


4x4 – Useful Last 2 Edge Algorithms

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

Algorithm Presentation Format



Algorithm here
Alternative algorithm here

Cases shown are a subset of all 4x4 L2E possibilities.

Round brackets are used to segment algorithms to assist memorisation and group move triggers.



$Lw' U2 Rw' D2 Rw U2 Rw' D2 Rw2 x'$
 $U x' Uw' (R U R' F R' F' R) Uw U' x$
 $Lw U' R' U x R' U R U' Rw' R$



$x' Rw2 D2 Rw' U2 Rw D2 Rw' U2 Lw'$



$Rw U2 Rw D Rw' U2 Rw D' Rw2'$



$Rw2 D Rw' U2 Rw D' Rw' U2 Rw'$



$R' (Uw' R U R' F R' F' R Uw) R$