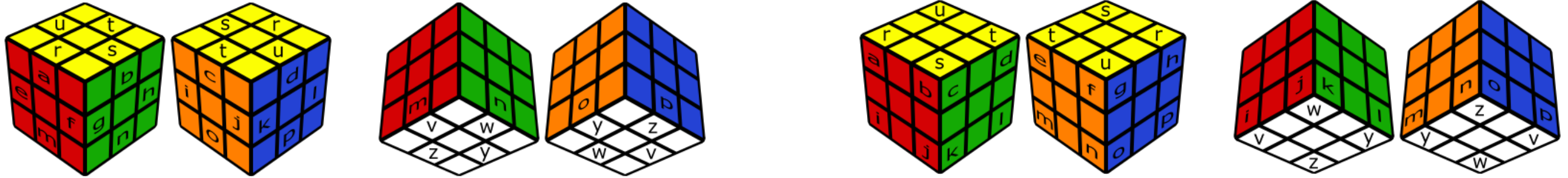


Andy Klise's M2/Old Pochmann Guide



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

Corner Setup Moves			
a	$L' Jb L$	m	$D' F' Ja F D$
b	$F' L' Jb L F$	n	$L Jb L'$
c	$F' Y F$	o	$D^2 F' Ja F D^2$
d	-	p	$F Y F$
e	-	r	Y
f	$L Y L'$	s	Ja
g	$L F Ja F' L'$	t	buffer
h	$F Ja F'$	u	Jb
i	$L' Y L$	v	$F^2 Ja F^2$
j	$D^2 L Jb L' D^2$	w	$D' F^2 Ja F^2 D$
k	$F' Ja F$	y	$D^2 F^2 Ja F^2 D^2$
l	$D L Jb L' D'$	z	$D F^2 Ja F^2 D'$

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	M^2
DB y	$M U^2 M U^2$	$U^2 M' U^2 M'$
FU a	$F E (R U R') E' (R U' R') F' M^2$	$D^2 F^2 U M' U' F^2 D^2 U' M' U$ $M^2 D R' U R' U' M' U R U' M R D'$
BU c	$(F' D R' F D') M^2 (D F' R D' F)$	$(F' D R' F D') M^2 (D F' R D' F)$
BD o	$D^2 F^2 U M' U' F^2 D^2 U' M' U$ $M^2 D R' U R' U' M' U R U' M R D'$	$F E R U R' E' R U' R' F' M^2$

Edge Orientation	
Flip R	$[MU]*3 U [M'U]*3 U$

Corners	
Permutation	
Y	$y' F (R U')(R' U' R U)(R' F')(R U R' U') R' F R F' y$
Ja	$(R' U^2 R) U z D' (R^2 U)(R' D R U') z'$
Jb	$y (R U R') F' \{(R U R' U')(R' F)(R^2 U' R') U'\} y'$
Orientation	
URF	$(L' U' L U' L' U^2 L)(R U R' U R U^2 R')$
URF'	$(R U^2 R' U' R U' R')(L' U^2 L U L' U L)$
Parity – See this video for full explanation http://youtu.be/4uzGoM41EfE	
Alg	$(U' F^2 U) M^2 (U' F^2 U) + y Ra y'$
Ra	$(R U^2)(R' U^2)(R B')(R' U' R U)(R B R^2 U)$

To Do - Fix edge orientation and add notation guide

Credits

Mackey - http://cubefreak.net/bld/m2_guide.html
 Pochmann - <http://www.stefan-pochmann.de/spocc/blindsolving/M2R2/>
 Eric Limeback - <http://www.youtube.com/watch?v=ncpkVvIEcKc>

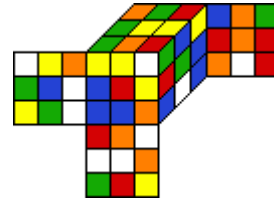
For more guides just like this, visit my website - <http://www.kungfoomanchu.com>

Macky Example Solve 1, No Parity

Scramble - B² D² F D' U² R' B² U L² R' D² L' U² R' U B R² D L F R² U F D² R²

Corners only scramble - R² B² D² L² B² D² L' U² L D² U² F² R' D R' U F² R' U R' D'

