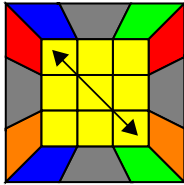
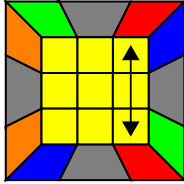


## Rubik cube solving, CFOP method: 2-Look PLL

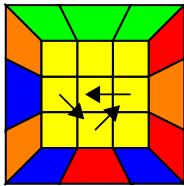
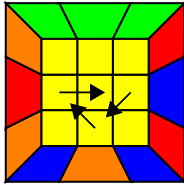
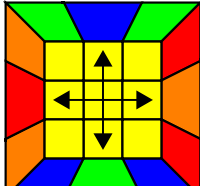
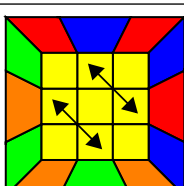
### 0 Moves

M: slice move, follows the L direction

### 1 Corners

| Name                                | Case  | Algorithm   |
|-------------------------------------|---|---|
| Diagonal: all different<br>↻ ↻, ↻ ↻ |  | $F (R U' R') U' (R U R') F'$<br>$(R U R') U' (R' F R F')$ |
| Headlights<br>↻ ↻, ↻ ↻              |  | $(R U R') U' (R' F R F')$<br>$F (R U' R') U' (R U R') F'$ |

### 2 Edges

| Name                 | Case  | Algorithm                           |
|----------------------|---|-------------------------------------|
| Right center to left |  | $R U' (R U R U R) (U' R' U' R^2)$   |
| Left center to right |  | $L' U (L' U' L' U' L') (U L U L^2)$ |
| Opposite edge swap   |  | $M^2 U M^2 U^2 M^2 U M^2$           |
| Adjacent edge swap   |  | $M' U M^2 U M^2 U M' U^2 M^2$       |

Source: <https://jperm.net/alg/2lookpll>

## Rubik cube solving, CFOP method: 2-Look PLL

### 3 Corners training scrambles

- Diagonal:
  - initial: B F U2 B F' U' R2 U L2 D' L2 U' F2 D L2 D' R2
  - repeat: U' F B' U2 F' B U2 L2 F2 U F2 U2 L2 U' F2 U2 F2 L2
- Headlights:
  - initial: U' R L U2 R L' U F2 L2 B2 L2 F2 D' R2 D B2 U' R2
  - repeat: B F U2 B F R2 U F2 L2 D B2 U' F2 R2 D' R2 B2 F2

### 4 Edges training scrambles

- Right center to left: U2 R2 U' F2 R2 F2 U R' L F2 D2 B2 U2 R L B2 D2
- Left center to right: U2 B2 U R2 B2 R2 U R2 U2 R2 U2 B2 R2 B2 U2 B2
- Opposite edge swap: U F B D2 F B D2 F2 R2 D2 R2 B2 L2 U2 F2 L2
- Adjacent edge swap: U R L U2 R L' U B2 R2 B2 U R2 U B2 R2 B2 U R2

### 5 Adjacent Edge Swap Parity on 4x4

- R U R' U (parity) U R U' R'
- Parity: r2 U2 r2 Uw2 r2 Uw2