

M2 Algorithms and Setup Moves

These come from JPerm's great video tutorial on M2:

https://www.youtube.com/watch?v=JTkSQxWk_u8

All setup moves

A: none	M: B' R B
B: R U R' U'	N: R' B' R B
C: special case (see below)	O: B' R' B
D: L' U' L U	P: B' R2 B
E: B L' B'	Q: special case (see below)
F: B L2 B'	R: U' L U
G: B L B'	S: special case (see below)
H: L B L' B'	T: U R' U'
I: special case (see below)	U: buffer
J: U R U'	V: U R2 U'
K: buffer	W: special case (see below)
L: U' L' U	X: U' L2 U

Special Case Algorithms:

A: M2
Q: U B' R U' B (M2) B' U R' B U'
C: U2 M' U2 M'
I: D M' U R2 U' M U R2 U' D' M2
W: M U2 M U2
S: M2' D U R2 U' M' U R2 U' M D'

Opposites:

C/W are opposites, I/S are opposites

If you split your memorization into pairs, anytime C/W/I/S comes as the second letter in a pair, you need to change it to its opposite.

Parity Algorithm:

2 options:
1. M2 U' M U2 M U' M' U2 M' U2
2. D' L2 D M2 D' L2 D

Use the parity algorithm after solving edges and before solving corners, only if you have memorized an ODD number of corners and/or edges. If you have done memorization correctly, they will both be even or both be odd.