

8 Corner Cells, 24 poses each: [a-x]. JMS 3/13/2024 ©=Free

1																										
2																										
3																										
4																										
5																										
6																										
7																										
8																										

← Solved

8  
Orient the 2x2x2 so that this is the far-right-lower cell & never moves.

Rubik's Cube Letter Angles:

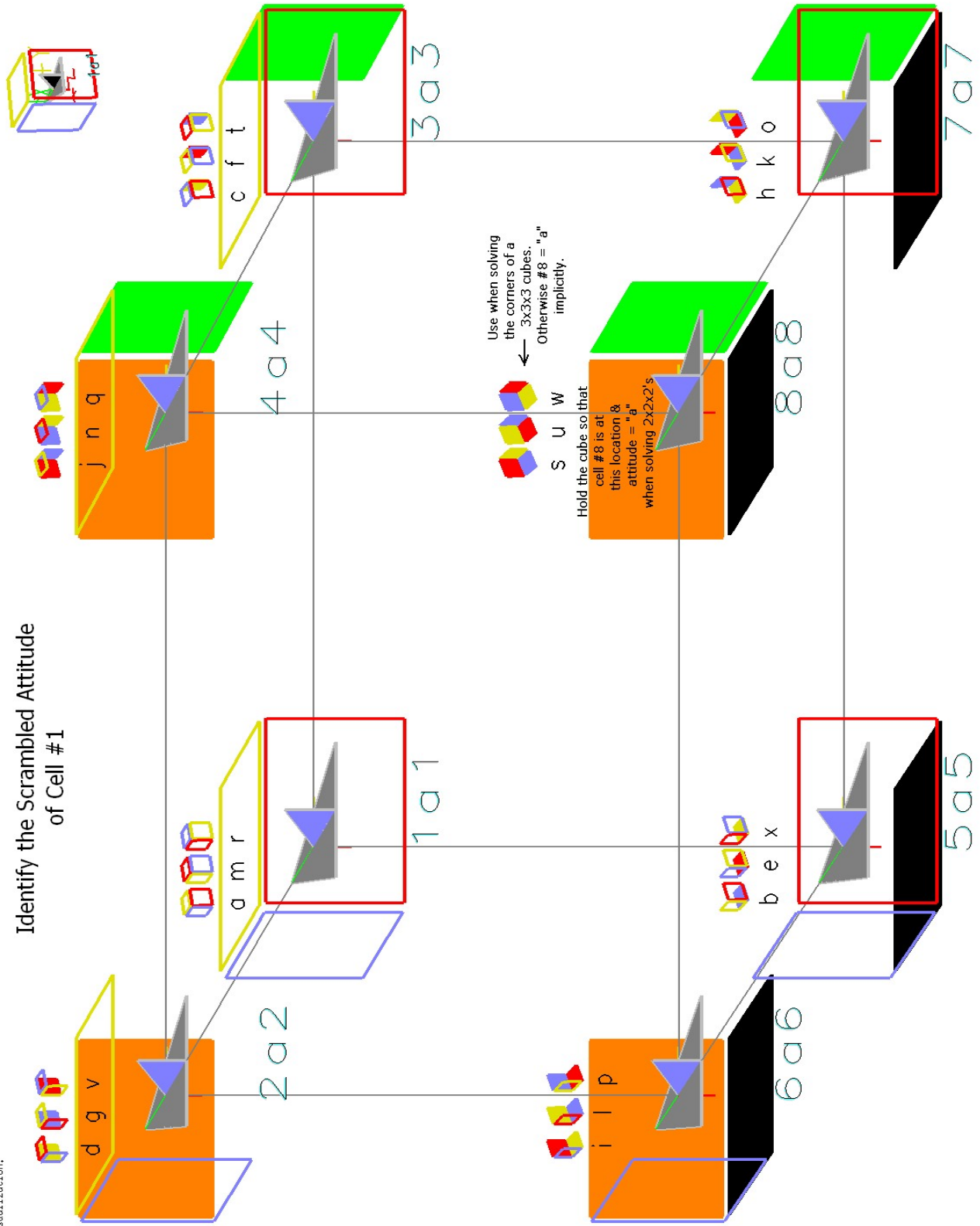
Ltr	#	Roll	Pitch	Yaw
a	1	0	0	0
b	2	-90	0	0
c	3	90	0	0
d	4	0	-90	0
e	5	0	90	0
f	6	0	0	-90
g	7	0	0	90
h	8	180	0	0
i	9	0	180	0
j	10	0	0	180
k	11	-90	0	-90
l	12	-90	0	90
m	13	0	-90	0
n	14	0	90	0
o	15	0	0	-90
p	16	0	0	90
q	17	90	0	-90
r	18	90	0	90
s	19	-90	0	180
t	20	0	-90	180
u	21	0	90	180
v	22	90	0	180
w	23	180	0	-90
x	24	180	0	90

