



I'm not robot



I am not robot!

If Alternative algorithms here PLL This subdivision does not come from the Fririch method, but it allows to learn less algorithms. Suggested algorithm here. and Andy Klise. Algorithm Presentation Format. Use the Shift key to select multiple cases %PDF %µµµµobj >>> endobj > endobj >/ExtGState >/XObject >/ProcSet[/PDF/Text/ImageB/ImageC/ImageI] >>/MediaBox[] /Contents 3x3 PLL [21] Intermediate CubeRoot PLL Algorithms, Finger Tricks (Permutation of Last Layer) Suggested alg Alternative alg LH alg Big alg Feet alg Shortest alg [move count] RH alg Right thumb, Right index, Right ring, Right pinkie, Left index Start hand from top, middle, bottom layer Image of suggested alg similar to J Round brackets are used to segment algorithms to assist memorisation and group move triggers. PLL [21] permute LL, assuming OLL is solved. If this seems too many to learn, you should try the 2look PLL PLL Algorithms for Big Cubes. Moves in square brackets at the end of algorithms denote a U face adjustment necessary to complete the cube from the states specified. Click on an image to add it to the trash. It is recommended to learn the algorithms in the order presented Trash. Developed by Feliks Zemdeg. Hide the cases you do not plan to learn. This Round brackets are used to segment algorithms to assist memorisation and group move triggers. and Andy Klise. Find videos, trainers, and PDFs forlook OLL,look PLL, full PLL, and full OLL PLL Algorithms (Permutation of Last Layer) Developed by Feliks Zemdeg. Moves in square brackets at the end of algorithms denote a U face adjustment necessary to complete the cube from the states specified. Suggested algorithm here. Alternative algorithms First rotate the top layer to align as many pieces as possible then do one of the algorithms listed below. This will be explain clearly later. One-Handed PLL Algorithms Developed by Feliks Zemdeg and Andy Klise Algorithm Presentation Format Suggested algorithm here Alternative algorithms here PLL Case 3x3 PLL [21] $\bar{P}^{-1} \emptyset$ Intermediate PLL Algorithms (Permutation of Last Layer) Suggested alg Alternative alg OH alg Big alg Feet alg Shortest alg [move count] Right PLL Algorithms (Permutation of the Last Layer) F type permutation $R' U' F' R U R' U' R' F R2 U' R' U' R U R' U R$ F type permutation N type permutations PLL Algorithms Learn how to solve the last layer of the Rubik's Cube with different methods and techniques. •PLL: Permutation of the Last Layer. Algorithm Presentation Format. Purple text denotes either a change in the suggested algorithm (from the 3x3 PLL Algorithm PDF) or an entire new PLL $Gd R U R' y' R2 u' (R U' R' U R') u R2 PLL Gb L' U' L y L2 u (L' U L U' L) u' L2$ Mirror of $Gd PLL Ga R2 u (R' U R' U' R) u' R2 y' R' U R$ PLL Algorithms (Permutation of the Last Layer) F type permutation $R' U' F' R U R' U' R' F R2 U' R' U' R U R' U R$ F type permutation N type permutations 3x3 PLL [21] $\bar{P}^{-1} \emptyset$ Intermediate PLL Algorithms (Permutation of Last Layer) Suggested alg Alternative alg OH alg Big alg Feet alg Shortest alg [move count] Right thumb, Right index, Right ring, Right pinkie, Left index Start hand from top, bottom, Back face executing alg.