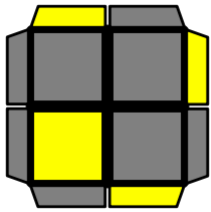


Ortega on 2x2x2

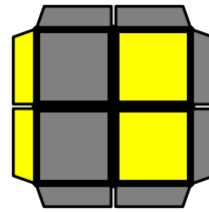
OCLL - Orient Corners of the Last Layer



Sune

R U R' U R U2' R'
[U'] R' U2' R U R' U R

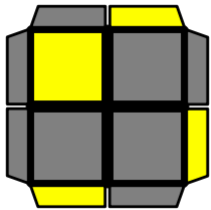
Probability 4/27



U / Headlights

F (R U R' U') F'
[U2] F (U R U' R') F'

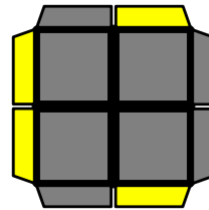
Probability 4/27



Anti-Sune

R' U' R U' R' U2 R
[U] R U2 R' U' R U' R'

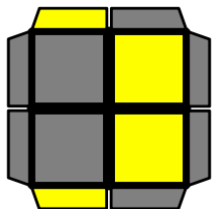
Probability 4/27



Pi / Bruno

F (R U R' U') (R U R' U') F'
[U2] F (U R U' R') (U R U' R') F'
[U'] R' F R2 U' R2 F R

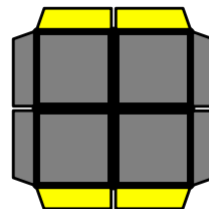
Probability 4/27



T / Chameleon

(R U R' U') (R' F R F')
[U2] (L' U' L U) (L F' L' F)

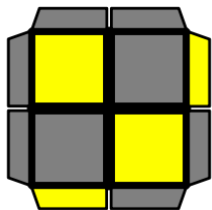
Probability 4/27



H / Double Anti-Sune

R2 U2' R' U2' R2

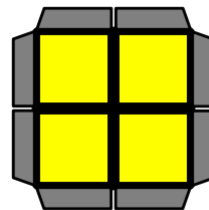
Probability 2/27



L / Bowtie / Triple-Sune

F R U' (R' U' R U) R' F'
[U] F' (R U R' U') R' F R

Probability 4/27



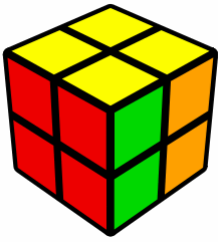
Solved!

Corners Oriented

Probability 1/27

Ortega on 2x2x2

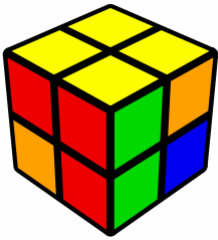
PBL - Permute Both Layers



Adjacent Swaps – Both Layers

[y2] R2 U' R2' [U' D'] R2 U' R2'
[y2] R2 U' R2' U2' F2 U' R2
R2 U' B2 U2' R2' U' R2

Probability 4/9



Adjacent Top, Diagonal Bottom

[y2] R' U R' F2 R F' R
R' F R' F2 R U' R

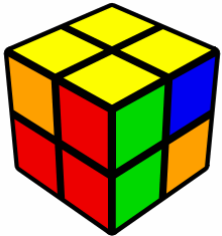
Probability 1/9



Adjacent Swap on Top

R' U R' F2 R F' R' F2 R2 *
[y2] R' F R' F2 R U' R' F2 R2 *

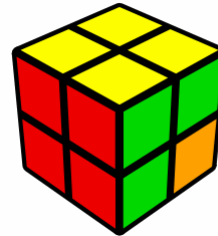
Probability 1/9



Adjacent Bottom, Diagonal Top

[y2] R U' R' U' R' F2 U' R U R
[y] R2 U R2' U' R2 U R2' U' R2

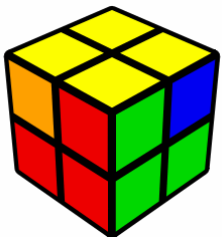
Probability 1/9



Adjacent Swap on Bottom

R U' R' U' R' F2 U' R U R' F2 R2 *
[y] R2 U' R' U' R' F2 R F' R' F2

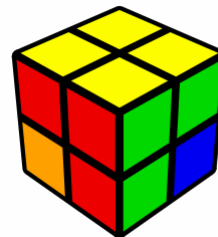
Probability 1/9



Diagonal Swap on Top

R U' R' U' F2 U' R U R' D R2
R' U R' F2 R F' U R' F2 R F' R

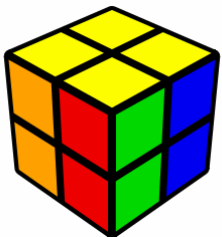
Probability 1/36



Diagonal Swap on Bottom

R U' R' U' F2 U' R U R' D F2 R2 *

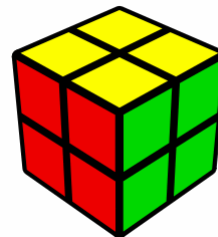
Probability 1/36



Diagonal Swaps – Both Layers

R2' F2 R2
R2 B2 R2'

Probability 1/36



Solved

Stop the timer!

Probability 1/36

*** Some cases are solved by adding R2 F2 R2 to algorithm(s) for another case**