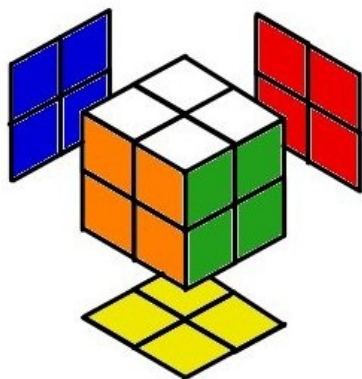
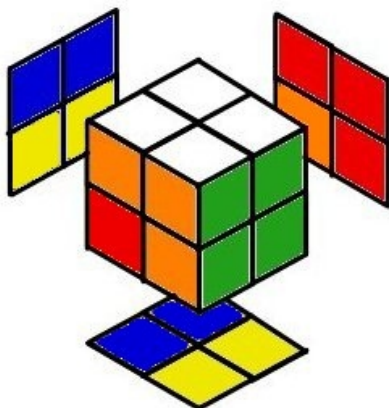


## Solving the 2x2x2 cube: Stage Two

For Stage One, we solved one layer. In Stage Two, we position the remaining 4 corners, and in Stage Three, we will rotate them correctly. Please note that a corner may be in the proper location, but only one of three rotations is correct for the corner.



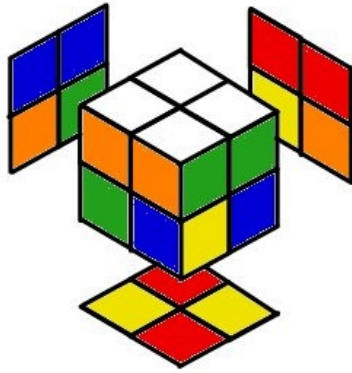
Recall the solved state.



Pinch two neighboring corners with your left hand and position so your hand is at the lower left side (if you are right handed). This will force the Front, Back, Left and Down sides to become anchored and will leave Up and Right faces free to move.

$(UR)^7U$

Count to 15 while making turns. The pinched corners will be stationary while the rest of the cube rotates around these two corners. Then, let go and reposition cube.

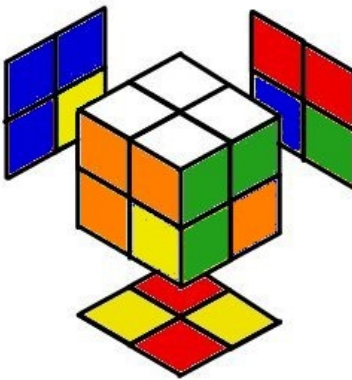


In this picture, none of the bottom four corners are in their correct locations. Pick any lower corner you please, and rotate Down face to place it in its home. For example,

D2

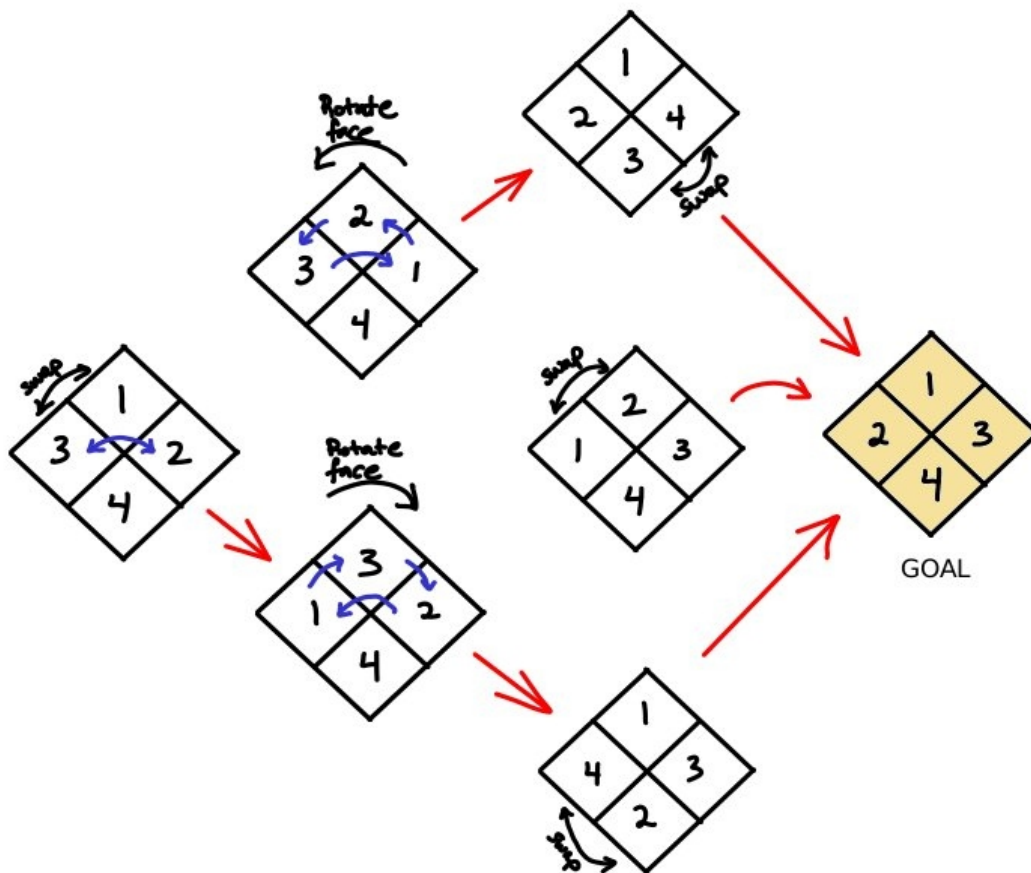
takes the Red-Blue-Yellow corner home to Left-Back-Down

Now, two lower corners are in their homes. Note that Green-Orange-Yellow and Red-Green-Yellow need to swap. We can use our routine to accomplish this!



You will usually only need to use this swapping routine once, but you may have to twist the Down face a few times before you find the best place to work from. Sometimes you will have to use the swapping routine twice, though.

The following diagram shows all the possible situations you might encounter.



When trying to figure out which corners go where, once stage one (top layer) is solved, tell yourself to ignore the colors of the Up and Down faces, as they no longer matter. For example, if White is Up and Yellow is Down, ignore those colors. Then, if you have a corner with Blue/Red, you have to have another corner with Blue/Red, and they need to go together. You presume the white one is in the correct location, and it's looking for a "downstairs neighbor".