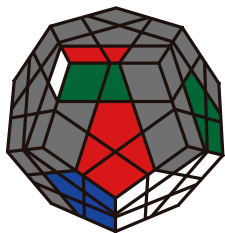


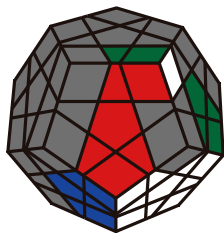
Megaminx F2L, S2L Algorithms (First, Second Two Layers)

Cases similar to 3x3 F2L are not shown. Many F2L (S2L) cases are equivalent, in the sense of cube rotation. **F** moves in Megaminx are more fingertrick-friendly and common than F in Rubik's Cube. In some situation, **block building** is more convenient than standard F2L. Reduce rotation as possible.

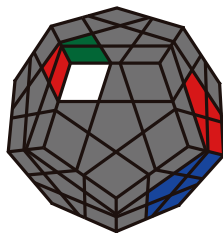
Free Pair



$R U' R' / U' R' F R F'$
 $U R U2' R' / U2 R U2 R'$



$F R' F' R$
 $U' F' U F$



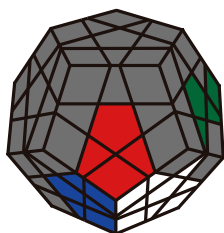
$R' U2' R$



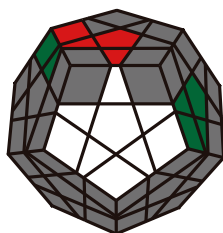
$R2' U2' R2$
 $U' R2' U2 R2$
 $U2 R2' U R2$



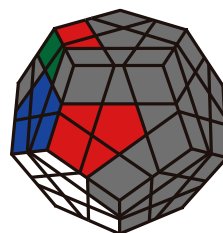
$R2 F R2' F'$



$R2 F R2' F'$

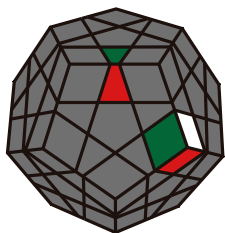


$U2' R' U2 R$

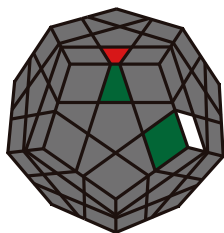


$F' (R U2' R') F$

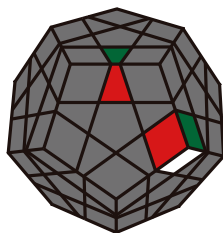
To Free Pair



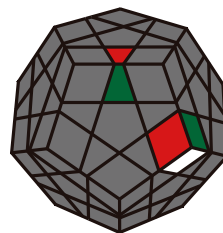
R



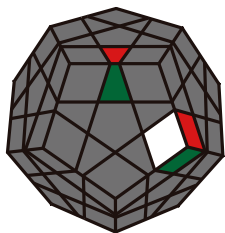
$U2' R2$



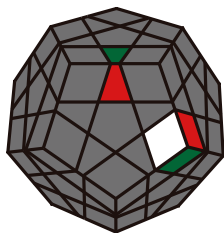
$U R$



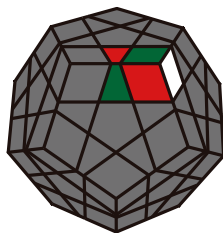
$y' U2' R' U$
 $R U' R2' F R$



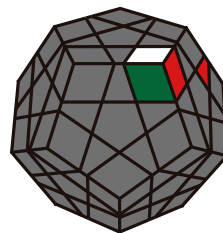
$U' / U' F'$
 $U' R U' R'$



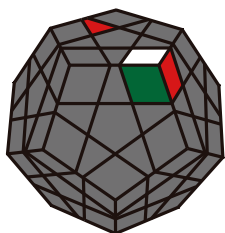
$U F'$
 $U2 R U' R'$



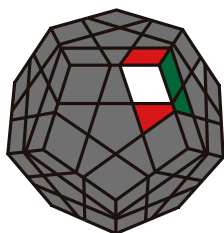
$R' U2' R2$
 $R2 U2' R'$



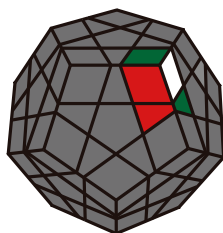
$U R2' U'$
 $BR2 U2'$



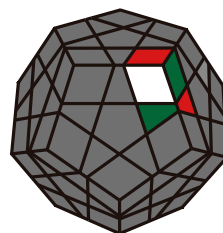
R



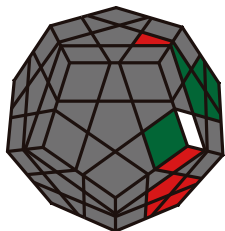
$U' F'$
 $U' R U' R'$



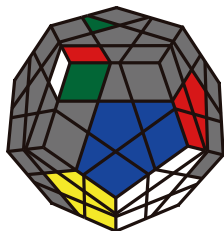
$U R$



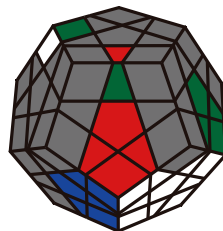
$U2 R / U2 R U R'$
 $U' R U R' / U F R'$



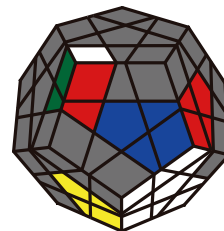
U' R2 U R2'



