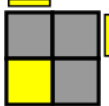



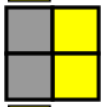
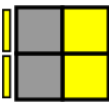
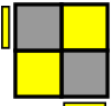
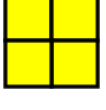
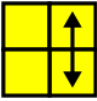





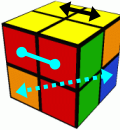


Andy Klise's 2x2x2 Speedcubing Guide

Ortega Method

	$(R U R' U)(R U^2 R')$ $y' (R' U^2)(R U R' U R)$	$(R' U' R U')(R' U^2 R)$ $y (R U^2')(R' U' R U' R')$	
	$F (R U R' U')(R U R' U') F'$ $y' (R' F)(R^2 U' R^2)(F R)$	$R^2 U^2 R U^2 R^2$	
	$(R U R' U')(R' F)(R F')$	$F (R U R' U') F'$ $y^2 F U (R U' R') F'$	
	$F' (R U R' U') R' F R$ $y' (F R' F' R)(U R U' R')$ $y' (R' F)(R B')(R' F')(R B)$	Solved	




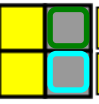
Final Stage (XLL)

	$(R U^2 R' U')(R U^2)(L' U R' U' L)$ $(R U R' U')(R' F)(R^2 U')(R' U' R U) R' F'$ $x U^2 (R' U' R) U^2 (L' U R' U' R^2)$ 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	
	Solved 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

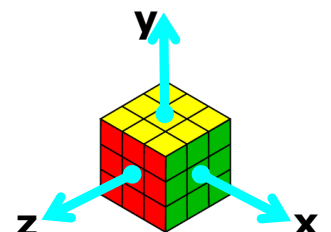
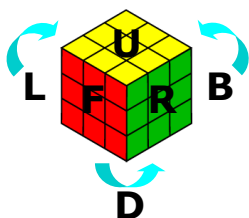
Blindfolded Algs

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

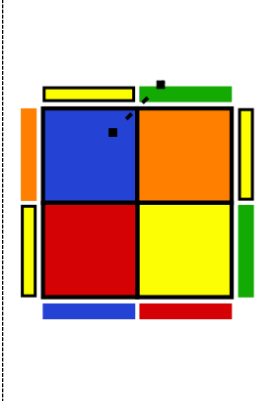
	$(R U^2 R' U')(R U^2)(L' U R' U' L)$ $(R U R' U')(R' F)(R^2 U')(R' U' R U) R' F'$ Make UBL the target by adding y alg y'	$y' (R U' R') U' F^2 U' (R U R') D R^2 y$ $y' F (R U')(R' U' R U)(R' F')(R U R' U') R' F R F' y$ $R' F U' F' R F^2 R U R U' F^2$ $R' F R U F^2 U R' F' R U' F^2$	
	$(R U' R F')(R F')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

Credits

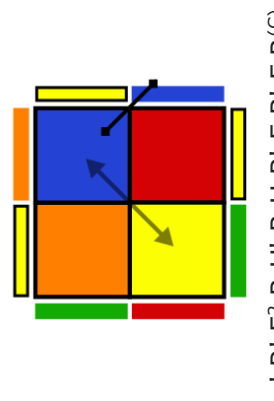
Erik Akkersdijk - <http://erikku.er.funpic.org/rubik/Tutorials.html>
 Yu Nakajima - <http://www.cutex.info/>
 Josef Jelinek - <http://software.rubikscube.info/icube/>
 Gaetan Guimond, Ortega, Michael Gottlieb and everyone else



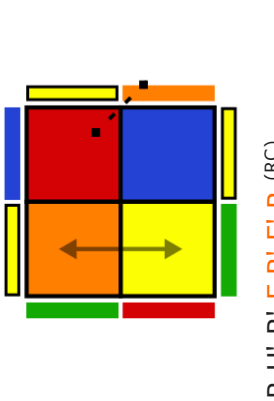
For more guides just like this, visit my website –
<http://www.kungfoomanchu.com/>