\*Pitch=180.  
is non-standard but descriptive & I groups with 2-moves H & J & Follows 1-moves B,C,D,E,F & G.  
Standard pitch: [-90,+90] degrees.  
In standard aircraft notation:  
i 8 180 0 180.  
...a Rubik's Cube 4-move.

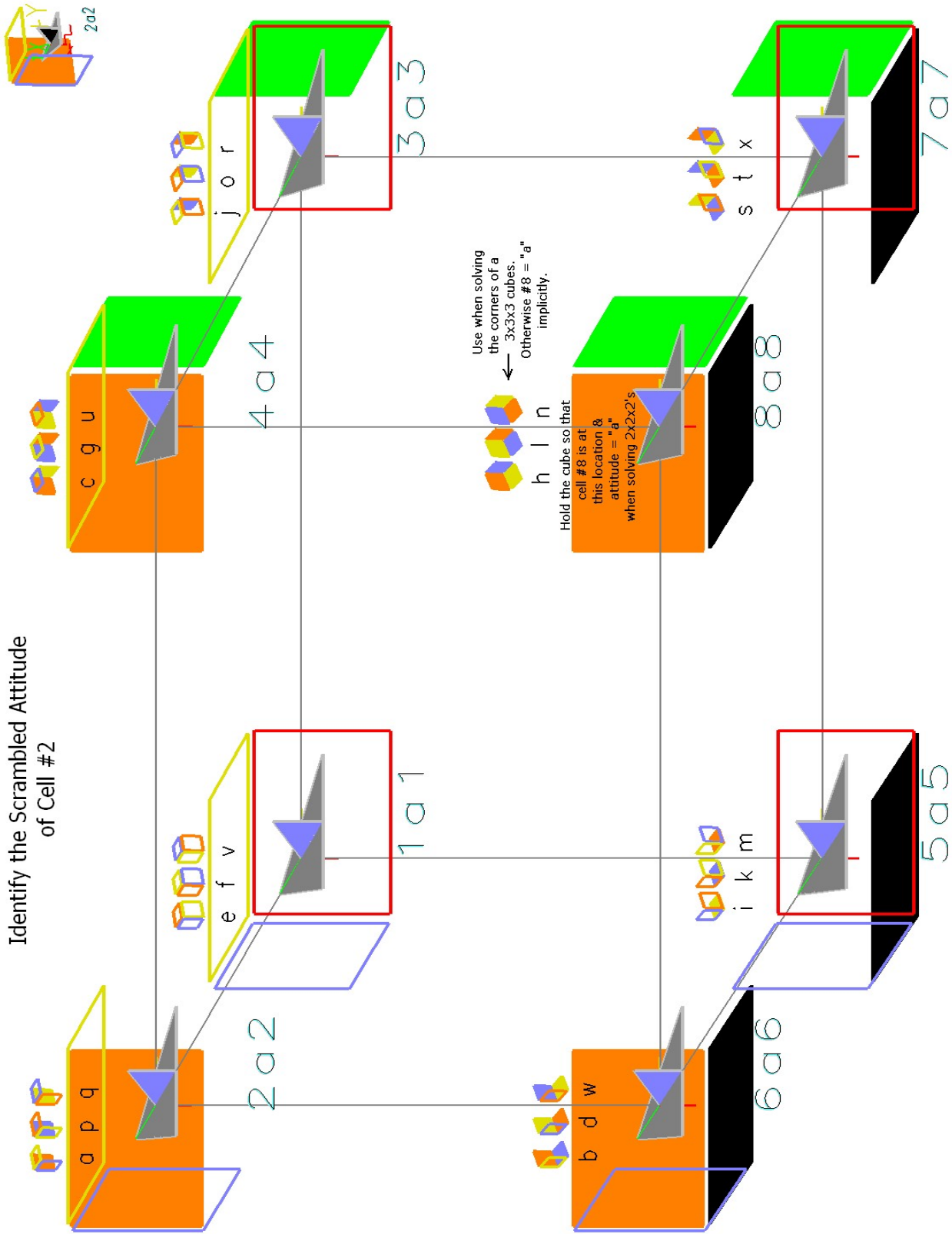
←-Table Input  
^ used by 3x3x3 cubes.  
implicitly "a" for 2x2x2's.

