



STEPS

Note: it is useless to position the centers, as they never move relative to each other
 Position edges using moves G, J, edge-flip and edge-swap.
 (start with bottom edges, side edges and finish with top edges).

Position corners using moves corner-swap1, corner-swap2 and corner-rotate.
 Flip pairs of corners using corner-flip.

G=AEDB

Edge corner-rotate

J=ABDE

Edge edge-rotate

H=BFEFC

H=BFEFC

Edge-flip

K=BCEF

L=CAFD

Edge-swap

L=CAFD

GGG

Corner-swap1

GGG
KKK

Corner-rotate

JJJ
(same as BGGGE)

Corner-swap2

GGG
KKK
A
F
GGG
LLL
C
D

Corner-flip