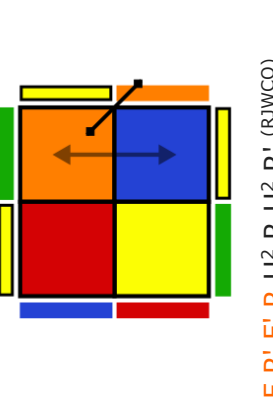
RUR'URU²R' (RDJWC)



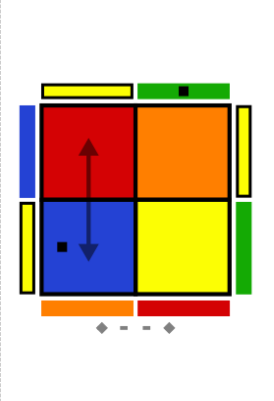
X'R'F²RUR'FR'FR^(C)
U'R'FR²RUR'U²R²(RO)
FRU²R'Y'RUR'U²R²(JW)



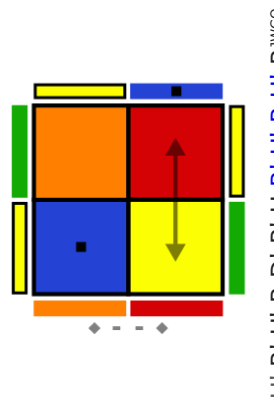
RUR'FR'FR^(RC)
U²LU'R'UL'UR'^(D)
RU'L'UR'UL' (JWO)



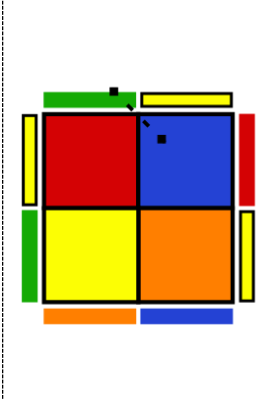
FR'FRUR²R' (RJWCO)



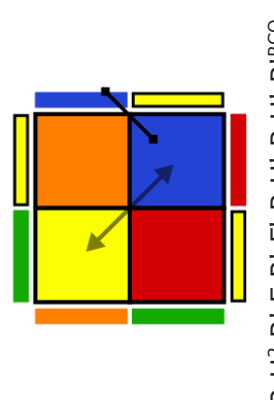
R'F²RUR'R'F^(C)
L'U²LU²L'F'L'F^(RJWO)
L'U²LU²RUR'R'F^(D)



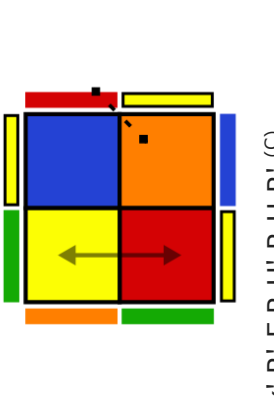
U'R'UR'D'R'UR'UR'UR'^(JWCO)
U'R'UR'UR'UR'UR'UR'^(R)



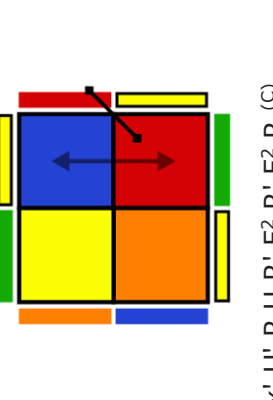
R'UR'UR'U²R^(RDCO)
U²L'UL'UL'U²L^(I)
U²R'FRUR'F²R^(W)



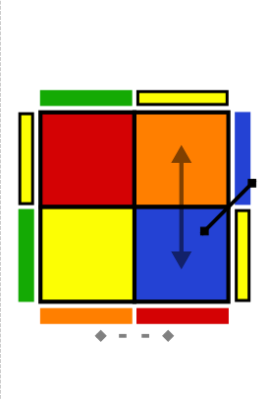
RU²R'FR'FR'UR'UR'UR'^(R'RCO)
U'R²URU²R'Y'RUR'U²R'F^(JW)



