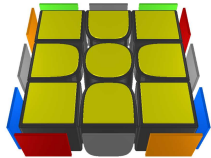


PLL-2L

CFOP (Fridrich) Method: Permutation of Last Layer - 2 Look.

Solve Corners

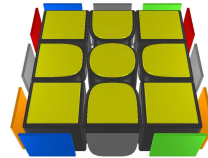
The first stage of 2-Look PLL is to solve the four corner pieces. Use the algorithms below to do this depending on whether you 'headlights' (2 corners oriented correctly) or no headlights.



Headlights
(Back)



$x R' U R' D_2 R U' R' D_2 R_2 x'$



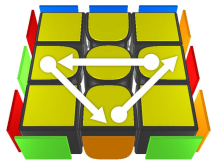
No Headlights



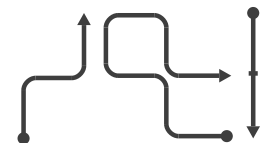
$x'(R U' R' D) (R U R' D') (R U R' D) (R U' R' D') x$

Solve Edges

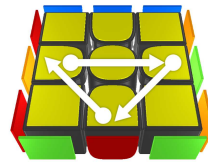
The second stage of 2-Look PLL is to solve the four edge pieces. Use the algorithms below to do this.



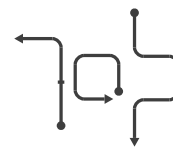
Ua Perm



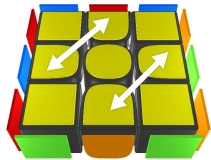
$(R U' R) U R U R U' R' U' R_2'$



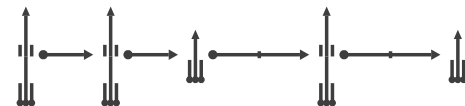
Ub Perm



$R_2 U (R U R' U') R' U' R' U R'$



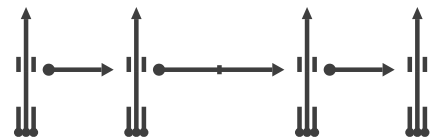
Z Perm



$M_2' U' M_2' U' M' U_2' M_2' U_2' M'$



H Perm



$M_2' U' M_2' U_2' M_2' U' M_2'$