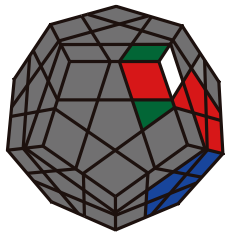
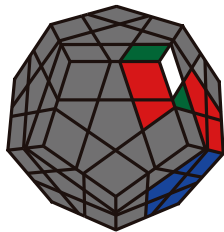
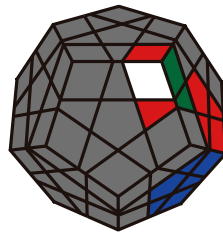
R' U2' R' U' R



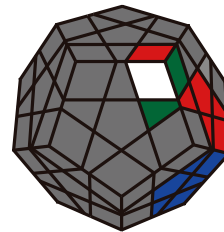
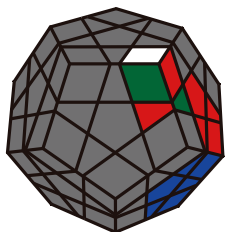
L R U' R'



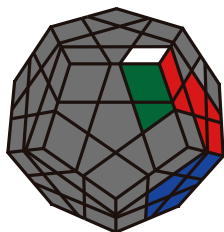
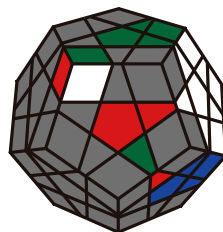
R2' F U' F' R2


 U R' U' R2 U R2' U' R
 U' (R U' R' U)2 R' U' R

 U (F' U F) (R' U2' R)
 U' R U2' R' y R U R'
 U R U R' U2 y R U R'


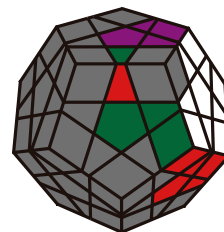
U' F' (R' U' R)


 U' R U R2' U' R
 U' F R2' F' R2


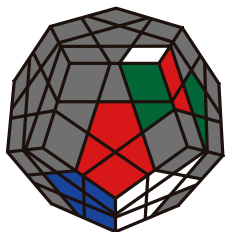
U (R' F R F') R' U' R


 R U' R2' U R
 y L' R U2' R


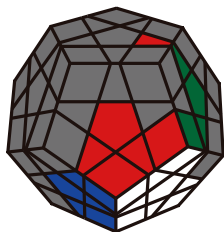
U' R' F' R U



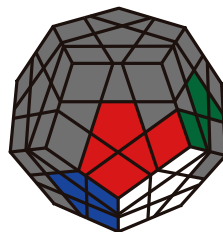
U' R' F R U



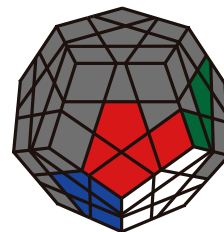
U' (R' F R F') (R U' R')



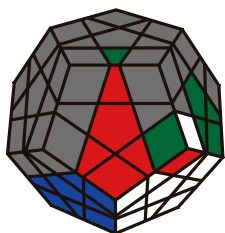
R2 U' R' U R2'



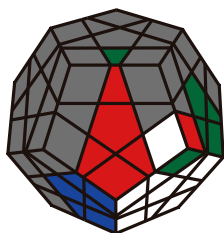
R2 U' R2 U R2'



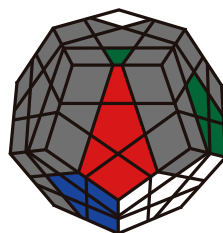
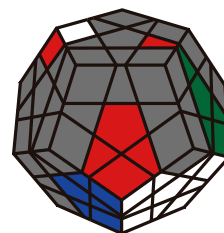
R2 U' R2' U R2'



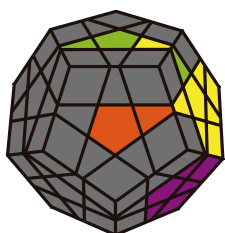
(R U R' U') (F R' F' R)



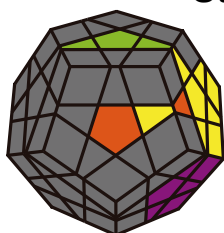
(R' F R F') (U R U' R')


 (R U R') (F' U' F)
 B R' U (F' U' F)

 L U' (R U R')
 (F' U' F) (R U R')

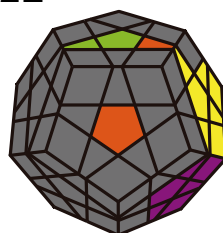
Stars in S2L



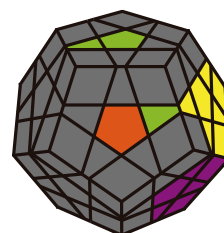
U R' F R



R U R' F

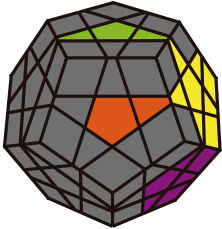


U R U' R'



F R' F' R

Megaminx F2L, S2L



U R U' R' U

$\sqrt[3]{\text{CubeRoot}}$

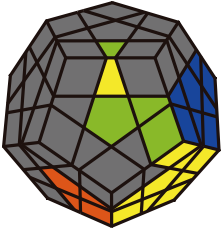


U' R RB R' U2



R' F2 R

Intermediate



U' R' F R