Advanced Megaminx Guide
Arranged by Andy Klise
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**Orient Edges**
- \( F (U \ R \ U' \ R') F' \)
- \( F (R \ U' \ U') F' \)
- \( R \ BR \ BL \ U \ BL' \ U \ BR' \ U^{2i} \ R' \)

**Orient Corners**
- \( R' \ U' \ R \ U' \ U^2 \ R \)
- \( R' U^{2i} \ R \ U' \ R \)
- \( [ (R' \ U' \ R' \ U^{2} \ R) \ U' ]^*2 \)
- \( L \ U \ L' \ U \ U^2 \ L' \)
- \( L U^2 \ L' \ U \ U' \ L' \)
- \( R U R' U (R U' R' U) R U^2 \ R' \\
  R U R' U (R U' R' U) U^{2i} \ R' \\
  R U^2 (R' U' R U) R' \ U' \ R' \ U' \ R' \)
- \((R' \ F)(R \ BR')(R' \ F')(R \ BR)
- \((F \ R)(BR \ R')(F' \ R)(BR' \ R')
- \((R \ BR)(R' \ F)(R \ BR')(R' \ F')
- \(R^{2i} \ D_{fr} \ R \ U^2 \ R' \ D_{fr} \ R \ U^{2i} \ R \)
- \(R U^2 \ R^{2i} \ U' \ R' \ R^2 \ U^2 \ R \)

**Permute Edges**
- \((R' \ U^{2i} \ R) U (R' \ U^2)(L \ U' \ R)(U \ L')
  y' (L' \ U' \ L) y R U R' y' (U' \ L' \ U) y (U' \ U' \ R')
- \((R \ U \ R' \ U') (R' \ F)(R^2 \ U')(R' \ U' \ R \ U)(R' \ F') \ U^2 \\
  y^{2i} \ L \ R \ U^2 \ L' \ U \ R' \ L U' \ R \ U^2 \ L' \ U^2 \ R' \\
  F (R \ U')(R' \ U' \ R \ U)(R' \ F')(R \ U' \ U')(R' \ F \ R \ F')

**Permute Corners**
- Adjust U so that 1st misplaced piece ("A") is in the front right
  \( (R' \ D_{fr} \ R) \)
- Adjust U so that A's proper location is in the front right position, note the piece now located in the front right ("B")
  \( (R' \ D_{fr}' \ R) \)
- \( (R' \ D_{fr} \ R) \)
- Adjust U so that B's proper location is in the front right position
  \( (R' \ D_{fr} \ R) \)
- Continue until all but one misplaced piece remains
- Adjust U so that the piece in the U layer that does has no yellow is in the front right
  \( (R' \ D_{fr} \ R) \)

**Example 1**
- \((R' \ D_{fr} \ R) \ U^{2i} \\
  (R' \ D_{fr} \ R) \ U^2 \\
  (R' \ D_{fr} \ R) \ U \\
  (R' \ D_{fr} \ R) \ U' \\
  (R' \ D_{fr} \ R) \)

**Example 2**
- \((R' \ D_{fr} \ R) \ U^2 \\
  (R' \ D_{fr} \ R) \ U' \\
  (R' \ D_{fr} \ R) \ U^2 \\
  (R' \ D_{fr} \ R) \ U \\
  (R' \ D_{fr} \ R) \ U \\
  (R' \ D_{fr} \ R) \)
Simple Megaminx Guide
Arranged by Andy Klise
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Orient Edges

F (U R U' R') F'
F (R U R' U') F'
R B R L U B L' U B R' U^2 R'

Permute Edges

R U R' U R U^2 R'
R' U' R' U^2 R
(R U R') (R' F) (R^2 U') (R' U R U) (R' F')

Permute Corners

Adjust U so that 1^{st} misplaced piece ("A") is in the front right position
(R' D_{fr} R)
Adjust U so that A's proper location is in the front right position, note the piece now located in the front right ("B")
(R' D_{fr} R)
Continue until all but one misplaced piece remains
(R' D_{fr} R)
Adjust U so that the piece in the U layer that does has no yellow is in the front right
(R' D_{fr} R)

Example 1

(R' D_{fr} R) U^2
(R' D_{fr} R) U
(R' D_{fr} R) U
(R' D_{fr} R)

Example 2

(R' D_{fr} R) U^2
(R' D_{fr} R) U
(R' D_{fr} R) U
(R' D_{fr} R)

Corner Orientation

Type 1

Adjust U so that the rightmost unoriented piece is in the front right with the U color on the right
(R' D_{fr} R D_{fr})*2
Adjust U so that the 2^{nd} unoriented piece is in the front right with the U color on the right
(R' D_{fr} R D_{fr})*2
Adjust U so that the 3^{rd} unoriented piece is in the front right with the U color on the right
(R' D_{fr} R D_{fr})*2

Type 2

Adjust U so that the unoriented piece is in the front right with its U facing the front
(F D_{fr} R')(F' D_{fr})*2 R
Adjust U so that the other unoriented piece is in the front right with the U color on the right
(R' D_{fr} R)(F D_{fr} R')

Do Type 2 twice