"aaaaaaa" = table entry for solved.

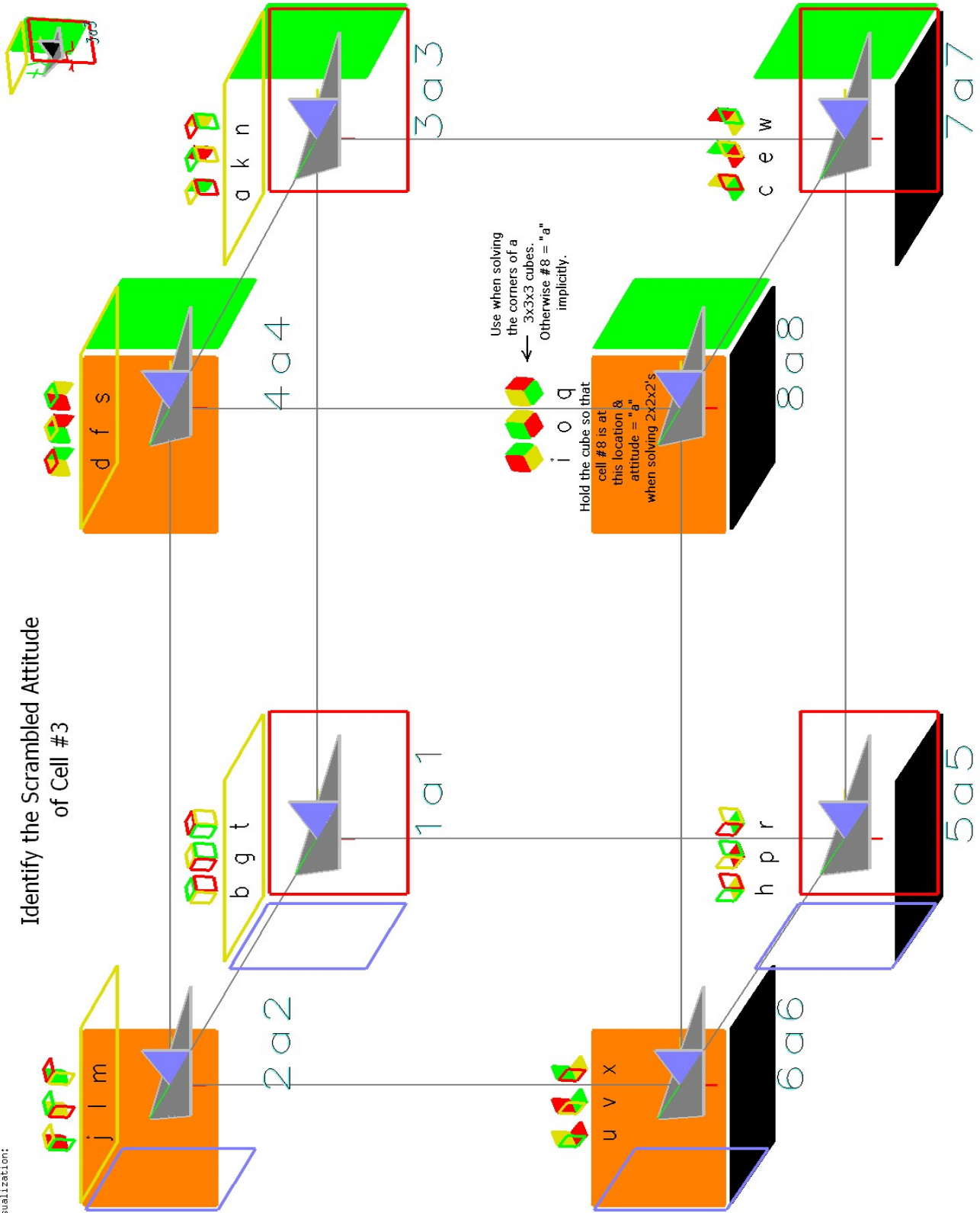
### Identify the Scrambled Attitude of Cell #1



