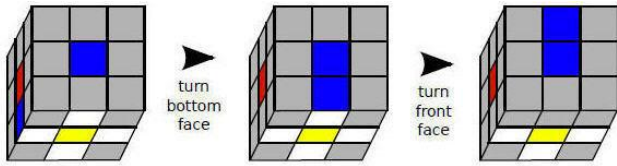
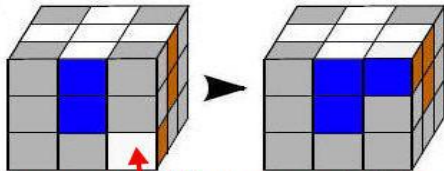


STEP 1: Make a cross shape on the white face making sure that each edge piece matches the centre below it.



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:

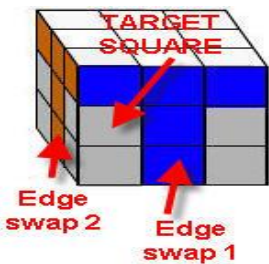


keep repeating till this square moves to the top in the correct rotation

RA – DA – RC – DC

(repeat as many times as necessary)

STEP 3: EDGE SWAPS



Edge Swap 1:

DC – LC – DA – LA – DA – FA – DC – FC

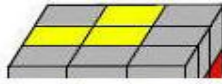
Edge Swap 2:

DA – FA – DC – FC – DC – LC – DA – LA

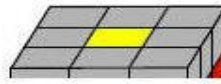
STEP 4: CROSSMAKERS



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



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



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

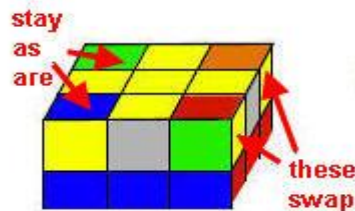
Crossmaker – L:

FC – RC – UC – RA – UA – FA

Crossmaker – V:

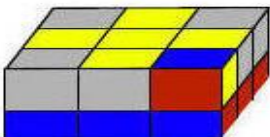
FC – UC – RC – UA – RA – FA

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

