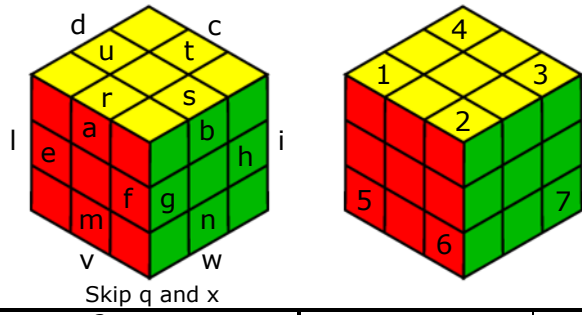


Andy Klise's M2/3OP Guide



Edge	M ² Setup	Edge	M ² Setup
UR	s R' U R U' M ² U R' U' R	RU	b x' U' R U M ² U' R' U x
UL	u L U' L' U' M ² U' L U L'	LU	d x' U' L' U' M ² U L U' x
FL	e U' L' U M ² U' L U	LF	l x' U' L ² U' M ² U L ² U' x
FR	f U R U' M ² U R' U'	RF	g x' U' R ² U M ² U' R ² U x
BR	i U R' U' M ² U R U'	RB	h I U' R' U M ² U' R U I'
BL	j U' L U M ² U' L' U	LB	k r' U L U' M ² U L' U' r
DF	v Buffer	FD	m skip to next cycle
DR	w U R ² U' M ² U R ² U'	RD	n x' U' R' U M ² U' R U x
DL	z U' L ² U M ² U' L ² U	LD	p x' U L U' M ² U L' U' x

Edge	M ² Setup	
	If 1 st in pair	If 2 nd in pair
UF	r U ² M' U ² M'	M U ² M U ²
UB	t M ²	F ² [MU]*3 U [M'U]*3 U F ² M ²
DB	y M U ² M U ²	U ² M' U ² M'
FU	a F E R U R' E' R U' R' F' M ²	M ² D R' U R' U' M' U R U' M R D'
BU	c F' D R' F D' M ² D F' R D' F	F ² [MU]*3 U [M'U]*3 U F ² M ²
BD	o M ² D R' U R' U' M' U R U' M R D'	F E R U R' E' R U' R' F' M ²

Below is just a different arrangement of the same information

Edge	M ² Setup	Edge	M ² Setup
RU	b x' U' R U M ² U' R' U x	LF	l x' U' L ² U' M ² U L ² U' x
LU	d x' U' L' U' M ² U L U' x	FD	m skip to next cycle
FL	e U' L' U M ² U' L U	RD	n x' U' R' U M ² U' R U x
FR	f U R U' M ² U R' U'	LD	p x' U L U' M ² U L' U' x
RF	g x' U' R ² U M ² U' R ² U x	UR	s R' U R U' M ² U R' U' R
RB	h I U' R' U M ² U' R U I'	UL	u L U' L' U M ² U' L U L'
BR	i U R' U' M ² U R U'	DF	v Buffer
BL	j U' L U M ² U' L' U	DR	w U R ² U' M ² U R ² U'
LB	k r' U L U' M ² U L' U' r	DL	z U' L ² U M ² U' L ² U

Edge	M ² Setup	
	If 1 st in pair	If 2 nd in pair
FU	a F E R U R' E' R U' R' F' M ²	M ² D R' U R' U' M' U R U' M R D'
BU	c F' D R' F D' M ² D F' R D' F	F ² [MU]*3 U [M'U]*3 U F ² M ²
BD	o M ² D R' U R' U' M' U R U' M R D'	F E R U R' E' R U' R' F' M ²
UF	r U ² M' U ² M'	M U ² M U ²
UB	t M ²	F ² [MU]*3 U [M'U]*3 U F ² M ²
DB	y M U ² M U ²	U ² M' U ² M'

Corner Orientation - set-up moves have no restriction

(1020) z'-L'-U'R'U(RU'R'U)-L-(U'RUR')U'RU-z (1020)
 Note - These algs are U'AUA' format

(1580) [(U'RUR')(U'RUR')L']*3 L' [(U'R'UR)(U'R'UR)L']*3 L' (1580)

Corner Permutation - restrict the set-up moves to the (UDF²B²R²L²) group

3 Cycle

CP(2430) x (R' U R') D² (R U' R') (D² R²) x' R' F R' B² R F' R' B² R² CP(2340) x (R² D²) (R U R') D² (R U' R) x' R² B² R F R' B² R F' R

CP(2140) L' B L' F² L B' L' F² L² unnecessary CP(1230) R B' R F² R' B R F² R² unnecessary

CP(731) (R² D R² D' R²-U²)*2 CP(375) (R² U' R² U R²-D²)*2

CP(274) U-x'(RU'R'U)*3 x-U²-x'(RU'R'U)*3 x-U

2 Cycle

CP(12)(34) yx'(RU'R')D(RUR')D'(RUR')D(RU'R')D' CP(13)(24) U²-(M² U M² U² M² U M²)

CP(34)(26) (U² R U' R' U' R U' R')*2 CP(34)(15) (U² L' U L U L' U L)*2

CP(24)(37) x'(RU'R'U)*3 x

Edge Orientation

2 edges (MU)*3 U (M'U)*3 U 4 edges (MU)*4 (M'U)*4