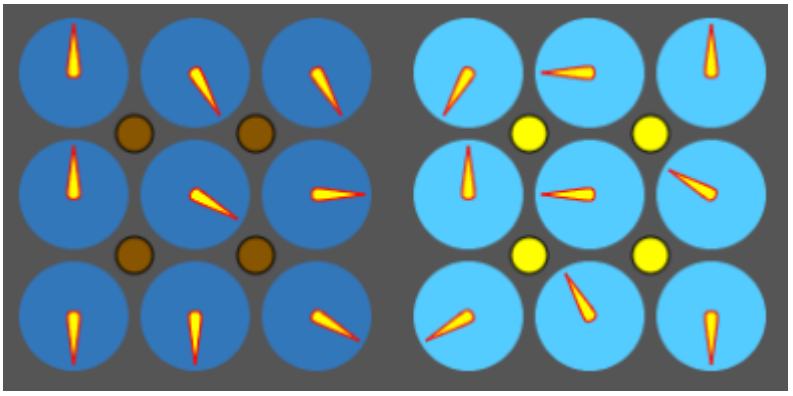
7-Simul Written Tutorial

NOTE: MAKE SURE TO HAVE ATLEAST A BIT EXPERIENCE WITH NO-FLIP. THIS WILL MAKE IT EASIER. IT DOESN'T MATTER.

Scramble: **UR1- DR1- DL3+ UL4- U3+ R1- D2- L0+ ALL0+ y2 U2- R4+ D1- L1+ ALL2+**



Start scrambling from black side, begin memo on white side.

Memo scheme

+1	1
+2	2
+3	3
+4	4
+5	5
6, -6	6
-1	A
-2	B
-2	C
-4	D
-5	E
0	O or 0

What is C U L R D?

C-Center clock
U-Upper clock (edge)
L-Left clock (edge
R-Right clock (edge)
D-Down clock (edge)

For corners, UR is upper right, UL is upper left, DR is lower right and DL is lower right.

For pin notation during execution, if it's dl have everything up except dl, and if it's DL it's have only DL pin up. / means have UR and DL pins up and \ means have UL and DR pins up. as for U R D L, it means have that side pins up, so for U you would put UR and UL up.

The side that you start to memo on will be referenced in lowercase letters, and the side you start execution on will be referenced in uppercase letters. For example, d to c means you will see how the d and c pins are related to each other on the memo side. Something like U to L will mean you will see how the U clock relates to the L clock on the execution side. The reason why the notation is that way is to help remember what side you should be on when doing the method. In an actual solve you probably won't be doing this but for notation purposes this will hopefully help you remember.

Memo:

Letter 1: d to c, this is how many ticks D has to do to reach C. For this scramble its -2. which turns in B

Letter 2: r to dr + L to U, you look how many ticks r has to do to reach the dr corner. for this scramble its +1. you do an x2 and you add the +1 to the u clock. then you look how many ticks L has to do to reach the imaginary u clock. which is 2.

x2

Letter 3: r to d, it's very simple. just look how many ticks r has to do to reach d. which is 3.

x2

Letter 4: C to U + l to ul + r to dr, here's how to do this: you check how many ticks C has to do to reach U, which is 2.. you add the 2 to D, and you check how far d is from 12. which is -1. now you do x2 and add the -1 to the ul corner, now you look how many ticks l has to do to get to the imaginary ul corner. Which is -1. you add that to the dr corner. now you check how much ticks r has to do to reach the imaginary dr corner, which is 0. **MAKE SURE TO FLIP THE NUMBER IF IT ISNT 0 OR 6. FOR EXAMPLE: 5 BECOMES -5, -2 BECOMES 2 AND 6 STAYS 6 AS IT IS THE SAME.**

stay on the white side

Letter 5: c to u + L to UL + R to DR. This is just the same as previous letter, but on the other side and you dont flip the letter. c to u is +1. d is -5 ticks away to 12 so you do x2 and add -5 to UL corner, L to imaginary UL corner is +3 so you add that to DR corner and R to imaginary dr corner is -2.

Memo ends. keep on the black side.
memo: b230b

Execution:

1. Put all the pins up except for the dl pin. do letter 1 on the dl wheel. which is B (-2) With the ur wheel you do letter 2 which was 2 (+2)
2. Put the R pins up (UR and DR). with the UR wheel you match U to L. with the ul wheel you do letter 3 which was 3 (+3)
3. Put the DR pin only up, and make a 2x2 block. With dr match C to U and L and with the ur wheel you match the UL corner to C U and L. this is an intuitive move.
4. \ Move, put the UL and Dr pins up. with the UL wheel do letter 5 which was 0 (so don't do any move) and with the UR wheel do letter 5. which was B (-2)
5. (the rest is all intuitive) Put the UL pin only up. match the 2x2 block to D (already done so this is an skip) and with the ur pin match the dl corner to the 2x2 block + D. (already done so this is another skip you basically make a 2x3 block.
6. Put the L pins up (UL and DL.) and match the 3x2 block to R with the UL pins, with the ur pins you match DR to R + the 3x2 block.
7. Put everything up except for the UR pin. match everything to 12 with the ul and ur wheel