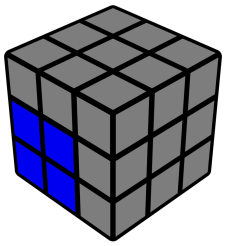
Light Slice Fire Blocks

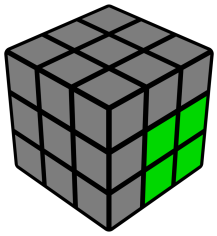
Invented for the Method Development Competition of Jan-Feb 2021

Step 1: 2x2x1 block on back left



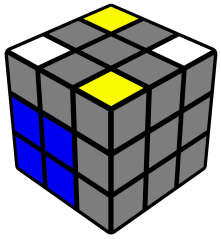
This is even easier to see in inspection than a Roux First Block!

Step 2: 2x2x1 block on back right



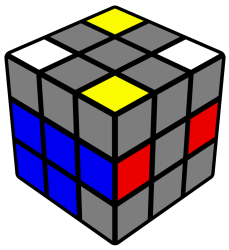
Just like the last step, just this time on the right side of the cube.

Step 3: Corner Orientation



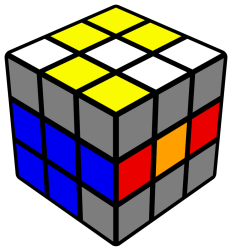
Insert oriented corners into the D layer using common triggers like R U' R' or L' U2 L, or things like that. Then, use 7 algorithms from OCLL to orient the U layer corners.

Step 4: FLFR + a D layer Corner

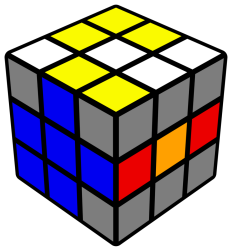


In this step, solve the FL and FR edges, plus a D layer corner. The best way to do this is to orient the FL & FR edges, and stack them ontop of eachother in the M slice on the B face and/or in the FL or FR slots (if one is in this position, Orient the other relative to the first, and then put it in BD slot).
Then put one of the D-layer corners either in its correct position, or in the opposite slot on the F side (while preserving CO and also EO for FR and FL.
Then do either <M, F> gen or x <M, U> x' gen FL FR.

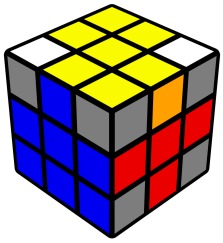
Step 5: L6E (almost exactly like in the Roux method (except for parity lol))
Step 5a: EO

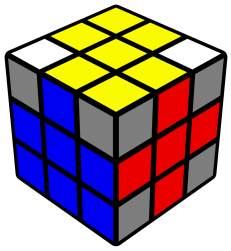


Step 5b: ULUR



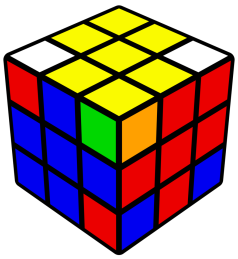
Step 5c: L4E (permute M-slice)





Almost the same as Roux, but there is a 50% chance of "parity", when 2 edges are swapped. To fix this, you can do either a T-perm or F-perm, or double the amount of algorithms in step 6 by solving the "parity" at the same time.

Step 6: P5C (Permute 5 Corners)



Permute the last 5 corners using 16 algorithms.

Movecount

First Block - about 5?
Second Block - 10 maybe?
Corner Orientation - 12ish
FRFL - 6ish
LSE - 13ish (computer optimal is 11.3 iirc)
P5C - 12ish

= 58, but i was being overly generous (i think SB and CO are lower [& optimal LSE is 11, but not for Humans])

Example Solves

Example 1:
U′ B2 R2 U′ F2 U B2 L2 D F2 R2 U′ F′ R2 F2 R D′ B D′ U′ R2
x **// inspection**
F' D' U2 Rw U B' **// First Block**
F M2 F R2 **// Second Block**
U' F U2 R U R' U' R U2 R' **// Corner Orientation**
M2 F U2 M' U2 M F' M' U' M F' M2 F' **//FLFR+1**
U' M' U2 M' U2 M' U' M' U' M U2 M' U2 M2 U2 **//L6E**
(U') R U R' U R U R' U R U' R' U R U R' U R U R' **//P5C**
= 67 moves -_-

Ryan Example 1:
U′ B2 R2 U′ F2 U B2 L2 D F2 R2 U′ F′ R2 F2 R D′ B D′ U′ R2
D F L B' //FB
F' R' U' F' R F2 R' F R2 // SB
L' U L' // CO

Example 2:

L′ B2 R′ D2 F2 L2 F′ U2 R2 B′ R2 U2 B D F2 R D′ R2 U′ F′
y **// inspection**
U2 L2 D2 B **// First Block**
Rw’ U’ Rw’ U’ Rw’ U’ R’ U’ R U’ R’ U Rw **// Second Block**
U F’ U L’ U’ L U’ L’ U2 L **// Corner Orientation**
M U M’ U2 M F’ M2 F’ **//FLFR+1**
U2 M’ U2 M’ U M’ U’ M2 U2 **//L6E**
(U’) R U R’ U R U R’ U R U’ R’ U R U R’ U R U R’ **//P5C**
= 62 moves -_-

