**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.

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| **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' |
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|  | | | |
| **F2L** | | | |
|  |  |  |  |
| **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)**  BR' 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** |
|  | | | |
|  |  |  |  |
| **U R U' R' U** | **U' R RB R' U2** | **R' F2 R** | **U' R' F R** |