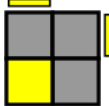
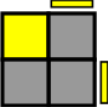


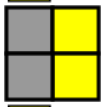
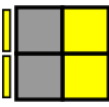
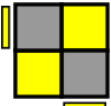
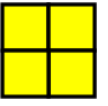
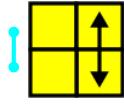
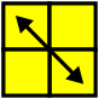
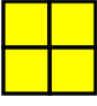






# Andy Klise's 2x2x2 Speedcubing Guide

## Ortega Method

	$(R U R' U)(R U^2 R')$ $y' (R' U^2)(R U R' U R)$	$(R' U' R U')(R' U^2 R)$ $y (R U^2)(R' U' R U' R')$	
	$F (R U R' U')(R U R' U') F'$ $y' (R' F)(R^2 U' R^2)(F R)$	$R^2 U^2 R U^2 R^2$	
	$(R U R' U')(R' F)(R F')$	$F (R U R' U') F'$ $y^2 F U (R U' R') F'$	
	$F' (R U R' U') R' F R$ $y' (F R' F' R)(U R U' R')$ $y' (R' F)(R B')(R' F')(R B)$	<b>Solved</b>	

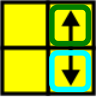

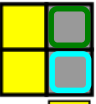
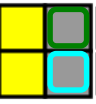
## Final Stage (XLL)

	$(R U^2 R' U')(R U^2)(L' U R' U' L)$ $(R U R' U')(R' F)(R^2 U')(R' U' R U) R' F'$ $x U^2 (R' U' R) U^2 (L' U R' U' R^2)$ Probability = 2/9	$(R U' R') U' F^2 U' (R U R') D R^2$ $F (R U')(R' U' R U)(R' F')(R U R' U') R' F R F'$ Probability = 1/18	
	<b>Solved</b> Probability = 1/36	$R^2 F^2 R^2$ $R^2 U^2 R^2$ Probability = 1/36	
	$(R^2 U R^2') U^2 y' (R^2 U R^2') U^n$ $(R^2 U' B^2) U^2 (R^2 U' R^2)$ $y^2 (R^2 U F^2) U^2 (R^2 U R^2')$ Probability = 4/9		
	$(L D' L) F^2 (L' D L')$ $(R' D R') F^2 (R D' R)$ $(R F' L) U^2 (L' F R')$ Probability = 1/9	$(R U' R) F^2 (R' U R')$ $(R U' L) U^2 (R' U R')$ Probability = 1/9	

Note – the above two cases are equivalent with  $x^2$   
In one layer adjacents are swapped, in the other layer diagonals are swapped

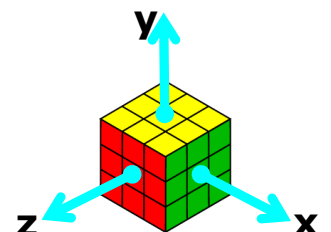
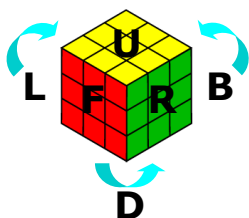
## Blindfolded Algs

Target in blue, buffer in green (see blindfolded guide for full explanation)

	$(R U^2 R' U')(R U^2)(L' U R' U' L)$ $(R U R' U')(R' F)(R^2 U')(R' U' R U) R' F'$ Make UBL the target by adding y alg y'	$y' (R U' R') U' F^2 U' (R U R') D R^2 y$ $y' F (R U')(R' U' R U)(R' F')(R U R' U') R' F R F' y$ $R' F U' F' R F^2 R U R U' F^2$ $R' F R U F^2 U R' F' R U' F^2$	
	$(R U' R F')(R F') U' F^2 R^2 U$ $y^2 (U R U' R')(U R U' R') L' (R U R' U')(R U R' U') L y^2$	$(R' F' R F')(U R' F R U^2) F^2$ $(U' R^2 F^2 U)(F R' F R' U R')$ $y^2 (R U R' U')(R U R' U') L' (U R U' R')(U R U' R') L y^2$	

## Credits

Erik Akkersdijk - <http://erikku.er.funpic.org/rubik/Tutorials.html>  
 Yu Nakajima - <http://www.cutex.info/>  
 Josef Jelinek - <http://software.rubikscube.info/icube/>  
 Gaetan Guimond, Ortega, Michael Gottlieb and everyone else

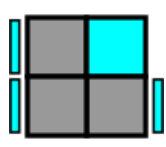


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<http://www.kungfoomanchu.com/>

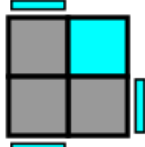
# Guimond Method

(an older method that probably isn't very useful anymore)

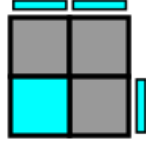
  $x^2$



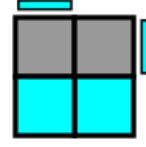
$F' L^2 F$



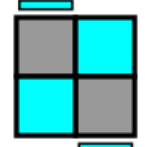
$L^2 U L'$



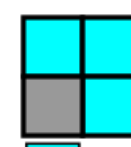
$R^2 F^2 U F$



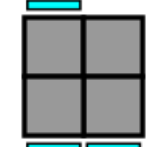
$y^2 R U' R'$



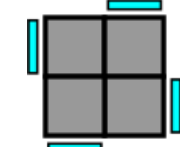
$y' R' F' R$



$x^2 R U' B L'$

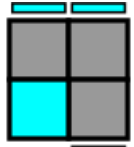


$F' R U' F^2 U'$

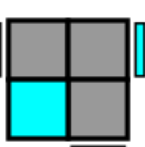


$R F^2 U' R^2 F U'$

  $x^2$



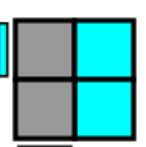
$y^2 R U^2 R'$



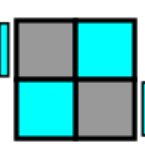
$y L^2 D' R$



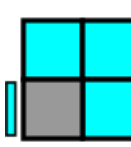
$F^2 R^2 U' R'$



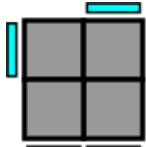
$y R' U R$



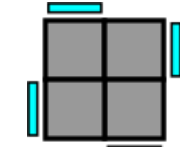
$L U L'$



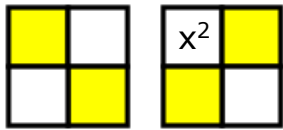
$R U' B L'$



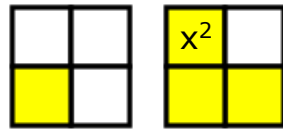
$R' F U' F^2 U$



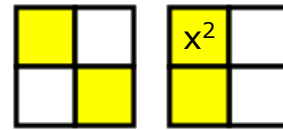
$x U R' U' R U^2 R$



$R^2 U^2 F^2$



$R^2 U' R^2'$



$R^2 U' R^2 U' R^2$

Then complete cube with XLL

## Notation



**R**



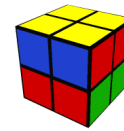
**R'**



**R<sup>2</sup>**



**U**



**U'**



**U<sup>2</sup>**



**F**



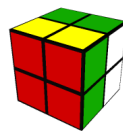
**F'**



**L**



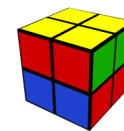
**L'**



**B**



**B'**



**D**



**D'**



**Normal**



**x**



**y**



**z**

