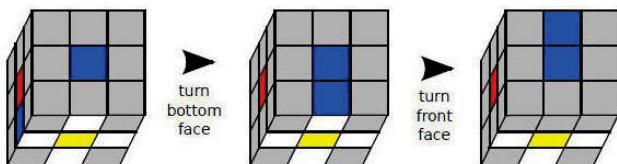
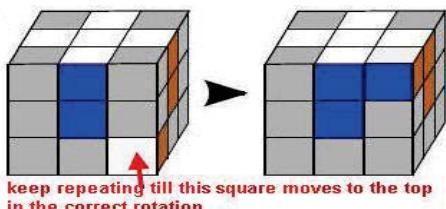


STEP 1: Make a cross shape on the white face making sure that each edge piece matches the centre below.



One way to do this is to move the four white edge pieces down to the opposite face (yellow), then one by one match them with the correct colour centre and rotate up to the white face, as shown in the diagram.

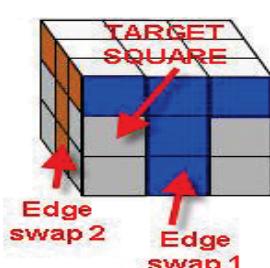
STEP 2: Corner Swap – top right or bottom right spins and moves:



RA – DA – RC – DC

(repeat as many times as necessary)

STEP 3: EDGE SWAPS



Edge Swap 1:

DC – LC – DA – LA – DA – FA – FC – DC

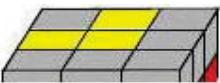
Edge Swap 2:

DA – FA – DC – FC – DC – LC – DA – LA

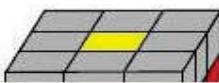
STEP 4: CROSMAKERS



HORIZONTAL LINE:
Hold it this way round,
and perform the move
CROSMAKER L.



V SHAPE in top corner:
Hold it this way round,
and perform the move
CROSMAKER V.



SINGLE SQUARE in the
centre: perform one of
the two CROSMAKER
sequences, then you
should find you have
a LINE or V.

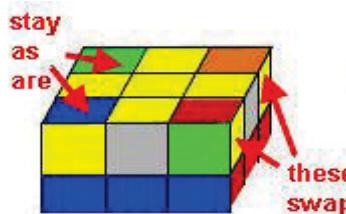
Crossmaker – L:

FC – RC – UC – RA – UA – FA

Crossmaker – V:

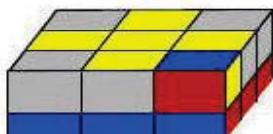
FC – UC – RC – UA – RA – FA

STEP 5: Corner Swap – swaps the two top right corners:



LC – UA – RA – UC – LA – UA – RC – UC – UC

STEP 6: Corner Swap – top right or bottom right spins and moves:



RA – DA – RC – DC

(repeat as many times as necessary, will mess up bottom two layers but this will correct if
only top layer is twisted and then repeated a few times)

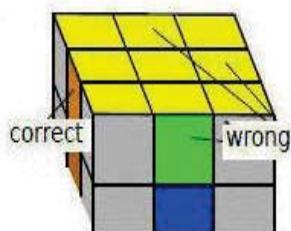
STEP 7: Edge Spins - left hand centre and all other squares stay as are but rotates other top centres

Clockwise

RC – RC – UC – FC – BA – RA – RA – FA – BC – UC – RC – RC

Anti-Clockwise

RA – RA – UA – FC – BA – RA – RA – FA – BC – UA – RA – RA



Right Left Back Front Up Down Clockwise Anticlockwise