

### ONE-LOOK P.I.

#### ADJACENT CORNER SWAP – exactly one face shows headlights

• **T** L headlights; pairs B-left F-left  
**RUR'U' R'F R2UR'U' RUR'F'**

• **J** L solid; pairs B-right F-left R-front  
**Ja L solid: r2URFR' RU2 R'U' U2**

• **J** b L solid; pairs B-left F-right R-back  
**RUR'F' RUR'U' R'F R2U'R'**

• **A** L headlights; pairs F-right L-front  
**Aa L headlights: pairs F-right L-front  
x L2D2 L'U'L D2 L'U'L'**

• **A** b L headlights; pairs B-right R-back  
**Ab L headlights: pairs B-right R-back  
x L'2D2 LUL' D2 LU'L**

• **F** L solid  
**F L solid: R'U'F' RUR'U' R'F R2U'R'U' RUR'UR'**

#### ADJACENT CORNER SWAP – continued

• **R** a L headlights; pairs F-left R-back  
**R'U'R'U' RUR DR'UR'D' R'U2R'**

• **R** b L headlights; pairs B-right R-front  
**R2F RUR'U'R' F'R U2R'U2R**

• **G** a L headlights; pairs F-right R-back  
**Ga L headlights: pairs F-right R-back  
R2UR'UR'U' R'R2 U'D R'UR'D'**

• **G** b L headlights; pairs R-back R-front  
**Gb L headlights: pairs R-back R-front  
R'U'R' UD' R2UR'URU' R'R2D**

• **G** e L headlights; pairs B-right R-front  
**Ge L headlights: pairs B-right R-front  
R2UR'URU' R'R2 UD' R'UR'D**

• **G** d L headlights; pairs R-front R-back  
**Gd L headlights: pairs R-front R-back  
RUR' U'D R2UR'UR' UR'UR2D'**

One face shows headlights; two corners of that face match. Hold as drawn, turn, then turn to finish.

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]

### 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.

**2 half edges**

**4x4 PLL parity**

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

**Rw U2 x Rw U2 Rw U2 Rw U2** – 1 edge pair flipped - half the time

**5x5 edge parity** – 1 edge pair flipped - half the time

**Rw U2 x Rw U2 Rw U2 3Rw U2** – both parity algorithms

**NOTATION**

Each letter stands for that face clockwise, seen from outside the cube – so from your seat L and 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 f = that face plus the layer behind it, turning together.

PRO - A-A

PRO - THE MAP

**BEGINNER SHORTCUT** - use it until you know Sune

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

**yellow faces RIGHT** **R'D'R'D**

**yellow faces FRONT** **D'R'D'R** **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 - slicehammer = the F R F' R' 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**   ■ **FRFPR** slicehammer   gap = change grip