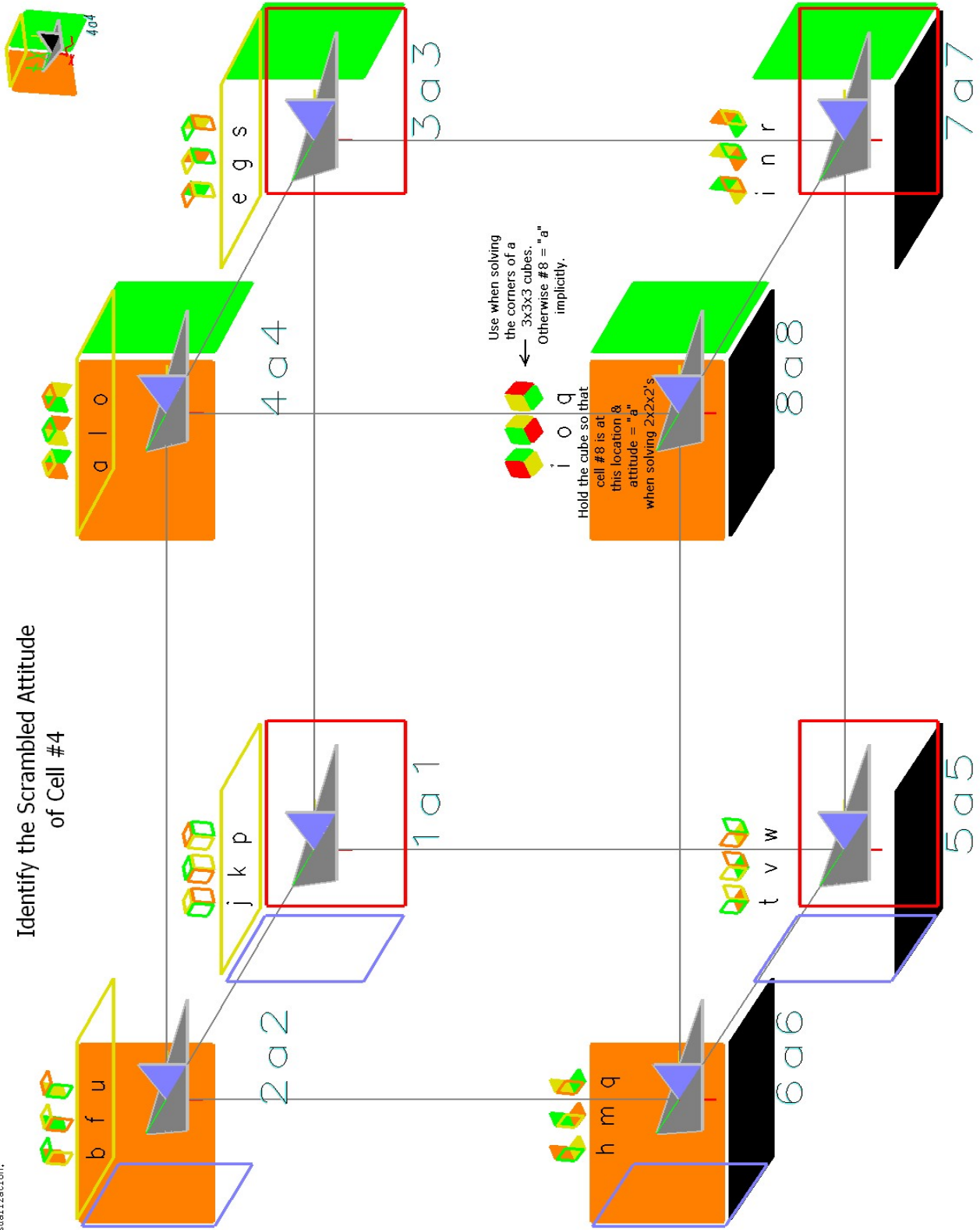
### Identify the Scrambled Attitude of Cell #2



