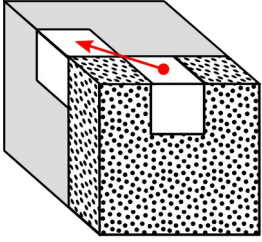
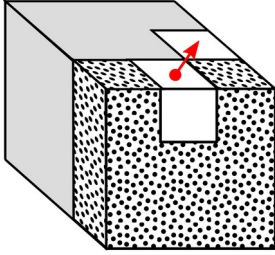
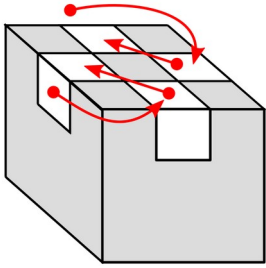
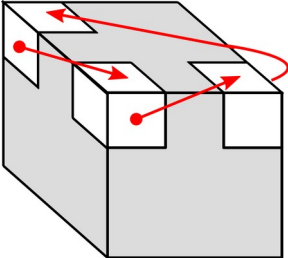
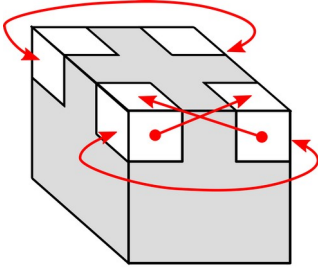
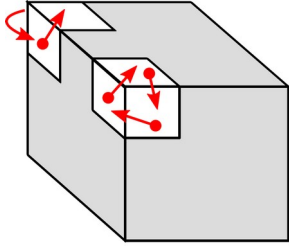
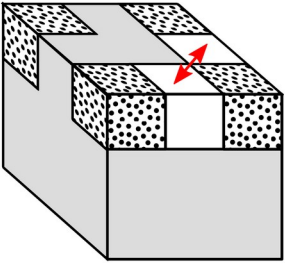











Rubik's Cube Solution

PjotrSoft 2024

| | | | | | | | | | | | | | | | | | | | | | | |
|---|--|--|---|-----------|---|------------------------|---|----------------------|-------------------|-------------------|-----------|-----------|--------|--------|----------|----------|-----------|-----------|----------|----------|----------|----------|
|  <p>2x(fuFU) f 4x(fuFU) f</p> |  <p>2x(FUfu) F 4x(FUfu) f</p> |  <p>5x(furFRU) UU 5x(urfRUF) UU</p> | | | | | | | | | | | | | | | | | | | | |
|  <p>3x(RFrF) u 3x(FRfr) U</p> |  <p>F 3x(URur) f</p> |  <p>UU 3x(RFrF) U 3x(FRfr) u 3x(RFrF) U 3x(FRfr) U 3x(RFrF) U 3x(FRfr) u F 3x(RUru) f</p> | | | | | | | | | | | | | | | | | | | | |
|  <p>IRUruL UU IRUruL UU IURurL U</p> | <table border="1"> <tbody> <tr> <td></td> <td>Unchanged</td> </tr> <tr> <td></td> <td>Changes (as indicated)</td> </tr> <tr> <td></td> <td>Changes (irrelevant)</td> </tr> <tr> <td>Positive rotation</td> <td>Negative rotation</td> </tr> <tr> <td>F = Front</td> <td>f = Front</td> </tr> <tr> <td>U = Up</td> <td>u = Up</td> </tr> <tr> <td>L = Left</td> <td>l = Left</td> </tr> <tr> <td>R = Right</td> <td>r = Right</td> </tr> <tr> <td>D = Down</td> <td>d = Down</td> </tr> <tr> <td>B = Back</td> <td>b = Back</td> </tr> </tbody> </table> | |  | Unchanged |  | Changes (as indicated) |  | Changes (irrelevant) | Positive rotation | Negative rotation | F = Front | f = Front | U = Up | u = Up | L = Left | l = Left | R = Right | r = Right | D = Down | d = Down | B = Back | b = Back |
|  | Unchanged | | | | | | | | | | | | | | | | | | | | | |
|  | Changes (as indicated) | | | | | | | | | | | | | | | | | | | | | |
|  | Changes (irrelevant) | | | | | | | | | | | | | | | | | | | | | |
| Positive rotation | Negative rotation | | | | | | | | | | | | | | | | | | | | | |
| F = Front | f = Front | | | | | | | | | | | | | | | | | | | | | |
| U = Up | u = Up | | | | | | | | | | | | | | | | | | | | | |
| L = Left | l = Left | | | | | | | | | | | | | | | | | | | | | |
| R = Right | r = Right | | | | | | | | | | | | | | | | | | | | | |
| D = Down | d = Down | | | | | | | | | | | | | | | | | | | | | |
| B = Back | b = Back | | | | | | | | | | | | | | | | | | | | | |