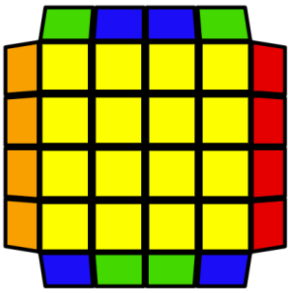
PLL + Parity Cases

Images sourced from Conrad Rider's VisualCube - http://cube.crider.co.uk/visualcube.php

Algorithm Presentation Format



Algorithm here
Alternative algorithm here

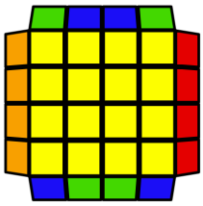
For some of these cases, an AUF (Adjustment of U Face) will be required between the PLL Parity Algorithm and the PLL case.

[Parity] refers to executing the below algorithm:

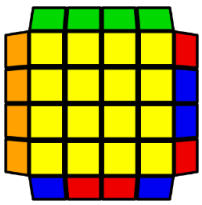
- r2 U2 r2 Uw2 r2 Uw2 U2

Cases are shown in the following order:

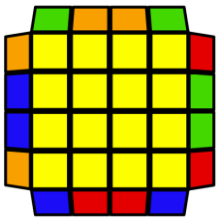
- Edge Only Cases [5]
- Diagonal Corner Swap Cases [5]
- Adjacent Corner Swap Cases [12]



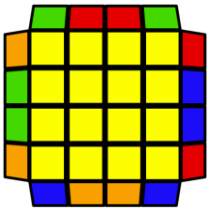
[Parity]



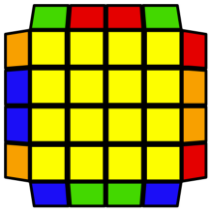
R U R' U' [Parity]
U R U' R'



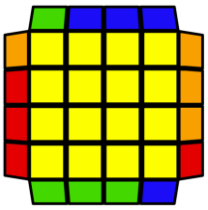
Z Permutation + [Parity]
(any angle)



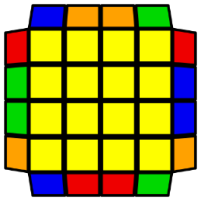
Z Permutation + [Parity]
(any angle)



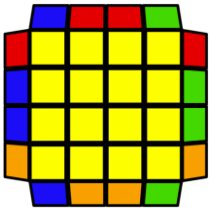
[Parity] + U Permutation
(any angle)



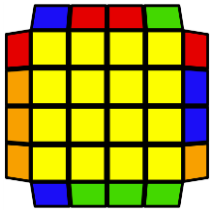
[Parity] + Na Permutation



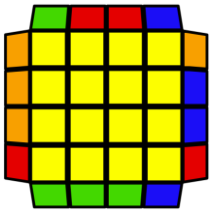
F (R U' R' U') (R U R' F')
[Parity] (R U R' U') (R' F R F')
(any angle)



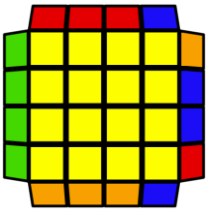
[Parity] + E Permutation
(any angle)



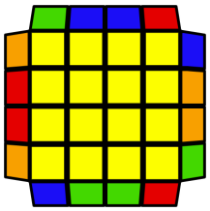
[Parity] + Y Permutation
V Permutation + [PLL Parity]



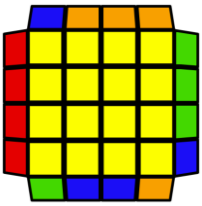
[Parity] + V Permutation
V Permutation + [PLL Parity]



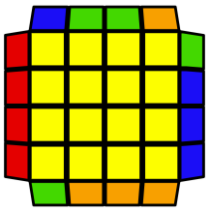
T Permutation + [Parity]



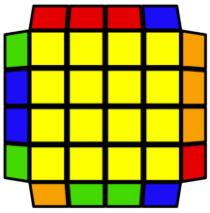
[Parity] + T Permutation



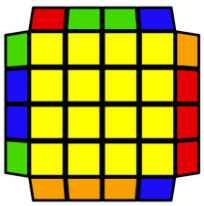
[Parity] + Jb Permutation



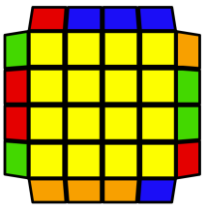
Jb Permutation + [Parity]



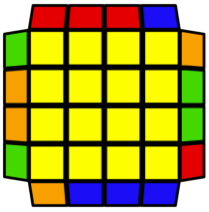
Jb Permutation + [Parity]



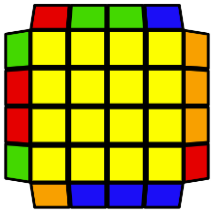
[Parity] + Gd Permutation
Ja Permutation + [Parity]



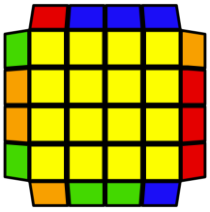
(R U R' U') (R' F R2 U' R')
[Parity] U' (R U R' F')



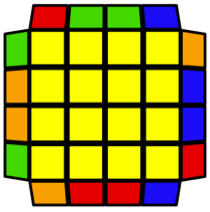
y/y' [Parity] + Jb Permutation



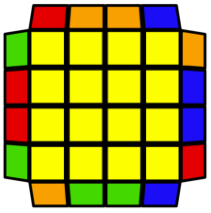
[Parity] + A Permutation
(any angle)



[Parity] + A Permutation
(any angle)



[Parity] + Rb Permutation



[Parity] + Ra Permutation