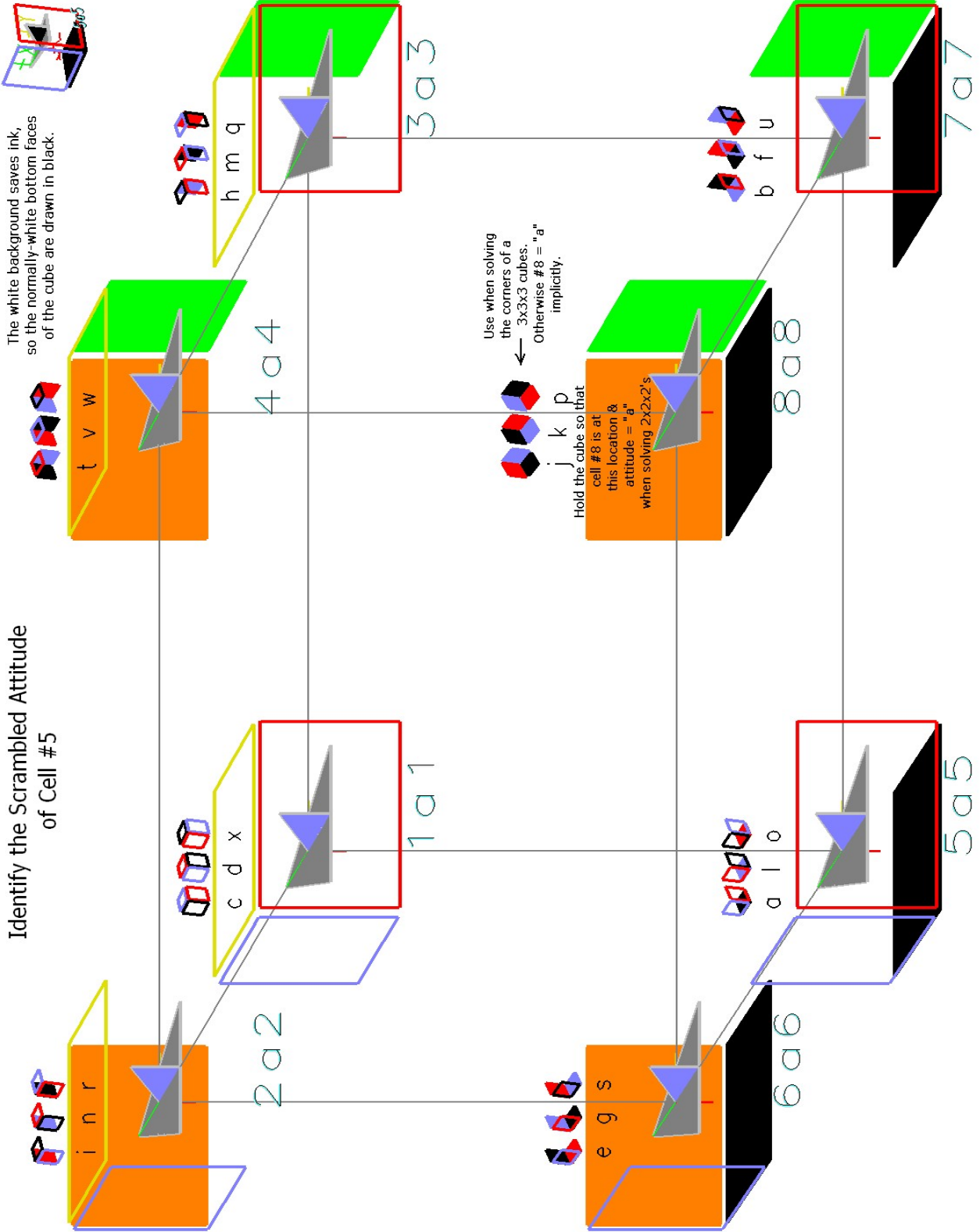
### Identify the Scrambled Attitude of Cell #3