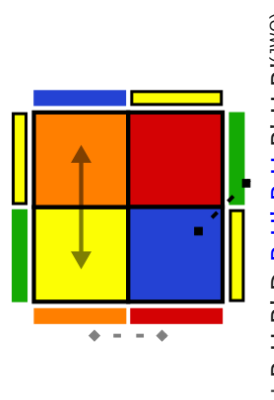
X'R'FRUR'UR'^(C)
R'ULUR'UL'^(RDO)
U²L'URULUR'^(JW)



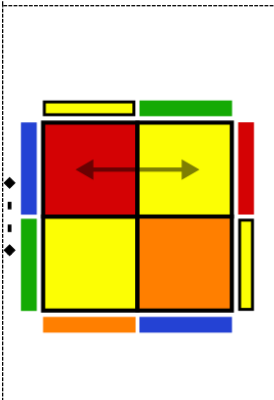
X'URUR'F²R'F²R^(C)
B'RB'R'U²R'U²R^(R)
U²F'L'F'L'U²L'U²L^(JWO)



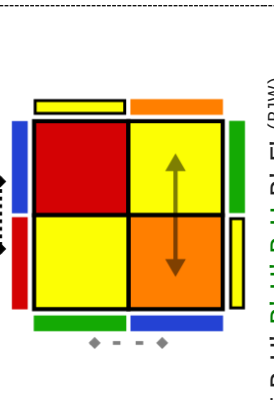
U²RUR'U²R'FR'FR'^(DJWO)
X'RUR'U²R'F²R'FRU'^(C)
LU²L'U²L'BLB'^(R)



URUR'DRURURURUR'^(JWCO)
XURU'X'URURURURUR'^(C)
URUR'UY'RURURURUR'^(R)



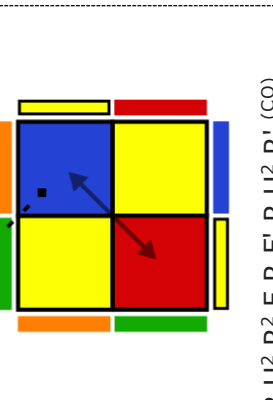
FR'FRURUR'^(CO)
URUR'U'Y'RURUR'^(RDJW)



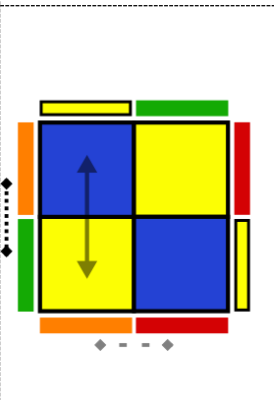
FRUR'URUR'F'^(RJW)
UF'RUR'UR'FR'^(DO)



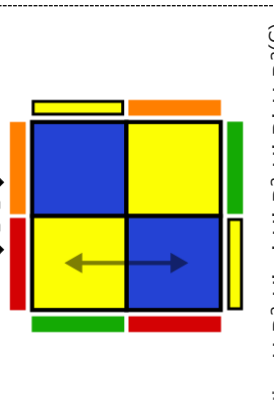
UR²UR'UR²UR'UR²UR'^(RDCO)
U²R²UR'UR²UR'^(JW)



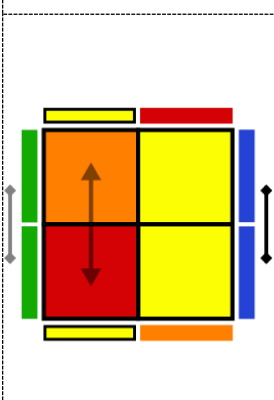
RU²R²FR'FR'RU²R'^(CO)
U'R'U²R²B'R'B'R'U²R'^(RD)
U²L'U²RUR'U²LUR'UR'^(JW)