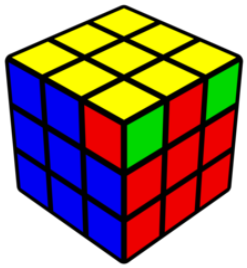
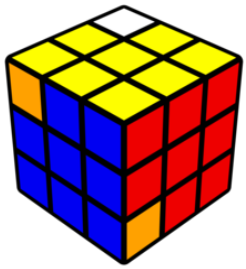
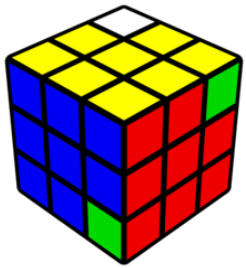
Example 3:
B2 L2 U F2 U′ L2 B2 L2 U2 B2 F U L F2 U R2 D2 F L′ D
x2 y’ **// inspection**
R’ Uw’ E B **// First Block**
M’ U’ R2 U R’ U’ R U R’ U2 Rw **// Second Block**
U F2 U’ L’ U’ L U’ L’ U2 L **// Corner Orientation**
M U2 F’ M’ F M’ U2 M F’ M2 F’ **//FLFR+1**
M’ U’ M’ U M U’ M U’ M’ U2 M’ U2 M2 **//L6E**
(U2 D2) R′ U2 R U R′ U2 R2 U2 R′ U′ R U′ R2 U′ R (U2 D2) **//P5C**
= 67 moves -_-

Example 4:
B′ L B2 L′ U2 L′ F2 R D2 B2 F2 L′ U F′ R2 B′ D L R2 D′ B
(U D’) R (U’ D) **//First Block**
R’ U Rw F U R2 Rw’ U’ R **//Second Block**
F2 U R U2 R’ U’ R U’ R’ **//Corner Orientation**
U M U2 F2 U’ F’ M2 F’ **//FLFR+1**
M’ U’ M’ U2 M U M U2 M’ U’ M U M2 U2 M’ U2 M2 U2 **//L6E**
(R′ U′ F′) (R U R′ U′ R′ F R2 U′ R′ U′ R U R′) U R **//Parity**
U2 (R’ F R F’)*3 U2 **//P5C**
= 79 moves :(

L5CP Algorithms:

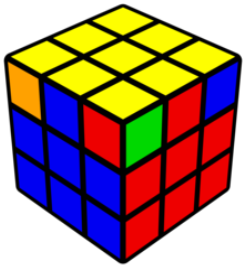
(Blue is the front face in all of these pictures)

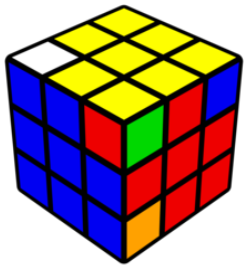
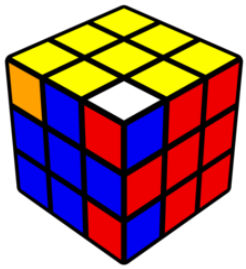
Set 1: 3-cycles (5 algs)
Recognized by having 2 corners solved

	x R2’ D2 R U R’ D2 R U’ R		x R’ U R’ D2 R U’ R’ D2 R2 x
	(x′) D′ R U′ R′ D2 R U R′ D		R2 U R2 D R2 D’ R2 U’ R2 D R2 D’
	(z′) R′ D2 R U2 R′ D2 R U2		

Set 2: 2 2-swaps (5 algs)

Recognized by having 1 corner solved

	M2 U’ M2 U2 M2 U’ M2 U2 M2 U2 M2 U’ M2 U2 M2 U’		x′ R U′ R′ D R U R′ D′ R U R′ D R U′ R′ D′ x

	(U) R′ D′ R U′ R2 D′ R U′ R′ D R U D R		x R′ U R U′ R′ U R U′ R′ U R U’ (Triple sledgehammer)
	(U D) R′ U R U R′ U R U2 R′ U R U R′ U R (D’)		

Set 3: 5-cycles (6 algs)

Recognized by having no corners solved

	(U’) R U R’ U R U R’ U R U’ R’ U R U R’ U R U R’		(U’) R2 D R’ U2 R D’ R2 U2 R U R’ U2 R U2 R’
	(y’) R′ U2 R U R′ U2 R2 U2 R′ U′ R U′ R2 U′ R		(U’) R U2 R’ U2 R U’ R’ U2 R2 D R’ U2 R D’ R2

	(D) R2 r U′ r′ F2 R2 U′ R′ F R′ F2 R2 (D’)		(y’) (U’) R2 F2 R F’ R U R2 F2 r U r’ R2

Variants:

Ryan:
Left Block
Right Block
CO
FL FR + D layer corner
Roux L6E (Until parity or not)
L5C + Parity (33 algs I think)