





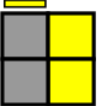
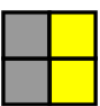

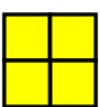


Andy Klise's 2x2x2 Speedcubing Guide



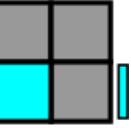
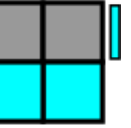
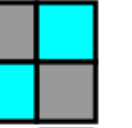
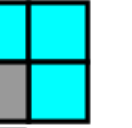
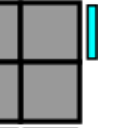
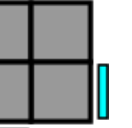
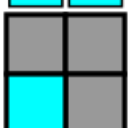



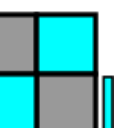
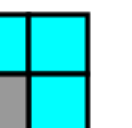



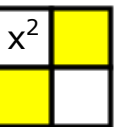

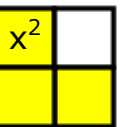

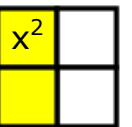
Ortega Method

 or  X²

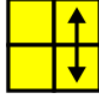
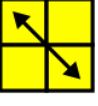
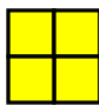





	(R U R' U)(R U² R') y' (R' U ²)(R U R' U R)	(R' U' R U')(R' U² R) y (R U ² ')(R' U' R U' R')	
	F (R U R' U')(R U R' U') F' y' (R' F)(R ² U' R ²)(F R)	R² U² R U² R²	
	(R U R' U')(R' F)(R F')	F (R U R' U') F' y ² F U (R U' R') F'	
	(F R' F' R)(U R U' R') (R' F)(R B')(R' F')(R B) y' F' (R U R' U') R' F R	Solved	

 X²

Guimond Method

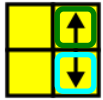
							
F' L² F	L²' U L'	R² F² U F	y² R U' R'	y' R' F' R	x² R U' B L'	F' R U' F² U'	R F² U' R² F U'
							
y² R U² R'	y L² D' R	F² R² U' R'	y R' U R	L U L'	R U' B L'	R' F U' F² U	x U R' U' R U² R
							
R² U² F²	X²	R² U' R²'	X²	R² U' R² U' R²	X²		

Final Stage (XLL)

	(R U² R' U')(R U²)(L' U R' U' L) x U ² (R' U' R) U ² (L' U R' U' R ²) (R U R' U')(R' F)(R ² U')(R' U' R U) R' F' Probability = 2/9		(R U' R') U' F² U' (R U R') D R² F (R U')(R' U' R U)(R' F')(R U R' U') R' F R F' Probability = 1/18
	Solved Probability = 1/36		R² F² R² L R U ² ' R ² ' Probability = 1/36
	(R² U R²') U² y' (R² U R²') Uⁿ Probability = 1/3		(R² U F²) U² (R² U R²') y ² (R ² U R ² ') U ² y' (R ² U R ² ') U ⁿ y ² L ² U F ² U ² R ² U R ² Probability = 1/9
	(L D' L) F² (L' D L') x ² y ² (R U' R) F ² (R' U R') (R F' L) U ² (L' F R') [U ²] (L' F R') U ² (R F' L) Probability = 1/9		(R U' R) F² (R' U R') (R U' L) U ² ' (R' U R') [D ²] (L' U L') F ² (L U' L) Probability = 1/9

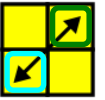
Blindfolded Algs

Target in blue, buffer in green



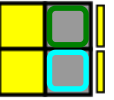
$(R U^2 R' U')(R U^2)(L' U R' U' L)$
 $(R U R' U')(R' F)(R^2 U')(R' U' R U) R' F'$
 Make UBL the target by adding y alg y'

$y' (R U' R') U' F^2 U' (R U R') D R^2 y$
 $y' F (R U')(R' U' R U)(R' F')(R U R' U') R' F R F' y$
 $R' F U' F' R F^2 R U R U' F^2$

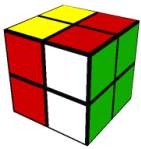


$(R U' R F')(R F') U' F^2 R^2 U$
 $y^2 (U R U' R')(U R U' R') L' (R U R' U')(R U R' U') L y^2$

$(R' F' R F')(U R' F R U^2) F^2$
 $(U' R^2 F^2 U)(F R' F R' U R')$
 $y^2 (R U R' U')(R U R' U') L' (U R U' R')(U R U' R') L y^2$



Notation



R



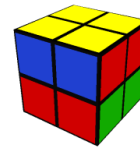
R'



R²



U



U'



U²



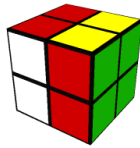
F



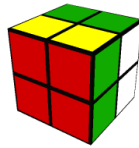
F'



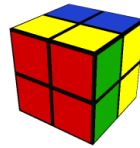
L



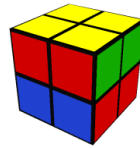
L'



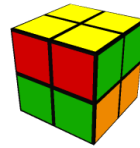
B



B'



D



D'



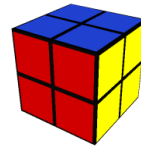
Normal



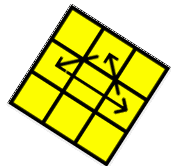
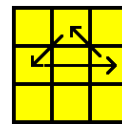
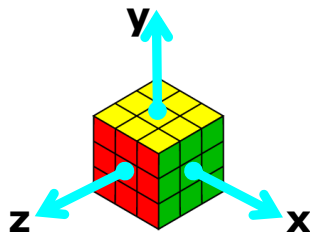
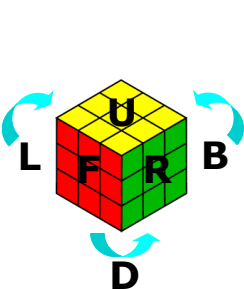
x



y



z



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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