

4x4 Blindfolded tutorial

Introduction

Here is the note I take to learn 4x4 blindfolded (4bld). Based on Xin Shi's tutorial. This method uses 3-cycles for centers, M2 for edges and op corners.

Corners

Method: 3-style

Buffer: Ufl.

Since there are two targets, there are three cases:\\

1. Both on the side
 - a. **Fur,Rub: [r U r', u]**
2. One on U and one on side
 - a. **Ful,Ubr: [l, F r' F']**
 - b. if diag: do Lw U' Lw' to set up so that they are adjacent
3. One on U and one on D
 - a. **Dfl,Ubr: [l2, D r2 D']**
4. One on D and one on side
 - a. **Dfl,Fur: [U r U', l2]**
5. Both on D
 - a. Adjacent on B: **Dfl,Dfr: [U r2 U', l2]**
 - b. Diag on B: Dfl,Dbr: **setup: Lw' D' Lw then do [U r2 U', l2]**

Edges

Method: M2 (actually r2 on 4x4)

Buffer: Df

1. Not on M slices:
 - a. Set up to Ub
 - b. M2
 - c. Set back
2. On l slice:
 - a. Set up to Bu using l moves
 - b. **(U R' U' B' R2 B) r2 (B' R2 B U R U')**
 - c. Set back
3. On r slices:
 - a. Ub: M2
 - b. Fu: **F [d, R U R'] F' r2**
 - c. Bd: **r2 F [R U R', d] F'**
 - d. *** if either Fu or Bd appear in the second position of a letter pair, DO THE OTHER ONE
4. Parity: **r' U2 r U2 r' U2 x (r U2)*3 r2 U2 x' r' U2**