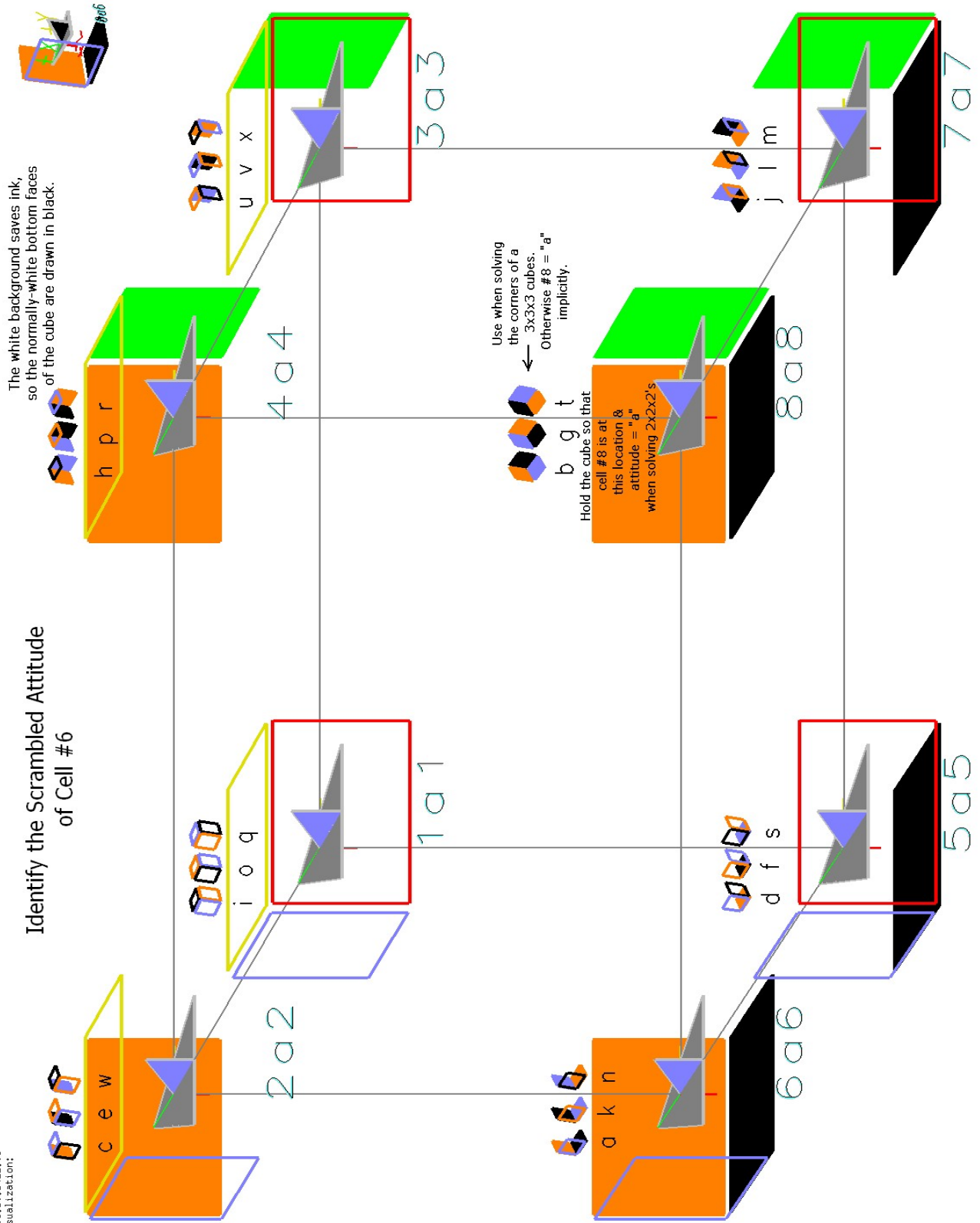
### Identify the Scrambled Attitude of Cell #4