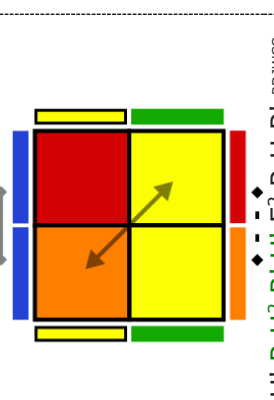
UR'F²RU'Y'R²URUR'^(C)
U'R'U²RU'Y'R²URUR'^(R²OW)
UL'U²LU'Y'R²URUR'^(O)



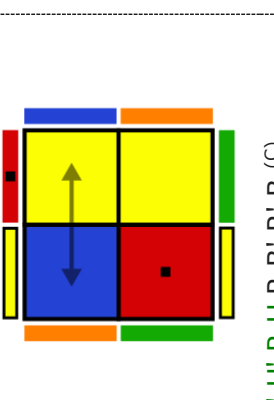
U'xUR²U'x'UR²U'R'UR²(C)
RU²R'U'Y'R²U'R'UR²
(RDJWO)



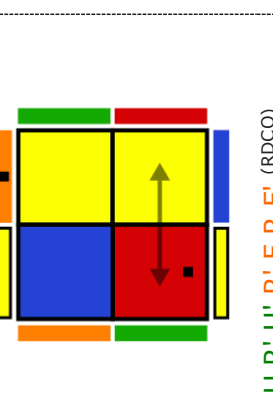
R'URUR²R²FR'FR'^(RJWCO)



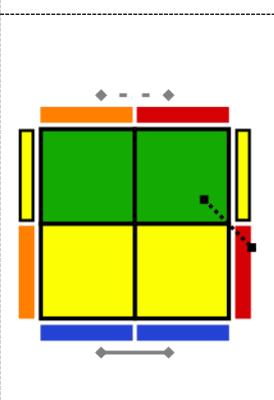
FURUR²R'U'F²RUR'^(RDJWCO)



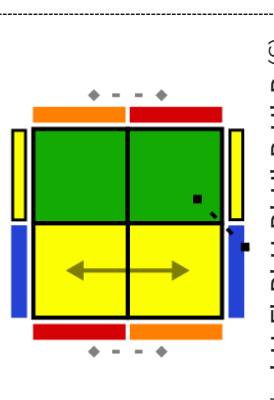
R'URURB'R'B'^(C)
U²R'FRURUR'FR'^(RD)
URUR'U'Y'RUR'^(JW)



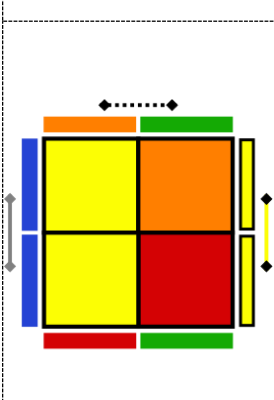
RUR'UR'FR'FR'^(RDCO)
RUR'UL'URUR'^(JW)



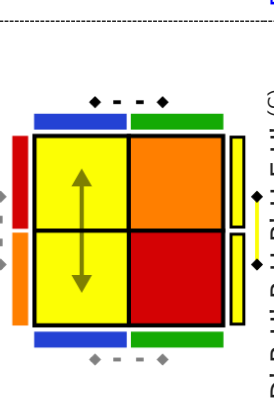
R'UR'FU'RU'F²R²
URUR'U²RU²R'UR²U'R'^(JWO)



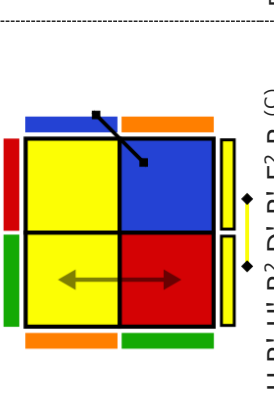
U'x'UF'UR'UR'UR'^(C)
R'U²R'F²R'F²R²^(RO)



