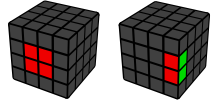
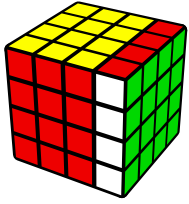


4x4 Redux



R Outer layer



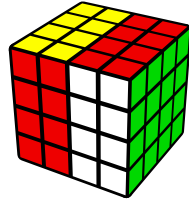
4x4 Redux Method

Beginner

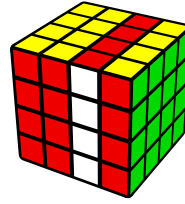


Notation

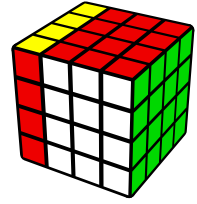
r 2 layers



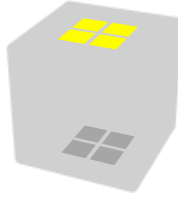
2R Inner Slice



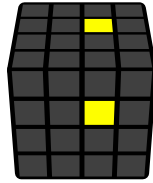
3r 3 layers



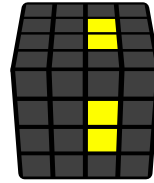
F2C (Two Opposite Center)



2nd Center



r U' r'

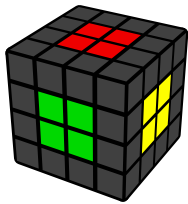


r U2' r'

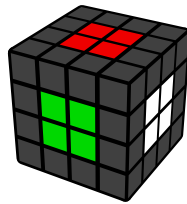
L4C (Last Four Centers)

Do z move to make L4C on M slice. Solve centers into correct relative positions. Solve F center (3rd center), do x', solve current F center (4th center), do x', solve current F center (5th center), then 6th center will be solved automatically. One can also solve U center, then do x. Below is general idea on F center.

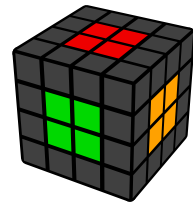
Relative Positions



Correct

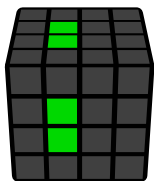


Wrong

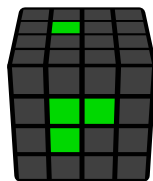


Wrong

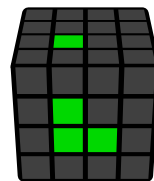
F Center



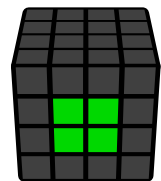
r U2' r'



r U r'



r U' r'



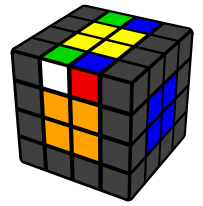
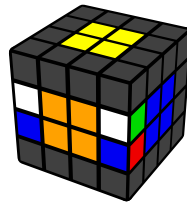
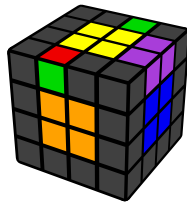
Solved

Edges

Unsolved edge.

F10E (First Ten Edges)

L2E (Last Two Edges)



$u' (R U' R') u$

$r' (U' R U) r$

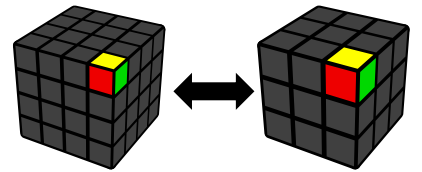
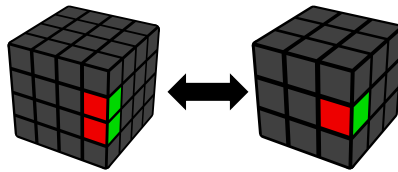
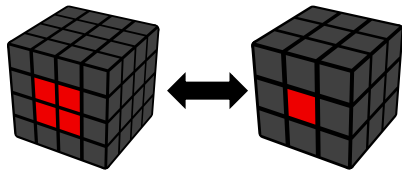
$u' (R U R' F R' F' R) u$

$r' (U' R' U R' F R F') r$

3x3

Solve the cube as if it were a 3x3.

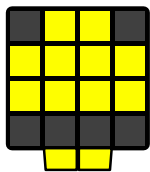
Redux



Parity Cases which are Impossible on 3x3

OLL parity

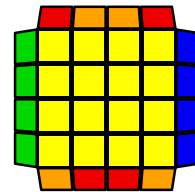
Odd flipped edges



$r U2 x r U2 (r U2' r' U2) l U2 (r' U2' r U2) r' U2' r'$

PLL parity

Odd edge pair/corner swaps



$r2 R2' U2 2R2 u2 2R2 u2 [U2]$