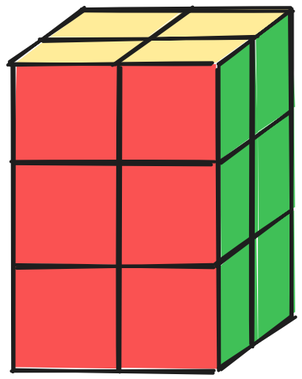
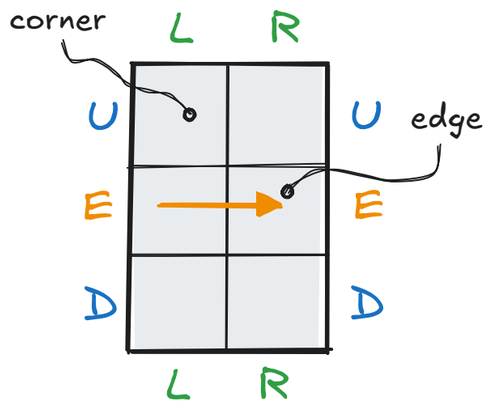
TOWER CUBE



Front view:



R: 90°CW R': 90°CCW R²: 180 °

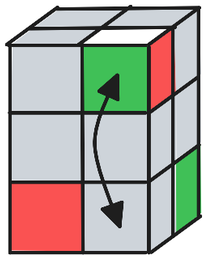
Turn cube:

X: like turning R

Y: like turning U

Z: like turning F

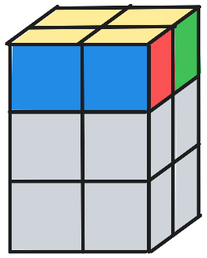
1) Solve all four white faces at bottom



switch top and bottom corner

R² U R² U' R² = algorithm α

2) Solve all four yellow faces at top

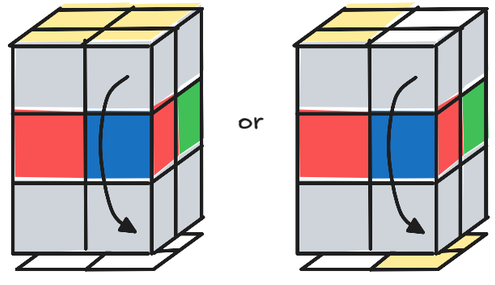


rotate cube so that two same faces are in front

UR² U'R² UR² y α

if there are no two identical faces on a side,
do algorithm twice

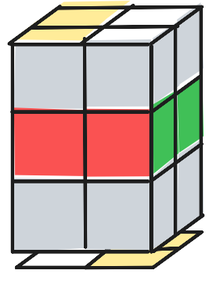
3) Solve middle layer



flip R² until all middle layer edges are in place

make sure before each flip, to align the white and yellow top and bottom to be one of the two options here on the left

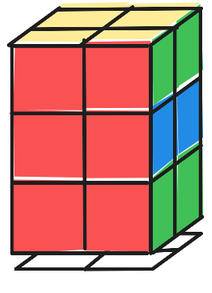
when middle blocks are correct, fix the top and bottom layer using one or more of following algorithms:



U² R² U² R²

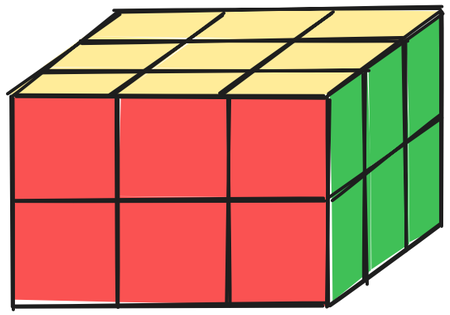
to fix top/bottom color

use U² and D²
to fix cube or do last algorithm

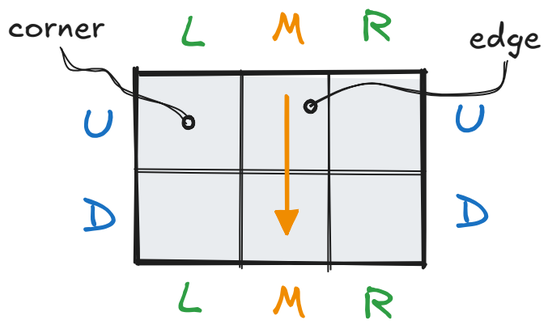


R² U² D² R²

DOMINO CUBE



Front view:



R: 90°CW R': 90°CCW R^2: 180°

Turn cube:

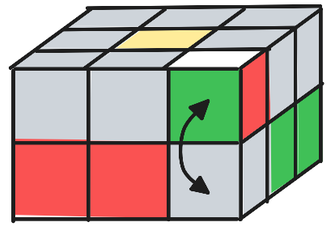
X: like turning R

Y: like turning U

Z: like turning F

1) Place all four white edges at bottom

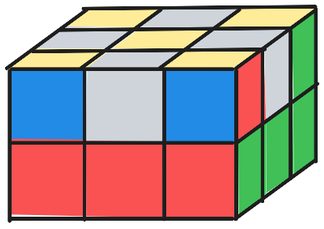
2) Place all four white corners at bottom



switch top and bottom corner

$R^2\ U\ R^2\ U'\ R^2$ = algorithm α

3) Place all four yellow corners at top

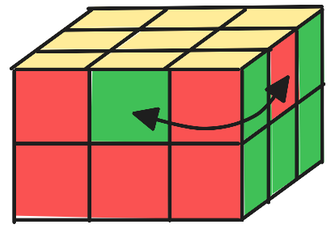


rotate cube so that two same faces are in front

$UR^2\ U'R^2\ UR^2\ y\ \alpha$

if there are no two identical faces on a side,
do algorithm twice

3) Place all four yellow edges at top



swap two edges

$R^2UR^2U\ R^2U^2R^2U^2\ \alpha$