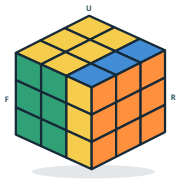
Move notation

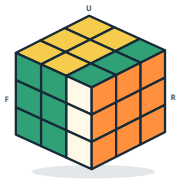
U upper · R right · F front · D down · L left · B back · ′ inverse · 2 half turn



1. Right face clockwise

R

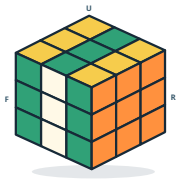
Look straight at the right face. Rotate it a quarter turn clockwise from that viewpoint.



2. Undo a face turn

R'

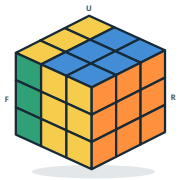
A prime mark reverses the direction from the same viewpoint.



3. Middle slice

M

Move the center slice between L and R in the direction of L.



4. Wide turn

Rw

Turn the right face and its neighboring inner layer together.