



1) Solve top & correct sides



2) Solve edges in 2nd layer

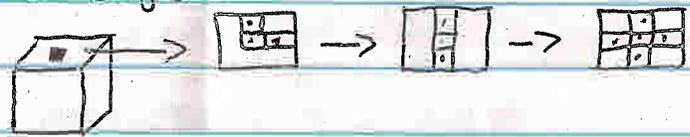


move bottom to A: $D L D' L' D' F' D F$
 B: $D' R' D R D F D' F'$

also can be used to bump out

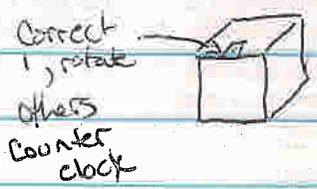
3) Flip cube upside down to solve last layer

orient U edges



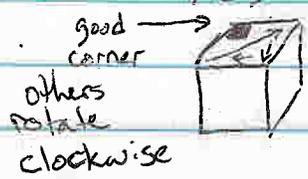
$F R U R' U' F'$

4) Position U edges (1 correct, 3 rotating)



$R U R' U R U R'$

5) position U corners (1 correct, 3 rotating)



may have to do 1 triangle, then other to set this position.

$R' U L U' R U L' U'$

6) orient U corners

while not solved {

U until bad corner @ L F U

do $(R' D' R D)$ until original L F U oriented correctly }