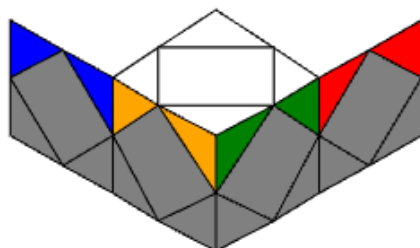


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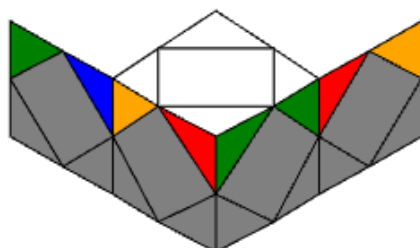
☐ Show notation

Sarah's Beginner Method Overview

Step 1: Solve the first side.



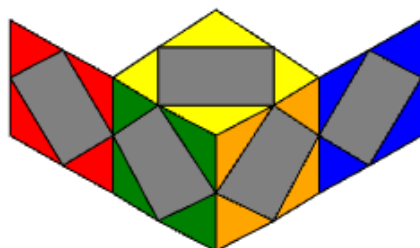
Notice the colors should be aligned, e.g. the following face is not solved due to misalignment of side colors.



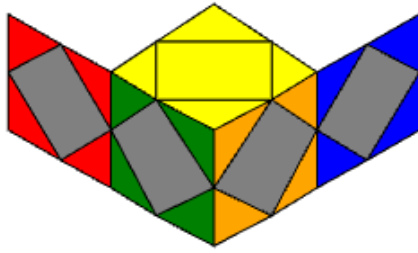
As an extension to Sarah's method, there is actually an additional algorithm set called Skewb EG-2 which solves the first face and then solve the rest with one algorithm.

Step 2: Solve the remaining corners.

Notice white center is already solved, but is not shown.

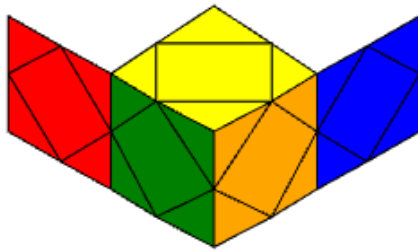


Step 3: Solve the U center.



Step 4: Solve the remaining centers.

Notice there is no AUF needed for Skewb.



Sarah's Beginner Method Algorithms

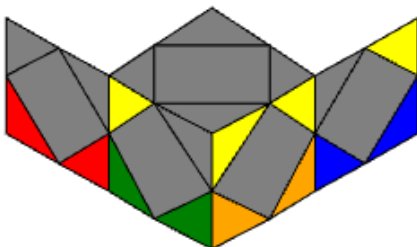
Tips: click on show notation above to understand the notations.

Step 2: Solve the remaining corners

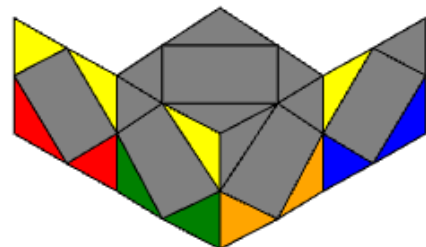
There are two cases for top layer corners (except for already solved):

Case 1: no top corner is oriented.

This case can be solved at two angles:

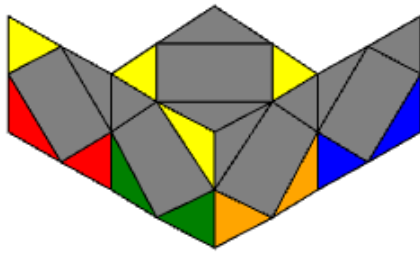


The algorithm is S (Sledgehammer) = $f' l f l'$



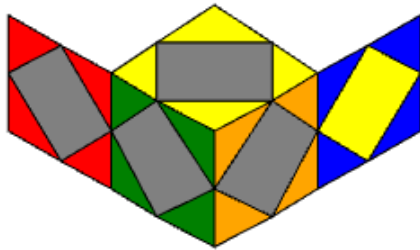
The algorithm is H (Hedgeslammer) = $l f' l' f$

Case 2: two top corners are oriented.



S y S

Step 3: Solve the U center

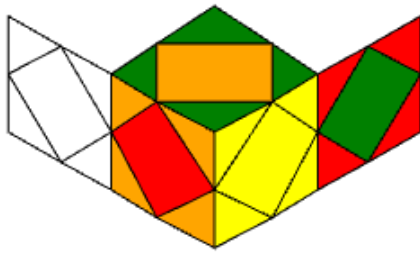


S y² S

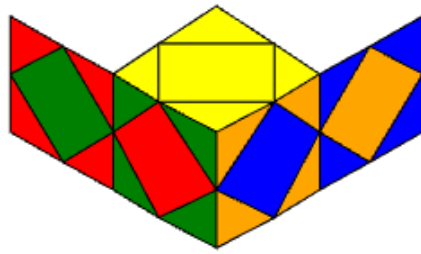
Step 4: Solve the remaining centers

First make rotations to match with one of the following case then apply the corresponding algorithm.

U perm



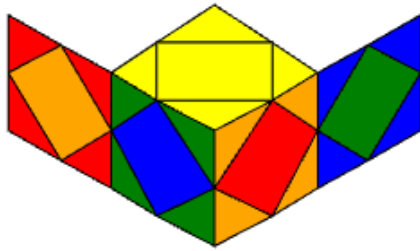
Z perm



S y2 S

FCN: R L' U' L U L R L' R

H perm



FCN: L R' U R' L' U R' U