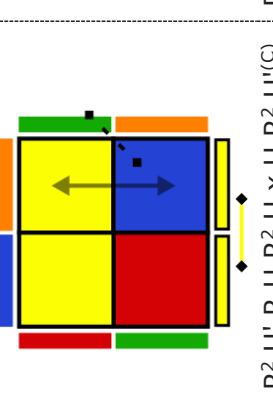
R²F²RUR'FU'RU²R²^(CO)
R²F²U'R'UF'RU'UR'^(RD)
U²x'R'UR'U²R'U²R'U²U'R'^(JW)



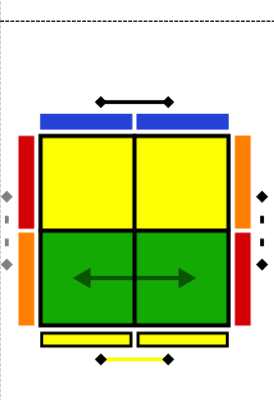
Z'DRURUR'UFU'^(C)
UxURURUR'UFU'^(JWO)
UFURUR'U'F'U²FU'F'^(D)



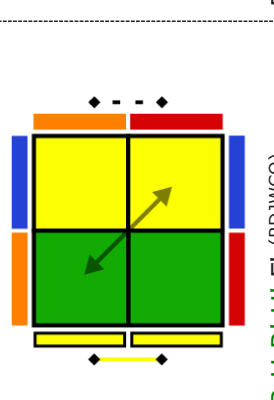
R²UR'U'R²D'R'F²R²^(C)
R²UR'U'R²U'Y'R'U²R^(RJW)
R²UR'U'R²U'Y'U²L^(O)



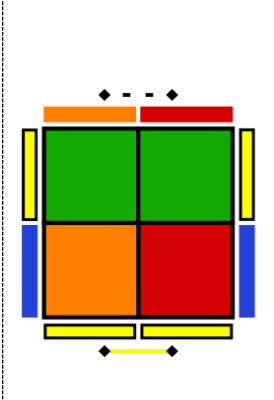
U²R²URUR²UXUR²U'^(C)
U²R²URUR²UYUR²R'^(JW)
RU²R'UXR'U²RU'UR'U²R'^(O)



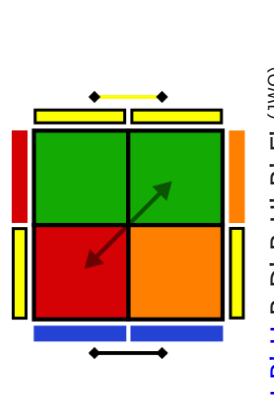
Z'U²R'U'R²U'R'UR'UR'^(C)
FRUR'U'F²URUR'DR²RO



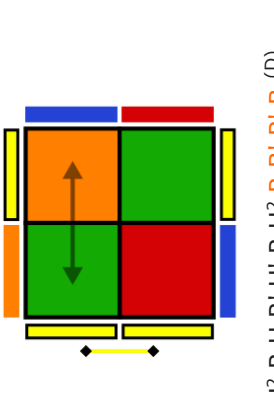
FRUR'U'F'^(RDJWCO)



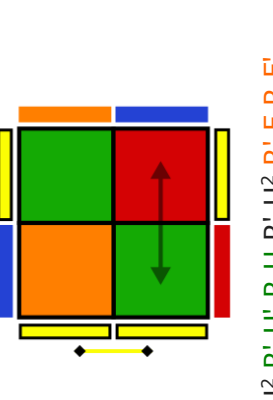
FRUR'URUR'U'F'^(RJWCO)
RU²R²U'R²U'R²U²R^(D)