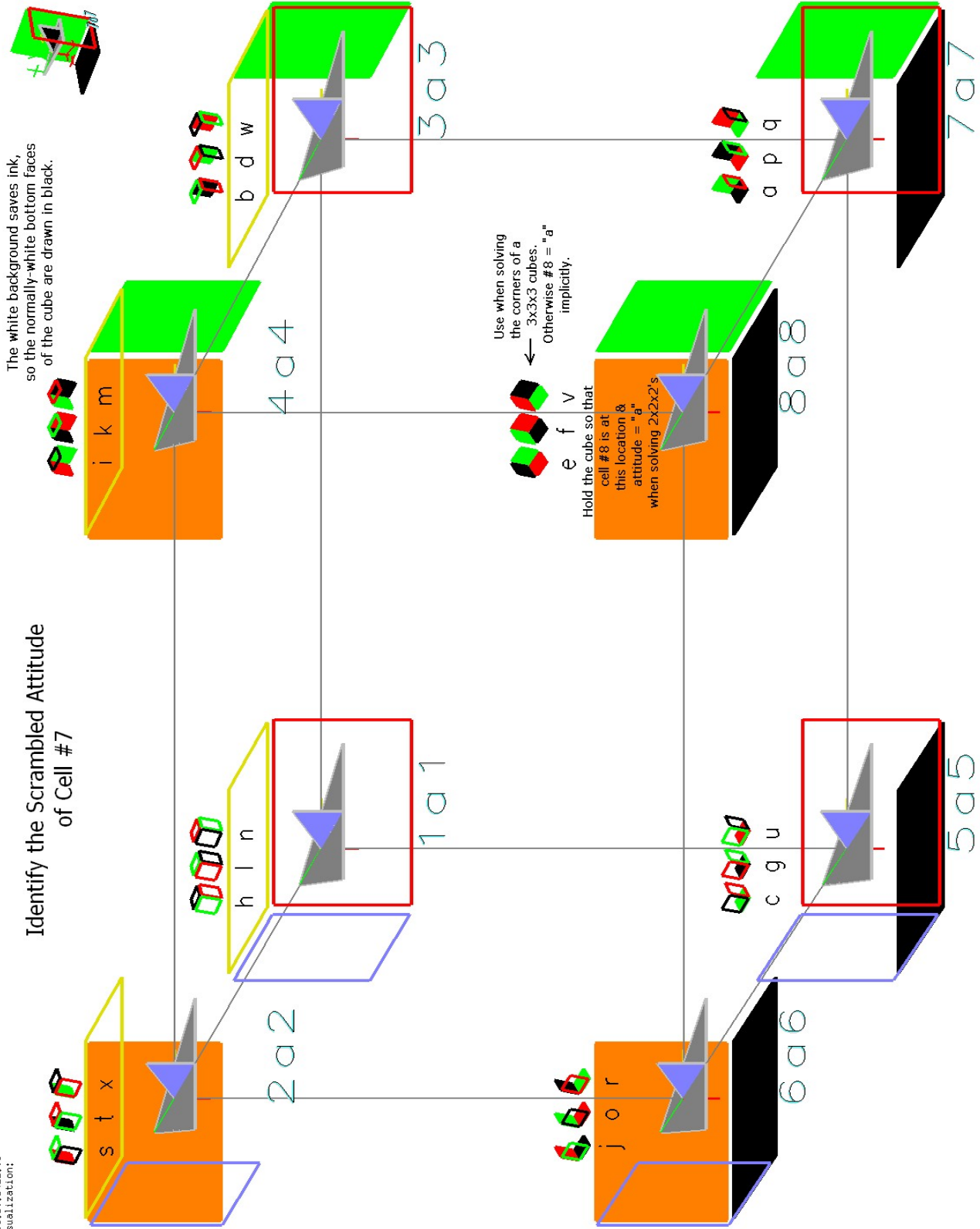
### Identify the Scrambled Attitude of Cell #5