Edges only scramble - R² B² F² D' B² L² U² R² F² D² R' B' D' L' D' F' R D L'



Memorization

Corners

CP (a)(s jn b)(m fl) even # of corners permuted, thus you don't have parity
CO I' Use capital letters to denote corner permuted correctly, but needs orientation

Edges

EP (jf rc ie pn y) goes back to m/v so start new cycle immediately
(s ub) went back to beginning of cycle, and all edges accounted for, so stop
EO none

After Donning the Blindfold

1. Corner Permutation

a L' Jb L

s Ja
j D² L Jb L' D²
n L Jb L'
b F' L' Jb L F

m D' F' Ja F D
f L Y L'
l D L Jb L' D'

After this step, you should get this: R² F L² B R B' D² F' U' F² L² U L' U B² R² F

2. Corner Orientation

I' D L (R U² R' U' R U' R')(L' U² L U L' U L) L' D'

After this step, you should get this: D' B² F D' U R F² D' U B' D B' F L' B D'

3. Edge Permutation

j	U' L U M ² U' L' U	
f	U R U' M ² U R' U'	
r	U ² M' U ² M'	use this alg because it is 1 st in pair
c	F ² M U M U M U ² M' U M' U M' U ² F ² M ²	use this alg because it is 2 nd in pair
i	U R' U' M ² U R U'	
e	U' L' U M ² U' L U	
p	x' U L U' M ² U L' U' x	
n	x' U' R' U M ² U' R U x	
y	M U ² M U ²	use this alg because it is 1 st in pair

s	R' U R U' M ² U R' U' R
u	L U' L' U M ² U' L U L'
b	x' U' R U M ² U' R' U x

After this step, you solved it

4. Edge Orientation

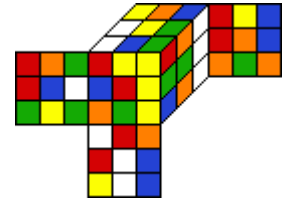
None

5. Parity

None

Macky's Example Solve 2 - M2/3OP, With Parity

Scramble - D F' D R² B² U F L' F' L² U² L² B R² B' R U' D B R' F' D² B' L' R²



Memorization

Corners

CP (pl z)(urwf) odd # of corners permuted, thus you have parity
CO B

Edges

EP (fs h)(w ke pr do n) odd # of edges, thus you have parity
EO T

After Donning the Blindfold

1. Corner Permutation

p	F	Y	F'
l	D L	Jb	L' D'
z	D F ²	Ja	F ² D'
u		Jb	
r		Y	
w	D' F ²	Ja	F ² D
f	L	Y	L'

2. Corner Orientation

B (L' U' L U' L' U² L)(R U R' U R U² R')

After this step, you should get this: U L D U' R F D² F' R² F² L' F' D' B' U L² U R'

2½. Do an extra swap because you have parity

Perform the Ja alg: (R' U² R) U z D' (R² U)(R' D R U') z'

After this step, you should get this: F U² L F' U L' B' F R B² R' D R F² R² F' R² U

3. Edge Permutation

f	U R U' M ² U R' U'	
s	R' U R U' M ² U R' U' R	
h	x' R U' R' U M ² U' R U R' x	
w	U R ² U' M ² U R ² U'	
k	x' L' U L U' M ² U L' U' L x	
e	U' L' U M ² U' L U	
p	x' U L U' M ² U L' U' x	
r	M U ² M U ²	use this alg because it is 2 nd in pair
d	x' U L' U' M ² U L U' x	
o	F E R U R' E' R U' R' F' M ²	use this alg because it is 2 nd in pair
n	x' U' R' U M ² U' R U x	

After this step, you should get this: L² B' R D' R² B' D' B D R B R' U R' U'
(scramble with white on top and orange on front)

4. Parity

(U' F² U) M² (U' F² U) + y Ra y'

5. Edge Orientation

T F² M U M U M U² M' U M' U M' U² F²

After this step, you solved it