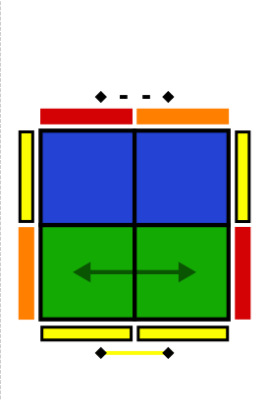
RURURUR'R'F'^(JWO)
RURUR'xUR'UR'^(C)
RURUR'YUR'UR'F'^(D)



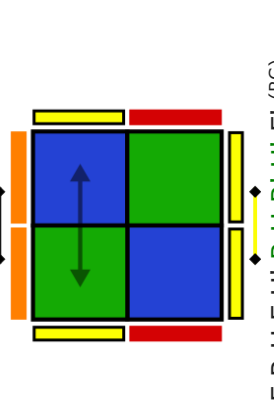
R'U²RUR'UR'U²RB'R'B'^(D)
U²L'U²LU'U'LU²L'F'^(JWO)
FU'R'F²RU'F²RU²R'^(RC)



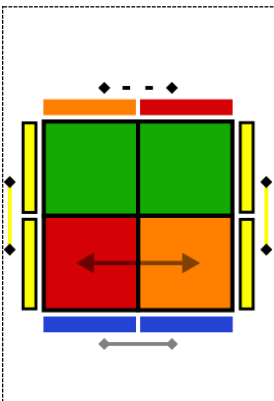
RU²R'URUR'U²R'FRF'^(RDJWCO)



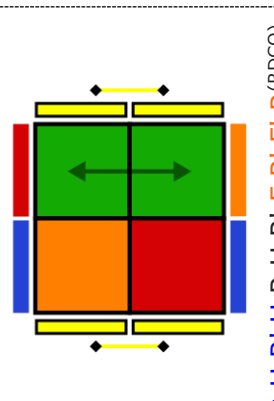
RU'R'FR'FRUR'FR'^(JWCO)
U²R'FR'FR'UR'UR'UR'^(RD)



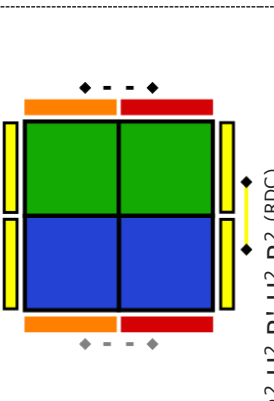
R'FRUFURUR'U'F'^(RC)
U²R'UR'UR'UR'Y'R'U²R'^(D)
RU'RUR'UR'UR'UR'^(JW)
RU'RUR'UR'UR'UR'^(O)



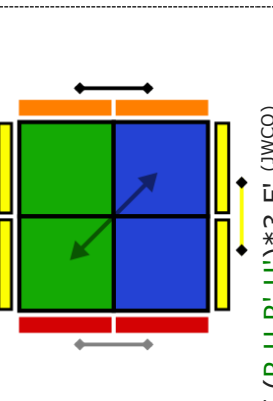
R'U²RYR'UR'UR'UR'^(RDJWCO)
U²L'U²LY'R'UR'UR'UR'^(RD)



RURURUR'FR'FR'^(RDCO)
RURURUL'UR'UL'^(JW)



R²U²R'U²R²^(RDC)
R²U²R'U²R²^(JW)



F(RUR'U')*3F'^(JWCO)
F²R'F²R²U²R'F²^(RD)

2x2x2 CLLS

Arranged by Andy Klise
<http://www.kungfoomanchu.com>

Inspired by David Woner
<http://dtwoner.110mb.com>

(RU²R'U')(RU²)(L'UR'U'L)
 (X'R²U²R'U')(R U²)(L'UR')
 RUR'FRUR'UR'FR²U'R'

(RU'R')U'F²U'(RUR')DR²

Algorithms by
 Rowe Hessler - R
 David Woner - D
 Jude Wright - J
 Cameron Stollery - C
 Christopher Olson - O
 Rowan Kinneavy - W