### Identify the Scrambled Attitude of Cell #6



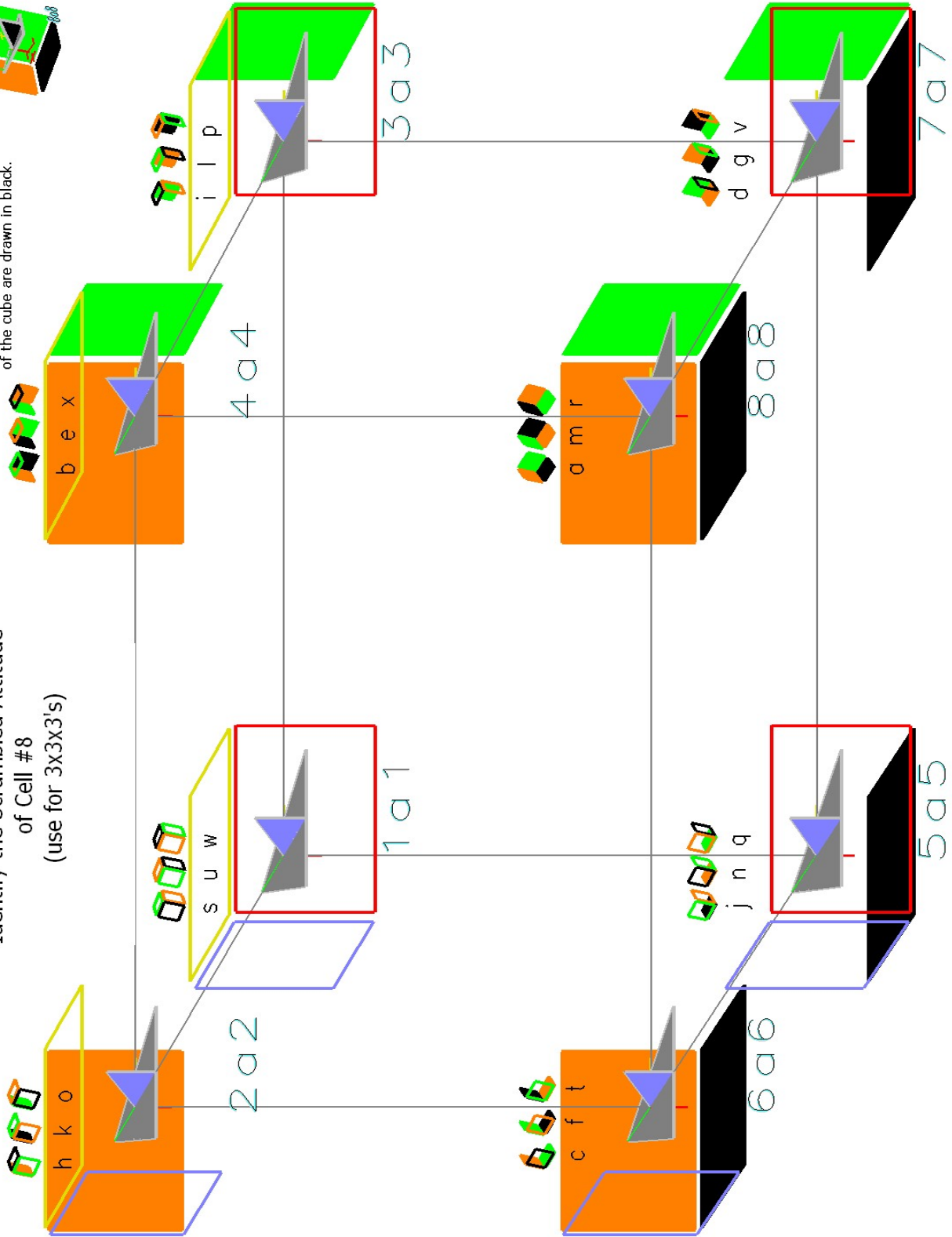
### Identify the Scrambled Attitude of Cell #7





Identify the Scrambled Attitude  
 of Cell #8  
 (use for 3x3x3's)

The white background saves ink,  
 so the normally-white bottom faces  
 of the cube are drawn in black.



12 Edge Cells, 24 poses each: [a-x]. JMS 3/13/2024 @=Free

← Solved

Rubik's Cube Letter Angles:

Ltr	#	Roll	Pitch	Yaw
a	1	0	0	0
b	2	-90	0	0
c	3	90	0	0
d	4	0	-90	0
e	5	0	90	0
f	6	0	0	-90
g	7	180	0	0
h	8	0	180	0
i	9	0	0	180
j	10	-90	0	180
k	11	90	0	180
l	12	-90	0	90
m	13	0	-90	90
n	14	0	90	90
o	15	0	0	90
p	16	0	0	90
q	17	90	0	0
r	18	90	0	0
s	19	-90	0	180
t	20	-90	0	180
u	21	0	0	180
v	22	90	0	180
w	23	180	0	0
x	24	180	0	90

\*Pitch=180.  
is non-standard but descriptive  
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