turn that lines a case up

7. Each person is responsible for their own actions and the actions of those under their supervision.

THE NEW CRYSTAL YELLOW CROSS, YELLOW HILL, CORNERS HOME. THIS NEVER CHANGES AGAIN. CARD 1 3 ORDER IS RETURNED, AND 30 IS REPAIRED. IT MOVES CORNERS BUT WRETCHES THE YELLOW FACE, AND HERE THE YELLOW FACE IS FINISHED FIRST.

ONE-LOOK PLT ■■■ 3/3 · B

clockwise
M211 M13 M11M2

• Ub B solid; F L R headlights; 3 edges clockwise
B111 B111 B111 B111

V pairs F-left L-front
B111 B111 V B111 B111 B111 B111

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

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

HOW TO LOOK **NOT** **F** nothing matches

2. Only then read the edges to pick the exact case.

WORDS P11 = slide the top pieces home • headlight = two matching

diagonal corner swap = the swapping corners sit opposite

ANNEX – BIG CUBES AND THE MAP $\mathbb{A}^1 \times \mathbb{A}^1 \rightarrow \mathbb{A}^1$

down.
home · Sune = the one-yellow-corner algorithm, used on every card after Card 1 · sexy move = the R U R' U' trigger · sledgehammer = 2/3 TWO-LOOK · +13 · unlock: fifteen last layers in exactly two

After that full OIL, FTL, cross planning, look-ahead – in the app,

diagonal corner swap = the swapping corners sit opposite

where the medium stops.

Set v1.0 · reprint any single card at cubepath-six.vercel.app/print · print at 100% / Actual size, never 'Fit to page';

THE NUMERICAL ON BOTH SIDES IS YOUR CHECK: BUT ONE CAN'T TRUST THIS